

PageR

[Asset Store Link](#)

© 2017 Justin Garza

PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL! Enjoy! :)

Contact

Questions, suggestions, help needed?

Contact me at:

Email: jgarza9788@gmail.com

Cell: 1-818-251-0647

Contact Info: justingarza.net/contact

Description/Features

PageR is a bottom navigation bar template based on MaterialDesign.

- Uses unity standard assets.
 - Compatible with all UI Objects.
- Optional NavBar.
- Map 3D Objects to UI positions.
- MaterialDesign Assets.
 - 256 Material Design Colors.
 - Roboto & Noto Fonts.
 - Over 1,500 icons!

Terms of Use

You are free to add this asset to any game you'd like However:

please put my name in the credits, or in the special thanks section. :)

please do not re-distribute.

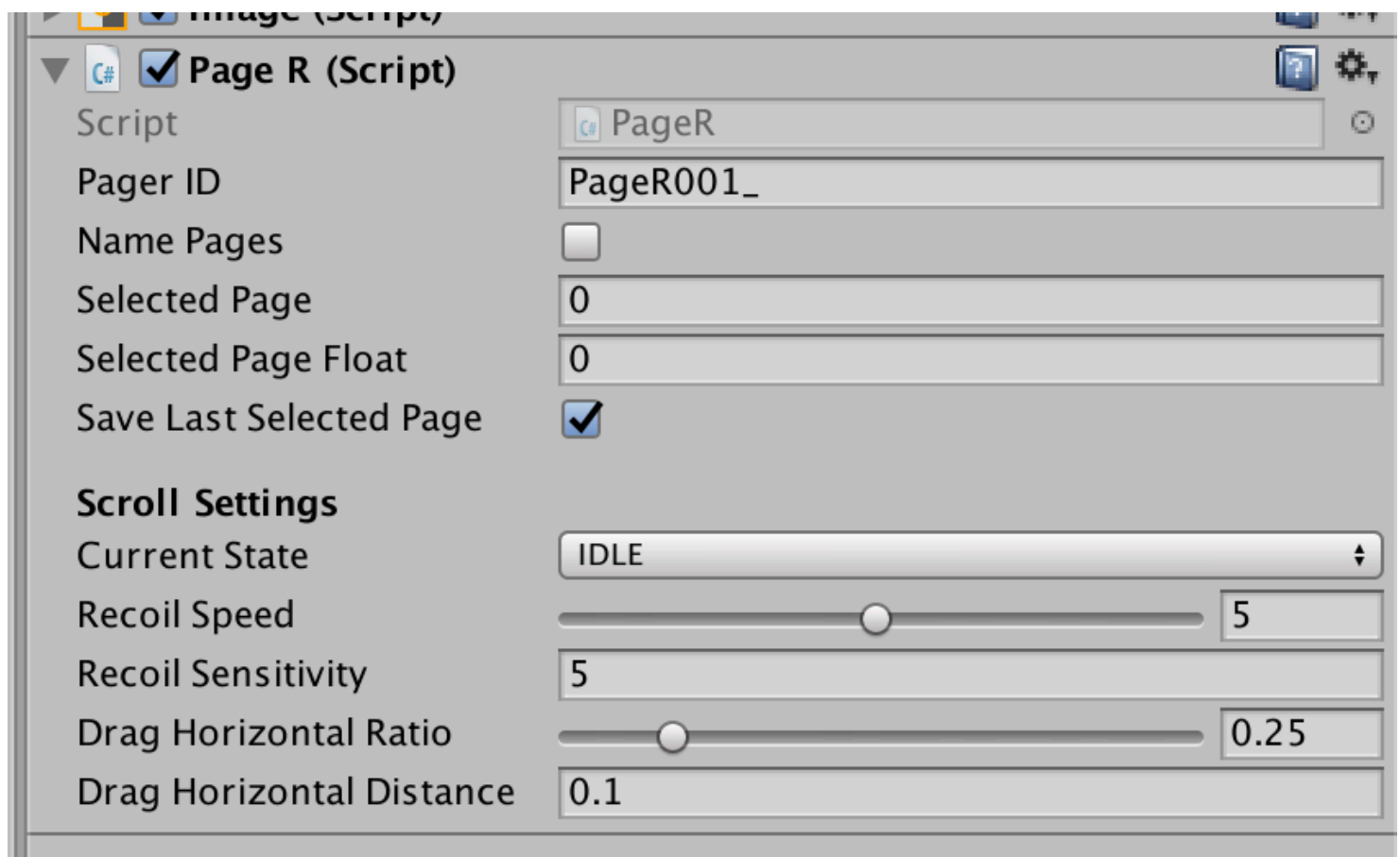
Table of Contents

1. PageR.cs
2. NavBar.cs
3. AddTorqueAtStart.cs
4. AlignWithUIObject.cs
5. RecoilAfterScrollBar.cs
6. ResizeList.cs

PageR.cs

This script manages the state of the ScrollRect (Idle, Scrolling, Recoil, and AutoScrolling);

Below is an image of how PageR.cs will render in the Inspector.



