Toast For Unity Documentation

Hi, Welcome To Toast For Unity <u>Documentation</u>!
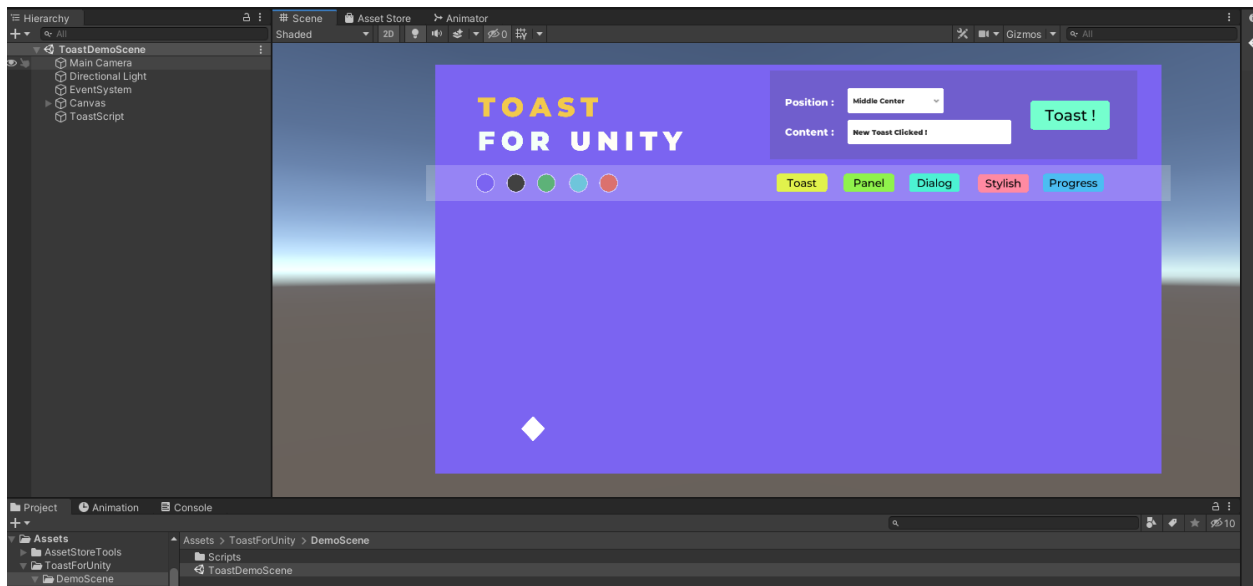
▼ Toast For Unity

Toast For Unity is a quick message alert pop-out plugin based on Unity GUI.

You can quickly pop out a toast message box in a second.

Yeah, Just a simple one-line code :
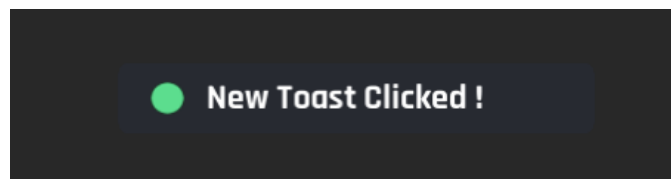
> 💡 Toast.PopOut("New Alert");

Quick Getting Start

Before getting started, please try to play around with the demo scene to see the toast result, which allocates under **[ToastForUnity/DemoScene].**

▼ General Toast Usage:

▼ Default Toast

- Basic Toast Usage:

  💡 Toast.PopOut(stringInfo);

- Toast Usage With Parent (Recommend): (ParentContoller)

> 💡 Toast.PopOut(stringInfo , Parent.transform);

- Toast Usage With Status (status just change different color):

> 💡 Toast.PopOut(stringInfo , toastStatus, Parent.transform);

▼ Available Status:

- Normal
- Success
- Warning
- Danger

- Toast Usage With Color:

> 💡 Toast.PopOut(stringInfo , Color, Parent.transform);

