
New UI Widgets Documentation

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CONTENTS

1	Overview	1
1.1	Recommended Unity UI documentation	1
1.2	Collections	1
1.3	Containers	2
1.4	Controls	2
1.5	Dialogs	3
1.6	Input	3
1.7	Misc	5
2	Project Settings	7
2.1	Assembly Definitions	7
2.2	Instantiate Widgets	7
2.3	Styles or Themes	8
2.4	TextMeshPro Support	8
2.5	Data Bind for Unity Support	8
2.6	I2 Localization Support	8
3	Widgets Generator	9
3.1	List of Generated Widgets	10
3.2	Requirements	11
3.3	Supported types	11
3.4	Limitations	11
3.5	Attributes	12
3.6	Known Problems	12
3.7	Extending and Overriding Classes	12
3.8	INotifyPropertyChanged and IObservable Support	12
3.9	Replacing generated code	14
3.9.1	Collections	14
3.9.2	Autocomplete	17
4	Widgets	19
4.1	Collections	19
4.1.1	AutoCombobox	19
4.1.2	AutocompleteCombobox	20
4.1.3	Combobox	20
4.1.4	ComboboxInputField	21
4.1.5	DirectoryTreeView	22
4.1.6	FileListView	22
4.1.7	Grouped ListView, Grouped TileView	24
4.1.8	ListView, TileView and Table	29

4.1.9	ListViewEnum	50
4.1.10	TracksView	51
4.1.11	TreeGraph	53
4.1.12	TreeView	53
4.2	Containers	58
4.2.1	Accordion	58
4.2.2	Tabs	60
4.3	Controls	61
4.3.1	Context Menu	61
4.3.2	Paginator	63
4.3.3	Sidebar	66
4.3.4	SplitButton	67
4.4	Dialogs	67
4.4.1	DatePicker, DateTimePicker, TimePicker	68
4.4.2	Dialog	70
4.4.3	FileDialog	77
4.4.4	FolderDialog	79
4.4.5	Notifications	80
4.4.6	Pickers	88
4.4.7	Popup	90
4.5	Input	92
4.5.1	Autocomplete	92
4.5.2	Calendar	95
4.5.3	Centered Slider	97
4.5.4	Circular Slider	98
4.5.5	ColorPicker	99
4.5.6	DateTime	100
4.5.7	DateScroller, DateTimeScroller, TimeScroller	100
4.5.8	RangeSlider	105
4.5.9	Rating	107
4.5.10	Scale	107
4.5.11	Spinner	109
4.5.12	Switch	111
4.5.13	Time	112
4.5.14	TimeAnalog	113
4.6	Miscellaneous	114
4.6.1	Audio Player	114
4.6.2	Loading Animation	115
4.6.3	ProgressbarDeterminate	115
4.6.4	ProgressbarIndeterminate	117
4.6.5	Simple Tooltip	117
4.6.6	Tooltip	118
5	Components	123
5.1	Async Helpers	123
5.2	Bring to Front	125
5.2.1	Options	125
5.3	Single Line and Multi Line Connectors	125
5.3.1	SingleConnector Options	125
5.3.2	MultipleConnector Options	125
5.3.3	Connector Line	126
5.3.4	ILineBuilder	126
5.4	Distance Lines	126
5.4.1	Options	128

5.5	Drag and Drop	128
5.5.1	Drag-and-Drop Support for the Collections	128
5.5.2	How Drag&Drop works:	128
5.5.3	Collections Drag Options	129
5.5.4	Collections Drop Options	129
5.5.5	TreeView Drop Options	130
5.5.6	TreeView Node Drop Options	130
5.5.7	Custom Drag Support	130
5.5.8	Custom Drop Support	133
5.5.9	Swapping content between Drag and Drop components	135
5.5.10	Adding limitations to the Drop component	136
5.6	Draggable	137
5.6.1	Options	137
5.6.2	Properties	137
5.6.3	Events	138
5.7	EasyLayout	138
5.7.1	Options	138
5.7.2	Events	142
5.8	Groupable	142
5.8.1	Options	142
5.8.2	Events	143
5.9	Layout Switcher	143
5.9.1	Options	143
5.9.2	Events	144
5.10	Lightbox	144
5.11	ListViewAutoResize	144
5.11.1	Options	144
5.12	Object Sliding	144
5.12.1	Options	144
5.12.2	Helper components	145
5.13	Pinchable	145
5.13.1	Options	145
5.13.2	Events	145
5.14	Resizable	146
5.14.1	Options	146
5.14.2	Events	147
5.14.3	Properties	147
5.14.4	Resize Children With Parent	147
5.15	Resizable Handles	148
5.15.1	Options	148
5.15.2	Events	149
5.16	Rotatable	149
5.16.1	Options	149
5.16.2	Events	149
5.16.3	Properties	150
5.17	Rotatable Handle	150
5.17.1	Options	150
5.17.2	Events	150
5.18	ScrollBlock	151
5.18.1	Options	151
5.18.2	Usage	151
5.19	Scrollbar Min Size	152
5.19.1	Options	152
5.20	ScrollRect DragSensitivity	152

5.21	ScrollRect Events	152
5.21.1	Options	153
5.21.2	Events	153
5.22	ScrollRect Footer	153
5.22.1	Options	153
5.23	ScrollRect Header	154
5.23.1	Options	154
5.24	Selectable Helper	154
5.25	SnapGrid	154
5.25.1	Options	154
5.25.2	SnapGridBase.Border	155
5.25.3	Events	155
5.26	SnapLines	155
5.26.1	Options	155
5.26.2	SnapGridBase.LineX	156
5.26.3	SnapGridBase.LineY	156
5.26.4	Events	156
5.27	Splitter	156
5.27.1	Options	156
5.27.2	Events	157
5.28	Switch Group	157
5.28.1	Options	157
5.29	Table Header	157
5.29.1	Options	157
5.29.2	Cet Current Columns Order	158
5.29.3	Change Columns Order	158
5.29.4	Restore Original Columns Order	158
5.29.5	Disable Column	158
5.29.6	Enable Column	158
5.30	TreeView DataSource	159
5.31	TreeView Toggle Animation	159
5.31.1	Options	159
5.32	SafeArea	160
5.33	Swipe	160
5.33.1	Options	160
5.33.2	Events	160
6	Effects	161
6.1	Border Effect	161
6.1.1	Options	161
6.2	Flare Effect	161
6.2.1	Options	161
6.3	Lines Drawer	162
6.3.1	Options	162
6.4	Ring Effect	162
6.4.1	Options	162
6.5	Ripple Effect	163
6.5.1	Options	163
6.6	Snap Grid Drawer	163
6.6.1	Options	163
6.7	Tsunami Effect	164
6.7.1	Options	164
7	Shaders	165

7.1	Gradient Shaders	165
8	UI Scaling	167
9	Styles (Legacy)	171
9.1	Style support for the custom widgets	172
10	UI Themes	173
11	Integration	175
11.1	Assembly Definitions	175
11.1.1	Recommended Settings	175
11.2	Cursor	175
11.2.1	Cursors.Fields	178
11.2.2	Cursors.Cursor.Fields	178
11.2.3	UICursor.Static.Fields	179
11.3	Localization	179
11.3.1	Dialog, Popup Localization	180
11.3.2	Notify Localization	180
11.3.3	Generated Widgets	181
11.4	String Comparison and Culture	181
11.5	Timer and Animations	181
11.6	Unity Update Methods Replacement	182
11.6.1	Interfaces to Replace Unity Update Methods	182
12	Supported Packages	183
12.1	Data Bind for Unity Support	183
12.2	I2 Localization Support	184
12.3	TextMeshPro Support	184
12.3.1	Details	185
12.4	TextMeshPro Converter	185
12.4.1	Modify Code to Adapters	186
13	Known Problems	189
13.1	Missing References or Scripts	189
13.2	TextMeshPro Support are Disabled After the Platform Switch	189
13.3	Newly Created Widgets are White	189
13.4	ListView Item Highlight or Selection Goes to Next Items Automatically	189
13.5	Input System Limitations	190
14	Support	191
15	Changelog	193
15.1	Release 1.16.0	193
15.2	Release 1.15.10	194
15.3	Release 1.15.9	194
15.4	Release 1.15.8	194
15.5	Release 1.15.7	195
15.6	Release 1.15.6	195
15.7	Release 1.15.5	196
15.8	Release 1.15.4	196
15.9	Release 1.15.3	196
15.10	Release 1.15.2	197
15.11	Release 1.15.1	198
15.12	Release 1.15.0	198

15.13 Release 1.14.2	200
15.14 Release 1.14.1	201
15.15 Release 1.14.0	201
15.16 Release 1.12.6	201
15.17 Release 1.12.5	202
15.18 Release 1.12.4	202
15.19 Release 1.12.3	202
15.20 Release 1.12.2	203
15.21 Release 1.12.1	203
15.22 Release 1.11.2	204
15.23 Release 1.11.1	204
15.24 Release 1.11.0	205
15.25 Release 1.10.4	205
15.26 Release 1.10.3	206
15.27 Release 1.10.2	206
15.28 Release 1.10.1	207
15.29 Release 1.10.0	208
15.30 Release 1.9.3	209
15.31 Release 1.9.2	209
15.32 Release 1.9.1	210
15.33 Release 1.9.0	210
15.34 Release 1.8.5	211
15.35 Release 1.8.4	212
15.36 Release 1.8.3	212
15.37 Release 1.8.2	212
15.38 Release 1.8.0	213
15.39 Release 1.7.4	213
15.40 Release 1.7.2	214
15.41 Release 1.7.0	214
15.42 Release 1.6.5	214
15.43 Release 1.6.0	215
15.44 Release 1.5.0	215
15.45 Release 1.4.2	216
15.46 Release 1.4.1	216
15.47 Release 1.4	216
15.48 Release 1.3	216
15.49 Release 1.2	216
15.50 Release 1.1	216
15.51 Release 1.0	217

OVERVIEW

Most of the widgets can be used without knowledge of the Unity UI, but some of them require a basic understanding of the Unity UI.

1.1 Recommended Unity UI documentation

- [Canvas](#)
- [RectTransform](#)
- [Events and Event Triggers](#)
- [Mask](#)
- [Transitions](#)
- [Layout Groups](#)

1.2 Collections

Collections for your custom types can be created by *Widgets Generator*.

TileView, Table, TreeGraph does not have default implementation like ListView because of no standard for those widgets, so they should be created by *Widgets Generator*.

- `!!!AutocompleteCombobox`
- *AutoComboboxIcons*
- *AutoComboboxString*
- *Combobox*

 Data type string.

- `!!!ComboboxInputField`
- *ComboboxEnum*
- *ComboboxEnumMultiselect*
- *ComboboxIcons*
- *ComboboxIconsMultiselect*

 ComboboxIcons with multiple selection support.

- *DirectoryTreeView* *

- *FileListView* *
 - *ListView, TileView and Table*
 - Data type string.
- *ListViewColors*
 - Data type Color.
- *ListViewInt*
 - Data type int.
- *ListViewIcons*
- *ListViewHeight*
 - Data type string.
- *ListViewPaginator*
 - Paginator for the ListView, TileView, and Table.
- *TreeView*

1.3 Containers

- *Accordion*
- *Tabs*
 - Tabs buttons displayed on the top side.
- *TabsLeft*
 - Tabs buttons displayed on the left side.
- *TabsIcons*
 - Tabs buttons with an icon and buttons displayed on the top side.
- *TabsIconsLeft*
 - Tabs buttons with an icon and displayed on the left side.

1.4 Controls

- ButtonBig
- ButtonSmall
- *ContextMenu Template*
 - Template of the context menu to use by ContextMenu component
- *ScrollRectPaginator*
 - Paginator for the ScrollRect.
- *ScrollRectNumericPaginator*
 - Paginator for the ScrollRect. Navigation can display a number of a page.
- *Sidebar*

- *SplitButton*

Button with a dropdown for the additional buttons.

1.5 Dialogs

- *DatePicker*

Data type `DateTime`.

- *DateTimePicker*

Data type `DateTime`.

- *Dialog Template*

Template for the custom dialogs.

- *FileDialog* *

Dialog to select the file.

- *FolderDialog* *

Dialog to select the folder.

- *NotifyTemplate*

Template for the custom notifications.

- *PickerBool*

Data type `bool`.

- *PickerIcons*

- *PickerInt*

Data type `int`.

- *PickerString*

Data type `string`.

- *Popup*

Template for the custom popup.

- *TimePicker*

Data type `TimeSpan`.

1.6 Input

- *Autocomplete*

Data type `string`.

- *AutocompleteIcons*

- *Calendar*

- *CenteredSlider*

Horizontal direction.

- *CenteredSliderVertical*

Vertical direction.

- *CircularSlider*
- *CircularSliderFloat*
- *ColorPicker*
- *ColorPickerRange*
- *ColorPickerRangeHSV*
- *ColorsList*

Used with *ColorPicker* to save the selected colors.

- *DateTime*

Data type `DateTime`.

- *DateTimeScroller*

Data type `DateTime`.

- *DateTimeScrollerSeparate*

Data type `DateTime`.

- *RangeSlider*

Data type `int`. Horizontal direction.

- *RangeSliderVertical*

Data type `int`. Vertical direction.

- *RangeSliderFloat*

Data type `float`. Horizontal direction.

- *RangeSliderFloatVertical*

Data type `float`. Vertical direction.

- *Rating*

- *Scale*

- *Spinner*

Data type `int`.

- *SpinnerFloat*

Data type `float`.

- *Switch*

- *Time12*

Data type `TimeSpan`. 12-hour format with AM / PM switch.

- *Time24*

Data type `TimeSpan`. 24-hour format.

- *TimeAnalog*

- *TimeScroller*

1.7 Misc

- *AudioPlayer*
- *Loading Animation*
- *ProgressbarDeterminate*
- *ProgressbarCircular*

Same as `ProgressbarDeterminate`, but progress displayed in circle instead of line.


- *ProgressbarIndeterminate*
- *Simple Tooltip*
- *TooltipString*

* not available on platforms with restricted access to file system (like WebGL and UWP).

PROJECT SETTINGS

New UI Widgets

Assembly Definitions	Disabled	Enable
Instantiate Widgets	Prefabs	Create Copies
Styles or Themes	UI Themes	Use Legacy Styles
TextMeshPro Support	Enabled	Disable



You can replace all Unity text with TMPro text by using the context menu "UI / New UI Widgets / Replace Unity Text with TextMeshPro" or by using the menu "Window / New UI Widgets / Replace Unity Text with TextMeshPro".

Data Bind for Unity Support	Not installed
I2 Localization Support	Not installed

Settings are located at *Edit / Project Settings... / New UI Widgets*.

2.1 Assembly Definitions

Enable/disable assembly definitions. Enabled by default.

In the case of supported third-party packages without assembly definitions you need to create assembly definitions and specify them as references in the `UIWidgets.asmdef`.

2.2 Instantiate Widgets

Create widgets as copies of prefabs (same as default Unity widgets) or as prefabs references. Create copies by default.

2.3 Styles or Themes

Use *Styles (Legacy)* or *UI Themes* for the widget customization. Themes by default.

2.4 TextMeshPro Support

Enable/disable *TextMeshPro Support*. Enabled by default if the TextMeshPro is installed.

2.5 Data Bind for Unity Support

Enable/disable *Data Bind for Unity Support*.

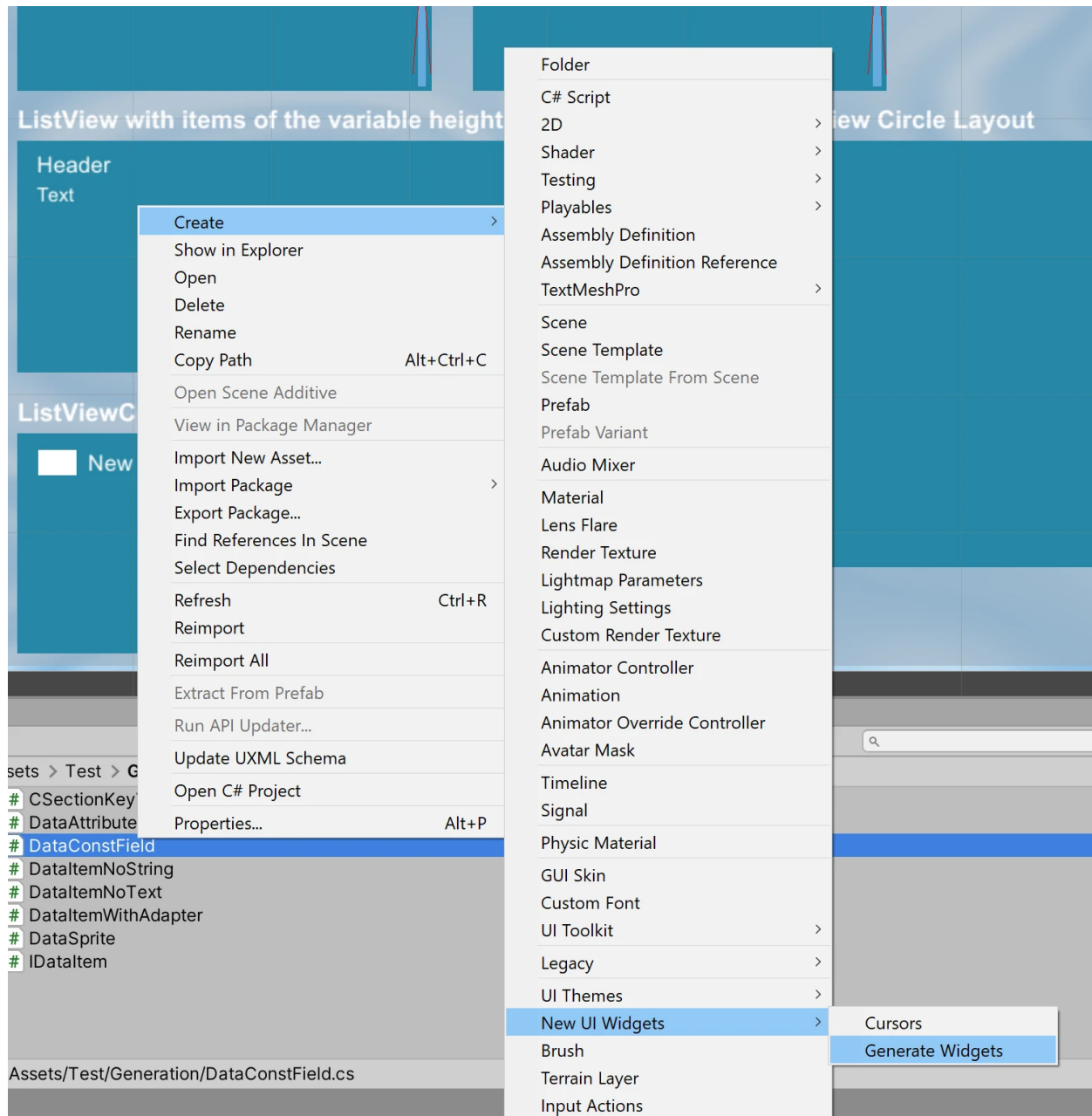
2.6 I2 Localization Support

Enable/disable *I2 Localization Support*.

Note: Support is enabled only to installed platforms. Platforms that were added after it requires enabling support again.

WIDGETS GENERATOR

You can generate widgets for your data type with *Context menu / Create / New UI Widgets / Generate Widgets*.



3.1 List of Generated Widgets

- *Autocomplete*: requires at least one field or property of `string` type.
- *AutoCombobox*: `Combobox` with `Autocomplete` to filter and select items by typing; requires at least one field or property of `string` type.
- *Combobox*
- *ComboboxMultiselect*: same `Combobox` configured to display multiple selected values.
- *DragInfo*: displays content of dragged data
- *ListView*

- *Table*
- *TileView*
- *Tooltip*
- *TreeGraph*
- *TreeView*
- *PickerListView*: **Picker** to select the value from **ListView**
- *PickerTreeView*: **Picker** to select the value from **TreeView**

3.2 Requirements

Data type should have at least one public field or public readable property of the supported types.
To be available in the inspector window data type should have `[System.Serializable]` attribute.

3.3 Supported types

Text types (string or types convertible to the string):

- `string`
- numeric data types (`int`, `float`, etc)
- any type with overridden `ToString()` method and not derived from `UnityEngine.Object`.

Graphic types:

- `Sprite`
- `Texture`, `Texture2D`
- `Color`
- `Color32`

3.4 Limitations

- **Autocomplete**
Requires at least one field or property of the `string` type.
- **Table**
Requires at least one field or property of the `text` type.

3.5 Attributes

- [GeneratorIgnore] to mark fields or properties that should not be used in widgets
- [GeneratorAutocomplete] to mark the field or property that should be used for autocomplete (will be used only first field with this attribute)

3.6 Known Problems

Widget generator does not work with `struct` or `interface` types inside a namespace with some Unity versions due to [bug](#).

Workaround

Specify the type name in the *Data Type* field.

Another way is to change `interface` or `struct` to `class` in the type definition. Then run widgets generator and return type to `interface` or `struct`.

3.7 Extending and Overriding Classes

All generated classes are marked as `partial` to make possible it to split the definition of a class over two or more source files. The recommended way to extending generated class is to create a new source file with class definition and add new methods or overridden methods to it. It will prevent code loss in case of a new run of widgets generator for the same data type.

3.8 INotifyPropertyChanged and IObservable Support

`ObservableList<T>` used by widgets provide support for `INotifyPropertyChanged` and `IObservable` interface of the data type, so widget will be updated if property changed and was raised corresponding event.

If you want to automatically update collections widgets (like `ListView`, `TileView`, `Table`) on item data changes, then you need to add `INotifyPropertyChanged` or `IObservable` implementation to your data type.

Implementation can be added even after widgets generator.

The `IObservable` interface is preferable if you want to reduce memory allocations.

```
public class ListViewIconsItemDescription : INotifyPropertyChanged
{
    [SerializeField]
    string name;

    public string Name
    {
        get
        {
            return name;
        }
    }
}
```

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```

    set
    {
        if (name != value)
        {
            name = value;
            Changed("Name");
        }
    }

    public event PropertyChangedEventHandler PropertyChanged;

    protected void Changed(string propertyName)
    {
        PropertyChanged?.Invoke(this, new PropertyChangedEventArgs(propertyName));
    }

    ...
}

```

```

public class ListViewIconsItemDescription : IObservable
{
    [SerializeField]
    string name;

    public string Name
    {
        get
        {
            return name;
        }

        set
        {
            if (name != value)
            {
                name = value;
                Changed();
            }
        }
    }

    public event OnChange OnChange;

    protected void Changed()
    {
        OnChange?.Invoke(this);
    }

    ...
}

```

This way name of the first item displayed with the widget will be changed:

```
ListView.DataSource[0].Name = "New name";
```

You can disable this behavior with `ObserveItems` property:

```
ListView.DataSource.ObserveItems = false;  
// name displayed with the widget will be not changed  
ListView.DataSource[0].Name = "New name";
```

3.9 Replacing generated code

Generated code can be freely modified.

Important:

Be careful not to overwrite modified scripts if you decide re-run widget generator for the same data type.

3.9.1 Collections

Widgets to display collections consist of the three classes:

- your custom data type (class, struct or interface)
- Widget class (required because of the generic components not allowed)
- `DefaultItem` class to control tile view

Widget and `DefaultItem` classes created with widget generator for your type and you will need only to modify created `DefaultItem` class if it needs at all.

Functions to modify in the `DefaultItem` class:

- `SetData()` to display passed data. Called when the item displayed or recycled.
- `MovedToCache()` to unload unused resources like *Sprite*. Called when the item is out of sight and not be displayed or recycled (can happen when items list cleared).

For example you can replace default widgets used to display item fields with other widgets.

This example show `Item.Number` field displayed with `Spinner` instead of `Text` and field value update with `Spinner` changes.

Original code:

```
namespace UIWidgets.Examples.WidgetGeneration.Widgets  
{  
    /// <summary>  
    /// ListView component for the DataItem.  
    /// </summary>  
    public class ListViewComponentDataItem : UIWidgets.ListViewItem,  
        UIWidgets.IResizableItem,  
        UIWidgets.IViewData<UIWidgets.Examples.WidgetGeneration.DataItem>  
    {
```

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```

...

/// <summary>
/// The Number.
/// </summary>
public UIWidgets.TextAdapter Number;

...

/// <summary>
/// Gets the current item.
/// </summary>
public UIWidgets.Examples.WidgetGeneration.DataItem Item
{
    get;
    protected set;
}

/// <summary>
/// Sets component data with specified item.
/// </summary>
/// <param name="item">Item.</param>
public virtual void SetData(UIWidgets.Examples.WidgetGeneration.DataItem item)
{
    Item = item;

    if (Number != null)
    {
        Number.text = Item.Number.ToString();
    }

    ...
}

...
}

```

New code:

```

namespace UIWidgets.Examples.WidgetGeneration.Widgets
{
    /// <summary>
    /// ListView component for the DataItem.
    /// </summary>
    public class ListViewComponentDataItem : UIWidgets.ListViewItem,
        UIWidgets.IResizableItem,
        UIWidgets.IViewData<UIWidgets.Examples.WidgetGeneration.DataItem>
    {
        ...

        /// <summary>

```

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```

/// The Number.
/// </summary>
public UIWidgets.Spinner Number;

...

/// <summary>
/// Gets the current item.
/// </summary>
public UIWidgets.Examples.WidgetGeneration.DataItem Item
{
    get;
    protected set;
}

/// <summary>
/// Add callbacks.
/// </summary>
protected override void Start()
{
    base.Start();

    if (Number != null)
    {
        Number.onValueChangedInt.AddListener(UpdateNumber);
    }
}

/// <summary>
/// Update Item.Number when spinner value changed.
/// </summary>
void UpdateNumber(int value)
{
    Item.Number = value;
}

/// <summary>
/// Sets component data with specified item.
/// </summary>
/// <param name="item">Item.</param>
public virtual void SetData(UIWidgets.Examples.WidgetGeneration.DataItem item)
{
    Item = item;

    if (Number != null)
    {
        Number.Value = Item.Number;
    }

    ...
}

```

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```

    /// <summary>
    /// Remove callbacks.
    /// </summary>
    protected override void OnDestroy()
    {
        if (Number != null)
        {
            Number.onValueChangeInt.RemoveListener(UpdateNumber);
        }

        base.OnDestroy();
    }

    ...
}

```

If you need to dynamically change the state of the objects like enabling or disabling them and restore state after item recycled then this can be done with *SetData* function:

```

public virtual void SetData(UIWidgets.Examples.WidgetGeneration.DataItem item)
{
    Item = item;

    // set state after item recycled
    ToggableObject.SetActive(item.IsToggableObjectActive);

    ...
}

```

3.9.2 Autocomplete

You can override *Startswith*, *Contains*, and *GetStringValue* functions to use different field or use other match condition. This example show *Text* field replaced with *SomeOtherText* field and match with *EndsWith* instead of *Contains*. Original code:

```

namespace UIWidgets.Examples.WidgetGeneration.Widgets
{
    /// <summary>
    /// Autocomplete for the DataItem.
    /// </summary>
    public class AutocompleteDataItem : UIWidgets.AutocompleteCustom<UIWidgets.Examples.
    ↪WidgetGeneration.DataItem,
        ListViewComponentDataItem, ListViewDataItem>
    {
        ...
        /// <summary>
        /// Returns a value indicating whether Input occurs within specified value.
        /// </summary>
        /// <param name="value">Value.</param>
    }
}

```

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```
    /// <returns>true if the Input occurs within value parameter; otherwise, false.</
↪returns>
    public override bool Contains(UIWidgets.Examples.WidgetGeneration.DataItem value)
    {
        if (CaseSensitive)
        {
            return value.Text.Contains(Query);
        }

        return value.Text.ToLower().Contains(Query.ToLower());
    }
}
```

New code:

```
namespace UIWidgets.Examples.WidgetGeneration.Widgets
{
    /// <summary>
    /// Autocomplete for the DataItem.
    /// </summary>
    public class AutocompleteDataItem : UIWidgets.AutocompleteCustom<UIWidgets.Examples.
↪WidgetGeneration.DataItem,
    ListViewComponentDataItem, ListViewDataItem>
    {
        ...
        /// <summary>
        /// Returns a value indicating whether Input occurs within specified value.
        /// </summary>
        /// <param name="value">Value.</param>
        /// <returns>true if the Input occurs within value parameter; otherwise, false.</
↪returns>
        public override bool Contains(UIWidgets.Examples.WidgetGeneration.DataItem value)
        {
            if (CaseSensitive)
            {
                return value.SomeOtherText.EndsWith(Query);
            }

            return value.SomeOtherText.ToLower().EndsWith(Query.ToLower());
        }
    }
}
```

WIDGETS

4.1 Collections

4.1.1 AutoCombobox

Combobox widget combined with Autocomplete widget which allows select item by typing.

Note:

Difference between Autocomplete, AutoCombobox, and AutocompleteCombobox:

- Autocomplete is InputField with autocomplete feature.
 - AutoCombobox is Combobox with the option to select items by typing, with it you can get selected items.
 - AutocompleteCombobox is a wrapper for Autocomplete with the ability to select an action when user input is not valid.
-

Options

- Autocomplete TAutocomplete
ListView with items.
- Combobox TCombobox
Button to show and hide ListView on click.
- AddItems bool
Create a new item and add it to list if item not found with specified input. Requires overridden TItem
Input2Item(string input) method.
- KeepSelection bool
Keep selected items for Autocomplete.DisplayListView.

4.1.2 AutocompleteCombobox

Wrapper for :doc:input-autocomplete with the ability to select an action when user input is not valid.

Note:

Difference between Autocomplete, AutoCombobox, and AutocompleteCombobox:

- Autocomplete is InputField with autocomplete feature.
 - AutoCombobox is Combobox with the option to select items by typing, with it you can get selected items.
 - AutocompleteCombobox is a wrapper for Autocomplete with the ability to select an action when user input is invalid.
-

Options

- Autocomplete AutocompleteString
Autocomplete.
- AutocompleteToggle Button
Button to show autocomplete values.
- IfInvalid InvalidMode
Action when user input is invalid: Ignore, FocusInputField, ResetInputField.

4.1.3 Combobox

Combobox is wrapper for ListView, so you should mostly use *ListView properties and events*.

Also available AutocompleteCombobox, this is Autocomplete with Combobox-like behavior.

Options

- ListView TListViewCustom
ListView with items.
- ToggleButton Button
Button to show and hide ListView on click.
- Current TComponent
Template to display selected items.
- HideAfterItemToggle bool
Hide ListView right after item selected or deselected.

Events

- `OnShowListView UnityEvent`
The event raised when ListView showed.
- `OnHideListView UnityEvent`
The event raised when ListView hidden.
- `OnCurrentClick UnityEvent<int, TItem>`
The event raised on click on displayed selected item.

4.1.4 ComboboxInputField

Combobox with the ability to select and add new items by typing.

Options

- `ListView TListViewCustom`
ListView with items.
- `ToggleButton Button`
Button to show and hide ListView on click.
- `Current TComponent`
Template to display selected items.
- `HideAfterItemToggle bool`
Hide ListView right after item selected or deselected.
- `Allow New Items bool`
Allow to add new items by typing.
- `Reset Input bool`
Reset InputField if item not found and new items not allowed.

Events

- `OnShowListView UnityEvent`
The event raised when ListView showed.
- `OnHideListView UnityEvent`
The event raised when ListView hidden.
- `OnCurrentClick UnityEvent<int, TItem>`
The event raised on click on displayed selected item.

4.1.5 DirectoryTreeView

- All collections widgets support virtualization: gameobjects created only for the visible items.
- Add `Selectable` component to use keyboard and gamepad navigation.
- See also *FolderDialog*.

Options

Options are almost same as the *TreeView*.

- Data Source `ObservableList<TreeNode<FileSystemEntry>>`
Not available in the inspector window.
Filled automatically.
- Root Directory `string`
Root directory.
- Exceptions View `IOExceptionsView`
Special component to display IO errors.

Methods

- `TreeNode<FileSystemEntry> ExpandPath(string path, bool scrollToNode = true)`
Expand nodes to the specified path. Returns null if node not found.
- `TreeNode<FileSystemEntry> Path2Node(string path)`
Get node of the specified path. Returns null if node not found.
- `TreeNode<FileSystemEntry> Path2NearestNode(string path)`
Get exact node or nearest existing parent node of the specified path.
- `void RefreshDirectories()`
Refresh displayed directories according to current state of the file system.

4.1.6 FileListView

- All collections widgets support virtualization: gameobjects created only for the visible items.
- Add `Selectable` component to use keyboard and gamepad navigation.
- See also *FileDialog*.

Options

Options are almost same as the *ListView*, *TileView* and *Table*.

- Data Source `ObservableList<FileSystemEntry>`
Not available in the inspector window.
Filled automatically.
- Current Directory `string`
Current directory. `Application.persistentDataPath` will be used if not specified.
- Directory Patterns `string`
Directory patterns, semicolon used as separator between patterns.
Directory will be displayed if it's match one of the pattern.
Wildcards:
* - Zero or more characters in that position.
? - Zero or one character in that position.
Warning: if directory match two or more patterns it will be displayed two or more times.
- File Patterns `string`
File patterns, semicolon used as separator between patterns.
File will be displayed if it's match one of the pattern.
Wildcards:
* - Zero or more characters in that position.
? - Zero or one character in that position.
Warning: if file match two or more patterns it will be displayed two or more times.
- Button Up Button
Button to open parent directory of current directory.
- Button Toggle Drivers Button
Button to toggle `DriversList`.
- Path View `FileListViewPath`
Widget to display the current directory.
- Drives List View `DrivesListView`
Widget to display drives list.
- Exceptions View `IOExceptionsView`
Special component to display IO errors.
- Can Display Entry `Func<FileSystemEntry, bool>`
Not available in the inspector window.
Function to check if `FileSystemEntry` should be displayed.

4.1.7 Grouped ListView, Grouped TileView

You can create grouped ListView with `GroupedList<TItem>` (group items does not exists and will be automatically created) or `LinearGroupedList<TItem>` (group items already exists in DataSource).

Grouped ListView

```
public class GroupedItem
{
    public string Name;
    public bool IsGroup = false;
    public bool IsEmpty = false;
}

public class GroupedItems : GroupedList<GroupedItem>
{
    /// <summary>
    /// Get group for specified item.
    /// </summary>
    /// <param name="item">Item.</param>
    /// <returns>Group for specified item.</returns>
    protected override GroupedItem GetGroup(GroupedItem item)
    {
        var name = item.Name.Length > 0 ? item.Name[0].ToString() : string.Empty;

        foreach (var key in GroupsWithItems.Keys)
        {
            if (key.Name == name)
            {
                return key;
            }
        }

        return new GroupedItem() { Name = name, IsGroup = true, };
    }
}

public class GroupedView : ListViewCustom<GroupedListViewComponent, GroupedItem>
{
    /// GroupedData used to add and remove items instead of the DataSource.
    public GroupedItems GroupedData = new GroupedItems();

    bool isGroupedViewInited;

    public override void Init()
    {
        if (isGroupedViewInited)
        {
            return;
        }

        isGroupedViewInited = true;
    }
}
```

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```

    base.Init();

    GroupedData.GroupComparison = (x, y) => x.Name.CompareTo(y.Name);
    GroupedData.Data = DataSource;

    CanSelect = index => !DataSource[index].IsGroup;
}

