



Switcher for Unity

How to use:

The Switcher prefab has a script called Switcher.cs. The properties are:

- **onColor** = color to assume when switcher is on;
- **offColor** = color to assume when switcher is off;
- **disbledColor** = color to assume when switcher is transitioning between the states;
- **IsOn** = property to get the current value of switcher, or to set a new value and trigger the transition of the button;
- **slideFactor** = amount of pixels to move the button on each loop of the coroutine
- **waitTime** = time to wait until the next loop of the coroutine

So, since the animation effect is coroutine based, slideFactor and waitTime will control how fast the button will move between the states.

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Github repo: <https://github.com/daybson/Switcher>

I hope you enjoy.