- Example Code:

```
using ToastForUnity.Script.Core;

private void SomeFunction(){

  //Most Simplest Toast Function
  Toast.PopOut(ContentInput.text);

  //Toast With Given Parent
  Toast.PopOut(ContentInput.text, Parent.transform);
```
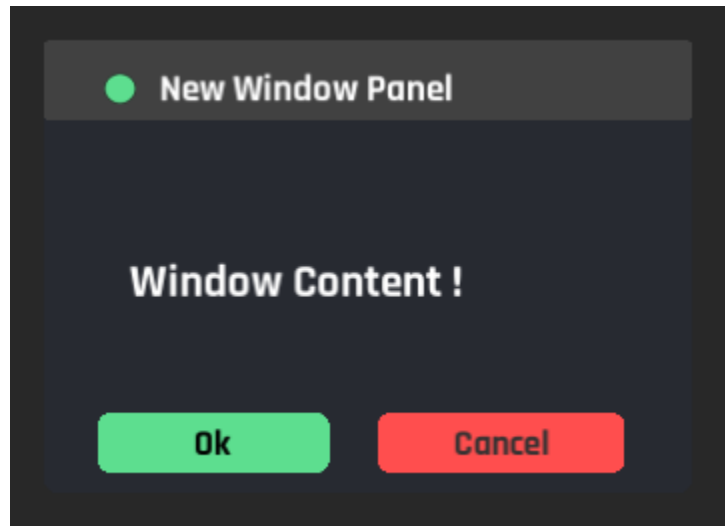
```
    //Toast With Different Status
    Toast.PopOut(ContentInput.text, status.Success, Parent.transform);

    //Toast With Custom Color Status
    Toast.PopOut(ContentInput.text, Color.red, Parent.transform);
}
```

▼ Window Toast Usage

- Basic Window Usage:

  💡 Toast.WindowPopOut(WindowToastModel model);

- Basic Window Usage With Parent:

  💡 Toast.WindowPopOut(WindowToastModel model, Parent.transform);

Example Code:

```
Toast.WindowPopOut(new WindowToastModel()
{
    Title = TitleInput.text,
    Content = ContentInput.text,
    OkBtnEvent = () => {Toast.PopOut("OK"));},
    CancelBtnEvent = () => {Toast.PopOut("Cancel");}
});
```
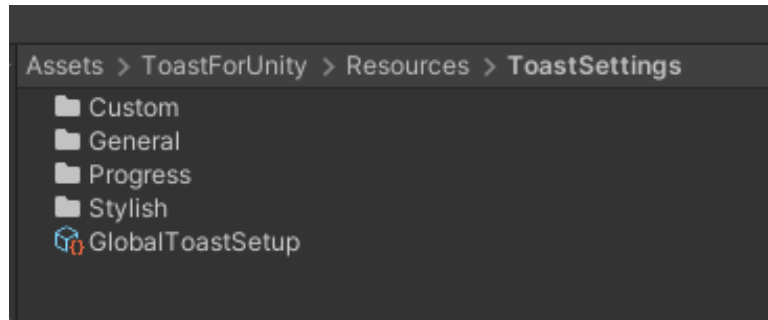
▼ Dialog Toast Usage

- Basic Window Usage:

  💡 Toast.DialogPopOut(dialogTextString, Parent.transform);

