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Slider Menu – Pro

Descriptions

With Slider Menu – Pro you can make a custom slider menu just a few clicks!

With our product you can save your time and get ahead! Just drag and drop and define values then get your custom slider menu.

Marked Point

- Works With New Unity UI (Free & Pro)
- Works in horizontal and vertical type (Free & Pro)
- Show or hide horizontal and vertical scroll bars (Free & Pro)
- Align Slides to top, middle, bottom, left, center, and right (Pro Only)
- Scroll with arrow keys (Pro Only)
- Scroll with buttons (Free & Pro)
- Align next and previous button (Pro Only)
- Margin for buttons (Free & Pro)
- Magnet effect for scroll with transition value (Free & Pro)
- Set number of slides in view (Free & Pro)
- Set default offset and manual offset for active slide (Pro Only)
- Set slides size (Free & Pro)
- Margin for slides (Free & Pro)
- X of Y offset, scale, and rotation for (previous, active, and next) slides (Free & Pro)
- Color effect for (previous, active, and next) slides (Free & Pro)
- Blur effect for (previous, active, and next) slides (Pro Only)
- Set order of (previous, active, and next) slides (Pro Only)
- Animate offset, scale, rotation, color, and blur material (Free & Pro (Animate blur material only in pro version))

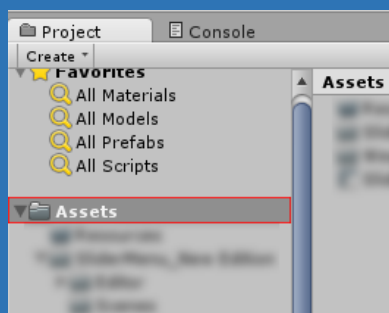
How to buy

1. Go to "[Slider Menu – Pro](#)" or "[Slider Menu Free](#)" page.
2. Press "add to cart" button.
3. Press "proceed to checkout" button then fill the fields.

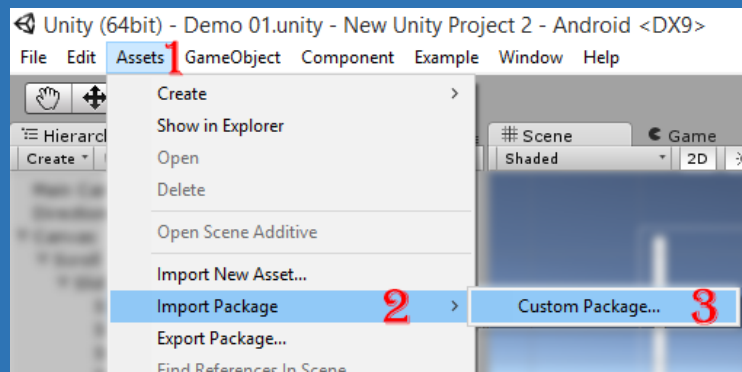
How to use

1- import package into unity

The first method: Drag and drop "slider menu – pro.unitypackage" file on "Assets" Folder.



The second method: Go to "Assets>Import Package>Custom Package" and import "slider menu – pro.unitypackage" file.



2- Add "Slider Menu" script to example object.

Go to "Scripts" Folder then add it to example object such as camera by drag and drop the script on the example object.

3- Set the variables in inspector

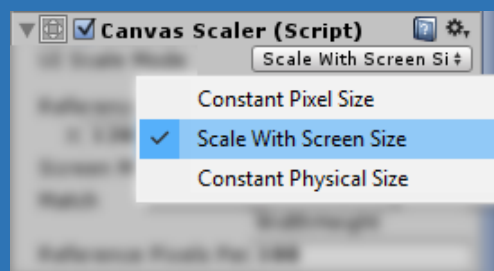
After add the script to example object you can see 4 settings. Main Objects Settings, Scroll Settings, Slides Property, And Animation Settings. You must complete all variables of these settings.



3-1 Main Objects Settings

3-1-1 Canvas Object:

For create it go to "GameObject>UI>Canvas". "UI Scale Mode" of Canvas object must set to "Scale With Screen Size".



