

UNITY ASSET

DATE RANGE PICKER

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Overview

Allows your users to visually select between two dates with this easy to use Unity Asset.

RATE

If you enjoyed this asset, please rate it! It will help alot! Furthermore if your having issues or need improvements reach out to hunter.glen@gmail.com

QUICK SETUP VIDEO

- <https://youtu.be/X0FE6mdnz64>

TYPES OF DATE RANGE PICKERS [PREFABS]

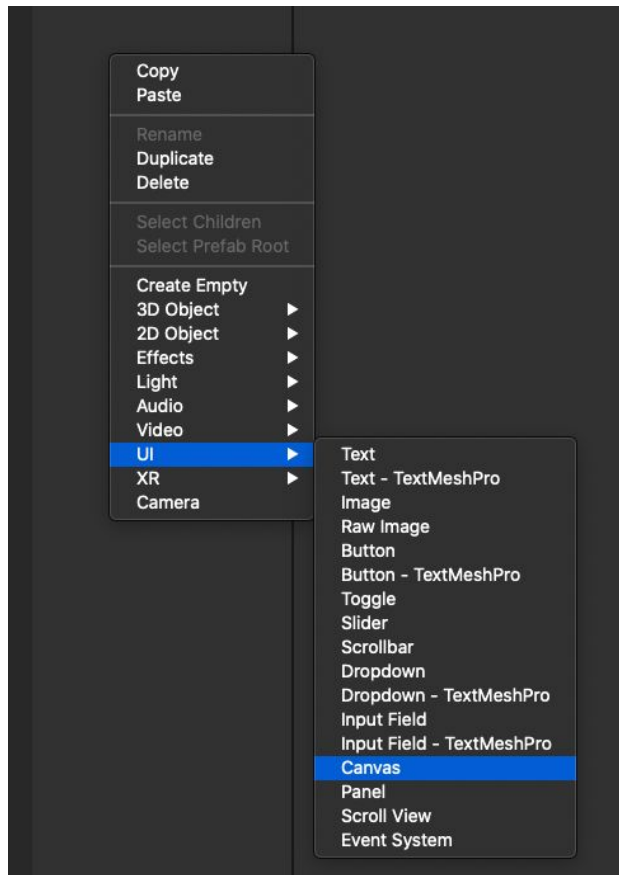
- **Single Date Range Picker** - Date picker with single calender, **with** highlighting for the inbetween, selected dates.
- **Dual Date Range Picker** - Date picker with two calenders, **with** highlighting for the inbetween, selected dates.
- **NH Single Date Range Picker** - Date picker with single calender, **without** highlighting for the inbetween, selected dates.
- **NH Dual Date Range Picker** - Date picker with two calenders, **without** highlighting for the inbetween, selected dates.

