

# ButtonPro

Version: 1.0

## Introduction

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ButtonPro was created to save developers' time. Over many years of working as a Unity programmer, I noticed that I often ended up coding similar functionalities in every new project. One of those recurring tasks was creating and managing buttons. ButtonPro addresses this challenge by providing a robust, reusable, and highly customizable solution for button-related features, allowing developers to focus on what truly matters in their projects.

## Button vs ButtonPro

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- ButtonPro gives you individual control of many elements depending on the state of the button.
- Gives the possibility to choose when the "OnClick" event should take place - on pressing or releasing a button.
- More events
- Simple debug tool

ButtonPro provides unmatched control over **multiple** images and text elements used to create a button, offering state-based customization for each individually. Unlike a standard Unity Button, where a single image or text is tied to the button's appearance, ButtonPro allows you to assign **and modify multiple images and texts independently**. Each image or text can have its own unique properties for different button states (Normal, Highlighted, Pressed, Inactive), ensuring that your button can adapt dynamically to any design or interaction requirement. This makes ButtonPro ideal for creating complex and visually rich buttons without repetitive setup or extra scripts.

## Future Plans for ButtonPro

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- **Press-Button Animation:** The ability to add custom animations for button press events (WIP).
- **State-Specific Animations/Animators:** Support for assigning unique animations or animators for each button state (coming soon).
- **Press Sounds:** Integration of sound effects for button presses, customizable per state (coming soon).
- **Focus State:** Additional focus state functionality for enhanced accessibility and interactivity (coming soon).
- **Set Text via Code:** A method to update specific text components directly through code, such as `ButtonPro.SetText(index, stringValue)`, eliminating the need for creating additional references (WIP).

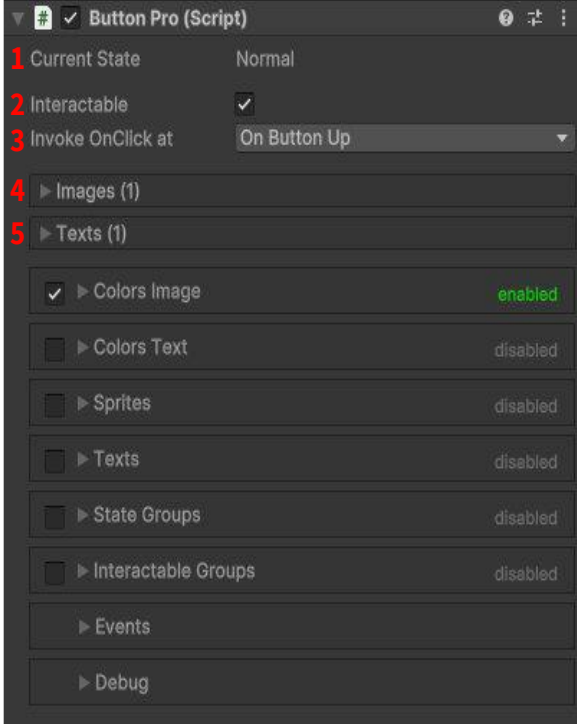
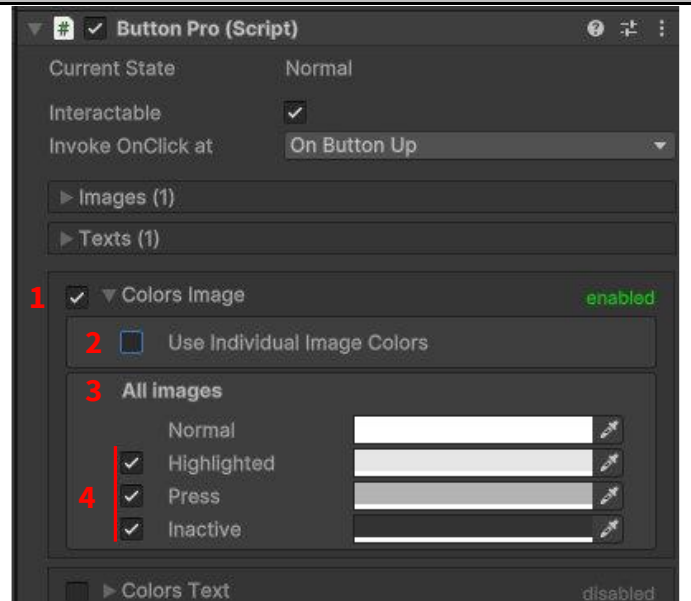
## Installation

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1. Download the ButtonPro package from the Unity Asset Store.
2. Import the package into your Unity project via the Unity Package Manager.
3. Once imported, the ButtonPro scripts will be available in your project.

