

Slider Menu – Pro

Descriptions:

Slider Menu Published In 2 State: Free And Pro.

In Pro Version Of Slider Menu You Have A Slider With Multi Facilities.

Marked points:

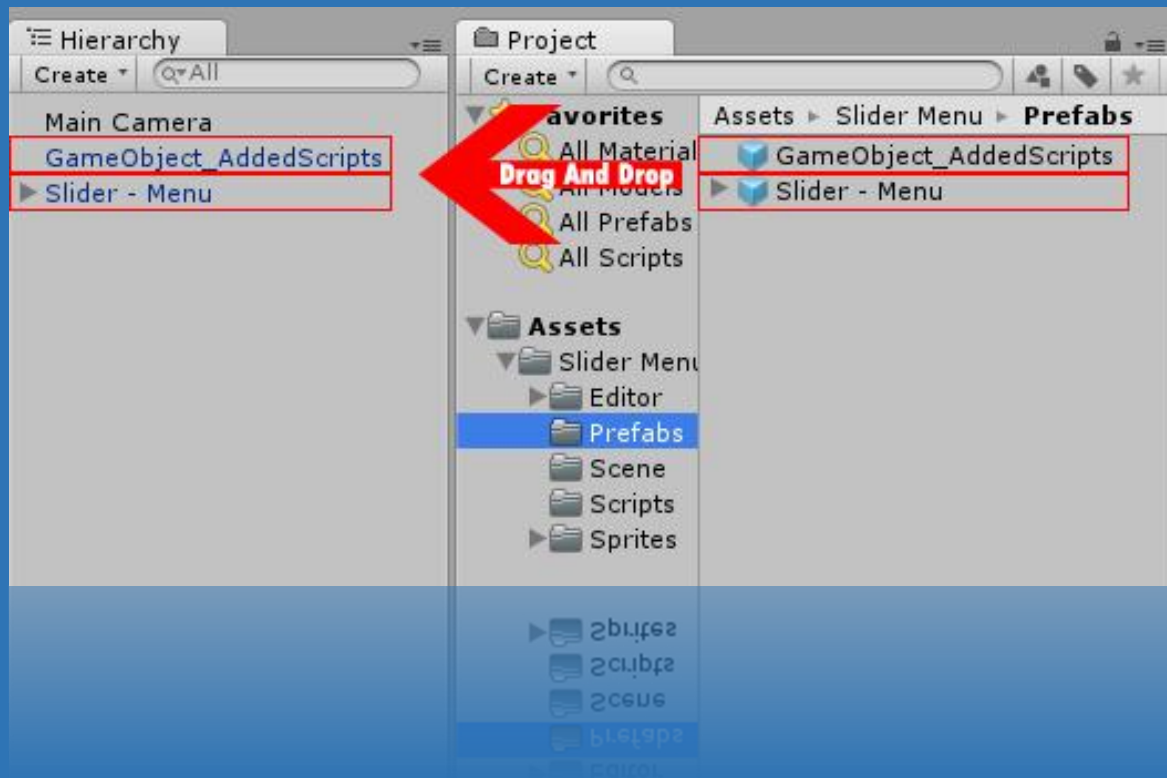
- **Work With New Unity UI**
- Set Canvas Object And Change it's Parameters **(Pro)**
- Set Number Of Slides In View **(Pro)**
- Show Or Hide Scrollbar **(Free And Pro)**
- Set Custom Scrollbar With Custom Style **(Free And Pro)**
- Show Or Hide Scroll Buttons **(Pro)**
- Set Custom Sprite For Scroll Buttons **(Pro)**
- Set Custom Background Sprite **(Free And Pro)**
- Set Scroll Content **(Free And Pro)**
- Set Slides Objects **(Free And Pro)** **(In Pro Version Slides Set Automatic)**
- Set Prefix Name Of Slides **(Pro)**
- Set Width, Height, Margin And Scale Of Slides **(Free And Pro)**
- Set Transition In And Transition Out **(Pro)**
- Set Color Transition For Previous Slide, Active Slide And Next Slide **(Free And Pro)**
- Support Mobile And Desktop Platform **(Free And Pro)**

How To Use:

Very simple, Just follow Below Steps.

A: Drag And Drop Requirement Prefabs.

- 1- Drag And Drop "**Slider - Menu**" Prefab Into Hierarchy Window.
- 2- Drag And Drop "**GameObject_AddedScripts**" Prefab Into Hierarchy Window.

