

Swipe Menu

1.0

Generated by Doxygen 1.8.10

Sun Sep 13 2015 18:57:10

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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

DemoSceneSwitcher	Switches between demo scenes when enter key pressed.	9
ExampleCharacterSelector	A simple example script. Updates text in the demo to show a menu item has been selected. . .	9
ExampleMenuAudioPlayer	Plays an audio clip on menu selection.	10
SwipeMenu.Menu	The main menu class. Handles updating the menus position.	11
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SwipeMenu.SubMenuItem	Attach to any sub-menu item. See Multiple Menu example scene for usage.	16
SwipeMenu.SwipeHandler	Handles swiping and flicking. Includes mouse and mobile support.	16
SwipeMenuAudioPlayer	Used in the audio player test scene. Plays and stops audio clips on menu button presses. . . .	18
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Chapter 4

Namespace Documentation

4.1 SwipeMenu Namespace Reference

Classes

- class [Menu](#)
The main menu class. Handles updating the menus position.
- class [MenuItem](#)
Attach to any menu item.
- class [SubMenuItem](#)
Attach to any sub-menu item. See Multiple [Menu](#) example scene for usage.
- class [SwipeHandler](#)
Handles swiping and flicking. Includes mouse and mobile support.
- class [TouchHandler](#)
Handles touches seperate from swipes. Supports mouse and mobile touch controls. If a menu item is selected and isn't centred, then the menu item is animated to centre. If a menu item is centred than its [MenuItem.OnClick](#) is invoked.

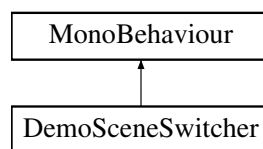
Chapter 5

Class Documentation

5.1 DemoSceneSwitcher Class Reference

Switches between demo scenes when enter key pressed.

Inheritance diagram for DemoSceneSwitcher:



Public Attributes

- int **numberOfScenes** = 3

5.1.1 Detailed Description

Switches between demo scenes when enter key pressed.

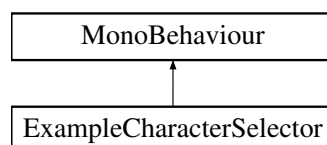
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/Demo Scripts/DemoSceneSwitcher.cs

5.2 ExampleCharacterSelector Class Reference

A simple example script. Updates text in the demo to show a menu item has been selected.

Inheritance diagram for ExampleCharacterSelector:



Public Member Functions

- void **Select** (string name)

Public Attributes

- Text **text**

5.2.1 Detailed Description

A simple example script. Updates text in the demo to show a menu item has been selected.

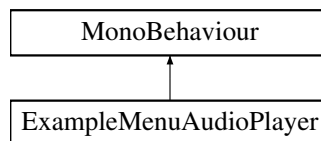
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/Demo Scripts/ExampleCharacter↔ Selector.cs

5.3 ExampleMenuAudioPlayer Class Reference

Plays an audio clip on menu selection.

Inheritance diagram for ExampleMenuAudioPlayer:



Public Member Functions

- void **PlayClip** (AudioClip clip)
Plays the specified clip.
- void **StopClip** ()
Stops all currently playing audio instances.

5.3.1 Detailed Description

Plays an audio clip on menu selection.

5.3.2 Member Function Documentation

5.3.2.1 void ExampleMenuAudioPlayer.PlayClip (AudioClip clip)

Plays the specified clip.

Parameters

<i>clip</i>	Clip.
-------------	-------

5.3.2.2 void ExampleMenuAudioPlayer.StopClip ()

Stops all currently playing audio instances.

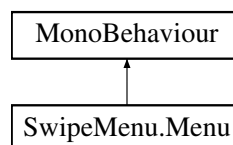
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/Demo Scripts/ExampleMenuAudioPlayer.cs

5.4 SwipeMenu.Menu Class Reference

The main menu class. Handles updating the menus position.

Inheritance diagram for SwipeMenu.Menu:



Public Member Functions

- void [MoveLeftRightByAmount](#) (int amount)
Moves whole menu left/right based on amount parameter.
- void [AnimateToTargetItem](#) ([MenuItem](#) item)
Animates to target [MenuItem](#) using iTween.
- void [Constant](#) (float amount)
Provides a direct/constant movement by the specified amount. Not animated. Used for swipes that are not classed as flicks.
- void [Inertia](#) (float amount)
Moves the specified amount with inertia using iTween. Used for flicks.
- void [LockToClosest](#) ()
Finds [MenuItem](#) closest to centre and animates that [MenuItem](#) to centre.
- bool [MenuCentred](#) ([MenuItem](#) item)
Returns true if the specified menu item is centred.
- void [HideMenus](#) ()
Disables all menu items.
- void [ShowMenus](#) ()
Enables all menu items.
- void [ActivateSelectedItem](#) ([MenuItem](#) item)
Invokes the OnClick event for the specified menu item. Invokes the OnOtherMenuClick for all menus that are not selected.

