

Playmaker NGUI Scripts

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Playmaker NGUI Scripts

Intro

Included in this package are new Actions for Playmaker, centered around NGUI and its components. These scripts provide Playmaker Action functionality for handling events, managing components, and setting values of NGUI items.

A brief list of what is included:

- Hook any NGUI event as a Playmaker transition event (OnClick, OnSliderChanged, etc)
- Read and store the value of an Input textbox
- Read and store the value of a Slider
- Read and store the value of a Progressbar
- Set the value of a Slider
- Set the value of a Progressbar
- Set any NGUI item's Active state (uses NGUI's SetActive, not SetActiveRecursively, per NGUI's documentation)
- Set a UIButton to Enabled or Disabled
- Set a UImageButton to Enabled or Disabled
- Apply a label to a Slider, with a text display of the Slider's value
- Apply a label to a Progressbar, with a text display of the Progressbar's value
- Change the text of a read-only text Label
- Handle Button Click Events
- Handle Hover Events
- Handle Drag-Drop Events
- Handle Tooltip Events

Forum

The forum link for this package can be found at:

<http://forum.unity3d.com/threads/192544-PlayMaker-NGUI-Scripts?p=1309865>

Revisions

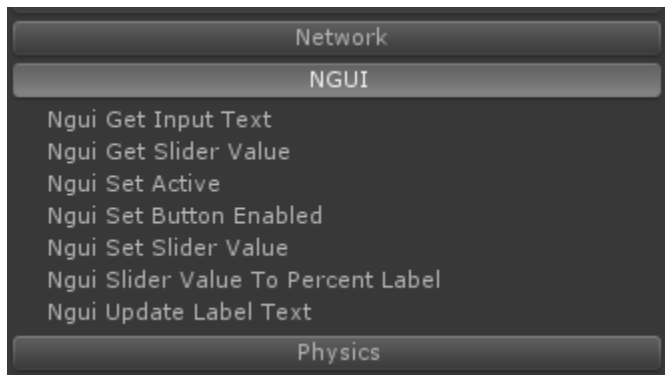
07/30/2013	<ul style="list-style-type: none">• Added demo for handling Popup lists and menus• Added Action "NGUI Set Widget Color"• Added Action "NGUI Add Popup Option"• Added Action "Color From String"
8/12/2013	<ul style="list-style-type: none">• Added "NGUI Set Active Multi"
9/26/2013	<ul style="list-style-type: none">• Added "NGUI Scrollbar Change Listener"• Added "NGUI Scrollbar Get Value"• Added "NGUI Scrollbar Set Value"
10/24/2013	<ul style="list-style-type: none">• Added "NGUI Fade Out"• Added "NGUI Fade In"

