

Page View – Offline Documentation

Tip

If you have internet access please read the [online documentation](#) which provides animated content.

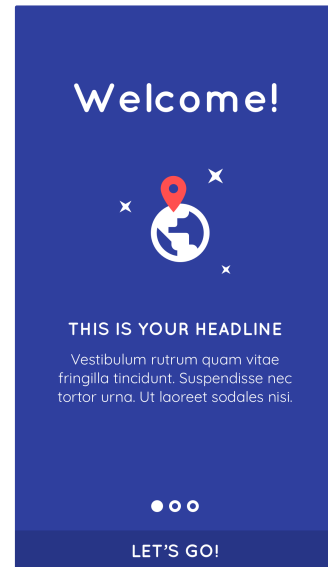
This documentation shows step by step how to use the Page View asset after importing this asset into your current project.

Introduction

Page View lets the user navigate horizontally between pages of content by using gestures or programmatically by code.

It's easy to add additional pages and to edit existing ones via the Unity Editor interface.

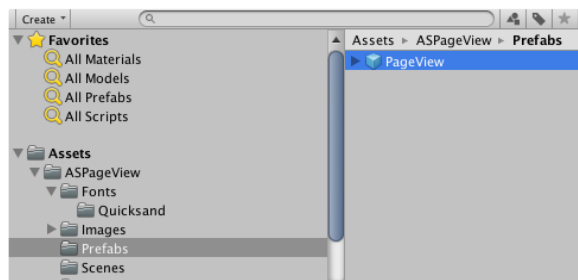
Perfect for tutorials, wizards, shops, welcome screens and any other slider!



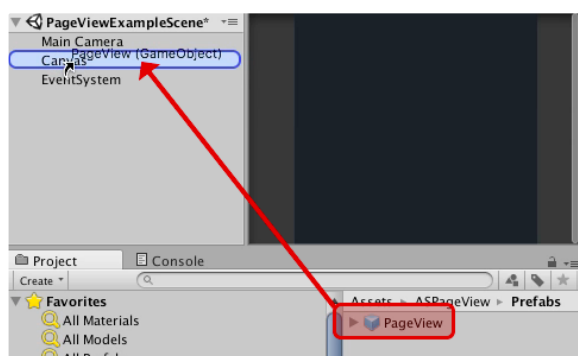
1. Create a new Page View from prefab

In the hierarchy of your project switch to the folder where "ASPageView" is located in and then go to "ASPageView > Prefabs".

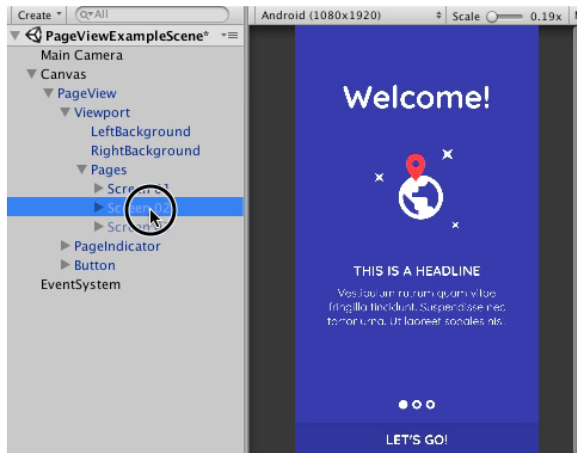
The prefab inside that directory called "PageView" is the one we need to create a new Page View.



Drag and drop the prefab onto your hierarchy pane – That's all you have to do to create a new Page View.



2. Edit pages of your Page View



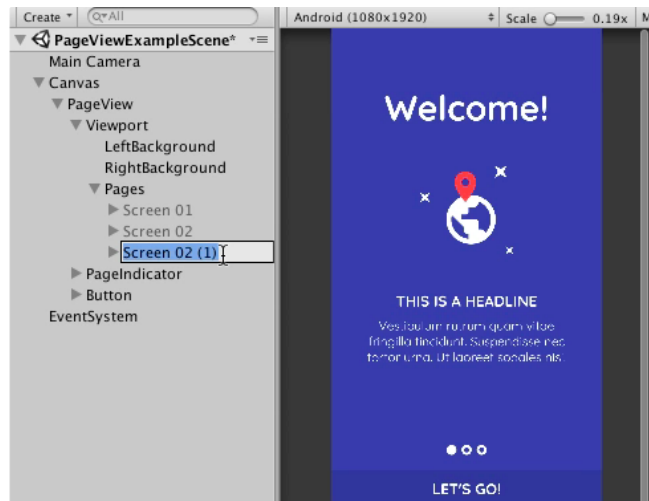
To edit a page of your Page View just select the desired one and it will become visible to you. That makes it a lot easier to edit your content.

Make sure that the inspector pane is active.

3. Remove & create new pages

To remove pages of your Page View just click on one or multiple pages and hit the **DELETE** key on your keyboard.

To create new pages duplicate an existing page or create a new empty GameObject and set its parent to "Pages".



That's it!

If you experience any troubles using this asset please do not hesitate to contact me by email: andre_vgm@ymail.com. Any suggestions appreciated :)