Date Picker User Mannual

ADDING A DATE PICKER TO YOUR SCENE

- Go to the Themes folder and select a them prefab:
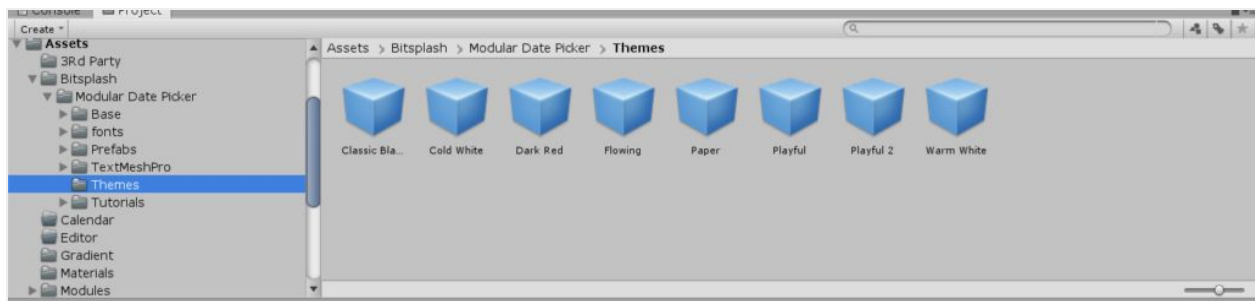
- drag the prefab into your scene under a canvas object:
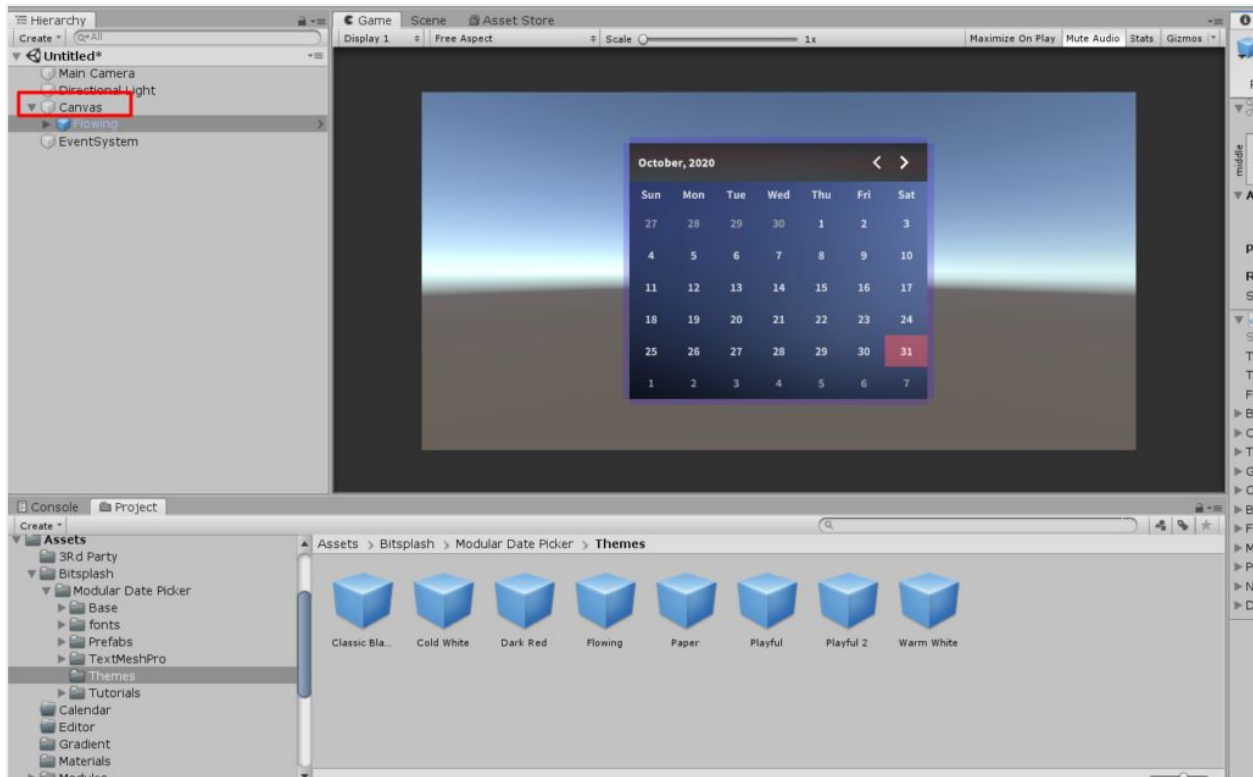
Learn to customize the date picker