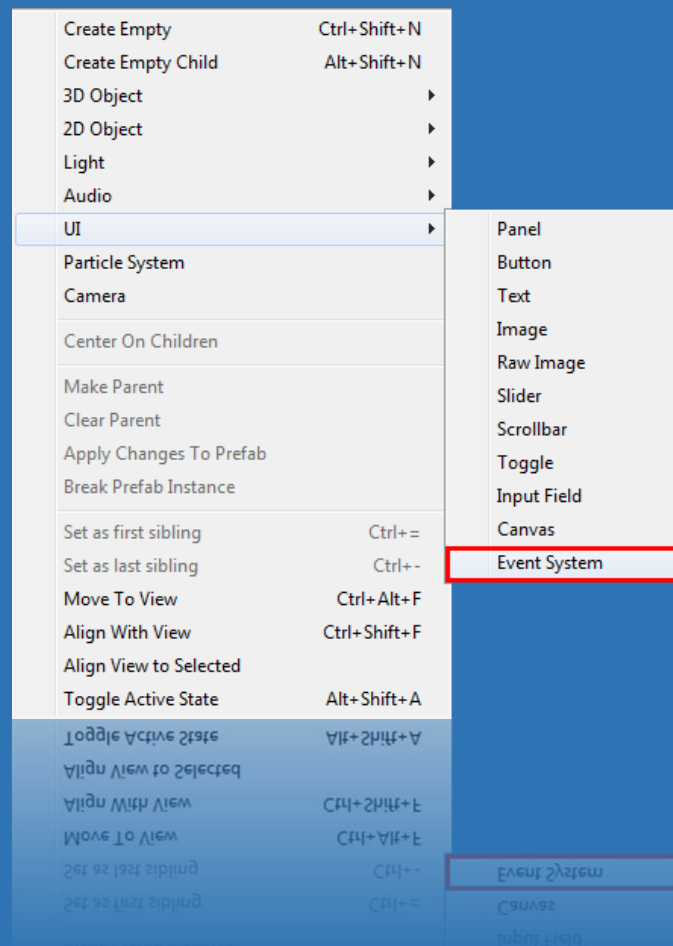


B: Create Event System

3- For Correct Scroll Of Scrollbar Create New **"EventSystem"** Game Object.

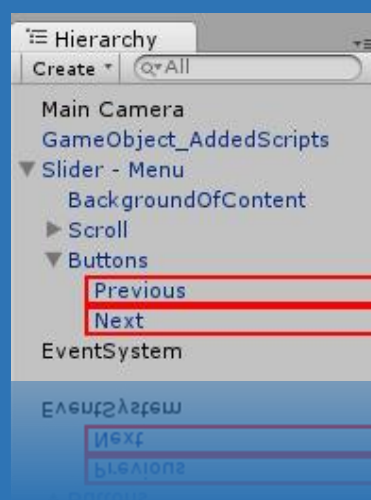
For Create New **"Event System"** Game Object Go To Below Address:

