# Toast Me

## README

### Release 1.0

An notification library for Unity 3d.

# Getting Started

# Components

# Overview

This readme was designed to provide an overview of the features provided by **Toast Me** and how to use them. This document is a work-in-progress and will continuously be updated.

The **Toast Me** codebase is completely documented. Please take some time to read through it if you really want to know how it works.

# Installation

**Toast Me** requires **Text Mesh Pro**, so using the **Unity Asset Store**, download and import **Text Mesh Pro**. Once completed, use the **Unity Asset Store** to download and import **Toast Me**.

**Note**: When importing, make sure that all items to import are selected before clicking the import button.

# Quick Start

After downloading and importing both **Text Mesh Pro** and **Toast Me**, navigate into the *Scene* directory and open the **SampleScene** and click *Play*. This scene provides the ability to display the six different premade toasts and control where on the screen the toasts will appear.

To use **Toast Me** in your own scene you can start by dragging the **ToastManager** prefab into your *Hierarchy*.

# Support

If any questions arise or you require assistance, please send an email to **toastme_support@over-one.studio**. Our FAQ is currently under development and will be available very soon.

# Api

Online documentation is still being developed and will be made available very soon. In the meantime, please direct any questions to **toastme_support@over-one.studio**.

# Toast Manager

## Process and handle the lifecycle of toasts.
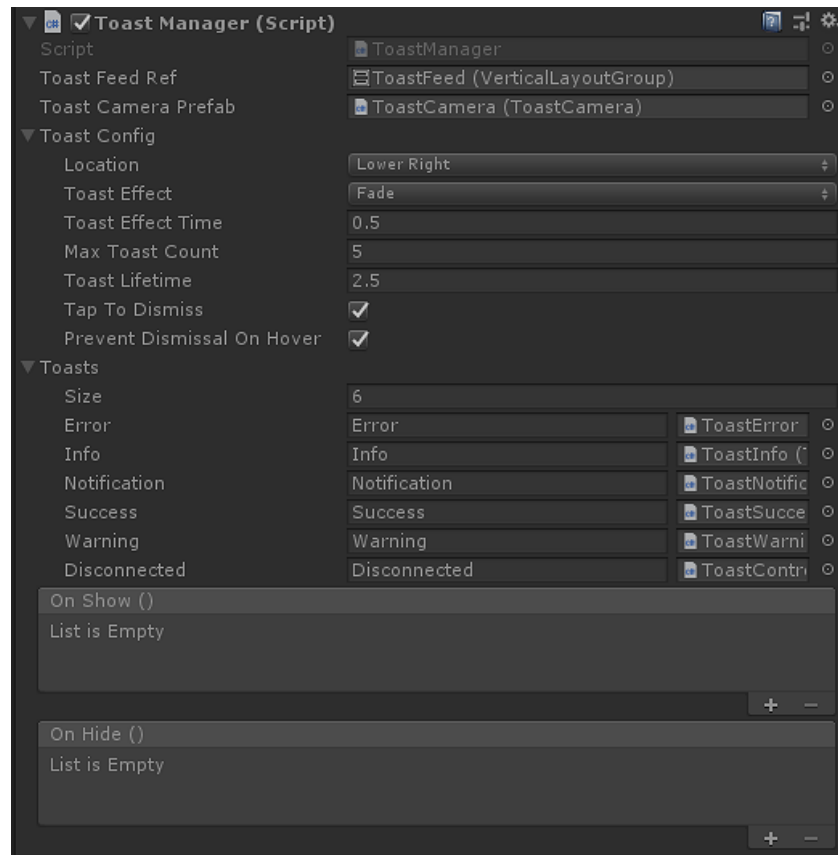


### Toast Feed Ref
The Unity Ui component used to set the location, arrangement and padding of visible toasts.

### Toast Camera Prefab
The camera prefab used to render toasts on top of whatever else is rendered by the Main Camera.

### Toast Config
Global settings used by the Toast Manager to handle the behavior of toasts.