SCENES

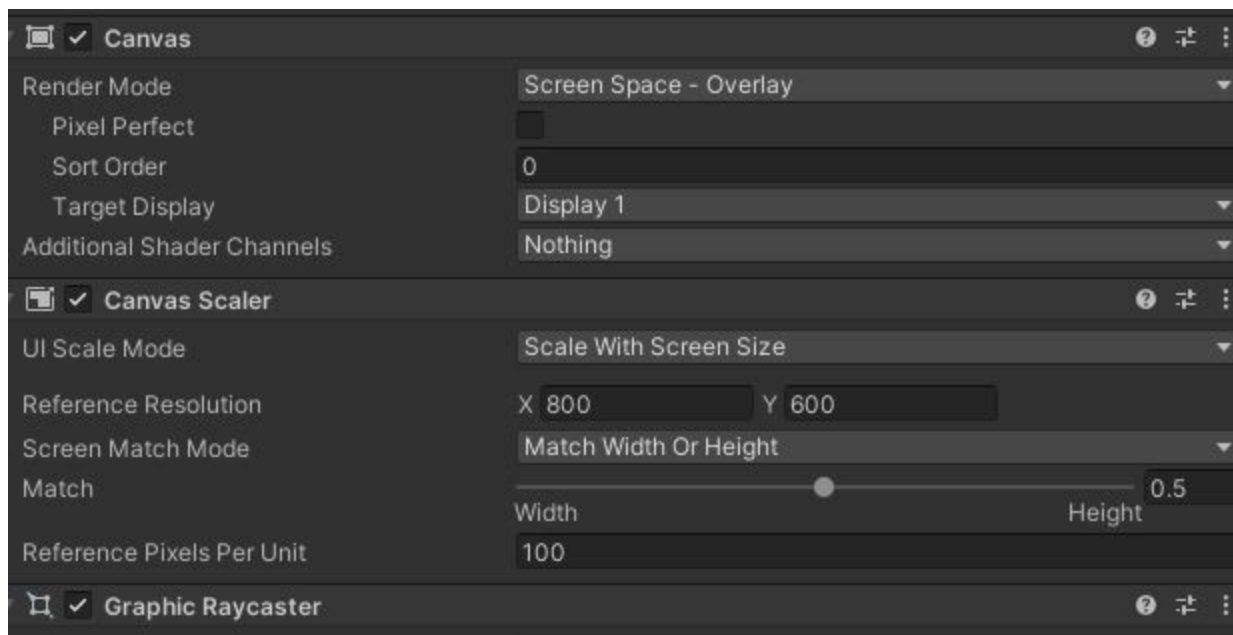
- H Single Date Range Picker
- H Dual Date Range Picker
- NH Single Date Range Picker
- NH Dual Date Range Picker

DATE RANGE PICKER INITIAL SETUP

1. Create a new scene
2. Add a canvas object, doing so by right clicking in the hierarchy > UI > Canvas

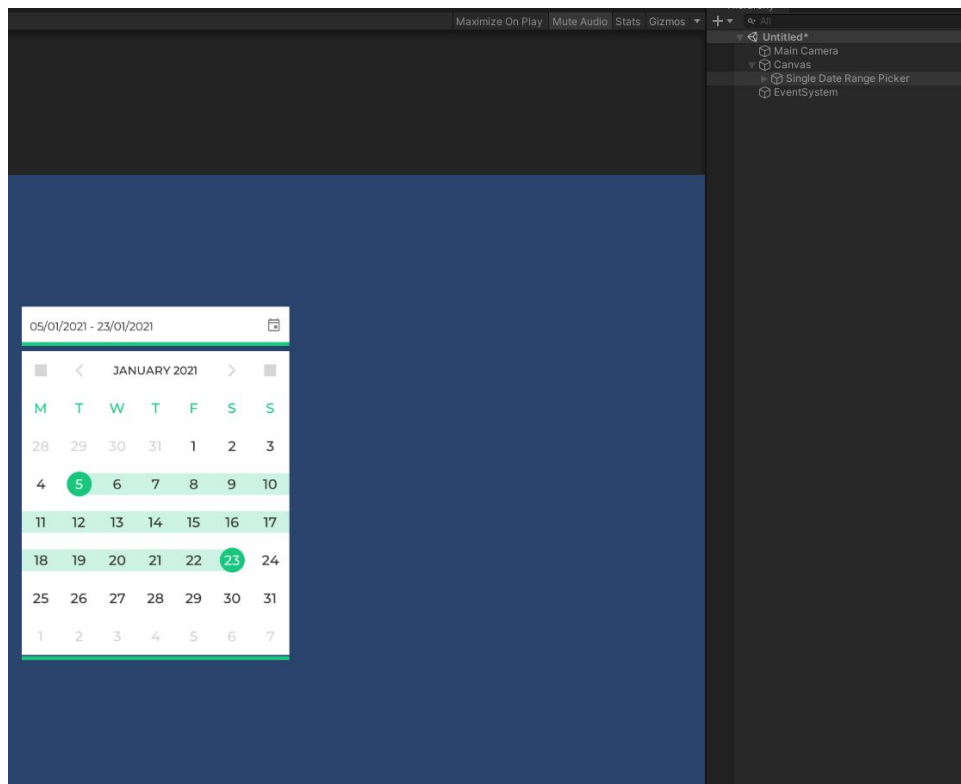


3. Setup canvas to your liking, in this case asset was developed using the following values (see picture below)



4. Drag and drop one of the date range pickers as a child object of the canvas

5.Hit play and see it working! :)