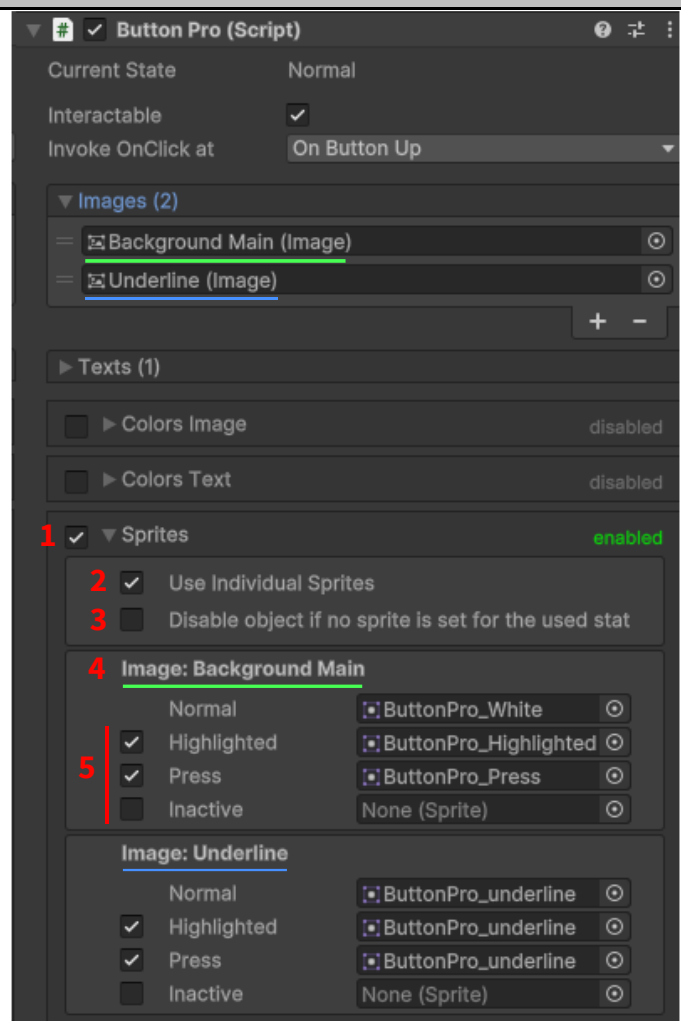
# Features

ButtonPro offers several features to manage your button.

Basic			
1.	Current State	Shows the current status at the button	
2.	Interactable	Enables or disables the button's functionality – just like a normal Button	
3.	Invoke OnClick at	Decides when it triggers the "OnClick" event. <b>OnButtonUp</b> or <b>OnButtonDown</b>	
4.	Images List	Images list reference	
5.	Texts	Texts list reference	
Tab: Color Image			
1.	Color Image	Enables or disables color change functionality for images	
2.	Use Individual...	Use individual colors for each image	
3.	All images or {image obj. name}	It tells you for which object you are currently modifying.	
4.	Checkbox	Defines in which state the change will occur	

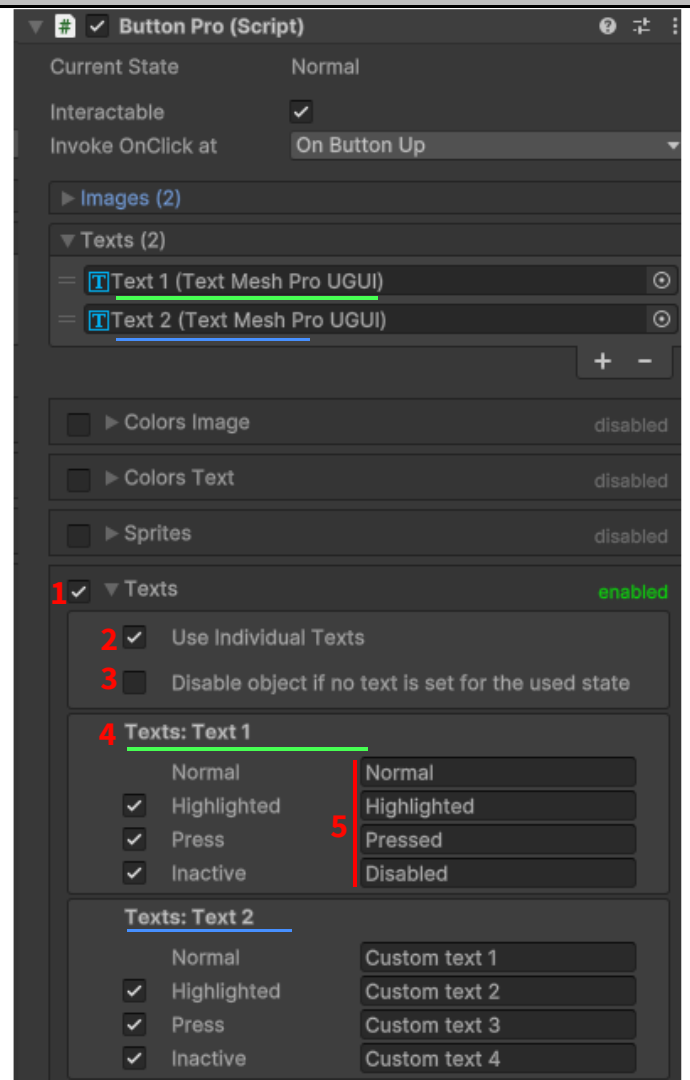
## Tab: Sprites

1.	Sprites	Enables or disables change sprite functionality for images
2.	Use Individual...	Use individual sprite for each image
3.	Disable object if ...	Turns off the object if the state <b>IS ENABLED</b> but there is no sprite object assigned.
4.	All images or {image obj. name}	It tells you for which object you are currently modifying.
5.	Checkbox	Defines in which state the change will happen