ACCESSING THE DATE PICKER FROM SCRIPT

The date picker is accessed through the DatePickerSettings component and the DatePickerContent component.

use the following source to obtain access to the date picker:

```
var settings = GetComponent<DatePickerSettings>();
settings.Content. <you method> () to change the content

settings.Content.Selection. <your method> to modify or query the date selection
```

USE CASE EXAMPLE : SELECTING A DATE RANGE PROGRAMATICALLY

```
settings.Content.SelectRange(DateTime.Today,DateTime.Today +TimeSpan.FromDays(5).
```

USE CASE EXAMPLE : CHAINGING THE FIRST DAY OF THE WEEK PROGRAMATICALLY
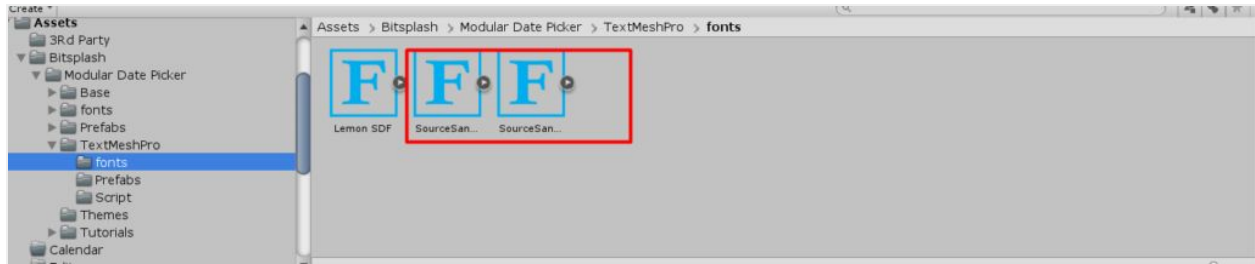
```
settings.Content.FirstDayOfWeek = DayOfWeek.Monday;
```

USING TEXT MESH PRO WITH THE DATE PICKER

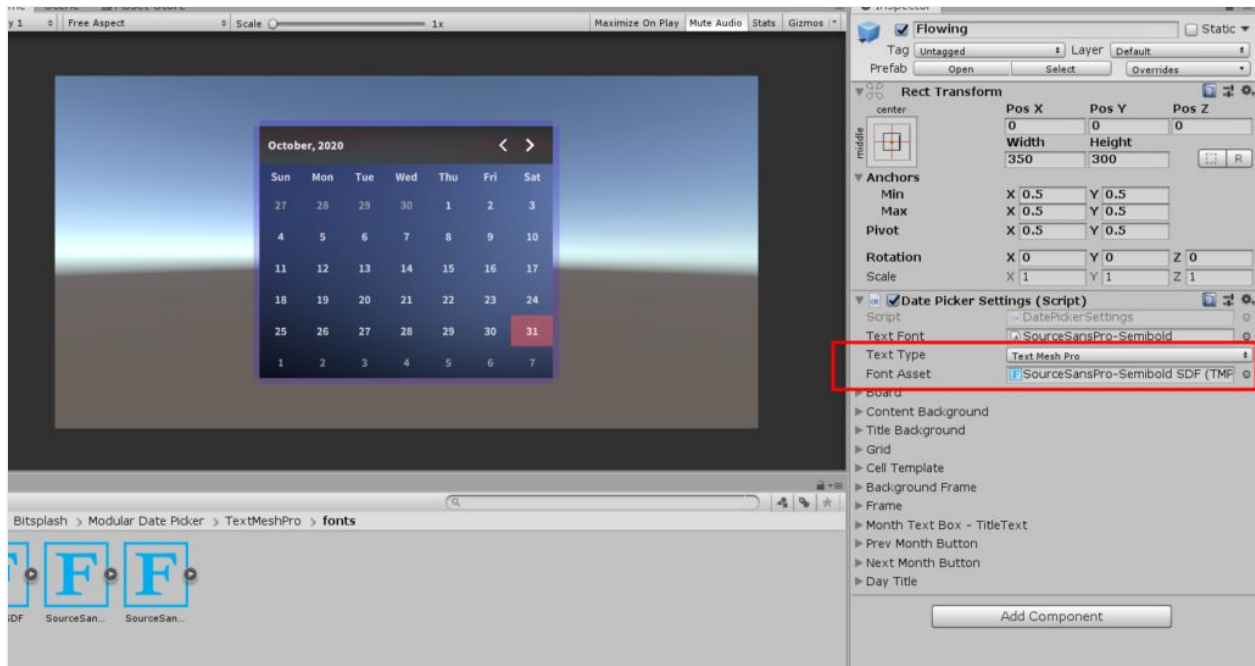- Import the text mesh pro folder of the asset into your project :
-

