|	Sunday, January 29, 2017					
◀		January 2017				▶
Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	1	2	3	4
5	6	7	8	9	10	11

DATE PICKER

Hello and welcome to the documentation of Project DATE PICKER. This document should help you getting started with the project.

DATE PICKER is a UGUI control for Unity. Create a canvas in your scene and simply drag the prefab to the canvas.
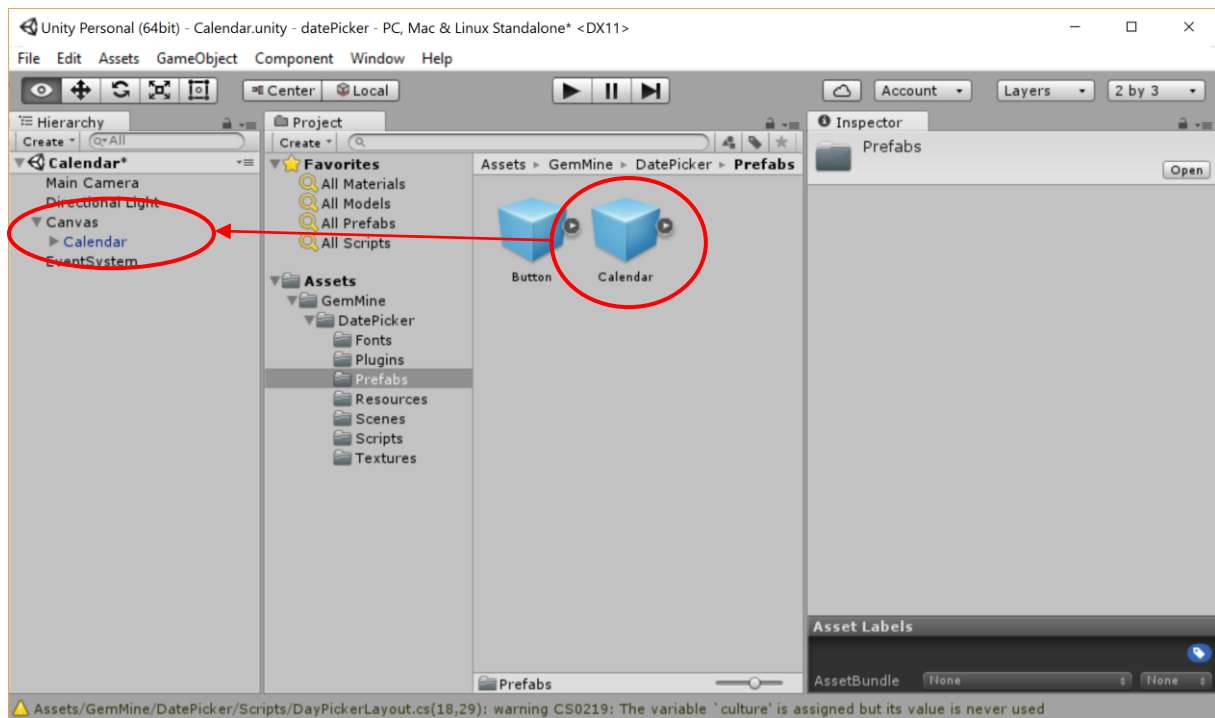
CONFIGURATION

After you dragged the prefab tot he canvas, you can configure the calendar with its custom inspector.

Calendar Font - This property sets the font for the calendar

Start Cal Open – You may choose if the calendar starts expanded or if you have to click on the calendar icon in the upper left to open it up.

Actual Month Img – Choose the background image fort he actual year/month/

Other Month Img – Choose the background image for the last or next month

Current Month Img – Choose the image for the current year/month/day

Nav Bar Img – Select the image fort he navigation bar

Font active/inactive – If you choose a light background image, you may set the font color to black

Horiz/vert spacing – sets the spacing between the calendar cells

Spacing Color – set the color for the cell spacing

GETTING THE DATE

The selected Date is stored in a property named SelectedDate. You may get/set the date if you access this property.