Public Attributes

- int `startingMenuItem` = 1
The starting menu item.
- float `menuItemAngle` = 50.0f
The angle of menu items that are not centred.
- float `distanceBetweenMenus` = 1.0f
The distance between menus. Distance between menus must be divisible by 0.5f. This is clamped in the Awake function.
- float `distanceBetweenSelectedMenuAndOthers` = 0.5f
Moves the centred menu closer to the camera. Provides an offset between centred menu and background menus.
- `MenuItem[]` `menuItems`
The menu items. The items are audto parented to this transform.

Properties

- static `Menu instance` [get]
Returns an instance of `Menu`. Provides centralised access to class form any script.

5.4.1 Detailed Description

The main menu class. Handles updating the menus position.

5.4.2 Member Function Documentation

5.4.2.1 void SwipeMenu.Menu.ActivateSelectedItem (MenuItem item)

Invokes the OnClick event for the specified menu item. Invokes the OnOtherMenuClick for all menus that are not selected.

Parameters

<i>item</i>	Item.
-------------	-------

5.4.2.2 void SwipeMenu.Menu.AnimateToTargetItem (MenuItem item)

Animates to target `MenuItem` using iTween.

Parameters

<i>item</i>	Item.
-------------	-------

5.4.2.3 void SwipeMenu.Menu.Constant (float amount)

Provides a direct/constant movement by the specified amount. Not animated. Used for swipes that are not classed as flicks.

Parameters

<i>amount</i>	Amount.
---------------	---------

5.4.2.4 void SwipeMenu.Menu.HideMenus ()

Disables all menu items.

5.4.2.5 void SwipeMenu.Menu.Inertia (float *amount*)

Moves the specified amount with inertia using iTween. Used for flicks.

Parameters

<i>amount</i>	Amount.
---------------	---------

5.4.2.6 void SwipeMenu.Menu.LockToClosest ()

Finds [MenuItem](#) closest to centre and animates that [MenuItem](#) to centre.

5.4.2.7 bool SwipeMenu.Menu.MenuCentred (MenuItem *item*)

Returns true if the specified menu item is centred.

Returns

true, if centred was menued, false otherwise.

Parameters

<i>item</i>	Item.
-------------	-------

5.4.2.8 void SwipeMenu.Menu.MoveLeftRightByAmount (int *amount*)

Moves whole menu left/right based on amount parameter.

Parameters

<i>amount</i>	Amount.
---------------	---------

5.4.2.9 void SwipeMenu.Menu.ShowMenus ()

Enables all menu items.

5.4.3 Member Data Documentation

5.4.3.1 float SwipeMenu.Menu.distanceBetweenMenus = 1.0f

The distance between menus. Distance between menus must be divisible by 0.5f. This is clamped in the Awake function.

5.4.3.2 float SwipeMenu.Menu.distanceBetweenSelectedMenuAndOthers = 0.5f

Moves the centred menu closer to the camera. Provides an offset between centred menu and background menus.

5.4.3.3 float SwipeMenu.Menu.menuItemAngle = 50.0f

The angle of menu items that are not centred.

5.4.3.4 MenuItem [] SwipeMenu.Menu.menuItems

The menu items. The items are audto parented to this transform.

5.4.3.5 int SwipeMenu.Menu.startingMenuItem = 1

The starting menu item.

5.4.4 Property Documentation

5.4.4.1 Menu SwipeMenu.Menu.instance [static], [get]

Returns an instance of [Menu](#). Provides centralised access to class form any script.

The instance.

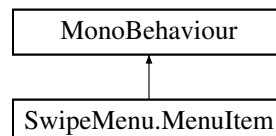
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/_SwipeMenu/Menu.cs

5.5 SwipeMenu.MenuItem Class Reference

Attach to any menu item.

Inheritance diagram for SwipeMenu.MenuItem:



Public Attributes

- Button.ButtonClickedEvent [OnClick](#)
The behaviour to be invoked when the menu item is selected.
- Button.ButtonClickedEvent [OnOtherMenuClick](#)
The behaviour to be invoked when another menu item is selected.

5.5.1 Detailed Description

Attach to any menu item.

