# C:\PigoboLtd\Projects\UnityNotificationBar\Assets\UnityNotificationBar\Art\contrastBackground01.png The Unity Notification Bar

### Version 1.1 August 29th 2012

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## Summary

The Unity Notification Bar (UNotify) allows you to display simple onscreen notifications at any time during your game. You can display individual or multiple messages, configure the look and feel of the bar and above all, it’s really simple to use. You can use UNotify for simple debugging purposes or as a fully fledged in game notification system.

## Installation

Download the UNotify package from the Unity Asset Store.

Then go to Assets>Import Package>Custom Package and choose the location of the .unitypackage file.

Check all the items on the list (if they are not already checked) and hit import. The UNotify package will unpack into your project.

Everything is kept nice and tidy inside a folder called ‘UnityNotificationBar’. If you wish to remove UNotify from your project for any reason, just delete the UnityNotificationBar directory.

## Load The Example Scene

Once installed, you should load up the example scene. (Double click on Scenes/ExampleScene) This demonstrates how the bar can be used in game.

## Using The Bar In Your Game

Once installed, there is no additional setup to be done. You can simply print a message using the bar by calling one line of code at any point in your game:

UnityNotificationBar.UNotify(message:String);

It’s that simple!

## Customizing the Bar

You can customize the look of the bar by altering the UNB\_Skin settings inside the UnityNotificationBar/Resources folder.

Simply click once on the UNB\_Skin asset and you will see the associated styles appear in the inspector. UNotify uses the Box style for its style so you should adjust setting within this area. For example, to change the background image of each notification you should just click on the Box/Normal/Background option. You can then point the browser to a new texture.

You should refer to the [Unity documentation](http://docs.unity3d.com/Documentation/Components/class-GUISkin.html) about modifying Skins if you wish to make further customizations such as changing the font etc.

You can also modify size, position and fade speed settings. In order to do this simply open the Scripts>Notification script and adjust the parameters at the top of the javascript file. Each variable is explained inside the script itself.

## Update History

Version 1.1. The bar now does not error when switching scenes.