

Dynamic Buttons documentation

version 1.0

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1. Introduction

Dynamic Buttons allows you to control button properties without using animations or writing any code. It has built in procedural background with border and full corners control. No need for sprites to create and animate beautiful buttons.

2. Requirements

Minimum unity version

2018.3.4*

** library has been tested with unity 5.6.4 and works well, but Asset Store requires higher version for new assets*

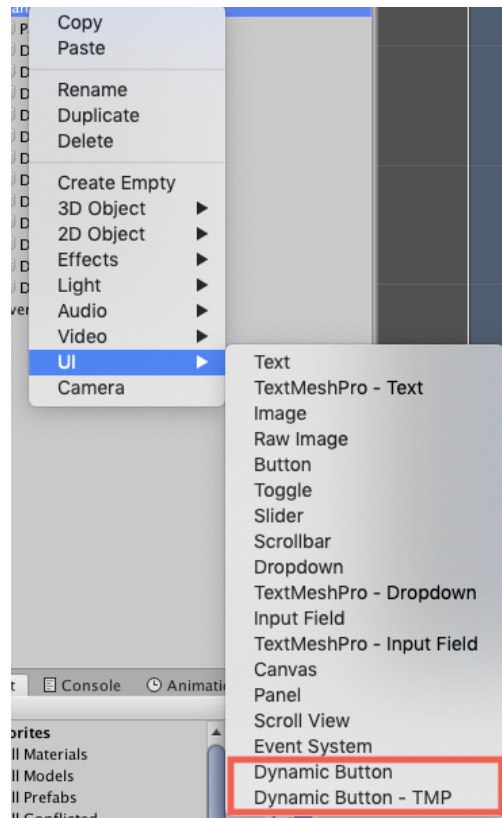
Dependencies

Library requires TextMesh Pro in order to use full set of components

3. How to use

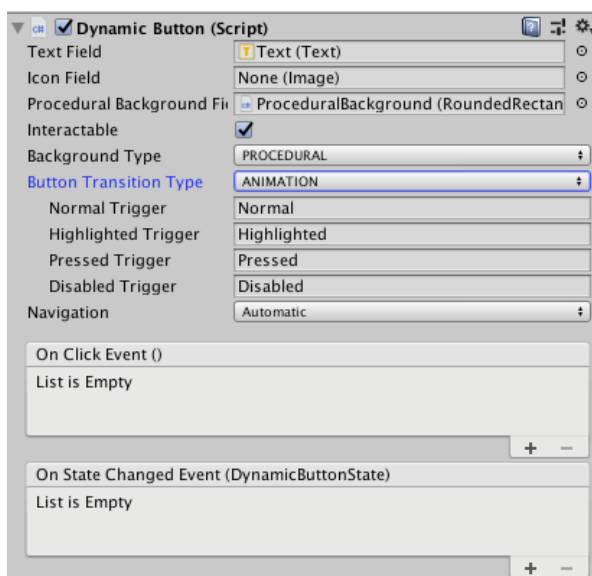
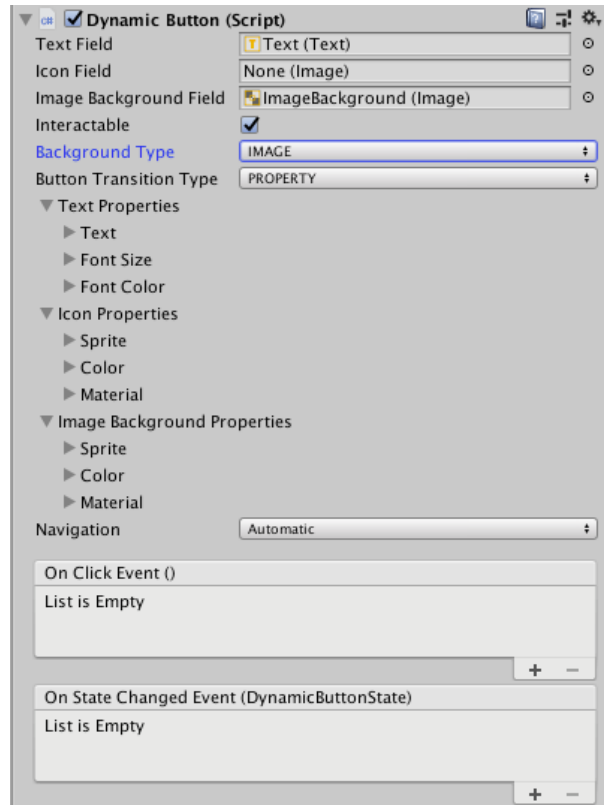
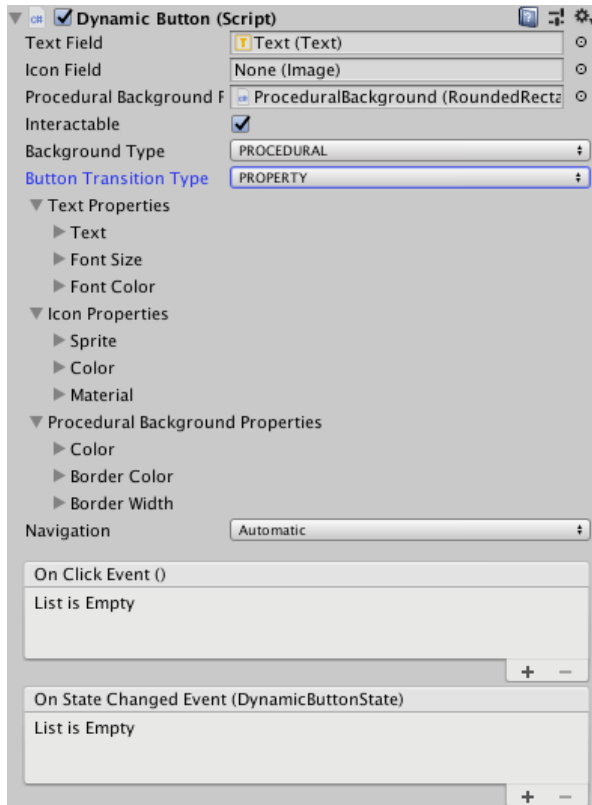
Dynamic button can be added to the scene the same way as any other UI element. Use context menu and select „Dynamic Button” or „Dynamic Button TMP”. Those options will add new button object to the scene.

