



# Tabbed UI Navigation Reference

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## Tabbed UI Navigation Reference

### Namespaces

FA<sub>6</sub>

## FA Namespace

### Classes

[FAResponsiveScroll](#)<sub>6</sub>, [FAScrollRect](#)<sub>6</sub>, [FAScrollSnapBehaviour](#)<sub>8</sub>, [FAScrollSnapItem](#)<sub>20</sub>,  
[FAScrollSnapItemSettings](#)<sub>22</sub>, [FATabBar](#)<sub>23</sub>, [FATabBarEffect](#)<sub>25</sub>, [FATabBarItem](#)<sub>27</sub>

### FAResponsiveScroll Class

Provides functionalities for a scroll which size changes dynamically through the game. (optional)

**C#**

```
[RequireComponent(typeof(FAScrollSnapBehaviour))]  
public class FAResponsiveScroll
```

### Requirements

**Namespace:** [FA](#)<sub>6</sub>

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

### FAScrollRect Class

Represents a Custom ScrollRect that propagates drag events to parent [FAScrollSnapBehaviour](#)

**C#**

```
public class FAScrollRect
```

### Requirements

**Namespace:** [FA](#)<sub>6</sub>

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

### Methods

[OnBeginDrag](#)<sub>6</sub>, [OnDrag](#)<sub>7</sub>, [OnEndDrag](#)<sub>7</sub>

### Fields

[mOuterScroll](#)<sub>7</sub>, [mOuterScrollRect](#)<sub>8</sub>

### FAScrollRect.OnBeginDrag Method

**C#**

```
public override void OnBeginDrag(  
    PointerEventData eventData  
)
```

**Parameters**

*eventData*

**See Also**

Applies to: [FAScrollRect](#)<sub>6</sub>

**FAScrollRect.OnDrag Method****C#**

```
public override void OnDrag(  
    PointerEventData eventData  
)
```

**Parameters**

*eventData*

**See Also**

Applies to: [FAScrollRect](#)<sub>6</sub>

**FAScrollRect.OnEndDrag Method****C#**

```
public override void OnEndDrag(  
    PointerEventData eventData  
)
```

**Parameters**

*eventData*

**See Also**

Applies to: [FAScrollRect](#)<sub>6</sub>

**mOutterScroll Field****C#**

```
[HideInInspector()]  
public ScrollRect mOutterScroll
```

**See Also**

Applies to: [FAScrollRect](#)<sub>6</sub>

## mOutterScrollRect Field

C#

```
[HideInInspector()]
public FAScrollSnapBehaviour mOutterScrollRect
```

### See Also

Applies to: [FAScrollRect](#)<sub>6</sub>

## FAScrollSnapBehaviour Class

Provides functionalities for a ScrollRect that snaps.

C#

```
[RequireComponent(typeof(ScrollRect))]
public class FAScrollSnapBehaviour : IBeginDragHandler,
    IEndDragHandler,
    IDragHandler
```

### Requirements

Namespace: [FA](#)<sub>6</sub>

Assembly: Tabbed UI Navigation (in Tabbed UI Navigation.dll)

### Properties

[DidInit](#)<sub>8</sub>, [IsHorizontal](#)<sub>9</sub>, [IsLerping](#)<sub>9</sub>, [Items](#)<sub>9</sub>, [Velocity](#)<sub>9</sub>

### Methods

[InvokeScrollEvents](#)<sub>10</sub>, [LerpToPage](#)<sub>10</sub>, [OnBeginDrag](#)<sub>10</sub>, [OnDrag](#)<sub>11</sub>, [OnEndDrag](#)<sub>11</sub>, [SetScrollPosition](#)<sub>11</sub>, [Setup](#)<sub>12</sub>

### Classes

[OnMouseDownEvent](#)<sub>12</sub>, [OnMouseUpEvent](#)<sub>12</sub>, [ScrollEndedEvent](#)<sub>12</sub>, [ScrollEvent](#)<sub>13</sub>, [ScrollPercentageEvent](#)<sub>13</sub>, [ScrollStartedEvent](#)<sub>14</sub>, [ScrollToPageEvent](#)<sub>14</sub>

