

SS-System - Advance

Learn it in 5 minutes!

Package download URL

<http://anh-pham.appspot.com/sssystem/sssystem.unitypackage>

Reference URL

<http://anh-pham.appspot.com/sssystem/>

How to use SS-System

1. Create a Base Scene

- Create a new empty scene.
- Create a new game object and add '**SSSceneManager**' to it.
- Save scene.

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2. Create a Screen (name 'S1')

- Create a new empty scene.
- Create a new gameobject with name 'S1' and add **'SSRoot'** to it.
- Create a new script name 'S1Ctrl' extend 'SSController'
- Create a new gameobject inside S1 add S1Ctrl to it.
- Create any gameobject you want inside S1 object (include camera).
- Save scene with name 'S1'

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3. Create a PopUp (name 'P1')

- Do 4 first steps of 'Create a scene' but use name P1 instead of S1.

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4. Catch event of PopUp P1

- Add this code to P1Ctrl:

```
public override OnSet(object data) {  
    Debug.Log (data);  
}  
public override OnShow() {  
    Debug.Log (" On P1 Show");  
}
```

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5. Add animation to PopUp P1

- Create new gameobject name 'UI' inside 'P1', add script SSAnimation to it.
- From SSSystem/Animations/, drag SSDefaultPopUp & SSDefaultPopDown to 'Show Clip' & 'Hide Clip' in SSAnimation of 'UI'.
- Create any gameobject you want (except Camera) inside of 'UI'
- Create any Camera you want, outside of 'UI' (but in 'P1').
- Save scene.

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6. Ready for test

- Create a script 'Test1'.
- Open Base Scene again.
- Create a new gameobject.
- Add 'Test1' to it.
- Add this code to Test1:

```
void OnGUI() {  
    if (GUI.Button(new Rect(0, 0, 100, 20), "Show S1") {  
        SSSceneManager.Instance.Screen("S1");  
    }  
    if (GUI.Button(new Rect(0, 20, 100, 20), "Show P1") {  
        SSSceneManager.Instance.PopUp("P1", "____^");  
    }  
}
```

- Play Base Scene, Click 'Show S1' button, then click "Show P1' to test

Thank you!

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