Gallery Level Selection

Documentation

V1.0

Quick overview

This package includes 6 sample scenes which you can use to learn more about its functionality.

You can easily customize and change the properties of each sample gallery to reach what you want.

Start

To add a gallery to your scene go to "Gameobject > UI > Gallery Level Selection" or search for the "GalleryLevelSelectionManager.cs" script in the "Add component" menu in the inspector.

Please notice that the functionality of this package is based on 2d colliders. So the gallery itself should have a boxCollider2d component to know the swipe gesture detecting area. And the items also need to have boxCollider2d as well, for detecting click events.

You have to put your items inside "Items container" gameobject and then assign them to the "Items Array" in the gallery inspector. Your items need to have "GalleryLevelView" script attached to them. This component is needed for interactions between gallery and items content. Although you can use "Auto Generate Items" section to save your time.

Define the items size so the galley can properly manage their collider size and position.

Layout and Movement

Active in Editor Mode: If you want to see the changes and preview in editor, make sure you checked this. If it's checked you can't manually change items and gallery properties such as position, scale, collider and etc. If you uncheck it, the changes you make will lose on runtime.

Scroll Axis: change this to arrange your items horizontally or vertically.

Alignment: this will change items pivot.

Reverse Order: when not checked items will arrange left to right and bottom to top. If it's checked the order will be reverse.

Infinite Loop: make your list as a loop. This is not supported with less than 4 items.

Active Items: number of items that will show and calculate in every frame.

Start Level: index of first appearing item in the list.

Snap Items: if it's checked the scroll will snap on items.

Navigate to Clicked Items: if you click on items, the gallery will scroll to clicked item.

Animate Frames: the speed of auto scrolling.

Custom Swipe Collider: normally you can't change gallery collider size. If you want, check this option.

Transition Effects

Displacement: the Y position of items for horizontal axis and X position for vertical axis. The position of center item is always zero.

Scale: the X and Y scale of items. The scale of center item is always one.

*Z Rotation:* rotate items over Z. The rotation of center item is always zero.

Color: make a gradient from start to end. Alpha channel is also supported.
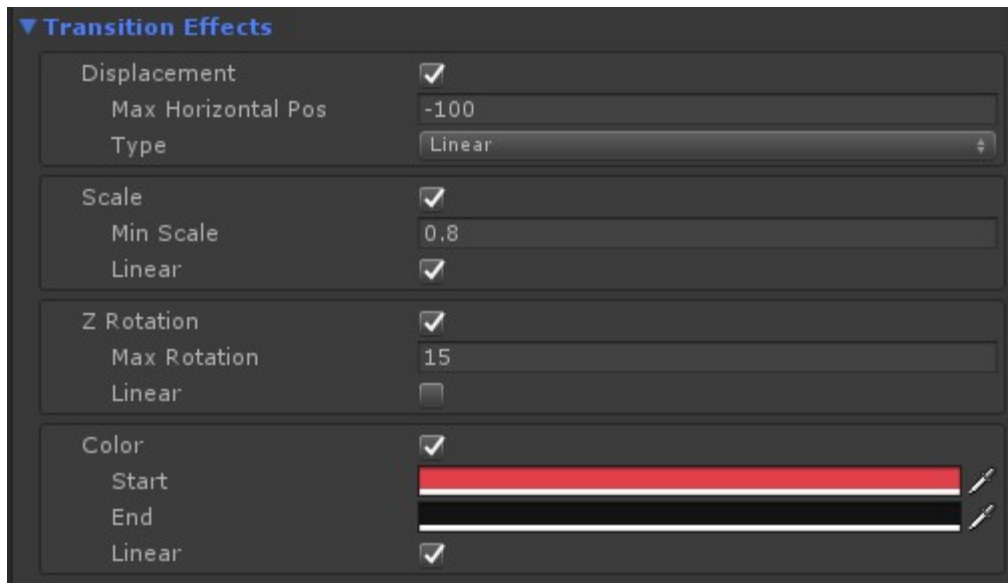
Page Indicator Settings

Page Indicator: can select None, Slider, Scrollbar and Pagination. If you assign the corresponding object, the gallery will update indicator automatically.

Page Title Format: you can show data of center item in a Text. The formats include None, Number, Number/Count and Level Name. For level name you should to set it for each items in their "Gallery Level View" component.
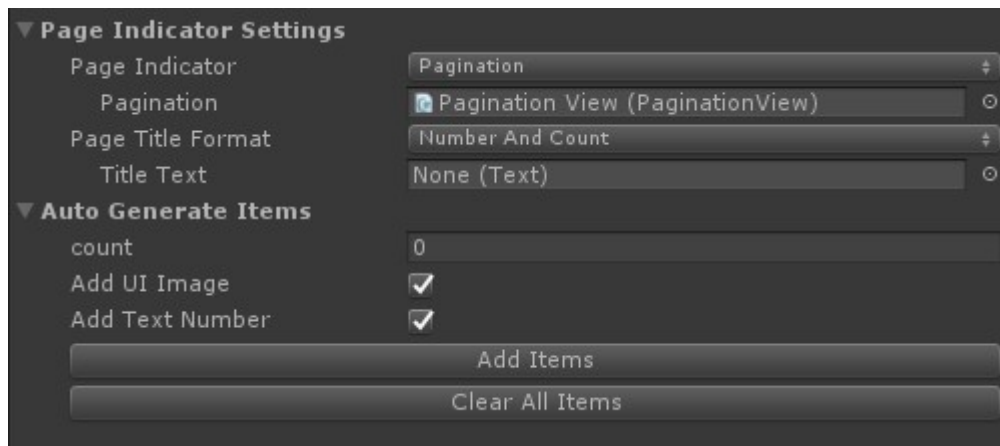
Auto Generating

You can auto generate items to save your time. Just enter the count and click on "Add Items" button. It will generate items with defined width and height.

Also you can clear all items by clicking on "Clear All Items".

Items Click Event

You have to do that in the script. Just set "OnItemsClickedEvent" of gallery script. The function has two parameters (int index, bool isCenter).

```
void Start()
{
    gallery.GetComponent<GalleryLevelSelectionManager>().OnItemsClickedEvent =
    ClickEvent;
}

private void ClickEvent(int index, bool isCenter)
{

}
```

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