▼ Customize General Toast Styles

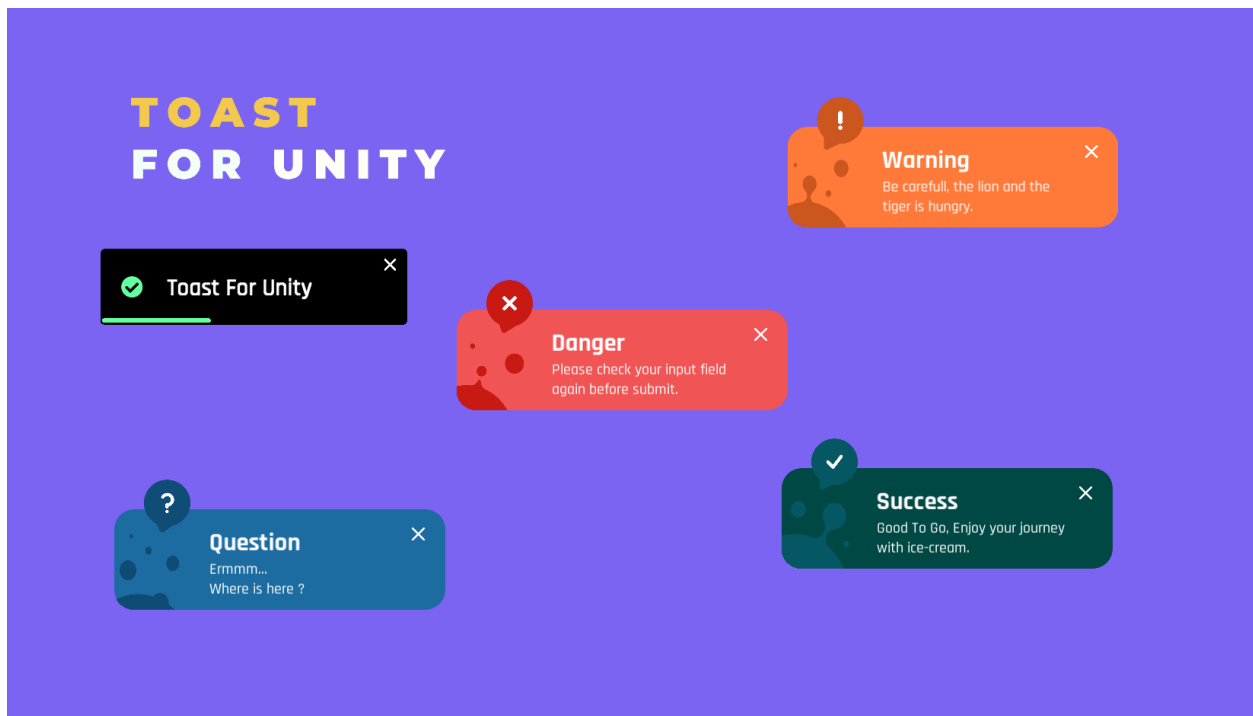All the general toast is a pre-made UI prefab, which can easily customize to your own style.

(change animation, color, etc...)

You can easily find all the toast prefabs under **_Resources/ToastSettings._**

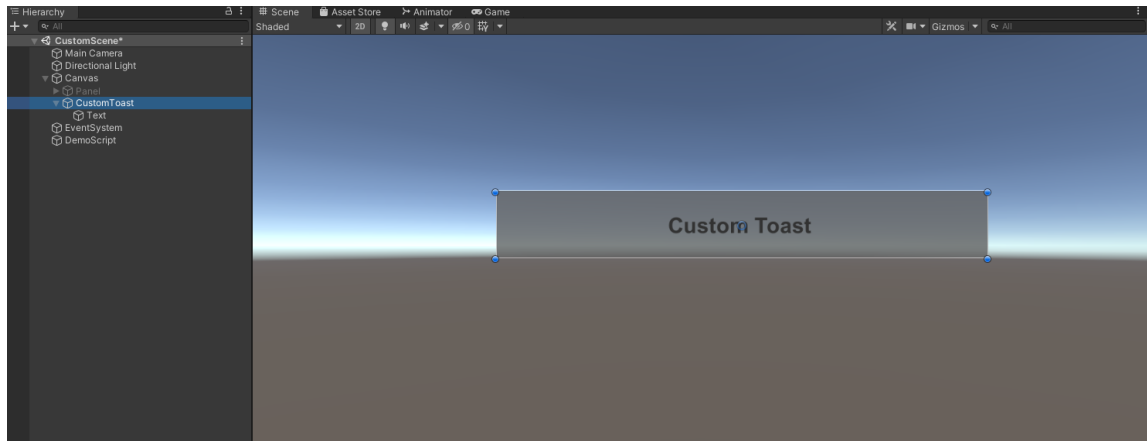# ▼ Parent Controller

Add Custom Toast:

You can add your own custom toast for a very easy few steps.

