

Swipe SlideShow

1 Description

Last version: 1.4

With this script you can quickly make simple presentation from slides of any subject. The endless swipe system allow to moving the slides in any direction (left|right or up|down) without limits.

[Web GL Demo](#)
[Download apk demo](#)

[Video Tutorial ver 1.0\(old\)](#)

[Video Tutorial ver 1.2](#)

Features:

- Infinity swiping to any direction.
- Easy swipe settings.
- Auto-resize in depends of display resolution.
- Win/android/ios/web platforms.
- Example demo scene included.

Version 1.1 changes:

- Code optimization.
- Autosliding.
- Image loading by one button.
- Horizontal or vertical swipe modes.
- No events back timer available.

Version 1.2 changes:

- Next/Prev buttons navigation.
- Bugs fix.
- Images and buttons sliding.

Version 1.3 changes:

- Added new Slide type - RawImage (UI canvas).
- Sound control for each slide and background sound.
- Buttons and autosliding code optimization.
- New public methods for button control from ui canvas.

Version 1.4 changes:

- Loading images from web url now.
- Special tap events from script.
- More control for aspect ratio and auto resize system.
- Touch zone control for raw image type.
- New demo scene.

2 Quick instruction

1. Create empty gameobject on the scene, set gameobject's name - "menu". Add **BaseMenu** component to this gameobject.
 2. Create empty gameobject on the scene. Add **SwipeEffect** component.
 3. In **SwipeEffect** component add pictures in images array.
 4. In **BaseMenu** add link to created **SwipeEffect** component in point 2. (see in video tutorial how it make faster)
 5. In **BaseMenu** set BtnColumn = 1, BtnRow = 1. (We have only one **SlideShow**, therefore we set one button in menu)
 6. Click on PIE button.
 7. In the **BaseMenu** make reposition and resize buttons at its discretion. (use copy/past component settings)
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3 Usage

3.1 Import the Unity Package "Swipe SlideShow"

Assets > Import Package > Select **SwipeSlideShow.unitypackage**

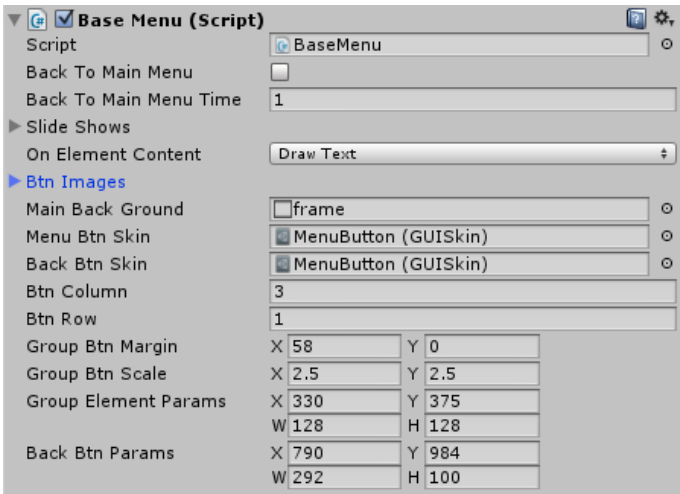
Or double click on the **SwipeSlideShow.unitypackage** in your browser.

3.2 Script preparation

You can open demo scene: "**Demo.unity**" and look how does it work.

Or use **SwipeEffect.cs** and **BaseMenu.cs** scripts for own scene. Simply add **SwipeEffect.cs/BaseMenu.cs** onto the gameobjects.

3.2.1 BaseMenu component



Back To Main Menu - return to main menu by **Back To Main Menu Time**.

Back To Main Menu Time - wait time before main menu return.

SlideShows - array with categories of images. Add your **SwipeEffects** links here. (see in video tutorial how it make faster)

On Element Content - which type to draw on an element/btn.

Also you can draw on buttons menu own icons (**Btn Images**) or slideshow names (**SlideShowNames** in **SwipeEffect.cs**) or nothing.



