This package adds new control units in the Unity`s UI System. All the components are provided with a big amount of settings, so you can create unique design of UI in your application. You need to write down much less code for components interaction. New effect JShadow let you create shadow or highlight over the limits of RectTransform area. Package contains JButton, JCombobox, Tabselector, JScrollbar, JScrollrect, Label, also TabsLayotGroup and JShadow effect. Sprites are in package do not pretend to be a masterpiece, they demonstrate only component`s possibilities.

JButton

The button is inherited from standard UI Button. It contains effect **JShadow**, that can be used as a highlight. It has reference at a component Text. A color of text font and its effect **JShadow** are set as well as button`s color setup. The event **onClick** has settings: **onPointerDown / onPointerUp**.**EnableHold** property makes possible event`s reaction **onClick** in case of holding button pushed for some time, allows control pause time and action frequency. Such events as **OnEnable, OnDisable, OnPointerEnter, OnPointerExit, OnPointerDown, OnPointerUp, OnSelect, OnDeselect** are in the class **ExtraEvents**. They are available in the inspector

JCombobox

This control unit is inherited from **JButton**. It is similar with standard component UI Dropdown, but additionally it has extended functionality. List items are edited in the

inspector. **IsEditable** property allows to add new items dynamically at the expense of integrated component **InputField**.**DroplistSettings** and **ItemSettings** classes have suffice amount of settings to create unique Combobox. **IsCustomItems** property allows to create template **DropList** and configure each item individually (for example, to setup different sprites or colors)

JTabSelector

TabSelector is a classic control unit, which is absent in standard UI. But it`s included in extention JUI. Each Tab matches definite Content, that activates in accordance with chosen Tab. Tab/Content adding and removal are possible in TabList in the inspector solely. If you replaced Tab, you should push **Sort Tab List** after it in the inspector. TabList is also represented as the array in the inspector. If array`s item TabList has lost reference on one of its fields, you will always be able to resolve it easily. **TabsAlignment** property allows to replace Tabs from either side. TabSettings class has

settings Tabs, that are applicable for new and all other Tabs after application start. **CustomTab** property allows to use your Prefab as a template. It allows you to create unique TabSelector. Prefab Tab must have component inherited from the Button. TabSelector and Tabs contain TabsLayoutGroup component. This component gets together VerticalLayoutGroup and HorizontalLayoutGroup.**Direction** property define its Vertical or Horizontal behaviour. Also this component allows replace Child above the others with no change of position. It is possible because of SiblingIndex control. This behavior is necessary for classical reflection of Tab in TabSelector components in case chosen Tab is above the others.
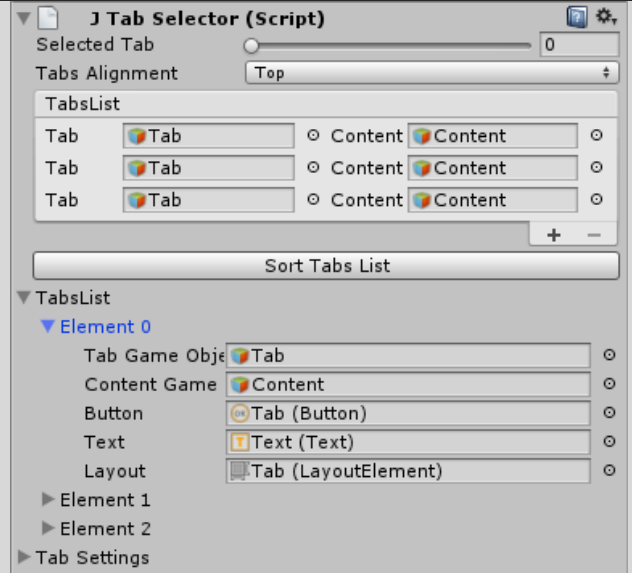
JScrollBar

In opposite to UI Scrollbar **JScrollbar** it has property **ShowButtons**, that shows/hides additional buttons in a scrollbar.