- prepare a text mesh pro font asset to use with the date picker:

- Drag the font asset to your date picker settings object and select the Text Mesh Pro option:

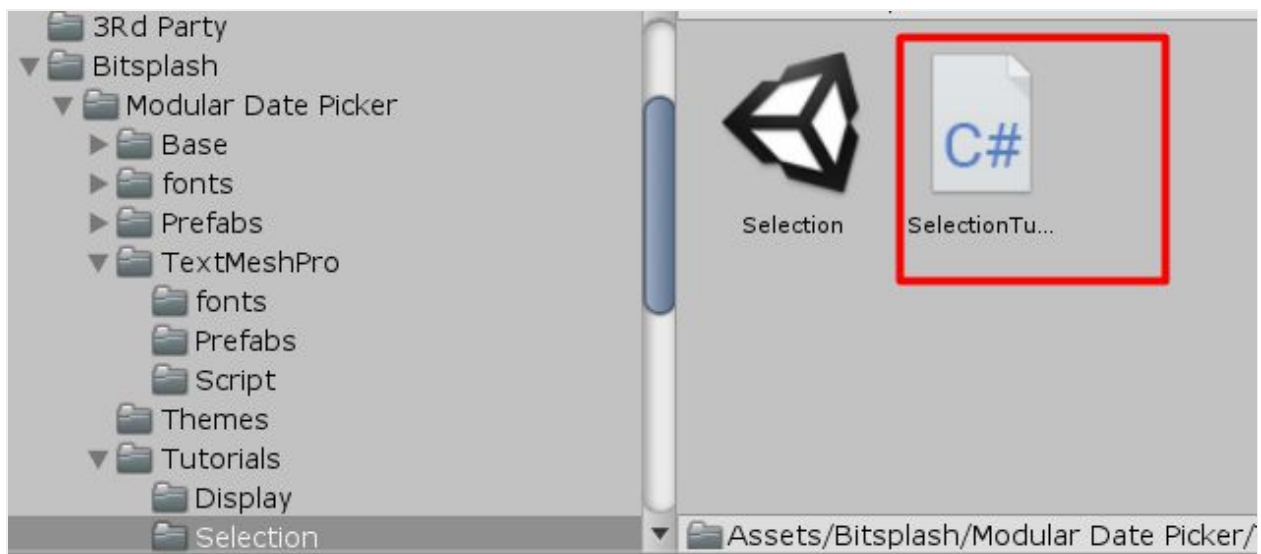# HANDLING EVENTS ON THE DATE PICKER

This page follows the tutorials that are located in the tutorials folder of the asset