Playmaker NGUI Scripts

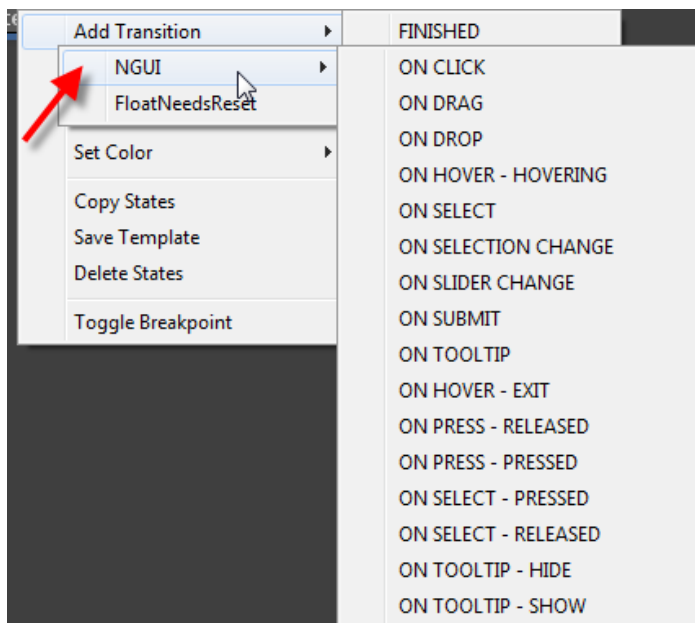
Playmaker NGUI Scripts

Quick Start

1. Drag the prefab “Playmaker NGUI Delegates” to the Hierarchy panel
 - a. Playmaker NGUI Scripts \ Prefabs \ Playmaker NGUI Delegates
 - b. This prefab creates all the Playmaker transition events for the NGUI scripts
2. Drag-Drop the “NguiEventForwarder” script to the NGUI item which will host a Playmaker FSM
 - a. Playmaker NGUI Scripts \ Scripts \ NguiEventForwarder
 - b. This script forwards all NGUI events to the FSM actions. Without this script, your FSM will not receive the NGUI event notifications
3. Create a new Playmaker FSM on the NGUI item hosting the “NguiEventForwarder” script
 - a. Note this FSM only responds to events on the selected item. You will need to repeat steps 2 & 3 for each NGUI item you want to handle
4. NGUI Actions for Playmaker are found in the “NGUI” section



5. NGUI transition events are found in the Custom section of the Transitions popup

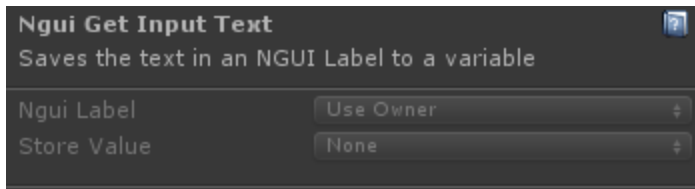


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Playmaker NGUI Actions

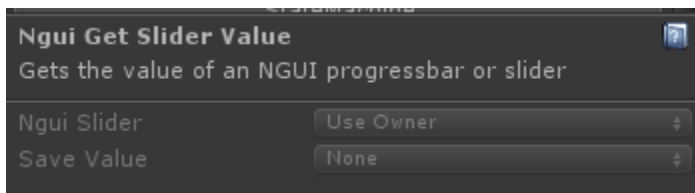
NGUI Get Input Text

Stores the text value of an NGUI label (UILabel) to a variable



NGUI Get Slider Value

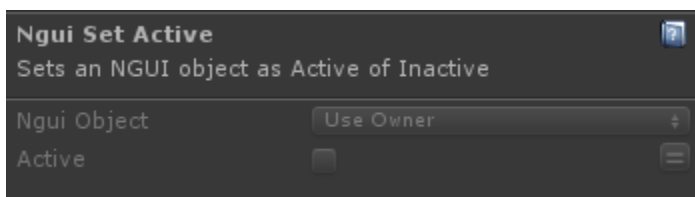
Stores the value of an NGUI Slider or Progressbar to a variable



NGUI Set Active

Sets an NGUI object as Active or Inactive.

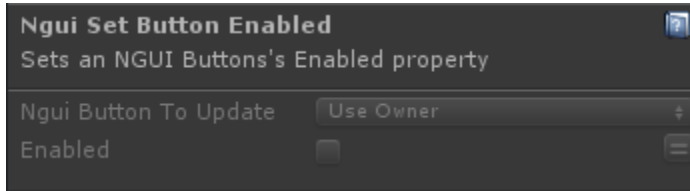
NOTE: Uses NGUI's SetActive, not SetActiveRecursively. This SetActive is the proper method for activating/inactivating NGUI items.



Playmaker NGUI Scripts

NGUI Set Button Enabled

Sets a UIButton or UIImageButton to Enabled property.

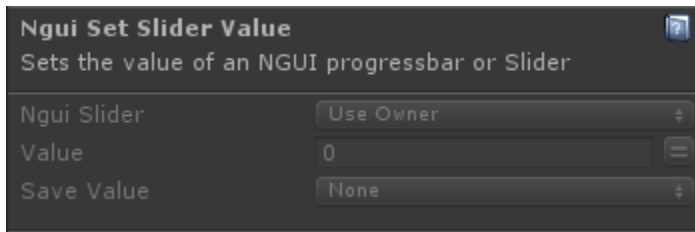


NGUI Set Slider Value

Sets the value of a Slider or Progressbar.

Can use a static value, or a variable.

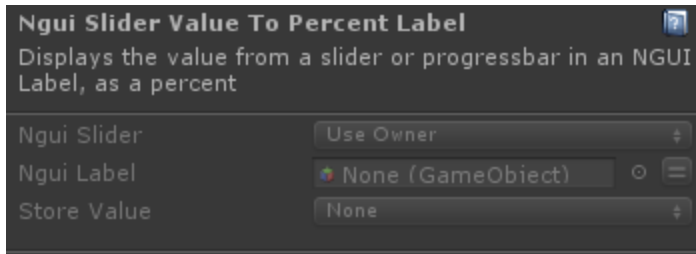
Can save the new value to a variable (optional)



Playmaker NGUI Scripts

NGUI Slider Value to Percent Label

Displays the value from a Slider or Progressbar in an NGUI label, as a percent. For example, a Slider with a value of 1.0 will display as “100%”.