JScrollRect

JScrollRect component repeats behaviour UI ScrollRect, instead of UI Scrollbar it contains **JScrollbar**.

JLabel

JLabel component is inherited from UI Image, has Text and reference on the Text.

JButton

Inherited from: UI.Button

Description

A button that can be clicked in order to trigger an event with advanced features

Variables

Name	Type	Description
DelayHold	float	Delay hold. It is used in case of EnableHold.
EnableFontColors	bool	Enable FontColors of Button's Text.color
EnableHighlight	bool	Enable HighlightColors of Button.HighlightEffect
EnableHold	bool	Enable holding the button
ExtraEvents	ExtraEvents	Class with extra events
FontColors	ColorBlock	ColorBlock for a Button's Text
HighlightColors	ColorBlock	ColorBlock for the Button.HighlightEffect
Highlighteffect	JShadow	JShadow is used as the highlight effect
MyText	Text	Text field of a button
OnClickEventPeriod	float	The time that OnClick event is called
OnClickEventType	OnClickEventTypeEnum	A type of OnClick event
ShowHighLightOnlyWhenPointerEnter	bool	Must be enabled for touch screen

Public Functions

Name	Description
OnDeselect	Unset selection and transition to appropriate state
OnPointerClick	Registered IPointerClickHandler callback
OnPointerDown	Evaluate current state and transition to pressed state
OnPointerEnter	Evaluate current state and transition to appropriate state
OnPointerExit	Evaluate current state and transition to normal state
OnPointerUp	Evaluate eventData and transition to appropriate state
OnSelect	Set selection and transition to appropriate state

JCombobox

Inherited from: JButton

Description

List of options when clicked, of which one can be chosen. When an option is chosen, the label and/or image of the control changes to show the chosen option. Has a custom animated dropdown.

Variables

Name	Type	Description
CustomItems	bool	Enable manual creating of items
DropListSettings	DropListSettings	DropListSettings class
EditableField	InputField	It is used for adding items
IsEditable	bool	Allows to use EditableField for adding items
ItemsCount	int	Count of items
ItemSettings	ItemSettings	ItemSettings class
OnSelectionChanged	UnityEvent	A UnityEvent that is invoked when when a user has clicked one of the options in the combo box
SelectedIndex	int	The index of selected item
SelectedItems	List<GameObject>	Makes visible a GameObject under number SelectedIndex in case it exists
TargetInputField	InputField	It is used for showing selected item. It also can be EditableField
Items	List<string>	Items of the combo box

Public Functions

Name	Description
AddItem	Adds an item to the end of the List<Item>
Clear	Removes all items from the List< Item >
CreateTemplate	It is used in Inspector to create template if CustomItems field is enabled
GetSelectedItem	Returns selected item
InsertItem	Inserts an item into the List< Item > at the specified index
RemoveItem	Removes item from the List< Item > at the specified index
RemoveLastItem	Removes last item from the List< Item >

JTabSelector

Inherited from: MonoBehaviour

Description
TabSelector is a classic control unit. Each Tab matches definite Content that activates in accordance with chosen Tab.

Variables

Name	Type	Description
Contents	RectTransform	RectTransform field of content`s container
SelectedTab	int	Index of selected tab
SingleContent	bool	Uses one GameObject as content
Tabs	RectTransform	RectTransform field of tab`s container
TabsAlignment	TabSelectorAlignmentEnum	{ Top, Bottom, Left, Right }
TabSettings	TabSettings	TabSettings class
TabsList	List<Tab>	List<Tab>

Public Functions

Name	Description
AddTab	Adds an tab to the end of the TabsList
RemoveLastTab	Removes last tab from the TabsList
RemoveSelectedTab	Removes selected tab from the TabsList
RemoveTab	Removes tab from the TabsList at the specified index
SortTabsList	Orders tab in accordance with SiblingIndex

JScrollBar

Inherits from: UI.Selectable
Implements interfaces: IBeginDragHandler, ICanvasElement, IDeselectHandler, IDragHandler, IEventSystemHandler, IEventSystemHandler, IInitializePotentialDragHandler, IMoveHandler, IPointerDownHandler, IPointerEnterHandler, IPointerExitHandler, IPointerUpHandler, ISelectHandler

Description
In opposite to UI.Scrollbar **JScrollbar** has the property **ShowButtons**, that shows/hides additional buttons in a scrollbar.

