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Super Calendar

Super Calendar is an easy to use UGUI control for Unity 4.6+ You simply have to drag&drop its prefab into your scene to start using it. It's fully localizable and easy to setup with his intuitive inspector.

Configuration

Super Calendar is easy to configure. Just drag&drop the Calendar prefab into a Canvas. Then you will see his inspector.
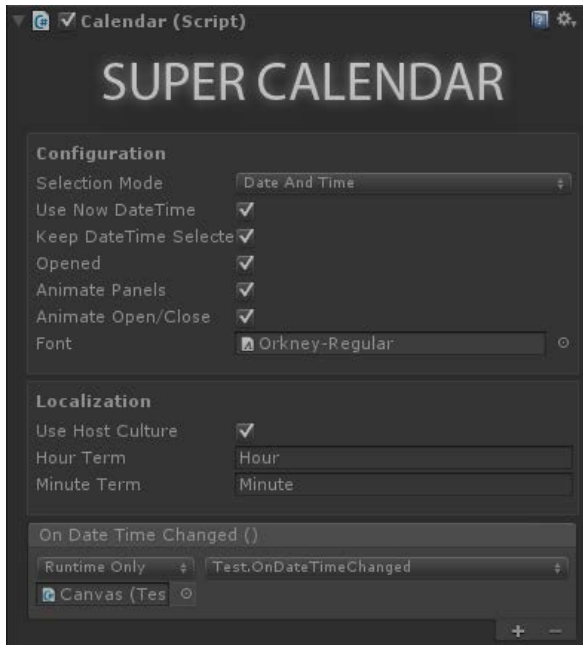
-Selection Mode : Allow you to specify either you want the user to only select Date, Time or both (DateTime).

-Use Now DateTime : If checked, Calendar will start with the current DateTime of the system.

-Keep DateTimeSelected : If checked, the selection will be keep when the user will go back into the DateTime selection process.

-Opened : If checked, the calendar will start already opened.

-Animate Panels : If checked, the transitions between year, month, day and time picker will be animated.

-Animate Open/Close : If checked, the opening and closing of the Calendar will be animated.

-Font : Specify the font used by the whole calendar control.

-**Use Host Culture** : If checked, the calendar will use the language of the host. If not cheked, a dropdown list appear and let you select the language you want to use.

-Hour Term/Minute Term : Since the .net framework do not provide translation for this term, you have to provide our.

On Date Time Changed : Allow you to specify a event handler which is called when the DateTime is changed by the user.

```
public void OnCalendarDateTimeChanged()
{
    Debug.Log(Paroxe.SuperCalendar.Calendar.Current.DateTime);

    // OR
    // using namespace Paroxe.SuperCalendar;
    //..
    // Debug.Log(.Calendar.Current.DateTime);

}
```

SerializableDateTime

Since the .net DateTime is not serializable in Unity Inspector. We create SerializableDateTime, a wrapper around the .net DateTime object type. You can use it in your objects properties and will be sucessfully shown in your component inspector and sucessfully serialized. SerializableDateTime serialize/deserialize the DateTime it contains into a string en-US formatted.