▼ Very Easy Few Steps:

1. **Design Your Own Toast UI In Unity.**

2. Create a new c# script class Inherent By **ToastModelBase**

```
public class CustomModel : ToastModelBase
{
    public string Content;
    // Add More Variable Depends On Your Usage
}
```

3. Create another new c# script class Inherent By **ToastPrefabBase**

```
public class CustomToastView: ToastPrefabBase
{
    public TextContentText;

    // This Function Will Execute When Toast Pop Out
    public override void Initialize(ToastModelBase toastModel)
    {
        //Convert The Model To Your Define CustomModel
        CustomModel customModel = toastModel as CustomModel;

        //Do Whatever You Want For Toast Initialization
        if (customModel != null)
            ContentText.text = customModel.Content;
    }
}
```
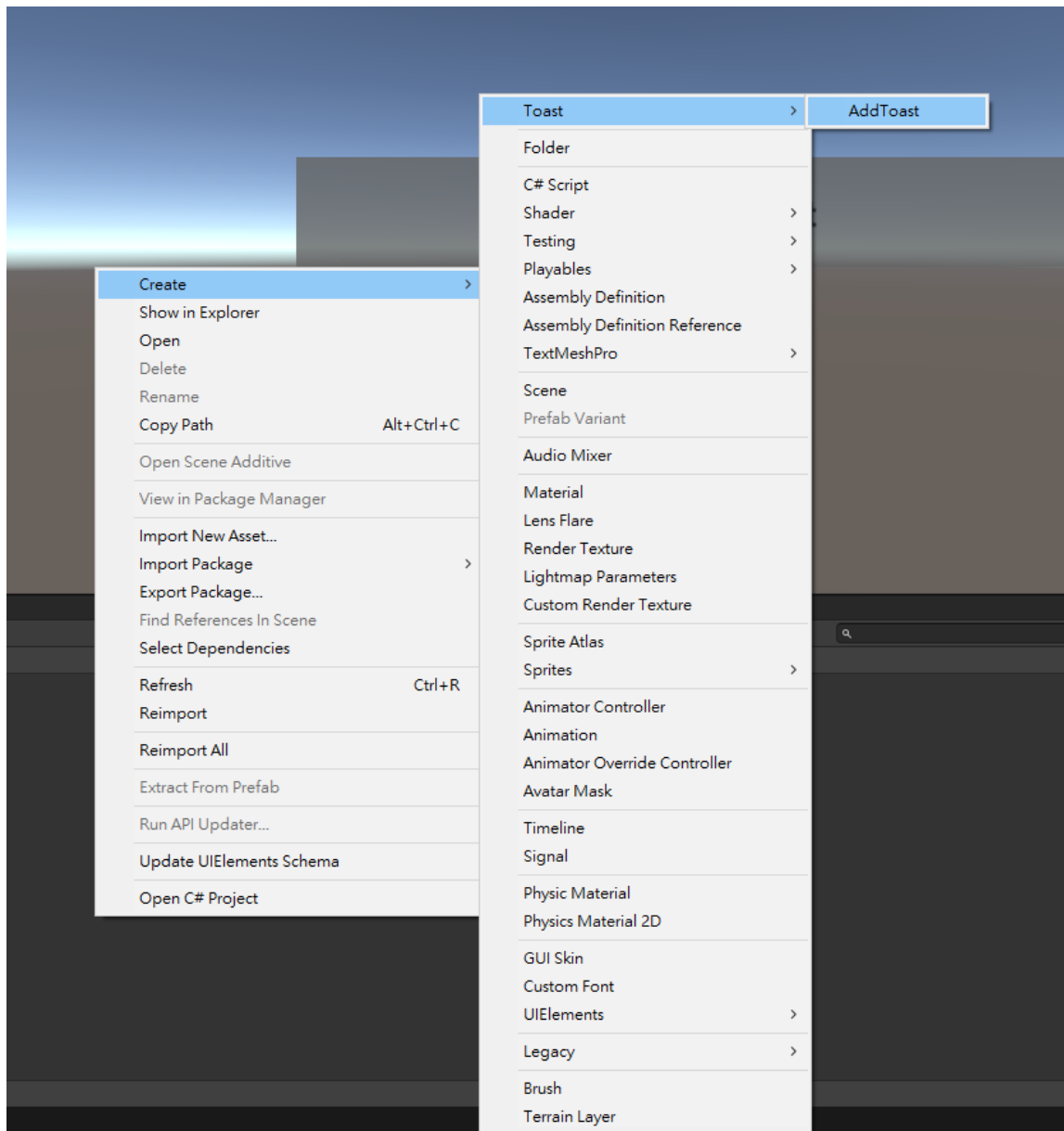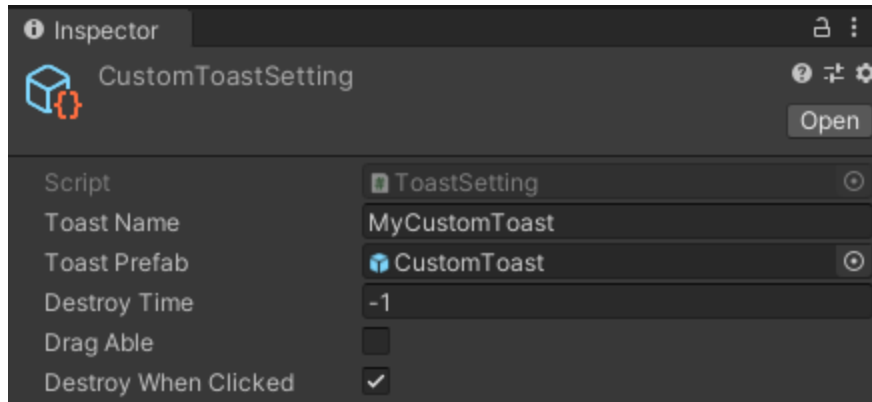
4. Drag and Drop CustomToastView.cs To Your Toast Prefab
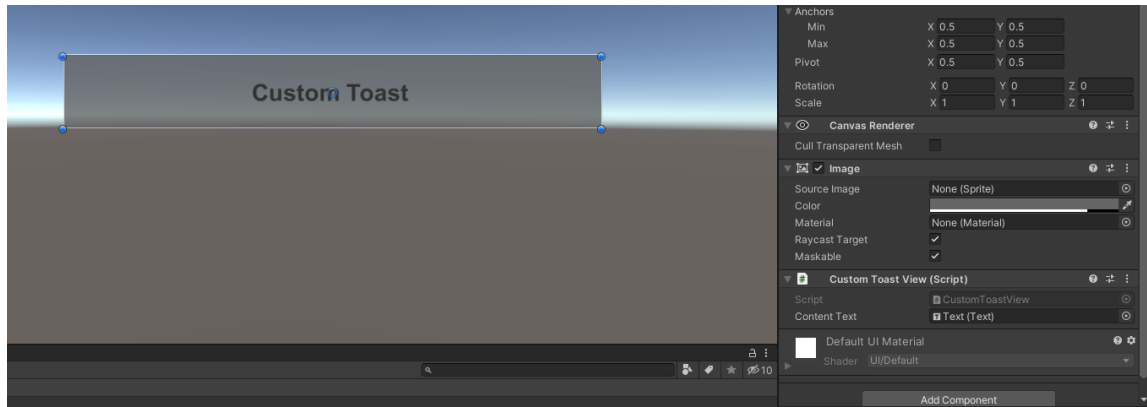
5. Add a ToastSettings Inside Unity Editor