```

Grouped TileView

```

using UIWidgets;
using UnityEngine;

public class GroupedTileView : ListViewCustom<GroupedListViewComponent, GroupedItem>
{
    public GroupedItems GroupedData = new GroupedItems();

    [SerializeField]
    protected GroupedListViewComponent HeaderTemplate;

    [SerializeField]
    protected GroupedListViewComponent HeaderEmptyTemplate;

    [SerializeField]
    protected GroupedListViewComponent ItemTemplate;

    [SerializeField]
    protected GroupedListViewComponent ItemEmptyTemplate;

    class Selector : IListTemplateSelector<GroupedListViewComponent, GroupedItem>
    {
        GroupedListViewComponent headerTemplate;

        GroupedListViewComponent headerEmptyTemplate;

        GroupedListViewComponent itemTemplate;

        GroupedListViewComponent itemEmptyTemplate;

        GroupedListViewComponent[] templates;

        public Selector(
            GroupedListViewComponent headerTemplate,
            GroupedListViewComponent headerEmptyTemplate,
            GroupedListViewComponent itemTemplate,
            GroupedListViewComponent itemEmptyTemplate)
        {
            this.headerTemplate = headerTemplate;

```

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```

        this.headerEmptyTemplate = headerEmptyTemplate;
        this.itemTemplate = itemTemplate;
        this.itemEmptyTemplate = itemEmptyTemplate;

        templates = new[] { this.headerTemplate, this.headerEmptyTemplate, this.
↪itemTemplate, this.itemEmptyTemplate, };
    }

    public GroupedListViewComponent[] AllTemplates() => templates;

    public GroupedListViewComponent Select(int index, GroupedItem item)
    {
        if (item.IsGroup)
        {
            return item.IsEmpty ? headerEmptyTemplate : headerTemplate;
        }
        else
        {
            return item.IsEmpty ? itemEmptyTemplate : itemTemplate;
        }
    }
}

bool isGroupedListViewInited;

public override void Init()
{
    if (isGroupedListViewInited)
    {
        return;
    }

    isGroupedListViewInited = true;

    TemplateSelector = new Selector(HeaderTemplate, HeaderEmptyTemplate, ItemTemplate,
↪ItemEmptyTemplate);

    base.Init();

    GroupedData.GroupComparison = (x, y) => x.Created.CompareTo(y.Created);
    GroupedData.Data = DataSource;

    GroupedData.EmptyGroupItem = new Photo() { IsGroup = true, IsEmpty = true };
    GroupedData.EmptyItem = new Photo() { IsEmpty = true };
    GroupedData.ItemsPerBlock = ListRenderer.GetItemsPerBlock();
}

public override void UpdateItems()
{
    base.UpdateItems();

    GroupedData.ItemsPerBlock = ListRenderer.GetItemsPerBlock();
}

```

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```

    }

    public override void Resize()
    {
        base.Resize();

        GroupedData.ItemsPerBlock = ListRendererer.GetItemsPerBlock();
    }
}

```

Linear GroupedTileView

```

public class LinearGroupedTileView : ListViewCustom<GroupedListViewComponent,
↳GroupedItem>
{
    // Real DataSource (use instead of DataSource).
    public ObservableList<GroupedItem> RealDataSource = new ObservableList<GroupedItem>();

    public LinearGroupedList<GroupedItem> GroupedData = new LinearGroupedList<GroupedItem>
↳(x => x.IsGroup);

    [SerializeField]
    protected GroupedListViewComponent HeaderTemplate;

    [SerializeField]
    protected GroupedListViewComponent HeaderEmptyTemplate;

    [SerializeField]
    protected GroupedListViewComponent ItemTemplate;

    [SerializeField]
    protected GroupedListViewComponent ItemEmptyTemplate;

    class Selector : IListViewModelSelector<GroupedListViewComponent, GroupedItem>
    {
        GroupedListViewComponent headerTemplate;

        GroupedListViewComponent headerEmptyTemplate;

        GroupedListViewComponent itemTemplate;

        GroupedListViewComponent itemEmptyTemplate;

        GroupedListViewComponent[] templates;

        public Selector(
            GroupedListViewComponent headerTemplate,
            GroupedListViewComponent headerEmptyTemplate,
            GroupedListViewComponent itemTemplate,
            GroupedListViewComponent itemEmptyTemplate)
    }
}

```

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```

    {
        this.headerTemplate = headerTemplate;
        this.headerEmptyTemplate = headerEmptyTemplate;
        this.itemTemplate = itemTemplate;
        this.itemEmptyTemplate = itemEmptyTemplate;

        templates = new[] { this.headerTemplate, this.headerEmptyTemplate, this.
↪itemTemplate, this.itemEmptyTemplate, };
    }

    public GroupedListViewComponent[] AllTemplates() => templates;

    public GroupedListViewComponent Select(int index, GroupedItem item)
    {
        if (item.IsGroup)
        {
            return item.IsEmpty ? headerEmptyTemplate : headerTemplate;
        }
        else
        {
            return item.IsEmpty ? itemEmptyTemplate : itemTemplate;
        }
    }
}

bool isGroupedListViewInitied;

public override void Init()
{
    if (isGroupedListViewInitied)
    {
        return;
    }

    isGroupedListViewInitied = true;

    TemplateSelector = new Selector(HeaderTemplate, HeaderEmptyTemplate, ItemTemplate,
↪ItemEmptyTemplate);

    base.Init();

    GroupedData.EmptyHeaderItem = new GroupedItem() { IsGroup = true, IsEmpty = true };
    GroupedData.EmptyItem = new GroupedItem() { IsEmpty = true };
    GroupedData.ItemsPerBlock = ListRenderer.GetItemsPerBlock();

    GroupedData.Input = RealDataSource;
    GroupedData.Output = DataSource;
}

public override void UpdateItems()
{
    base.UpdateItems();
}

```

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```

        GroupedData.ItemsPerBlock = ListRendererer.GetItemsPerBlock();
    }

    public override void Resize()
    {
        base.Resize();

        GroupedData.ItemsPerBlock = ListRendererer.GetItemsPerBlock();
    }
}

```

4.1.8 ListView, TileView and Table

Note: **Table** is **ListView** with specific *DefaultItem* and *Table Header* (it also provides **Table** specific methods). Widget with scripts should be created by *Widgets Generator*.

Note: In case of noticeable artifacts when scrolling (these are caused by rounding during rendering), you can increase the font size to reduce the artifacts.

- All collections widgets support virtualization: gameobjects created only for the visible items.
- Different **ListView**, **TileView** and **Table** can display the same list simultaneously.
- In most cases **ToggleGroup** and **SwitchGroup** components used by widgets under *DefaultItem* hierarchy should be placed outside *DefaultItem* gameobject. And on value changed callbacks should process all items, not only the current one, since invisible items do not receive callbacks because of the virtualization.

List View Type



Fig. 1: ListView with Fixed Size.

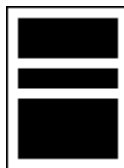


Fig. 2: ListView with Variable Size.

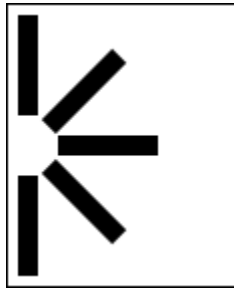


Fig. 3: ListView with Ellipse layout.



Fig. 4: TileView with Fixed Size.



Fig. 5: TileView with Variable Size.

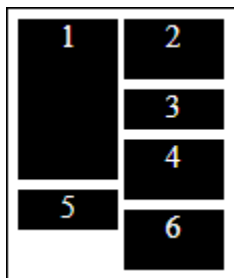


Fig. 6: TileView Staggered.

ListView.Container settings for the Ellipse type

- **RectTransform.pivot**
Defines on which side or corner will be the center point.
- **EasyLayout.Ellipse settings**
Width and height usually should be specified, set the same value for the circle.
- **Angle Start**
Base rotation for the first item.
- **Angle Step Auto**
Should be disabled.
- **Angle Step**
Angular distance between items.
- **Fill**
Should be Arc.
- **Arc Length**
Should be **180** if center at the side and **90** if center at the corner.

Options

- Interactable bool
Allow users interact with the ListView.
- Virtualization bool
Enable virtualization. If enabled GameObject instantiated only for the visible items; otherwise for the all items.
- List Type ListViewType
Determines how items are displayed.
 - ListViewWithFixedSize
Works with EasyLayout, Horizontal Layout Group and Vertical Layout Group.
 - ListViewWithVariableSize
Works with EasyLayout, Horizontal Layout Group and Vertical Layout Group.
 - ListViewEllipse
Works with EasyLayout.
 - TileViewWithFixedSize
Works with EasyLayout.
 - TileViewWithVariableSize
Works with EasyLayout.
 - TileViewStaggered
Works with EasyLayout.
- Sort bool *deprecated*
If enabled items will be sorted with **SortFunc**. Deprecated, replaced with DataSource.Comparer.

- `SortFunc Func<IEnumerable<TItem>, IEnumerable<TItem>>` *deprecated*
Not available in the Inspector window Function to sort items. Deprecated, replaced with **Data-Source.Comparer**.
- `Data Source ObservableList<TItem>`
List of the items. It works the same way as `List<T>` with some additions.
Not available in the inspector window if type not specified as serializable.
- `Multiple Select bool`
Allow to select multiple items, otherwise only one.
- `Range Mode RangeSelectionMode`
Specify range selection mode (multiple items selection with Shift key).
 - `StartFromFirst`
Select all items from the first selected item to the newly selected item.
 - `StartFromLast`
Select all items from the last selected item to the newly selected item.
- `Selected Index int`
Index of the last selected item.
- `Selected Indices List<int>`
Not available in the Inspector window List of the selected items indices.
- `Selected Item TItem`
Not available in the Inspector window Last selected item.
- `Selected Items List<TItem>`
Not available in the Inspector window List of the selected items.
- `Direction ListViewDirection`
ListView direction.
 - `Horizontal`
 - `Vertical`
- `Reversed Order bool`
Display first item at bottom and last item at top.
- `Default Item TComponent`
A prefab used to display item.
- `Container Transform`
The container of the instantiated gameobjects used to display items. Should have layout required for the specified `List Type`.
- `ScrollRect ScrollRect`
ScrollRect used by ListView. Required for virtualization support.
- `Allow Coloring bool`
Change colors of the highlighted and selected items.

If you want to more precise control on item colors, like different colors depending of item data, then you can override `StateDefault()`, `StateHighlighted()`, `StateSelected()` methods of `TComponent` class.

- **Coloring Striped** `bool`

Use different background colors for the odd and even items.

- **Colors**

Colors for the text and background elements of the **DefaultItem** instances.

Text and background elements defined with **GraphicsForeground** and **GraphicsBackground** properties of the `TComponent`.

- **Default Color** `Color`
- **Default Background Color** `Color`: only if **Coloring Striped** disabled
- **Default Odd Background Color** `Color` only if **Coloring Striped** enabled
- **Default Even Background Color** `Color` only if **Coloring Striped** enabled
- **Highlighted Color** `Color`
- **Highlighted Background Color** `Color`
- **Selected Color** `Color`
- **Selected Background Color** `Color`
- **Disabled Color** `Color`: multiplier, actual color is current color (default, highlighted, selected) * disabled `Color`.

- **Keep Highlight** `bool`

Keep item highlight on pointer enter until will be selected another gameobject.

- **Only One Highlighted** `bool`

Allows only one highlighted item. If disabled then two can be highlighted: first from pointer over, second from navigation by keyboard or gamepad.

- **Fade Duration** `float`

Time for a smooth color change when the state of an element changes.

- **End Scroll Delay** `float`

Delay from last scroll event to **OnEndScrolling** event raising.

- **Navigation** `bool`

Allow to use navigation with keyboard or gamepad.

- **Looped List** `bool`

Is list looped? First items will be displayed after the last item and scrolling scrolling are infinite. Recommended to disable scrollbar.

- **Is Table** `bool`

Is `ListView` will be displayed as a table? Used for correct styles support.

- **Set Content Size Fitter** `bool`

Changes `ContentSizeFitter` settings according to the selected direction. Disable if you want to use manual settings.

- **Scroll Unscaled Time bool**
Specify time type used by scroll animation.
If enabled then will be used `Time.unscaledTime`; otherwise will be used `Time.time`.
- **Scroll Movement AnimationCurve**
Animation curve for the `ScrollTo` functions.
Specify how long scroll animation will be and what speed will it have.
- **Center The Items bool**
Display items at the center of the list if items not enough to fill the list.
- **Precalculate Item Size bool**
Precalculate items sizes for List Type with items of variable size.
You can disable this option to increase performance in exchange to less accurate scrolling.
- **Auto Scroll Area float**
ListView will be automatically scrolled if the pointer in less then a specified distance from the border during drag&drop.
- **Auto Scroll Speed float**
Speed of auto-scroll.
- **Can Select Func<int, bool>**
The function that determines whether the item with the specified index can be selected. Unselectable items cannot be highlighted and skipped by keyboard and gamepad navigation.
- **Can Deselect Func<int, bool>**
The function that determines whether the item with the specified index can be deselected.
- **Scroll Inertia Until Item Center bool**
Enable custom scroll inertia.
It is replace `ScrollRect` inertia in such a way so that after the end of scrolling the item will be exactly in the center.
Intended to use with `ListViewEllipse` but works with other types too.
- **Scroll Inertia AnimationCurve**
Similar to `Scroll Movement`, but only for the scroll inertia.

Events

- **OnSelect UnityEvent<int, ListViewItem>**
The event raised when item selected.
Arguments: index of the selected item and `DefaultItem` instance for the selected item.
- **OnDeselect UnityEvent<int, ListViewItem>**
The event raised when item deselected.

Arguments: index of the deselected item and `DefaultItem` instance for the deselected item.

If an item associated with this index is removed the index can be invalid (`>= DataSource.Count`) or point to different item.

- **OnSelectObject UnityEvent<int>**
The event raised when item selected.
Arguments: index of the selected item.
- **OnDeselectObject UnityEvent<int>**
The event raised when item deselected.
Arguments: index of the deselected item. If an item associated with this index is removed the index can be invalid (`>= DataSource.Count`) or point to different item.
- **OnStartScrolling UnityEvent**
The event raised when scrolling starts.
- **OnEndScrolling UnityEvent**
The event raised when after **End Scroll Delay** from left last scroll event.
- **onSubmit UnityEvent**
The event raised when ListView gameobject has been selected via a “submit” key you specify (default is the return key).
- **onCancel UnityEvent**
The event raised when ListView gameobject has been deselected.
- **onItemSelect UnityEvent**
The event raised when ListView item gameobject has been selected via a “submit” key you specify (default is the return key).
- **onItemCancel UnityEvent**
The event raised when ListView item gameobject has been deselected.
- **OnUpdateView UnityEvent**
The event raised when ListView view was updated.
- **OnFocusIn UnityEvent<BaseEventData>**
The event raised when ListView gameobject received focus.
- **OnFocusOut UnityEvent<BaseEventData>**
The event raised when ListView gameobject lost focus.
- **OnPointerEnterObject UnityEvent<int>**
The event raised when pointer entered on ListView item gameobject.
Arguments: index of the item.
- **OnPointerExitObject UnityEvent<int>**
The event raised when pointer exited on ListView item gameobject.
Arguments: index of the item.
- **OnDataSourceChanged UnityEvent<ListViewCustom<TComponent, TItem>>**

The event raised when DataSource replaced with the new list.

Arguments: ListView instance.

Items Events

It is `ListView.ItemsEvents` field with list of items events. First argument is item index, second is item instance instance, third is event data.

- `PointerClick UnityEvent<int, ListViewItem, PointerEventData>`

The event raised on every pointer click on item instance.

- `FirstClick UnityEvent<int, ListViewItem, PointerEventData>`

The event raised on first pointer click with left mouse button on item instance.

- `DoubleClick UnityEvent<int, ListViewItem, PointerEventData>`

The event raised on second pointer click with left mouse button on item instance.

- `PointerUp UnityEvent<int, ListViewItem, PointerEventData>`

The event raised on pointer up on item instance.

- `PointerDown UnityEvent<int, ListViewItem, PointerEventData>`

The event raised on pointer down on item instance.

- `PointerEnter UnityEvent<int, ListViewItem, PointerEventData>`

The event raised on pointer enter on item instance.

- `PointerExit UnityEvent<int, ListViewItem, PointerEventData>`

The event raised on pointer exit on item instance.

- `Move UnityEvent<int, ListViewItem, AxisEventData>`

The event raised on move with keyboard or gamepad on item instance.

- `Submit UnityEvent<int, ListViewItem, BaseEventData>`

The event raised on submit on item instance.

- `Cancel UnityEvent<int, ListViewItem, BaseEventData>`

The event raised on cancel on item instance.

- `Select UnityEvent<int, ListViewItem, BaseEventData>`

The event raised when item instance has been selected by EventSystem.

- `Deselect UnityEvent<int, ListViewItem, BaseEventData>`

The event raised when item instance has been deselected by EventSystem.

- `Resize UnityEvent<int, ListViewItem, Vector2>`

The event raised when item instance size was changed.

- `MovedToCache UnityEvent<ListViewItem>`

The event raised before item instance recycled.

Use this event to clean data, unload sprites, stop instance animations.

ListViewComponent Class

Component to display item.

Fields and properties

- **Index** `int`
Index of the displayed item. Negative if item not displayed or not used by ListView.
- **Owner** `ListViewBase`
Reference to ListView.
- **DisableRecycling** `bool`
Disable recycling of this instance. Used in Drag&Drop or animations (enable at the start of the animation and disable at the end).
- **GraphicsForeground** `Graphic[]`
References to the foreground objects like Text.
- **GraphicsBackground** `Graphic[]`
References to the background objects.
- **DisableRecycling** `bool`
If enabled prevent instance recycling until this option is disabled.

Methods

- **SetData**(`TItem item`)
Set data.
- **SelectItem**()
Select current item.
- **DeselectItem**()
Deselect current item.
- **RemoveItem**()
Remove current item from the `ListView.DataSource`.
- **GraphicsColoring**(`Color foregroundColor`, `Color backgroundColor`, `float fadeDuration`)
Called by ListView to set colors for the `GraphicsForeground` and `GraphicsBackground`.
- **MovedToCache**()
Called by ListView when `GameObject` moved to cache or recycled to unload unused resources like sprites.
- **StateDefault**()
Called by ListView when item in the default state.
- **StateSelected**()
Called by ListView when item selected.
- **StateHighlighted**()
Called by ListView when item highlighted.

- `Vector2 GetInstanceSize(int index)`
Get the size of the instance for the item with the specified index. Used to animate items resize without problems with virtualization.
- `SetInstanceSize(int index, Vector2 size)`
Set the size of the instance for the item with the specified index. `UpdateView()` should be called after it to apply changes. Used to animate items resize without problems with virtualization.
- `ResetInstanceSize(int index)`
Reset the size to the default for the item with the specified index. `UpdateView()` should be called after it to apply changes. Used to animate items resize without problems with virtualization.

Auto-Resize DefaultItem instances on ListView Resize Maintaing Aspect Ratio

- `DefaultItem.RectTransform` anchors should be set to the horizontal or vertical stretch depending on `ListView.Direction`
- Add `Aspect Ratio Fitter` to the `DefaultItem` and set `Aspect Mode = Width Controls Height` or `Height Controls Width` depending on `ListView.Direction`
- Change `ListView.ListType` to `List View With Variable Size` or `Tile View With Variable Size`
- Make sure that `ListView.Container.EasyLayout` children size set to `Do Nothing`.

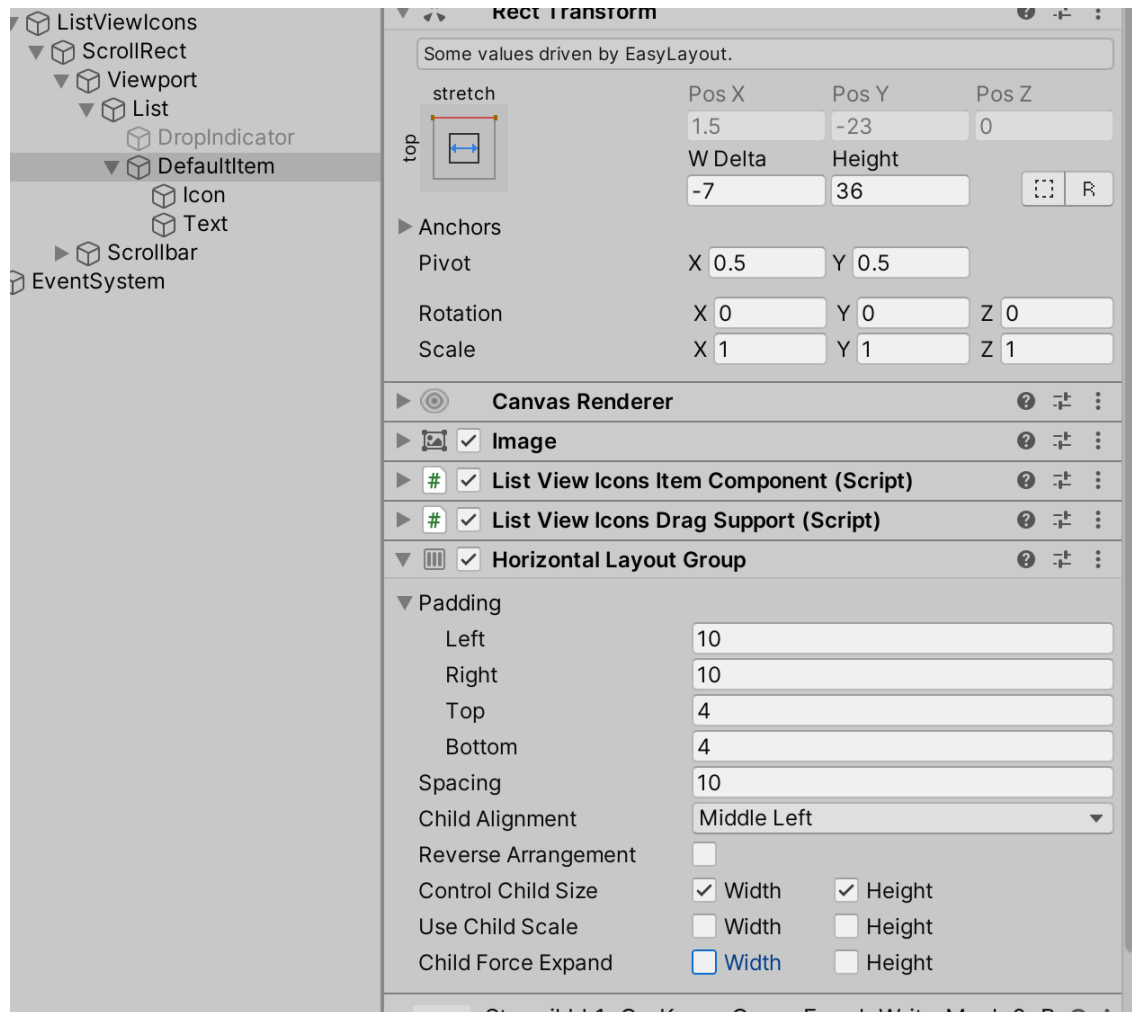
ListView with Items of Variable Size

`ListView` and `TileView` can display items with different heights *or* widths (it cannot be both at the same time).

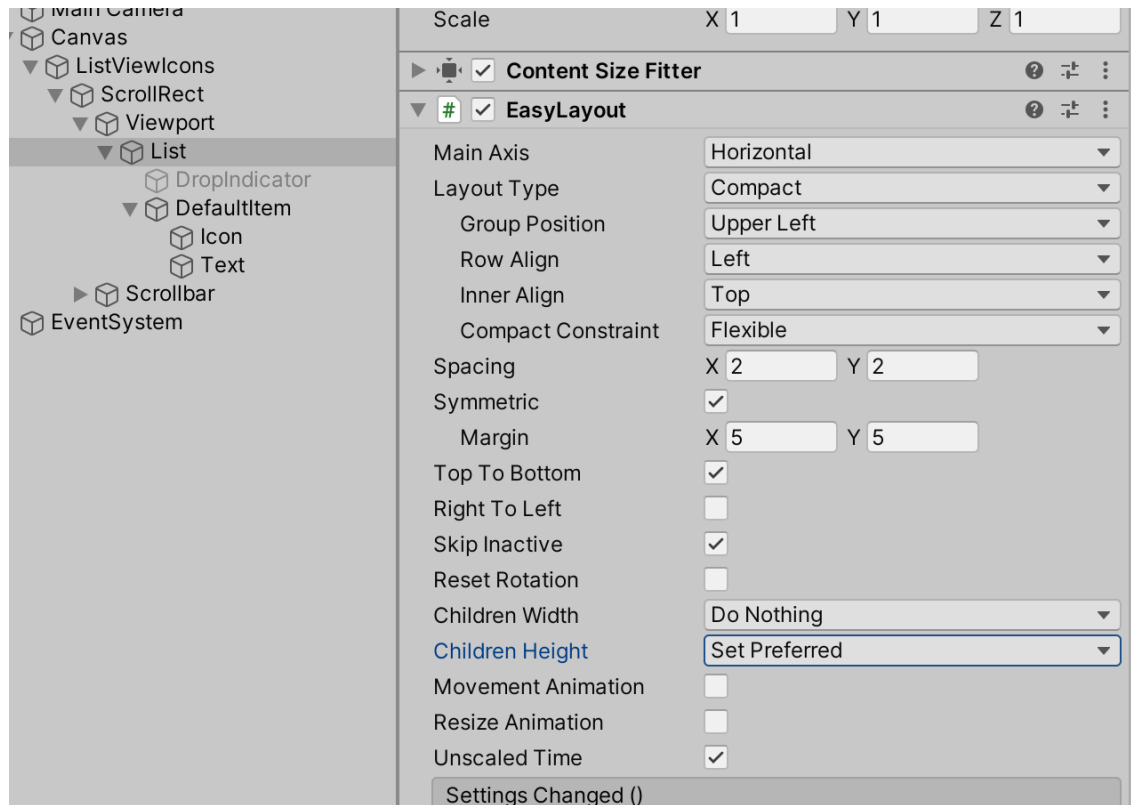
1. **`ListView.DefaultItem`: add layout group component (it can be `Horizontal Layout Group`, `Vertical Layout Group`, or `EasyLayout`)**

- in case of `Horizontal Layout Group` or `Vertical Layout Group`: enable `Height` for `Control Child Size`, specify `Padding` and `Spacing` if needed.
- in case of `EasyLayout`: change `Children Height` to `Set Preferred`, specify `Margin` and `Spacing` if needed.

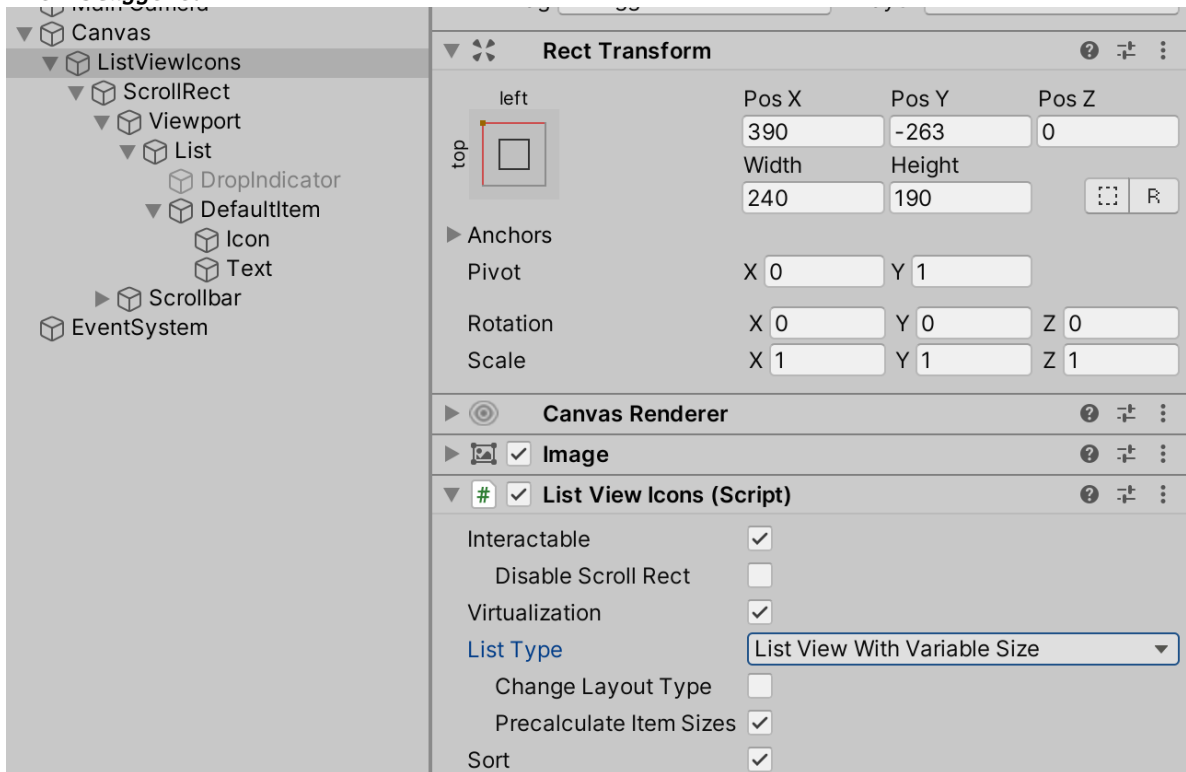
If the `ListView Direction` is `Horizontal` then use *width* related options instead of *height*. `LayoutElement` component can be to **`DefaultItem`** to specify minimal width or height and other options.



2. *ListView.Container*: change Children Height to Set Preferred in EasyLayout component



3 *ListView*: change List Type to List View With Variable Size, Tile View With Variable Size, or Tile View Staggered



Layout group will resize nested game objects and determine the size of each item. EasyLayout will resize those items

and `ListView` will correctly process items with different sizes.

Multiple DefaultItems

You can override the `IListViewTemplateSelector<TComponent, TItem> CreateTemplateSelector()` method to specify a template selector to use different `DefaultItem` depending on the item or index.

Note:

`ListView` also has the `TemplateSelector` property, which can be used to specify template selectors. But it does not support all functionality (like changing colors and UI Themes support) in the editor.

```
namespace UIWidgets.Examples
{
    using UnityEngine;

    public class GroupMultipleListView : ListViewCustom<GroupMultipleComponent,
↪GroupMultipleItem>
    {
        protected class Selector : IListViewTemplateSelector
↪<GroupMultipleComponent, GroupMultipleItem>
        {
            public GroupMultipleComponent GroupTemplate;

            public GroupMultipleComponent CheckboxTemplate;

            public GroupMultipleComponent ValueTemplate;

            public GroupMultipleComponent[] AllTemplates()
            {
                return new[] { GroupTemplate, CheckboxTemplate,
↪ValueTemplate };
            }

            public GroupMultipleComponent Select(int index,
↪GroupMultipleItem item)
            {
                switch (item.Mode)
                {
                    case GroupMultipleItem.ItemMode.Group:
                        return GroupTemplate;
                    case GroupMultipleItem.ItemMode.Checkbox:
                        return CheckboxTemplate;
                    case GroupMultipleItem.ItemMode.Value:
                        return ValueTemplate;
                }

                throw new ArgumentOutOfRangeException(nameof(item), item.
↪Mode, "Unsupported Item Mode");
            }
        }
    }
}
```

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```

        [SerializeField]
        protected GroupMultipleComponent GroupTemplate;

        [SerializeField]
        protected GroupMultipleComponent CheckboxTemplate;

        [SerializeField]
        protected GroupMultipleComponent ValueTemplate;

        protected override IListViewTemplateSelector<GroupMultipleComponent,
↵GroupMultipleItem> CreateTemplateSelector()
        {
            return new Selector()
            {
                GroupTemplate = GroupTemplate,
                CheckboxTemplate = CheckboxTemplate,
                ValueTemplate = ValueTemplate,
            };
        }
    }
}

```

IListViewTemplateSelector Interface

Methods:

- TComponent[] AllTemplates()
Get all possible templates.
- TComponent Select(int index, TItem item);
Returns template to use for specified item with index.

DefaultItem Instances

```

// also available .Active and .Cache modes
foreach (var instance in ListView.GetComponentsEnumerator(PoolEnumeratorMode.All))
{
    // do somethind with DefaultItem instance
}

```

Add Item

```
var new_item = new ListViewIconsItemDescription()
{
    Icon = sampleIcon,
    Name = "test item",
};
listView.DataSource.Add(new_item);
```

Get Items

```
var items = listView.DataSource;
```

Set Items

```
var items = new ObservableList<ListViewIconsItemDescription>();
listView.DataSource = items;

var items2 = new List<ListViewIconsItemDescription>();
listView.DataSource = items2.ToObservableList();
```

Display Same List with ListView, TileView or Table

```
var items = new ObservableList<ListViewIconsItemDescription>();
listView.DataSource = items;
tileView.DataSource = items;
table.DataSource = items;
```

Get Last Selected Index

```
Debug.Log(listView.SelectedIndex);
```

Get Selected Indices

```
var indices = listView.SelectedIndices;
Debug.Log(string.Join(", ", indices.ConvertAll(x => x.ToString()).ToArray()));
```

Last Selected Item

```
Debug.Log(listView.SelectedItem.Name);
```

Get Selected Items

```
var selected_items = listView.SelectedItems;  
Debug.Log(string.Join(", ", selected_items.ConvertAll(x => x.Name).ToArray()));
```

Delete Specified Item

```
listView.DataSource.Remove(items[0]);
```

Delete Item by Index

```
listView.DataSource.RemoveAt(0);
```

Clear List

```
listView.DataSource.Clear();
```

Add Items

```
var new_items = new List<ListViewIconsItemDescription>()  
{  
    new_item,  
    new_item,  
    new_item,  
};  
listView.DataSource.AddRange(new_items);
```

Optimization

```
// Use BeginUpdate() and EndUpdate() to keep widget from updating on each change.  
// All changes after BeginUpdate() call will be displayed with EndUpdate() call.  
var items = listView.DataSource;  
items.BeginUpdate();  
  
items.Clear();  
items.Add(new_item);  
items.Add(new_item);  
items.Add(new_item);  
items.AddRange(new_items);  
items.RemoveAt(0);
```

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```
// widget will be updated after EndUpdate() call
items.EndUpdate();
```

Replace Item

```
listView.DataSource[0] = new ListViewIconsItemDescription()
{
    Name = "new item"
};
```

Sort

```
// Sort by LocalizedName or Name in ascending order
Comparison<ListViewIconsItemDescription> ItemsComparisonAsc = (x, y) => x.Name.
↳ CompareTo(y.Name);

// sort by LocalizedName or Name in descending order
Comparison<ListViewIconsItemDescription> ItemsComparisonDesc = (x, y) => -(x.Name).
↳ CompareTo(y.Name);

// sort items only once
items.Sort(ItemsComparisonAsc);
```

Enable Permanent Sort

```
items.Comparison = ItemsComparisonDesc;
```

Important: Items will be always sorted, but if you use `.BeginUpdate()` then items will be re-sorted only after `.EndUpdate()` call.