### Fields

[centerSelectedItem](#)<sub>14</sub>, [decelerationLimit](#)<sub>15</sub>, [decelerationRate](#)<sub>15</sub>, [fastSwipeThresholdDistance](#)<sub>15</sub>, [fastSwipeThresholdTime](#)<sub>15</sub>, [forceSize](#)<sub>16</sub>, [heightMultiplier](#)<sub>16</sub>, [innerScrolls](#)<sub>16</sub>, [nextButton](#)<sub>17</sub>, [onMouseDown](#)<sub>17</sub>, [onMouseUp](#)<sub>17</sub>, [onScrollEnded](#)<sub>17</sub>, [onScrollStarted](#)<sub>18</sub>, [onScrollToPage](#)<sub>18</sub>, [onScrolled](#)<sub>18</sub>, [onScrolledPercentage](#)<sub>18</sub>, [prevButton](#)<sub>19</sub>, [snapToFirst](#)<sub>19</sub>, [startingPage](#)<sub>19</sub>, [widthMultiplier](#)<sub>20</sub>

## FAScrollSnapBehaviour.DidInit Property

Gets the initialization status of the FAScrollSnapBehaviour

C#



```
public bool DidInit {get;}
```

### See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapBehaviour.IsHorizontal Property

Gets the scrolling orientation of the FAScrollSnapBehaviour

**C#**

```
public bool IsHorizontal {get;}
```

### See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapBehaviour.IsLerping Property

Returns true when the Scroll View is moved true button, and the movement is still in action.

**C#**

```
public bool IsLerping {get;}
```

### See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapBehaviour.Items Property

List of all [FAScrollSnapItem](#) child items.

**C#**

```
public List<FAScrollSnapItem> Items {get;}
```

### See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapBehaviour.Velocity Property

Get the scroll view velocity (velocity != 0 only when scroll view is dragged, when button is clicked velocity == 0)

**C#**

```
public Vector2 Velocity {get;}
```

### See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapBehaviour.InvokeScrollEvents Method

**C#**

```
public void InvokeScrollEvents()
```

### See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapBehaviour.LerpToPage Method

Smoothly lerp the Scroll View to the page at the given index.

Can be called on button click.

**C#**

```
public void LerpToPage(  
    int aPageIndex  
)
```

### Parameters

*aPageIndex*

Zero based index of the page,

### See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapBehaviour.OnBeginDrag Method

**C#**

```
public void OnBeginDrag(  
    PointerEventData aEventData  
)
```

### Parameters

*aEventData*

### See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapBehaviour.OnDrag Method

**C#**

```
public void OnDrag(  
    PointerEventData aEventData  
)
```

### Parameters

*aEventData*

### See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapBehaviour.OnEndDrag Method

**C#**

```
public void OnEndDrag(  
    PointerEventData aEventData  
)
```

### Parameters

*aEventData*

### See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapBehaviour.SetScrollPosition Method

**C#**

```
public void SetScrollPosition(  
    float pos  
)
```

### Parameters

*pos*

### See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapBehaviour.Setup Method

Setup can be called at any time to setup the behaviour.

Should be called on Start or when the number of items in the Scroll View changes.

**C#**

```
public void Setup()
```

### See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## OnMouseDownEvent Class

**C#**

```
public class OnMouseDownEvent
```

### Requirements

**Namespace:** [FA<sub>6</sub>](#)

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

### See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## OnMouseUpEvent Class

**C#**

```
public class OnMouseUpEvent
```

### Requirements

**Namespace:** [FA<sub>6</sub>](#)

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

### See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## ScrollEndedEvent Class

Occurs when scrolling has completely ended.

Useful for cleaning up effects and animations.