Variables (as seen in the inspector)

PagerID

An Id used for saving values to the PlayerPrefs

namePages

If True this will rename all the pages. example: Page0

selectedPage

the current selected LevelPage (Updates when the scrollBar states gets reset to Idle)

selectedPageFloat

the current selected LevelPage as a float

saveLastSelectedPage

Whether the SelectedPage will be saved in the PlayerPrefs

currentState

the current state of the scrollBar (Idle, Scrolling, Recoil, and AutoScrolling)

recoilSpeed

Speed of the scrollBar while Recoiling

recoilSensitivity

How much you will need to scroll for recoil to move to the next Page.

dragHorizontalRatio

this is the ratio drag distance X and Y. Only if your drag meets this ratio it will slide to the next page.

dragHorizontalDistance

The drag horizontal distance (in viewport) that you must drag before you can slide to the next page.

Important Methods

ScrollToLastPosition

move the scrollBar to the last position it was saved at.

saveLastSelectedPage should be True

SetState

change the current state of the ScrollBar.

Possible States are Idle, Scrolling, Recoil, and AutoScrolling

ChangePage

allows other scripts to change the Page.

See NavBar.cs line 172

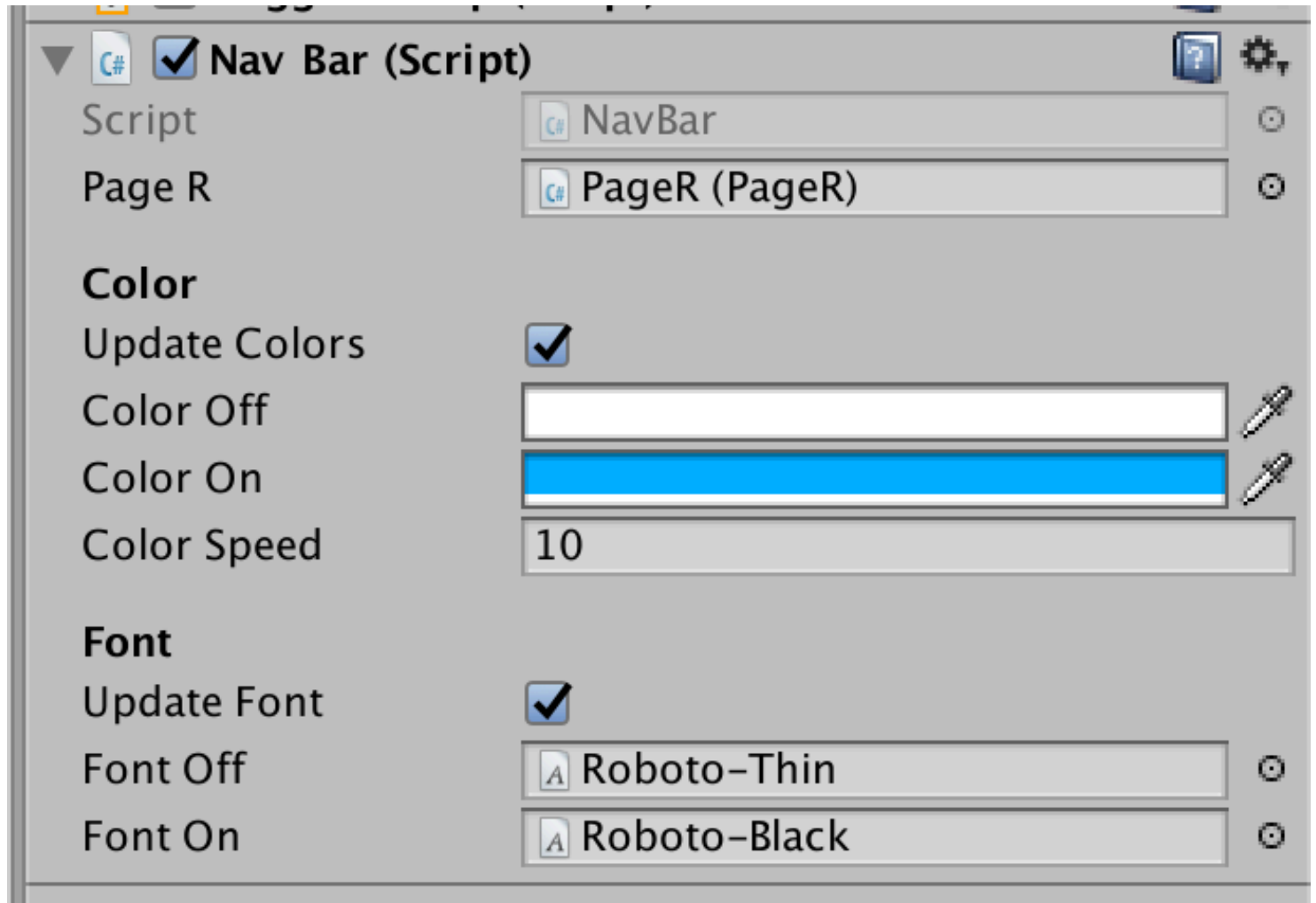
ChangePage_Delta

allows other scripts to change the Page, using a pageDelta (+-1)

NavBar.cs

This script manages the toggle buttons in order to change the pages in the PageR gameObject.

