Easy UI Panel Manager

v1.0

Easy UI Panel Manager is a simple asset providing a UI system that you can build on. It has a simple navigation system depending on Canvas/Nested Panels in hierarchy (*Figure 1*). You can use sample scene to build your UI scene of use individual modules however you like. This asset is for you if you are new to Unity or having a hard time building your UI. You can easily adapt this to any platform, but it is tested for mobile platforms. It is best if you start using sample scenes to have a better understanding of the panel manager.

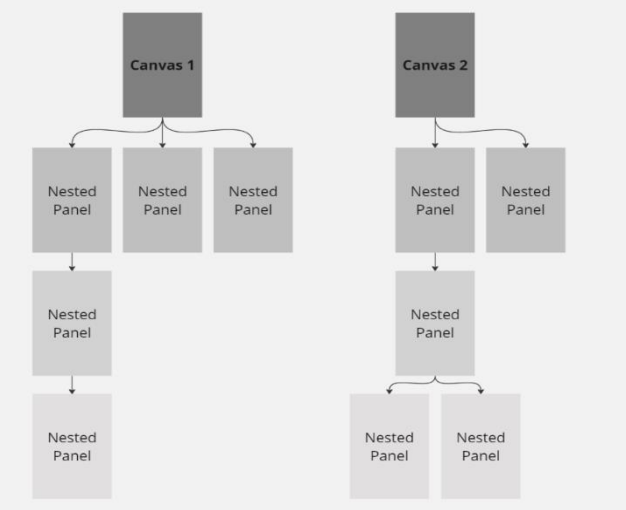


Figure 1: Panel hierarchy

Samples

Sample scenes are provided with basic UI navigation system with 4 canvases (Main page, Inventory, Profile, Navigation Canvas), tab system in main menu, and placeholder buttons that open mockup nested panels.

