

Tab Menu

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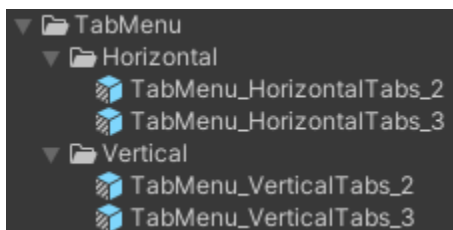
 - .tab-menu__tab:focus

Overview

You can create horizontal and vertical tab menus for both UGUI and UI Toolkit. To make it quick and easy to create unique tab menus a few base prefab (variants) and UXML/USS files are provided in the project.

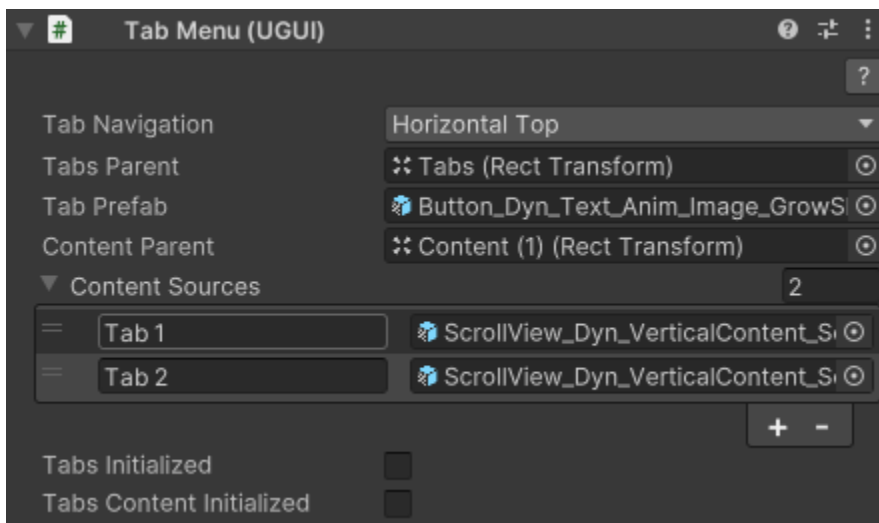
UGUI

You can find various prefabs at Packages/CitrioN - Settings Menu Creator/Content/Prefabs/TabMenu as well as menu layout prefabs at Packages/CitrioN - Settings Menu Creator/Content/Prefabs/Menus/Layouts/TabMenus.



You can take a look inside the different prefabs to see how they are set up. To create your own tab menu you can create a prefab variant of your preferred base prefab (or start from scratch) and modify it to fit your needs.

TabMenu component



Tab Navigation

The tab menu comes with automatic navigation setup for its content. Choose the navigation that matches your tab menu layout.

Tabs Parent

The transform to which all the tabs should be parented to.

Tab Prefab

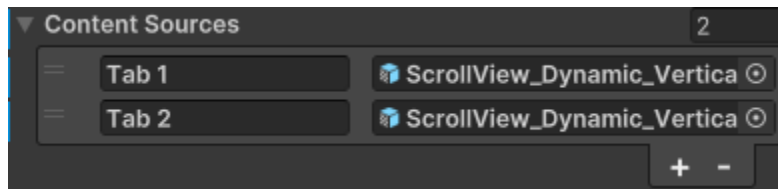
The prefab to use to instantiate tabs. Should have a selectable component in its hierarchy for the tab menu to function.

Content Parent

The transform to attach the content parent to.

Content Sources

A list of your content for each tab. The string on the left side is the display name for the tab if the tab instance has a text component (Text Mesh Pro) in its hierarchy.