GameObject/UI/Event System



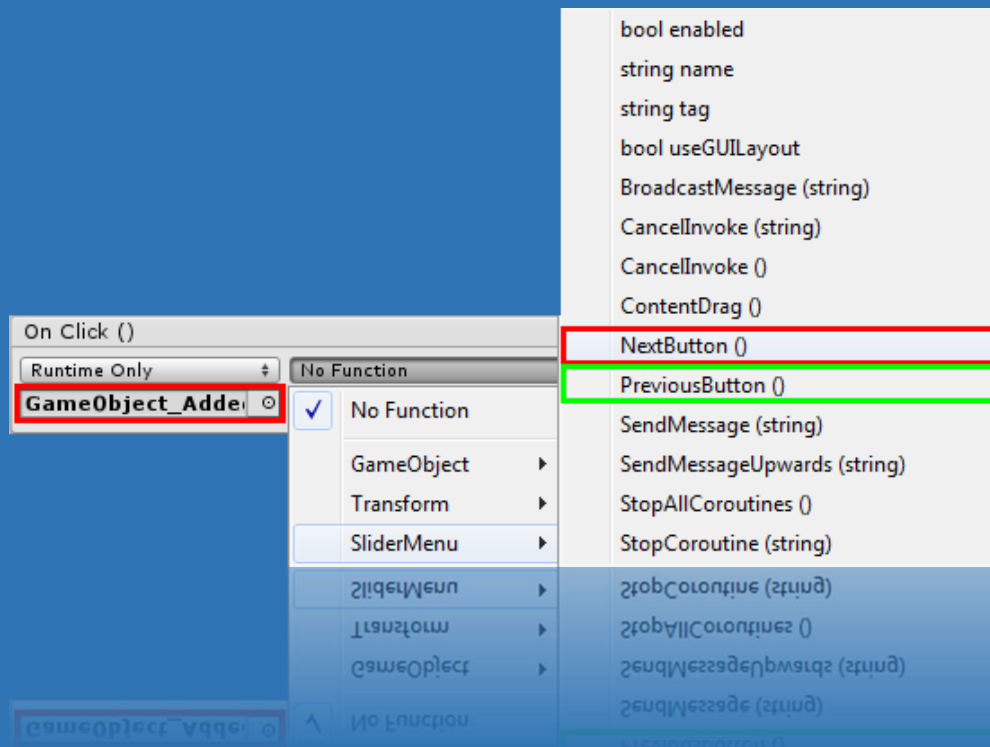
C: Previous And Next Button Settings

Previous Button And Next Button is in **"Slider – Menu>Buttons"**



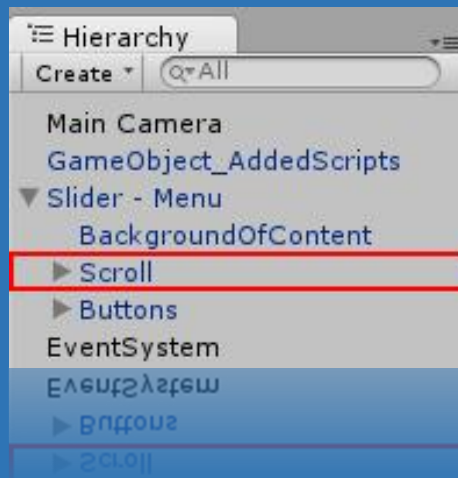
4- Select Next Button And In Inspector Go To **"Button"** Component. At **"On Click"** Event Trigger in Game Object Selector, Select The **"GameObject_AddedScripts"** Game Object. Then in Function Selector, Select **"Next Button"** Function.

5- Do it For Previous Button. At Previous Button in Functions Selector, Select **"Previous Button"** Function.