### Toasts
Collection of toast prefabs registered with the Toast Manager. Only toasts that are registered here can be displayed.
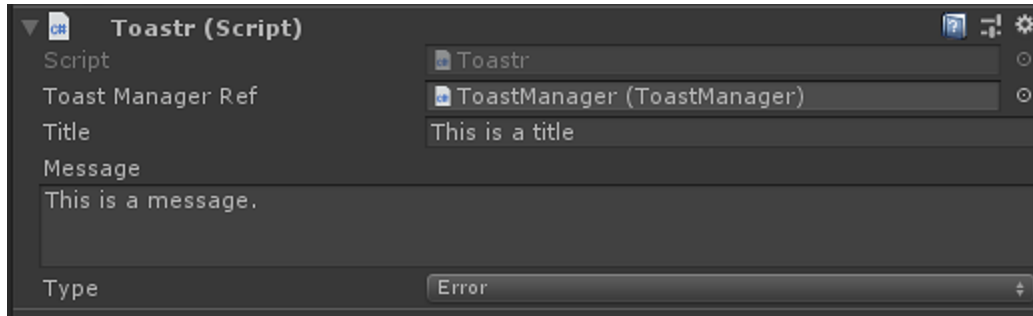
### On Show ( )
Unity Event that is invoked when a toast is displayed by the Toast Manager.

### On Hide ( )
Unity Event that is invoked when a toast is hidden by the Toast Manager, right before it is destroyed.

# Toastr

**Provides a way to trigger the display of toasts through the Unity Inspector.**



## Toast Manager Ref
Reference to the Toast Manager in the scene that will be used to pop a toast.

## Title
The title text to use when popping the toast.

## Message
The message text used when popping the toast.

## Type
Collection of toasts that can be popped. This toast collection is populated by the toasts registered with the Toast Manager.

## Pop Toast  [Visible in Play mode]
Button visible while in player mode that will pop a toast of the selected type with the title and message specified.

# Toast Info

Contains all information to set the content of a toast and to change the way a toast behaves when processed by the Toast Manager.

Note: The references will be used by the Toast Manager, but are ultimately available to be used by the content creator when creating custom Toast prefabs.
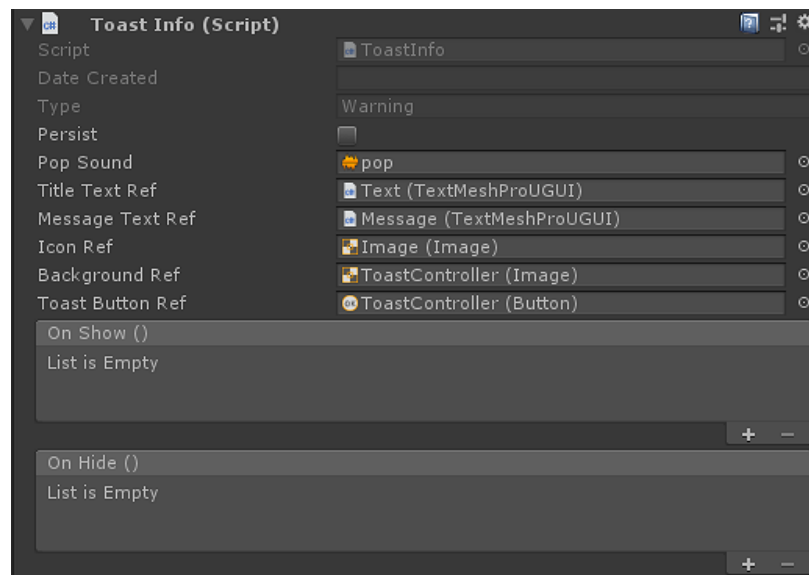


### Pop Sound
The Audio Clip to play when this toast is popped.

### Title Text Ref
Reference to the TextMeshPro text component used to display the title.

### Message Text Ref
Reference to the TextMeshPro text component used to display the message.

### Icon Ref
Reference to the Unity image component used to display the icon.

### Background Ref
Reference to the Unity image component used to render the background of this toast.

### Toast Button Ref
Reference to the Unity button component used to render and interact with the toast.

### On Show ( )
Unity Event specific to this toast that is invoked when the toast is displayed.

### On Hide ( )
Unity Event specific to this toast that is invoked when the toast is displayed.