3-1-2 Scroll Object:

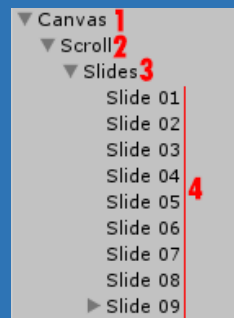
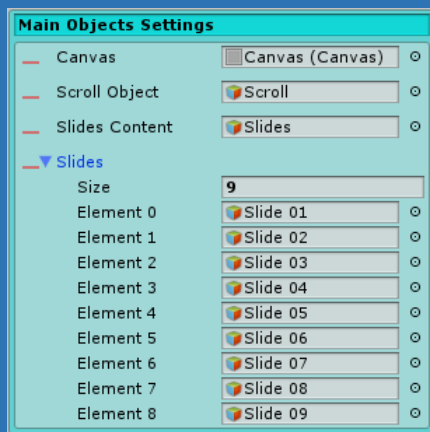
Create a "Empty Object" and add "Scroll Rect" component to it then drag and drop it on the "Canvas Object"

3-1-3 Slides Content Object:

Create a "Empty Object" then drag and drop it on the "Scroll Object". "Scroll Object" will be parent of "Slides Content Object".

3-1-4 slides Objects:

All children of "Slides Content Object".

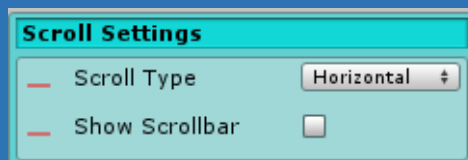


3-2 Scroll Settings

3-2-1 Scroll Type:

If select the "Horizontal" value for scroll type you can define Horizontal scrollbar and if select the "Vertical" value for scroll type you can define Vertical scrollbar.

Also you can show or hide scrollbar.

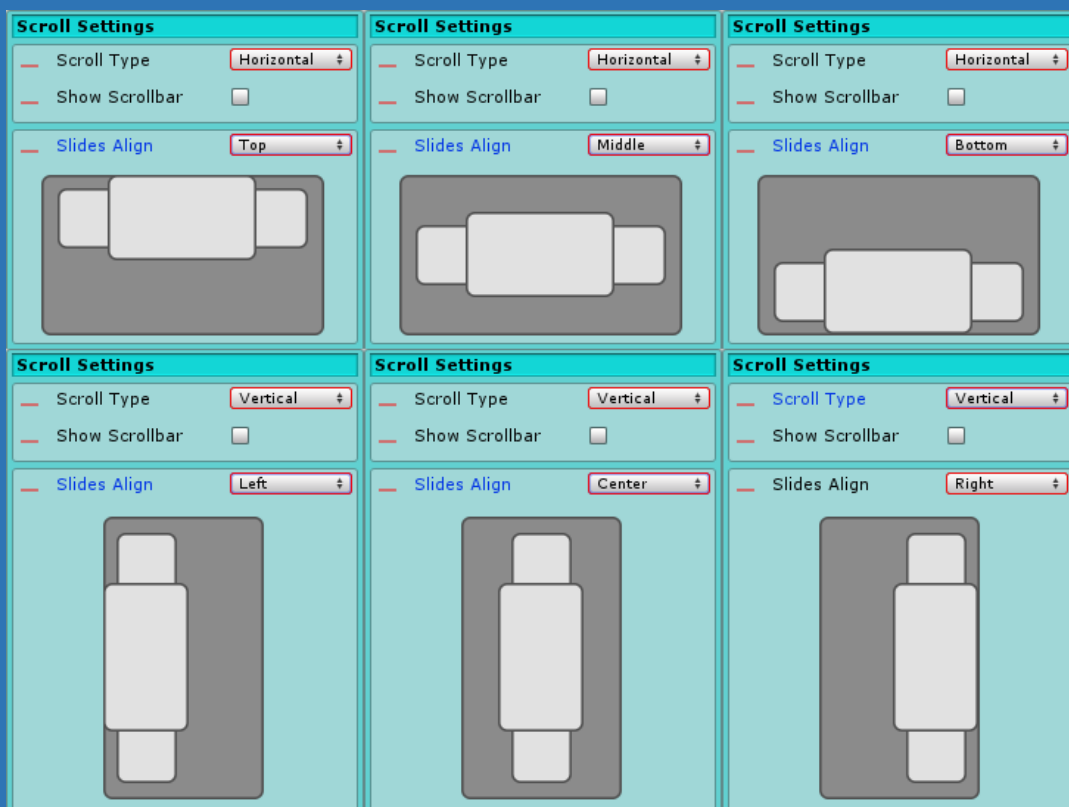


3-2-2 Slides Align:

Slides can align to top, middle, bottom, right, center, and left.

If scroll type is horizontal, slides can align to top, middle, and bottom.

If scroll type is vertical, slides can align to left, center, and right.

