

Thank You For Your Purchase.

How to Use : <https://www.youtube.com/watch?v=FmLK-yGGtwU>

<https://www.youtube.com/watch?v=JhAZSYfEG84>

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Description

This is a switch which can be controlled by script file on inspector in Unity Editor.

This prefabricated switch can be manipulated all components by script on inspector such as button image, background image, colors and size etc.

Totally 48 prefabs are included and several images for your customizing.

*Prefabs are just examples. Make your own switch with any images!

Cautions

Do not make any changes in the file name "Image.png" on "Asset/Sprite/". It is just for examples.

*I'm a programmer not a designer. So that image file is not a perfect one"

*"Log: Add your customized Functions!! :)" is not an error. It will occur at the time when any functions are not allocated for a switch. Make your own function and allocate it!

*Please Add "EventSystem" in the Hierarchy before use it.

Easy Manual

Just pick up the prefabs and drop in the "Canvas".

Add "EventSystem" in the Hierarchy.

You can control all details in the script on the inspector.

On/Off function is made by Action<T> delegate and you can find it in the example scene.

This is my first work. I appreciate for your interest and feedback. Thank you so much.