EventLogListView

Package Overview

The character string is displayed while being animated in a list format.

You can use it in various ways, such as displaying an event that occurred in the game as a message or displaying a debugging message.

How to use

It's simple to use, first add using directives.

```
using EventLogListView;
```

And just call it like this from anywhere.

```
EventLog.Add("Test message");
```

To use the loading indicator, do as follows.

```
var eventLog = EventLog.AddLoading("Loading...");
await Task.Delay(1000);
eventLog.Done("Success");
```

Settings

You can make detailed settings here.

```
Assets/EventLogListView/Resources/EventLogListView/EventLogData.asset
```

`EventLogData`

name	initial value	description
enableDebugLog	true	If set to true, output debug log to console.
updateMode	UnscaledTime	This allows you to select when the Animator updates, and which timescale it should use.
itemLimit	32	Maximum number of objects to display.
defaultKey	"Default"	`Viewtype` key to use by default.
doneKey	"Done"	`Viewtype` key used in done.
errorKey	"Error"	`Viewtype` key used in error.
loadingKey	"Loading"	`Viewtype` key used for loading.
list		List of `Viewtype` .

`EventLogData.ViewType`

name	description
key	Key to access.
color	Text color.

name	description
sprite	The image to display at the top of the view. Hide if null.

Change the width of the view

Adjust `Anchored Position.x` .

```
Assets/EventLogListView/Animations/EventLogAppear.anim
Assets/EventLogListView/Animations/EventLogDisappear.anim
```

Change view display time

Adjust key frame.

```
Assets/EventLogListView/Animations/EventLogDisappear.anim
```