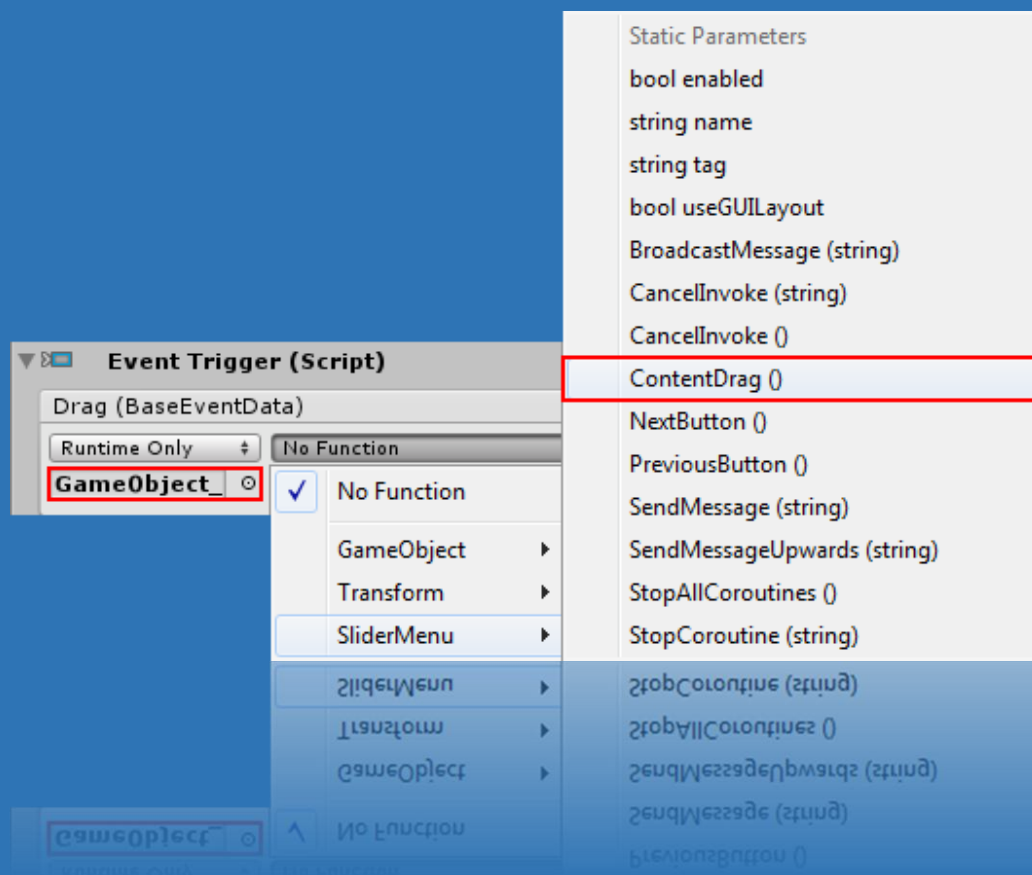


D: Scroll Settings

6- Select "**Scroll**" Game Object. In Inspector Go To "**Event Trigger**" Component.



In Game Object Selector, Select The "**GameObject_AddedScripts**" Game Object And In Function Selector, Select The "**Content Drag**" Function.

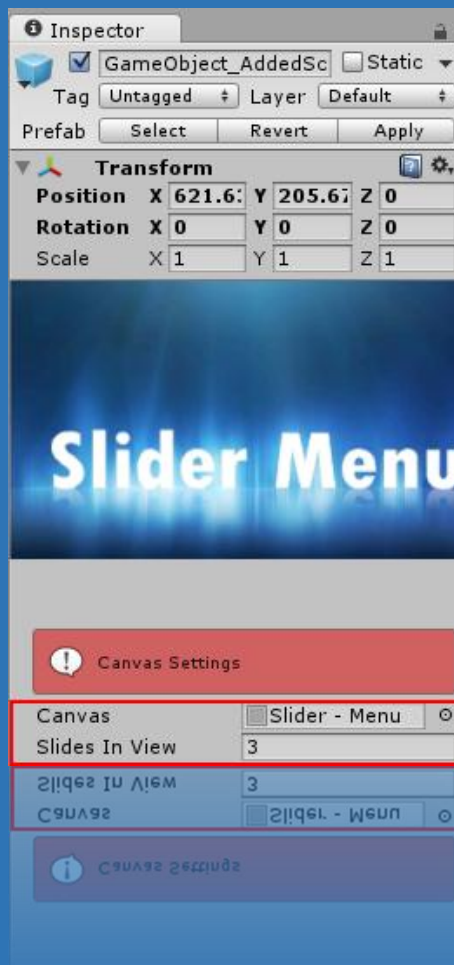


E: Canvas Settings

7- Select The "**GameObject_AddedScripts**" Game Object. After Selecting This Game Object You Can See Slider Menu Settings In Inspector.

In Canvas Settings You Can Set Canvas Object And Number Of Slides In View.

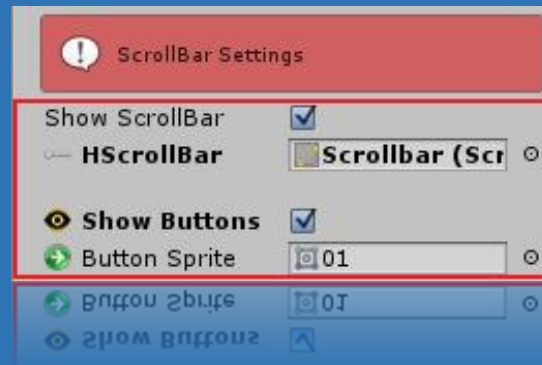
Drag And Drop "**Slider – Menu**" Game Object (That Canvas Component Applied To It) In Canvas Selector.



F: ScrollBar Settings

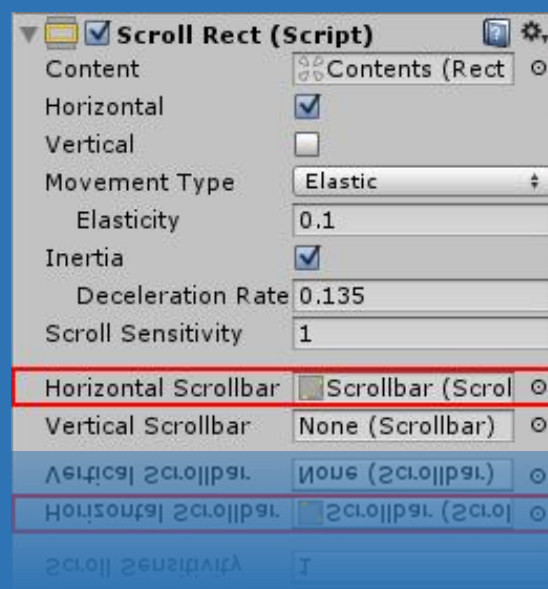
8- In This Part We Have 4 Options:

- **Show ScrollBar**: If Unchecked This Parameter Your Scrollbar Is Hide.
- **HScrollBar**: Select Your Scrollbar With Your Custom Style.
- **Show Buttons**: If Unchecked This Parameter Buttons Is Hide.
- **Button Sprite**: If Show Buttons Is Checked This Parameter Is Show And You Can Select Your Custom Sprite For Previous And Next Buttons.