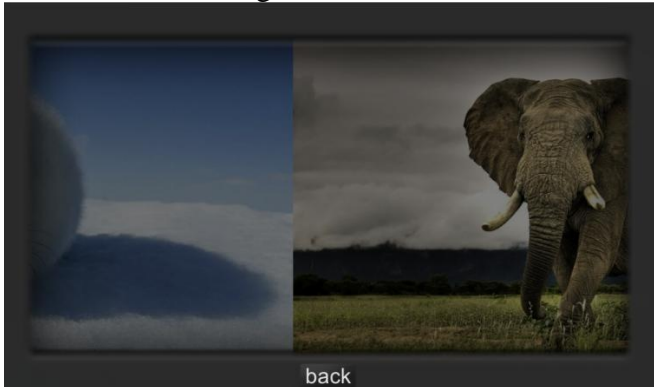
MainBackGround - draw own back fon texture.

General button style set up with **MenuBtnSkin** and **BackBtnSkin**.

BtnColumn, **BtnRow** - this parameters allow to change number of buttons in menu.

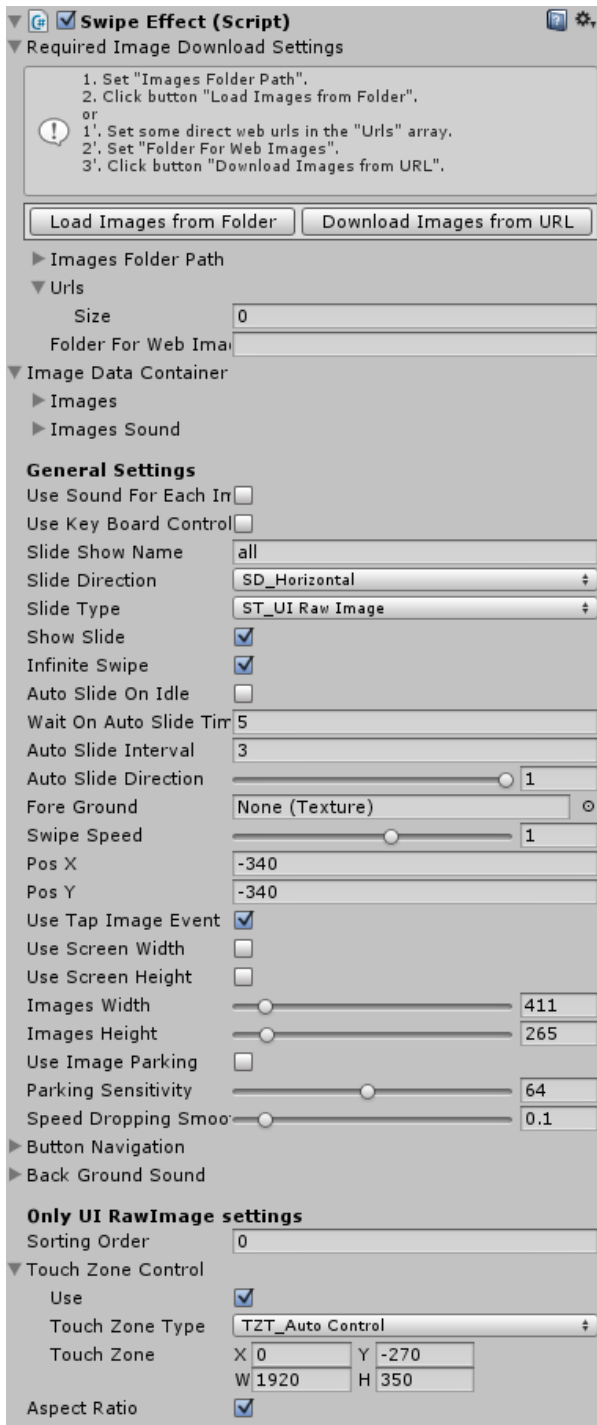
See example on screenshot below (**BtnColumn** = 4, **BtnRow** = 2)

Back button drawing if user selected the slideshow. (see on screenshot below)



The other parameters allow to control the buttons size and position.

3.2.2 Swipe Effect component



3.2.2.1 Image Loading from Folder

Firstly add in **Images** array own pictures. There are two ways to do this.

1) Set in **Images Folder Path** size filed to 1(or more).

2) Write the folder path name to images in the text filed.

3) Click to the "**Load Images from Folder**" button.

Second way is manual editing "**Images**" array in the Image Data Container.

After addition images, you can see how it work in game if set **ShowSlide** is true. (In game by default **ShowSlide** value is false, and setting to true if user chooses this slideshow in the menu)

3.2.2.2 Image Loading from URLs

1) Write the folder path name for images in the text filed in the **Folder For Web Images**.