Below is an image of how NavBar.cs will render in the Inspector.



Variables (as seen in the inspector)

pageR

The pageR object this NavBar will be changing.

updateColors

Whether the colors should Update or not

colorOff

The color when the NavButton is Off.

colorOn

The color when the NavButton is On.

colorSpeed

The speed of the color change.

updateFont

Whether the font should Update or not

fontOff

The font when the NavButton is Off.

fontOn

The font when the NavButton is Off.

Important Methods

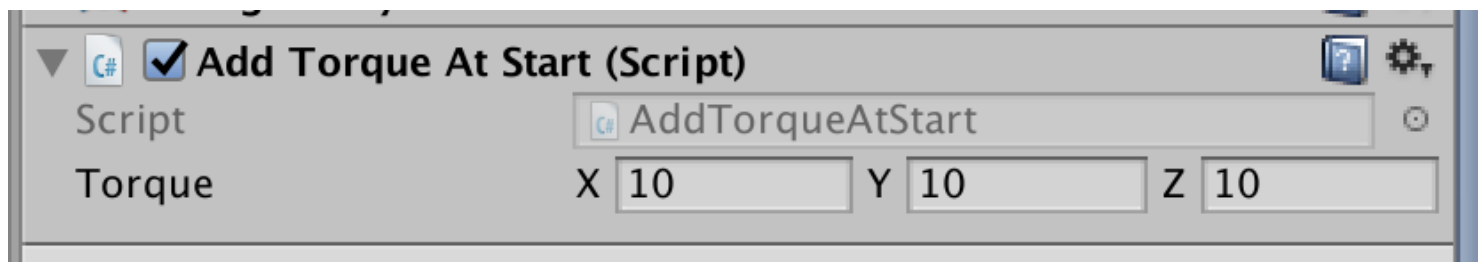
NavButtonPress

This Method should be mapped to the NavButton so that it will change the page.

AddTorqueAtStart.cs

Used to rotate the Cube at start...just for the Demo

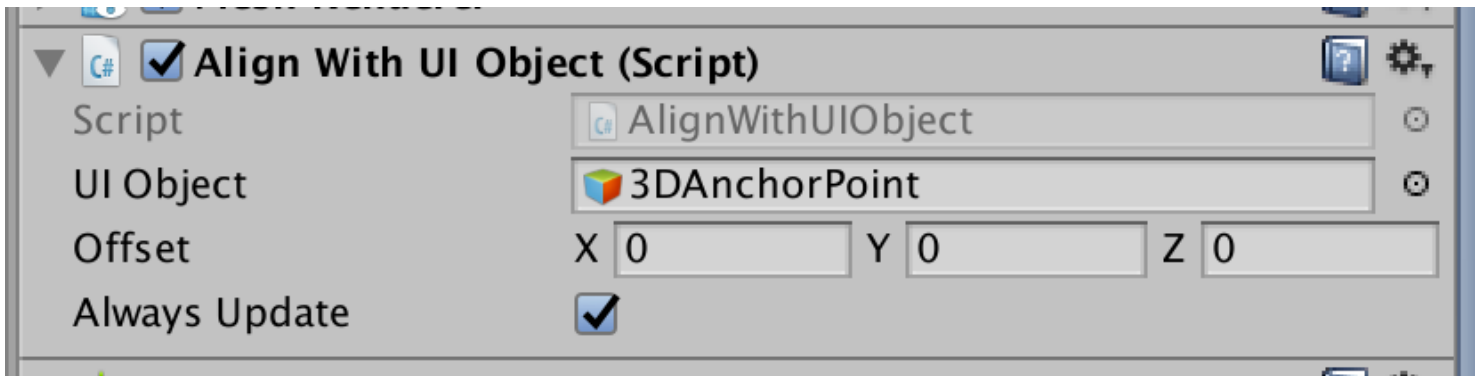
Below is an image of how AddTorqueAtStart.cs will render in the Inspector.



AlignWithUIObject.cs

Used to move the cube to align with a UIObject.

Below is an image of how AlignWithUIObject.cs will render in the Inspector.



RecoilOnPointerUp.cs

Attached to the ScrollBar...so that if the ScrollBar is used the PageR will recoil On pointer up.

ResizeList.cs

Resizes a list so that all Objects fit inside.

Below is an image of how ResizeList.cs will render in the Inspector.

