Simple Expandable Progress Bar

Using

Just drop prefabs into your canvas on scene. Use "setProgress(int progress)" and getProgress() public methods of ProgressBar component for your needs.

Additional methods:

It possible to change maximum of progress bar, change color of progress, set text size, set text around progress count and add objects that implements onCompleteListener to progress bar, for best using the progress bar.

Possible methods:

- int getProgress()
- void setProgress(int progress)
- void setProgress(int percents, bool smooth) - sets progress smoothly for time previously set in inspector
- string getAddictionalText() - returns text placed before progress count
- Builder methiods(returns progressBar)
  - setAddictionalText(string text) - sets text placed before progress count
  - setColor(Color c)
  - setTextSize(int size)
  - setAfterText(string text) - sets text placed after progress count
  - setMax(int max)
  - addListener(OnCompleteListener listener) - add object implements OnCompleteListener for notificate it if reach maximum of progress
  - removeListener(OnCompleteListener listener)

Animated appearing (by default it's already done):

For appearing progress bar on screen just add ProgressBarAppearing.cs script to progress bar end setup it in ispector. It possible to animate size, fillamount and color of progressbar. For change fillamount type, change it for background child-object.

Way to expand:

Just change images of background and progress child-objects of progress bar if you want to use your graphics. Inherit your own progress bar class from ProgressBar.cs and create your own progress bar based on this. Just override virtual methods you want to change, for example calculateProgress() that defines how progress bar set the progress.

The package already contains ColoredProgressBar.cs, that inherited from ProgressBar.cs and change color from one to another by progress growing, and animate the progress count number if progress bar completed.

Example:

Package contains example scene with test script attached to canvas. It can demonstrate different ways of using Universal Expandable Progress Bar.

Keys:

- W - set all progress bars to 100
- S - set all progress bars to 0
- A - print progress to console
- D - demonstrate runtime changing the progressbar
- Q - add listener to green progress bar
- E - remove listener from green progress bar

COIL
SOFTWARE