**C#**

```
public class ScrollEndedEvent
```

## Requirements

**Namespace:** [FA<sub>6</sub>](#)

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## ScrollEvent Class

Occurs when the [ScrollRect](#) is scrolled.

The passed *Vector2* argument holds the [ScrollRect](#)'s content current `anchoredPosition`

Useful for doing animations on a single item and compare positions.

**C#**

```
public class ScrollEvent
```

## Requirements

**Namespace:** [FA<sub>6</sub>](#)

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## ScrollPercentageEvent Class

Occurs when the [ScrollRect](#) is scrolled.

The passed *float* argument holds the normalized value of the scrolled percentage.

0f means first page is selected. 1f means last page is selected.

Useful for doing animations on a group of items.

**C#**

```
public class ScrollPercentageEvent
```

## Requirements

**Namespace:** [FA<sub>6</sub>](#)

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## ScrollStartedEvent Class

Occurs when scrolling has started.

**C#**

```
public class ScrollStartedEvent
```

### Requirements

**Namespace:** [FA<sub>6</sub>](#)

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

### See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## ScrollToPageEvent Class

Occurs when the ScrollView locks on a page and scrolls to it.

Useful for doing animations after a page was found and selected.

If buttons are used for navigation, this event occurs on Prev/Next button tap.

If scrolling with [FAScrollSnapBehaviour.snapToFirst](#) set to true, this occurs as soon as the dragging end.

If scrolling with [FAScrollSnapBehaviour.snapToFirst](#) set to false, this occurs after the scroll speed is slowed enough so it locks to a page.

**C#**

```
public class ScrollToPageEvent
```

### Requirements

**Namespace:** [FA<sub>6</sub>](#)

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

### See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## centerSelectedItem Field

**C#**

```
[Space(20)]  
[Tooltip("If true, the items of the Scroll View will be centered in the  
viewport.")]  
public bool centerSelectedItem
```

## See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## decelerationLimit Field

When decelerating freely, Gets or sets how slowed should the scrolling speed be before snapping.

**C#**

```
[Tooltip("When decelerating freely, how slowed should the scrolling speed be before snapping.")]  
public float decelerationLimit
```

## See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## decelerationRate Field

**C#**

```
[Space(20)]  
[Tooltip("How fast will page lerp to target position")]  
public float decelerationRate
```

## See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## fastSwipeThresholdDistance Field

Gets or sets threshold time for fast swipe in (unscaled) pixels. Default is 50.

**C#**

```
[Tooltip("Threshold time for fast swipe in (unscaled) pixels")]  
public int fastSwipeThresholdDistance
```

## See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## fastSwipeThresholdTime Field

Gets or sets the threshold time for fast swipe in seconds. Default is 0.3f.

**C#**

```
[Tooltip("Threshold time for fast swipe in seconds")]  
public float fastSwipeThresholdTime
```

## See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## forceSize Field

Gets or sets if the this forces to resize the item according to one of the multipliers. See [widthMultiplier](#) and [heightMultiplier](#)/>

**C#**

```
[Tooltip("Forces the script to resize the item according to one of the
multipliers below.")]
public bool forceSize
```

## See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## heightMultiplier Field

Gets or sets how tall should one item be in relation to the ScrollRect Height.

1f means same height, 0.5f means half height.

Works only if ScrollRect is vertical.

**C#**

```
[Tooltip("How tall should one item be in relation to the ScrollRect Height. 1f
means same height, 0.5f means half height. Works only if ScrollRect is
vertical.")]
public float heightMultiplier
```

## See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## innerScrolls Field

If you have inner scroll views that scroll in the opposite direction of this ScrollSnapRect, you should add them here so the Drag Event is propagated to this ScrollSnapRect. Should be set in inspector, otherwise please initialize the List.