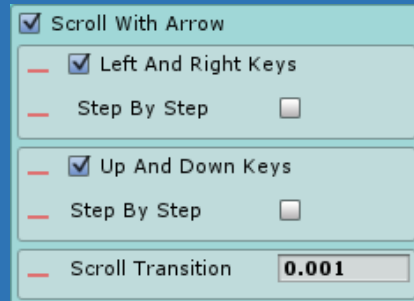


3-2-3 Scroll With Arrow:

Your slider menu can slide with arrow buttons. Left and down arrow for previous step, and right and top arrow for next step.

If enable it, you can see tow parameters such as "Left And Right Keys" and "Down And Up Keys".

By enable "Step by step" Parameter your slider scroll step by step.

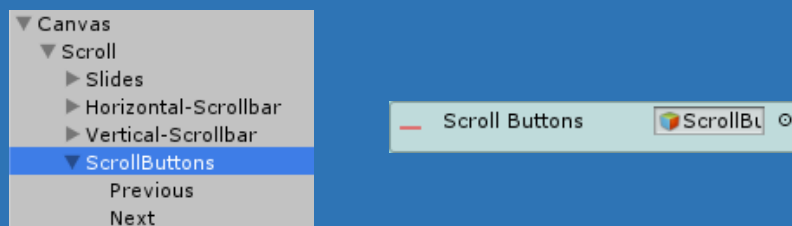


3-2-4 Scroll With Buttons:

If enable "Scroll With Buttons" variable, you can see 4 parameter.

3-2-4-1 Scroll buttons:

Object that is in canvas object and has 2 children, Next Button And Previous Button.



3-2-4-2 Previous And Next button Settings

3-2-4-2-1 Previous and next Button Sprite

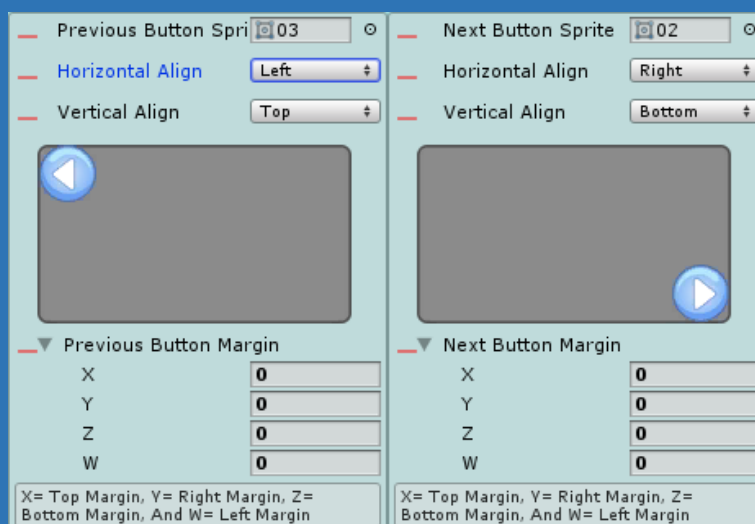
You can select a sprite for previous button by this parameter.

3-2-4-2-2 Previous and next button Align

Previous and next button can align to left top, left middle, left bottom, center top, center middle, center bottom, right top, right middle, and right bottom.

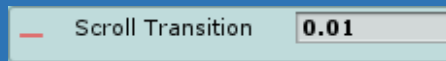
3-2-4-2-2 Previous and next margin

Set the buttons margin with these parameters. X for top margin, Y for right margin, Z for bottom margin, and W for left margin.



3-2-4-3 Scroll Transition

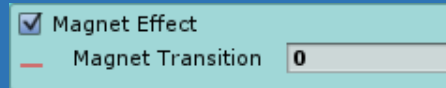
Add transition effect to change scrollbar value.



A control panel for the Scroll Transition. It features a red minus sign icon on the left, followed by the text "Scroll Transition" and a numeric input field containing the value "0.01".

3-2-5 Magnet Effect

With this parameter you can add magnet effect to scrollbar value. After enable it, Magnet Transition is shown.



A control panel for the Magnet Effect. It features a checked checkbox labeled "Magnet Effect" on the left, followed by the text "Magnet Transition" and a numeric input field containing the value "0".

3-3 Slides Property

3-3-1 General Property

In these settings you can set general property of slides such as "Slides In View", "Default Offset", "Active Slide Offset", "Slide's Size", and "Slide's Margin"

3-3-1-1 Slides In View:

Set the number of slides in camera view.

3-3-1-2 Offset:

Default offset for active slide. For example: if slides in view is 3, default offset is 2. If slides in view is 5, default offset is 3 and etc.