Disable Permanent Sort

```
items.Comparison = null;
```

Set Selected Index

```
listView.SelectedIndex = 1;
```

Or:

```
listView.Select(1);
```

Behavior is different if you enable `MultipleSelect`:

- `listView.SelectedIndex = 1` last selected item will be deselected and specified item will be selected.
- `listView.Select(1)` new item will be added to selected items.

Deselect

```
listView.SelectedIndex = -1;
```

Or:

```
listView.Deselect(1);
```

Adding Callbacks to Custom Events of the Components

```
public class YourListView : ListViewCustom<YourListViewItemComponent, YourListViewItem>
{
    protected override void AddCallback(ListViewItem item)
    {
        base.AddCallback(item);
        item.onDoubleClick.AddListener(ProcessDoubleClick);
    }

    protected override void RemoveCallback(ListViewItem item)
    {
        base.RemoveCallback(item);
        item.onDoubleClick.RemoveListener(ProcessDoubleClick);
    }

    void ProcessDoubleClick(int index)
    {
        Debug.Log("double click: " + DataSource[index]);
    }
}
```

Scroll to Item

```
listView.ScrollToAnimated(index);
```

Disable Items

```
protected virtual void Start()
{
    listView.CanSelect = CanBuy;
}

bool CanBuy(Item item)
{
    return player.Money >= item.Price;
}
```

Example of ListView with Filter

```
namespace UIWidgets.Examples
{
    using System.Collections.Generic;
    using UIWidgets;
    using UnityEngine;
    using UnityEngine.Serialization;

    /// <summary>
    /// Sample ListViewIcons with filter.
    /// </summary>
    public class ListViewIconsWithFilter : ListViewIcons
    {
        [SerializeField]
        List<ListViewIconsItemDescription> listItems = new List
        <ListViewIconsItemDescription>();

        ObservableList<ListViewIconsItemDescription> originalItems;

        /// <summary>
        /// Get or sets items.
        /// </summary>
        public ObservableList<ListViewIconsItemDescription> OriginalItems
        {
            get
            {
                if (originalItems == null)
                {
                    originalItems = new ObservableList<ListViewIconsItemDescription>
                    <ListViewIconsItemDescription>();
                    originalItems.OnChange += Filter;
                }
            }
        }
    }
}
```

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```

        return originalItems;
    }

    set
    {
        if (originalItems != null)
        {
            originalItems.OnChange -= Filter;
        }

        originalItems = value;

        if (originalItems != null)
        {
            originalItems.OnChange += Filter;
        }
    }
}

/// <summary>
/// Search string.
/// </summary>
protected string Search = string.Empty;

/// <summary>
/// Filter data using specified search string.
/// </summary>
/// <param name="search">Search string.</param>
public void Filter(string search)
{
    Search = search;
    Filter();
}

/// <summary>
/// Copy items from OriginalItems to DataSource if it's match specified string.
/// </summary>
protected void Filter()
{
    DataSource.BeginUpdate();
    DataSource.Clear();

    if (string.IsNullOrEmpty(Search))
    {
        // if search string not specified add all items
        DataSource.AddRange(OriginalItems);
    }
    else
    {
        // else add items with name starts with the specified string
        var finded = OriginalItems.FindAll(x => x.Name.StartsWith(Search));
        DataSource.AddRange(finded);
    }
}

```

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```

    }

    DataSource.EndUpdate();
}

/// <summary>
/// Init this instance.
/// </summary>
public override void Init()
{
    base.Init();

    // call Filter() to set initial DataSource
    Filter();
}

/// <summary>
/// Process the destroy event.
/// </summary>
protected override void OnDestroy()
{
    if (originalItems != null)
    {
        originalItems.OnChange -= Filter;
    }

    base.OnDestroy();
}
}
}

```

Stop Animations

```

protected virtual void Start()
{
    ListView.ItemsEvents.MovedToCache.AddListener(StopAnimations);
}

void StopAnimations(int index, ListViewItem instance)
{
    instance.StopSelectableAnimations();
    instance.Animator.ResetTrigger("customState");
}

```

Prevent Instance Recycling

You can prevent instance recycling if some action is running (like drag&drop) and the instance should be available until it ends.

```
protected override void InitDrag(PointerEventData eventData)
{
    Instance.DisableRecycling = true;
    // ....
}

public override void Dropped(bool success)
{
    Instance.DisableRecycling = false;
    // ...
}
```

4.1.9 ListViewEnum

Special *ListView*, *TileView* and *Table* to work with enum. Used in combination with `ListViewEnum<TEnum>`.

`ListViewEnum<TEnum>` Constructor Arguments

- `listView ListViewEnum`
ListView to display enum values.
- `showObsolete bool = false`
Show obsolete values.
- `long2enum Func<long, TEnum> (optional)`
Custom converter from long to TEnum, use it to avoid memory allocations by default converter.
- `enum2long Func<TEnum, long> (optional)`
Custom converter from TEnum to long, use it to avoid memory allocations by default converter.

`ListViewEnum<TEnum>` Properties

- `Selected TEnum`
Selected value.

Example

```
public class TestListViewEnum : MonoBehaviour
{
    [SerializeField]
    protected ListViewEnum ListView;

    ListViewEnum<AdditionalCanvasShaderChannels> Wrapper;
```

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```

protected void Start()
{
    ListView.OnSelectObject.AddListener(ValueChanged);
    ListView.OnDeselectObject.AddListener(ValueChanged);

    Wrapper = ListView.UseEnum<AdditionalCanvasShaderChannels>(false, x =>
↳ (AdditionalCanvasShaderChannels)x);
}

protected void OnDestroy()
{
    if (ListView != null)
    {
        ListView.OnSelectObject.RemoveListener(ValueChanged);
        ListView.OnDeselectObject.RemoveListener(ValueChanged);
    }
}

void ValueChanged(int index)
{
    Debug.Log(string.Format("selected: {0}", EnumHelper<AdditionalCanvasShaderChannels>
↳ .ToString(Wrapper.Selected)));
}

/// <summary>
/// Select values.
/// </summary>
public void Select()
{
    WrapperWithFlags.Selected = AdditionalCanvasShaderChannels.Normal |
↳ AdditionalCanvasShaderChannels.TexCoord1;
}
}

```

4.1.10 TracksView

Can be used for the schedule-like or timeline-like widgets.

Consists on three main blocks: - PointNamesView: used to display the name of points, for example, time or date. - TracksNamesView: used to display the names of tracks. - TrackDataView: used to display tracks items.

Options

- Tracks ObservableList<Track<TData, TPoint>>
List of tracks with items.
- TrackDataView ScrollRect
Used to display tracks items.
- TrackNamesView ScrollRect
Used to display the names of tracks.

- **PointNamesView ScrollBlockBase**
Used to display the name of points, for example, time or date.
- **Items Spacing float**
Empty space between items on Y axis.
- **Tracks Spacing float**
Empty space between tracks on Y axis.
- **Allow Drag Outside bool**
Allow to drag items outside of the TrackDataView.
- **Items to Top bool**
Push items to the top if there is empty space.
- **Compact bool**
Compact items position.
- **Allow Intersection bool**
Allow temporary intersection during drag; overlapped item will be moved to another line after drag.
- **Allow Auto Scroll bool**
Allow auto-scroll if the cursor is near the border on less the specified distance.
- **Auto Scroll Border Distance float**
Distance to the border where auto-scroll start working.
- **Auto Scroll Speed float**
Speed of the auto-scroll.
- **Default Item TDataView**
A prefab used to display item.
- **Default Track Header TTrackView**
A prefab used to display track header.
- **Default Track Background TTrackBackground**
A prefab used to display track background.
- **Track Data Dialog TTrackDataDialog**
Dialog to add/edit item.
- **Track Dialog TTrackDialog**
Dialog to add/edit track.

4.1.11 TreeGraph

Options

- Nodes `ObservableList<TreeNode<TItem>>`
Not available in the inspector window.
- DefaultItem `TComponent`
A prefab used to display item.
- Direction `TreeGraphDirections`
Directions: `TopToBottom`, `BottomToTop`, `LeftToRight`, `RightToLeft`.
- Container `RectTransform`
The container of the instantiated gameobjects used to display items.
- Spacing `Vector2`
Minimal space between items.
- Line Type `ConnectorType`
Line type: `Straight` or `Rectangular`.
- Line Thickness `float`
Line thickness.
- Line Margin `float`
The minimum space from the border before the turn of the line. Supported only by `Rectangular` lines.

4.1.12 TreeView

- All collections widgets support virtualization: gameobjects created only for the visible items.
- Add `Selectable` component to use keyboard and gamepad navigation.

Attention: Different `TreeView`'s cannot display the same nodes, unlike `ListView`, `TileView`, and `Table`.

Options

Options are almost same as the *`ListView`*, *`TileView`* and *`Table`*.

- Nodes `ObservableList<TreeNode<TItem>>`
Not available in the inspector window.
- Deselect Collapsed Nodes `bool`
Deselect nested nodes when parent node collapsed.
- Scroll With Indent `bool`
Scrolling with node indent in the secondary direction.
- Container Max Size `bool`

Prevent scrollbar blink caused by virtualization: the container will have the maximum width of all items. By default, the container has the maximum width of only visible items.

Require List Type = List View with Variable Size.

Get nodes

```
public TreeView Tree;

ObservableList<TreeNode<TreeViewItem>> nodes;

void Start()
{
    if (Tree.Nodes == null)
    {
        Tree.Nodes = new ObservableList<TreeNode<TreeViewItem>>();
    }

    nodes = Tree.Nodes;
}
```

Get selected nodes

```
Tree.SelectedNodes.ForEach(x =>
{
    // do something with selected node
    Debug.Log(x.Item.Name);

    var component = Tree.GetItemComponent(x.Index);

    // not displayed component will be null
    if (component != null)
    {
        component.DoSomething();
    }
});
```

Add listeners

```
void AddListeners()
{
    Tree.NodeSelected.AddListener(ProcessSelectedNode);

    Tree.NodeDeselected.AddListener(ProcessDeselectedNode);
}

void ProcessSelectedNode(TreeNode<TreeViewItem> node)
{
    Debug.Log("selected: " + node.Item.Name);
}
```

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```
void void ProcessDeselectedNode(TreeNode<TreeViewItem> node)
{
    Debug.Log("deselected: " + node.Item.Name);
}
```

Select node

```
Tree.SelectNode(nodes[1].Nodes[0]);
```

Select node with subnodes

```
Tree.SelectNodeWithSubnodes(nodes[1].Nodes[1]);
```

Deselect node

```
Tree.DeselectNode(nodes[1].Nodes[0]);
```

Deselect node with subnodes

```
Tree.DeselectNodeWithSubnodes(nodes[1].Nodes[1]);
```

Scroll to node

```
Tree.ScrollToAnimated(node);
```

Add node

```
var test_item = new TreeViewItem("added");
var test_node = new TreeNode<TreeViewItem>(test_item);
nodes.Add(test_node);
```

Hide nodes

```
nodes[1].IsVisible = false;
nodes[2].Nodes[1].IsVisible = false;
```

Collapse node

```
nodes[0].Nodes[0].IsExpanded = false;
```

Expand node

```
nodes[0].Nodes[0].IsExpanded = true;
```

Change node name

```
nodes[0].Item.Name = "Node renamed from code";  
nodes[0].Nodes[1].Item.Name = "Another node renamed from code";
```

Sort

```
// Compare nodes by Name in ascending order  
Comparison<TreeNode<TreeViewItem>> comparisonAsc = (x, y) => x.Item.Name.CompareTo(y.  
↪Item.Name);  
  
// Compare nodes by Name in descending order  
Comparison<TreeNode<TreeViewItem>> comparisonDesc = (x, y) => -x.Item.Name.CompareTo(y.  
↪Item.Name);  
  
public void SortAsc()  
{  
    nodes.BeginUpdate();  
    ApplyNodesSort(nodes, comparisonAsc);  
    nodes.EndUpdate();  
}  
  
public void SortDesc()  
{  
    nodes.BeginUpdate();  
    ApplyNodesSort(nodes, comparisonDesc);  
    nodes.EndUpdate();  
}  
  
void ApplyNodesSort<T>(ObservableList<TreeNode<T>> nodes, Comparison<TreeNode<T>> ↪  
↪comparison)  
{  
    // apply sort for current nodes  
    nodes.Sort(comparison);  
    // apply sort for child nodes  
    nodes.ForEach(node =>  
    {  
        if (node.Nodes != null)  
        {  
            ApplyNodesSort(node.Nodes as ObservableList<TreeNode<T>>, comparison);  
        }  
    });  
}
```

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```

    }
  });
}

```

Filter nodes

```

public void Filter(string nameContains)
{
    // Maintains performance while items are added/removed/changed
    // by preventing the widgets from drawing
    // until the EndUpdate() method is called.
    nodes.BeginUpdate();

    SampleFilter(nodes, x => x.Name.Contains(nameContains));

    // Apply changes.
    nodes.EndUpdate();
}

bool SampleFilter(IObservableList<TreeNode<TreeViewItem>> nodes, Func<TreeViewItem, bool>
↪filterFunc)
{
    return nodes.Count(x =>
    {
        var have_visible_children = (x.Nodes==null) ? false : SampleFilter(x.Nodes,
↪filterFunc);
        x.IsVisible = have_visible_children || filterFunc(x.Item);
        return x.IsVisible;
    }) > 0;
}

```

Reset filter

```

public void ResetFilter()
{
    nodes.BeginUpdate();
    nodes.ForEach(SetVisible);
    nodes.EndUpdate();
}

void SetVisible(TreeNode<TreeViewItem> node)
{
    if (node.Nodes != null)
    {
        node.Nodes.ForEach(SetVisible);
    }

    node.IsVisible = true;
}

```

Clear nodes

```
public void Clear()
{
    nodes.Clear();
}
```

Nodes Serialization

You can use helper class `TreeNodeJson<TItem>` for the node serialization and deserialization.

Warning: Unity `JsonUtility` does not support recursive types so it cannot be used. `Newtonsoft.Json` can be used instead.

```
// serialize
var nodes = TreeNodeJson<TreeViewItem>.ConvertNodes(TreeView.Nodes);
var json = JsonConvert.SerializeObject(nodes);

// deserialize
var decoded = JsonConvert.DeserializeObject<TreeNodeJson<TreeViewItem>[]>(json);
TreeView.Nodes = TreeNodeJson<TreeViewItem>.ConvertNodes(decoded);
```

4.2 Containers

4.2.1 Accordion

Options

- Items (DataSource) `ObservableList<AccordionItem>`
Items.
`AccordionItem` fields:
 - `ToggleObject GameObject` Click on this object open or close *ContentObject*.
 - `ContentObject GameObject`
 - `Open bool` Default state of the *ContentObject*.
- Only One Open `bool`
Only one item can be open at the same time.
- All Items Can Be Closed `bool`
Allow to close all items; otherwise at least one item always will be opened.
- Animate `bool`
Animate open and close.
- Animation Duration `float`
Animation Duration.

- **Unscaled Time** bool
Run animation with unscaled time.
- **Direction** `AccordionDirection`
 - `Horizontal`
 - `Vertical`
- **Resize Method** `ResizeMethods`
 - `Size` - change width or height of the `ContentObject`.
 - `Flexible` - change `LayoutElement` `flexibleWidth` or `flexibleHeight` of the `ContentObject`.
- **Disable Closed** bool
Disable closed `ContentObjects`.

Events

- `OnToggleItem` `UnityEvent<AccordionItem>`
- `OnStartToggleAnimation` `UnityEvent<AccordionItem>`
- `OnDataSourceChanged` `UnityEvent`

AccordionHighlight

`AccordionHighlight` is a separate component to highlight `ToggleObjects` of the opened item.

Open item

```
Accordion.Open(Accordion.DataSource[0]);
```

Close item

```
Accordion.Close(Accordion.DataSource[0]);
```

Toggle item

```
Accordion.ToggleItem(Accordion.DataSource[0]);
```

Set items

```
Accordion.DataSource = new ObservableList<AccordionItem>()
{
    new AccordionItem()
    {
        ToggleObject = Header1,
        ContentObject = Content1,
        Open = true,
    },
    new AccordionItem()
    {
        ToggleObject = Header2,
        ContentObject = Content2,
        Open = false,
    },
    new AccordionItem()
    {
        ToggleObject = Header3,
        ContentObject = Content3,
        Open = false,
    },
};
```

4.2.2 Tabs

Options

- Container Transform
Container for the tabs buttons.
- DefaultTabButton Button
Button template for the inactive tabs.
- ActiveTabButton Button
Button for the active tab.
- TabObjects Tab[]
Tabs array, contains names and references to the tabs gameobjects.
Tab fields:
 - Name string
 - TabObject GameObject
- DefaultTabName string
Name of the tab opened by default.
- KeepTabsActive bool
If true does not deactivate hidden tabs.
- ImmediateSelect bool

Open the tab immediately if the tab header is under focus (gameObject selected by EventSystem), useful in a keyboard or gamepad navigation.

- `CanSelectTab Func<Tab, bool>`

Function to check is tab can be selected.

Events

- `OnTabSelect UnityEvent<int>`

Receive index of the selected tab.

Select tab

```
Tabs.SelectTab(Tabs.TabObjects[0]);
```

Enable tab

```
Tabs.EnableTab(Tabs.TabObjects[0]);
```

Disable tab

```
Tabs.DisableTab(Tabs.TabObjects[0]);
```

4.3 Controls

4.3.1 Context Menu

To use the menu, you need to add a `ContextMenu` component and `ContextMenu` template. Different menus can use the same template.

Menu items are edited in a separate window which can be opened from the `ContextMenu` component.

In this window, you can specify menu items: name, icon, checkmark, item template, hotkey, and action when the item is clicked.

Initially, two item templates are available: the default template and the delimiter template; a minus sign is used as the key of the delimiter.

Any string can be used as a template key, not just signs.

The keyboard is supported: you can open the menu and navigate between menu items.

Hotkeys work out of the box with both legacy input and a new input system.

Options

- **Interactable bool**
Allow users interact with the ListView.
- **Template ContextMenuTemplate**
Context menu template.
- **MenuItems ObservableList<MenuItem>**
Menu items.
- **Is Default bool**
Is default menu? Default menu will be opened on context menu key press.
- **Navigation bool**
Enable keyboard and gamepad navigation.
- **Open On Right Button Click bool**
Open context menu on right mouse button click.
- **Open On Context Menu Key bool**
Open context menu on context menu key press.
- **Submenu Delay float**
Delay before open and close sub menu.
- **Unscaled Time bool**
Use unscaled time.

MenuItem Options

- **Visible bool**
Is item visible?
- **Interactable bool**
Is item interactable?
- **Icon Sprite**
Icon.
- **Checked bool**
Is item checked?
- **Name string**
Name.
- **HotKey HotKey**
HotKey can be enabled with `MenuItem.EnableHotKey()` even if item not used in menu (Supported only of InputSystem enabled).
- **Action UnityEvent<MenuItem>**
Action on item click.

- Items `ObservableList<MenuItem>`

Nested items.

Events

- `OnOpen UnityEvent<ContextMenu>`

The event raised when context menu opened.

Arguments: opened context menu.

- `OnClose UnityEvent<ContextMenu>`

The event raised when context menu closed.

Arguments: closed context menu.

- `OnItemSelect UnityEvent<MenuItem>`

The event raised when menu item selected.

Arguments: selected menu item.

- `OnItemDeselect UnityEvent<ContextMenu>`

The event raised when menu item deselected.

Arguments: selected menu item.

ContextMenu for non-UI Gameobjects

You can add the `OpenContextMenu` component with the `ContextMenu` reference to a non-UI game object and the menu will be opened on the right mouse button click.

Or you can open the menu with the script:

```
contextMenu.Open(eventData);
```

4.3.2 Paginator

Important: `ScrollRect.Content` anchors should be setted to top left corner.

How to select paginator

- If you need paginator with fixed items quantity per page use `ListViewPaginator`.
- If you need paginator where the page size is equal `ScrollRect` size use `ScrollRectPaginator`. Add `TileViewScrollRectFitter` if you also need the whole number of items on one page.
- Use `ScrollRectPaginator` for any `ScrollRect` outside `ListView`, `TileView` etc.

Options

- **ScrollRect ScrollRect**
ScrollRect to work with.
- **Default Page RectTransform *optional***
Template GameObject to display inactive pages.
- **Active Page RectTransform *optional***
Template GameObject to display active page.
- **Prev Page RectTransform *optional***
GameObject, go to the previous page.
- **Next Page RectTransform *optional***
GameObject, go to the next page.
- **Direction PaginatorDirection**
Scroll direction.
 - **Auto** detect direction by ScrollRect settings and ScrollRect.content size.
 - **Horizontal** scroll in the horizontal direction
 - **Vertical** scroll in the vertical direction
- **Fast Drag Distance float**
Scroll to the next or previous page if drag distance more than *Fast Drag Distance* and drag time less than *Fast Drag Time*. Set zero to disable.
- **Fast Drag Time float**
Scroll to the next or previous page if drag distance more than *Fast Drag Distance* and drag time less than *Fast Drag Time*. Set zero to disable.
- **Forced Position PaginatorPagePosition**
Automatically scroll to the nearest page after drag ended if not meet *Fast Drag* condition.
 - **None** automatical scroll disabled
 - **OnStart** automatical scroll enabled; page aligned by the left side of the ScrollRect (or the top side if scroll in the vertical direction)
 - **OnCenter** automatical scroll enabled; page aligned by the center side of the ScrollRect
 - **OnEnd** automatical scroll enabled; page aligned by the right side of the ScrollRect (or the bottom side if scroll in the vertical direction)
- **Animation bool**
Enable animation.
- **Current Page int**
Default page.

Events

- OnPageSelect UnityEvent<int>

ScrollRectPaginator Options

- Page Size Type `PageSizeType`

If *Page Size Type* = *Auto* page size is equal to scroll rect size, if *Page Size Type* = *Fixed* will be used *Page Size* value.

- Auto
- Fixed

- Page Size `float`

Size of the page.

- Page Spacing `float`

Space between pages.

- Movement `AnimationCurve`

Animation curve.

- Unscaled Time `bool`

Run animation with unscaled time.

ListViewPaginator Options

- PerPage `int`

Items count on one page, for `TileView` this is rows or columns count per page.

`ListViewPaginator` works with `ListLiew`, `TileView` (in this case `PerPage` is rows or columns count) and `TreeView`. `ListView` animation settings used if animation enabled.

Animation

Animation work with `AnimationCurve`. Width is the length of the animation in seconds; height is a relative distance (0 is start position; 1 is end position).

`ScrollRectPaginator` use own `Movement` field. `ListViewPaginator` uses `ListView.ScrollMovement` field.

Tile View ScrollRect Fitter

Component to resize `ListView.ScrollRect` to fit the whole number of columns and rows.

4.3.3 Sidebar

Component to drag sidebar from behind the screen.

Options

- **Interactable** bool
Enable or disable the ability to drag the sidebar.
- **Curve** AnimationCurve
Animation curve for the open and close animations.
- **Direction** SidebarAxis
Drag direction to open sidebar.
- **Animation Type** SidebarAnimation
 - Overlay
 - Push
 - Scale Down
 - Uncover
 - Slide Along
 - Slide Out
 - Resize
 - Scale Down and Push
- **Scale Down Limit** float
Content scale cannot be lower this value for the ScaleDown animation.
- **Is Open** bool
Is sidebar opened?
- **Modal** bool
Is sidebar should be closed with the click outside of the sidebar?
- **ScrollRect Support** bool
Allow to handle children ScrollRect's drag events.
- **Content RectTransform**
Content GameObject. Required by some animations.
- **Animate With Layout** bool
Change Content LayoutElement size during animation.
- **Optional Handle GameObject** *optional*
Handle to open and close sidebar.
- **Unscaled Time** bool
Run animations with unscaled time.
- **Modal Color** Color

Modal background color.

Events

- `OnOpen UnityEvent`
- `OnClose UnityEvent`
- `OnOpeningStarted UnityEvent`
- `OnClosingStarted UnityEvent`

4.3.4 SplitButton

Button with the additional dropdown list of the buttons.

Options

- `Primary Button Button`
Primary Button.
- `Toggle Button Button`
Button to toggle the *Additional Buttons Block*.
- `Additional Buttons Block GameObject`
Container for the additional buttons.
- `Additional Buttons List<Button>`
List of the additional buttons.
- `Modal Sprite Sprite`
Background sprite when additional buttons block displayed.
- `Modal Color Color`
Background color when additional buttons block displayed.

4.4 Dialogs

Dialogs, Popups, Pickers, Notifications works with templates.

Code usually looks like this:

```
dialogTemplate.Clone().Show(...)
```

`Clone()` method creates a new instance of the *dialogTemplate* (or takes an instance from the cache if available) and displayed will be this instance, not the original template.

This way, you need only one template to display multiple dialogs at the same time, and also closed dialogs instances are automatically recycled.

But if you have a script outside of the *dialogTemplate* hierarchy and it has reference to the component inside a hierarchy, this reference will never be replaced with the new instance.

The script will be work with *dialogTemplate*, not with actually displayed dialog. To change this behavior, you need to move the script inside the dialog hierarchy.

4.4.1 DatePicker, DateTimePicker, TimePicker

Nested Widgets Replacement

Nested widgets can be safely replaced with their analogs:

- time can be displayed with *Time24*, *Time12*, *TimeAnalog*, *TimeScroller*
- date can be displayed with *Calendar*, *DateScroller*
- datetime can be displayed with *DateTime*, *DateTimeScroller*.

DatePicker Options

- **CloseButton Button**
Button to close picker without selected value.
- **HideOnModalClick bool**
Close picker on background click outside of picker.
- **Mode PickerMode**
Picker mode:
 - **Close On Select**
Close picker right after value selected.
 - **Close On OK**
Close picker on OK click.
- **Date Change Only bool**
If true select date only when date changes; otherwise select date on click.
- **OkButton Button**
OK button with selected value.
- **Calendar DataBase**
Reference to the Date widget.

DateTimePicker Options

- CloseButton Button
Button to close picker without selected value.
- HideOnModalClick bool
Close picker on background click outside of picker.
- DateTimeWidget DateTimeWidget
Reference to the DateTime widget.

TimePicker Options

- CloseButton Button
Button to close picker without selected value.
- HideOnModalClick bool
Close picker on background click outside of picker.
- Time TimeBase
Reference to the Time widget.

Minimal Code

```
namespace UIWidgets.Examples
{
    using System;
    using UIWidgets;
    using UnityEngine;
    using UnityEngine.UI;

    /// <summary>
    /// Test DatePicker.
    /// </summary>
    public class TestDatePicker : MonoBehaviour
    {
        [SerializeField]
        DatePicker PickerTemplate;

        [SerializeField]
        Text Result;

        DateTime currentValue = DateTime.Today;

        /// <summary>
        /// Open picker and log selected value.
        /// </summary>
        public async void TestAsync()
        {
            // create picker by template
        }
    }
}
```

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```

    var picker = PickerTemplate.Clone();

    // show picker
    var value = await picker.ShowAsync(currentValue);
    if (value.Success)
    {
        currentValue = value;
        Debug.Log("value: " + value);
    }
    else
    {
        Debug.Log("canceled");
    }
}

/// <summary>
/// Open picker and log selected value.
/// </summary>
public void Test()
{
    // create picker by template
    var picker = PickerTemplate.Clone();

    // show picker
    picker.Show(currentValue, ValueSelected, Canceled);
}

void ValueSelected(DateTime value)
{
    currentValue = value;
    Debug.Log("value: " + value);
}

void Canceled()
{
    Debug.Log("canceled");
}
}
}

```

4.4.2 Dialog

Options

- Buttons Templates ReadOnlyCollection<Button>
Templates for the buttons.
- Content Root RectTransform
Root gameobject for the content.
- Title Text Text (obsolete)

GameObject to display title. Replaced with the *DialogInfo*.

- Content Text Text (obsolete)

GameObject to display text. Replaced with the *DialogInfo*.

- Icon Image (obsolete)

GameObject to display icon. Replaced with the *DialogInfo*.

- Dialog Info DialogInfoBase

Component to display the dialog info.

- Close Button Button

Button to close dialog.

- Buttons Container RectTransform

Buttons container. If container not specified will be used parent of the button template.

- Hide on Modal Click bool

Close dialog on click on the background if the modal option enabled.

Show() Method Parameters

All parameters are optional.

title and message also can be specified with SetInfo()
to use formatted strings.

- title string

Dialog title.

Can be changed with SetInfo() method.

- message string

Dialog message.

Can be changed with SetInfo() method.

- buttons ButtonsPool

Dialog buttons.

Can be changed with SetButtons() method.

DialogButton fields:

- Label string

Button label.

- Action Func<DialogBase, int, bool>

Function to run on button click. Receive dialog instance and button index, return true to close dialog; otherwise false.

- Template Index int

Index of the button template.

- focusButton string

Button with focus by default.

- Can be changed with `SetButtons()` or `FocusButton()`.
- `position Vector3?`
 - Dialog position.
 - Can be changed with `SetPosition()`.
- `icon Sprite`
 - Dialog icon.
 - Can be changed with `SetInfo()` method.
- `modal bool`
 - Modal dialog.
 - Can be changed with `SetModal()`.
- `modalSprite Sprite`
 - Background image for the modal dialog.
 - Can be changed with `SetModal()`.
- `modalColor Color?`
 - Background color for the modal dialog.
 - Can be changed with `SetModal()`.
- `canvas Canvas`
 - Canvas to display dialog. Required if dialog template is prefab.
 - Can be changed with `SetCanvas()`.
- `content RectTransform`
 - Dialog content. Can be used instead of the *message* and *icon*.
 - Can be changed with `SetContent()`.
- `onClose Action`
 - Action to run when dialog closed.
 - Can be changed with `OnClose` field.
- `onCancel Func<int, bool>`
 - Function to run when dialog canceled. Receive dialog instance and -1 as button index, return `true` if dialog should be closed.
 - Obsolete, use `Func<DialogBase, int, bool> OnDialogCancel` field instead.

ShowAsync() Method Parameters

All parameters are optional.

`title` and `message` also can be specified with `SetInfo()`

to use formatted strings.

Returns index of the clicked button or -1 in case of `Cancel()` method.

- `title string`
 - Dialog title.
 - Can be changed with `SetInfo()` method.

- `message string`
Dialog message.
Can be changed with `SetInfo()` method.
- `buttons ButtonsPool`
Dialog buttons.
Can be changed with `SetButtons()` method.
DialogButton fields:
 - `Label string`
Button label.
 - `Action Func<DialogBase, int, bool>`
Function to run on button click. Receive dialog instance and button index, return `true` to close dialog; otherwise `false`.
 - `Template Index int`
Index of the button template.
- `focusButton string`
Button with focus by default.
Can be changed with `SetButtons()` or `FocusButton()`.
- `position Vector3?`
Dialog position.
Can be changed with `SetPosition()`.
- `icon Sprite`
Dialog icon.
Can be changed with `SetInfo()` method.
- `modal bool`
Modal dialog.
Can be changed with `SetModal()`.
- `modalSprite Sprite`
Background image for the modal dialog.
Can be changed with `SetModal()`.
- `modalColor Color?`
Background color for the modal dialog.
Can be changed with `SetModal()`.
- `canvas Canvas`
Canvas to display dialog. Required if dialog template is prefab.
Can be changed with `SetCanvas()`.
- `content RectTransform`
Dialog content. Can be used instead of the *message* and *icon*.
Can be changed with `SetContent()`.
- `closeOnButtonClick bool`

Close dialog on button click.

Minimal code

```
// create dialog instance
var dialog = dialogTemplate.Clone();
// show dialog
dialog.Show();
// specify root canvas if dialog cloned from prefab
dialog.Show(canvas: canvas);
```

Advanced

```
// create dialog instance
var dialog = dialogPrefab.Clone();
// show dialog with following parameters
dialog.Show(
    title: "Modal Dialog",
    message: "Simple Modal Dialog.",
    buttons: new DialogButton[]
    {
        new DialogButton(
            "Close", // label
            DialogBase.DefaultClose, // Func<DialogBase, int, bool>, receive dialog instance,
            // and button index, return true to close dialog, otherwise false
            0 // button index in ButtonsTemplates
        ),
    },
    focusButton: "Close",
    modal: true,
    modalColor: new Color(0, 0, 0, 0.8f)
);
```

Async

```
// create dialog instance
var dialog = dialogPrefab.Clone();
// show dialog with following parameters
var button_index = await dialog.ShowAsync(
    title: "Modal Dialog",
    message: "Simple Modal Dialog.",
    buttons: new DialogButton[]
    {
        "Do Some Action",
        "Do Other Action",
        "Close",
    },
    focusButton: "Close",
    modal: true,
```

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```
    modalColor: new Color(0, 0, 0, 0.8f)
);

if (button_index == 0)
{
    Debug.Log("Do Some Action");
}
else if (button_index == 1)
{
    Debug.Log("Do Other Action");
}
```

Adding new behaviour

1. Create helper component

```
using UnityEngine;
using UnityEngine.UI;

public class DialogInputHelper : MonoBehaviour
{
    [SerializeField]
    public InputField Username;

    [SerializeField]
    public InputField Password;

    // Reset values
    public void Refresh()
    {
        Username.text = "";
        Password.text = "";
    }

    public bool Validate()
    {
        var valid_username = Username.text.Trim().Length > 0;
        var valid_password = Password.text.Length > 0;

        if (!valid_username)
        {
            Username.Select();
        }
        else if (!valid_password)
        {
            Password.Select();
        }

        return valid_username && valid_password;
    }
}
```

2. Show dialog.