Tabs Initialized

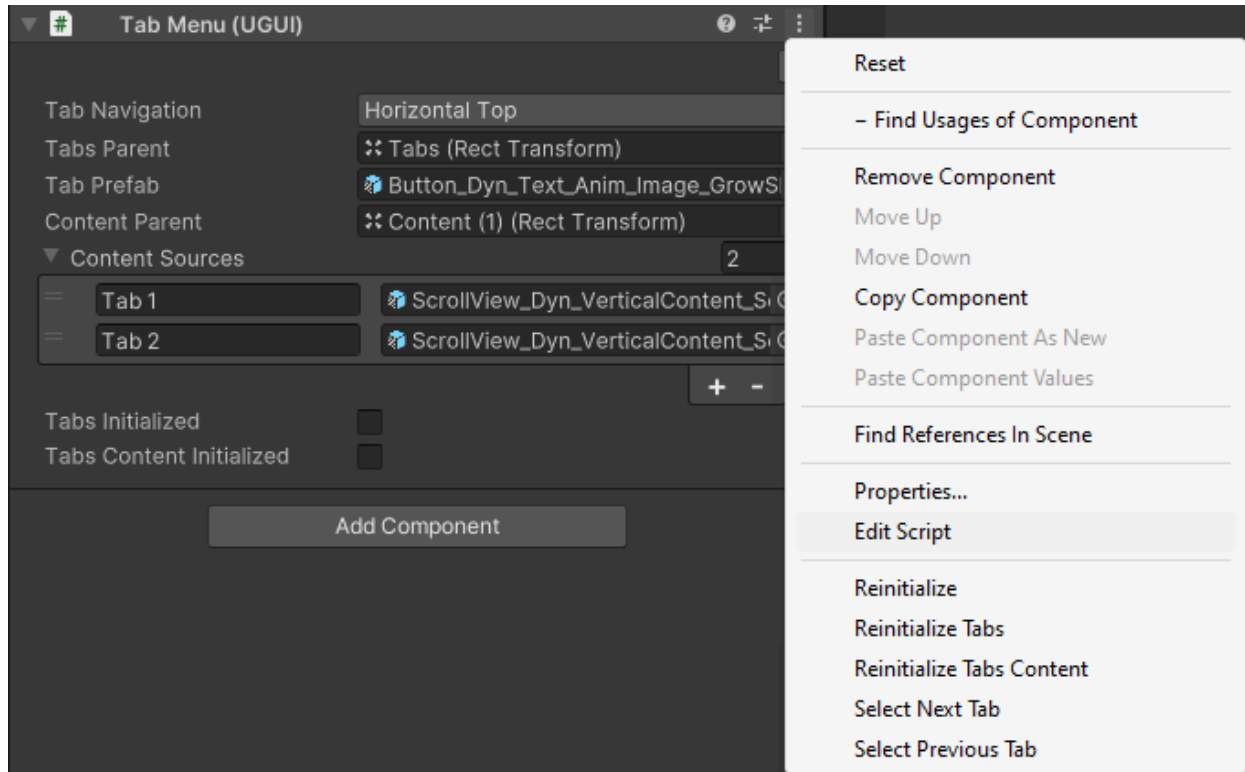
Whether the tabs were already initialized/created. Uncheck this if you want the tabs to be generated. You can also reinitialize the tabs from the context menu. More details can be found [here](#).

Tabs Content Initialized

Whether the content for the tabs were already initialized/created. Uncheck this if you want the tabs content to be generated. You can also reinitialize the contents from the context menu. More details can be found [here](#).

Context Menu Items

There are several useful context menu items that you can use to interact with the tab menu.



Reinitialize

This will recreate the tabs and the contents for the tab menu.

Reinitialize Tabs

Recreates the tabs after destroying existing tabs.

Reinitialize Tabs Content

Recreates the tabs content after destroying existing generated tab contents. If a tab content has not been instantiated from a prefab but instead existed in the scene/prefab it will simply be reparented.

Select Next Tab

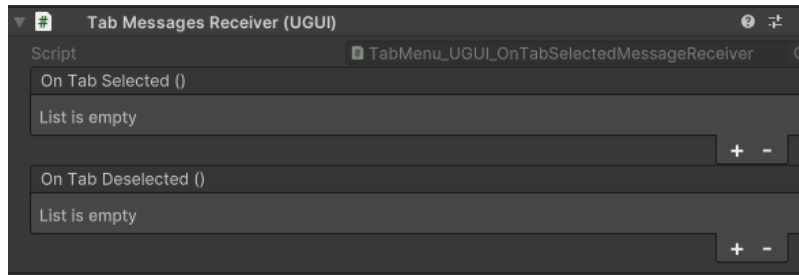
Selects the next tab and shows its content.

Select Previous Tab

Selects the previous tab and shows its content.