- „Dynamic Button” - adds button with standard Text component
- „Dynamic Button TMP” - adds button with TextMesh Pro component



4. Button properties

Available properties can change based on button configuration. We can split properties into two groups, standard and dynamic. Standard are normal properties, with single value. Dynamic property contains multiple values, each for different button state (normal, pressed, highlighted, selected, disabled). Selected state is available for unity version ≥ 2019.1 , lower versions uses highlighted state in both cases.



Standard properties

- Text Field - reference to Text component
- Icon Field - reference to Image component
- Procedural Background Field* - reference to procedural background component
- Image Background Field** - reference to image background component
- Interactable - defines if button should respond to events
- Background Type - can be PROCEDURAL or IMAGE, defines background component of button
- Button Transition Type - can be PROPERTY or ANIMATION, defines whether dynamic properties should be used during state transition or unity animation system
- OnClickEvent - listener for click events
- OnStateChangeEvent - listener for state(normal, highlighted, pressed, selected, disabled) change event

** available for PROCEDURAL background type*

*** available for IMAGE background type*

Dynamic properties

- Text - defines button text
- Font size - defines text component font size
- Font color - defines text component font color
- Icon sprite - defines icon component sprite
- Icon color - defines icon component color
- Icon material - defines icon component material
- Procedural background color* - defines procedural background color
- Procedural background border color* - defines procedural background border color
- Procedural background border width* - defines procedural background border width
- Image background sprite** - defines image background component sprite
- Image background color** - defines image background component color
- Image background material** - defines image background component material
- Animation trigger*** - animation trigger to run for given button state

** available for PROCEDURAL background type*

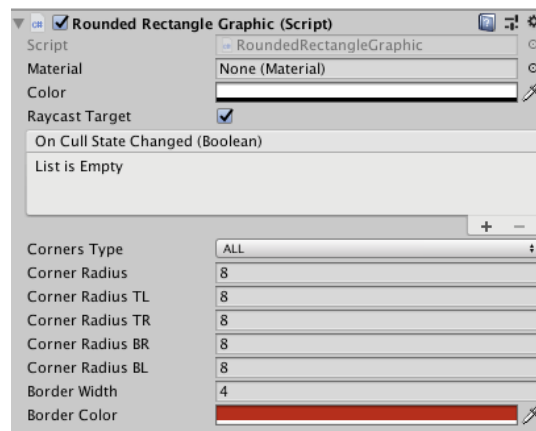
*** available for IMAGE background type*

**** available for ANIMATION transition type*

All the other properties like text alignment, image type, or background corners, can be set directly on the corresponding components.

5. Procedural background

One of the key components available in this library is procedurally generated background, with ability to define border and individual corner radius for each corner.



Color, Border Width and Border Color properties should be set on the Dynamic Button component, as they are dynamic properties and uses different values for each state.

Corner properties

- Corner Type - can be ALL or LTRB, defines if radius should be equal for each corner or not
- Corner Radius* - radius of all corners
- Corner Radius TL** - radius of top-left corner
- Corner Radius TR** - radius of top-right corner
- Corner Radius BR** - radius of bottom-right corner
- Corner Radius BL** - radius of bottom-left corner

* used if Corner Type is set to ALL

** used if Corner Type is set to LTRB

6. Examples

Example buttons created with this library

