# **Overview Flexible Grid Layout**

#### Introduction

Thanks for downloading this package stay tuned this is just the beginning or you may call it proof of concept more features are in the queue.

As couldn't find any reliable Unity UI solution for the flexible grid layout, so here it is

#### **Purpose**

Flexible grid layout used majorly for tags, and to show selected options

## **Unity Asset Store Link**

http://u3d.as/2sQ8

#### GitHub Link

https://github.com/mohsinkhan26/flex-grid-layout

#### BitBucket Link

https://bitbucket.org/mohsinkhan26/flex-grid-layout

#### **Blog Link**

https://cslearners.blogspot.com/2021/04/unity3d-flexible-grid-layout.html

#### **Features**

- Easily integrate Flexible Grid Layout in your game
- Vertical and horizontal
- Easy to customize using asset file
- Easy to use multiple styles with different customizations using asset file
- Easy to use, Plug n play
- 12 example scenes
- Made with Unity UI
- Fully customizable
- Open Source code without any DLL

## **Usage**

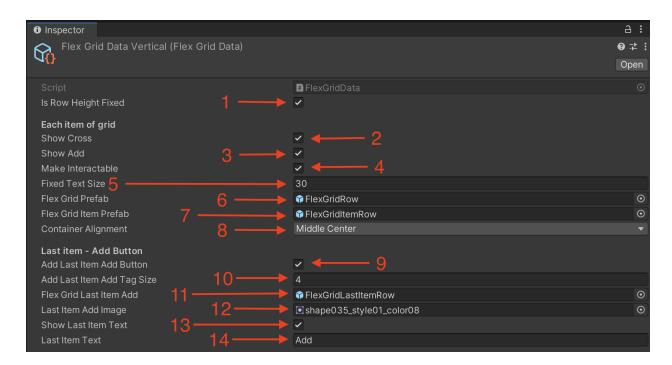
- Import plugin
- Drag FlexGridLayout (horizontal or vertical) prefab under your UI canvas
- Add/Drag your customized FlexGrid Data asset file in FlexGridLayout.cs from the inspector



Now, you are good to go

#### **Customizations**

FlexGrid Data asset file can be customized according to your need



- 1. TRUE: for Vertical layout (items will be horizontal), FALSE: for Horizontal layout (items will be vertical)
- 2. Items will show cross button or not, to delete
- 3. Items will show add button or not, to add a new item
- 4. Items are interactable as toggle or not

- 5. It defines the maximum limit of text in one row(Vertical layout)/column(Horizontal layout). You have to adjust this value very carefully according to your need, *otherwise, items will overlap*
- 6. Flexible Grid prefab reference
- 7. Flexible Grid Item prefab reference, you can customize the style according to your UI style
- 8. How you want to align your items in the flexible grid
- 9. Whether you want to share Add button as the last item of the grid, or not
- 10. Space required to show the add button as the last item. As you can show the image with/without text, but still it needs the space as the last item
- Flexible Grid Last Item prefab reference, you can customize the style according to your UI style
- 12. Last item of Add button image
- 13. Whether you want to show the text in the last item or not
- 14. Last add item text

## **Examples**

#### Vertical Example



## Vertical Example - Text before buttons



### Vertical Example - Without Add button in items



Vertical Example - Without Add and Cross buttons in items



## Vertical Example - With NO Add and Cross buttons

80461439	73952865
64541487	41605722
43342220	1677109
98134887	39732507
47713109	70967297
66150244	74731701
	64541487 43342220 98134887 47713109

Vertical Example - With NO Add and Cross buttons + Non-Interactable

37375943	52380121	19340419
18436663	78876452	40690911
89891448	87074239	88089409
19071943	19122308	23441904
27808288	91973557	16978524
42175187	9501466	97901633

## Horizontal Example



### Remember

• If you put the plugin under any other folder (except Assets), then replace the path accordingly in AssetDataHelper.cs

# **Special Thanks**

- All the users who provide feedback and suggestions to improve
- All the users who gave reviews on Asset store

# Thanks for your support!