```
public void ShowDialogSignIn()
{
    var dialog = dialogSignIn.Clone();
    var helper = dialog.GetComponent<DialogInputHelper>();
    helper.Refresh();

    dialog.Show(
        title: "Sign into your Account",
        buttons: new DialogButton[]
        {
            // on click call SignInNotify
            new DialogButton("Sign in", SignInNotify),

            // on click close dialog
            new DialogButton("Cancel"),
        },
        focusButton: "Sign in",
        modal: true,
        modalColor: new Color(0, 0, 0, 0.8f)
    );
}

bool SignInNotify(DialogBase dialog, int index)
{
    var helper = dialog.GetComponent<DialogInputHelper>();
    if (!helper.Validate())
    {
        return false;
    }

    //show notification
    var message = "Sign in.\nUsername: " + helper.Username.text + "\nPassword:
    <hidden>";
    notifySample.Clone().Show(message, customHideDelay: 3f);

    return true;
}
```

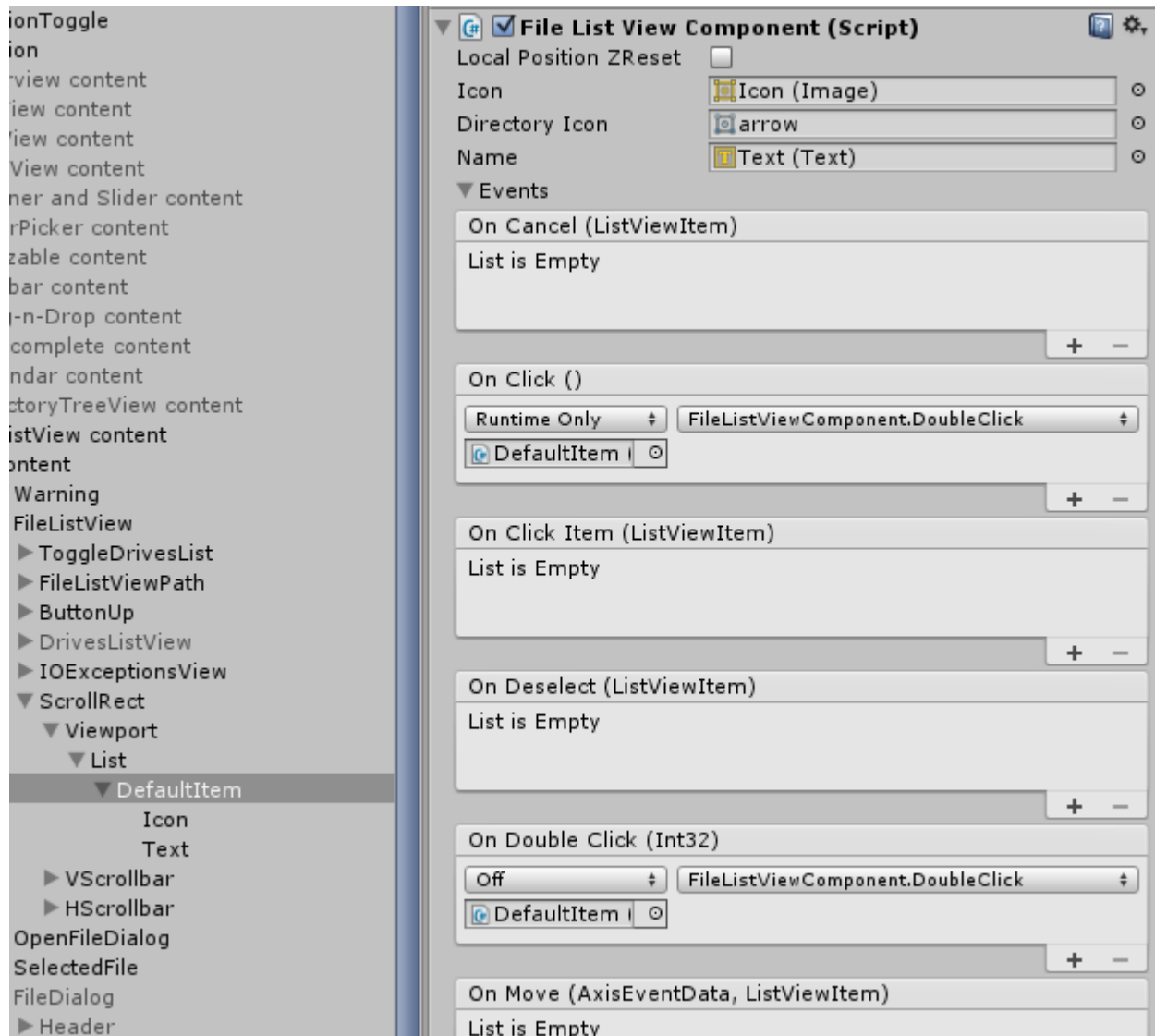
Custom Dialogs

You can create derived class with own methods and fields.

```
public class MyDialog : DialogCustom<MyDialog>
{
    // ...
}
```

4.4.3 FileDialog

If you want to open directories and select files with a single click instead of the double-click just move FileListView. DefaultItem DoubleClick callback to OnClick event.



Options

- File List View FileListView
FileListView.
- Confirm Dialog PickerBool
Dialog to get confirmation if *Request Confirmation If File Exists* enabled.
- FilenameInput InputField
Input for the filename.
- OkButton Button

Button to close dialog.

- FileShouldExists bool

Selected file should exists.

- Request Confirmation If File Exists bool

Show *Confirm Dialog* if file exists.

Code examples

```
namespace UIWidgets.Examples
{
    using UIWidgets;
    using UnityEngine;
    using UnityEngine.UI;

    /// <summary>
    /// Test FileDialog.
    /// </summary>
    public class TestFileDialog : MonoBehaviour
    {
        [SerializeField]
        FileDialog PickerTemplate;

        string currentValue = string.Empty;

        /// <summary>
        /// Show picker async and log selected value.
        /// </summary>
        async public void Test()
        {
            // create picker by template
            var picker = PickerTemplate.Clone();

            // show picker
            var value = await picker.ShowAsync(currentValue);
            if (value.Success)
            {
                currentValue = value;
                Debug.Log("value: " + value);
            }
            else
            {
                Debug.Log("canceled");
            }
        }
    }
}
```

4.4.4 FolderDialog

Options

- Directory Tree View `DirectoryTreeView`
`DirectoryTreeView` widget.
- Ok Button `Button`
 Button to close dialog.

```
namespace UIWidgets.Examples
{
    using UIWidgets;
    using UnityEngine;
    using UnityEngine.UI;

    /// <summary>
    /// Test FolderDialog.
    /// </summary>
    public class TestFolderDialog : MonoBehaviour
    {
        [SerializeField]
        FolderDialog PickerTemplate;

        [SerializeField]
        Text Result;

        string currentValue = string.Empty;

        /// <summary>
        /// Show picker and log selected value.
        /// </summary>
        public async void Test()
        {
            // create picker by template
            var picker = PickerTemplate.Clone();

            // show picker
            var value = await picker.Show(currentValue);
            if (value.Success)
            {
                currentValue = value;
                Debug.Log("value: " + value);
            }
            else
            {
                Debug.Log("canceled");
            }
        }

        /// <summary>
        /// Show picker and display selected value.
        /// </summary>
    }
}
```

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```
public void TestShow()
{
    // create picker by template
    var picker = PickerTemplate.Clone();

    // show picker
    picker.Show(currentValue, ShowValueSelected, ShowCanceled);
}

void ShowValueSelected(string value)
{
    currentValue = value;
    Result.text = "Value: " + value;
}

void ShowCanceled()
{
    Result.text = "Canceled";
}
}
```

4.4.5 Notifications

Important: If you want to display more than one notification at the same time, then *notification container* should have *layout group* component like EasyLayout. Start positions of notifications are determined with `Group Position`.

Options

- **Hide Button Button**
Button to close notification.
- **Text Text (obsolete)**
GameObject to display the notification text. Replaced with `NotifyInfo`.
- **Hide Delay float**
Delay before notification automatically hidden.
- **Unscaled Time bool**
Delay with unscaled time.
- **Slide Up On Hide bool**
Start slide up animations after hide current notification. Turn it off if its managed with `HideAnimation`.
- **Notify Info NotifyInfoBase**
Component to display the notification message.
- **Close Button Button**

Button to close notification.

- **Buttons Container RectTransform**

Buttons container. If container not specified will be used parent of the button template.

Show() Method Parameters

All parameters are optional.

message also can be specified with `SetMessage()`

to use formatted strings.

- **message string**

Notification message.

Can be changed with `SetMessage()` method.

- **customHideDelay float?**

Time before notification hidden or `hideAnimation` start running.

Can be changed with `HideDelay` field.

- **container Transform?**

Notifications container. Should have `Layout Group` component to display multiple notifications.

Can be changed with `SetContainer()` method.

- **showAnimation Func<TNotification, IEnumerator>**

Show animation.

Can be changed with `ShowAnimation` field.

- **hideAnimation Func<TNotification, IEnumerator>**

Hide animation.

Can be changed with `HideAnimation` field.

- **slideUpOnHide bool?**

Start slide up animations after hide current notification.

Can be changed with `SlideUpOnHide` field.

- **sequenceType NotifySequence**

Add notification to sequence and display in order according to the specified `sequenceType`.

- **sequenceDelay float**

Time between previous notification was hidden and this will be displayed.

Can be changed with `SequenceDelay` field.

- **clearSequence bool**

Clear notifications sequence.

- **newUnscaledTime bool?**

Animations will use unscaled time.

- **content RectTransform**

Notification content.

Can be changed with `SetContent()`.

- `onReturn Action`

Action called when instance return to the cache.

Can be changed with `OnReturn` field.

- `onHide Action<TNotification>`

Action called when instance return to the cache.

Can be changed with `OnNotificationHide` field.

ShowAsync() Method Parameters

All parameters are optional.

`message` also can be specified with `SetMessage()`

to use formatted strings.

Returns index of the clicked button or `-1` if notification was hidden after delay or on hide button click.

- `message string`

Notification message.

Can be changed with `SetMessage()` method.

- `customHideDelay float?`

Time before notification hidden or `hideAnimation` start running.

Can be changed with `HideDelay` field.

- `container Transform?`

Notifications container. Should have `Layout Group` component to display multiple notifications.

Can be changed with `SetContainer()` method.

- `showAnimation Func<TNotification, IEnumerator>`

Show animation.

Can be changed with `ShowAnimation` field.

- `hideAnimation Func<TNotification, IEnumerator>`

Hide animation.

Can be changed with `HideAnimation` field.

- `slideUpOnHide bool?`

Start slide up animations after hide current notification.

Can be changed with `SlideUpOnHide` field.

- `sequenceType NotifySequence`

Add notification to sequence and display in order according to the specified `sequenceType`.

- `sequenceDelay float`

Time between previous notification was hidden and this will be displayed.

Can be changed with `SequenceDelay` field.

- `clearSequence bool`

Clear notifications sequence.

- newUnscaledTime bool?

Animations will use unscaled time.

- content RectTransform

Notification content.

Can be changed with SetContent().

- closeOnClick bool

Close notification on button click.

Minimal code

```
// get notification instance by template name (name of existing GameObject with
↳ NotificationBase component).
var notification = notificationTemplate.Clone();
// show notification
notification.Show();
```

Advanced

```
var notification = notificationTemplate.Clone();
// show notification
notification.Show(
    // Show notification with following text
    message: "Simple Notification.",
    // Hide it after 4.5 seconds
    customHideDelay = 4.5f,
    // Run specified animation on hide
    hideAnimation = NotificationBase.AnimationCollapseVertical,
    // without SlideUpOnHide
    slideUpOnHide = false
);
```

Notification with Buttons

Notifications can have buttons with custom actions. Buttons callback receive notification instance and button index, return true to close notification; otherwise false.

```
[SerializeField]
protected Notify NotificationTemplate;

/// <summary>
/// Show notification.
/// </summary>
public void ShowNotify()
{
    var actions = new NotificationButton[]
    {
```

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```

    new NotificationButton("Close", NotificationClose),
    new NotificationButton("Log", NotificationClick),
};

var instance = NotificationTemplate.Clone();
instance.Show("Notification with buttons. Hide after 5 seconds.", customHideDelay: 5f);
instance.SetButtons(actions);
}

bool NotificationClose(NotificationBase notification, int index)
{
    Debug.Log("close notification");
    return true;
}

bool NotificationClick(NotificationBase notification, int index)
{
    Debug.Log("click notification button");
    return false;
}

```

Async Notification with Buttons

```

[SerializeField]
protected Notify NotificationTemplate;

/// <summary>
/// Show notification.
/// </summary>
async public void ShowNotify()
{
    var actions = new NotificationButton[]
    {
        new NotificationButton("Close"),
        new NotificationButton("Log"),
    };

    var instance = NotificationTemplate.Clone();
    instance.SetButtons(actions);
    var button_index = await instance.ShowAsync("Notification with buttons. Hide after 5 seconds.",
        customHideDelay: 5f, closeOnButtonClick: false);

    while (button_index == 1)
    {
        Debug.Log("click notification button");
        button_index = await instance;
    }
}

```

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```
if (button_index == 0)
{
    Debug.Log("close notification");
    instance.Hide();
}
else
{
    Debug.Log("hide button");
    instance.Hide();
}
}
```

Default Hide Animations

Note: Hide Animation is coroutine that accepts `NotificationBase` instance and play hide animation for this instance. You can specify any custom coroutine.

- **AnimationRotateHorizontal**
Rotate notification on X axis.
- **AnimationRotateVertical**
Rotate notification on Y axis.
- **AnimationCollapseHorizontal**
Resize width of the notification.
- **AnimationCollapseVertical**
Resize height of the notification.
- **AnimationSlideRight**
Slide notification on right.
- **AnimationSlideLeft**
Slide notification on left.
- **AnimationSlideUp**
Slide notification on up.
- **AnimationSlideDown**
Slide notification on down.

Default Show Animations

Note: Show Animation is coroutine that accepts `NotificationBase` instance and play show animation for this instance. You can specify any custom coroutine.

- **ShowAnimationRotateHorizontal**
Rotate notification on X axis.
- **ShowAnimationRotateVertical**
Rotate notification on Y axis.

- **ShowAnimationCollapseHorizontal**
Resize width of the notification.
- **ShowAnimationCollapseVertical**
Resize height of the notification.
- **ShowAnimationSlideRight**
Slide notification from right.
- **ShowAnimationSlideLeft**
Slide notification from left.
- **ShowAnimationSlideUp**
Slide notification from top.
- **ShowAnimationSlideDown**
Slide notification from bottom.

Configurable Hide Animations

- **HideAnimationRotateBase**
Arguments:
 - **NotificationBase notification**
Notification instance.
 - **bool isHorizontal**
Rotate in horizontal or vertical direction.
 - **float timeLength**
Length of animations in seconds.
- **HideAnimationCollapseBase**
Arguments:
 - **NotificationBase notification**
Notification instance.
 - **bool isHorizontal**
Resize in horizontal or vertical direction.
 - **float speed**
Resize speed in points per second.
- **HideAnimationSlideBase**
Arguments:
 - **NotificationBase notification**
Notification instance.
 - **bool isHorizontal**
Slide in horizontal or vertical direction.
 - **float direction**
Slide direction, -1f for left/down, +1f for right/up.
 - **float speed**
Slide speed in points per second.
 - **bool animateReplacement**
Animate other notifications.

```
NotificationTemplate.Clone().Show(
    "Notification message.",
    customHideDelay: 3f,
    hideAnimation: x => NotificationBase.HideAnimationSlideBase(x, true, -1f, 200f, true)
);
```

Configurable Show Animations

- **ShowAnimationRotateBase**

Arguments:

- **NotificationBase notification**
Notification instance.
- **bool isHorizontal**
Rotate in horizontal or vertical direction.
- **float timeLength**
Length of animations in seconds.

- **ShowAnimationCollapseBase**

Arguments:

- **NotificationBase notification**
Notification instance.
- **bool isHorizontal**
Resize in horizontal or vertical direction.
- **float speed**
Resize speed in points per second.

- **ShowAnimationSlideBase**

Arguments:

- **NotificationBase notification**
Notification instance.
- **bool isHorizontal**
Slide in horizontal or vertical direction.
- **float direction**
Slide direction, -1f for left/down, +1f for right/up.
- **float speed**
Slide speed in points per second.
- **bool animateReplacement**
Animate other notifications.

```
NotificationTemplate.Clone().Show(
    "Notification message.",
    customHideDelay: 3f,
    showAnimation: x => NotificationBase.ShowAnimationSlideBase(x, true, -1f, 200f, true)
);
```

Custom Notifications

You can create derived class with own methods.

```
public class MyNotify : NotificationCustom<MyNotify>
{
    // ...
}
```

4.4.6 Pickers

Base class for the custom pickers.

Options

- Close Button Button
Button to close picker.
- Hide on Modal Click bool
Close picker on click on the background if the modal option enabled.

Show() Method Parameters

All parameters are optional.

- defaultValue TValue
Default value.</param>
- onSelect Action<TValue>
Callback with selected value.
- onCancel Action
Callback when picker closed without any value selected.
- modalSprite Sprite
Background image for the modal dialog.
Can be changed with SetModal().
- modalColor Color?
Background color for the modal dialog.
Can be changed with SetModal().
- canvas Canvas
Canvas. Can be changed with SetCanvas().

ShowAsync() Method Parameters

All parameters are optional.

Returns `TPicker.Result` with selected value or success mark.

- `defaultValue TValue`
Default value.</param>
- `modalSprite Sprite`
Background image for the modal dialog.
Can be changed with `SetModal()`.
- `modalColor Color?`
Background color for the modal dialog.
Can be changed with `SetModal()`.
- `canvas Canvas`
Canvas. Can be changed with `SetCanvas()`.

TPicker.Result Fields

- `Value TValue`
Selected value or a default value if nothing is selected.
- `Success bool`
`true` if the value was selected; `false` if the picker was canceled or closed without a value chosen.

Example

```
namespace UIWidgets.Examples
{
    using UIWidgets;
    using UnityEngine;

    public class PickerIntTest : MonoBehaviour
    {
        [SerializeField]
        PickerInt PickerTemplate;

        int currentValue = 0;

        async public void TestAsync()
        {
            // create picker instance
            var picker = PickerTemplate.Clone();

            // copy values
            picker.ListView.DataSource = PickerTemplate.ListView.DataSource;
        }
    }
}
```

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```

        // show picker
        var value = await picker.ShowAsync(currentValue);
        if (value.Success)
        {
            currentValue = value;
            Debug.Log("value: " + value);
        }
        else
        {
            Debug.Log("canceled");
        }
    }

    /// <summary>
    /// Show picker with callbacks and log selected value.
    /// </summary>
    public void TestCallbacks()
    {
        // create picker instance
        var picker = PickerTemplate.Clone();

        // copy values
        picker.ListView.DataSource = PickerTemplate.ListView.DataSource;

        // show picker
        picker.Show(currentValue, ValueSelected, Canceled);
    }

    void ValueSelected(int value)
    {
        currentValue = value;
        Debug.Log(string.Format("value: {0}", value));
    }

    void Canceled()
    {
        Debug.Log("canceled");
    }
}

```

4.4.7 Popup

Options

- Title Text Text (obsolete)
GameObject to display title. Replaced with the *DialogInfo*.
- Content Text Text (obsolete)
GameObject to display text. Replaced with the *DialogInfo*.

- **Icon Image** (obsolete)
GameObject to display icon. Replaced with the *DialogInfo*.
- **Info DialogInfoBase**
Component to display the popup info.
- **CloseButton Button**
Button to close popup.
- **Hide on Modal Click bool**
Close popup on click on the background if the modal option enabled.

Show() Method Parameters

All parameters are optional.

title and message also can be specified with `SetInfo()` to use formatted strings.

- **title string**
Popup title.
Can be changed with `SetInfo()` method.
- **message string**
Popup message.
Can be changed with `SetInfo()` method.
- **position Vector3?**
Popup position.
Can be changed with `SetPosition()`.
- **icon Sprite**
Popup icon.
Can be changed with `SetInfo()` method.
- **modal bool**
Modal popup.
Can be changed with `SetModal()`.
- **modalSprite Sprite**
Background image for the modal popup.
Can be changed with `SetModal()`.
- **modalColor Color?**
Background color for the modal popup.
Can be changed with `SetModal()`.
- **canvas Canvas**
Canvas to display popup. Required if popup template is prefab.
Can be changed with `SetCanvas()`.
- **content RectTransform**

Dialog content. Can be used instead of the *message* and *icon*.
Can be changed with `SetContent()`.

- `onClose Action`

Action to run when dialog closed.
Can be changed with `OnClose` field.

Minimal code

```
// create popup instance
var popup = popupTemplate.Clone();
// show popup
popup.Show();
// specify root canvas if popup cloned from prefab
popup.Show(canvas: canvas);
```

Advanced

```
// create popup instance
var popup = popupTemplate.Clone();
// show popup with following parameters
popup.Show(
    title: "Modal popup",
    message: "Simple Modal popup.",
    modal: true,
    modalColor: new Color(0, 0, 0, 0.8f)
);
```

Async

```
var popup = popupTemplate.Clone();
await popup.ShowAsync();
```

4.5 Input

4.5.1 Autocomplete

Note:

Difference between Autocomplete, AutoCombobox, and AutocompleteCombobox:

- Autocomplete is `InputField` with autocomplete feature.
 - AutoCombobox is `Combobox` with the option to select items by typing, with it you can get selected items.
 - AutocompleteCombobox is a wrapper for Autocomplete with the ability to select an action when user input is not valid.
-

Options

- **Input Field `InputField`**
Input field.
- **Target List View `TListView`**
ListView to display available values.
- **Display List View `TListView`**
Selected value will be added to this ListView.
- **Allow Duplicate `bool`**
TargetListView can have duplicated items.
- **Data Source `List<TValue>`**
List of the all values.
- **Filter `AutocompleteFilter`**
Filter settings.
 - **Startswith**
Value should starts with the specified input.
 - **Contains**
Value should contains with the specified input.
- **Case Sensitive `bool`**
Is filter case sensitive?
- **Delimiter Chars `char[]`**
Delimiter chars to split input to the words.
- **Input Type `AutocompleteInput`**
Filter with the current word or the whole input.
 - **Word**
 - **AllInput**
- **Result `AutocompleteResult`**
What to do with input after value selected.
 - **Append**
 - **Replace**
- **Min Length `int`**
Minimal length of the input to start search.
- **Search Delay `float`**
The delay in seconds between when a keystroke occurs and when a search is performed.
- **Unscaled Time `bool`**
Delay with unscaled time.
- **ResetListViewSelection `bool`**

Deselect selected items in the DisplayListView.

- AllowCancelOnDeselect Func<BaseEventData, AutocompleteCustom<TValue, TListViewComponent, TListView>, bool>

Allow to cancel DisplayListView close on deselect event.

Events

- OnOptionSelected UnityEvent
- OnOptionSelectedItem UnityEvent<TValue>
- OnItemNotFound UnityEvent<string>
- OnCancelInput UnityEvent
- OnSearchCompleted UnityEvent

```
namespace UIWidgets.Examples
{
    using UIWidgets;
    using UnityEngine;

    public class AutocompleteIconsText: MonoBehaviour
    {
        [SerializeField]
        public AutocompleteIcons Autocomplete;

        [SerializeField]
        ListViewIconsItemDescription item;

        void Start()
        {
            Autocomplete.OnOptionSelectedItem.AddListener(SetItem);
        }

        void OnDestroy()
        {
            Autocomplete.OnOptionSelectedItem.RemoveListener(SetItem);
        }

        void SetItem(ListViewIconsItemDescription newItem)
        {
            item = newItem;
        }
    }
}
```

4.5.2 Calendar

Note: `DateTime.TimeOfDay` is not setted or changed by `Calendar`.

Options

- `Interactable bool`
Is interactable?
- `Date DateTime`
Current date.
- `Date Min DateTime`
Minimal date.
- `Date Max DateTime`
Maximum date.
- `First Day Of Week DayOfWeek`
First day of the week.
- `Container RectTransform`
Container for the dates.
- `Calendar Date Template CalendarDateBase`
Template for the date.
- `HeaderContainer RectTransform`
Container for the day of weeks.
- `Calendar Day Of Week Template CalendarDayOfWeekBase`
Template for the day of week.
- `Date Text Text`
Text to display the current date.
- `Month Text Text`
Text to display the current month.

Events

- `OnDateChanged UnityEvent<DateTime>`
- `OnDateClick UnityEvent<DateTime>`

```
namespace UIWidgets.Examples
{
    using UnityEngine;

    /// <summary>
```

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```
/// Test Calendar.
/// </summary>
public class TestCalendar : MonoBehaviour
{
    /// <summary>
    /// Calendar.
    /// </summary>
    [SerializeField]
    protected UIWidgets.Calendar Calendar;

    /// <summary>
    /// Start this instance.
    /// </summary>
    protected virtual void Start()
    {
        Calendar.OnDateChanged.AddListener(ProcessDate);

        // change first day of the week
        Calendar.FirstDayOfWeek = System.DayOfWeek.Sunday;

        // change culture (display days and months in english)
        Calendar.Culture = new System.Globalization.CultureInfo("en-US");

        // change culture (display days and months in french)
        Calendar.Culture = new System.Globalization.CultureInfo("fr-FR");

        // change calendar
        SetCalendar(new System.Globalization.JapaneseCalendar());
    }

    void ProcessDate(System.DateTime dt)
    {
        Debug.Log(dt);
    }

    void SetCalendar(System.Globalization.Calendar calendar)
    {
        Calendar.Culture.DateTimeFormat.Calendar = calendar;
        Calendar.UpdateCalendar();
    }
}
```


4.5.3 Centered Slider

The differences from a default slider:

- zero at center
- positive and negative parts have different scales.

Options

- Value `int`
Current value.
- Use Value Limits `bool`
Value cannot exceed the specified limits.
- Limit Min `int`
Minimal limit of the value.
- Limit Max `int`
Maximum limit of the value.
- Value Min `int`
Minimal value.
- Value Max `int`
Maximal value.
- Step `int`
Value step.
- Whole Number Of Steps `bool`
Whole number of steps for the value.
- Handle `RangeSliderHandle`
Handle to drag.
- UsableRangeRect `RectTransform`
Usable range.
- FillRect `RectTransform`
GameObject to display fill (line from center to the current value).

Events

- OnValueChanged `UnityEvent<int>`
- OnChange `UnityEvent`

Set value

```
slider.Value = 150;
```

Set display limits

```
slider.LimitMin = -500;  
slider.LimitMax = 250;
```

Set value limits

```
slider.UseValueLimits = true;  
slider.ValueMin = -100;  
slider.ValueMax = 200;
```

4.5.4 Circular Slider

Options

- Interactable bool
Is interactable?
- Handle DragListener
Handle to drag.
- Arrow RectTransform
Arrow.
- Value int
Current value.
- Min Value int
Minimal value.
- Max Value``int``
Maximal value.
- Step int
Value step.
- Start Angle float
Angle for the Min Value.

Events

- OnValueChanged UnityEvent<int>
- OnChange UnityEvent

Set value

```
slider.Value = 150;
```

Set value limits

```
slider.MinValue = 100;  
slider.MaxValue = 200;
```

4.5.5 ColorPicker

Set color

```
ColorPicker.Color = Color.cyan;
```

Get color

```
Debug.Log(ColorPicker.Color);
```

Add listener

```
void Start()  
{  
    ColorPicker.OnChange.AddListener(ColorChanged);  
}  
  
void ColorChanged(Color32 color)  
{  
    Debug.Log("selected color: " + Color);  
}
```

4.5.6 DateTime

Nested widgets can be safely replaced with their analogs:

- time can be displayed with *Time24*, *Time12*, *TimeAnalog*, *TimeScroller*
- date can be displayed with *Calendar*, *DateScroller*

DateScroller Options

- Current Date Time As Default bool
 - Default Date Time DateTime (string in Inspector window)
 - Format string
Format to parse **Default Date Time**.
- Calendar DateBase
Widget to select date.
- Time TimeBase
Widget to select time.
- Is Scroll Blocks Used bool
Is Calendar and Time widgets are *scrollers*? Required for the styles support.

Events

- OnDateTimeChanged UnityEvent<DateTime>
The event raised when date changed.
Arguments: selected datetime.

4.5.7 DateScroller, DateTimeScroller, TimeScroller

Note: DateTime.TimeOfDay is not setted or changed by DateScroller, but changed by DateTimeScroller.

Note: *DateTime Formats Strings*

DateScroller Options

- Interactable bool
User can interact with ListView.
- Current Date As Default bool
 - Default Date DateTime (string in Inspector window)
- Default Date Min DateTime (string in Inspector window)

Minimal selectable date.

- Default Date Max `DateTime` (string in Inspector window)

Maximum selectable date.

- Format `string`

Format to parse **Default Date**, **Default Date Min**, and **Default Date Max**.

- Independent scroll `bool`

If enabled any time period changes will not change other time periods.

- Years `bool`

Display years scroller.

- Years Scroller `Scroller`
- Years Step `int`
- Years Format `string`

- Months `bool`

Display months scroller.

- Months Scroller `Scroller`
- Months Step `int`
- Months Format `string`

- Days `bool`

Display days scroller.

- Days Scroller `Scroller`
- Days Step `int`
- Days Format `string`

- Events

- OnDateChanged `UnityEvent<DateTime>`

The event raised when date changed.

Arguments: selected datetime.

- OnDateClick `UnityEvent<DateTime>`

The event raised when date setted or changed.

Arguments: selected datetime.

DateTimeScroller Options

Same settings as DateScroller with addition:

- Hours bool
Display hours scroller.
 - Hours Scroller Scroller
 - Hours Step int
 - Hours Format string
Used if **AMPM** disabled.
 - Hours AMPM Format string
Used if **AMPM** enabled.
- Minutes bool
Display minutes scroller.
 - Minutes Scroller Scroller
 - Minutes Step int
 - Minutes Format string
- Seconds bool
Display seconds scroller.
 - Seconds Scroller Scroller
 - Seconds Step int
 - Seconds Format string
- AMPM bool
Display AMPM scroller.
 - AMPM Scroller Scroller
 - AMPM Format string

TimeScroller Options

- Interactable bool
User can interact with ListView.
- Current Time As Default bool
 - Time Text TimeSpan (string in Inspector window)
- Default Time Min TimeSpan (string in Inspector window)
Minimal selectable time.
- Default Time Max TimeSpan (string in Inspector window)
Maximum selectable time.
- Format string
Format to parse **Time Text**, **Default Time Min**, and **Default Time Max**.

- Independent scroll bool

If enabled any time period changes will not change other time periods.

- Hours bool

Display hours scroller.

- Hours Scroller Scroller
- Hours Step int

- Minutes bool

Display minutes scroller.

- Minutes Scroller Scroller
- Minutes Step int

- Seconds bool

Display seconds scroller.

- Seconds Scroller Scroller
- Seconds Step int

- AMPM bool

Display AMPM scroller.

- AMPM Scroller Scroller

- Events

- OnTimeChanged UnityEvent<TimeSpan>

The event raised when time changed.

Arguments: selected time.

```
namespace UIWidgets.Examples
{
    using UnityEngine;

    /// <summary>
    /// Test DateScroller.
    /// </summary>
    public class TestDateScroller : MonoBehaviour
    {
        /// <summary>
        /// DateScroller.
        /// </summary>
        [SerializeField]
        protected UIWidgets.DateBase DateScroller;

        /// <summary>
        /// Start this instance.
        /// </summary>
        protected virtual void Start()
        {
            DateScroller.OnDateChanged.AddListener(ProcessDate);
        }
    }
}
```

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```

    // change culture
    DateScroller.Culture = new System.Globalization.CultureInfo("en-US");

    // change calendar
    DateScroller.Culture = new System.Globalization.CultureInfo("ja-JP");
    DateScroller.Culture.DateTimeFormat.Calendar = new System.Globalization.
↪ JapaneseCalendar();
    }

    void ProcessDate(System.DateTime dt)
    {
        Debug.Log(dt);
    }
}

```

Customization

ScrollBlock has OnItemChanged(int index, ScrollBlockItem item) event. You can subscribe to this event to customize items depending on index or value.

- selected item has Index = 0
- items before it have a negative index
- items after it have a positive index
- step of the index is 1.

```

public class ScrollBlockCustomization : MonoBehaviour
{
    [SerializeField]
    ScrollBlock YearsScrollBlock;

    protected void Start()
    {
        YearsScrollBlock.OnItemChanged += ItemChanged;
    }

    protected void OnDestroy()
    {
        if (YearsScrollBlock != null)
        {
            YearsScrollBlock.OnItemChanged -= ItemChanged;
        }
    }

    protected void ItemChanged(int index, ScrollBlockItem item)
    {
        item.Text.Bold = index == 0;
        item.Text.fontSize = index == 0 ? 20 : 14;
    }
}

```

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```
}
}
```

4.5.8 RangeSlider

Slider with two handles for minimum and maximum. Has versions for the `int` and `float` types.

Options

- `Type RangeSliderType`
Type of the slider.
 - `AllowHandleOverlay`
Handles can intersects. Value scale is constant.
 - `DisableHandleOverlay`
Handles can not intersects. Value scale is variable.
- `Value Min int/float`
Minimal value.
- `Value Max int/float`
Maximal value.
- `Step int/float`
Step of the value.
- `Limit Min int/float`
Value cannot be less that this.
- `Limit Max int/float`
Value cannot be more that this.
- `Handle Min RangeSliderHandle`
Handle to change the minimal value.
- `Handle Max RangeSliderHandle`
Handle to change the maximal value.
- `UsableRangeRect RectTransform`
Usable range.
- `FillRect RectTransform`
GameObject to display fill (line from minimal value to the maximal value).
- `Whole Number Of Steps bool`
Whole number of steps for the value.

Events

- OnValuesChanged UnityEvent<int, int>/UnityEvent<float, float>
- OnChange UnityEvent

Set values

```
slider.ValueMin = 10;  
slider.ValueMax = 80;
```

Set step

```
slider.Step = 2;
```

Set limits

```
slider.LimitMin = 0;  
slider.LimitMax = 100;
```

Add listener

```
void Start()  
{  
    slider.OnValuesChange.AddListener(SliderChanged);  
}  
  
void SliderChanged(int min, int max)  
{  
    if (slider.WholeNumberOfSteps)  
    {  
        Debug.Log(string.Format("Range: {0:000} - {1:000}; Step: {2}", min, max, slider.  
→Step));  
    }  
    else  
    {  
        Debug.Log(string.Format("Range: {0:000} - {1:000}", min, max));  
    }  
}
```

4.5.9 Rating

Options

- **Interactable bool**
User can interact with Time widget.
- **Value int**
Default rating value.
- **Value Max int**
Maximal rating value.
- **Star Empty RatingStar**
Template of an empty start.
- **Star Full RatingStar**
Template of a full start.
- **Color Min Color**
Color for the lowest rating.
- **Color Max Color**
Color for the highest rating.
- **Lerp Mode ColorLerpMode**
Color lerp mode: RGB or HSV.

Events

- **OnChange UnityEvent<int>**
The event raised when rating changed.
Arguments: rating.

4.5.10 Scale

Scale for the sliders: default Slider, *RangeSlider* (Disable Handle Overlay is not supported), *CenteredSlider*. To use add the appropriate SliderScale / RangeSliderScale / CenteredSliderScale component to the Slider, then create and specify Scale gameobject.

Options

- **Container RectTransform**
Marks container.
- **Main Line Image**
Main line.
- **Show Current Value bool**

Show marks for the current values.

- **Current Mark Template ScaleMarkTemplate**

Template for the current mark.

- **Show Min Value bool**

Show mark for the min value.

- **Min Mark ScaleMarkTemplate**

Minimum mark.

- **Show Max Value bool**

Maximum mark.

- **Scale Marks List<ScaleMark>**

Marks templates.

- **MarkValuesGenerator Action<float min, float max, float step, List<float> output>**

Fill output list with values where marks should be displayed.

ScaleMark

- **Step float**

Value difference between marks.

- **Template ScaleMarkTemplate**

Mark template.

SliderScale and RangeSliderScale Components

- **Scale Scale**

Scale gameobject.

- **Format string**

Format to display mark value.