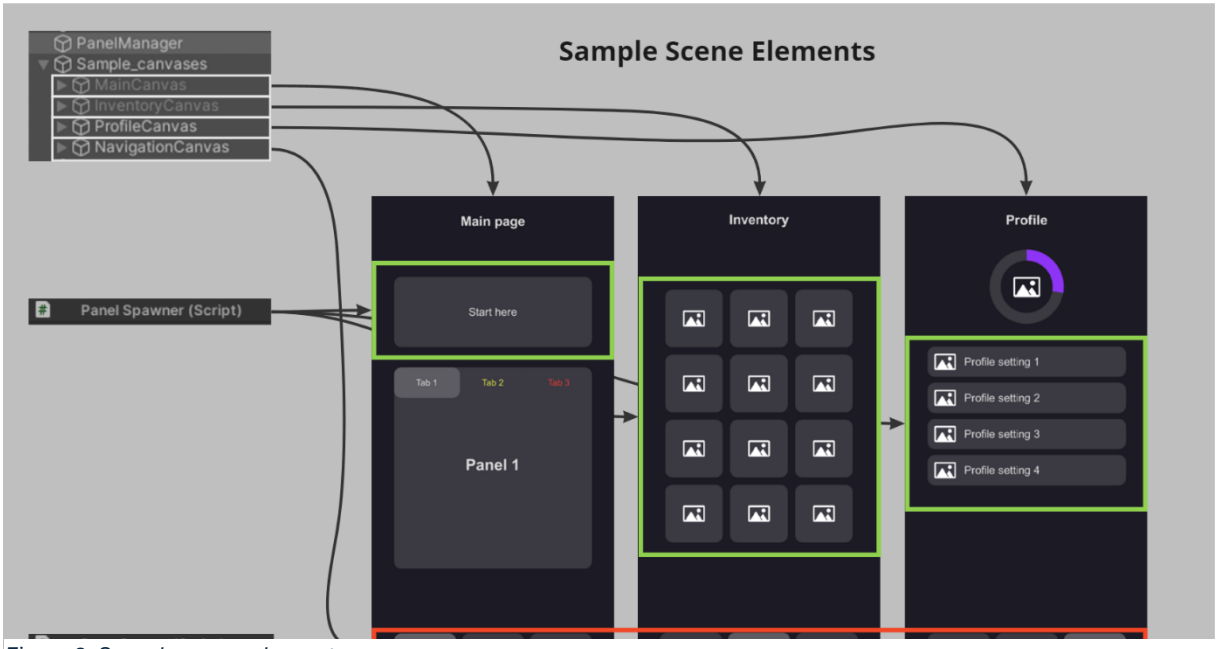


Figure 2: Sample scene elements

You can also add Panel Manager and Sample Canvases prefab (Right click on hierarchy, EasyUIPanel>Panel Manager and EasyUIPanel>Sample Canvases) in your scene. After adding the prefabs, navigate to Panel Manager, drag MainCanvas to the Active Canvas in the inspector panel of Panel Manager. To get navigation buttons working add Image of the Canvas navigation button for Main Canvas (CanvasNavigation_maincanvas gameobject in the hierarchy)

Opening Nested Panels

Use Bfree/EasyUIPanelManager/Prefabs/UIElements/Button_long prefab or add PanelSpawner component to your button gameobject and add PanelSpawner.OpenPanel(yourPanel) listener to you Button Component. Nested Panel component have OnEnable() method to collect buttons in the EasyUIPanelManager for navigation purposes.

Panel Behavior: destroy/deactivate

If EasyUIPanelManager.panelBehavior is set to destroy, PanelSpawner.OpenPanel() spawns the panel into active canvas and NestedPanel.ClosePanel() destroys the nested panel.

If EasyUIPanelManager.panelBehavior is set to deactivate, PanelSpawner.OpenPanel() activates the panel (it needs to be in the hierarchy) and NestedPanel.ClosePanel() deactivates the nested panel.

Example: This will spawn (or activate) “Nested Panel” gameobject.

