ONDAD

AlertPanels Unity Package

Developed by **ondad**

December 29, 2024

AlertPanels Unity Package

ondad

December 29, 2024

Contents

1 Introduction

The **AlertPanels Unity Package** provides an easy way to manage and display alert panels in your Unity projects. This package includes pre-built alert panels for *Info*, *Warning*, *Error*, and *Confirmation* dialogs, complete with optional callback functions for additional functionality.

2 Installation

1. **Import the package:** Download and import the AlertPanels Unity Package into your Unity project.
2. **Add the Alert Panel to your scene:**
   (a) Navigate to the `Prefabs` folder.
   (b) Drag and drop the `Canvas_AlertPanel` prefab into your scene.

3 Usage

To display alert panels, use the `AlertManager` singleton. You can also pass callback functions to be executed when the alert panel is closed or when the user interacts with it (e.g., clicking ”OK”, ”Yes”, or ”No”).

3.1 Example Script

Heres an example script demonstrating how to use the `AlertManager` to display different types of alert panels:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

namespace com.ondad.alertpanels
{
    public class TestAlert : MonoBehaviour
    {
        public void ShowAlertPanelInfo()
        {
            AlertManager.GetInstance().ShowInfoPanel("This is an Info Panel");
        }

        public void ShowAlertPanelWarning()
        {
            AlertManager.GetInstance().ShowWarningPanel("This is a Warning Panel");
        }

        public void ShowAlertPanelError()
        {
            AlertManager.GetInstance().ShowErrorPanel("This is an Error Panel");
        }

        public void ShowPanelConfirmation()
        {
            AlertManager.GetInstance().ShowConfirmationPanel("Are you sure?");
        }
    }
}
```

3.2 AlertManager API

The `AlertManager` class handles all interactions with the alert panels. It uses the singleton pattern to ensure a single point of access.

3.2.1 Methods:

- `ShowInfoPanel`: Displays an informational alert panel.

  ```
  ShowInfoPanel(string bodyContent, Action exitAction = null, Action okeyAction =
  ```

- `ShowWarningPanel`: Displays a warning alert panel.

  ```
  ShowWarningPanel(string bodyContent, Action exitAction = null, Action okeyAction
  ```

- `ShowErrorPanel`: Displays an error alert panel.

  ```
  ShowErrorPanel(string bodyContent, Action exitAction = null, Action okeyAction =
  ```

- `ShowConfirmationPanel`: Displays a confirmation alert panel.

  ```
  ShowConfirmationPanel(string bodyContent, Action exitAction = null, Action okeyA
  ```

3.3 Example Usage with Callbacks:

```
AlertManager.GetInstance().ShowInfoPanel(
    "This is an Info Panel",
    () => Debug.Log("Panel Closed"),
    () => Debug.Log("OK Clicked")
);
```

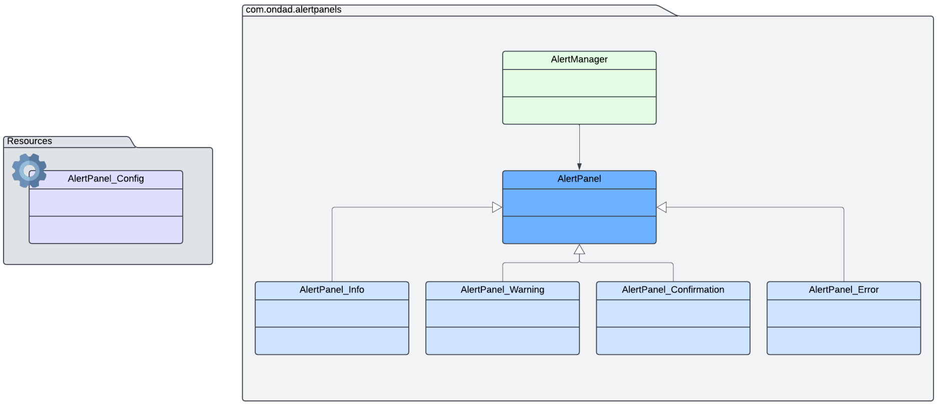
4 Customization

To enable or disable the blur effect on the background, use:

```
AlertManager.GetInstance().Enable_Disable_BlurImg(bool isBlurImgActive);
```

5 Class Diagram

The following diagram provides an overview of the main classes in the package:



6 Contributing

Feel free to fork the repository, create a branch, and submit pull requests with enhancements or bug fixes.

7 License

This package is licensed under the MIT License. See the LICENSE file for details.