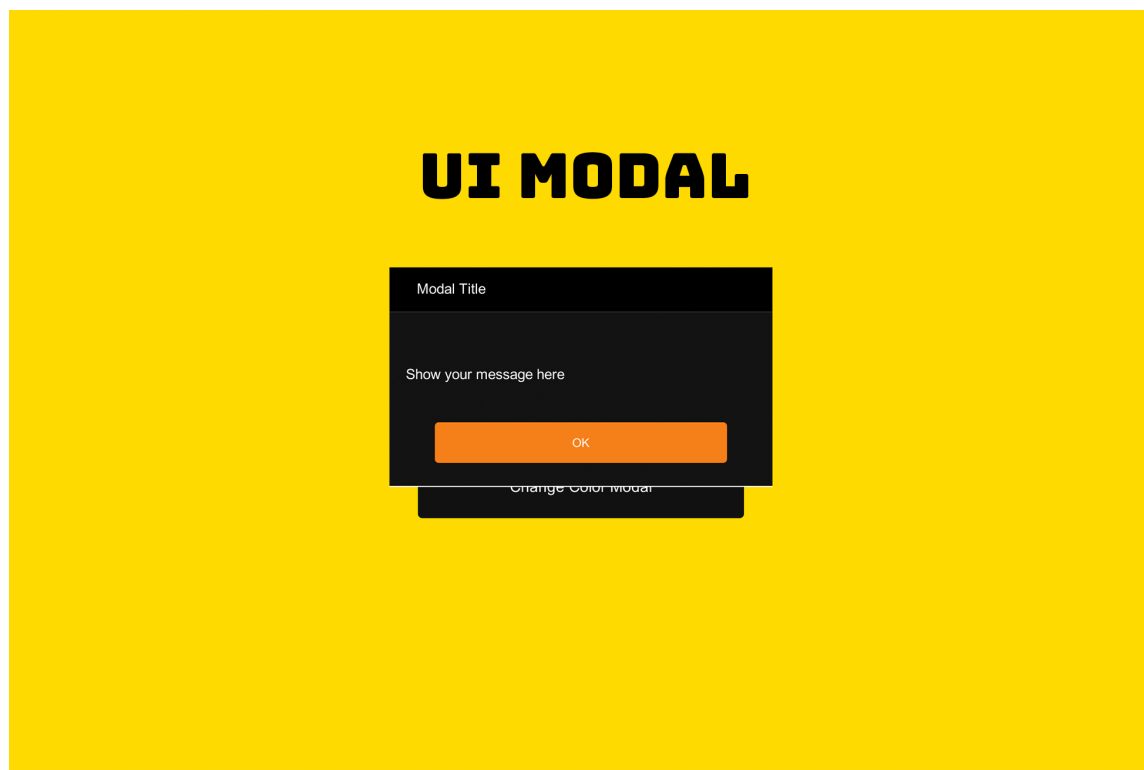# UI MODAL

DOCUMENTATION

INTRODUCTION

UI Modal is a lightweight, interactive modal system for displaying customizable content to users.

GETTING STARTED

Getting started is super easy.

First ensure a ModalManager is added to the scene. You can drag the ModalManager prefab into a canvas for a quick start.

To show a modal window, simply call the Show methods in ModalManager;

Example:

```
ModalManager.Show("Modal Title", "Show your message
here", new[] { new ModalButton() { Text =
"OK" } });
```

NOTE:

(Make sure the modal database is assigned in the ModalManager. To use the provided generic model in your own database make sure the GenericModal prefab with the correct identifier is added to the database.)

MODAL BUTTON

The modal button class holds properties for a single button in the modal, you can for example set the text of the button or the callback function when it's clicked.

With the GenericModal you can show a maximum of 3 buttons. To show more button increase the size of the buttons array.

PLEASE ALSO CHECK OUT THE DEMO SCENE FOR MORE EXAMPLES!

SCRIPTING A MODEL WITH CUSTOM BEHAVIOR

UI Model gives you complete flexibility to create a custom model.

All models should derive from the Model class and implement the show method, take a look at the GenericModel.