- Add a date picker to your scene
-

-
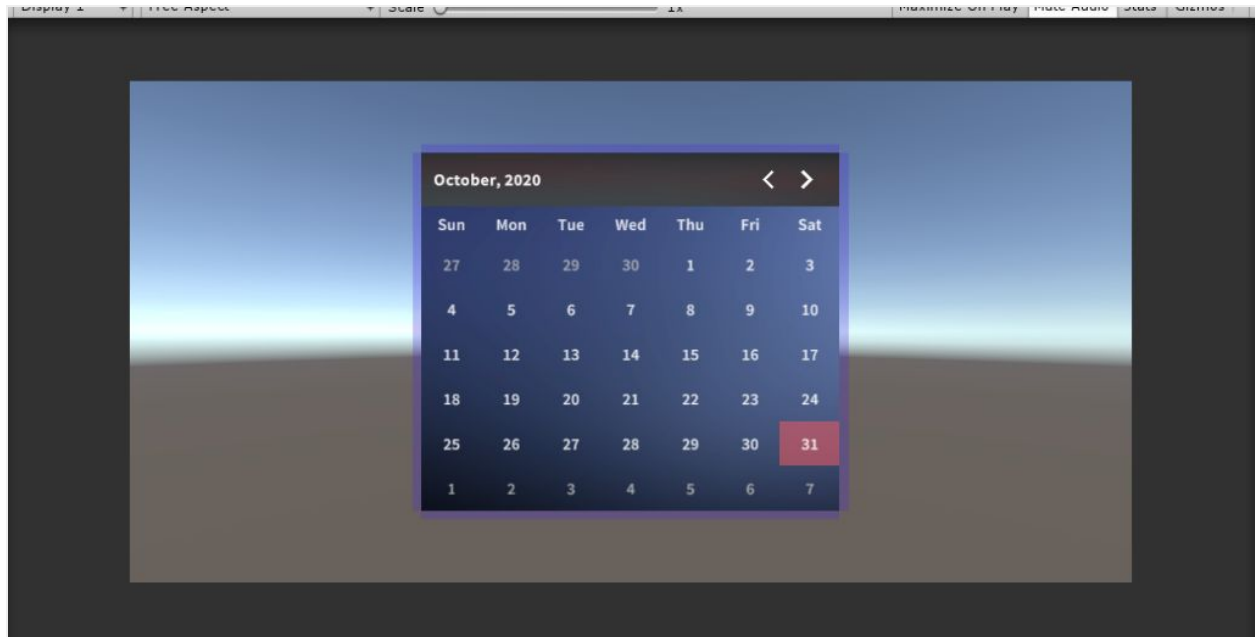
HANDLING SELECTION EVENTS

Create a script that handles the selection event. For the sake of the tutorial we will use SelectionTutorial.cs that is located in the tutorials folder.

Add an event listener to the selection changed event. See SelectionTutorial.cs for the full script:

```
DatePicker.Content.OnSelectionChanged.AddListener(OnSelectionChanged);
```
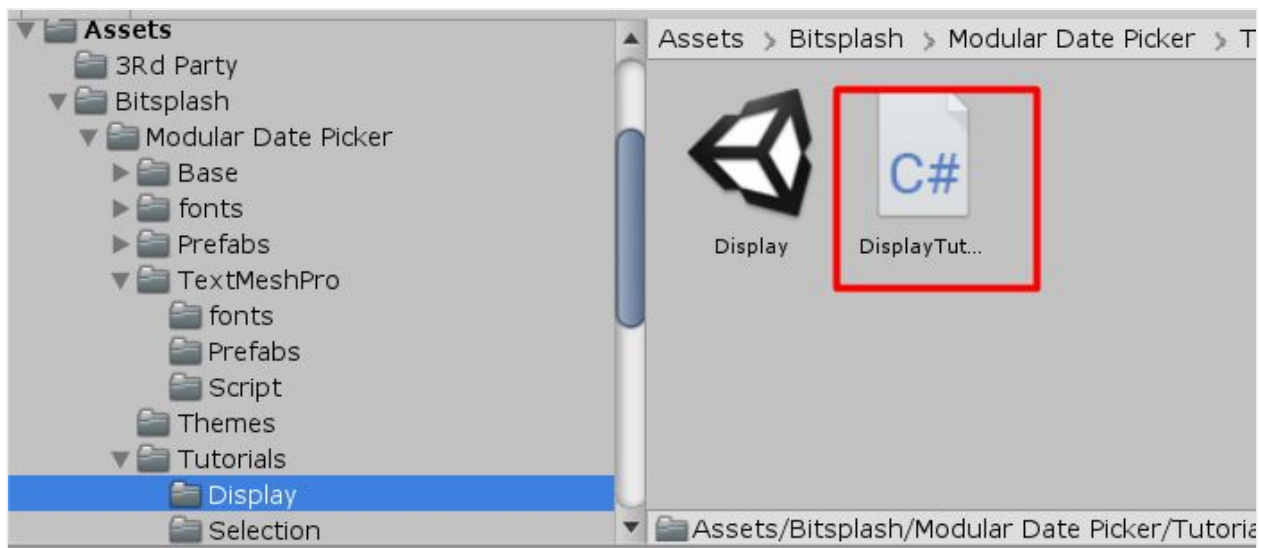
Now implement the OnSelectionChangedMethod in any way you would like :

```
    void OnSelectionChanged()
    {
        ShowAllSelectedDates(); // shows all selected dates
    }
```

HANDLING DISPLAY EVENTS

The display event triggers when the user navigates the date picker (for example when pressing next/prev month).