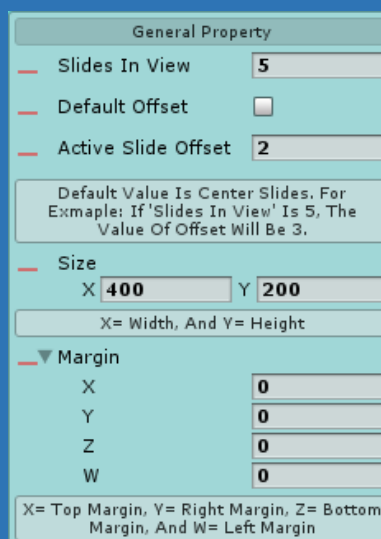
If default offset is disable, you can define active slide offset manually by "Active Slide Offset" Variable.

3-3-1-3 Slide's Size:

Slide's width and slide's height define with this parameter. X is width and Y is height.

3-3-1-4 Slide's Margin:

Define slide's margin with these parameters. X is top margin, Y is right margin, Z is bottom margin, and W is left margin.



A control panel titled "General Property" with several settings:

- Slides In View:** A numeric input field with the value "5".
- Default Offset:** A checkbox that is currently unchecked.
- Active Slide Offset:** A numeric input field with the value "2".
- Size:** A section containing two numeric input fields: "X" with the value "400" and "Y" with the value "200". Below these is a label "X= Width, And Y= Height".
- Margin:** A section with a dropdown arrow and four numeric input fields: "X" (0), "Y" (0), "Z" (0), and "W" (0).
- Legend:** A text box at the bottom stating "X= Top Margin, Y= Right Margin, Z= Bottom Margin, And W= Left Margin".

3-3-2 Previous Slides, Active Slide, And Next Slides Property:

3-3-2-1 Offset:

If scroll type is horizontal offset is Y offset and if scroll type is vertical offset is X offset. With this parameter you can change position of (previous, active, and next) slides.

3-3-2-2 Scale:

Change scale of (previous, active, and next) slides.

3-3-2-3 Rotation:

Change (previous, active, and next) slide's angle.

3-3-2-4 Color:

Change (previous, active, and next) slide's color.

3-3-2-5 Blur Effect:

If select our custom blur material you can blur (previous, active, and next) slides. Change distance value for change distance of blur material.

3-3-2-6 Order:

(previous, active, and next) Slide's order can define with this parameter.

Previous Slides	Active Slide	Next Slides
X Offset: 0	X Offset: 0	X Offset: 0
Scale: X 2 Y 2	Scale: X 2 Y 2	Scale: X 1 Y 1
Rotation: X 0 Y 0 Z 0	Rotation: X 0 Y 0 Z 0	Rotation: X 0 Y 0 Z 0
Color:	Color:	Color:
Blur Material: Previous	Blur Material: Active S	Blur Material: Next Slide
Blur Distance: 0	Blur Distance: 0.02	Blur Distance: 0.02
Order: 8	Order: 8	Order: 0

3-4 Animation

With animation settings you can animate (position, scale, rotation, color, and blur material) of (previous, active, and next) slides.

After enable animation, position transition, scale transition, rotation transition, color transition, and blur material transition is shown.

Previous Slides	Active Slide	Next Slides
Position Animation: <input checked="" type="checkbox"/>	Position Animation: <input checked="" type="checkbox"/>	Position Animation: <input checked="" type="checkbox"/>
Transition: 0.1	Transition: 1	Transition: 0.1
Scale Animation: <input checked="" type="checkbox"/>	Scale Animation: <input checked="" type="checkbox"/>	Scale Animation: <input checked="" type="checkbox"/>
Transition: 0.02	Transition: 0.1	Transition: 0.1
Rotate Animation: <input checked="" type="checkbox"/>	Rotate Animation: <input checked="" type="checkbox"/>	Rotate Animation: <input checked="" type="checkbox"/>
Transition: 0.1	Transition: 0.1	Transition: 0.1
Color Animation: <input checked="" type="checkbox"/>	Color Animation: <input checked="" type="checkbox"/>	Color Animation: <input checked="" type="checkbox"/>
Transition: 0.1	Transition: 0.1	Transition: 0.1
Blur Animation: <input checked="" type="checkbox"/>	Blur Animation: <input checked="" type="checkbox"/>	Blur Animation: <input checked="" type="checkbox"/>
Transition: 0.01	Transition: 0.01	Transition: 0.01