JumpIn JumpOut   Documentation

Summary

In this small documentation you will learn how to use JumpIn JumpOut properly. Some script examples will also help you to understand it.

Contact

If you have any questions, suggestions, feedback or comments, please do one of the following:

- Send me an email: info@totalcreations.de
- Make a post in the forum thread on the Unity forums

How to use:

Showing menu:

```
private Awake() {
    jumpInJumpOut.Show();
}
```

Hiding menu:

```
private Awake() {
    jumpInJumpOut.Hide();
}
```

Action when Hiding finished:
Method 1:

```csharp
private void Awake() {
    jumpInJumpOut.onShowFinished.AddListener(OnShowFinished);
    jumpInJumpOut.Show();
}

private void OnShowFinished() {
    //Do Something after the show animation is finished
}
```

Method 2:

```csharp
private void Awake() {
    jumpInJumpOut.Show(OnShowFinished);
}

private void OnShowFinished() {
    //Do Something after the show animation is finished
}
```
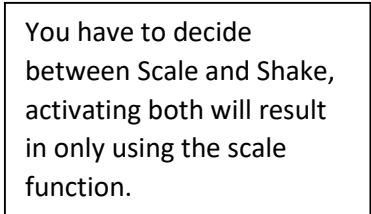
Method 3:

```csharp
private void Awake() {
    StartCoroutine(ShowMenu());
}

private IEnumerator ShowMenu() {
    yield return jumpInJumpOut.Show();
    //Do Something after the show animation finished
}
```

Those examples also apply for the Method `Hide()`

Jump In Jump Out (Script)

Script	JumpInJumpOut
Canvas Group	JumpInJumpOut (Canvas Group)
Control UI Raycast	☐
Start Without Animation	☑
Hide On Start	☑
Activate On Enabled	☑
Hide Before Show	☑
Display Time	0
Show Duration	0.5
Hide Duration	0.5

Blend

Blend Active	☑
Show Blend Ease	Out Flash
Hide Blend Ease	In Elastic

Scale

Scale Active	☑
Show Scale Ease	Unset
Hide Scale Ease	In Elastic
Scale Min Max	min 0 max 1 ☐ invert

You have to decide between Scale and Shake, activating both will result in only using the scale function.

Shake

Shake Active	☐
Show Shake Strength	0.1
Show Shake Vibrato	10
Show Shake Randomness	90
Show Shake Ease	In Out Quad
Hide Shake Ease	In Out Quad
Hide Shake Strength	0.1
Hide Shake Vibrato	10
Hide Shake Randomness	90

Rotation

Rotation Active	☐
Rotation Axis	X 0 Y 0 Z 1
Show Rotation Ease	Out Elastic
Hide Rotation Ease	Out Quad
Show Start Min Max Rotation	min 20 max 20 ☐ invert
Show Min Max Rotation	min 0 max 0 ☐ invert
Hide Min Max Rotation	min -20 max -20 ☐ invert

On Show Finished ()
List is Empty

On Hide Started ()
List is Empty

You can connect some of your custom actions easily via the build in events

On Hide Finished ()
List is Empty