Create a script that handles the selection event. For the sake of the tutorial we will use DisplayTutorial.cs that is located in the tutorials folder.

Add an event listener to the selection changed event. See DisplayTutorial.cs for the full script:

```
Picker.Content.OnDisplayChanged.AddListener(DisplayChanged);
```

Now implement the DisplayChanged method in your script :

```
    void DisplayChanged()
    {
        InfoText.text = Picker.Content.DisplayDate.ToString("MM-yyyy"); // shows the
display date of the picker
```

}

CUSTOMIZING THE DATE PICKER

The date picker can be customized using the unity inspector:
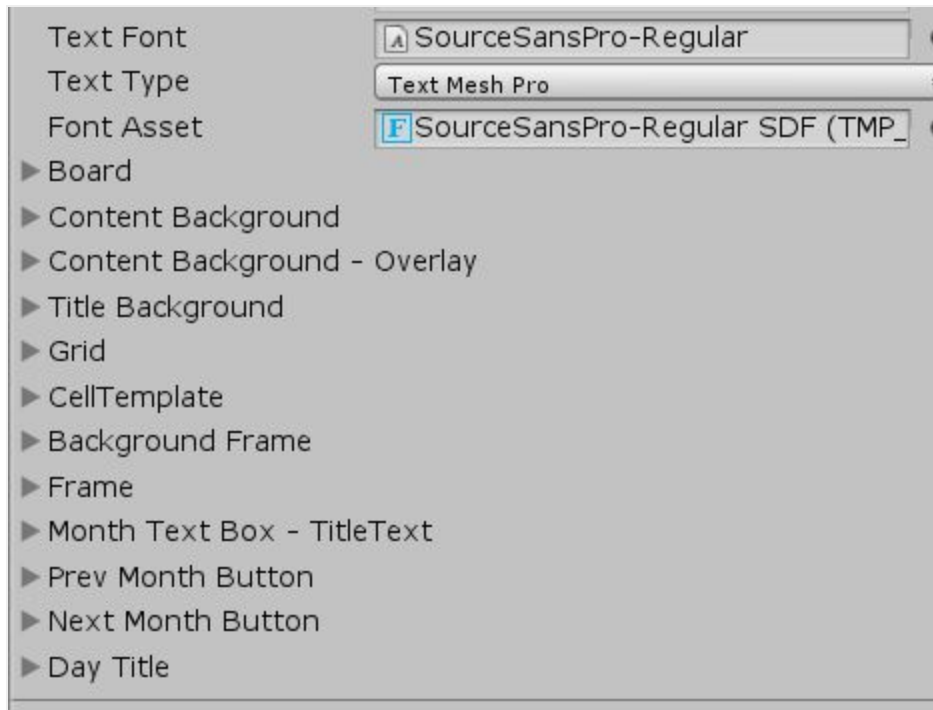
Each item corresponds with a visual element of the DatePicker.

BOARD

the board settings apply to the date table.:

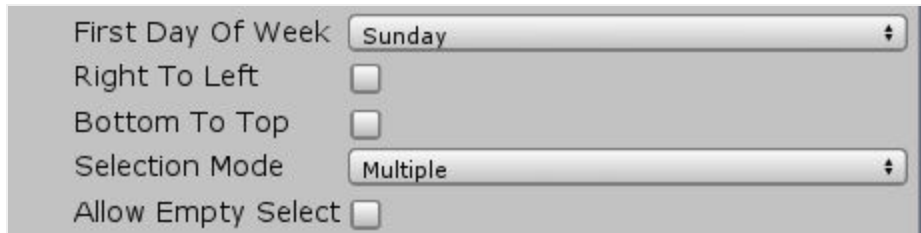- FirstDayOfWeek – The first day displayed on the board
- Right To Left – makes the board right to left
- Bottom to top – inverts the bottom and top days of the board
- Selection mode – Singular , Multiple or range modes are supported
- Allow Empty Selection – true to allow empty selection. Otherwise the current day is selected by default

