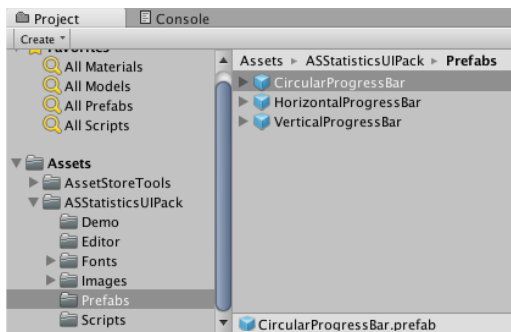


Statistics UI Pack – Documentation

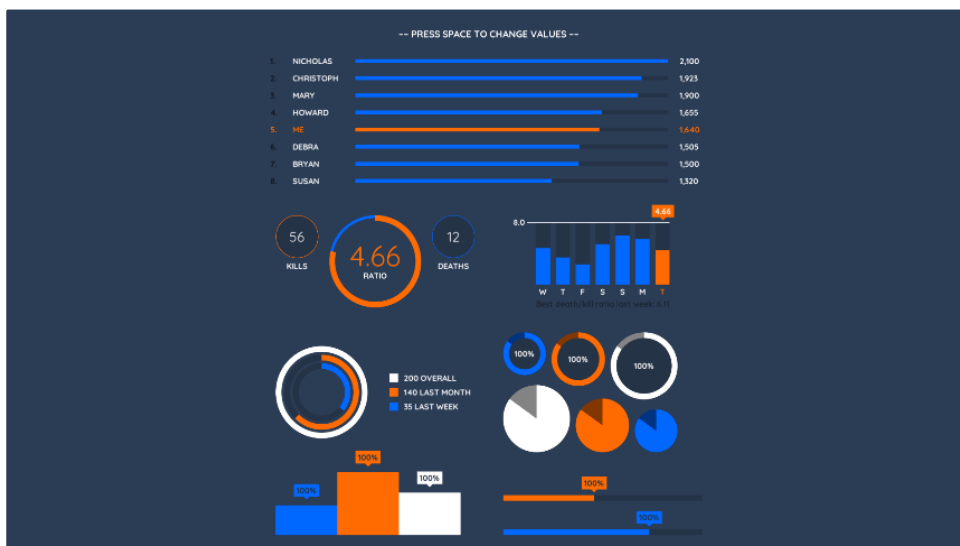
The *Statistics UI Pack* provides a set of flat & clean UI elements to display data visually. In this documentation you will see how to add an element to your user interface using Unity's built-in uGUI system.

Step 1: Create a new progress bar

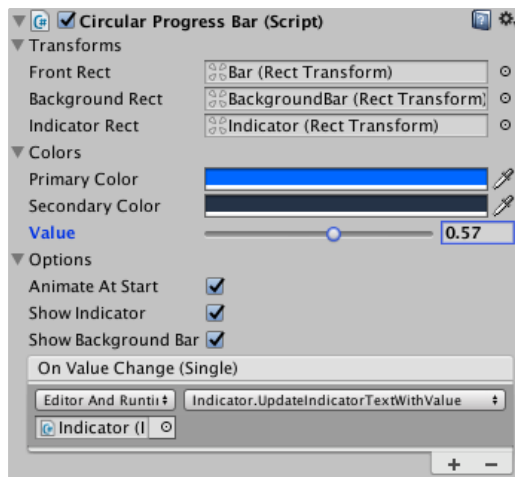


In the folder *ASStatisticsUIPack* you'll find a subfolder called *Prefabs*. Inside there are three different kinds of progress bars you can choose from. Pick one and add an instance to your scene by simply dragging and dropping it into the scene hierarchy window.

Make sure that there's a canvas object in the scene which is a parent of your newly created progress bar. The screenshot below shows a demo scene of the three different types of progress bars in action. They can be modified in any way you like.



Step 2: Modifying a progress bar



Once you have created a new progress bar element it's time for manipulating the properties. I have picked the circular progress bar but you can also choose from one of the other types. They all share the same properties.

The section "Transforms" is only important if you want to change the appearance of your progress bar. In the demo scene which is included in this package you can see how to achieve different looks and many more to satisfy your needs.

In the section "Colors" you can change the color of the progress bar itself ("Primary Color") and its background ("Secondary Color").

The property "Value" which ranges from 0.0 to 1.0 represents the actual progress.

Under the section "Options" you will find additional properties like "Animate At Start", "Show Indicator" and "Show Background Bar" which should be self-explanatory.

"OnValueChanged" is a *UnityEvent* you can add a non persistent listener to. The callback will be invoked immediately when the value of the progress bar element changes.

Note

You can access all the properties mentioned above programmatically.

Contact & Support

If you have any troubles regarding this asset or any suggestions please do not hesitate to contact me (andre_vgm@gmail.com).