- <https://docs.microsoft.com/en-us/dotnet/standard/base-types/standard-numeric-format-strings>
- <https://docs.microsoft.com/en-us/dotnet/standard/base-types/custom-numeric-format-strings>

- **Formatter Func<float, string>**

Custom formatter to use instead of format string.

CenteredSliderScale Component

- **Scale** `Scale`
Scale gameobject.
- **Format** `string`
Format to display mark value.
 - <https://docs.microsoft.com/en-us/dotnet/standard/base-types/standard-numeric-format-strings>
 - <https://docs.microsoft.com/en-us/dotnet/standard/base-types/custom-numeric-format-strings>
- **Formatter** `Func<float, string>`
Custom formatter to use instead of format string.
- **Negative Step Rate** `float`
Multiplier for marks at negative side of the scale.
- **Positive Step Rate** `float`
Multiplier for marks at positive side of the scale.

4.5.11 Spinner

Has versions for the `int` and `float` types.

Options

- **Value Min** `int/float`
Minimal value.
- **Value Max** `int/float`
Maximal value.
- **Step** `int/float`
Step of the value.
- **SpinnerValue** `int/float`
Current value.
- **Validation** `SpinnerValidation`
Validate value on specified event.
 - **OnKeyDown**
Value checked on every key down event.
Some value ranges cannot be processed correctly with **OnKeyDown** validation.
For example `2..10` because to enter `10` you need to enter `1` and `1` is not a valid value.
 - **OnEndInput**
Value checked when editing has ended.
- **AllowHold** `bool`
Change value on button hold.

- `HoldStartDelay` float
Delay of hold in seconds to start change value.
- `HoldChangeDelay` float
Delay of hold in seconds between each change value.
- `Plus Button` `ButtonAdvanced`
Button to increase value.
- `Minus Button` `ButtonAdvanced`
Button to decrease value.

Events

- `onPlusClick` `UnityEvent`
- `onMinusClick` `UnityEvent`

Spinner Events

- `onValueChangeInt` `UnityEvent<int>`
- `onEndEditInt` `UnityEvent<int>`

SpinnerFloat Options

- `Format` string
Value format.
- `Decimal Separators` `char[]`
Decimal separators.
- `Number Style` `NumberStyles`
Style of the number.

SpinnerFloat Events

- `onValueChangeFloat` `UnityEvent<float>`
- `onEndEditFloat` `UnityEvent<float>`

Set maximum

```
spinner.Max = 100;
```

Set minimum

```
spinner.Min = 0;
```

Set value

```
spinner.Value = 10;
```

Set step

```
spinner.Step = 1;
```

Get value

```
Debug.Log(spinner.Value);
```

4.5.12 Switch

Analog of the default **Toggle**, but changes mark position instead of changing checkmark visibility.

Options

- **IsOn** bool
Is on?
- **Group** SwitchGroup
Switch group. Only one Switch in the same group can be on.
- **Direction** SwitchDirection
Mark animation direction: LeftToRight, RightToLeft, BottomToTop, TopToBottom
- **Mark** RectTransform
Animated mark.
- **MarkGraphic** Graphic
Mark graphic.
- **Background** Graphic
Background graphic.
- **MarkOnColor** Color
Color of the MarkGraphic when Switch is on.
- **MarkOffColor** Color
Color of the MarkGraphic when Switch is off.
- **BackgroundOnColor** Color

Color of the Background when Switch is on.

- BackgroundOffColor Color

Color of the Background when Switch is on.

- AnimationDuration float

Animation duration.

- AnimationCurve AnimationCurve

Animation curve.

- UnscaledTime bool

Animate using unscaled time.

Events

- OnValueChanged UnityEvent<bool>

Event on value changed.

4.5.13 Time

Time24 has 24-hour format.

Time12 has 12-hour format with AM/PM toggle.

Options

- Interactable bool

User can interact with Time widget.

- Current Time As Default bool

– Time TimeSpan (string in Inspector window)

- Time Min TimeSpan (string in Inspector window)

Minimal selectable time.

- Time Max TimeSpan (string in Inspector window)

Maximum selectable time.

- Input Hours Adapter InputFieldAdapter

InputField for the hours.

- Input Minutes Adapter InputFieldAdapter

InputField for the minutes.

- Input Seconds Adapter InputFieldAdapter

InputField for the seconds.

- Button Hours Increase ButtonAdvanced

Button to increase hours.

- **Button Hours Decrease `ButtonAdvanced`**
Button to decrease hours.
- **Button Minutes Increase `ButtonAdvanced`**
Button to increase minutes.
- **Button Minutes Decrease `ButtonAdvanced`**
Button to decrease minutes.
- **Button Seconds Increase `ButtonAdvanced`**
Button to increase seconds.
- **Button Seconds Decrease `ButtonAdvanced`**
Button to decrease seconds.
- **Allow Hold `bool`**
Allow button hold after `Hold Start Delay` to increase/decrease time with each `Hold Change Delay`.
- **Hold Start Delay `float`**
Seconds from button press to start increase/decrease on hold.
- **Hold Change Delay `float`**
Seconds to single increase/decrease during hold.
- **AMPM Button `Button`**
Button to toggle AM/PM.
- **AMPM Text Adapter `TextAdapter`**
Text to display AM/PM.

Events

- **OnTimeChanged `UnityEvent<TimeSpan>`**
The event raised when time changed.
Arguments: selected time.

4.5.14 TimeAnalog

Options

- **Interactable `bool`**
User can interact with Time widget.
- **Current Time As Default `bool`**
 - Time `TimeSpan` (string in Inspector window)
- **Time Min `TimeSpan` (string in Inspector window)**
Minimal selectable time.
- **Time Max `TimeSpan` (string in Inspector window)**

Maximum selectable time.

- **Slider CircularSlider**

Time slider.

- **Step int**

Time step at minutes.

- **AMPM Button Button**

Button to toggle AM/PM.

- **AMPM Text TextAdapter**

Text to display AM/PM.

- **Hours Labels List<GameObject>**

Hours labels, required for the styles support.

Events

- **OnTimeChanged UnityEvent<TimeSpan>**

The event raised when time changed.

Arguments: selected time.

4.6 Miscellaneous

4.6.1 Audio Player

Plays `AudioClip`.

Options

- **Progress Slider**

Slider to display and change progress.

- **PlayButton Button**

Button to start play.

- **PauseButton Button**

Button to pause.

- **StopButton Button**

Button to stop.

- **ToggleButton Button**

Button to start/stop.

- **Source AudioSource**

Audio source used to play `AudioClip`.

4.6.2 Loading Animation

Displays the rotating arc of the circle.

Options

- **Progressbar ProgressbarDeterminate**
Circular progress bar.
- **Value Min int**
Minimum arc length in degrees (range 0..360).
- **Value Max int**
Maximum arc length in degrees (range 0..360).
- **ValueSpeed int**
Rate of arc change in degrees.
- **RotateSpeed float**
Arc rotation speed in degrees

4.6.3 ProgressbarDeterminate

Progress animation is based on *FillMethod* of the *Full Bar Mask* and *Full Bar Border*.

Options

- **Max int**
Maximum value of the progress.
- **Value int**
Current value of the progress.
- **Full Bar Mask Image**
Image to display progress. Image type should be Filled.
- **Full Bar Border Image**
Border image to display progress. Image type should be Filled.
- **Text Type ProgressbarTextTypes**
How to progress should be displayed as text.
 - **None**
Does not display text.
 - **Percent**
Show progress as percent like *15%*
 - **Range**
Show progress as text like *15 / 100*

- **Speed float**
Animation speed in the seconds.
- **Speed Type ProgressbarSpeedType**
Specifies how speed should be interpreted.
 - **TimeToValueChangedOnOne**
Speed is time to change progress on 1.
 - **ConstantSpeed**
Speed is time to change progress from 0 to Max. If value changed from 0 to Max/2 than animation takes speed/2 seconds.
 - **ConstantTime**
Speed is time to change progress from current value to new value.
- **Unscaled Time bool**
Run animation with unscaled time.
- **Text Func Func<ProgressbarDeterminateBase, string>**
Custom function to convert progress value to the text. Overwrites Text Type settings.
- **Background Image**
Background image.
- **Empty Bar Image**
Empty bar image.
- **Full Bar Image Image**
Full bar Image.
- **Empty Bar Text Text**
Text to display progress.
- **Full Bar Text Text**
Text to display progress.

Set value

```
Progressbar.Animate(value);
```

Stop animation

```
Progressbar.Stop();
```

4.6.4 ProgressBarIndeterminate

Options

- **Direction** ProgressBarDirection
Animation direction.
 - Horizontal
 - Vertical
- **Bar RawImage**
Image to animate. Use texture type `texture` and set *Wrap Mode* to repeat.
- **Border Image**
Border image.
- **Mask Image**
Mask.
- **Speed** float
Animation speed.
- **Unscaled Time** bool
Run animation with unscaled time.

Start animation

```
ProgressBar.Animate();
```

Stop animation

```
ProgressBar.Stop();
```

4.6.5 Simple Tooltip

Displays the tooltip when cursor over gameobject or gameobject get focus. SimpleTooltip cannot be used by multiple gameobjects unlike *Tooltip*.

Options

- **Tooltip Object** GameObject
GameObject used as tooltip.
- **Bring To Front** bool
Bring tooltip object to front.
- **Show Delay** float
Delay in seconds before tooltip displayed.

- Unscaled Time bool
Delay with unscaled time.

Events

- OnShow UnityEvent
- OnHide UnityEvent

4.6.6 Tooltip

Displays the generic tooltip when cursor over gameobject or gameobject get focus.

Different gameobjects can use the same tooltip gameobject.

Tooltip for custom type can be created by [Widgets Generator](#).

Tooltip is automatically updated if custom types implements `IObservable` or `INotifyPropertyChanged` interface.

Using Tooltip

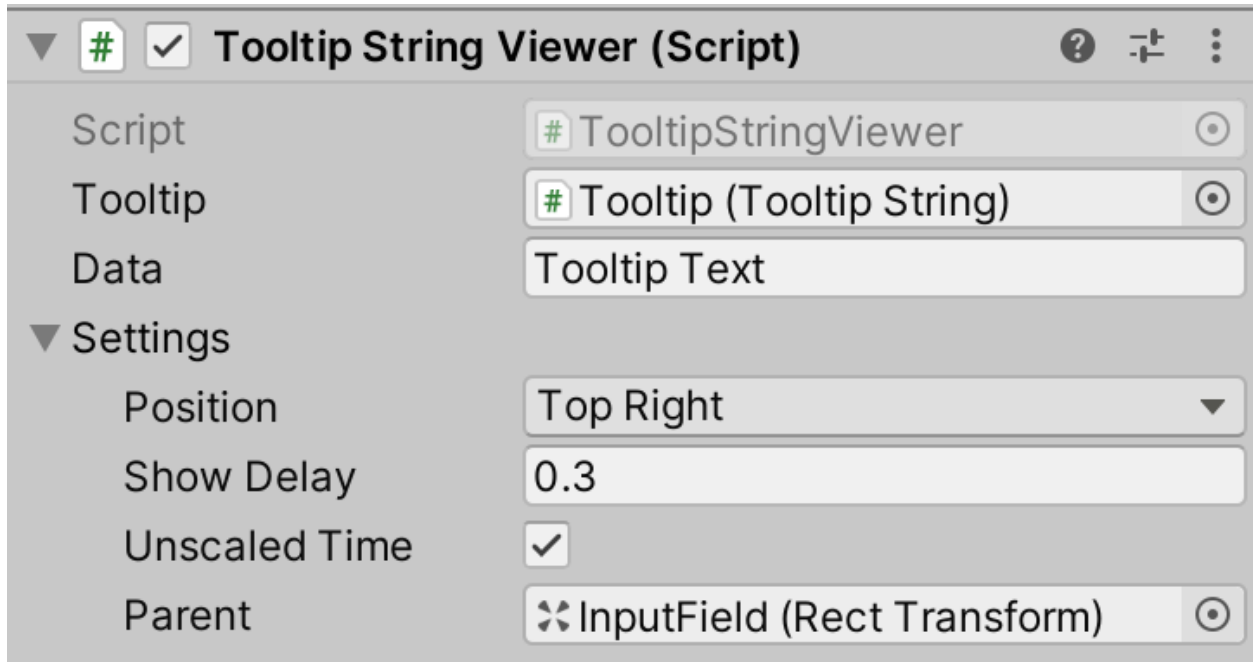
Add tooltip to gameobject:

```
Tooltip.Register(  
    TargetGO, // gameobject to add tooltip  
    Data, // data to display  
    new TooltipSettings(TooltipPosition.TopCenter, delay = 0.3f, unscaledTime = true)  
);
```

Remove tooltip:

```
Tooltip.Unregister(TargetGO);
```

Also tooltip can be added with Tooltip Viewer component.



Destroy Tooltip Viewer component to remove tooltip.

Tooltip Fields and Properties

- TData CurrentData
- GameObject CurrentTarget

Tooltip Methods

- Register(GameObject target, TData data, TooltipSettings settings)
- Unregister(GameObject target)
- Show(GameObject target)
- Hide()
- TData GetData(GameObject target)
- bool UpdateData(GameObject target, TData data)
- TooltipSettings GetSettings(GameObject target)
- UpdateSettings(GameObject target, TooltipSettings settings)

Tooltip Events

- OnShow UnityEvent<TTooltip, GameObject>
- OnHide UnityEvent<TTooltip, GameObject>

Tooltip Settings

- Position TooltipPosition
Tooltip position relative to target gameobject.
- Delay float
Delay before tooltip displayed.
- Parent RectTransform
Tooltip parent.
- UnscaledTime bool
Delay specified in unscaled time.

TooltipPosition

- Top Left
- Top Center
- Top Right
- Middle Left
- Middle Center
- Middle Right
- Bottom Left
- Bottom Center
- Bottom Right

Tooltip Viewer Fields

- Tooltip TTooltip
- Data TData
Data to display.
- Settings TooltipSettings
Tooltip display settings.

Tooltip Code Example

```
namespace UIWidgets
{
    /// <summary>
    /// Tooltip string.
    /// </summary>
    public class TooltipString : Tooltip<string, TooltipString>
    {
        /// <summary>
        /// Text.
        /// </summary>
        public TextAdapter Text;

        /// <summary>
        /// Item.
        /// </summary>
        public string Item
        {
            get;
            protected set;
        }

        /// <inheritdoc>
        protected override void SetData(string data)
        {
            Item = data;
            UpdateView();
        }

        /// <inheritdoc>
        protected override void UpdateView()
        {
            Text.text = Item;
        }
    }
}
```

Tooltip Viewer Code Example

```
namespace UIWidgets
{
    /// <summary>
    /// TooltipString viewer.
    /// </summary>
    public class TooltipStringViewer : TooltipViewer<string, TooltipString>
    {
    }
}
```


COMPONENTS

5.1 Async Helpers

Using async will simplify the code and helps get rid of callbacks, especially useful in case of multiple nested callbacks.

For this reason, helper scripts have been added to make it easier to implement async support for the own scripts or widgets.

The target script should implement an `IAwaitable<TResult>` or `IAwaitable` interface.

Script example:

```
namespace UIWidgets.Examples
{
    using System;
    using UnityEngine;
    using UnityEngine.EventSystems;
    using UnityEngine.UI;

    public class ConfirmExample : MonoBehaviour, IAwaitable<bool>
    {
        [SerializeField]
        protected Text Message;

        [SerializeField]
        protected Button ButtonOk;

        [SerializeField]
        protected Button ButtonCancel;

        event Action<bool> EvOnComplete;

        public event Action<bool> OnComplete
        {
            add => EvOnComplete += value;
            remove => EvOnComplete -= value;
        }

        public Awaiter<bool> GetAwaiter() => new Awaiter<bool>(this);
    }
}
```

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```

protected virtual void Start() => AddListeners();

protected virtual void OnDestroy()
{
    RemoveListeners();
    Cancel();
}

void AddListeners()
{
    ButtonOk.onClick.AddListener(Confirm);
    ButtonCancel.onClick.AddListener(Cancel);
}

void RemoveListeners()
{
    ButtonOk.onClick.RemoveListener(Confirm);
    ButtonCancel.onClick.RemoveListener(Cancel);
}

public void Confirm() => Complete(true);

public void Cancel() => Complete(false);

void Complete(bool result)
{
    gameObject.SetActive(false);
    EvOnComplete?.Invoke(result);
}

public ConfirmExample Open(string message)
{
    Message.text = message;
    gameObject.SetActive(true);
    EventSystem.current.SetSelectedGameObject(ButtonOk.gameObject);

    return this;
}
}

```

Using:

```

namespace UIWidgets.Examples
{
    using UnityEngine;

    public class TestConfirm : MonoBehaviour
    {
        [SerializeField]
        public ConfirmExample Confirm;
    }
}

```

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```
public async void Test()
{
    if (await Confirm.Open("Quit?"))
    {
        Application.Quit();
    }
}
```

5.2 Bring to Front

Use it to bring to front selected GameObject. Commonly used with Dialog or Draggable objects.

5.2.1 Options

- With Parents bool
Bring to front GameObject with parents GameObjects.

5.3 Single Line and Multi Line Connectors

Draw a line between current gameobject and specified targets.

5.3.1 SingleConnector Options

- Material Material
- Color Color
- Raycast Target bool
- Sprite Sprite
- Line ConnectorLine
- Builder ILineBuilder
Builder to draw custom lines.

5.3.2 MultipleConnector Options

- Material Material
- Color Color
- Raycast Target bool
- Sprite Sprite
- Lines ObservableList<ConnectorLine>

Lines list.

- Builder `ILineBuilder`

Builder to draw custom lines.

5.3.3 Connector Line

- Target `RectTransform`
- Start `ConnectorPosition`

Start point of the line: Top, Bottom, Left, Right, Center.

- End `ConnectorPosition`

End point of the line: Top, Bottom, Left, Right, Center.

- Type `ConnectorType`

Line type: Straight or Rectangular.

- Arrow `ConnectorArrow`

Arrow type: None, Forward, Backward. Multiple types can be selected.

- Thickness float

Line thickness.

- Margin float

The minimum space from the border before the turn of the line. Supported only by Rectangular lines.

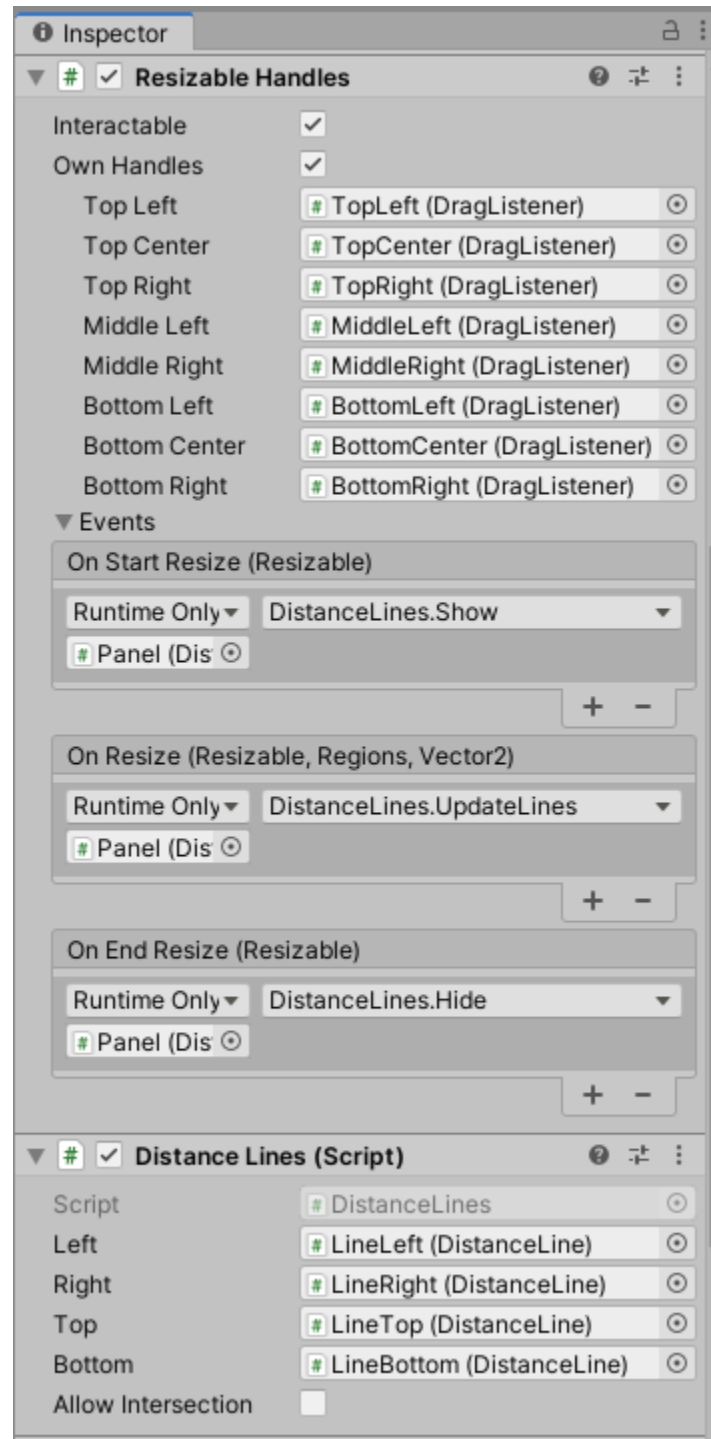
5.3.4 ILineBuilder

Interface to build connectors mesh with a single method:

```
int Build(ConnectorBase connector, RectTransform source, ConnectorLine line, VertexHelper vh, int index)
```

5.4 Distance Lines

`Show()`, `UpdateLines()`, `Hide()` methods can be attached to appropriate events like `OnStartResize`, `OnResize`, `OnEndResize` for ease of use.



5.4.1 Options

- Left DistanceLine *optional*
Line from the left border of the parent.
- Right DistanceLine *optional*
Line from the right border of the parent.
- Top DistanceLine *optional*
Line from the top border of the parent.
- Bottom DistanceLine *optional*
Line from the bottom border of the parent.
- Allow Intersection bool
Allow lines intersection.
If disabled lines are drawn from parent border to the nearest Target border; otherwise from parent border to the same Target border.

5.5 Drag and Drop

5.5.1 Drag-and-Drop Support for the Collections

Different drag-and-drop components used with different widgets. Default widgets already have drag-and-drop components. For the generated widgets drag-and-drop components create automatically. Default Drag components usually attached to DefaultItem. Default Drop components usually attached to widgets (ListView, TreeView) and TreeView.DefaultItem.

Drag will be cancelled with OnCancel event from EventSystem (for example by pressing *Esc*).

You can remove drag-and-drop components from the widgets gameobjects to disable drag-and-drop functionality.

5.5.2 How Drag&Drop works:

There are two components: one to process drag and another to process drop.

The Drag component is inherited from DragSupport<TItem> and is attached to a game object with data to drag (like ListView.DefaultItem, item in inventory). It's used: - to receive data from the game object - to show draggable data - to process results (like removing the dropped item from the original ListView).

The Drop component implements the IDropSupport<TItem> interface (it can implement multiple interfaces with different types) and is attached to the game object which can receive data (like ListView, inventory or inventory cell, terrain). It is used: - to check if a drop is possible when the pointer over the game object (like container has enough space or data meets some condition, show a DropIndicator if the drop is possible) - to process drop when the pointer is released (like adding an item to the container) - to process canceled drop when the pointer leaves the game object (like hide DropIndicator)

The Drag component looks for the target under the pointer with the Drop component that can accept a TItem and call bool CanReceiveDrop(TItem data, PointerEventData eventData) to check if the target can receive the dragged item. On pointer release called Drop(TItem data, PointerEventData eventData) for the drop component if found and then Dropped(bool success) for the drag component.

5.5.3 Collections Drag Options

- **Allow Drag** `bool`
Allow drag.
- **Handle DragSupportHandle** *optional*
Custom handle to drag, if not specified will be dragged by current instance.
- **ListView TListView** *optional*
ListView instance.
Not available for TreeView.
- **DragInfo TComponent** *optional*
Component to display the dragged data.
- **DragInfo Offset** `Vector3`
Offset from the cursor position for the DragInfo.
- **Delete After Drop** `bool`
Delete item from collection after drop.
Not available for TreeView.
- **Cursors** `Cursors`
Custom cursors to show the allowed and denied drop states.

5.5.4 Collections Drop Options

- **Drop Position** `NearestType`
Drop position.
 - **Auto** insert dropped item to the nearest position.
 - **Before** insert dropped item before item under pointer.
 - **After** insert dropped item after item under pointer.
- **Drop Indicator** `ListViewDropIndicator`
Indicator to display position where dropped item will be inserted.
- **Delete Node After Drop** `bool`
Delete dropped node from TreeView.
Not available for TreeView.
- **Receive Items** `bool`
Receive dropped items.
- **Receive Nodes** `bool`
Receive dropped nodes.

5.5.5 TreeView Drop Options

- Drop Position NearestType
Drop position.
 - Auto insert dropped item to the nearest position
 - Before insert dropped item before item under pointer
 - After insert dropped item after item under pointer
- Drop Indicator ListViewDropIndicator
Indicator to display position where dropped item will be inserted.
- Receive Items bool
Receive dropped items.
- Receive Nodes bool
Receive dropped nodes.

5.5.6 TreeView Node Drop Options

- Drop Indicator ListViewDropIndicator
Indicator to display position where dropped item will be inserted.
- Delete Node After Drop bool
Delete dropped node from TreeView.
- Receive Items bool
Receive dropped items.
- Reorder Area float
Distance in percent of height from border to add dropped node before/after instead of drop as sub-node. Allowed value range is 0f..0.5f

5.5.7 Custom Drag Support

You can add own drag support with component inherited from `DragSupport<TItem>` implementation.

Methods

- `InitDrag(PointerEventData eventData)` *required*: set Data value to drag
- `Dropped(bool success)` *optional*: what to do after the drop happened or canceled

Here is basic example of the drag support for the InputField:

```
namespace UIWidgets.Examples
{
    using UnityEngine;
    using UnityEngine.EventSystems;
    using UnityEngine.UI;

    /// <summary>
```

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```

/// Drag support for the InputField.
/// </summary>
[RequireComponent(typeof(InputField))]
public class InputFieldDragSupportBase : DragSupport<string>
{
    /// <summary>
    /// Set Data, which will be passed to the Drop component.
    /// </summary>
    /// <param name="eventData">Current event data.</param>
    protected override void InitDrag(PointerEventData eventData)
    {
        Data = GetComponent<InputField>().text;
    }
}

```

This example show how to display draggable data:

```

namespace UIWidgets
{
    using UnityEngine;
    using UnityEngine.EventSystems;
    using UnityEngine.Serialization;
    using UnityEngine.UI;

    /// <summary>
    /// Drag support for the InputField.
    /// </summary>
    [RequireComponent(typeof(InputField))]
    public class InputFieldDragSupport : DragSupport<string>
    {
        /// <summary>
        /// Set Data, which will be passed to Drop component.
        /// </summary>
        /// <param name="eventData">Current event data.</param>
        protected override void InitDrag(PointerEventData eventData)
        {
            Data = GetComponent<InputField>().text;

            ShowDragInfo();
        }

        /// <summary>
        /// Called after the drop completed.
        /// </summary>
        /// <param name="success">true if Drop component received data; otherwise, false.</
        <param>
        public override void Dropped(bool success)
        {
            HideDragInfo();

            base.Dropped(success);
        }
    }
}

```

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```

}

/// <summary>
/// Component to display draggable info.
/// </summary>
[SerializeField]
public GameObject DragInfo;

/// <summary>
/// DragInfo offset.
/// </summary>
[SerializeField]
public Vector3 DragInfoOffset = new Vector3(-5, 5, 0);

/// <summary>
/// Start this instance.
/// </summary>
protected virtual void Start()
{
    if (DragInfo != null)
    {
        DragInfo.SetActive(false);
    }
}

/// <summary>
/// Shows the drag info.
/// </summary>
protected virtual void ShowDragInfo()
{
    if (DragInfo == null)
    {
        return;
    }

    DragInfo.transform.SetParent(DragPoint, false);
    DragInfo.transform.localPosition = DragInfoOffset;

    DragInfo.SetActive(true);

    DragInfo.GetComponentInChildren<Text>().text = Data;
}

/// <summary>
/// Hides the drag info.
/// </summary>
protected virtual void HideDragInfo()
{
    if (DragInfo == null)
    {
        return;
    }
}

```

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```

        DragInfo.SetActive(false);
    }
}

```

5.5.8 Custom Drop Support

You can add own the drop support with `IDropSupport<TItem>>` implementation.

Methods

- `CanReceiveDrop(TItem data, PointerEventData eventData)`: determine if the drop can be accepted or not, can used to display the drop preview.
- `Drop(TItem data, PointerEventData eventData)`: process the dropped data.
- `DropCanceled(TItem data, PointerEventData eventData)`: process the cancelled drop, can used to hide the drop preview or the drop indicator.

Here is example code shows how to add `TreeNode<TreeViewItem>` and string drop support to the *InputField*, after drop *InputField* value would be set to the dropped node name or the dropped string.

`CanReceiveDrop` function allows to accept only nodes with names ends with */*.

```

namespace UIWidgets.Examples
{
    using UnityEngine;
    using UnityEngine.UI;
    using UnityEngine.EventSystems;

    /// <summary>
    /// TreeNode drop support for the InputField.
    /// </summary>
    [RequireComponent(typeof(InputField))]
    public class InputFieldDropSupport : MonoBehaviour, IDropSupport<TreeNode
    <TreeViewItem>>, IDropSupport<string>
    {
        /// <summary>
        /// InputField.text value before drop.
        /// Can be used to swap content with drag source.
        /// </summary>
        public string OriginalData;

        #region IDropSupport<string>

        /// <summary>
        /// Handle dropped data.
        /// </summary>
        /// <param name="data">Data.</param>
        /// <param name="eventData">Event data.</param>
        public void Drop(string data, PointerEventData eventData)
        {
            var input = GetComponent<InputField>();

```

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```

        OriginalData = input.text;
        input.text = data;
    }

    /// <summary>
    /// Determines whether this instance can receive drop with the specified data and
    ↪ eventData.
    /// </summary>
    /// <returns>true if this instance can receive drop with the specified data and
    ↪ eventData; otherwise, false.</returns>
    /// <param name="data">Data.</param>
    /// <param name="eventData">Event data.</param>
    public bool CanReceiveDrop(string data, PointerEventData eventData)
    {
        return true;
    }

    /// <summary>
    /// Handle canceled drop.
    /// </summary>
    /// <param name="data">Data.</param>
    /// <param name="eventData">Event data.</param>
    public void DropCanceled(string data, PointerEventData eventData)
    {
    }

    #endregion

    #region IDropSupport<TreeNode<TreeViewItem>>

    /// <summary>
    /// Handle dropped data.
    /// </summary>
    /// <param name="data">Data.</param>
    /// <param name="eventData">Event data.</param>
    public void Drop(TreeNode<TreeViewItem> data, PointerEventData eventData)
    {
        var input = GetComponent<InputField>();
        OriginalData = input.text;
        input.text = data.Item.Name;
    }

    /// <summary>
    /// Determines whether this instance can receive drop with the specified data and
    ↪ eventData.
    /// </summary>
    /// <returns>true if this instance can receive drop with the specified data and
    ↪ eventData; otherwise, false.</returns>
    /// <param name="data">Data.</param>
    /// <param name="eventData">Event data.</param>
    public bool CanReceiveDrop(TreeNode<TreeViewItem> data, PointerEventData eventData)
    {

```

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```

        return data.Item.Name.EndsWith("1");
    }

    /// <summary>
    /// Handle canceled drop.
    /// </summary>
    /// <param name="data">Data.</param>
    /// <param name="eventData">Event data.</param>
    public void DropCanceled(TreeNode<TreeViewItem> data, PointerEventData eventData)
    {
    }

    #endregion
}
}

```

5.5.9 Swapping content between Drag and Drop components

Original content of the drop component saved to `IDropSupport<T>.OriginalData` field. And content should be swapped in the `DragSupport<T>.OnEndDrag()` function

```

namespace UIWidgets.Examples
{
    using UnityEngine;
    using UnityEngine.EventSystems;
    using UnityEngine.UI;

    /// <summary>
    /// Drag support with content swap for the InputField.
    /// </summary>
    [RequireComponent(typeof(InputField))]
    public class InputFieldDragSwapSupport : InputFieldDragSupport
    {
        /// <summary>
        /// Called by a BaseInputModule when a drag is ended.
        /// </summary>
        /// <param name="eventData">Current event data.</param>
        public override void OnEndDrag(PointerEventData eventData)
        {
            if (!IsDragged)
            {
                return;
            }

            var target = FindTarget(eventData);
            if (target != null)
            {
                target.Drop(Data, eventData);
                Dropped(true);

                // replace dragged text with drop target text
            }
        }
    }
}

```

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```

        GetComponent<InputField>().text = (target as InputFieldDropSupport).
↪OriginalData;
    }
    else
    {
        Dropped(false);
    }

    ResetCursor();
}
}
}

```

5.5.10 Adding limitations to the Drop component

In this example, ListViewIcons will receive drag-and-drop data only if DataSource.Count less than MaxQuantity.

```

namespace UIWidgets.Examples
{
    using UnityEngine;
    using UnityEngine.EventSystems;

    public class ListViewIconsDropSupportLimitedQuantity : ListViewIconsDropSupport
    {
        [SerializeField]
        public int MaxQuantity = 10;

        public override bool CanReceiveDrop(ListViewIconsItemDescription data, ↪
↪PointerEventData eventData)
        {
            // disable drop if quantity limit reached
            if ((MaxQuantity >= 0) && (ListView.DataSource.Count >= MaxQuantity))
            {
                return false;
            }

            return base.CanReceiveDrop(data, eventData);
        }
    }
}

```


5.6 Draggable

The Draggable component is used to change position, like dragging a window by header. It shouldn't be confused with *Drag and Drop*.

5.6.1 Options

- `Interactable` `bool`
Allow interaction.
- `Handle GameObject` *optional*
GameObject used to drag current GameObject.
- `Horizontal` `bool`
Allow horizontal drag movement.
- `Vertical` `bool`
Allow vertical drag movement.
- `Restriction DraggableRestriction`:
 - `None`: no restriction.
 - `Strict`: does not allow drag outside the parent.
 - `After Drag`: does not allow drag outside the parent, applied after drag ended.
- `Curve AnimationCurve`
Animation curve used to animate applied **After Drag** restriction.
- `Unscaled Time` `bool`
Run animation with unscaled time.
- `Snap Grids List<SnapGridBase>`
Allow snapping the `RectTransform` position to the nearest line.
See *SnapGrid* and *SnapLines*.
- `Snap Distance Vector2`
Maximum distance to lines where snapping is available.

5.6.2 Properties

- `Target RectTransform`
Target to drag; the self is by default.

5.6.3 Events

- `OnStartDrag` `UnityEvent<Draggable>`
- `OnDrag` `UnityEvent<Draggable>`
- `OnEndDrag` `UnityEvent<Draggable>`
- `OnSnap` = `UnityEvent<Draggable, SnapGridBase.Result>`
- `OnEndSnap` = `UnityEvent<Draggable, SnapGridBase.Result>`
- `OnTargetChanged` `UnityEvent<Draggable>`

5.7 EasyLayout

EasyLayout provides different layouts that not available with default layout groups.