THINGS TO NOTE

Date range picker main scripts

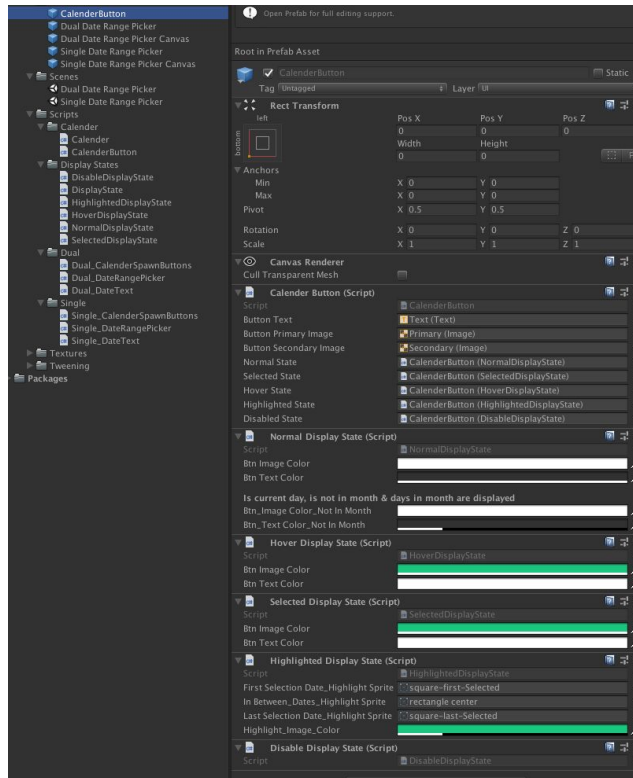
Single_DateRangePicker.cs, Dual_DateRangePicker.cs, nh_Single_DateRangePicker.cs, nh_Dual_DateRangePicker.cs these **date range picker** scripts, define the differences between one another.

Button color - Update the look of the calendars

Calendar buttons: Select the **CalenderButton** Prefab within the project window, here you can change the default color, depending upon the state. Once you do this you will then have to update your calendars.

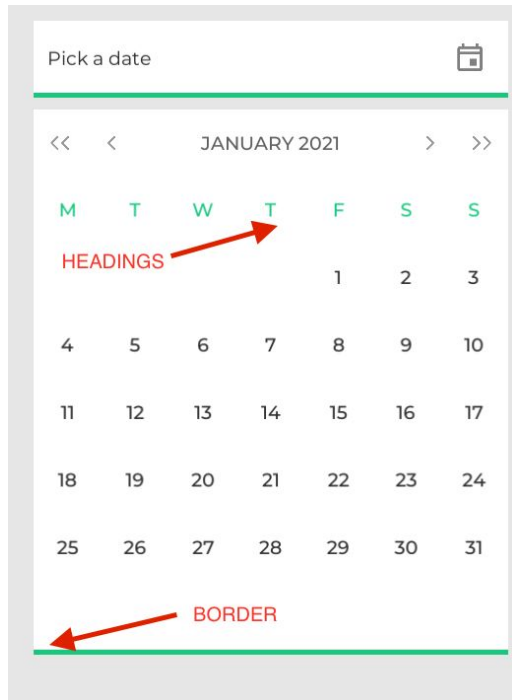
- To do this locate your Date Range Picker gameobject within your scene, attached you should find SpawnCalenderButtons.cs - **ensure your date**

range picker is complete unpacked from a prefab and hit spawn. **Don't forget to save the scene after!**



Border color

Border color - this can be done manually, by selecting the bottom outline within the prefabs and changing the image component color.