**C#**

```
[Tooltip("If you have inner scroll views that scroll in the opposite direction
of this ScrollSnapRect, you should add them here so the Drag Event is propagated
to this ScrollSnapRect (optional).")]
public List<FAScrollRect> innerScrolls
```



## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## nextButton Field

Button to go to the next page (optional)

**C#**

```
[Tooltip("Button to go to the next page (optional).")]
public GameObject nextButton
```

## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## onMouseDown Field

**C#**

```
public OnMouseDownEvent onMouseDown
```

## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## onMouseUp Field

**C#**

```
public OnMouseUpEvent onMouseUp
```

## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## onScrollEnded Field

Occurs when scrolling has completely ended.

Useful for cleaning up effects and animations.

**C#**

```
public ScrollEndedEvent onScrollEnded
```

## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## onScrollStarted Field

Occurs when scrolling has started.

C#

```
public ScrollStartedEvent onScrollStarted
```

### See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## onScrollToPage Field

Occurs when the ScrollView locks on a page and scrolls to it.

Useful for doing animations after a page was found and selected.

If buttons are used for navigation, this event occurs on Prev/Next button tap.

If scrolling with [snapToFirst](#) set to true, this occurs as soon as the dragging end.

If scrolling with [snapToFirst](#) set to false, this occurs after the scroll speed is slowed enough so it locks to a page.

C#

```
public ScrollToPageEvent onScrollToPage
```

### See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## onScrolled Field

Occurs when the ScrollRect is scrolled.

The passed *Vector2* argument holds the ScrollRect's content current anchoredPosition

Useful for doing animations on a single item and compare positions.

C#

```
public ScrollEvent onScrolled
```

### See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## onScrolledPercentage Field

Occurs when the ScrollRect is scrolled.

The passed *float* argument holds the normalized value of the scrolled percentage.

Of means first page is selected. 1f means last page is selected.

Useful for doing animations on a group of items.

**C#**

```
public ScrollPercentageEvent onScrolledPercentage
```

## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## prevButton Field

**C#**

```
[Space(20)]
[Tooltip("Button to go to the previous page (optional).")]
public GameObject prevButton
```

## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## snapToFirst Field

If true, will snap to the first item, if false, will decelerate freely then snap when decelerationLimit is reached.

**C#**

```
[Tooltip("If true, will snap to the first item, if false, will decelerate freely
then snap when decelerationLimit is reached.")]
public bool snapToFirst
```

## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## startingPage Field

Gets or sets starting page index - starting from 0. Default is 0. Should be set before initialization

**C#**

```
[Tooltip("Set starting page index - starting from 0")]
public int startingPage
```

## See Also

Applies to: [FAScrollSnapBehaviour<sub>8</sub>](#)

## widthMultiplier Field

Gets or sets how wide should one item be in relation to the ScrollRect Width.

1f means same width, 0.5f means half width.

Works only if ScrollRect is horizontal.

**C#**

```
[Tooltip("How wide should one item be in relation to the ScrollRect Width. 1f means same width, 0.5f means half width. Works only if ScrollRect is horizontal.")]
public float widthMultiplier
```

## See Also

Applies to: [FAScrollSnapBehaviour](#)<sub>8</sub>

## FAScrollSnapItem Class

Represents animatable item in the [FAScrollSnapBehaviour](#).

Uses **Blend Trees** for the scrolling animation.

Simple blend trees with 2 motions and one float paramater.

The motion at value 1 should be when the item is selected.

The motion at value 0 should be when the item is not selected.

**C#**

```
public class FAScrollSnapItem
```

## Requirements

**Namespace:** [FA](#)<sub>6</sub>

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

## Properties

[ItemAnchoredPosition](#)<sub>20</sub>

## Methods

[OnScrollHandler](#)<sub>21</sub>, [SetSelected](#)<sub>21</sub>, [Setup](#)<sub>21</sub>

## Fields

[hasAnimations](#)<sub>22</sub>

## FAScrollSnapItem.ItemAnchoredPosition Property

**C#**

```
public float ItemAnchoredPosition {get;}
```

## See Also

Applies to: [FAScrollSnapItem](#)<sub>20</sub>

## FAScrollSnapItem.OnScrollHandler Method

Handler for the [FAScrollSnapBehaviour.onScrolled](#) event, that is responsible for animating this instance.

```
C#  
  
public void OnScrollHandler(  
    Vector2 pos  
)
```

