

UI Panel System

Overview

AbstractUIPanel

Fields

- Panel Name
- Open On Start
- Open On Enable
- Prevent Opening
- Keep Open
- Close Other Panels On Open
- Delay On Start
- Blocking Panels
- On Initialize
- On Open
- On Close

CanvasUIPanel

RootObjectPanel

UIT_Panel

UIT_NestedPanel

UIPanelManager

UIPanelManagerDebugger

CloseAllUIPanels

OpenCloseUIPanel

OpenCloseUIPanelByType

UIPanelListener_OnOpenedClosed

UIPanelListener_OnTypeOpenedClosed

Overview

The UI Panel system makes the creation and handling of UI panels/menus faster and easier. It comes with handy scripts that allow you to create and control a variety of different panels.

AbstractUIPanel

Abstract base class that all currently available panels derive from. Can not be attached to a GameObject.

Base Panel

Panel Name

Open On Start ☐

Open On Enable ☐

Prevent Opening ☐

Keep Open ☐

Close Other Panels On Open ☐

Delay On Start

▼ Blocking Panels

List is empty

Events

On Initialize ()

List is empty

On Open ()

List is empty

On Close ()

List is empty

Fields

Panel Name

A custom name for the panel. The name can be used in combination with the UIPanelManager to find and open a panel by its name.

Open On Start

If true the panel open method is called in the Start method. Enable this if you want the panel to be open by default.

Open On Enable

Similar to Open On Start but when the OnEnable method is called. Has the advantage of being used more than once.

Prevent Opening

If true the panel will not be opened even if the open method is called.

Keep Open

If true the panel will always stay open even if attempted to be closed via a close method.

Close Other Panels On Open

If true all other open panels will be closed (if possible). This is done via the UIPanelManager which tracks open panels.

Delay On Start

A delay after which to open the panel if Open On Start is set to true. TODO check for enable too?

Blocking Panels

A list of referenced panels that will prevent this panel from being opened if any of them are currently open.

On Initialize

UnityEvent that gets invoked when this panel was initialized

On Open

UnityEvent that gets invoked when this panel was opened

On Close

UnityEvent that gets invoked when this panel was closed

CanvasUIPanel

Panel that uses a Canvas as the foundation. The canvas will be enabled or disabled to open/close the panel. Most UGUI panels derive from this panel.

RootObjectPanel

Uses a gameobject to open/close the panel by enabling/disabling the GameObject. This may be preferred over the canvas based opening/closing if the entire gameobject hierarchy should be disabled

UIT_Panel

A UI Toolkit document based panel. Allows the specification of uxml and uss files to be added to the panel when it is first created. If your UI Document already has all the setup you need you can simply keep the uxml and uss lists empty.

UIT_NestedPanel

Extends the UIT_Panel to make it possible to have multiple UI toolkit based panels in a single UI document tree view/hierarchy. The root of the nested panel will be the first matching element in the UI document hierarchy matching the specified name.

UIPanelManager

Manager script that keeps track of all panels that are currently enabled or open. Offers a lot of convenience methods like finding a specific panel by name or type as well as for the opening and closing of specific or all panels.

UIPanelManagerDebugger

A helper script as a behaviour to show the tracked panels of the UIPanelManager.

CloseAllUIPanels

Helper behaviour to close all panels via the UIPanelManager. Mostly used with UnityEvents to call the method.

OpenCloseUIPanel

Helper behaviour to open or close a specific panel. Mostly used for UnityEvents..

OpenCloseUIPanelByType

Helper behaviour to open or close a panel by its type (and name). Mostly used for UnityEvents..

UIPanelListener_OnOpenedClosed

Allows the specification of functionality to be invoked when a specific panel is opened or closed.

UIPanelListener_OnTypeOpenedClosed

Allows the specification of functionality to be invoked when a panel of a specific type (and name) is opened or closed.