Useful Scripts

Tab Messages Receiver

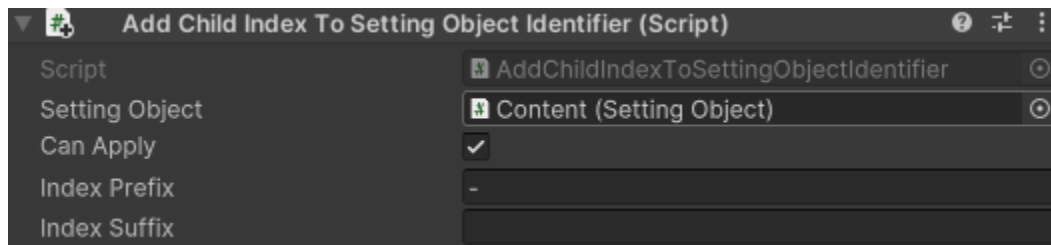


This script allows you to react to a tab being selected or deselected. Simply attach it to any object in your tab prefab hierarchy and add the functionality you want. Example use cases are to change the color of the tab or play an animation when selected.

Tab Content Messages Receiver

This script allows you to react to a tab content becoming selected/active or deselected/inactive. Simply attach it to any object in your tab content hierarchy and add the functionality you want. Example use cases are to animate the content appearing with a fade or grow animation.

Add Child Index To Setting Object Identifier

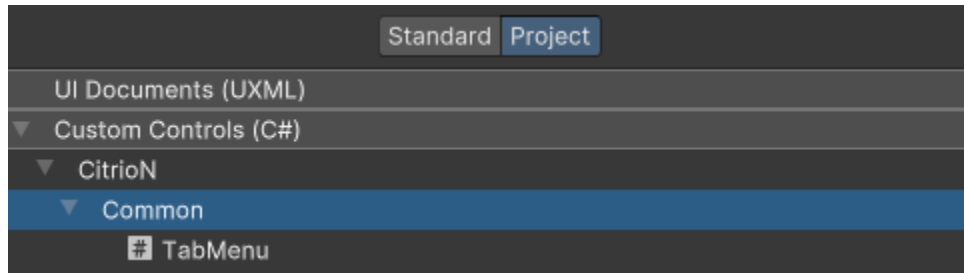


This script is used for the 'Settings Menu Creator' asset to append an index suffix to the Setting Object's identifier field based on the child index of the object this script is attached to. This will ensure that all tab content hierarchies have different identifiers so settings can be attached to each tab's content appropriately without having to change the

identifier manually. By default the identifiers would be settings-parent, settings-parent-2, settings-parent-3 etc.

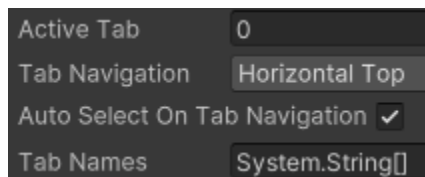
UI Toolkit

The UI Toolkit tab menu can be accessed in the UI Builder at Project > Custom Controls (C#) > CitrioN > Common > TabMenu.



Inspector Options

In the UI Builder you have a few options for the tab menu component



Active Tab

The index of the currently selected tab.

Tab Navigation

The tab menu comes with automatic navigation setup for its content. Choose the navigation that matches your tab menu layout.

Auto Select On Tab Navigation

Whether or not the tab should become selected/active when navigating to it. If disabled the tab needs to be pressed before it becomes active. Enabled by default.

Tab Names

A list of strings to use for the tab names. Separate the different names with a comma (Example: Tab 1, Tab 2, Tab 3).

Assigning The Tab Template

To provide the tab menu with a template for the tab you simply attach the template to the tab menu in the UI Builder window. For the menu to recognize the tab template it needs to have the `‘.tab-menu__tab-template’` class.

Assigning Tab Contents

To tell the tab menu what its content is you simply attach the visual element (hierarchies) to the tab menu in UI Builder. For the menu to recognize the contents they need to have the `‘.tab-menu__tabs-content-container__element-container’` class.

Style Sheet Class Names

To customize the UI Toolkit tab menu you need to use StyleSheets like with any other UI Builder component.

The following class names are available on a tab menu:

`.tab-menu`

Class on the root element of the tab menu.

`.tab-menu__tabs-container`

Class on the parent of the tabs.

`.tab-menu__tab`

Class on all tabs.

`.tab-menu__tab-first`

Class on the first tab. Useful if you want to have a different style for the first tab.

`.tab-menu__tab-last`

Class on the last tab. Useful if you want to have a different style for the last tab.

`.tab-menu__tab_selected`

Class on the currently selected tab.

`.tab-menu__tab_label`

Class on the label inside each tab hierarchy.

`.tab-menu__tabs-content-container`

Class on the parent for all the tab contents.

`.tab-menu__tab:focus`

Class on a tab when it has focus. Focus does not necessarily mean it is the active tab.

See [Auto Select On Tab Navigation](#).