5.7.1 Options

- **Main Axis Axis**
Determine how elements will be placed (at horizontal or vertical direction first).
- **Layout Type LayoutTypes**
 - **Compact**: Compactly places the elements.
 - **Grid**: Places elements in the grid. Cell size is not fixed and depend on elements sizes in the same row and column.
 - **Flex**: Places elements like CSS flexbox layout.
 - **Staggered**: Places elements one-by-one to the shortest column or row depending on the main axis.
 - **Ellipse**: Places elements one-by-one on the border of the ellipse or the circle starting from **Angle Start** and **Angle Step** distance between items.
- **Group Position Anchors**
Only for the **Compact** and **Grid** layouts.
Combination of horizontal (**Left**, **Center**, **Right**) and vertical (**Upper**, **Middle**, **Lower**) positions.
Elements combine to the group, this option specifies group position relative to the parent.
- **Row Align HorizontalAligns**
Only for the **Compact** layout.
Element position in the row (**Left**, **Center**, **Right**).
- **Inner Align InnerAligns**
Only for the **Compact** layout.
Column position relative to the group (**Top**, **Middle**, **Bottom**).
- **Compact Constraint CompactConstraints**
Only for the **Compact** layout.
 - **Flexible**: Rows and columns count depends on the parent size.

- Max Column Count
 - Max Row Count
- Compact Constraint Count `int`

Only for the Compact layout.

Max count of the rows or columns for the Compact Constraint option.
- Cell Align Anchors

Only for the Grid layout.

Elements position relative to the cell size. Same as Group Position.
- Grid Constraint GridConstraints

Only for the Grid layout.

 - Flexible: Rows and columns count depends on the parent size.
 - Fixed Column Count
 - Fixed Row Count
- Grid Constraint Count `int`

Only for the Grid layout.

Count of the rows or columns for the Grid Constraint option.
- Flex Setting EasyLayoutFlexSettings

Only for the Flex layout.

 - Wrap `bool`

If disabled elements will all placed onto one line (row or column).
 - Justify Content EasyLayoutFlexSettings.Content

Alignment along the main axis. Also distribute extra free space on the main axis.

 - * Start: elements placed at the start of the line.
 - * Center: elements placed at the center of the line.
 - * End: elements placed at the end of the line.
 - * Space Between: first element at the start of the line, last element at the end of the line, other elements placed between them with evenly spacing.
 - * Space Around: first and last elements are placed with $1n$ space from the edges, other elements placed with $2n$ space between them.
 - * Space Evenly: elements are placed so that the spacing between any two element and the space to the edges is equal.
 - Align Content EasyLayoutFlexSettings.Content

Alignment of the lines (columns or rows) along the cross axis. Also distribute extra free space on the cross axis.

 - * Start: lines placed to the start of the parent.
 - * Center: lines placed to the center of the parent.
 - * End: lines placed to the end of the parent.

- * **Space Between:** first line to the start of the parent, last line to the end of the parent, other lines placed between them with evenly spacing.
- * **Space Around:** first and last lines are placed with $1n$ space from the edges, other lines placed with $2n$ space between them.
- * **Space Evenly:** line are placed so that the spacing between any two lines and the space to the edges is equal.
- **Align Items `EasyLayoutFlexSettings.Items`**

Define how elements are placed out along the cross axis on the line (column or row).

 - * **Start**
 - * **Center**
 - * **End**
- **Staggered Settings `EasyLayoutStaggeredSettings`**

Only for the **Staggered** layout.

 - **Fixed Block Count `bool`**

Count of the rows or columns.
 - **Blocks Count `int`**
- **Ellipse Settings `EasyLayoutEllipseSettings`**

Only for the **Ellipse** layout.

Set equal width and height for the circle layout.

`RectTransform` pivot is used as the center of the ellipse.

 - **Width Auto `bool`**

`RectTransform` width is used as the width of the ellipse.
 - **Width `float`**

Ellipse width if `Width Auto` disabled.
 - **Height Auto `bool`**

`RectTransform` height is used as the height of the ellipse.
 - **Height `float`**

Ellipse height if `Height Auto` disabled.
 - **Angle Start `float`**

Position of the first element in the degrees.
 - **Angle Step Auto `bool`**

Are elements placed with equal angular distance or specified `Angle Step`?
 - **Angle Step `float`**

Elements placed with specified angular distance between neighbour elements.
 - **Fill `EllipseFill`**

Determines how to calculate the distance between elements if `Angle Step Auto` enabled.

- * **Closed**: angular distance is 360 degrees divided into the elements count; distance is the same between the first and last elements.
 - * **Arc**: angular distance is arc length divided into the elements count minus one
- **Arc Length float**
 - Distance between first and last elements if **Angle Step** **Auto** enabled and **Fill** is **Arc**.
 - Can be more than 360 degrees.
- **Align EllipseAlign**
 - Determines how elements are placed on the ellipse border.
 - * **Outer**: right borders of the elements are placed on the ellipse border.
 - * **Center**: center of the elements are placed on the ellipse border.
 - * **Inner**: left borders of the elements are placed on the ellipse border.
- **ElementsRotate bool**
 - Rotate elements according to position or not.
- **ElementsRotationStart float**
 - Initial rotation of the elements.
- **Spacing Vector2**
 - Empty space between elements.
 - Can be more than specified value for **Flex** layout.
- **Symmetric bool**
 - Use symmetric margin.
- **Margin Vector2**
 - Empty space from parent edges.
- **Skip Inactive bool**
 - Do not reserve space for disabled elements.
- **Right To Left bool**
 - The order of placement of elements.
- **Top To Bottom bool**
 - The order of placement of elements.
- **Reset Rotation bool**
 - Reset rotation of the elements to 0.
- **Movement Animation bool**
 - Animate elements repositioning.
- **Movement Curve AnimationCurve**
 - Movement animation curve.
- **Resize Animation bool**
 - Animate elements resizing.

- **Resize Curve AnimationCurve**
Resize animation curve.
- **Children Width ChildrenSize**
 - **Do nothing**: do not resize elements.
 - **Set Preferred**: set element width to Preferred Width.
 - **Set Max From Preferred**: set maximum of the Preferred Width from the all elements.
 - **Fit Container**: change children size in range from minimal to preferred to fit container.
 - **Set Preferred and Fit Container**: set children size to preferred, then increase size proportionally Flexible Width to fit parent width if required.
 - **Shrink On Overflow**: decrease elements width if summary width more than parent width including margin.
- **Children Height ChildrenSize**
Similar to Children Width

5.7.2 Events

- **Settings Changed UnityEvent**
Event, raised after any setting was changed.

5.8 Groupable

Allows to select a group of the gameobjects; and then resize, rotate, align all of them simultaneously.
Can select only elements with the same parent as the Groupable component.

Shared components settings between Groupable and the selected elements:

- **Resizable.KeepAspectRatio**
- **Rotatable.LimitRotation**
- **Rotatable.AngleMin**
- **Rotatable.AngleMax**
- **Rotatable.AngleStep**

5.8.1 Options

- **Interactable bool**
Allow interaction.
- **Highlight Template RectTransform *optional***
Template to highlight selected gameobjects.
- **Selection Mode Groupable.Mode**
Selection mode.

- Contains
Selects only gameobjects fully inside the selection area.
 - Overlaps
Selects gameobjects inside the selection area or partially overlaps the selection area.
- Group Rotation bool
If enabled selected gameobjects will be rotated as part of the group; otherwise each separately.

5.8.2 Events

- OnStartSelection `UnityEvent<Groupable>`
- OnSelection `UnityEvent<Groupable>`
- OnEndSelection `UnityEvent<Groupable>`

5.9 Layout Switcher

Allows creating different layouts with the same GameObjects for different screen sizes and aspect ratios. Used when anchors, pivots and layout groups not enough to create a layout with different aspect ratios support.

Saves the values of the position, size, anchors, pivot, rotation, scale, active/disable state for each layout.

5.9.1 Options

- Objects `List<RectTransform>`
List of the controlled objects.
- Default Display Size (inches) `float`
Display size to use when actual display size cannot be detected.
- Layouts `List<UILayout>`
List of the layouts.
 - Name `string`
Layout name.
 - Aspect Ratio `Vector2`
Aspect ratio for this layout.
 - Max Display Size (inches) `float`
Maximum size of the display for this layout (layout will not be used if display size more than the specified one).

5.9.2 Events

- `LayoutChanged UnityEvent<UILayout>`

5.10 Lightbox

Lightbox is a component used to display overlay image.

5.11 ListViewAutoResize

Auto-resizes `ListView` or `TileView` according to item counts until specified maximum size reached. The component implements the `ILayoutElement` interface, so it can be used with `LayoutGroup`.

5.11.1 Options

- `MaxSize float`
Maximum size.
- `UpdateRectTransform size`
Set `RectTransform` size.

5.12 Object Sliding

Component to drag `GameObject` horizontally or vertically between specified positions.

5.12.1 Options

- `Interactable bool`
Allow interaction.
- `Positions List<float>`
Allowed positions for this object.
- `Direction ObjectSlidingDirection`
Slide direction.
 - `Horizontal`
 - `Vertical`
- `Movement AnimationCurve`
Animation curve.
- `Unscaled Time bool`
Animate with unscaled time.

5.12.2 Helper components

This components used to automatically set *Positions* instead of the manual input.

- Object Sliding Horizontal Helper
 - Object on Left List<RectTransform>
List of the objects on the left side of the current object.
 - Object on Right List<RectTransform>
List of the objects on the right side of the current object.
- Object Sliding Vertical Helper
 - Object on Top List<RectTransform>
List of the objects on the top side of the current object.
 - Object on Bottom List<RectTransform>
List of the objects on the bottom side of the current object.

5.13 Pinchable

Allows drag/resize/rotate gameobject with multi-touches.

5.13.1 Options

- Interactable bool
Allows users interaction.
- AllowDrag bool
Allows drag.
- AllowResize bool
Allows resize.
- AllowRotate bool
Allows rotation.

5.13.2 Events

- OnStartPinch UnityEvent<Pinchable>
- OnPinch UnityEvent<Pinchable>
- OnEndPinch UnityEvent<Pinchable>

5.14 Resizable

Allows resizing gameobject by size or scale.

5.14.1 Options

- **Interactable** bool
Allow users to change the size of the GameObject.
- **Resize Directions** `Resizable.Directions`
Allowed resizing directions.
- **Type** `ResizeType`
Resize type.
 - **Size**
Resize by changing size of the gameobject.
 - **Scale**
Resize by changing scale of the gameobject.
- **Include Corners** bool
Allow resize when cursor in the one of the corners. Should be disabled to use together with *Rotatable* component.
- **Integer Size** bool
If enabled size is rounded to the integer number. Reason: size can be float number if gameobject is rotated.
- **Update RectTransform** bool
Change RectTransform size.
- **Update LayoutElement** bool
Change LayoutElement size.
- **Active Region** float
Distance from border where resize allowed.
- **Min Size** `Vector2`
Minimal size in points, for the `Scale` type limits is checked against $width * scale.x$ and $height * scale.y$.
- **Max Size** `Vector2`
Maximum size in points, for the `Scale` type limits is checked against $width * scale.x$ and $height * scale.y$.
Not applied if size is zero.
- **Keep Aspect Ratio** bool
Aspect ratio applied after `MinSize` and `MaxSize`, so if default aspect ratio not equal `MinSize` and `MaxSize` aspect ratio then real size may be outside limit with one of the axis.
- **Cursors** `Cursors`

Custom cursors to the allowed resize state.

- Snap Grids `List<SnapGridBase>`

Allow snapping the `RectTransform` position to the nearest line.

See *SnapGrid* and *SnapLines*.

- Snap Distance `Vector2`

Maximum distance to lines where snapping is available.

5.14.2 Events

- `OnStartResize UnityEvent<Resizable>`
- `OnResize UnityEvent<Resizable>`
- `OnEndResize UnityEvent<Resizable>`
- `OnResizeDelta = UnityEvent<Resizable, Resizable.Regions, Vector2>`
- `OnResizeDirectionsChanged UnityEvent<Resizable>`
- `OnTargetChanged UnityEvent<Resizable>`

5.14.3 Properties

- Target `RectTransform`

Target to resize; the self is by default.

5.14.4 Resize Children With Parent

There are a few ways to resize children with parent:

- Use `RectTransform` `anchors` to set children size relative to parent with padding from borders.

Probably setting anchors to horizontal stretch (for the labels or buttons) or horizontal and vertical stretch (for the long text or `ListView`) will be enough.

[Video](#) about anchors.

- Add `Layout Group` (`Horizontal Layout Group`, `Vertical Layout Group`, `Grid Layout Group`, [Easy-Layout](#)) to parent with enabled `Control Child Size` options.

It is a more complex way, and it will be harder to achieve the desired result.

If you want to add/remove/enable/disable children from a script and automatically reposition them after this, then `Layout Group` is the right way to do this.

5.15 Resizable Handles

Helper component with handles to resize for the *Resizable*.

5.15.1 Options

- **Interactable** `bool`
Allow users to change the size of the `GameObject`.
- **Own Handles** `bool`
If enabled you can specify your own handles for the current component.
If disabled you can specify `Handles Source` for current component, this allows you to create a single set of handles instead of duplicate them for each component.
Handles should be acquired with `GetSourceHandles()` and returned with `ReleaseSourceHandles()` functions.
- **Handles Source** `ResizableHandles`
Handles source to use if `Own Handles` disabled.
- **Top Left DragListener** *optional*
Top left handle.
- **Top Center DragListener** *optional*
Top center handle.
- **Top Right DragListener** *optional*
Top right handle.
- **Middle Left DragListener** *optional*
Middle left handle.
- **Middle Right DragListener** *optional*
Middle right handle.
- **Bottom Left DragListener** *optional*
Bottom left handle.
- **Bottom Center DragListener** *optional*
Bottom center handle.
- **Bottom Right DragListener** *optional*
Bottom right handle.
- **HandleState** `Func<ResizableHandles, BaseEventData, bool, bool>` *optional*
Return handle state (enabled/disabled) on select/deselect event (got or lost focus).
Use case: show Rotatable and Resizable handles only if target (or one of handles) is selected, otherwise deselect.

5.15.2 Events

- `OnStartResize` `UnityEvent<Resizable>`
- `OnResize` `UnityEvent<Resizable>`
- `OnEndResize` `UnityEvent<Resizable>`

5.16 Rotatable

Allows rotating gameobject around its pivot.

5.16.1 Options

- `Interactable` `bool`
Allow users to change the rotation of the `GameObject`.
- `Rotate Directions` `Rotatable.Directions`
Allowed corners to apply the rotation.
- `Active Region` `float`
Distance from border where rotation allowed.
- `Limit Rotation` `bool`
Allows rotating objects only with the specified angles range.
 - `Angle Min` `float`
Allowed value is in range [-180..180].
 - `Angle Max` `float`
Allowed value is in range [-180..180].
- `Angle step` `float`
Allowed value is in range [0..180). Set 0 to disable.
- `Cursors` `Cursors`
Custom cursors to show the allowed rotation state.

5.16.2 Events

- `OnStartRotate` `UnityEvent<Rotatable>`
- `OnRotate` `UnityEvent<Rotatable>`
- `OnEndRotate` `UnityEvent<Rotatable>`
- `OnTargetChanged` `UnityEvent<Rotatable>`

5.16.3 Properties

- `Target RectTransform`
Target to rotate; the self is by default.

5.17 Rotatable Handle

Helper component with handle to rotate for the *Rotatable*.

5.17.1 Options

- `Interactable bool`
Allow users to change the rotation of the `GameObject`.
- `Own Handle bool`
If enabled you can specify your own handle for the current component.
If disabled you can specify Handle Source for current component, this allows you to create a single handle instead of duplicate it for each component.
Handle should be acquired with `GetSourceHandle()` and returned with `ReleaseSourceHandle()` functions.
- `Handle Source RotatableHandle`
Handle source to use if `Own Handle` disabled.
- `Handle DragListener optional`
Handle.
- `HandleState Func<RotatableHandle, BaseEventData, bool, bool> optional`
Return handle state (enabled/disabled) on select/deselect event (got or lost focus).
Use case: show `Rotatable` and `Resizable` handles only if target (or one of handles) is selected, otherwise deselect.

5.17.2 Events

- `OnStartRotate UnityEvent<Rotatable>`
- `OnRotate UnityEvent<Rotatable>`
- `OnEndRotate UnityEvent<Rotatable>`

5.18 ScrollBlock

This component allows to display infinite list of strings.

It is used by *DateScroller*, *DateTimeScroller*, *TimeScroller*.

Each item represents an integer index which can be converted to the string representation with the Value property. Item at center always have index 0, items before it have indices with step -1, items after it have indices with step +1.

5.18.1 Options

- Value Func<int, string>
Convert integer value to the string representation.
- Increase Action
Increase value by 1.
- Decrease Action
Decrease value by 1.
- AllowIncrease Func<bool>
Check if the value can be increased. Values higher than the current one will not be displayed.
- AllowDecrease Func<bool>
Check if the value can be decreased. Values lower than the current one will not be displayed.
- IsInteractable Func<bool>
Is ScrollBlock interactable?

5.18.2 Usage

```
namespace UIWidgets.Examples
{
    using System;
    using UIWidgets;
    using UnityEngine;

    public class MinutesScroll : MonoBehaviour
    {
        TimeSpan Time = new TimeSpan(12, 10, 20);

        void Start()
        {
            MinutesScrollBlock.Value = Value;
            MinutesScrollBlock.Decrease = DecreaseMinutes;
            MinutesScrollBlock.Increase = IncreaseMinutes;
        }
    }
}
```

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```
string Value(int steps)
{
    // date used only for convenient conversion of minutes to string
    var date = new DateTime(2000, 1, 2);
    date += IncreaseMinutes(steps) - date.TimeOfDay;

    return date.ToString("mm");
}

string IncreaseMinutes(int steps) => Time + new TimeSpan(0, steps, 0);
string DecreaseMinutes(int steps) => IncreaseMinutes(-steps);
}
```

5.19 Scrollbar Min Size

Allow to set minimal scrollbars sizes of the ScrollRect.

5.19.1 Options

- Horizontal Min Size float
Minimal size of the horizontal scrollbar.
- Vertical Min Size float
Minimal size of the vertical scrollbar.

5.20 ScrollRect DragSensitivity

Allows to change ScrollRect *Drag Sensitivity* similar to *Scroll Sensitivity*.

- 1f is the default drag speed
- more than 1 to increase (2f is two time faster)
- less than 1 to decrease (0.5f is two time slower)
- negative to drag in a reverse direction

5.21 ScrollRect Events

Provide pull events for the ScrollRect.

5.21.1 Options

- `Thresholds PullThreshold`

Separate thresholds values for each pull direction to raise events.

5.21.2 Events

- `OnPull UnityEvent<PullDirection>`
- `OnPullAllowed UnityEvent<PullDirection>`
- `OnPullCancel UnityEvent<PullDirection>`
- `OnPulling UnityEvent<ScrollRectEvents, PullDirection>`
- `OnPullUp UnityEvent`
- `OnPullDown UnityEvent`
- `OnPullLeft UnityEvent`
- `OnPullRight UnityEvent`

5.22 ScrollRect Footer

Footer for the ScrollRect; visible when scrolled to the bottom.

5.22.1 Options

- `ScrollRect ScrollRect`
ScrollRect.
- `Block RectTransform`
Actual footer block.
- `IsHorizontal bool`
ScrollRect direction.
- `DisplayType ScrollRectHeaderType`
Display type.
 - `Reveal`
Show block when scrolled to the bottom and hide on scroll up.
 - `Resize`
Resize block from current size at the bottom to the minimal size on scroll up.
- `MinSize float`
Minimal size of the footer.

5.23 ScrollRect Header

Header for the ScrollRect; visible when scrolled to the top.

5.23.1 Options

- ScrollRect ScrollRect
ScrollRect.
- Block RectTransform
Actual header block.
- IsHorizontal bool
ScrollRect direction.
- DisplayType ScrollRectHeaderType
Display type.
 - Reveal
Show block when scrolled to the top and hide on scroll down.
 - Resize
Resize block from current size at the top to the minimal size on scroll down.
- MinSize float
Minimal size of the header.

5.24 Selectable Helper

Selectable works only with one Graphic component, Selectable Helper allows to control more Graphic components.

5.25 SnapGrid

Allow snapping the RectTransform position or size to the nearest line. Does not work on its own, should be used together with *Resizable*, *Draggable*, or *DropRectTransform*

5.25.1 Options

- Snap Border Inside SnapGridBase.Border
Allow snapping to the inner side of the border.
- Snap Border Outside SnapGridBase.Border
Allow snapping to the outer side of the border.
- Padding Vector2
Padding from borders.
- Step Vector2

Size of the grid cells.

- Spacing Vector

Empty space between cells.

- Snap To Spacing bool

Allow spacing to inner sides of the spacing lines.

5.25.2 SnapGridBase.Border

- Left bool
- Right bool
- Top bool
- Bottom bool

5.25.3 Events

- OnLinesChanged UnityEvent

Raised when lines changed.

5.26 SnapLines

Allow snapping the `RectTransform` position or size to the nearest line. Does not work on its own, should be used together with *Resizable*, *Draggable*, or `DropRectTransform`

5.26.1 Options

- Snap Border Inside `SnapGridBase.Border`
Allow snapping to the inner side of the border.
- Snap Border Outside `SnapGridBase.Border`
Allow snapping to the outer side of the border.
- Lines X `ObservableList<SnapGridBase.LineX>`
Lines on X axis.
- Lines Y `ObservableList<SnapGridBase.LineY>`
Lines on Y axis.

5.26.2 SnapGridBase.LineX

- **X float**
Position on X axis.
- **Snap Left bool**
Allow snapping by left side of the `RectTransform` (right of the line).
- **Snap Right bool**
Allow snapping by right side of the `RectTransform` (left of the line).

5.26.3 SnapGridBase.LineY

- **Y float**
Position on Y axis.
- **Snap Top bool**
Allow snapping by top side of the `RectTransform` (bottom of the line).
- **Snap Bottom bool**
Allow snapping by bottom side of the `RectTransform` (top of the line).

5.26.4 Events

- **OnLinesChanged UnityEvent**
Raised when lines changed.

5.27 Splitter

Resize neighboring or specified gameobjects on drag. Should be used with layout group.

5.27.1 Options

- **Interactable bool**
Allow users to interact with the splitter.
- **Type SplitterType**
 - **Horizontal**: change heights of the gameobjects.
 - **Vertical**: change widths of the gameobjects.
- **Update RectTransform bool**
Change `RectTransform` size of the left and right gameobjects.
- **Update LayoutElement bool**
Change `LayoutElement` size of the left and right gameobjects.
- **Mode SplitterMode**

- Auto: use previous and next siblings in hierarchy.
 - Manual: use specified targets to resize.
- Previous Object RectTransform
 - Left (or top) object to resize.
- Next Object RectTransform
 - Right (or bottom) object to resize.

5.27.2 Events

- OnStartResize UnityEvent<Splitter>
- OnResize UnityEvent<Splitter>
- OnEndResize UnityEvent<Splitter>

5.28 Switch Group

Same as Toggle Group, but for the Switch widget.

5.28.1 Options

- Allow Switch Off bool
 - Is it allowed that no switch is on? If this option is enabled, pressing the switch that is currently on will change it to off, so that no switch is on. If this setting is disabled, pressing the switch that is currently on will not change its state.

5.29 Table Header

Used with ListView on table mode. Allows to resize and reorder columns.

Important: TableHeader and the ListView.DefaultItem should have same amount of the children GameObjects (cells count should match with header cells count).

5.29.1 Options

- Interactable bool
 - Allow interaction.
- List ListViewBase
 - Controlled ListView.
- Allow Resize bool
 - Allow to change columns width.

- Allow Reorder bool
Allow to change columns order.
- On Drag Update bool
Update column width during drag, if disabled column width will be changed after the drag ended.
- Active Region float
Distance from border where resize allowed.
- Drop Indicator LayoutDropIndicator
Indicator to display new column position during column reordering.
- Cursors Cursors
Custom cursors to show the allowed column resize state, allowed, and denied drop states.

5.29.2 Cet Current Columns Order

```
// index is the original position of the column
// value is the current position of the column
var order = tableHeader.GetColumnsOrder();
```

5.29.3 Change Columns Order

```
var order = new List<int>(2, 1, 0);
tableHeader.SetColumnsOrder(order);
```

5.29.4 Restore Original Columns Order

```
tableHeader.RestoreColumnsOrder();
```

5.29.5 Disable Column

```
var column = 0;
tableHeader.ColumnDisable(column);
```

5.29.6 Enable Column

```
var column = 0;
tableHeader.ColumnEnable(column);
```

Add/Remove Column at Runtime

```

var order = tableHeader.GetColumnsOrder();
tableHeader.RestoreColumnsOrder();

// add new column to the header
new_column_header.SetParent(tableHeader.transform);
new_column_header.SetSiblingIndex(...);
order.Insert(..., ...);

// or remove column
Destroy(tableHeader.transform.GetChild(index));
order.RemoveAt(...);
tableHeader.Refresh()

// new DefaultItem with another set of cells
listView.DefaultItem = newDefaultItem;

// modify order with new column index or deleted column index and set it back
tableHeader.SetColumnsOrder(order);

```

5.30 TreeView DataSource

Used in editor mode, allow to edit TreeView nodes.

Important: Work only with default TreeView. Custom TreeView's are not supported.

5.31 TreeView Toggle Animation

Helper generic script to animate collapse and expand nodes.

5.31.1 Options

- TreeView TTreeView
 - Target TreeView.
- Mode ModeType
 - Animation mode.
 - ConstantTime
 - ConstantSpeed
- Time float
 - Time in seconds to expand or collapse all nested nodes.
- Speed float
 - Animation speed in points per second.
- Unscaled Time bool

Run animation with unscaled time.

5.32 SafeArea

Change RectTransform size to fit `Screen.safeArea`.

5.33 Swipe

Provide swipe events.

5.33.1 Options

- `Unscaled Time bool`
Use unscaled time.
- `Max Time float`
If dragged longer than the specified time then it is not swipe event.
- `Required Distance float`
Minimum distance to be swiped.
- `Min Distance float`
Minimum distance at X or Y axis to be swiped at those axes.

5.33.2 Events

- `OnSwipe UnityEvent<Swipe.Direction>`

EFFECTS

6.1 Border Effect

Draw a border. Shader based effect. Add `BorderEffect` component to gameobject with `Graphic` component to use.

6.1.1 Options

- **Border Color Color**
Color of the border.
- **Transparent Background bool**
Change color of the `Graphic` component to transparent.
- **Horizontal Borders Vector2**
Left (x) and right (y) border width in pixels.
- **Vertical Borders Vector2**
Top (x) and bottom (y) border width in pixels.

6.2 Flare Effect

Shader based. Create material with *Custom / New UI Widgets / UIFlareTransparent* or *Custom / New UI Widgets / UIFlareGlobal* shader and set it to `Image` component.

Note: *UIFlareGlobal* works only in Render Mode = Screen Space - Overlay.

6.2.1 Options

- **Flare Color Color**
Color of the flare.
- **Flare Size float**
Size of the flare in range [0..1].
- **Flare Speed float**

Speed of the flare relative to the image size: how much times it will move from left to right in one second.

- Flare Delay float

Delay between appearances of the flare. Examples:

- 0 - no delay
- 1 - delay is travel time from left to right
- 2 - delay is doubled travel time from left to right

6.3 Lines Drawer

Draw straight lines on X or Y axis.

6.3.1 Options

- Line Color Color

Line color.

- Line Thickness float

Line thickness.

- Transparent Background bool

Change color of the Graphic component to transparent.

- LinesX ObservableList<float>

Position on X axis where vertical line should be drawn in range [0..width], 0 at left.

- LinesY ObservableList<float>

Position on Y axis where horizontal line should be drawn in range [0..height], 0 at bottom.

6.4 Ring Effect

Draw ring or circle. Shader based effect. Add RingEffect component to gameobject with Graphic component to use.

6.4.1 Options

- Ring Color Color

Color of the ring.

- Thickness float

Ring thickness.

- Padding float

Padding from border.

- Transparent Background bool

Change color of the `Graphic` component to transparent.

6.5 Ripple Effect

Draw ripples on the click position. Maximum 10 ripples per gameobject. Shader based effect. Add `RippleEffect` component to gameobject with `Graphic` component to use.

6.5.1 Options

- `Start Color Color`
Initial color of the ripple.
- `End Color Color`
End color of the ripple.
- `Speed float`
Growth speed of the ripple.
- `Max Size float`
Maximum size of the ripple in range [0..1].

6.6 Snap Grid Drawer

Draw straight lines on X or Y axis, lines position provided by `SnapGrid` or `SnapLines` components.

Note: Requires `SnapGrid` or `SnapLines` components.

6.6.1 Options

- `Line Color Color`
Line color.
- `Line Thickness float`
Line thickness.
- `Transparent Background bool`
Change color of the `Graphic` component to transparent.
- `Include Borders bool`
Draw borders if borders enabled in `SnapGrid` or `SnapLines` components.

6.7 Tsunami Effect

RectTransform size is changed from `MinSize` to `MaxSize` with distance from gameobject to the pointer. Add `TsunamiEffect` component to use.

6.7.1 Options

- `MinSize Vector2`
Minimal size of the component.
- `MaxSize Vector2`
Maximum size of the component.
- `Distance float`
Effect distance.

7.1 Gradient Shaders

Those are shaders used by ColorPicker. Use ColorHSV.ShaderColor to set colors for the HSV shaders.

- UIGradientHLineHSV

The horizontal gradient between the two colors. HSV color model.

- UIGradientHLineRGB

The horizontal gradient between the two colors. RGB color model.

- UIGradientVLineHSV

The vertical gradient between the two colors. HSV color model.

- UIGradientVLineRGB

The vertical gradient between the two colors. RGB color model.

- UIGradientPlaneHSV

The plane gradient between the four colors, each color in the own corner. HSV color model.

- UIGradientPlaneRGB

The plane gradient between the four colors, each color in the own corner. RGB color model.

UI SCALING

UI can have missing line or lines with different width. It can be caused by those reasons:

- Game window Scale is not an integer.

Make sure that the Game window Scale is 1x (2x in case of HighDPI display).

In any case, the Scale should be an integer, otherwise, lines will have different thickness.

For example, it can be downscaled from 1920x1080 (game window render size) to 1280x720 (if the scale is 0.66): then some 1-pixel lines will be lost, but some still be visible, because the visible screen size is not enough to display them all.

Similar will if the game render size is 1280x720 and the scale is 1.5: all lines will be visible, but some lines still be thicker than others.

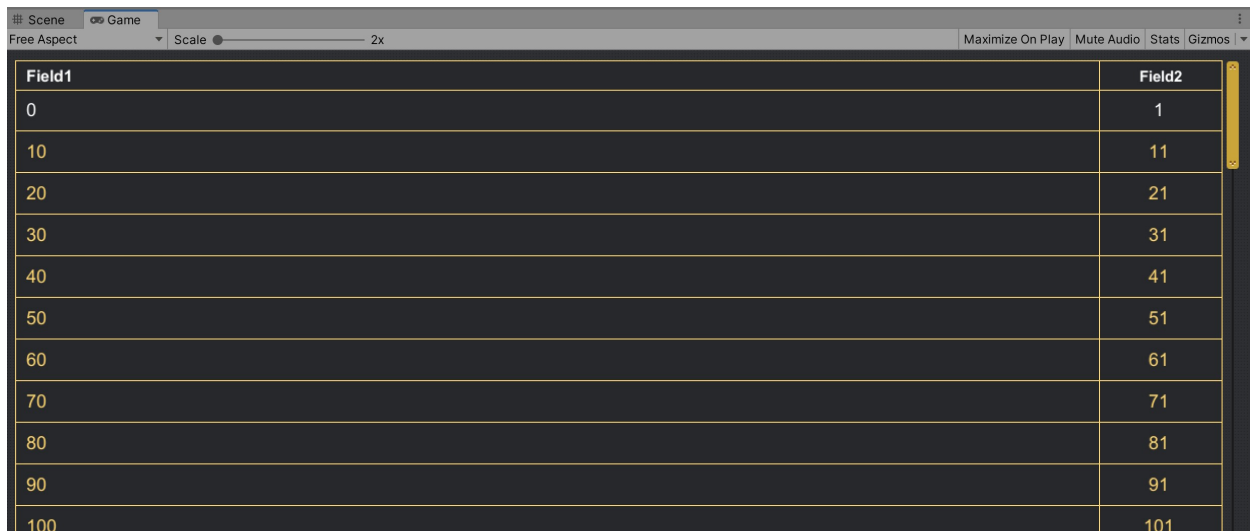


Fig. 1: Scale = 2x

- Game window render size does not match with Canvas Scaler settings

UI rendered in size specified by Canvas Scaler settings, then scaled to match the Game window render size and then multiplied on Game window Scale.

Check Canvas Scaler settings:

- *UI Scale Mode = Constant Pixel Size* then should be no problem is the scale is an integer
- *UI Scale Mode = Scale With Screen Size* then make sure Reference Resolution is equal to Game window render size or make integer multiplier.

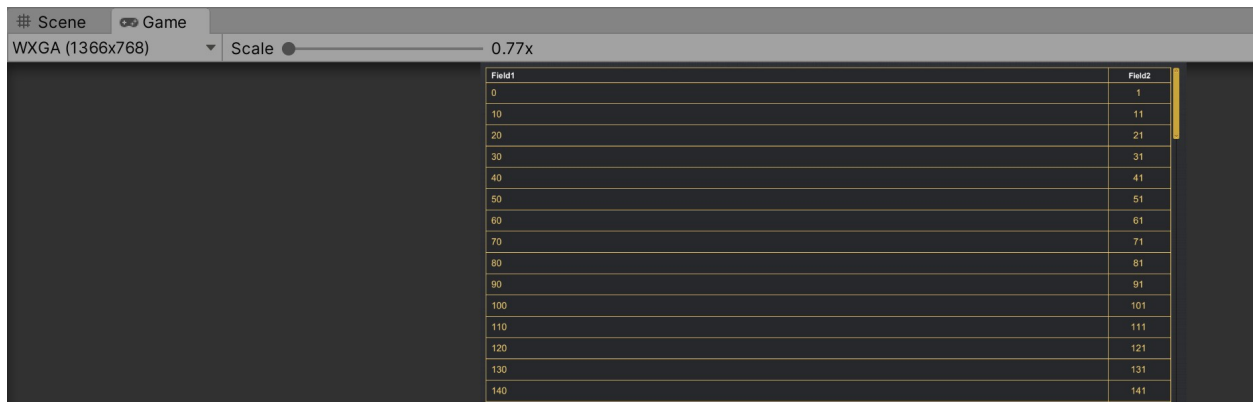


Fig. 2: Scale = 0.77x

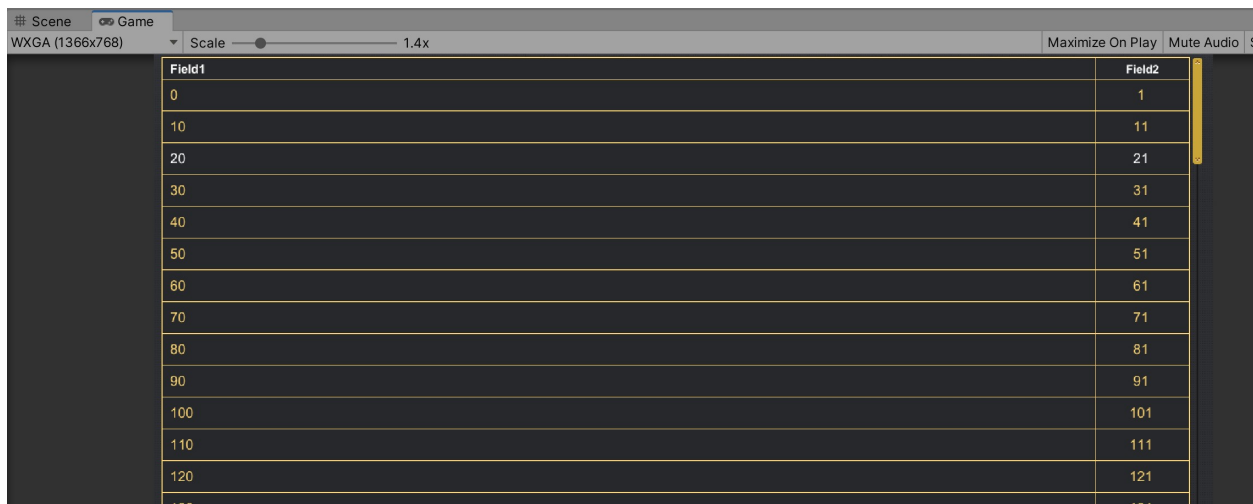


Fig. 3: Scale = 1.7x

For example Reference Resolution = 1920x1080 and Game window render size = 3840x2160 -> multiplier = 2 is okay

If Reference Resolution = 1920x1080 and Game window render size = 2560x1440 -> multiplier = 1.33 will be problem with lines thickness.

- *UI Scale Mode = Constant Physical Size*, similar to *Scale With Screen Size* but relies on display DPI, so it scale can be different for different devices.

The Game window render size can be changed with a dropdown left from the Scale (Free Aspect on the screenshot).

STYLES (LEGACY)

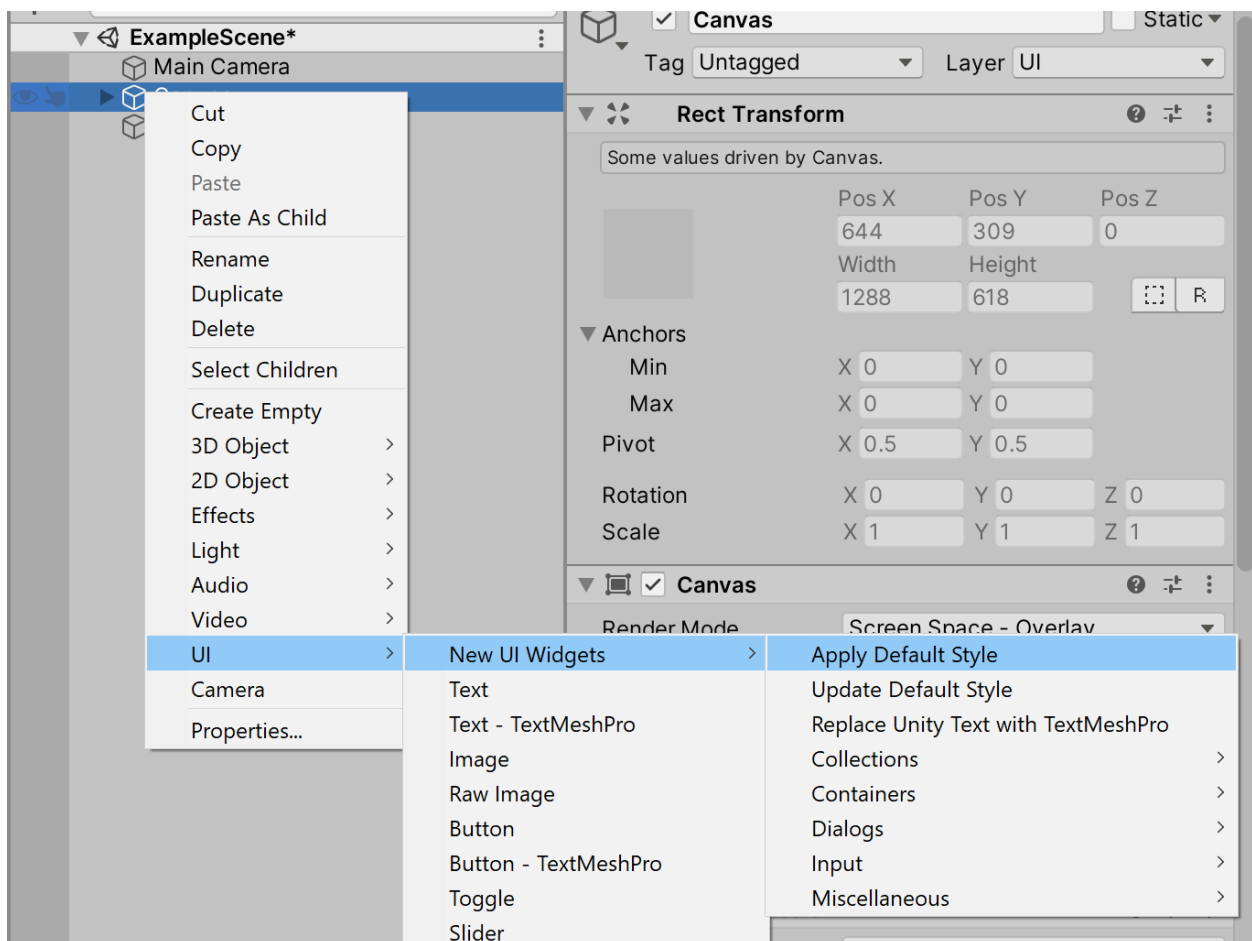
Warning: Styles are obsolete and no longer supported. They are replaced with *UI Themes*.

Styles are like skins. They are used to change the **Color**, **Text**, and **Images** options of the widgets.

New UI Widgets contains two predefined styles: *Default* and *Blue*.

New style can be created with menu *Assets / Create / New UI Widgets / Style*.

You can set any style to use as default. Default style will be applied for the created widgets. Also, you can apply style for objects on the scene with *UI / New UI Widgets / Apply Default Style*.



You can change widgets settings and then save them to the style with *UI / New UI Widgets / Update Default Style*.

Styles has two modes: *fast* and *detailed* settings:

- *Fast* allow to quickly set settings for all widgets with *Apply Fast Settings* button.
- *Detailed* allow to tune settings for each widget type separately.

Note: For the style support for the nested widgets (for example, Switch or Spinner in the `ListView.DefaultItem`), you should add the `StyleSupportAny` component to the `gameobject` of the parent widget and specify nested widgets at the `Objects` field.

9.1 Style support for the custom widgets

You can add style support for your widgets with `IStylable` implementation.