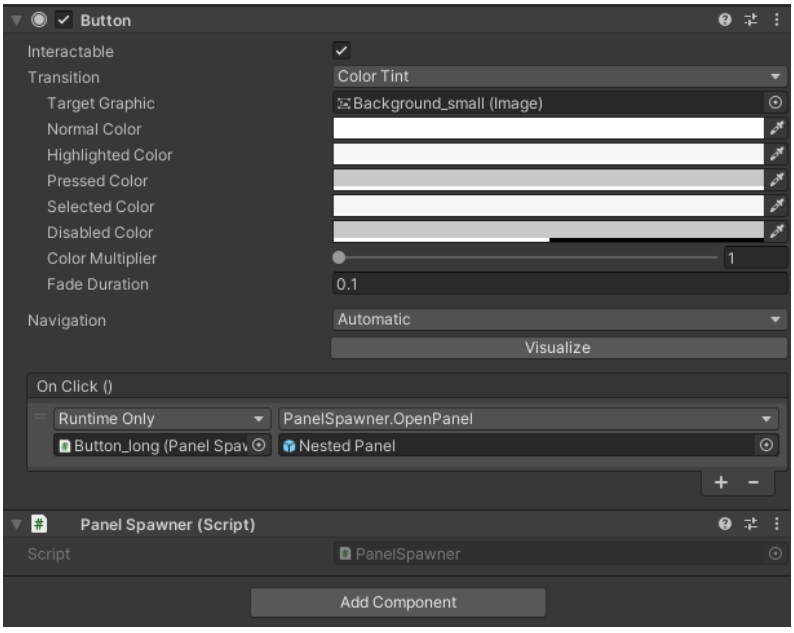


Figure 3: Example panel spawner button

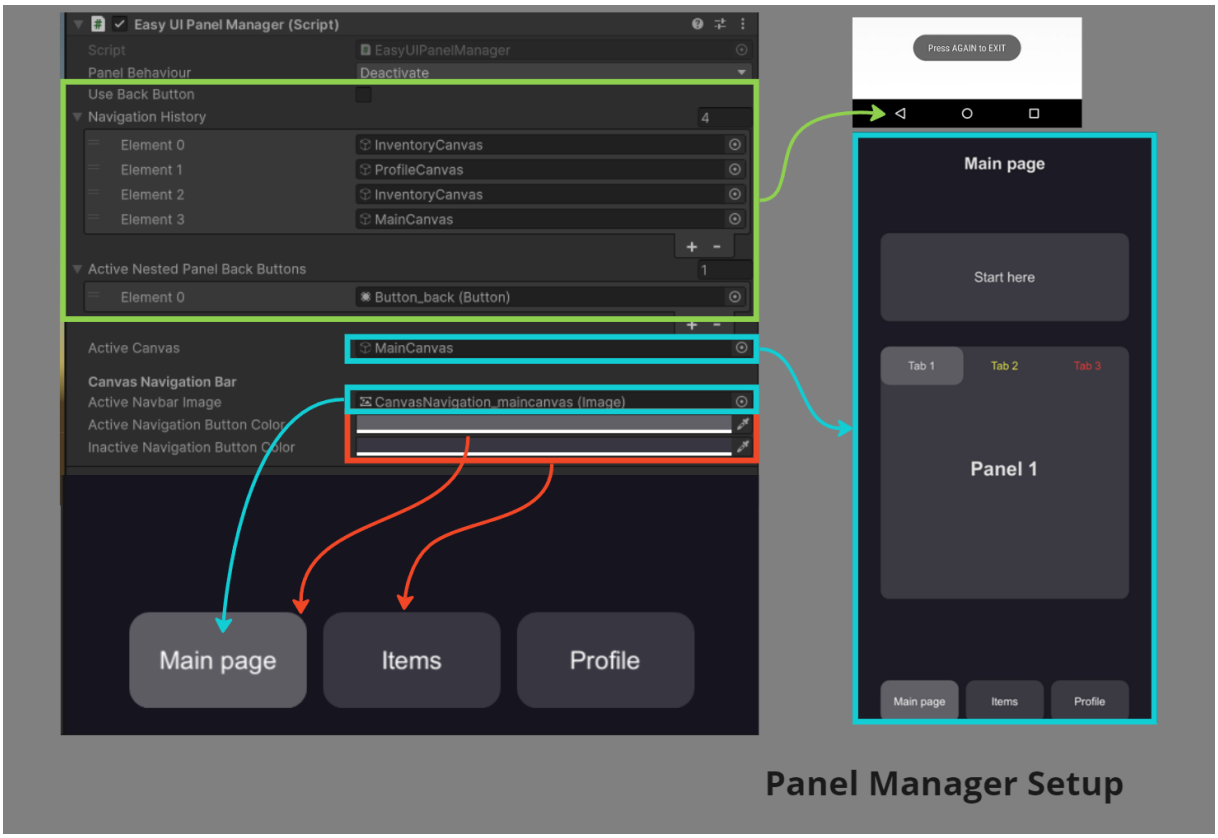
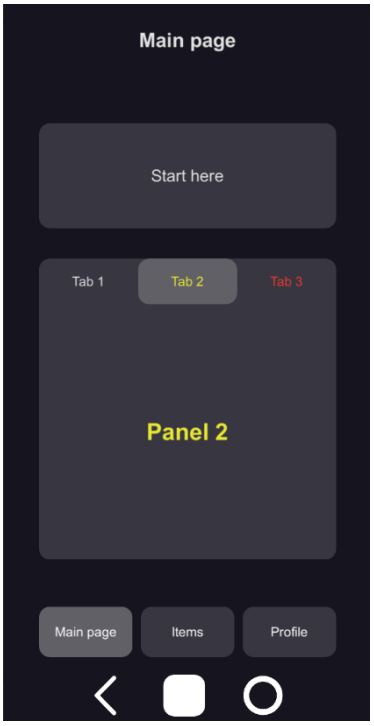


