# **Data Grid UI**

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Data Grid UI Version: V1.5

http://www.maything.com

Thank you very much for purchasing this package.

This guide will tell you how to use Data Grid UI!

### What is Data Grid UI?

DataGrid UI can easily display beautiful data in a table format, with 10 different color themes to choose, and you can also customize theme colors!

DataGrid UI not only displays data tables, but also allows for data modification. The table provides text boxes, drop-down boxes, and check boxes, which are used to modify data!

Data Grid UI also supports image display, making it easy for you to create a table with mixed image and text layout!

If there is a lot of data, the component supports pagination, and there is a pagination bar component, there is no need to write code.

DataGrid UI provides multiple data entry points, supporting data structures, CSV, JSON, and external file reading! You can dynamically modify the data of DataGrid at any time!

DataGrid UI is developed based on the Unity GUI, so it can not only run on the Windows platform, but also on iOS and Android!

### **Data Grid UI Version**

### Version 1.5:

- Increase aspect ratio adaptation in photos
- JSON and CSV supports loading images
- Column supports ascending and descending order

#### Version 1.4:

- Added mouse drag to change column width
- Added the ability to modify cell data in real-time without updating all data
- Added percentage bar control
- Added multiLine inputfield control
- Fix the row and column alignment issues in text

#### Version 1.3:

- Support export data to CSV
- Support export data to JSON
- Support customize font sizes through themes to fit different display devices

#### Version 1.2:

Fixed issue with errors when building to Android or IOS

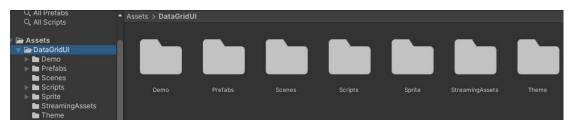
#### Version 1.1:

- Added button row template to add cells with buttons
- Enhanced the adaptability of JSON
- Added changed events for dropdown boxes, input field, and check boxes

- Added click event for button
- Added separate operations for adding, deleting, and inserting rows
- Added text arrangement for column headers

## **Import Data Grid UI Package**

First you need import Data Grid UI package for your project!You can see:



And now you can use Data Grid UI!

# How to upgrading to new version?

If you have already installed an old version of Data Grid UI, You need to delete the existing Data Grid UI files and reinstall them!

Upgrading directly to an older version may result in compilation errors!

### **Data Source**

Data Grid UI supporting data structures, CSV, JSON, and external file

### CSV format

CSV Data is divided into header and data

Mark the header with "[" and "]"

As shown in the following figure:

[|38|SelectedBox,Name|200,City|180,Phone|200,Login Name|200,Email|300]

Using the | symbol to separate fields,

First field:Column name

Second field:Column width

Last field:Column type

Column Type:

Empty: text type

SelectedBox: row select check box

CheckBox: check box

Percentage Photo

### Json format

Json Data is divided into header and data

#### Header:

name: Column name
width: Column width

type: Column type, Support column Type:

Empty(text type)

**SelectedBox**(row select check box)

CheckBox InputField Button Dropdown Percentage

MultilineInputField

Photo

#### Data:

```
"rowData": [{

"data": ["", "Prof. Dillan Joan Lehner", "Beahanside", "1-460-764-6266 x392", "kaylah_mckenzie",

"retta_stiedemann@dicki.name"]}, {

"data": ["", "Ms. Conrad Tony Reilly", "O'Haramouth", "(569)746-1631", "freddie",

"bradly@littel.com"]}]
```

## How to use Json and CSV to load photo?

You can use Json or CSV to load images, which can be stored in two locations

The Resources directory and StreamingAssets directory.

Using SpriteResource: tags can read images in the Resources directory

Using SpriteStreaming: tag can read images from the StreamingAssets directory

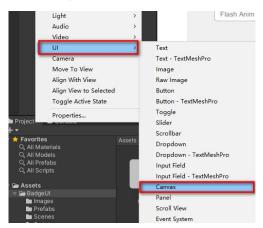
For example:

```
"data": ["","SpriteStreaming:Photos/Bird.png", "Prof. Dillan Joan Lehner", "Beahanside", "1-460-764-6266 x392", "kaylah_mckenzie", "retta_stiedemann@dicki.name"]
```

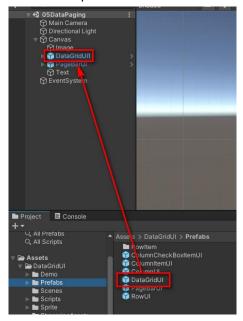
The red text represents the image files loaded in the StreamingAssets directory!

### How to add Data Grid UI to Scene?

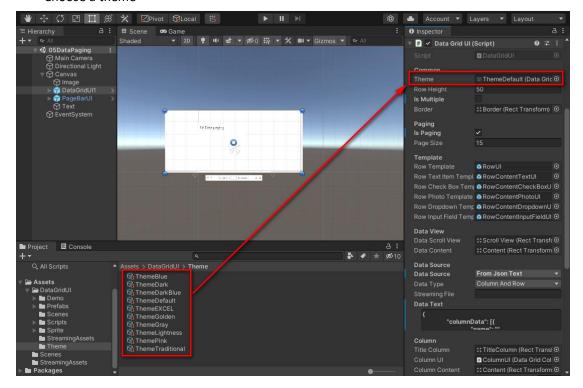
You need add UI Canvas on your scene node:



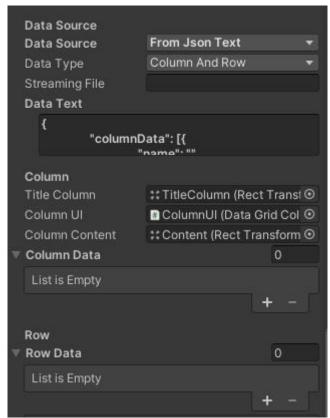
Drag and drop "DataGridUI" from prefabs to canvas