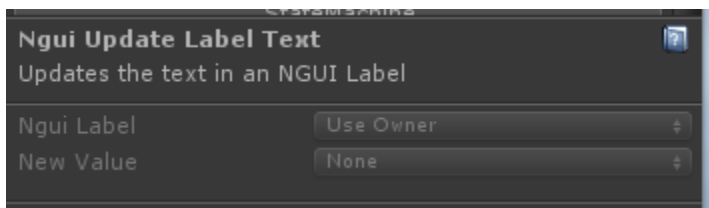
Example:



NGUI Update Label Text

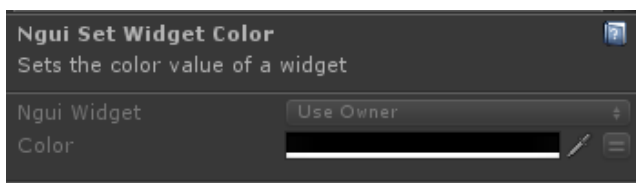
Changes the text in an NGUI Label (UILabel).

Can use a variable or static text.



NGUI Set Widget Color

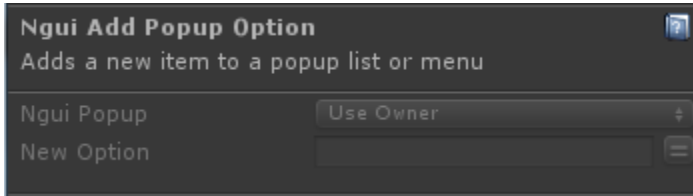
Sets the Color property of an NGUI Widget.



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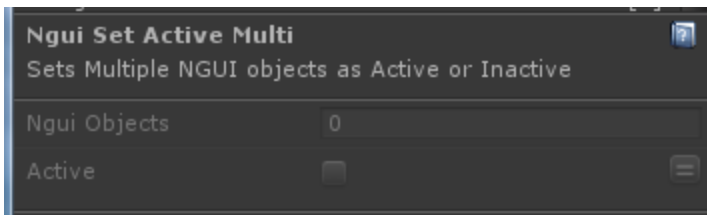
NGUI Add Popup Option

Adds a new item to the popup list / menu



NGUI Set Active Multi

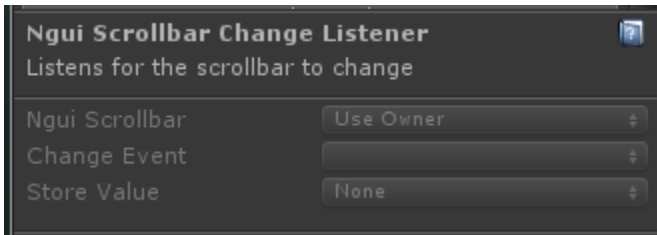
Sets multiple NGUI objects to an active or inactive state



Playmaker NGUI Scripts

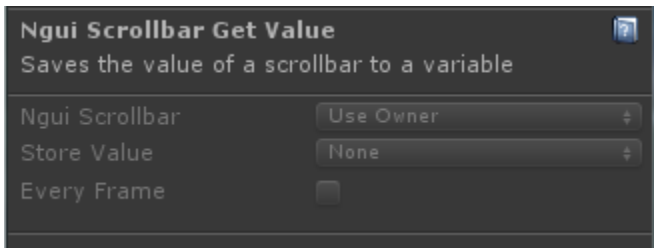
NGUI Scrollbar Change Listener

Waits for the scrollbar position change, then calls the specified event. Finish is always called, so you can leave the event property blank, and act on Finish.



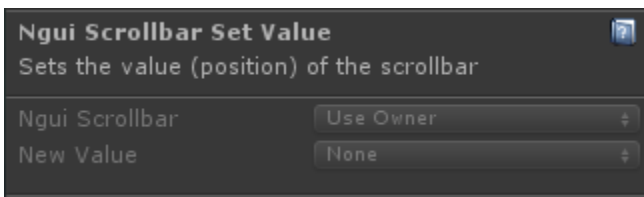
NGUI Scrollbar Get Value

Returns the current value of the scrollbar (0 to 1).