```
using UIWidgets.Styles;
using UnityEngine;
using UnityEngine.UI;

[RequireComponent(typeof(Image))]
public class CustomPanel : MonoBehaviour, IStylable
{
    public virtual bool SetStyle(Style style)
    {
        style.Collections.MainBackground.ApplyTo(GetComponent<Image>());

        return true; // true if children gameobjects was processed; otherwise false.
    }

    public virtual bool GetStyle(Style style)
    {
        style.Collections.MainBackground.GetFrom(GetComponent<Image>());

        return true; // true if children gameobjects was processed; otherwise false.
    }
}
```

Note: Widgets created by *Widgets Generator* already have style support.

UI THEMES

UI Themes is a tool for customizing the appearance of widgets and centralized customization management.

Easy to integrate and use with already existing interfaces.

Easy to integrate and use with already existing interfaces.

[Full Documentation](#)

INTEGRATION

11.1 Assembly Definitions

The package does not have assembly definitions, but you can add them with all required references.

Why no assembly definitions by default:

- changes in the *.asmdef* files are lost with the package update
- supported third-party packages do not use assembly definitions, so they cannot be referenced to be used in a separate assembly
- version defines works only for Unity packages, so only direct references to assembly definitions are available

11.1.1 Recommended Settings

- *asmdef* for the runtime should be created in the *New UI Widgets* folder
- *asmdef* for the editor should be created in the *New UI Widgets / Editor* folder
- references to *TextMeshPro* and *InputSystem* should be added if you use them

11.2 Cursor

- Cursors

A scriptable object that contains a list of different cursors types.

Asset can be created with the *Context menu / Create / New UI Widgets / Cursors*.

- UICursor

Static class, wrapper for the `Cursor.SetCursor()` to avoid cursor conflicts between different widgets and components. For example `:doc:/components/resizable`` component should not change the cursor if currently controlled by the `:doc:/components/drag-and-drop`` component.

- CursorDPISelector

This component selects the most appropriate *Cursors* asset by `Screen.dpi` from the available cursors list and sets it as default cursors (`UICursor.Cursors`).

Components like *Resizable* have the *Cursors* field, so they can have custom cursors to use instead of the default one.

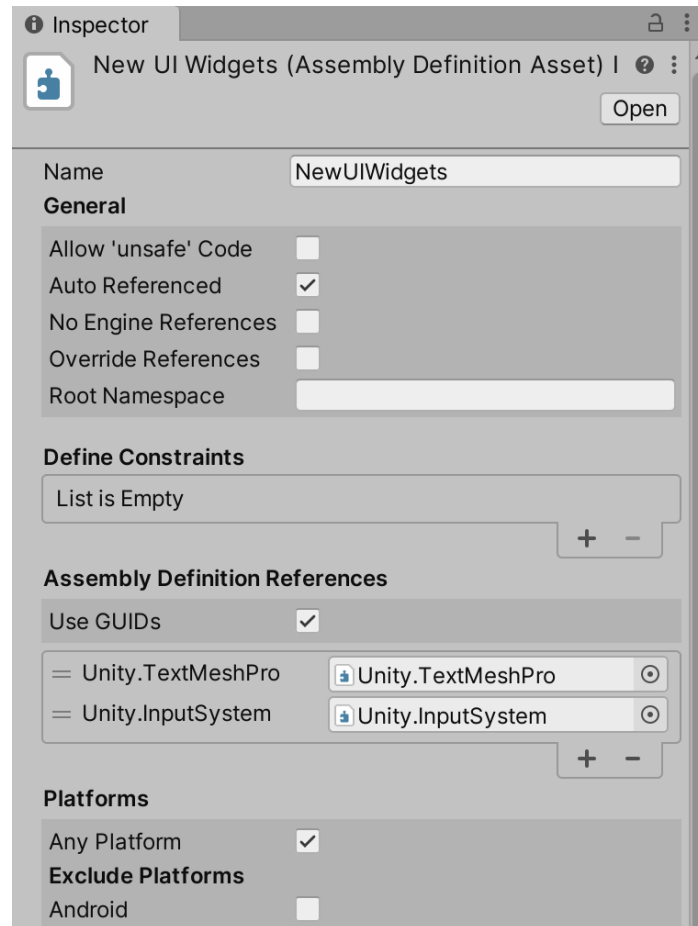


Fig. 1: Runtime

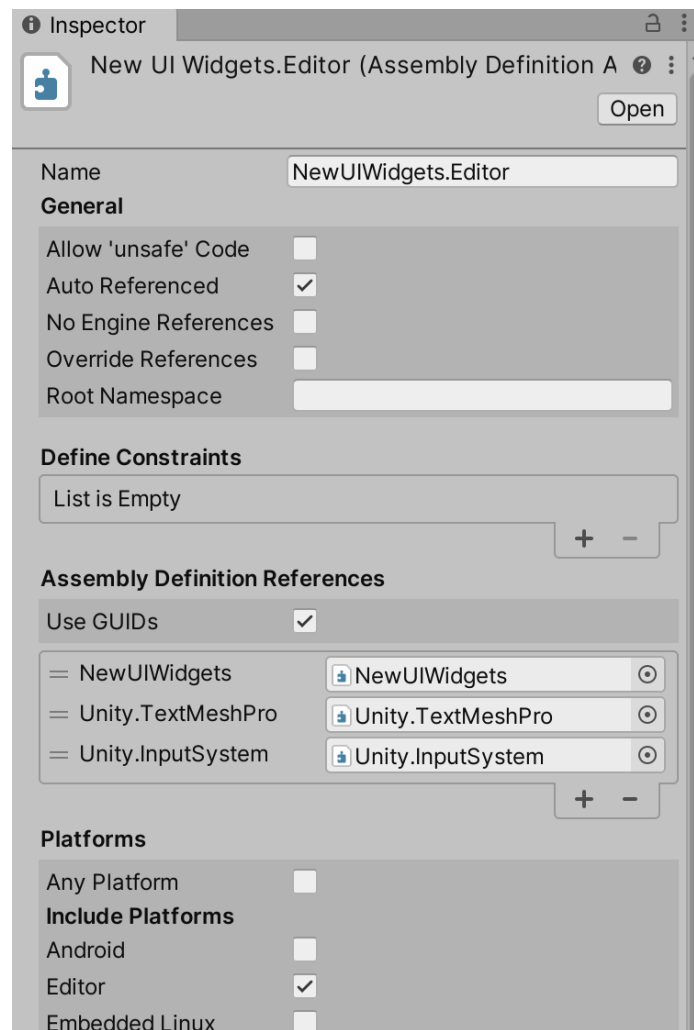


Fig. 2: Editor

11.2.1 Cursors Fields

- `Default Cursors.Cursor`
Default cursor.
- `Allowed Cursors.Cursor`
Cursor for the allowed actions.
- `Denied Cursors.Cursor`
Cursor for the not allowed actions
- `NorthSouthArrow Cursors.Cursor`
North <-> South arrow.
- `EastWestArrow Cursors.Cursor`
East <-> West arrow.
- `NorthEastSouthWestArrow Cursors.Cursor`
NorthEast <-> SouthWest arrow.
- `NorthWestSouthEastArrow Cursors.Cursor`
NorthWest <-> SouthEast arrow.
- `NorthWestRotateArrow Cursors.Cursor`
North <-> West arrow.
- `NorthEastRotateArrow Cursors.Cursor`
North <-> East arrow.
- `SouthWestRotateArrow Cursors.Cursor`
South <-> West arrow.
- `SouthEastRotateArrow Cursors.Cursor`
South <-> East arrow.

11.2.2 Cursors.Cursor Fields

- `Texture Texture2D`
Cursor texture.
- `Hotspot Vector2`
Cursor hot spot.

11.2.3 UICursor Static Fields

- **Cursors**
Different default cursors.
- **CanSet Func<Component, bool>**
Is can the specified component set the cursor?
true if cursor does not have an owner or the owner is the same.
- **Set Action<Component, Cursors.Cursor>**
Set the cursor and current owner.
The cursor will be changed only if **CanSet(owner)** returns **true**.
- **Reset Action<Component>**
Reset cursor and its owner to the default.

11.3 Localization

Most widgets have localization support, exceptions are:

- **AutocompleteString**
- **ComboboxString**
- **ListViewString**

Integration with custom localization system can done with **UIWidgets.110n.Localization** class.

Example for the **I2 Localization**:

```
protected virtual void Start()
{
    Localization.GetTranslation = I2Translation;
    Localization.GetCountryCode = I2CountryCode; // used by Calendar and similar widgets
    I2.Loc.LocalizationManager.OnLocalizeEvent += Localization.LocaleChanged;
}

public static string I2Translation(string input)
{
    var result = I2.Loc.LocalizationManager.GetTranslation(input);
    if (result == null)
    {
        return input;
    }

    return result;
}

public static string I2CountryCode()
{
    return I2.Loc.LocalizationManager.CurrentLanguageCode;
}
```

11.3.1 Dialog, Popup Localization

Dialog and Popup widgets requires enabled `LocalizationSupport` in `DialogInfoBase` component.

Formatted strings can be used with the `SetInfo` method:

```
public void Dialog()
{
    var actions = new DialogButton[]
    {
        new DialogButton("OK", DialogClose),
        new DialogButton("Cancel", DialogClose),
    };

    var instance = DialogTemplate.Clone();
    instance.DialogInfo.LocalizationSupport = true;
    instance.Show(
        buttons: actions,
        focusButton: "Close",
        modal: false,
        onCancel: DialogClose);
    instance.SetInfo("Welcome, {0}", new object[] { "username", }, "Value 1: {0}\nValue_
↪2: {1}", new object[] { "argument 1", "argument 2" });
}

bool DialogClose(int buttonIndex)
{
    return true;
}
```

11.3.2 Notify Localization

Notify widget requires enabled `LocalizationSupport` in `NotifyInfoBase` component.

Formatted strings can be used with the `SetMessage` method:

```
public void NotificationFormatted()
{
    var instance = NotificationTemplate.Clone();

    instance.NotifyInfo.LocalizationSupport = true;
    instance.Show(customHideDelay: 0f);
    instance.SetMessage("Welcome, {0} {1}", "FirstName", "LastName");
}
```

11.3.3 Generated Widgets

The easiest way to add localization support is to implement property returning a localized string in the data class. Widgets are automatically updated on locale changes.

```
public class Item
{
    public string LocalizedName
    {
        get
        {
            return I2.Loc.LocalizationManager.GetTranslation(Name);
        }
    }

    public string Name;
}
```

11.4 String Comparison and Culture

All widgets and components use `UtilitiesCompare` to compare strings. You can change comparison settings with the following fields:

- `UtilitiesCompare.Culture CultureInfo`
Culture used to compare strings, by default used `CultureInfo.InvariantCulture`.
- `UtilitiesCompare.OptionsCaseSensitive CompareOptions`
Options to compare strings with case sensitive.
- `UtilitiesCompare.OptionsCaseIgnore CompareOptions`
Options to compare strings with case ignore.

11.5 Timer and Animations

All widgets and components with animations have option `UnscaledTime`. The animation will be run with `Time.unscaledTime` if this option enabled.

You can also specify own timer instead of the default one. To do this, you need to set the following fields:

- `UtilitiesTime.GetTime Func<bool, float>`
Accept the time type, `true` if unscaled time. Returns the current time in seconds since the start of the game.
- `UtilitiesTime.GetDeltaTime Func<float>`
Accept the time type, `true` if unscaled time. Returns the current time in seconds since the last frame.

11.6 Unity Update Methods Replacement

Update manager is used to optimize the performance of `Update()`, `LateUpdate()`, `FixedUpdate()` calls and same calls required only for one frame.

You can replace the update manager with a custom one which implements `IUpdaterProxy` interface:

```
Updater.Proxy = custom_updater;
```

11.6.1 Interfaces to Replace Unity Update Methods

- `IUpdatable` replace `Update()` method
 - Methods:
 - `RunUpdate()`
- `ILateUpdatable` replace `LateUpdate()` method
 - Methods:
 - `RunLateUpdate()`
- `IFixedUpdatable` replace `FixedUpdate()` method
 - Methods:
 - `RunFixedUpdate()`

SUPPORTED PACKAGES

12.1 Data Bind for Unity Support

You can enable [Data Bind for Unity](#) support with *Edit / Project Settings... / New UI Widgets / DataBind support / Enable*. If **Data Bind for Unity** not installed option will not be available.

After enabling support:

- will be available **Data Bind** support for default widgets
- for generated widgets support can be added with context menu *Assets / New UI Widgets / Add Data Bind Support*

Disable support with *Edit / Project Settings... / New UI Widgets / DataBind Support / Disable*.



Note: Support is enabled only to installed platforms. Platforms that were added after it requires enabling support again.

Note: If you enabled [Assembly Definitions](#) then you need to create an assembly definition for the **Data Bind** if not exist and specify it as a reference in the `UIWidgets.asmdef`.

12.2 I2 Localization Support

You can enable [I2 Localization](#) support with *Edit / Project Settings... / New UI Widgets / I2 Localization Support / Enable*. If **I2 Localization** not installed option will not be available.

Localization Support Details

Disable support with *Edit / Project Settings... / New UI Widgets / I2 Localization Support / Disable*.



Note: Support is enabled only to installed platforms. Platforms that were added after it requires enabling support again.

Note: If you enabled [Assembly Definitions](#) then you need to create an assembly definition for the **I2 Localization** if not exist and specify it as a reference in the `UIWidgets.asmdef`.

12.3 TextMeshPro Support



You can enable **TextMeshPro** support with *Edit / Project Settings... / New UI Widgets / TextMeshPro Support / Enable*. If **TextMeshPro** not installed option will not be available.

After enabling support:

- widgets created with menu *UI / New UI Widgets /* will use **TextMeshPro** instead of the default **Text**
- generated widgets will be using TextMeshPro instead of the default Text

You can disable support the same way with *Edit / Project Settings... / New UI Widgets / TextMeshPro Support / Disable*.

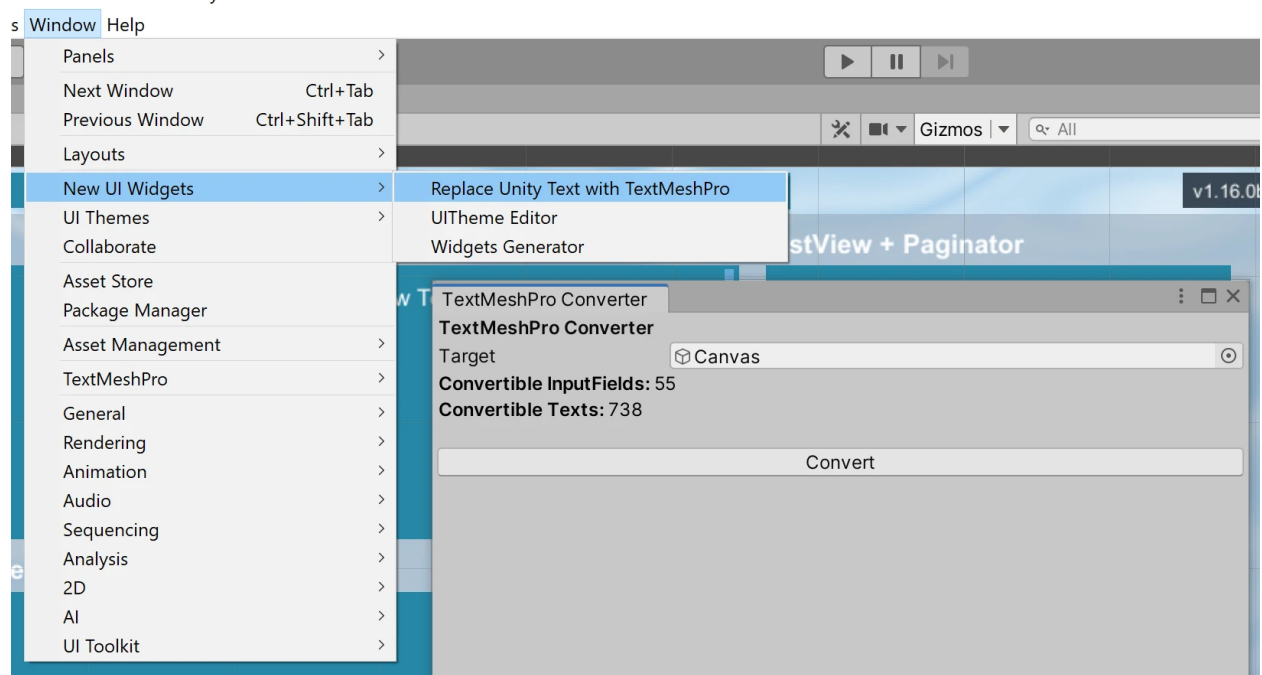
Note: Support is enabled only to installed platforms. Platforms that were added after it requires enabling support again.

12.3.1 Details

TextMeshPro support is enabled by adding `UIWIDGETS_TMPRO_SUPPORT` directive to the *Scripting Define Symbols* in the *Player Settings* and forced scripts recompilation.

Starting with version *1.12* TextMeshPro support is done with **TextAdapter** and **InputFieldAdapter** components. Those are adapters for the actual Unity and TextMeshPro components. This allows replacing Text components without any code changes.

12.4 TextMeshPro Converter



This is a tool to convert existing UI at the scene from default **Text** and **InputField** to the **TextMeshPro** equivalent components.

Converter available with the context menu *UI/New UI Widgets/Replace Unity Text with TextMeshPro* or with *Window/New UI Widgets/Replace Unity Text with TextMeshPro*.

Scripts references to **Text** and **InputField** components will be automatically replaced if type of reference is common base type like **Graphic** or **MonoBehaviour**; otherwise those components will not be converted.

Limitations:

- If you have any scripts with the serialized fields of type `Text` or `InputField` with specified components, then those components will not be converted.

```
[SerializeField]
Text Name; // cannot be converted

[SerializeField]
Graphic SecondName; // can be converted

[SerializeField]
TextAdapter ThirdName; // can be converted
```

Solutions:

- manually change type to the `TextAdapter` or `InputFieldAdapter` and add the corresponding component to the referenced `GameObject`
- modify code to automatically replace components with adapters

12.4.1 Modify Code to Adapters

Original script:

```
class SomeComponent : MonoBehaviour
{
    [SerializeField]
    Text Name;

    public void SomeMethod()
    {
        Name.text = "value";
    }
}
```

Modification:

```
class SomeComponent : MonoBehaviour, IUpgradeable
{
    [SerializeField]
    [System.Obsolete("Replaced with NameAdapter.")]
    Text Name;

    [SerializeField]
    TextAdapter NameAdapter;

    public void SomeMethod()
    {
        NameAdapter.text = "value";
    }

    public virtual void Upgrade()
    {
        Utilities.GetOrAddComponent(Name, ref NameAdapter);
    }
}
```

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```
#if UNITY_EDITOR
protected virtual void OnValidate()
{
    Upgrade();
}
#endif
}
```

Note: If you **undo** conversion you can see warnings like *Not found any Text/TextField/TextFieldExtended component*. This is happening because the newly added TMPPro components was deleted and the old default components are not yet restored. In such cases, those warnings should be ignored.

KNOWN PROBLEMS

13.1 Missing References or Scripts

Sometimes newly created widgets have missing references, or scripts are missing after the update. Please try to import package again.

13.2 TextMeshPro Support are Disabled After the Platform Switch

In some cases TextMeshPro support can be disabled after the platform switch because of the missing directive in *Scripting Define Symbols* for the current platform.

Like an upgrade to the new Unity version with the newly added platform and then switch to it.

You need to enable *TextMeshPro Support* again **without** saving the scene to avoid references lost.

13.3 Newly Created Widgets are White

It happens because of the empty style used as default and it automatically applied to newly created widgets.

Please open *New UI Widgets/Styles/UIWidgets Style Default* and check its settings (it should not be all white color or null), and set it as default.

If UIWidgets Style Default values are all white color or null, then try to import package again, sometimes import works incorrectly.

You can use “t:UIWidgets.Styles.Style” to find all styles and check which one is used by default.

13.4 ListView Item Highlight or Selection Goes to Next Items Automatically

Reason are navigation events raised by a gamepad or joystick, sometimes unintentionally because of sticks drift.

Solutions for the different input modules:

- Standalone Input Module:
 - open *Project Settings / Input Manager*



- find **Horizontal** and **Vertical** records with Type = Joystick Axis (there are two of each, another one for keyboard)
- rename those **Horizontal** and **Vertical** records to names not used by Standalone Input Module
- Input System UI Input Module:
 - open *Project Settings / Input System Package*
 - add keyboard, mouse, and other required devices to the Supported Devices

13.5 Input System Limitations

Input System is supported, but its [limitations](#) are still applied.

Limitations effects:

After enabling, the UI will not react to a pointer's position until the position is changed.

It will affect ListView, TileView, Table and others: items under the cursor will not be properly highlighted when scrolling.

The new input system cannot yet feed text input into uGUI and TextMesh Pro input field components. This means that text input ATM is still picked up directly and internally from the Unity native runtime.

It will affect all widgets that use InputField like Autocomplete, AutoCombobox, Spinner, etc...

SUPPORT

You can ask me questions at:

- Forum thread: <https://forum.unity.com/threads/new-ui-widgets.297353/>
- Forum private conversation: <https://forum.unity.com/conversations/add?to=ilih>
- Email: support@ilih.name

CHANGELOG

15.1 Release 1.16.0

- now the oldest supported version is Unity 2020.3
- Unity 2023.1 support
- added UIThemes as a replacement to the legacy Styles (Styles can be enabled in “Project Settings / New UI Widgets”)
- Assembly Definitions are automatically created (this behavior can be disabled in “Project Settings / New UI Widgets”)
- added SelectableHelperList, an equivalent of SelectableHelper with multiple TargetGraphics
- added a workaround to avoid the string comparison bug in WebGL
- fixed Domain Reload support
- added option to choose between creating widgets copies or prefabs from the menu
- AutocompleteStringCombobox: fixed value selection bug
- Combobox: now properly closed after clicking on the selected item
- Connectors: added line arrows
- Connectors: fixed bugs with Canvas Screen Space = Camera and canvas is rotated or have non-1 scale
- Dialog, Picker, Popup, Notification, ModalHelper: fixed bug with cache containing destroyed game objects
- EasyLayout: bug fixes
- ListView: added OnItemSelected and OnItemDeselected events
- ListView: added CreateTemplateSelector() method to replace TemplateSelector setter to support UI Themes
- ListView: fixed events error
- ListView: added notification if item type is not [Serializable]
- ListView: added ColoringStriped, DefaultEvenBackgroundColor, DefaultOddBackgroundColor
- Paginator: added VisiblePagesCount and SkipPage options
- Paginator: now correctly updated when using the scrollbar
- ScrollBlock: added Scroll(steps, AnimationCurve) method
- Styles are now obsolete and replaced with UI Themes
- Switch: fixed toggle animation

- TimeScroller: added Scroll(TimeSpan, AnimationCurve) method
- Tooltip: fixed bug when the tooltip was not hidden in some cases

15.2 Release 1.15.10

- Unity 2022.2 support
- domain reload support: fixed null reference exception
- Autocomplete: now input with tags is correctly parsed
- Combobox: now correctly updated when item properties changed
- Combobox: position in hierarchy correctly restored after ListView closed
- Combobox: fixed use ListView.Select()/Deselect() with raiseEvents = false
- EasyLayout: fixed Grid layout bug
- ListView: fixed GetComponentsEnumerator() return not all instances
- ListView: minor fixes
- ListViewPaginator: fixed LoopedList support
- ResizableHandles: added HandlesState field to control handles visibility on select/deselect events
- RotatableHandles: added HandleState field to control handles visibility on select/deselect events
- TreeView: fixed ContainerMaxSize, now the size is correct if TreeView has collapsed nodes

15.3 Release 1.15.9

- ListView: fixed undisplayed properties in the Inspector window
- Rating: fixed Interactable does not work correctly when disabled
- TreeView: added ContainerMaxSize option to prevent scrollbar blink caused by virtualization: the container will have the maximum width of all items. By default, the container has the maximum width of only visible items. Require ListType = List View with Variable Size.

