Documentation
Woo Panels v1.0

Introduction

Basics

Each panel has its own animator (Animator Controller) and script (WooPanel, or inherited type). When new panel is created *Default Panel Controller* is automatically attached to the panel and *WooPanel* script is attached to the appropriate game object.

Animation

There are two types of animations:

1. Mirrored - You set up only one animation clip called “PanelOpened”. It will be played backwards when the panel will start closing.
2. Separate - You set up “PanelOpened” and “PanelClosed” separately.

TIP 1: You can switch between mirrored and separate controller at any time by pressing a button on the panel script inspector.
TIP 2: When you switch to Separate mode from Mirrored mode, the previous “Panel Opened” animation is saved and “Panel Closed” is created based on the “Panel Opened” but reversed. This is useful when you want to have closing animation slightly different from the opening one.

Scripting

In order to start creating custom scripts you need to press Create “YouPanelName.cs” button in the WooPanel inspector. Script will be created and attached to the game object automatically.

Panel Types

There are two types of panels:

1. Dependent - will close other dependent siblings when opened.
2. Independent - will not close and won’t be closed by siblings. Useful for popups.

Child/Parent Panels

When you create panels they are usually either siblings or childrent/parents.

Opening

You can configure whether you want to open the panel with child or with parent.

1. **With Parent** - will open panel whenever the parent panel is opened.
2. **Witch Child** - will open panel whenever the child panel is opened.

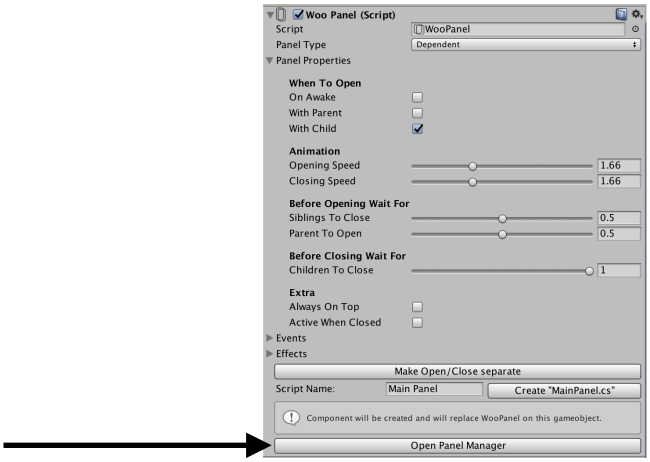
Closing

When you close panel - children of that panel are closed automatically. You can configure and experiment with how long children wait for parents before they start to close in the panel inspector.

Editor

Panel Manager Window

1. To open window press on one of the buttons pointed below.



☑ Woo Panel (Script)