5.5.2 Member Data Documentation

5.5.2.1 Button.ButtonClickedEvent SwipeMenu.MenuItem.OnClick

The behaviour to be invoked when the menu item is selected.

5.5.2.2 Button.ButtonClickedEvent SwipeMenu.Menuitem.OnOtherMenuClick

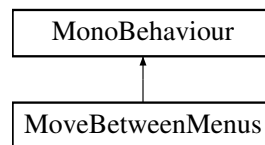
The behaviour to be invoked when another menu item is selected.

The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/_SwipeMenu/Menuitem.cs

5.6 MoveBetweenMenus Class Reference

Inheritance diagram for MoveBetweenMenus:



Public Member Functions

- void **MoveLeft** ()
- void **MoveRight** ()

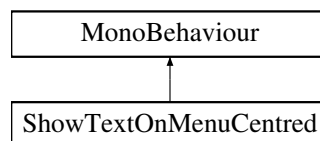
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/Demo Scripts/MoveBetweenMenus.cs

5.7 ShowTextOnMenuCentred Class Reference

Enables a mesh renderer when a menu item is centred and conversly disables renderer when menu not centred.

Inheritance diagram for ShowTextOnMenuCentred:



Public Attributes

- [Menuitem](#) **ownerMenu**

5.7.1 Detailed Description

Enables a mesh renderer when a menu item is centred and conversly disables renderer when menu not centred.

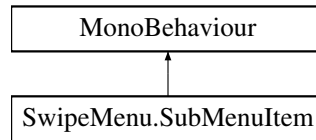
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/Demo Scripts/ShowTextOnMenuCentred.cs

5.8 SwipeMenu.SubMenuItem Class Reference

Attach to any sub-menu item. See Multiple [Menu](#) example scene for usage.

Inheritance diagram for SwipeMenu.SubMenuItem:



Public Attributes

- [MenuItem OwnerMenu](#)
The menu item who owns this sub-menu.
- `Button.ButtonClickedEvent` [OnClick](#)
The behaviour to be invoked when this sub-menu is selected.

5.8.1 Detailed Description

Attach to any sub-menu item. See Multiple [Menu](#) example scene for usage.

5.8.2 Member Data Documentation

5.8.2.1 `Button.ButtonClickedEvent` `SwipeMenu.SubMenuItem.OnClick`

The behaviour to be invoked when this sub-menu is selected.

5.8.2.2 `MenuItem` `SwipeMenu.SubMenuItem.OwnerMenu`

The menu item who owns this sub-menu.

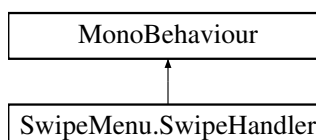
The documentation for this class was generated from the following file:

- `/Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/_SwipeMenu/SubMenuItem.cs`

5.9 SwipeMenu.SwipeHandler Class Reference

Handles swiping and flicking. Includes mouse and mobile support.

Inheritance diagram for SwipeMenu.SwipeHandler:



Public Types

- enum **FlickType** { **Inertia**, **MoveOne** }

Public Attributes

- bool `handleSwipes` = true
If true, swipes will be handled.
- bool `handleFlicks` = true
Flicks are classed as swipes but with a force greater than `SwipeHandler::requiredForceForFlick`.
- float `requiredForceForFlick` = 7f
The required force for a swipe to be classed as a flick.
- FlickType `flickType` = FlickType.Inertia
The type of flick. Inertia scrolls kinematically, MoveOne moves the menu in the x direction by one for each flick.
- bool `lockToClosest` = true
Once a swipe or flick has finished this will move the menu closest to the centre, to the centre.

Properties

- bool `isSwiping` [get]
Gets a value indicating whether this `SwipeMenu.SwipeHandler` is swiping.

5.9.1 Detailed Description

Handles swiping and flicking. Includes mouse and mobile support.

5.9.2 Member Data Documentation

5.9.2.1 FlickType `SwipeMenu.SwipeHandler.flickType` = FlickType.Inertia

The type of flick. Inertia scrolls kinematically, MoveOne moves the menu in the x direction by one for each flick.

5.9.2.2 bool `SwipeMenu.SwipeHandler.handleFlicks` = true

Flicks are classed as swipes but with a force greater than `SwipeHandler::requiredForceForFlick`.

5.9.2.3 bool `SwipeMenu.SwipeHandler.handleSwipes` = true

If true, swipes will be handled.

5.9.2.4 bool `SwipeMenu.SwipeHandler.lockToClosest` = true

Once a swipe or flick has finished this will move the menu closest to the centre, to the centre.