Figure 4: Panel manager setup

Back/Escape Button and Panel History



EasyUIPanelManager.navigationHistory is a List<GameObject> that collects canvas gameobjects for you to navigate back to. Additionally EasyUIPanelManager. activeNestedPanelBackButtons collects close buttons of all open nested panels (in NestedPanel.OnEnable()). If EasyUIPanelManager.useBackButton is true, when the user press the back/escape button, OnPressBack() method is executed. If any nested panel is active, they are closed with respect to their order in hierarchy. If none is active, user will be navigated to previous canvas.

```
if (useBackButton)
{
  if (Input.GetKey(KeyCode.Escape))
  {
    OnPressBack();
  }
}
```

You can also simulate OnPressBack() in sample scene: SampleUIScene_destroybehavior_portrait_backbuttonsimulation

Tab System

You can add a sample tab system as in Figure 5 by right clicking to your canvas in the hierarchy and selecting EasyUIPanel>Tab System.

If you want to increase or decrease the number of tabs, keep in mind that the index of Tab Buttons must match the index of corresponding panel (e.g tabButtons[0] is Tab 1 and tabPanels[0] is Panel 1). Active Tab Button must be the tab you want your tab system to start with.

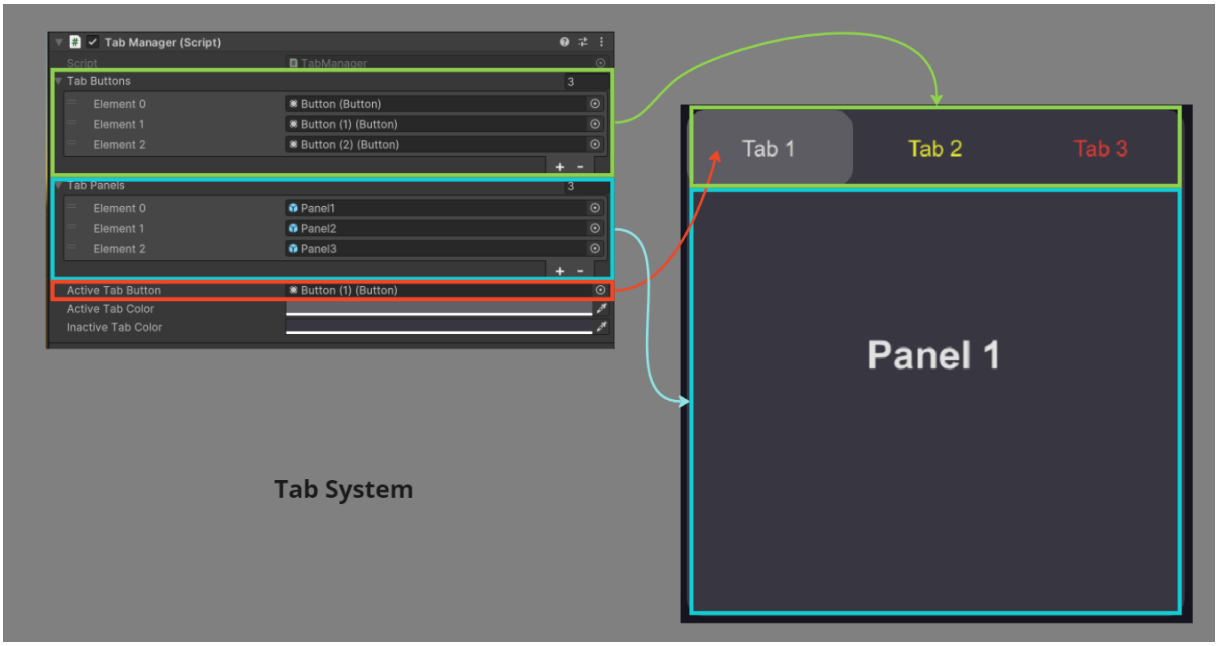


Figure 5: Tab System

Thank you.

For your questions, use:

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