## Parameters

*pos*

## See Also

Applies to: [FAScrollSnapItem](#)<sub>20</sub>

## FAScrollSnapItem.SetSelected Method

```
C#  
  
public void SetSelected()
```

## See Also

Applies to: [FAScrollSnapItem](#)<sub>20</sub>

## FAScrollSnapItem.Setup Method

```
C#  
  
public void Setup(  
    FAScrollSnapItemSettings settings  
)
```

## Parameters

*settings*

## See Also

Applies to: [FAScrollSnapItem](#)<sub>20</sub>

## hasAnimations Field

Gets or sets whether this instance has scrolling animations

**C#**

```
public bool hasAnimations
```

## See Also

Applies to: [FAScrollSnapItem](#)<sub>20</sub>

## FAScrollSnapItemSettings Class

Represents a collection of settings used to setup a [FAScrollSnapItem](#)

**C#**

```
public class FAScrollSnapItemSettings
```

## Requirements

**Namespace:** [FA](#)<sub>6</sub>

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

## Properties

[Difference](#)<sub>22</sub>, [IsHorizontal](#)<sub>22</sub>, [Position](#)<sub>23</sub>

## FAScrollSnapItemSettings.Difference Property

Gets or sets the difference in Screen Space units between two items in the [ScrollView](#) collection.

**C#**

```
public float Difference {get; set;}
```

## See Also

Applies to: [FAScrollSnapItemSettings](#)<sub>22</sub>

## FAScrollSnapItemSettings.IsHorizontal Property

Gets or sets a value indicating whether the [ScrollView](#) is horizontal (or vertical) .

**C#**

```
public bool IsHorizontal {get; set;}
```

## Property Value

**true** if this instance ; otherwise, **false**.

## See Also

Applies to: [FAScrollSnapItemSettings](#)<sub>22</sub>

## FAScrollSnapItemSettings.Position Property

Gets or sets the calculated anchoredPosition of the [FAScrollSnapBehaviour](#)'s content, where the item is considered selected.

C#

```
public float Position {get; set;}
```

## See Also

Applies to: [FAScrollSnapItemSettings](#)<sub>22</sub>

## FATabBar Class

C#

```
[RequireComponent(typeof(HorizontalLayoutGroup))]  
public class FATabBar
```

## Requirements

Namespace: [FA](#)<sub>6</sub>

Assembly: Tabbed UI Navigation (in Tabbed UI Navigation.dll)

## Fields

[buttons](#)<sub>23</sub>, [scrollSnapRect](#)<sub>23</sub>, [selectedBtnFlexibleWidth](#)<sub>24</sub>, [selectedBtnPaddingTop](#)<sub>24</sub>, [selector](#)<sub>24</sub>, [startingPage](#)<sub>25</sub>, [titlePreferedHeight](#)<sub>25</sub>

## buttons Field

Collection of all the buttons this tab bar contains.

C#

```
[Tooltip("All the buttons this tab bar contains.")]  
public List<RectTransform> buttons
```

## See Also

Applies to: [FATabBar](#)<sub>23</sub>

## scrollSnapRect Field

The [FAScrollSnapBehaviour](#) that this tab bar interact with.

C#

```
[Tooltip("The scroll view that this tab bar interact with.")]
public FAScrollSnapBehaviour scrollSnapRect
```

## See Also

Applies to: [FATabBar<sub>23</sub>](#)

## selectedBtnFlexibleWidth Field

As this whole asset utilises Unity's LayoutGroups components, the sliding animation of the buttons is done by manipulating the values of the **VerticalLayoutGroup** and **LayoutElement** components.

This controls the FlexibleWidth of the button

C#

```
[Range(1, 2)]
public float selectedBtnFlexibleWidth
```

## See Also

Applies to: [FATabBar<sub>23</sub>](#)

## selectedBtnPaddingTop Field

As this whole asset utilises Unity's LayoutGroups components, the sliding animation of the buttons is done by manipulating the values of the **VerticalLayoutGroup** and **LayoutElement** components.

