

uGUI Panel Manager

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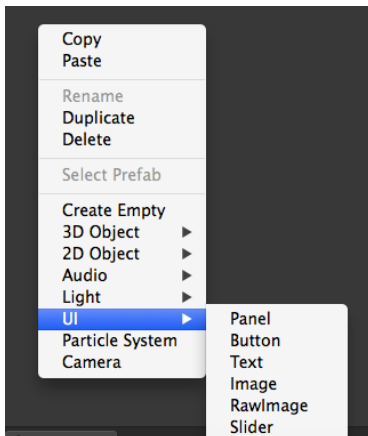
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DOCUMENTATION

GET STARTED

1. After you have imported the uGUIPanelManager you can add a new PanelManager to your GUI scene by creating a new GameObject and attach the uGUIManager to it.



2. Than you can simply start by creating your first GUI screen. Create a normal uGUI UI and create a Panel.

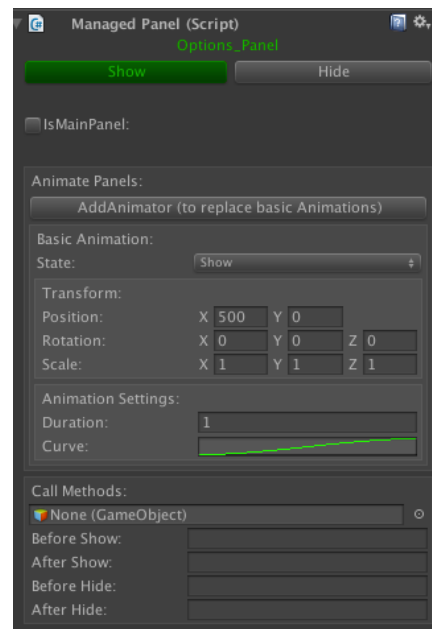
3. Add also a uGUIManagedPanel component to it.

4. Switch to your PanelManager Object an press „Search Managed Panels“ to add the new created Panel to the list.

Managed Panel

The Managed Panel component has various options which will be explained in detail here.

- Show / Hide - To Show or hide the panel in the unity editor during editor mode, so you can edit your panels with our distraction.
- IsMainPanel - Set this to true if you want this panel to show up on start.
- Animate Panel:
 - Add Animator - this adds an animator component to the panel and creates an basic AnimatorController under „Assets/„ with a basic state machine to start work with. You can now animate your panels with the Unity Animator and they are still managed.
 - if you have added an animator you have now some new Options
 - You can set the names of the triggers you set on the Animation Controller for triggering transitions between states
 - Basic Animation:
 - here you can switch between states and set the **position**, **rotation** and **scale** of the current state.
 - below that you have options to tweak the **animation curve** and the **duration** of the animation for the movement between the states.



UGUI PANEL MANAGER

- Call Methods:
 - Target (Object Field): Reference the GameObject (in Scene) where the script component lies you want to call a script on.
 - in the following text field you can specify which script you wanna call on the given time

Trigger Panel Transitions

To trigger panel transitions like show or hide a panel you have two options. The first one is via script, calling a method on the uGUIManager. The second one is via the uGUIPanelSwitcher component you can attach to buttons.

VIA SCRIPT

The following script calls should be self explaining:

```
uGUIManager.SetPanelState("MainMenu",PanelState.Show,additional: false,queued: false, instant: false);  
  
uGUIManager.SetPanelState("MainMenu",PanelState.Hide);  
  
uGUIManager.TogglePanelState("SideBar",targetState: PanelState.ToggleIn,  
                                toggleState: PanelState.ToggleOut,additional: true,queued: true);  
  
uGUIManager.ShowPanel("Options",additional: true, queued: false, instant:false);  
  
uGUIManager.HidePanel("Credits",queued: false, instant:false);
```

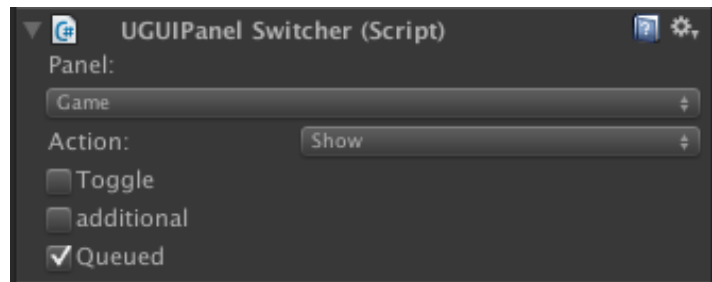
- With SetPanelState you can set a specific panel state.
- With TogglePanelState you can toggle between two states.
- Show Panel to show a panel
- Hide Panel to hide panel

Attributes:

- PanelName [string]: You have to specify the panel by name
 - TargetState [PanelState]: Specify the target state of the panel
 - ToggleState [PanelState]: The other state you wanna toggle (only in TogglePanelState)
 - additional [bool]: if you don't want to hide already on screen panels set this to true
 - queued [bool]: set this to true if you want the transitions to happen after each other and not simultaneously
 - instant [bool]: set to true if you just want to jump to the target state instantly
-

WITH UGUIPANELSWITCHER COMPONENT

Just attach the uGUIPanelSwitcher component to a Button and set the settings you desire.



THE END

Enjoy the PanelManager and if you like please write a review!

If you have any questions or suggestions for news versions please feel free to contact me!

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