#### Choose a theme

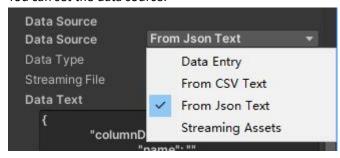


#### Enter row items



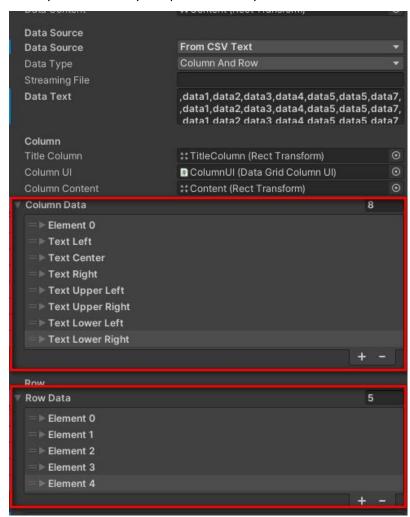
## How to add and select data?

You can set the data source:



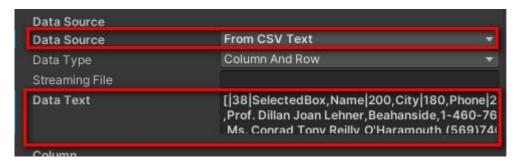
## Data Entry

Directly read the data you input in the Unity editor like this:



## CSV Text and Json Text

Data Grid UI will read data from the data text box, you need to copy CSV or JSON text into the data text box,

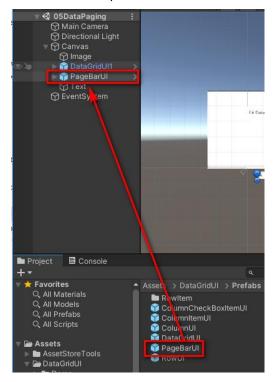


### Streaming File

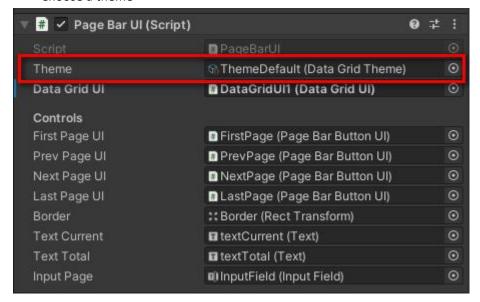
Data Grid UI will read CSV or JSON files, and you will save the CSV or JSON data as a UTF8 text file and place it in the "StreamingAssets" directory!

## How to add PageBarUI to scene?

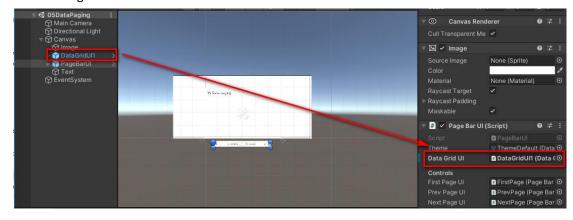
Drag and drop "DataGridUI" from prefabs to canvas



Choose a theme



Binding Data Grid UI



# How to solve the problem of font blurring?

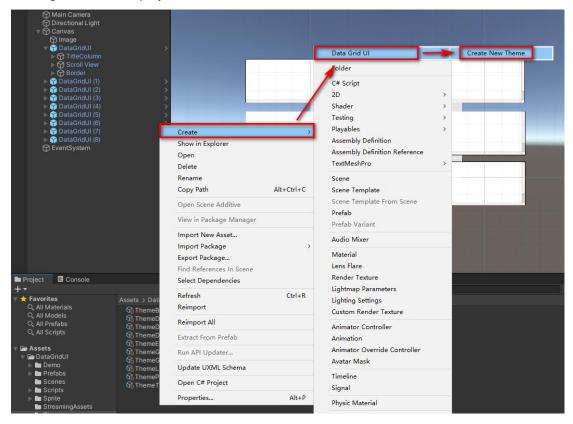
Sometimes the UI text drawn by Unity may become blurry, and you need to follow the following steps to solve this problem:

- Select canvas
- Check "Pixel Prefect"

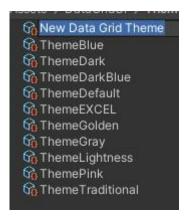


## How to create theme?

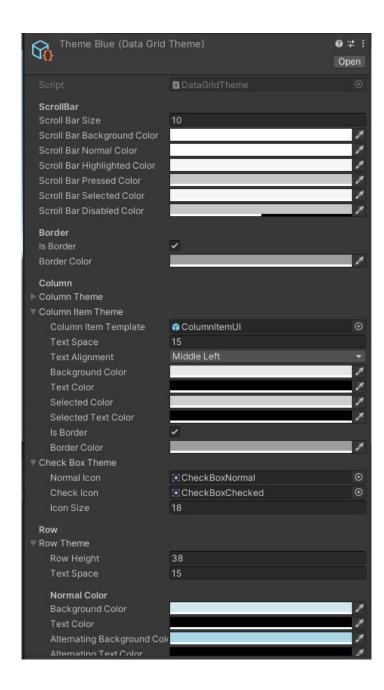
• Right click on the project window, choose "Create" -> "Data Grid UI" -> "Create New Theme"



Rename theme



Modify the attribute values of the theme



# **About sorting**

The sorting function uses Linq. If the platform you output does not support Linq, you can delete the DataSortHelper.cs file and annotate SortByColumn in DataGridUI.cs

# More question?

If you have more problems in the process of using. You can content me.

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