5.9.2.5 float `SwipeMenu.SwipeHandler.requiredForceForFlick` = 7f

The required force for a swipe to be classed as a flick.

5.9.3 Property Documentation

5.9.3.1 bool SwipeMenu.SwipeHandler.isSwiping [get]

Gets a value indicating whether this [SwipeMenu.SwipeHandler](#) is swiping.

true if is swiping; otherwise, false.

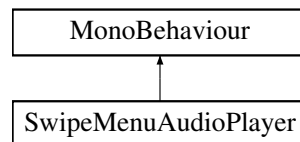
The documentation for this class was generated from the following file:

- /Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/_SwipeMenu/Input/SwipeHandler.cs

5.10 SwipeMenuAudioPlayer Class Reference

Used in the audio player test scene. Plays and stops audio clips on menu button presses.

Inheritance diagram for SwipeMenuAudioPlayer:



Public Member Functions

- void [Activate](#) (AudioClip clip)
If the clip is currently playing then stops clip else plays the clip.
- void [Deactivate](#) ()
Sets `_isPlaying` to false and updates the sprite accordingly.

Public Attributes

- [ExampleMenuAudioPlayer](#) **audioPlayer**
- SpriteRenderer **spriteRenderer**
- Sprite **playingSprite**
- Sprite **notPlayingSprite**

5.10.1 Detailed Description

Used in the audio player test scene. Plays and stops audio clips on menu button presses.

5.10.2 Member Function Documentation

5.10.2.1 void SwipeMenuAudioPlayer.Activate (AudioClip clip)

If the clip is currently playing then stops clip else plays the clip.

Parameters

<i>clip</i>	Clip.
-------------	-------

5.10.2.2 void SwipeMenuAudioPlayer.Deactivate ()

Sets `_isPlaying` to false and updates the sprite accordingly.

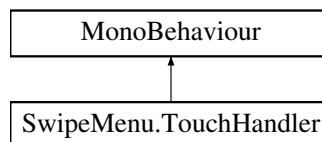
The documentation for this class was generated from the following file:

- `/Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/Demo Scripts/SwipeMenuAudioPlayer.cs`

5.11 SwipeMenu.TouchHandler Class Reference

Handles touches separate from swipes. Supports mouse and mobile touch controls. If a menu item is selected and isn't centred, then the menu item is animated to centre. If a menu item is centred then its [MenuItem.OnClick](#) is invoked.

Inheritance diagram for `SwipeMenu.TouchHandler`:



Public Attributes

- bool [handleTouches](#) = true
If true, menu selection is handled.
- bool [requireMenuItemToBeCentredForSelection](#) = true
The selected menu item has to be centred for selection to occur.

5.11.1 Detailed Description

Handles touches separate from swipes. Supports mouse and mobile touch controls. If a menu item is selected and isn't centred, then the menu item is animated to centre. If a menu item is centred then its [MenuItem.OnClick](#) is invoked.

5.11.2 Member Data Documentation

5.11.2.1 bool SwipeMenu.TouchHandler.handleTouches = true

If true, menu selection is handled.

5.11.2.2 bool SwipeMenu.TouchHandler.requireMenuItemToBeCentredForSelection = true

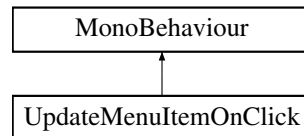
The selected menu item has to be centred for selection to occur.

The documentation for this class was generated from the following file:

- [/Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/_SwipeMenu/Input/TouchHandler.cs](#)

5.12 UpdateMenuItemOnClick Class Reference

Inheritance diagram for UpdateMenuItemOnClick:



Public Member Functions

- void **UpdateStar** ()

Public Attributes

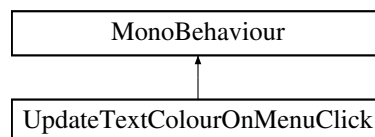
- Text **debugText**
- TextMesh **titleText**
- SpriteRenderer[] **starRenderers**
- Sprite **starSprite**

The documentation for this class was generated from the following file:

- [/Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/Demo Scripts/UpdateMenuItemOnClick.cs](#)

5.13 UpdateTextColourOnMenuClick Class Reference

Inheritance diagram for UpdateTextColourOnMenuClick:



Public Member Functions

- void **UpdateColour** ([MenuItem](#) item)

Public Attributes

- Text **text**

The documentation for this class was generated from the following file:

- [/Users/robert/Dropbox/Work/Unity/Cover Flow/Assets/SwipeMenu/Scripts/Demo Scripts/UpdateTextColourOnMenuClick.cs](#)

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