

# UIController Reference

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## Tutorial

1. Add UIController component to GameObject, Animator will be create.
2. Create Override Controller. ("Project" window > Create > Animator Override Controller)
3. Click "Quick Setup/Show\_Hide" on Inspector window.
4. Drag controller to UIController Animator "Controller" Variable.
5. Edit the UI animation on Animation window.
6. Click "Show / Hide" On UIController component with Playing Mode to test animations.

## Variables

- showOnAwake
  - If enabled, show animation will start playing when GameObject enable.
- onHideAction
  - A enum value of action to on hide
  - None: No action.
  - Disable: Disable GameObject.
  - Destory: Destory GameObject.
- isShow
  - A bool value of state.
  - true: "Show" animation playing or end.
  - false: "Hide" animation playing or end.
- isPlaying
  - A bool value of animation state.
  - true: "Show" or "Hide" animation is playing.
  - false: "Show" or "Hide" animation is end.
- animator
  - The animator the UI controller is attached to.

## Events

- onShow
  - A UnityEvent that is invoked when "Show" animation end.
- onHide
  - A UnityEvent that is invoked when "Hide" animation end.

## Public Functions

- Show
  - Play "Show" animation.
- Hide
  - Play "Hide" animation.

## Code Examples

- Play "Show" animation

```
// No Inheritance
[RequireComponent(typeof(UIController))]
public class MyPanel : MonoBehaviour {
    void Start() {
        this.GetComponent<UIController>().Show();
    }
}
```

```
// Inheritance
public class MyPanel : UIController {
    void Start() {
        this.Show();
    }
}
```

- await Animation(need .Net4.6 project)

```
public class MyPanel : UIController {
    async void Start() {
        await this.ShowAsync();
        print("Show animation end.");
    }
}
```

- Add "Show" animation end event

```
public class MyPanel : UIController {
```

```
void Start() {  
    this.onShow.AddListener(() => {  
        print("Show animation end.");  
    });  
}
```