This controls the Padding.Top of the button

C#

```
public int selectedBtnPaddingTop
```

## See Also

Applies to: [FATabBar<sub>23</sub>](#)

## selector Field

The selector image indicator that slides over the buttons.

C#

```
[Tooltip("The selector image indicator that slides over the buttons.")]
public RectTransform selector
```

## See Also



Applies to: [FAppBar<sub>23</sub>](#)

## startingPage Field

Gets or sets the starting page.

Gets overridden if used with [FAScrollSnapBehaviour](#)

C#

```
[Tooltip("Starting Page, gets overridden if used with ScrollSnapBehaviour")]
public int startingPage
```

## See Also

Applies to: [FAppBar<sub>23</sub>](#)

## titlePreferredHeight Field

As this whole asset utilises Unity's LayoutGroups components, the sliding animation of the buttons is done by manipulating the values of the **VerticalLayoutGroup** and **LayoutElement** components.

This controls the Height of the button's title

C#

```
public float titlePreferredHeight
```

## See Also

Applies to: [FAppBar<sub>23</sub>](#)

## FAppBarEffect Class

Represents a collection of constraints to apply to the **LayoutElement** component of this instance.

C#

```
public class FAppBarEffect
```

## Requirements

**Namespace:** [FA<sub>6</sub>](#)

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

## Properties

[FlexibleWidth<sub>26</sub>](#), [PaddingTop<sub>26</sub>](#), [TitleAlpha<sub>26</sub>](#), [TitleFlexibleHeight<sub>26</sub>](#), [TitlePreferredHeight<sub>26</sub>](#)

## FAppBarEffect.FlexibleWidth Property

**C#**

```
public float FlexibleWidth {get; set;}
```

### See Also

Applies to: [FAppBarEffect](#)<sub>25</sub>

## FAppBarEffect.PaddingTop Property

**C#**

```
public int PaddingTop {get; set;}
```

### See Also

Applies to: [FAppBarEffect](#)<sub>25</sub>

## FAppBarEffect.TitleAlpha Property

**C#**

```
public float TitleAlpha {get; set;}
```

### See Also

Applies to: [FAppBarEffect](#)<sub>25</sub>

## FAppBarEffect.TitleFlexibleHeight Property

**C#**

```
public float TitleFlexibleHeight {get; set;}
```

### See Also

Applies to: [FAppBarEffect](#)<sub>25</sub>

## FAppBarEffect.TitlePreferredHeight Property

**C#**

```
public float TitlePreferredHeight {get; set;}
```

### See Also

Applies to: [FAppBarEffect](#)<sub>25</sub>

## FAppBarItem Class

Represents a TabItem inside the [FAppBar](#), and is responsible for the scroll animations of the item.

**C#**

```
[RequireComponent(typeof(VerticalLayoutGroup))]  
[RequireComponent(typeof(LayoutElement))]  
public class FAppBarItem
```

## Requirements

**Namespace:** [FA](#)<sub>6</sub>

**Assembly:** Tabbed UI Navigation (in Tabbed UI Navigation.dll)

## Methods

[ApplyEffect](#)<sub>27</sub>

## Fields

[icon](#)<sub>27</sub>, [title](#)<sub>28</sub>

## FAppBarItem.ApplyEffect Method

Applies the [FAppBarEffect](#) to this instance.

**C#**

```
public void ApplyEffect(  
    FAppBarEffect effect  
)
```

## Parameters

*effect*

## See Also

Applies to: [FAppBarItem](#)<sub>27</sub>

## icon Field

**C#**

```
public Image icon
```

## See Also

Applies to: [FAppBarItem](#)<sub>27</sub>

## title Field

**C#**

```
public Text title
```

## See Also

Applies to: [FATabBarItem](#)<sub>27</sub>

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