CELL TEMPLATE

The cell template controls the colors of the each cell in the board:
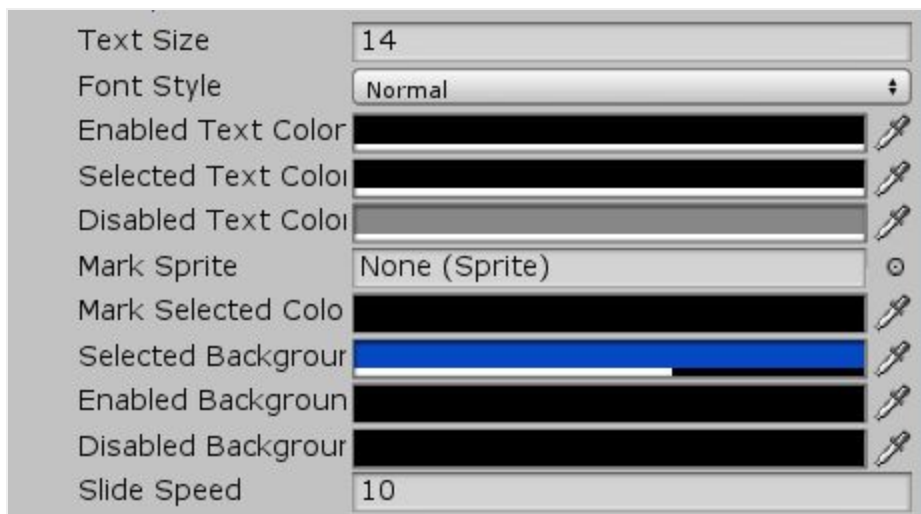
- Text Size – the text size of the each cell
- Font style – the font style of each cell
- Enable/Selected/Disabled Text Color – The text color for each of the stated modes
- Enable/Selected/Disabled Background Color – the background color for each of the stated modes
- Slide speed – the color change animation speed. The higher the value the faster the color will slide

GRID

Controls the grid of the board:
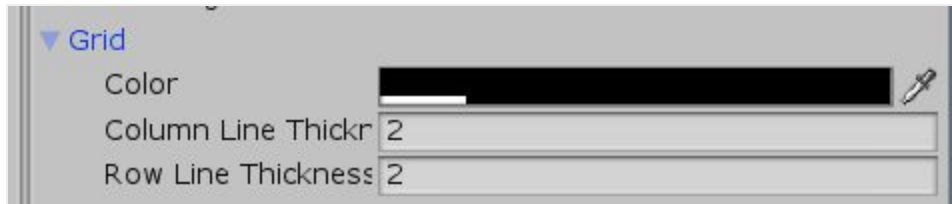
DATE FORMATS

All the date formats following the standard c# date formatting rules , see this page.

USING SELECTED DATES FROM SCRIPT

Start by obtaining a DatePickerSettings object:

```
var datepicker = GetComponent<DatePickerSettings>();
```

ENUMERATING ALL THE SELECTED DATES

```
var selection = datepicker.Content.Selection;
for(int i=0; i<selection.Count; i++)
{
        DateTime t = selection.GetItem(i);
        /// use t in any way you'd like
}
```

SELECTING DATES AND RANGES:

you can use any of the following methods to select dates and ranged programatically:

```
var selection = datepicker.Content.Selection;

selection.SelectOne(DateTime.Today); // selects the specified date and clears all the
rest of the selection
selection.SelectRange(from,to); // selects the specified date range and clears all
other dates from the selection
selection.AddDate(DateTime.Today); // adds a new date to the selection.
selection.RemoveDate(DateTime.Today); // removes a date from the selection if it is
present
```
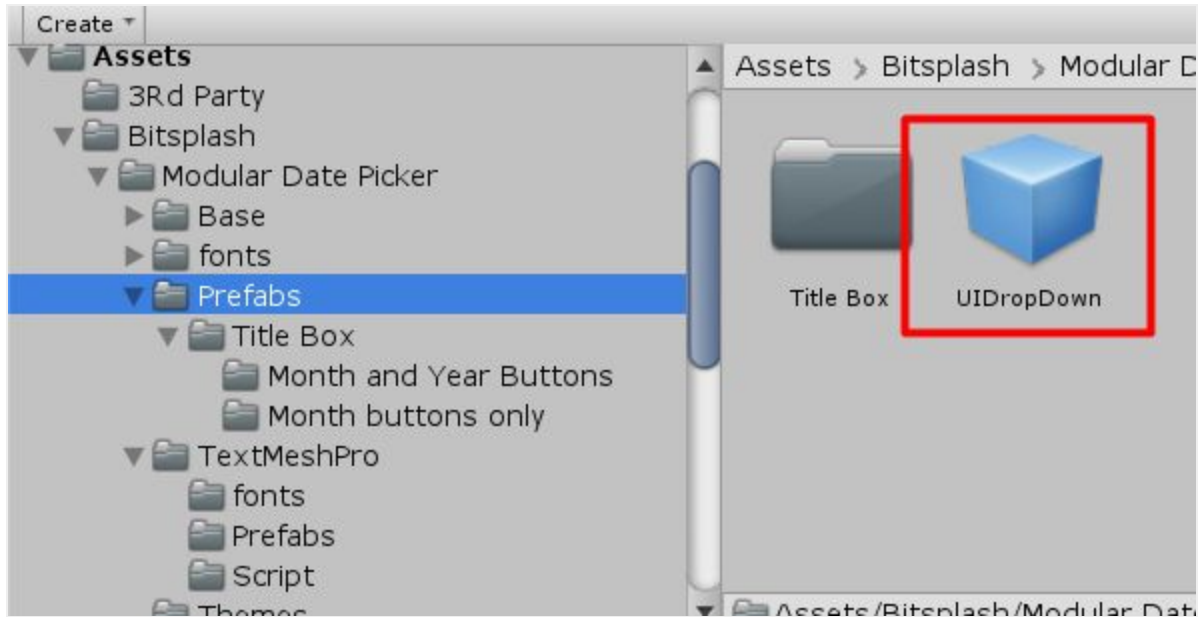
QUERING THE SELECTION

```
selection.Contains(DateTime.Today); //returns true if the specified date is contained
within the selection
selection.GetItem(0); // returns the first selected date. (this is useful when using
singular dates)
```
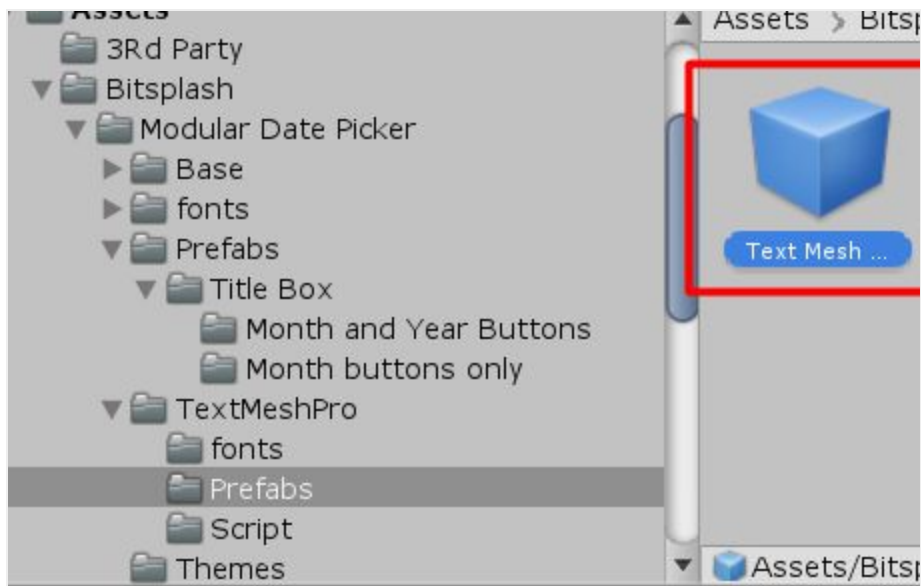
USING THE DROP DOWN DATE PICKER