Script	WooPanel
Panel Type	Dependent

Panel Properties

When To Open

On Awake	□
With Parent	□
With Child	☑

Animation

Opening Speed	1.66
Closing Speed	1.66

Before Opening Wait For

Siblings To Close	0.5
Parent To Open	0.5

Before Closing Wait For

Children To Close	1

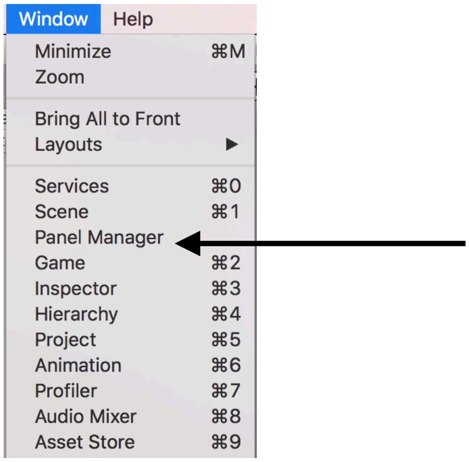
Extra

Always On Top	□
Active When Closed	□

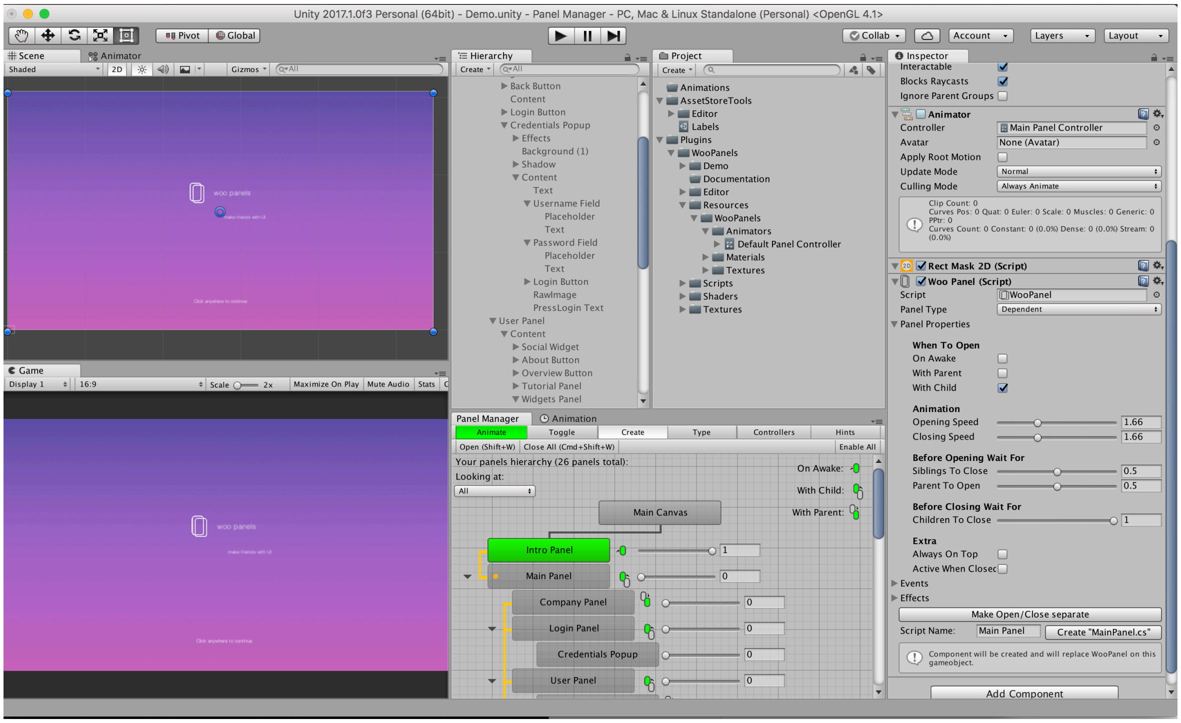
Events

Effects

Component will be created and will replace WooPanel on this gameobject.



2. **Recommended** windows layout. This allows you to easily access Panel Manager, Scene, panel properties in the Inspector and Animation window and well as Project



3. Basic functionality of Panel Manager Window

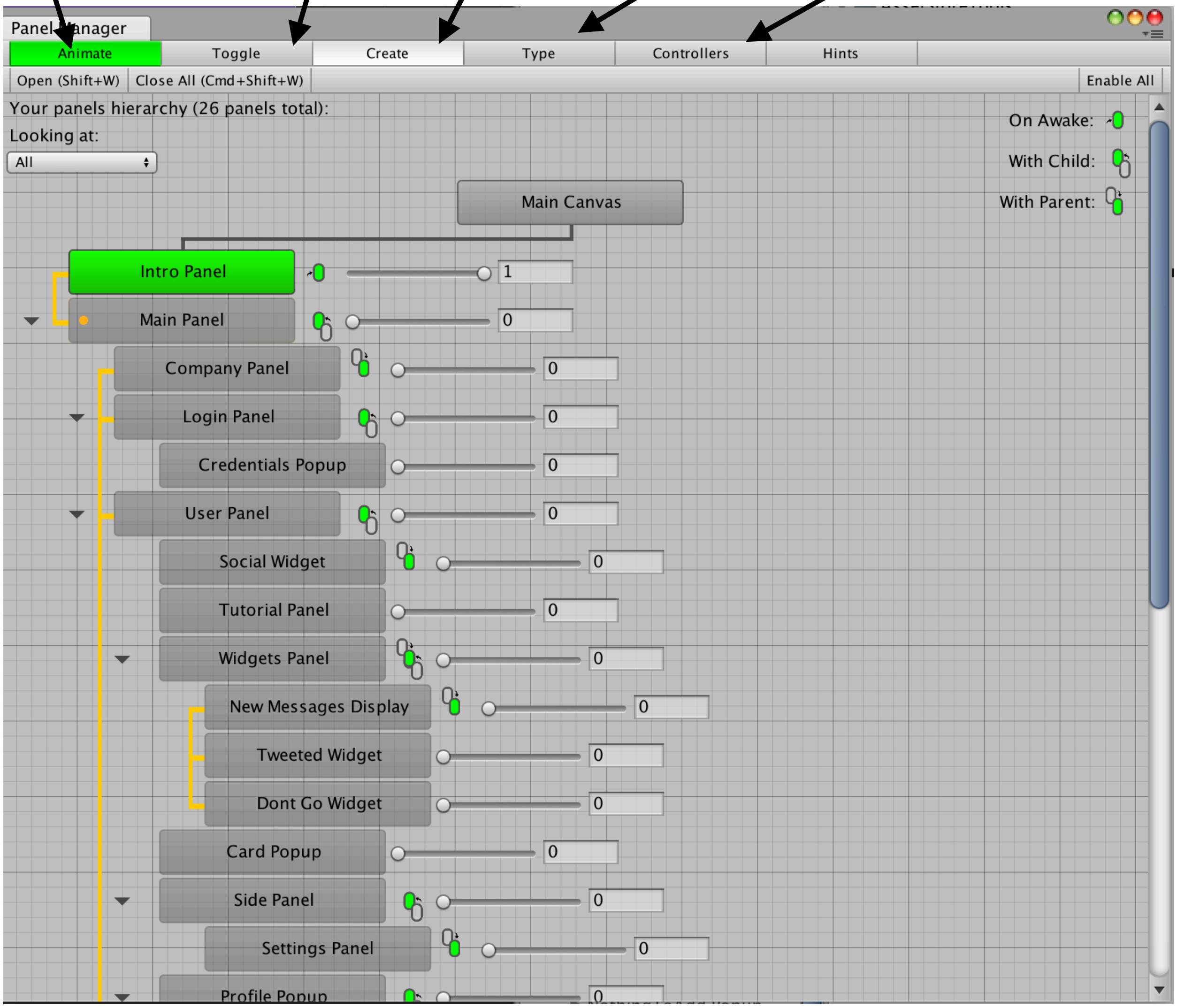
Animate mode - animations will be played while in Editor even if application is not