Variables
ShowButtons   Shows/hides additional buttons in a scrollbar

JScrollRect

Inherits from: EventSystems.UIBehaviour
Implements interfaces: IBeginDragHandler, ICanvasElement, IDragHandler, IEndDragHandler, IEventSystemHandler, IInitializePotentialDragHandler, ILayoutController, ILayoutElement, ILayoutGroup, IScrollHandler

Description
JScrollRect component repeats behaviour UI ScrollRect and instead of UI Scrollbar it contains **JScrollbar**.

JLabel

Inherits from: UI.Image

Description
JLabel has Text and reference on the Text.

class ExtraEvents

Description
These events are available in the inspector. You can use them like onClick.

Variables

Type	Name
UnityEvent	OnEnableEvent
UnityEvent	OnDisableEvent
UnityEvent	OnPointerEnterEvent
UnityEvent	OnPointerExitEvent
UnityEvent	OnPointerDownEvent
UnityEvent	OnPointerUpEvent
UnityEvent	OnSelectEvent
UnityEvent	OnDeselectEvent

class DropListSettings

Description
These settings are available in the inspector of ComboBox

Variables

Type	Name
bool	ShowScrollBar
Sprite	ShadowSprite
Sprite	MaskSprite
Color	Color
Rect	Padding
RectTransform	Anchor
float	BeginSpacing
float	EndSpacing
float	DropTime
Vector2	Pivot
ScrollDirectionEnum	Direction
bool	Scrollable
float	PreferredHeight
ScrollBarSettings	ScrollBarSettings

struct ScrollBarSettings

Description
These settings are available in the inspector of ComboBox. These are settings of drop list.

Variables

Type	Name
Sprite	AreaSprite
Sprite	HandleSprite
Color	AreaColor
ColorBlock	HandleColors
float	Width

struct ItemSettings

Description
These settings are available in the inspector of ComboBox. These are settings of drop list.

Variables

Type	Name
Sprite	Sprite
ColorBlock	Colors
Float	Height
Color	FontColor
Font	Font
Int	FontSize
TextAnchor	TextAnchor
FontStyle	FontStyle

class TabSprites

Description
Each tab contains a sprite of the TabSprites. In case tabs are on the left according content, LeftSprite will be used. If tabs are on top – here is used TopSprite and etc.

Variables

Type	Name
Sprite	TopSprite
Sprite	BottomSprite
Sprite	LeftSprite
Sprite	RightSprite

class TabSettings

Description
These settings are available in the inspector of Tabselector.

Variables

Type	Name
bool	AlwaysOnTop
int	NormalHeight
int	NormalWidth
int	SelectedHeight
int	SelectedWidth
bool	CustomTab
GameObject	CustomTabPrefab
Color	FontColor
Font	Font
int	FontSize
FontStyle	FontStyle
TextAnchor	TextAnchor
bool	UseTabColors
TabSprites	Sprites
Color	NormalColor
Color	SelectedColor
ColorBlock	Colors
bool	UseTabFontColorsC
Color	NormalFontColor
Color	SelectedFontColor

class Tab
Description
These settings are available in the inspector of Tabselector.

Variables

Type	Name
GameObject	TabGameObject
GameObject	ContentGameObject
Button	Button
Text	Text
LayoutElement	Layout

class Tab
Description
These settings are available in the inspector of Tabselector.

Variables