The drop down date picker can be used in your ui like a regular date picker. Go the prefabs folder and add a dropdown date picker to your scene:
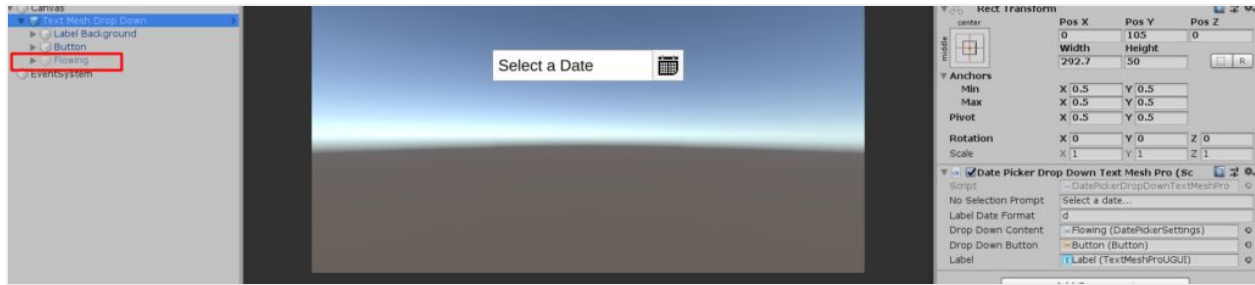
you can use the UI.Text version :

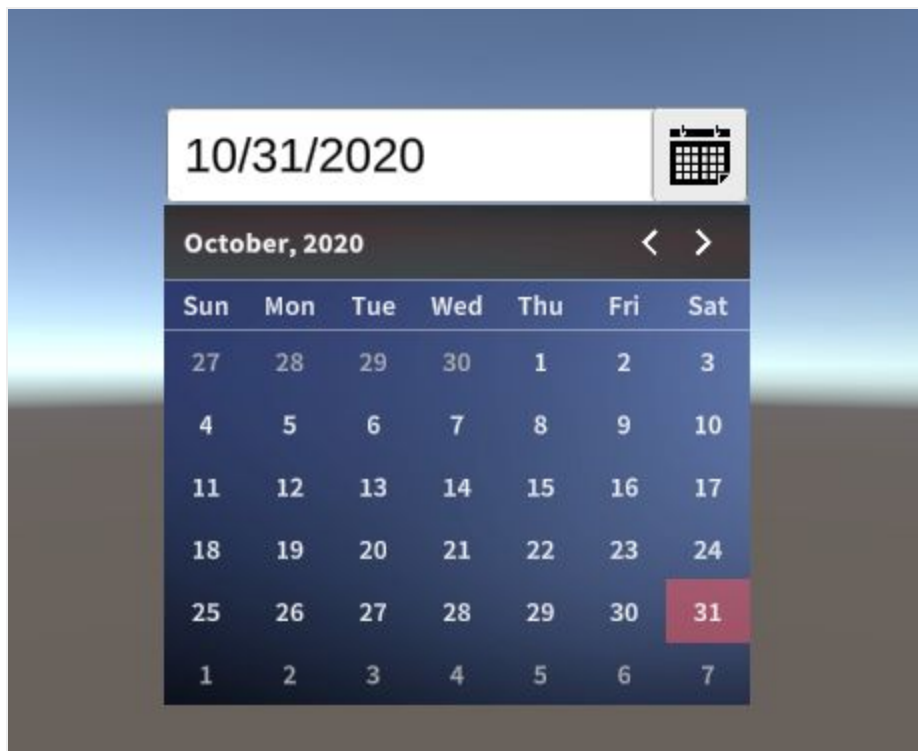Or the text mesh pro version:

CONFIGURING THE DROP DOWN

configure the template for the drop down (see customizing the date picker)

Optionally you can configure the drop down properties :

Script	DatePickerDropDownTextMeshPro
No Selection Prompt	Select a date...
Label Date Format	d
Drop Down Content	Flowing (DatePickerSettings)
Drop Down Button	Button (Button)
Label	Label (TextMeshProUGUI)

RUN THE SCENE

GET THE SELECTED DATE FROM SCRIPT

```csharp
var dropdown = GetComponent<DatePickerDropDownBase>();

DateTime? selectedDate = dropdown.GetSelectedDate();
```