6. Setting Up Your ToastSettings Value

▼ Toast Settings Variable:
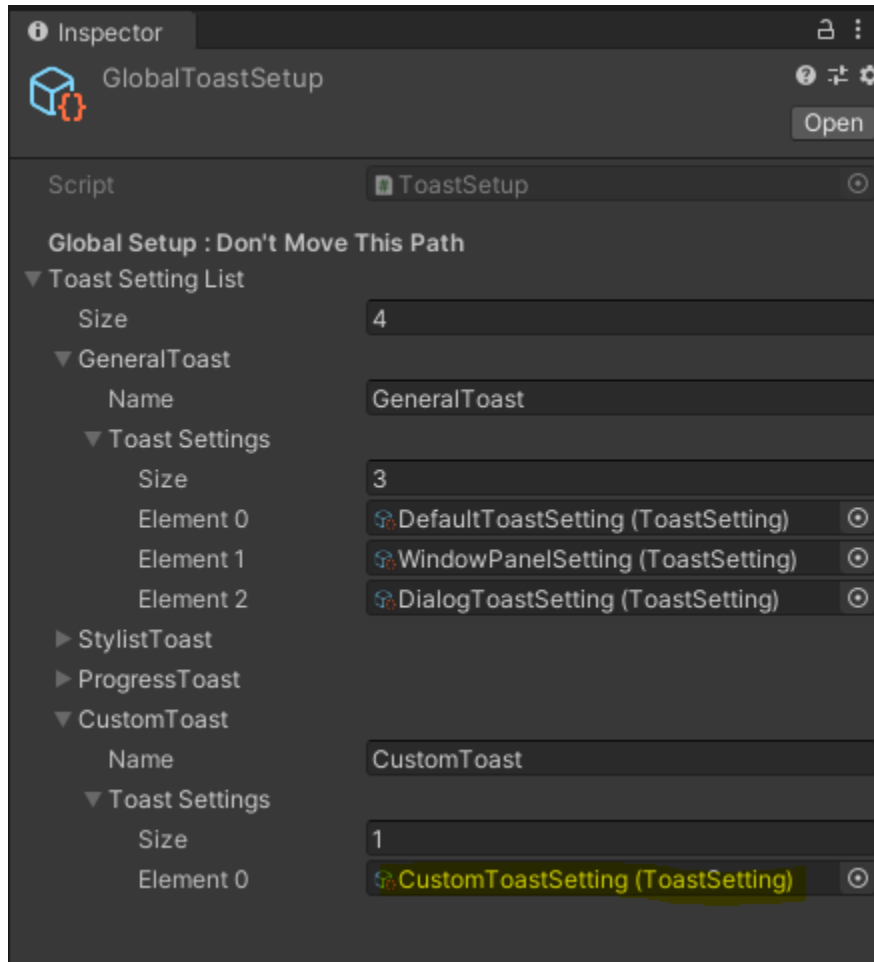
Toast Name = Your Custom Toast Name (Must Be Unique)

Toast Prefab = Your Custom Prefab

Destroy Time = -1 (not destroy) or given a destroy time duration

Drag Able = Enable Drag Function

Destroy When Clicked = Destroy Toast When Pointer Clicked.

7. Add To Global Toast Setup [ToastForUnity/Resources/GlobalToastSetup]

8. You are done, now Pop Your Toast!

```
public void CallCustomToast()
{
    Toast.PopOut<CustomToastView>("MyCustomToast", new CustomModel()
    {
        Content = "New Custom Toast"
    });
}
```