NGUI Scrollbar Set Value

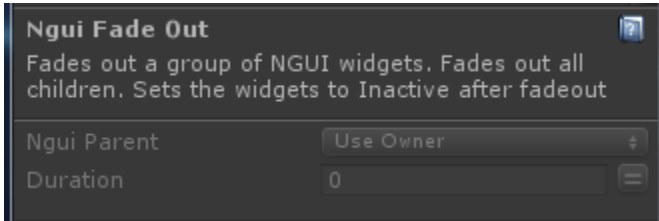
Sets the value of the scrollbar (0 to 1)



Playmaker NGUI Scripts

NGUI Fade Out

Fades out all children of the attached object. Use on containers (such as UIPanel).

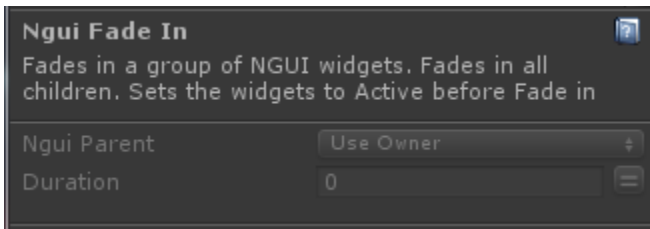


NGUI Parent	The container (parent) object whose children will be faded out
Duration	Time, in seconds, for the fade out to complete

NOTE: sliders and progressbars do not fade out the background image, I tried to find a work around (for example, attaching a fade script to each background image), BUT during Fade In, the background images do not reappear. I believe this is a bug in how NGUI handles SetActive (and SetActiveSelf).

NGUI Fade In

Activates and Fades in all children of the attached object. Use on containers (such as UIPanel).



NGUI Parent	The container (parent) object whose children will be faded out
Duration	Time, in seconds, for the fade out to complete

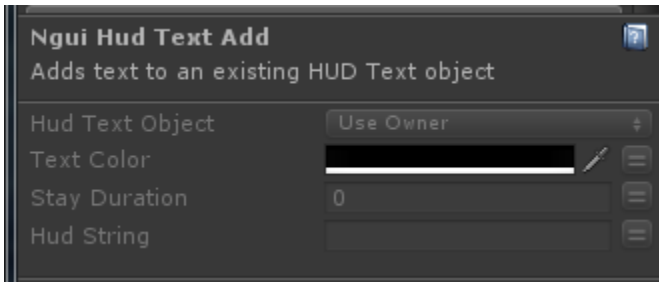
Playmaker NGUI Scripts

NGUI HUD Text Add

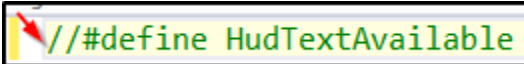
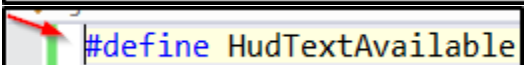
Applies text to an existing HUDText defined object.

NOTE: You must have HUDText installed to use this option. You can download NGUI HUD Text from here:

<http://u3d.as/content/tasharen-entertainment/ngui-hud-text/37P>



Usage:

1. The first time you use “NGUI HUD Text Add”, you must remove the comment on the Define in the action class. This commented define was created to prevent the class from running for those people who do not have the HUD Text package.
 - a. Open Visual Studio (or Mono)
 - b. Open the file “\Playmaker NGUI Scripts\Assets\Playmaker NGUI Scripts\Scripts\Playmaker Actions\NguiHudTextAdd.cs”
 - c. Delete the comment markers on the define:
 - i. 
 - ii. 
 - d. Save and exit the IDE
2. Create a child object of the NGUI Panel
 - a. Select the Panel in your hierarchy view, then press Alt + Shift + N
3. Add the HUDText script to this child object
4. Add a font to the “Font” property of the HUDText component. This is the font which will be displayed on screen
5. In your FSM:
 - a. Add the “Ngui Hud Text Add” action
 - b. Set the “Hud Text Object” to be the object with the HUDText component (the new child from in step 2)
 - c. Set the Text Color
 - d. Set the “Stay Duration”. This is the number of seconds the text should remain still on the screen, before moving up. Use 0 for immediate movement
 - e. Set the “Hud String” property to the string you want to display.