2) Set in **Urls** filed to 1(or more).

3) In the urls array write direct link to image. (For example:
http://images.earthcam.com/ec_metros/ourcams/fridays.jpg)

4) Click to the "**Download Images from URL**" button.

3.2.2.3 Swipe Effect parameters (General Settings)

Use Sound For Each Image – activate sound event for each image switching.

Use Key Board Control - support keyboard arrow and gamepade control(experimental)

SlideShowName - this name you can see on the buttons in the BaseMenu scene if **UseSlideShowNames=true**.

Slide Direction - in version 1.1 you can slide images to Up/Down or Left/Right directions.

Slide Type - you can set image type (**ST_Image(DEPRICATED)** | **ST_UIRawImage**) or button type (**ST_Button**).

Show Slide – active or deactivate slideshow.

Infinite Swipe – swipe images in a circle.

Auto Slide On Idle - set to true, if you want automatic sliding when no touches/clicks. (Control parameters: **Wait on Auto Slide Time**, **Auto Slide Interval**, **Auto Slide Direction** (-1 or 1 value))

Foreground - texture will draw under slide images.

Swipe Speed - speed of swiping.

PosX | PosY – position offset by X|Y for each button|image.

Use Screen Height - use screen height for each image in slideshow.

Use Screen Width - use screen width for each image in slideshow.

UseParkingSystem - when is no touch/click, this system moving current slide to the edge of screen in the direction of last swipe.

Button Navigation – the category of parameters for setting up tow button. This buttons can slide images/buttons by next or previous position.

Draw Next Prev Btns – to draw navigation buttons or not.

Btn Skin – the special gui skin for buttons.

Group Pos – the common button position on screen.

Next|Prev Btn category

UI Element Rect - set button position.

Use screen size – the button size as screen size.

Draw Texture – to draw texture on button.

Draw Text – to draw text on button.

Draw Data Type - set data type to draw: texture or text.

Event String - for special event actions by this button.

Back Ground Sound – will play sound if **Slide Show** is true.

Use Sound – activate using background sound.

Sound – audio clip source.

Sound Volume – sound loudness.

Loop – repeat effect.

3.2.2.4 Swipe Effect parameters (Only UI RawImage settings)

Sorting Order - it is **Order in Layer** param from **Canvas** component.

Touch Zone Control

Touch Zone Type (Manual control) – use touch zone for control.

Touch Zone Type (Full Screen) – touch is everywhere.

Touch Zone Type (Auto Control) – touch only on sliding image.

Touch Zone – set position and size.

Aspect Ratio – on/off auto aspect ratio.

4 The useful public methods

void SlideButtonAction (int index);	If you choose the ST_Button slide type, you can use this special event method. In this method you can write own action for each button by index.
void StopSliding (bool bStop);	Force stop or start slide effect. Buttons navigation can work in all cases
void ForceReturnToStart () and void ForceSmoothReturnToStart ()	To return to the first image in array.
int GetCurrentImageCounter ()	This method is return current slider image counter. For example, if user will swipe to the second image, this method return integer 1. (Counter starts by zero)
void ButtonSlide (int direction)	direction = 1 – will slide to the right direction up. direction = -1 – will slide to the left down.
void AddImage (Texture[] textures, int indexAt)	Insert images in current slideshow at index.
void AddImage (Texture[] textures, bool bReplace)	Add images or replace images.
void AddImages (Texture[] textures, SlideShowSound[] slideShowSounds, int indexAt)	Add, insert images and sounds in current slideshow
void AddImages (Texture[] textures, SlideShowSound[] slideShowSounds, bool bReplace)	Add or replace images and sounds in current slideshow
void RemoveImage (int index)	Remove image by index.
void ResetSlideShow ()	Reset parametres and return to first image.
Interface bool DrawButtonNavigation	Switch On/Off old GUI.Button rendering
Interface bool AutoSlideOnIdle	Switch On/Off auto sliding on idle
Interface bool UseScreenWidth	Switch On/Off use screen width size for images
Interface bool UseScreenHeight	Switch On/Off use screen height size for images
Interface bool SlideShowName	Return slide show name
Event TapImageEvent ()	Event if useTapImageEvent=true
int ActiveSliding ()	return number of image at screen center
Float PosOffsetX, PosOffsetY	Set & Get additional pos offset

5 Additional Info

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