Headings color

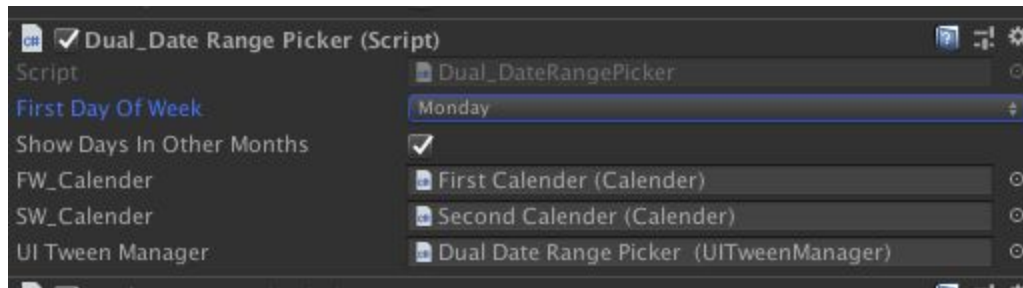
This can be done manually, by selecting the text component and setting the color to the desired.

Show days in other months

You can show days in other months by locating a date range picker game object and it's 'main' retrospective script for example Dual_Date_RangePicker.cs. Here you will be able to choose whether or not you want to show days in other months.

Update the first day of the week

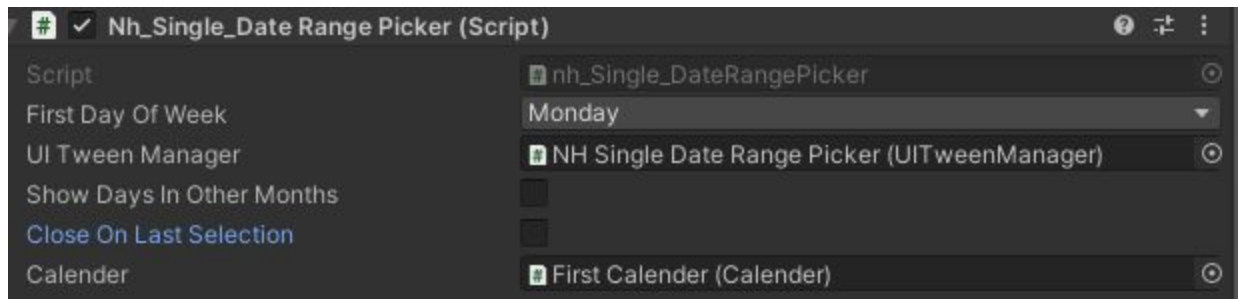
This can be done by locating your date range picker gameobject and it's retrospective 'main' script within the hierarchy. Here you will be able to choose the first day of the week the calendar will start with.



Close on last selection

Attach to a date picker, you can toggle 'Close On Last Selection'. If enabled, this option will close the datepicker/calender when the second date of the date picker has been selected.

For example...



Calendar updated callbacks

Attached to the date picker main gameobject, within your hierarchy. You will find `DateText.cs` attached. This script has an example of how to plug into the date range picker calendar update events - mainly used to display the chosen date range.

UITweenManager

Simple tween manager, that is used for transitioning from different colours. The tween manager is mainly used in conjunction with the Calendar buttons and it's display states for example transitioning/highlighting a button when a mouse hovers over a button.

Changing calendar dates

All of the examples have buttons that either increase or decrease a calendar year by 1 month or 1 year. If you want to change this value. Locate the date range picker gameobject and it's main retrospective script.

Opening it up you will find methods such as `OnClick_NextCalenderMonth` and `OnClick_PreviousCalenderYear` that call either `.AddMonths(1)` or `.AddYears(1)`. Then change the values within the parameters (1) , to the desired.