15.4 Release 1.15.8

- added Rating widget (Text can be replaced with an Image or any other Graphic component)
- added async helpers scripts
- DatePicker, PickerInt, PickerString, and custom PickerListView: added an optional OK button and Mode option to choose between “close on select” and “close on OK click”
- Dialog, Notification, Picker, Popup: added OnBaseInstanceOpen and OnBaseInstanceClose static events
- Dialog, Notification, Picker: added OnInstanceOpen and OnInstanceClose static events for the custom types
- Popup: added ShowAsync() method to use with async/await
- Styles: fixed missing font in some Unity versions
- TileView: added LinearGroupedTileView example

- TracksView: added Timeline
- menu “New UI Widgets/Dialogs” renamed to “New UI Widgets/Dialogs Templates”

15.5 Release 1.15.7

- added LoadAnimation widget
- Dialog, Lightbox, Picker, Popup: added HideOnModalClick option
- added workaround to avoid ReSharper RRSRP-489023 bug
- Combobox: fixed bug when items were removed but still displayed as selected
- ListView: added ChangeLayoutType option: if enabled changes EasyLayout.LayoutType to match ListType.
- ListView, TreeView: now the deselect events invoked for the removed indices/nodes

15.6 Release 1.15.6

- now the oldest supported version is Unity 2018.4
- added Grayscale effect
- added LocalizationSupport option to disable translation for widgets with localization support
- added LimitMaxSize script to limit size when using anchors stretch
- added ProgressbarCircular prefab and menu option
- added SafeArea script to resize RectTransform to fit the safe area
- added Swipe script
- Dialog, Notification, Picker: added ShowAsync() method to use with async/await
- Dialog, Notification, Picker: added IsDestroyed property to check if is instance destroyed
- Dialog, Notification, Picker: now destroying instances will raise cancel or hide events
- Effects (derived from UVEffect): improved filled image type support
- Calendar: add OtherMonthWeekend and OutOfRangeDate colors to the Date component
- ContextMenu: fixed bug occurring with opened “ContextMenu Items Editor” window in play mode
- ListView, TreeView: fixed incorrect drop indicator position in some cases
- ListView: added GetInstanceSize(), SetInstanceSize(), ResetInstanceSize() methods to animate items resize without problems with virtualization
- ListView: fixed wrong drop position and indicator if enabled CenterTheItems
- Ring Effect: added Fill option
- TreeView Drop Support: added AutoDropPosition and DropPosition options
- TreeView: added AllowToggle option
- TreeView: added TreeViewToggleAnimation script to animate node toggle
- Widgets Generator: fixed bug with “const” fields

- Widgets Generator: now you can select the fields that will be used in the widgets, including the field for the autocomplete; it also can be done with [GeneratorIgnore] and [GeneratorAutocomplete] attributes

15.7 Release 1.15.5

- improved Unity 2021.3 LTS support
- COMPATIBILITY-BREAKING CHANGES: ListView: methods ComponentCreated, ComponentDestroyed, ComponentActivated, ComponentCached changed to public
- ListView: added SetSharedTemplates() method
- Widgets Generation: fixed bug when data type has a parameterless constructor

15.8 Release 1.15.4

- added ScrollRectDragSensitivity
- added UtilitiesScrollRect: get time for ScrollRect stop by inertia
- ListView: added ReversedOrder option (items displayed from end to start)
- ListView: added OnlyOneHighlighted option
- ScrollRectHeader, ScrollRectFooter: added Visible option to show and hide header (or footer)
- ScrollRectHeader, ScrollRectFooter: added layout support if DisplayType is Reveal
- ScrollRectFooter: added ChangeLayout option
- ScrollRectPaginator: added RoundingError option to avoid excess last page
- Switch: added AnimationCurve option
- Widgets Generation: fixed enum related bug
- Widgets Generation: improved support of latest Unity versions (2022.1.0+)
- Style: fixed “Create Style” bug

15.9 Release 1.15.3

- COMPATIBILITY-BREAKING CHANGES: LateUpdateAdd and LateUpdateRemove methods of IUpdaterProxy renamed to AddLateUpdate and RemoveLateUpdate, added RemoveRunOnce and RemoveRunOnceNextFrame methods
- ContextMenu: added helper script OpenContextMenu to open the menu by clicking on non-UI gameobject, requires PhysicsRaycaster and/or PhysicsRaycaster2D on the main camera
- DateTimeScroller and DateScroller: fixed AMPM change on hours scroll if IndependentScroll enabled
- EasyLayout: added optional movement and resize animation support; warning: can decrease performance
- Effects: RingEffect, RippleEffect, LinesDrawer, SnapGridDrawer no more requires enabled TexCoord1 channel on Canvas
- ListView: fixed item instance visibility if ListViewItem.DisableRecycling enabled
- ListView: added OnNavigate event; called after navigating to the other item instance with keyboard or gamepad

- ListView: added ItemsEvents.MovedToCache event
- ListView: FixHighlightItemUnderPointer option now obsolete
- ListView: added KeepHighlight option to keep item highlight on pointer enter until will be selected another gameobject
- ListView: fixed wrong events processing order in some cases
- ListViewItem: added StopSelectableAnimations() method to ListViewItem class
- Notification: added OpenedNotifications, AllNotifications and InactiveNotifications properties
- Picker: added OpenedPickers, AllPickers, and InactivePickers properties
- Spinner: fixed bug with Unity Text and OnKeyDown validation
- Tabs: added EventSystemSelectActiveHeader option
- Tabs: added ImmediateSelect option
- Tabs: added NextTab() and PreviousTab() methods
- TimeScroller: added SingleAMPM property to disable multiple AM PM options in scroll block
- TreeNode: added HasNodes and HasVisibleNodes properties
- TreeView: added ToggleOnNavigate option, if enabled expand node on move right event and collapse node on move left event
- TreeView: added ToggleOnSubmitCancel option, if enabled expand node on submit event and collapse node on cancel event

15.10 Release 1.15.2

- added Updater static class to control scripts updates IUpdatable.RunUpdate() without reflection instead of the default MonoBehaviour.Update()
- added SnapGrid: sticks draggable or resizable UI game objects to the nearest grid lines
- added LinesDrawer and SnapGridDrawer effects
- COMPATIBILITY-BREAKING CHANGES: MonoBehaviour.Update() replaced with IUpdatable.RunUpdate()
- Autocomplete: added AllowCancelOnDeselect to cancel DisplayListView close on deselect event.
- Autocomplete: added OnSearchCompleted event
- Autocomplete: added ResetListViewSelection option
- AutoCombobox: fixed InputField display bug
- AutoCombobox: fixed coloring bug
- AutoCombobox: added KeepSelection option (set Autocomplete.DisplayListView selected items)
- Connectors: fixed incorrect positions when CanvasMode is WorldSpace and its scale is not 1
- Dialog: added ButtonsContainer option
- ListView: fixed bug with incorrect item sizes when using variable size type
- ListView: fixed highlighting bug
- ListView: fixed wrong background color for the last items in table mode

- ListView: added RangeMode property to determine which element is the start when selecting a range with the Shift key.
- ListView: fixed instance recycling if ListViewItem.IsDragged enabled
- ListViewItem: IsDragged renamed to DisableRecycling
- ListViewString: now sort can be disabled with EnableSort in the Inspector window
- Notification: added ButtonsContainer option
- Paginator: added SetPage method to change current page without animation
- Sidebar: added ModalColor field
- shaders: now should support stereo instanced rendering and SRP batcher (thanks to David Watt)
- Tooltip: added generic Tooltip
- TreeView: added FindNodes method
- Widgets Generation: added Tooltip generation

15.11 Release 1.15.1

- COMPATIBILITY-BREAKING CHANGES: cursors fields at components (Resizable, Rotatable, Splitter, Table-Header, *DragSupport) are no more used and replaced with Cursors asset and CursorsDPISelector component (recommended to have only one CursorsDPISelector component at the scene)
- Accordion: added Curve property to use in animations
- ContextMenu: fixed HotKey null bug
- ListView: added OnComponentCreated, OnComponentEnabled, OnComponentDisabled, OnComponentDestroyed events
- ListView: renamed StopScrollAtItemCenter to ScrollInertiaUntilItemCenter and StopScrollInertia to ScrollInertia
- TreeView: fixed node remove bug when different nodes using the same item
- TreeView: fixed multiple selection bug when selecting a collapsed node
- TreeViewNodeDropSupport: added “Expand Node On Hold” option with customizable delay
- UICursors: static methods replaced to fields so they can be replaced

15.12 Release 1.15.0

- added ListViewEnum with ListViewEnum<T> wrapper to work with any enums
- reduced memory allocations
- all classes with INotifyPropertyChanged support now also implements IObservable which works without memory allocations
- Autocomplete, Combobox: added field ParentCanvas, it used as ListView parent on open
- Combobox: toggle-button is now full width
- ContextMenu: now works correctly with all canvas render modes
- DateScroller/DateTimeScroller/TimeScroller: ScrollBlock replaced with ScrollBlockBase

- Dialog: added InactiveDialogs and AllDialogs properties to get access to the template instances
- Dialog: DialogButton now support callback with `Func<DialogBase dialog, int buttonIndex, bool closeDialog>` type
- EasyLayout: small improvements
- EasyLayout: Filter property is obsolete and replaced with ShouldIgnore
- Input System support: fixed bug on mobile devices
- ListView: added property TemplateSelector, its allow to use of different templates (not only DefaultItem) depending on the item
- ListView: added GetDebugInfo and PrintDebugInfo methods
- ListView: added “AnimationCurve animation, bool unscaledTime, Action after = null” parameters to the ScrollTo*Animated methods
- ListView: StopScrollAtItemCenter and StopScrollInertia properties
- ListView: fixed problem with not displayed items for ListType with variable sizes
- ListView: added GetComponentsEnumerator to iterate through DefaultItems instances as allocation free replacement of the ForEachComponent method
- ListView: added support of Container with custom scale
- ListView: fixed AutoScroll bug
- Notification: NotificationButton now support callback with `Func<NotificationBase notification, int buttonIndex, bool closeNotification>` type
- Paginators: added OnMovement event
- Popup: added content and onClose parameters to the Show method, added SetContent() method, added OnClose field, works the same way as dialog
- Resizable: added UseCanvasScaler option, if enabled ActiveRegion will be changed according to the CanvasScaler settings
- ScrollBlock: added OnItemChanged event to customize items depending on index and value
- ScrollBlock: added ScrollBlockBase and ScrollBlockCustom<T> classes
- TracksViewBase: ScrollBlock replaced with ScrollBlockBase
- TreeView: fixed drop support bug
- TreeView prefabs: toggle arrow is now nested
- UICursor: added Replacement function to replace cursor (can be used to replace cursor on High DPI screens)
- Utilities: more functions moved to the new UtilitiesUI and UtilitiesRectTransform classes

15.13 Release 1.14.2

- added CircularSlider widget
- added SliderScale widget
- added TimeAnalog widget
- Accordion: added OnStartToggleAnimation and OnDataSourceChanged events
- Accordion: added AccordionHighlight component
- AutoComplete: added OnItemNotFound and OnCancelInput events
- AutoCombobox: added AddItems option (requires overridden Input2Item method)
- CenteredSlider: event OnValuesChange renamed to OnValueChanged
- Connectors: fixed bug related to “Scale With Screen Size”
- Connectors: added rectangular lines support
- Cursor: fixed flickering
- DatePicker and DateTimePicker: fixed initial date
- DirectoryTreeView: nested nodes are automatically loaded on expand from script
- DirectoryTreeView: added ExpandPath(), Path2Node(), Path2NearestNode(), RefreshDirectories() methods
- ListView: fixed highlight coloring on navigation
- ListView: fixed unstopable auto scroll bug
- ListView Drop Support: added ReceiveOnlyEmptyNode option
- RangeSlider: event OnValuesChange renamed to OnValuesChanged
- Resizable: fixed position change
- ScrollBlock: added AllowIncrease and AllowDecrease fields
- Spinner: added SetValue() method to change value without OnChangeEvent invocation
- Styles: fixed error when creating a new style
- Styles: added PixelsPerUnitMultiplier property to the Image styles
- TreeGraph: small performance improvement
- TreeGraph: added LineThickness, LineType, LineMargin options
- TreeView: added ScrollWithIndent option
- Widgets Generation: improved localization support

15.14 Release 1.14.1

- EasyLayout: reduced memory allocations
- Widgets Generation: fixed type name error
- Widgets Generation: fixed missing reference

15.15 Release 1.14.0

- added localizations integration support
- added I2 Localization support
- added ContextMenu
- added Input System support
- added UtilitiesCompare class
- added ScrollRectFooter
- added AutoComboboxIcons prefab
- Dialog, Picker, Popup: added CloseButton property
- EasyLayout: added SetPreferredAndFitContainer option for the Children Size
- ListView: added Header property
- ListViewPaginator: added LoopedList support
- Notification: added “content” and “onReturn” parameters to the Show() method
- Style: fixed unchangeable settings after “Apply Fast Settings” use
- Style: added “Update Default Style” option, which is opposite of the “Apply Default Style”, it gets style settings from widgets and saves them to the current style
- Tabs: added CanSelectTab field to check if tab can be selected with a button click
- TabsCustom: TabButton class changed to the generic class TabButton<T>
- Widgets Generation: generated classes are partial now
- Widgets Generation: added AutoCombobox widget
- Utilities: most functions moved to the new Utilities* classes

15.16 Release 1.12.6

- ListViewItem: added ToggleOnClick and ToggleOnSubmit fields
- Widgets Generation fixes

15.17 Release 1.12.5

- added UIFlareGlobal shader: flare at global space
- added Ripple effect
- UIWidgets extensions methods moved to UIWidgets.Extensions namespace
- EasyLayout extensions methods moved to EasyLayoutNS.Extensions namespace
- shaders: replaced properties names with properties IDs
- Dialog: Show() arguments can later be changed with other methods: SetInfo(), SetButtons(), FocusButton(), SetPosition(), SetContent(), SetCanvas(), SetModal().
- EasyLayout: added GetElementPosition to get position in group
- InputFieldExtended: fixed bug with Value property (thanks to RickSaada1)
- ListView: added ItemsEvents field
- ListViewItem: now foreground and background graphics are serialized properties
- Notify: added buttons support with SetButtons(IList<DialogButton> buttons) method
- ProgressbarIndeterminate: fixed bar jump at the start
- TableHeader: fixed bug with ColumnToggle (thanks to jbw)
- UIFlare shaders: added flare delay property

15.18 Release 1.12.4

- Unity 4.6+ and Unity 5.x no more supported, now the oldest supported version is 2017.4
- fixed SendMessage warnings in Unity 2019.3 and later versions
- assembly definitions removed because all changes in .asmdef files are deleted on package update
- ListView: DefaultItem no more disabled by default in Editor mode
- ListViewDragSupport: added auto-scroll when the drag is near the border
- Notify: now you can create derived classes with NotificationCustom<T>
- TreeView Drag&Drop: now nodes can be reordered

15.19 Release 1.12.3

- added Pinchable component: drag, rotate, resize multi-touch support
- added ListViewAutoResize component: auto-resize ListView or TileView according to items counts until specified maximum size reached
- [Serializable] attribute of TreeNode<TItem> class not available for Unity 2020.1 and later versions
- ListView: added DisableScrollRect property to disable ScrollRect if ListView is not Interactable
- ListView and TreeView Drag&Drop: added Interactable support

15.20 Release 1.12.2

- added DistanceLines component
- added UI Cursor settings component
- Dialog: fixed buttons order
- DirectoryTreeView: fixed drives list
- ListViewPaginator, ScrollRectPaginator: fixed LastPageFullSize option
- ListView: now resize of disabled ListView processed correctly

15.21 Release 1.12.1

- added converter from Unity Text to TextMeshPro text
- added IUpgradeable interface to improve compatibility between versions
- added Groupable component
- added UIFlareTransparent shader
- added ResizableHandles component
- added Rotatable component
- added RotatableHandle component
- deleted a lot of lambda functions
- other lambda functions replaced with local functions
- renamed classes *Utilites to *Utilities
- improved performance with Asset Pipeline V2
- Combobox: fixed navigation support
- Draggable: added Target property to drag the specified target instead of self
- DragSupport: added AllowDrag field
- DropSupport: added ReceiveItems and ReceiveNodes fields for the base classes
- ListView: not selectable items are no more highlighted and navigated
- ListViewPaginator, ScrollRectPaginator: added LastPageFullSize option to change the last page size to full-page size
- Resizable: AllowResize renamed to Interactable
- Resizable: added resize type to change between size and scale
- Resizable: added Target property to resize the specified target instead of self
- ScrollRectEvents: RequiredMovement replaced with Thresholds to support separate thresholds for each pull direction
- Splitter: AllowResize renamed to Interactable
- Widgets Generation: added option to manually specify the type name if the type cannot be detected from the MonoScript

15.22 Release 1.11.2

- added TracksView to create custom schedule or time-line widgets
- added InputFieldAdapter to improve TextMesh Pro support
- added ListComponentPool
- added SplitButton
- Dialog: added RectTransform content and Action onClose parameters to Show(...) method
- Dialog: added OpenedDialogs property to get list of the opened dialog
- Dialog: DefaultButton replaced with ButtonsTemplates and DialogActions now has option to specify button index for the button template
- Dialog: type of the “buttons” parameter in the Show() method changed to IList<DialogButton>
- Dialog: added “Func<int, bool> onCancel” parameter to the Show() method, called with -1 parameter when dialog closed with top right close button
- DragListener: OnDragListener renamed to DragListener
- DragSupport: added optional DragHandle property, you can use it drag ListView items by specified handle instead of the whole item
- DragSupport: added StartDragEvent and EndDragEvent
- EasyLayout: added ElementsRotate and ElementsRotationStart for Ellipse layout
- ListView: improved navigation support
- ListView: added optional parameter minVisiblePart to IsVisible() method
- ListView: replaced old ListView with ListViewString
- ListView: added Virtualization setting to disable Virtualization
- ListViewDropSupport: added DropPosition parameter
- ListViewPaginator: now use ListView.ScrollToAnimatedPosition instead of the own animation
- Notify: fixed incorrect size and rotation of next notification if previous notification was closed during hide animation
- Resizable: added AllowResize property to enable/disable resize without removing component
- ScrollBlock: SetText() renamed to UpdateView()
- ScrollRectPaginator: ForceScrollOnPage replaced with ForcedPosition to support different positions

15.23 Release 1.11.1

- added AutocompleteCombobox
- ListView: fixed scrolling bug with variable size list types
- Notify: renamed AnimationRotate to AnimationRotateVertical, AnimationCollapse to AnimationCollapseVertical
- Notify: added animations AnimationRotateHorizontal, AnimationCollapseHorizontal, AnimationSlideRight, AnimationSlideLeft, AnimationSlideUp, AnimationSlideDown
- Notify: added configurable animations AnimationRotateBase, AnimationCollapseBase, AnimationSlideBase

- Resizable: added OnResize event
- Splitter: added OnResize event
- Tabs: added SelectedTabIndex property

15.24 Release 1.11.0

- added ScrollRectHeader (example of usage in Examples/ListView/ListViewHeader scene)
- added EasyLayoutEllipseScroll
- Combobox: added OnShowListView and OnHideListView events
- EasyLayout: added new layout type Ellipse
- EasyLayout: added new option ResetRotation
- ListView: added DestroyDefaultItemsCache, if enabled instances of the previous DefaultItem will be destroyed when replacing DefaultItem
- ListView: added new ListViewEllipse list type
- Scroller: renamed to ScrollBlock

15.25 Release 1.10.4

- added DateScroller, DateTimeScroller, DateTimeScrollerSeparate, TimeScroller widgets
- added EditorCondition attributes to use with MonoBehaviourConditional and UIBehaviourConditional
- added LayoutElementMax: allow to control the maximum preferred sizes of the LayoutGroup
- added UIFlare shader
- Combobox: added HideAfterItemToggle option
- DateTime: fixed init and time errors
- DatePicker: added DateChangeOnly option to allow to select date on change or on click
- EasyLayout: fixed FitContainer
- ListView: added null value support for the GraphicsForeground and GraphicsBackground properties
- ListView: added AllowColoring option
- ListView: added StateDefault(), StateSelected() and StateHighlighted() functions to the base default item class as addition to coloring functions
- ListView: added loading example with UIFlare shader use

15.26 Release 1.10.3

- added GroupedTileView example
- DragRedirect: improved support for the multiple redirects
- GroupedList: added ItemsPerBlock, EmptyGroupItem, EmptyItem properties for the TileView support
- EasyLayout: added Flex layout type
- EasyLayout: added Staggered layout type
- EasyLayout: renamed Stacking to MainAxis
- ListView: HighlightedBackgroundColor and HighlightedColor now applied automatically after changed
- ListView: fixed scrolling when List Type is fixed, ListScrollValue enabled and DefaultItem have Layout Group
- ListView: fixed rare bug for the ListView with items of the variable sizes.
- ListView: added missing fields in the Inspector window for the simple ListView
- ListView: added TileViewStaggered renderer
- ScrollRectPaginator: fixed displayed buttons at the start
- Style: fixed error when style created not in the folder or outside Assets folder
- TextMesh Pro support: improved support for the Unity 2019.1
- Tooltip: fixed displayed tooltip after parent gameobject was disabled (thanks to Gladyon)
- Widget Generation: fixed bug when type has only one field of the supported types

15.27 Release 1.10.2

- added ScrollbarMinSize component - allow set minimum size of the scrollbar handle
- added DragOneDirection component - it changes drag event to work only with one direction
- added LayoutDropIndicator component to use with TableHeader
- added Project Settings support for Unity 2018.3 and later
- Accordion: fixed problems when content size changed
- Accordion: added ForceOpen() and ForceClose() functions to open and close items without animation
- Accordion: added fields AnimationOpen, AnimationOpenFlexible, AnimationClose, AnimationCloseFlexible to change animations
- AudioPlayer: added setter for Source property
- LayoutSwitcher: added LayoutSelector field to control layout selection
- ListView: added CanSelect(index) and CanDeselect(index) fields
- ListView: added PrecalculateItemSizes, disabling this option increase performance with huge lists of items with variable sizes
- ListView: fixed LimitScrollValue when scroll to end
- ListView: fixed error when drag-and-drop position after the last item
- ObservableList: added INotifyPropertyChanged implementation

- ObservableList: added ObserveItems field
- ObservableList: now allowed null items
- RangeSlider: now correctly works when enabled or disabled inside layout groups
- ResizableHeader: renamed to TableHeader with related class
- TableHeader: no more required IResizableItem implementation for the ListView.DefaultItem
- TableHeader: added GetColumnsOrder() and SetColumnsOrder() functions
- TableHeader: added DropIndicator support
- Sidebar: added prefab and styles support
- Spinner: now use InputField component instead of the inheritance
- Spinner: added TextMesh Pro support
- Switch: SetStatus() now does not invoke events for other Switches in the same group
- TextMesh Pro support: widgets created with default menu “UI / New UI Widgets / ...” if support enabled
- TextMesh Pro support: removed menu “UI / UIWidgets with TextMesh Pro / ...”
- TextMesh Pro support: added menu “Edit / Project / Settings / New UI Widgets / Import TextMesh Pro support package” to import TPro prefabs after update to new version
- Widget Generation: added ScriptableObject support
- Widget Generation: added Data Bind support
- Other: fixes related using instantiate with inited complicated widgets
- Other: “UIWidgets” in the menu replaced with “New UI Widgets” to match with the package name
- Other: Time used with animations can be controlled with Utilities.GetTime field (You can use own Time manager instead of the default Time.time)

15.28 Release 1.10.1

- ListView: added ScrollTo(item) and ScrollToAnimated(item) functions
- Paginator: added StopAnimation() function
- ListViewPaginator: fixed direction problem
- TreeView: added ScrollTo(node) and ScrollToAnimated(node) functions
- TreeView: added FindNode() function
- TreeView: now ScrollTo(..) and ScrollToAnimated(...) correctly work with node indentation
- Widget Generation: added interface types support
- Widget Generation: fixed property support

15.29 Release 1.10.0

- Added styles support (Styles folder, new styles can be created from context menu “Create / UIWidget - Style”)
- Added widget generation (context menu “Create / UIWidget - Widgets” on file with item class definition)
- Added DateTime, Time24 and Time12 widgets
- Added DateTimePicker and TimePicker widgets
- Added ColorPickerRangeHSV widget
- Added ColorsList widget to display list of the selected colors, should be used with ColorPicker or ColorPicker-Range.
- Added “Data Bind for Unity” support (requires Unity 5.6 or later)
- Added base ListView Picker class for the custom ListView
- Added base TreeView Picker class for the custom TreeView
- Added base drop support class for the custom TreeView
- Added base drop support class for the custom TreeView node
- Added assembly definitions
- Improvement: Drag can be canceled with Cancel button
- Accordion: added AllItemsCanBeClosed option
- Autocomplete: added GetInputFieldText() function
- Calendar: added DateMin and DateMax properties
- Calendar: added currentDateAsDefault option
- ColorPicker: added Hex block
- ColorPicker: added new palette mode HSVCircle
- ColorPickerRange: DefaultShader replaced with DefaultShaderHorizontal and DefaultShaderVertical
- Connectors: now works correctly with “Screen Space - Camera”
- EasyLayout: reduced memory allocations
- EasyLayout: EasyLayout namespace renamed to EasyLayoutNS to avoid problems with Unity 2018.2 and later
- Interfaces: IItemWidth, IItemHeight, IListViewItemHeight, IListViewItemWidth not used anymore
- ListView: added CenterTheItems property
- ListView: added overridable functions CanBeSelected() and CanBeDeselected()
- ListView: added LoopedList option
- ListView: added Interactable option
- ListView: added IsTable option (required to valid stylization)
- ListView and TileView: ListViewCustomWidth, ListViewCustomHeight, TileViewCustom and TileViewCustomSize replaced with ListViewCustom with List Type option
- ListViewCustomWidth: TItem now does not require IItemWidth implementation
- ListViewCustomHeight: TItem now does not require IItemHeight implementation
- ListViewDropIndicator: added styles support

- ResizableHeader: fixed resize on touch devices
- Sidebar: added OnOpeningStarted and OnClosingStarted, called when appropriated animation started
- other: prefabs in “Sample Assets” folder replaced with scenes
- other: “Standart Assets” folder renamed to “Scripts”
- other: “Sample Assets” folder renamed to “Examples”
- other: removed ListViewGameObjects prefab
- other: removed outdated prefabs and sprites
- other: namespace “UIWidgetsSamples” renamed to “UIWidget.Examples”

15.30 Release 1.9.3

- Accordion: now works with content with dynamically change size
- ListView’s, TileView’s, TreeView’s: added GetItemPositionMiddle()
- ListView’s, TileView’s, TreeView’s: added ScrollToPosition()
- ListView’s, TileView’s, TreeView’s: added ScrollToPositionAnimated()
- ResizableHeader: added ColumnEnable, ColumnDisable and ColumnToggle
- ResizableHeader: fixed problem with adding columns
- ResizableHeader: improvements

15.31 Release 1.9.2

- added TreeViewCustomNodeDragSupport
- added ScrollButtons
- Autocomplete: fixed problem with resizing
- Autocomplete: added SearchDelay and MinLength options
- ColorPicker: fixed incorrect display in linear colorspace
- ColorPicker: now click on palette or image will change color
- Draggable: added Horizontal and Vertical options
- Draggable: added Restriction option
- ListViewCustomDragSupport: added DeleteAfterDrop parameter
- ListView’s, TileView’s, TreeView’s: added SetContentSizeFitter parameter
- ListView’s, TileView’s, TreeView’s: added Navigation parameter
- ListView’s, TileView’s, TreeView’s: added IsVisible() function to check if item is visible
- ListView’s, TileView’s, TreeView’s: added animated scrolling to items - ScrollToTime() and ScrollToSpeed()
- ListView’s, TileView’s, TreeView’s: Multiple renamed to MultipleSelect
- RangeSlider: added RangeSliderType; it’s allow or disable handles overlay
- Resizable: fixed error with allowed directions

- Sidebar: added new animation type ScaleDownAndPush
- Spinner: fixed input parsing problem
- Splitter: added Mode option, so you can specify left and right targets, instead using previous and next siblings in hierarchy
- TreeView: added serialization support with `TreeNode<T>.Serialize()` and `TreeNode<T>.Deserialize()`
- TreeView: fixed error when deleting selected node with disabled `DeselectCollapsedNodes`
- TreeView: added `ExpandParentNodes()` and `CollapseParentNodes()` functions
- TreeView's `DefaultItem`: Filler renamed to `Indentation`
- Dialog, Notify, Picker, Popup: `Template()` renamed to `Clone()`

15.32 Release 1.9.1

- Fixed `CenteredSlider`
- Fixed missing links in prefabs
- Fixed demo scene

15.33 Release 1.9.0

- Added `AudioPlayer`
- Added `Calendar`
- Added `DatePicker`
- Added `DirectoryTreeView`
- Added `FileDialog`
- Added `FileListView`
- Added `FolderDialog`
- Added `PickerBool` (can be used as Confirmation dialog with Yes/No/Cancel options)
- Accordion: added `ResizeMethod` property
- Accordion: protected `Items` property replaced with public `DataSource` property with type `ObservableList<T>`
- Accordion: added `DisableClosed` option
- `ColorPicker`: added Image palette, you can use it to get colors from custom `Texture2D`. The texture must have the Read/Write Enabled flag set in the import settings, otherwise this function will fail.
- `ColorPicker`: fixed bug with wrong axes with Hue palette
- Drag&Drop: added generic classes `ListViewCustomDragSupport` and `ListViewCustomDropSupport`, using them to add Drag&Drop functionality for own `ListView`'s become more easily. Check `ListViewIconsDragSupport` and `ListViewIconsDropSupport` as reference (ignore `TreeNode` region).
- `EasyLayout`: fixed “dirty” scene bug when using `FitContainer` or `ShrinkOnOverflow`
- `ListView`'s: `DataSource` can be safely used from other threads
- `ListView`'s: added `GroupedListView` sample

- ListView's: added `.Select(int index, bool raiseEvents)` function, you can use it to select items without raising events
- ListView's: added Owner field to ListViewItem (base class for any DefaultItem), it contains link to parent ListView
- ListView's: you can implement `IViewData<T>` to DefaultItem component class to avoid overriding `ListView.SetData()` function
- ListView's: added virtual properties `Graphic[] GraphicsForeground` and `Graphic[] GraphicsBackground` to ListViewItem, you can them to specify graphics for coloring, instead overriding coloring functions
- Resizable: mark events as used
- SlideBlock renamed to Sidebar
- Sidebar: added new animation types Overlay (default), Push, Uncover, ScaleDown, SlideAlong, SlideOut, Resize
- Sidebar: added `AnimateWithLayout` option for Resize animation, use it if you need more than one Sidebar with Resize on same Content object
- Spinner: added `AllowHold` option, so you can disable increasing/decreasing value during pointer hold
- Switch: added `.SetStatus(bool value)`, you can change state without raising corresponding events
- TileView's: added `TileViewCustomSize`
- Tooltip: added `UnscaledTime` option
- TreeNode: added `RootNode` property, used to check if nodes belong to same tree
- TreeView's and TreeNode: Nodes type change from `IObservableList<TreeNode<TItem>>` to `ObservableList<TreeNode<TItem>>`
- TreeView: added `SelectedNodes` property
- TreeView: added `DeselectCollapsedNodes` property, enabled by default
- TreeView: added `.Node2Index(TreeNode<TItem> node)` function
- TreeView: added `.SelectNode(TreeNode<TItem> node)` and `.SelectNodeWithSubnodes(TreeNode<TItem> node)` functions
- TreeViewDataSource: fixed incorrect branch bug (thanks to Heiko Berres)
- ProgressBar: added `SpeedType` option

15.34 Release 1.8.5

- InputFieldProxy: properties `onValueChange`, `onValueChanged`, `onEndEdit` type changed to `UnityEvent<string>` and `get` only.
- ListView: now is possible change DefaultItem in runtime
- ListViewItem: now works without ImageAdvanced
- SlideBlock: added `Modal` property, if enabled SlideBlock will be closed on click outside SlideBlock
- Tabs: added `EnableTab` and `DisableTab` functions

15.35 Release 1.8.4

- Added ColorPickerRange - allow selecting color from a range of two colors.
- Fixed Combobox bug.

15.36 Release 1.8.3

- Added SelectableHelper - allow controlling additional Graphic component according to selection state of current gameobject. So you can control button background color with Button component and Button text color with SelectableHelper
- Added ListViewInt
- Added Picker - base class for creating own pickers
- Added PickerInt, PickerString, PickerIcons
- Added LayoutSwitcher
- SpinnerFloat - added property Culture, specified how the number will be displayed and how input will be parsed
- SpinnerFloat - added field DecimalSeparators, along with decimal separator within Culture determine valid decimal separators for input (Warning: incompatible types with different Unity versions - Unity 4.x use string[] and Unity 5.x use char[])
- Spinner, SpinnerFloat - fixed overflow exception
- Resizable - added corners directions for resize
- ListView's - added FadeDuration for colors change

15.37 Release 1.8.2

- EasyLayout - added Shrink on Overflow option
- EasyLayout - added CompactConstraint and CompactConstraintCount options
- Splitter - fixed problem with using more than one splitter with the same container
- Tabs - added prefab for left side Tabs
- Added ScrollRectRestrictedDrag
- TextMeshPro support available with separate unitypackage
- Beta: Added Connectors. Add SingleConnector or MultipleConnector to empty gameobject

15.38 Release 1.8.0

- Added ScrollRectPaginator
- Added ListViewPaginator
- Added Autocomplete
- Added Popup
- TreeView: added TreeViewDataSource component with nodes editor
- ListView's: added ScrollTo()
- EasyLayout: reduced memory allocation
- EasyLayout: added row/column constraint for Grid layout
- Tabs: added DefaultTabName property
- TreeNode: added Path property - return list of parent nodes
- TreeViewComponent: added OnNodeExpand property with Rotate (rotate toggle) and ChangeSprite (change toggle sprite) values
- Notify and Dialog: added Template() method, now you can use notifyPrefab.Template().Show(...) instead Notify.Template("template name").Show(...)
- CenteredSlider: added ValueMin, ValueMax and UseValueLimits. If UseValueLimits enabled then ValueMin <= Value <= ValueMax
- Tabs: added TabButtonComponent, use derived class with overridden SetButtonData() to control how tab name will be displayed. For TabsIcons you can use TabIconButton.
- Dialog: added DialogButtonComponent, use derived class with overridden SetButtonName() to control how button name will be displayed.
- Dialog: added DialogInfoBase, use derived class with overridden SetInfo() to control how info will be displayed.
- ListView's, TileView: added DropIndicator for Drag-and-Drop
- TileView: added TileViewScrollRectFitter, ScrollRect will be resized to display whole number of items.

15.39 Release 1.7.4

- Added Switch
- Resizable: added KeepAspectRatio property
- Tabs: added SelectedTab property
- Tabs: added OnTabSelect event
- Known problems: Accordion with EasyLayout and Canvas.PixelPerfect enabled in Unity 5.3 cause error "Trying to add (Layout Rebuilder for) {ObjectName} (UnityEngine.RectTransform) for layout rebuild while we are already inside a layout rebuild loop. This is not supported." in some cases. Workaround - use Vertical or Horizontal Layout Group instead EasyLayout.

15.40 Release 1.7.2

- Fixed errors in WinStore builds.
- IDropSupport: added DropCanceled method.
- DragSupport: added DragPoint property (empty gameobject on cursor/touch position), you can use it to attach custom gameobject with information about draggable object.
- ListViewIconsDragSupport, TreeViewNodeDragSupport: show information about draggable object.
- Tabs: added Tabs with icons.

15.41 Release 1.7.0

- Added Drag and Drop support.
- ComboboxCustom and ComboboxIcons: Added Multiselect support.
- ResizableHeader: Added drag column support.
- TreeViewItem: Added Tag property.
- SlideBlock: Optional support for children ScrollRect.
- Accordion: Added Direction.
- Accordion: Added support Horizontal Layout Group and Vertical Layout Group (Content Objects should have LayoutElement component).
- ListViews: Added limited support Horizontal Layout Group and Vertical Layout Group (you cannot change ListView direction in runtime).
- ObservableList: Added events OnCollectionChange (raised when items added, removed or replaced) and OnCollectionItemChange (raised when item in collection raise OnChange or PropertyChanged events).
- ObservableList: Added Comparison, ResortOnCollectionChanged, ResortOnCollectionItemChanged properties.
- TreeNode: Added Parent property. Now you can remove node from tree using Node.Parent = null or move node to another subtree Node.Parent = AnotherNode.

15.42 Release 1.6.5

- Added Resizable.
- Added Splitter.
- Added SlideBlock.
- Added ScrollRectEvents component with PullUp, PullDown, PullLeft, PullRight events (use it for refresh or load more options).
- ListViewCustom: Removed properties SelectedComponent and SelectedComponents.
- ObservableList: Now you can disable items observe in constructor.
- ListViewItem: Added MovedToCache function, called when item moved to cache, you can use it to free used resources.

- Added Table sample (ListViewCustom + ResizableHeader + Tooltip).
- TileView sample - added Resizable for TileView and TileViewItems and toggle direction.
- Bug fixes.
- Optimization.

15.43 Release 1.6.0

- ColorPicker
- For ListView, ListViewIcons, ListViewCustom, ListViewCustomHeight, TileView added support for ObservableList
- Items property marked obsolete but can be used.
- Added optional sequence parameters for Notify - notifications can be showed one by one, not only all at once like before.
- For ListViewIcons items and TreeView nodes added field LocalizedName, so now can be easily added localization support.
- **EasyLayout - Control Width, Max Width, Control Height, Max Height replaced with “Children Width” and “Children Height” with options:**
 - Do Nothing
 - Set Preferred - Set width/height to preferred, like Control Width/Height
 - Set Max from Preferred - Set width/height to maximum preferred width/height of items, like Max Width/Height
 - Fit Container - similar to “Child Force Expand” from Horizontal/Vertical Layout Group
- ListViewCustomHeight - implementation of IListViewItemHeight for components now optional, but you still can implement it for optimization purpose.

15.44 Release 1.5.0

- Added TileView
- Added TreeView
- Added ResizableHeader
- Direction option for ListView’s
- Value option for ListViewIcons items

15.45 Release 1.4.2

- Added ListViewCustomHeight (support items of variable heights)

15.46 Release 1.4.1

- Added CenteredSlider.

15.47 Release 1.4

- Added RangeSlider
- Added Accordion
- Bugfixes. Thanks to Nox from Purple Pwny Studios (<http://purplepwny.com>) for helping fix a mobile combobox bug.

15.48 Release 1.3

- Added ListViewIcons
- Added ComboboxIcons
- Added ListViewCustom
- Added ComboboxCustom

15.49 Release 1.2

- Added Dialog
- Added Draggable

15.50 Release 1.1

- Added Notify
- Added EasyLayout

15.51 Release 1.0

- Initial release