Note: You Can Create Any ScrollBar In Your Project With Any Custom Style.

For Change ScrollBar You Should Select "Scroll" Game Object And In "Scroll Rect" Compoent Change Horizontal Scrollbar.



G: Content Settings

In These Settings We Have 2 Options:

- **Background:** Select Slider Background With This Option.
- **Scroll Contents:** Select Scroll Contents For Change Automatic Parameters Of Scroll Contents (**Fro Infinite Slides**).

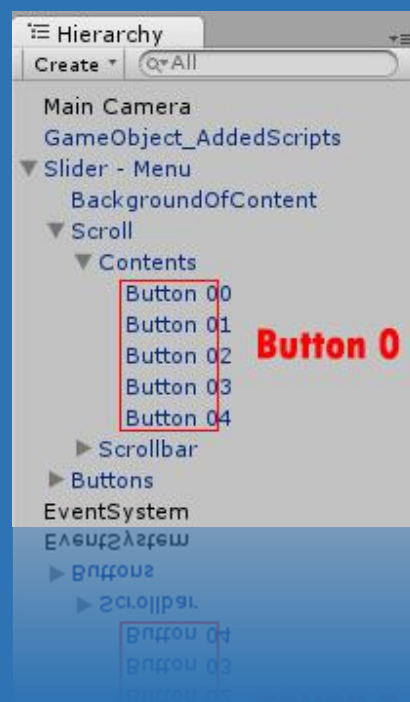


Note: Level Thumbnails In Content Settings Automatically Filled Out (Dependent On Prefix Name).

H: Slides Settings

In These Settings We Have 4 Options:

- **Prefix Name:** Is Used For Level Thumbnails Automatically Filled Out. This is Prefix Name Of Member Of Content Object.



- **Slides Size:** Width And Height Of Slides. All the Slides should be the same size.
- **Slides Scale:** The slides Scale.
- **Slides Margin:** Slide Distance From Side. You May Have More Information About Margin With Read About Margin In Css Programming.

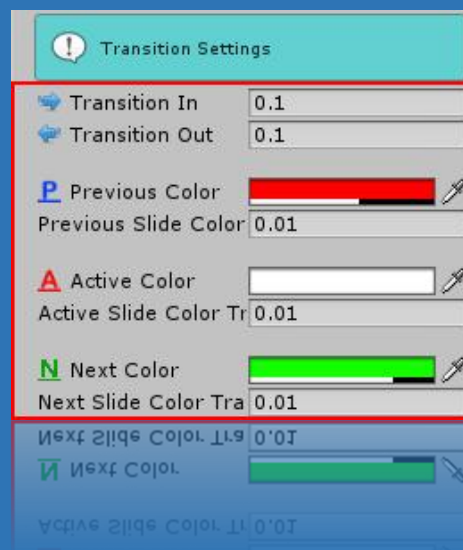


I: Transitions Settings

The highlights of this Plugins There Are Several Transition. Transition For Show Slides (Previous, Active And Next Slides), For Change Color (Previous, Active And Next Slides) And For Change Angle (Previous, Active And Next Slides).

In These Settings We Have 8 Options:


- **Transition In:** Speed Of Show Active Slide.
- **Transition Out:** Speed Of Show Previous Slide And Next Slide.
- **Previous Color:** Color Of Previous Slides.
- **Previous Slide Color Transition:** Speed Of Previous Slides Change Color.
- **Active Color:** Color Of Active Slides.
- **Previous Slide Color Transition:** Speed Of Active Slides Change Color.
- **Next Color:** Color Of Next Slides.
- **Next Slide Color Transition:** Speed Of Next Slides Change Color.




J: Animations Settings

With Enable Animation You Can Apply 2 Animation To Slides.