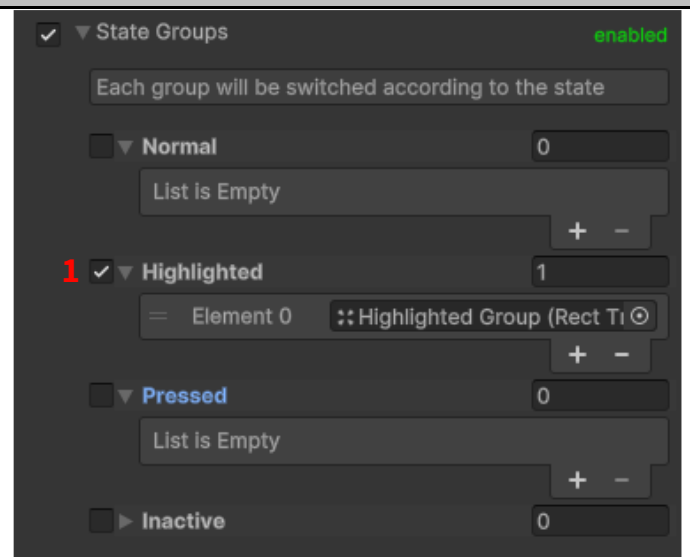
## Tab: Texts

1.	Texts	Enables or disables change text functionality for text
2.	Use Individual...	Use individual text for each text
3.	Disable object if ...	Turns off the object if the state <b>IS ENABLED</b> but there is no text (empty or white string)
4.	All texts or {text obj. name}	It tells you for which object you are currently modifying.
5.	Texts	Defines what text will appear in the modified text in a given state.



## Tab: State Groups

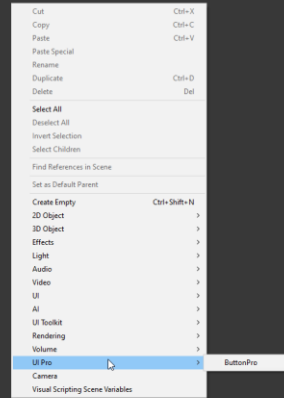
1.	Here you create groups of objects to activate when a button enters a given state. <b>Remember</b> - if the button exits a given state it <b>disables</b> these objects.
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# Usage Example

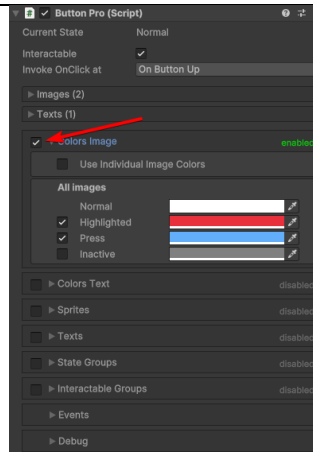
## To create a new ButtonPro:

1. Navigate to GameObject > UI Pro > ButtonPro



## To create a button with state-specific colors:

1. Create ButtonPro.
2. Enable 'Colors Image' in the inspector.
3. Define colors for each state in the 'Image Colors' list.

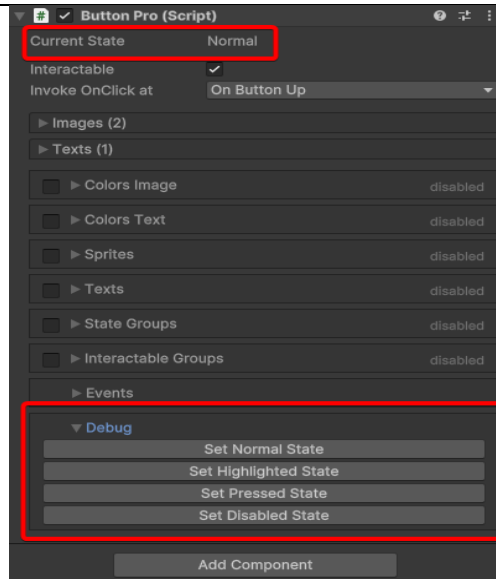


# Debugging and Testing

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ButtonPro includes debug tools in the inspector for testing button states.

Use the debug buttons to set the button to Normal, Highlighted, Pressed, or Inactive states during development.



## FAQ

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Q: Can I use ButtonPro without DOTween?

A: Yes, ButtonPro works without DOTween, but animation features will be disabled.

Q: How do I add additional images or texts?

A: Use the Inspector to add references to the 'Images' or 'Texts' lists in the ButtonPro component.

Q: Why does my ButtonPro not react to clicks?

A: Ensure the 'Interactable' property is enabled and a Image component has enabled “Raycast Target”.

## Additional Information

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For more detailed information, refer to the included source code and comments. Ensure