

For more extensive documentation, please visit <https://canvasflow.xyz/>.



Overview

Canvas Flow is the essential companion to Unity UI, offering you a solution for easily transitioning between screens and crafting your user-interface's flow.

- Easily present & dismiss screens – Canvases are dynamically loaded and unloaded, enabling you to build large, complex, or dynamic user-interface flows, loading only the necessary screens on demand.
- Storyboard your user-interface – Visually create the flow of your user-interface in a node-based editor to build complete screen flows without writing a line of code.
- Customize the transitions between screens – Use one of five built-in, adjustable transition animators or build your own custom transition animations.

Quick Start

<https://www.youtube.com/watch?v=0QRQtr-qER4>



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Support

Can't find what you're looking for? Have a query, a question, feedback, or a suggestion? (Or just want to say hi. )

- Email – hello@pelican7.com
- [Forum](#)
- Twitter – https://twitter.com/Pelican_7

Version History

Version	Date	Release Notes
v1.1	June 19th 2018	1.1 release notes
v1.0	June 1st 2018	Initial release