- **Move Animation:** Animate Y Position Of Slides For Previous Slides, Active Slides And Next Slides.
Position Transition Is Speed Of Change Y Position.
- **Rotate Animation:** Animate Angle Of Slides For Previous Slides, Active Slides And Next Slides.
Rotation Transition Is Speed Of Change Slides Angle.

 Animation Settings

 **Animation** ☒

[1] Move Animation ☒

Previous Move Position	0		
Previous Position Transition	0.1		
Active Move Position	-100		
Active Position Transition	0.1		
Next Move Position	0		
Next Position Transition	0.1		

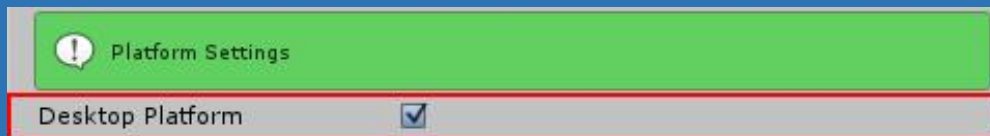
[2] Rotate Animation ☒

Previous Rotation	X 0	Y 45	Z 90
Previous Rotation Transition	0.1		
Active Rotation	X 0	Y 0	Z 90
Active Rotation Transition	0.1		
Next Rotation	X 0	Y 0	Z 10
Next Rotation Transition	0.1		
Next Rotation Transition	0.1		
Next Rotation	X 0	Y 0	Z 10
Active Rotation Transition	0.1		
Active Rotation	X 0	Y 0	Z 90
Previous Rotation Transition	0.1		
Previous Rotation	X 0	Y 45	Z 90

K: Platform Settings

In These Settings We Have 1 Options:

- **Desktop Platform:** If Unchecked You Can Only Use This Plugin In Mobile Platform. For Use This Plugin In Desktop Platform (Such As Windows) Enable This Option.



Possible errors:

If Change Name Of Slider Menu Folder For have not Error Please Open "**General Settings**" Script in "**Slider Menu>Editor**" And Edit Or Delete Below Lines:
(Line 32-46):

```
32 Header = (Texture2D) AssetDatabase.LoadAssetAtPath ("Assets/Slider Menu/Editor/icons/Header.png", typeof(Texture2D));
33 HorizontalSliderIcon = new GUIContent (" HScrollBar", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Horizontal Slider.png",typeof(Texture2D))); "Horizontal Slider";
34 ShowButtonsIcon = new GUIContent (" Show Buttons", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Show Buttons.png",typeof(Texture2D))); "Show Buttons";
35 ButtonSpriteIcon = new GUIContent (" Button Sprite", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Button Sprite.png",typeof(Texture2D))); "Button Sprite";
36 BackgroundIcon = new GUIContent (" Background", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/background.png",typeof(Texture2D))); "Background";
37 ScrollContentsIcon = new GUIContent (" Scroll Contents", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Scroll Content.png",typeof(Texture2D))); "Scroll Contents";
38 ElementSizeIcon = new GUIContent (" Slides Size", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Element Size.png",typeof(Texture2D))); "Slides Size";
39 ElementScaleIcon = new GUIContent (" Slides Scale", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Element Scale.png",typeof(Texture2D))); "Slides Scale";
40 ElementMarginIcon = new GUIContent (" Slides Margin", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Element Margin.png",typeof(Texture2D))); "Slides Margin";
41 TransitionInIcon = new GUIContent (" Transition In", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Transition In.png",typeof(Texture2D))); "Transition In";
42 TransitionOutIcon = new GUIContent (" Transition Out", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Transition Out.png",typeof(Texture2D))); "Transition Out";
43 PreviousColorIcon = new GUIContent (" Previous Color", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Previous Color.png",typeof(Texture2D))); "Previous Color";
44 ActiveColorIcon = new GUIContent (" Active Color", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Active Color.png",typeof(Texture2D))); "Active Color";
45 NextColorIcon = new GUIContent (" Next Color", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Next Color.png",typeof(Texture2D))); "Next Color";
46 SlideAnimationIcon = new GUIContent (" Animation", (Texture2D) AssetDatabase.LoadAssetAtPath("Assets/Slider Menu/Editor/icons/Slide Animation.png",typeof(Texture2D))); "Slide Animation";
```

Future Updates.

- Adding Scrollbar Styles.
- Adding Button Styles.
- Automatically Adding Custom Mask Into Your Slides!
- Adding Scrollbar Button (Such As JQuery Sliders).
- Vertical Slider.
- In Place Slider!
- Automatic Slider For Create Gallery In Your Game.
- Etc