Toggle mode - when you click on panel button, it will automatically toggle it.

Show panel type

Create mode - shows Create Child/Create Sibling buttons

Show Animator Controllers



Your panels hierarchy (26 panels total):

Looking at: All

Intro Panel	1
Main Panel	0
Company Panel	0
Login Panel	0
Credentials Popup	0
User Panel	0
Social Widget	0
Tutorial Panel	0
Widgets Panel	0
New Messages Display	0
Tweeted Widget	0
Dont Go Widget	0
Card Popup	0
Side Panel	0
Settings Panel	0
Profile Popup	0

Scripting

Namespace

1. Make sure you include Wooplex.Panels namespace.
    1. using Wooplex.Panels;

Wooplex.Panels.PanelManager

1. PanelManager is the singleton that allows you to control your WooPanels from code.

Methods

1. public static T GetPanel<T>(Transform transform) where T: WooPanel
   - Returns first panel of type T
2. public static T[] GetPanels<T>() where T : WooPanel
   - Returns all panels of type T
3. public static T[] GetPanelInChildren<T>(Transform transform) where T: WooPanel
   - Returns first panel of type T in transform or any of its children.
4. public static T[] GetPanelsInChildren<T>(Transform transform) where T: WooPanel
   - Returns all panels of type T in transform or any of its children.
5. public static T Open<T>() where T: WooPanel
   - Opens first found panel of type T and returns that panel.
6. public static WooPanel Open(WooPanel panel)
   - Opens panel and returns it.
7. public static T Close<T>() where T: WooPanel
   - Closes first found panel of type T and returns that panel.
8. public static WooPanel Close(WooPanel panel)
   - Closes panel and returns it.
9. public static T Toggle<T>() where T: WooPanel
   - Toggles first found panel of type T and returns that panel.
10. public static WooPanel Toggle(WooPanel panel)
    - Toggles panel and returns it.
11. public static bool IsOpen<T>() where T: WooPanel
    - Returns true if panel is open.

Wooplex.Panels.WooPanel

WooPanel is a base class for all of the panels. Every panel is inherited from this class.

Methods

1. public void Open()
   - *Opens panel*
2. public void Close()
   - *Closes panel*
3. public void Trigger()
   - *Triggers panel*
4. public void IsOpened()
   - *returns true if panel is opened*
5. public void IsOpening()
   - *returns true if panel is opening*
6. public void IsClosed()
   - *returns true if panel is closed*
7. public void IsClosing()
   - *returns true if panel is closing*

Messages

1. void OnInit()
   - *Is called at the beginning of the panel lifecycle. Should be used instead of Awake()*
2. void OnOpen()
   - *Is called every time the panel starts opening.*
3. void OnOpenEnd()
   - *Is called every time the panel finishes opening (finishes playing animation).*
4. void OnClose()
   - *Is called every time the panel starts closing.*
5. void OnCloseEnd()
   - *Is called every time the panel finishes closing (finishes playing closing animation).*
6. void PanelUpdate()
   - *Same as regular Update(), except called only when the panel is opened or is opening.*