



Ultimate Slider V 1.0

Thank you for purchasing this Asset,

If you have any queries please email me at:

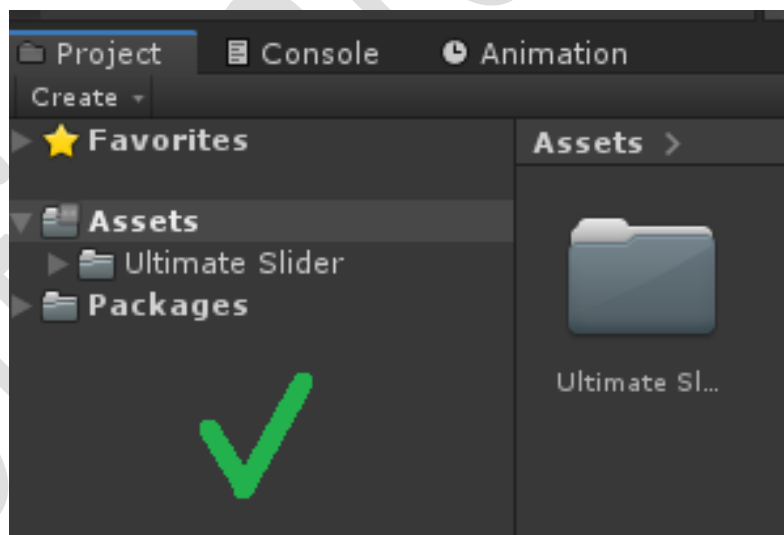
Savajjad@gmail.com.

Getting Started

After importing Ultimate Slider from the Asset Store, you can immediately use it without any other requirement.

There are some demo scenes in the “Demos” folder to help you Start with the package.

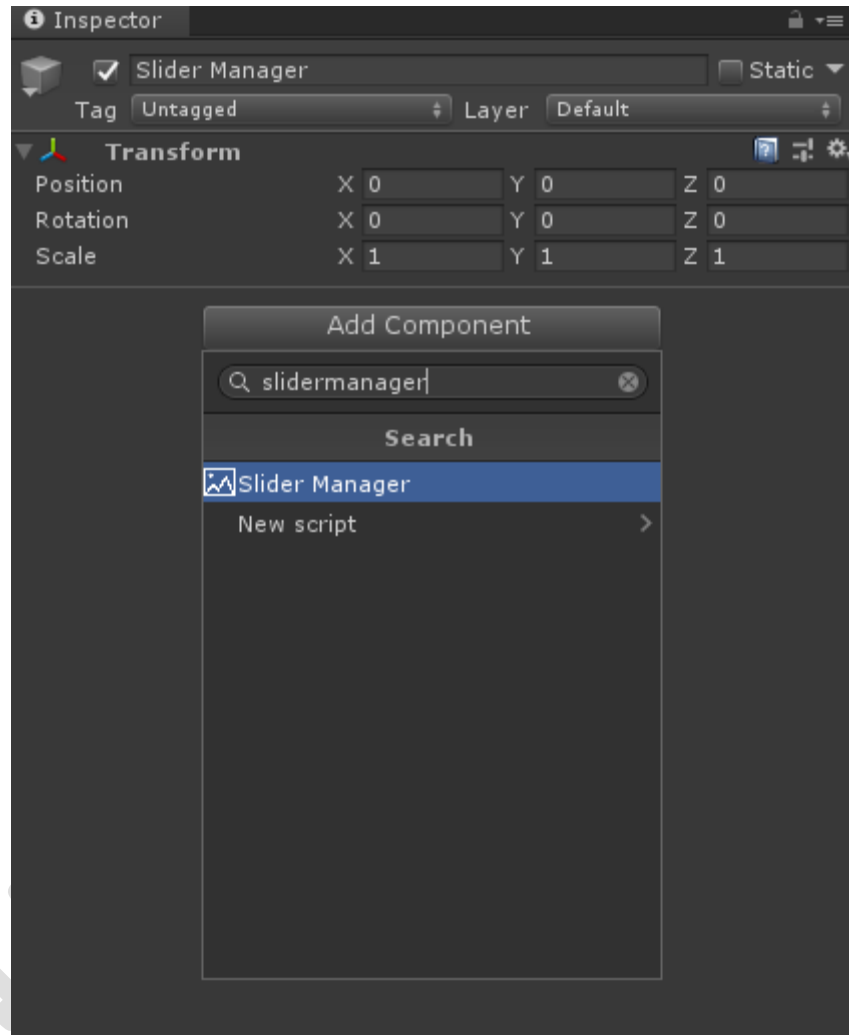
*****Please always keep the package in the root Asset folder of your project or some visual parts of the package won't work properly.*****



*****Please don't delete or edit the package special folders like “Editor Default Resources” *****

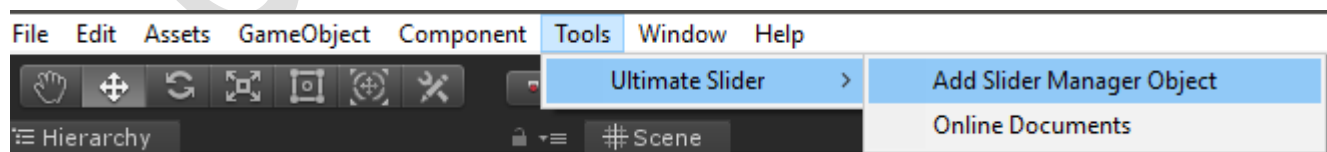
Quick Setup

1 – You can add “Slider Manager” script to any Game Object in the scene like a usual component.

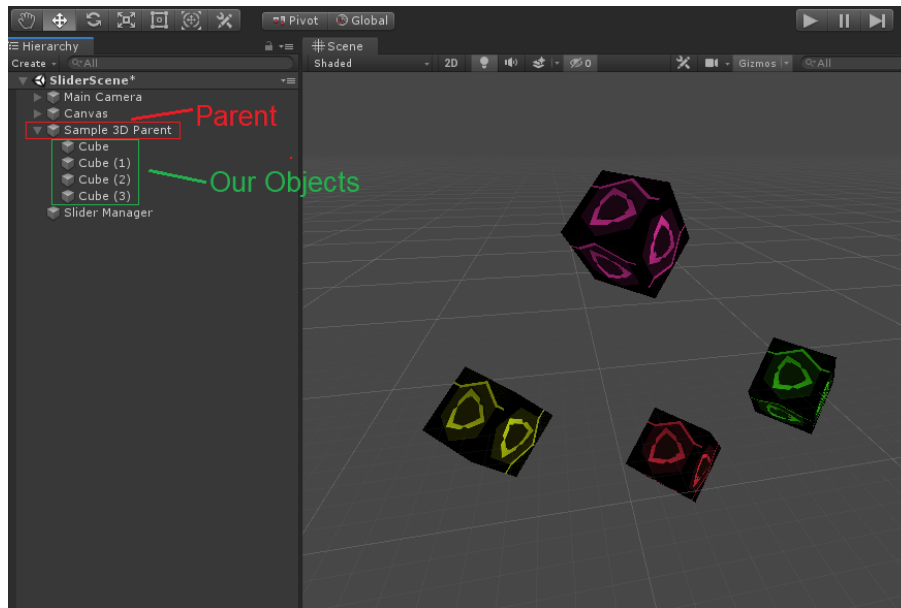


For an alternative way you can add it from the top toolbar with this address:

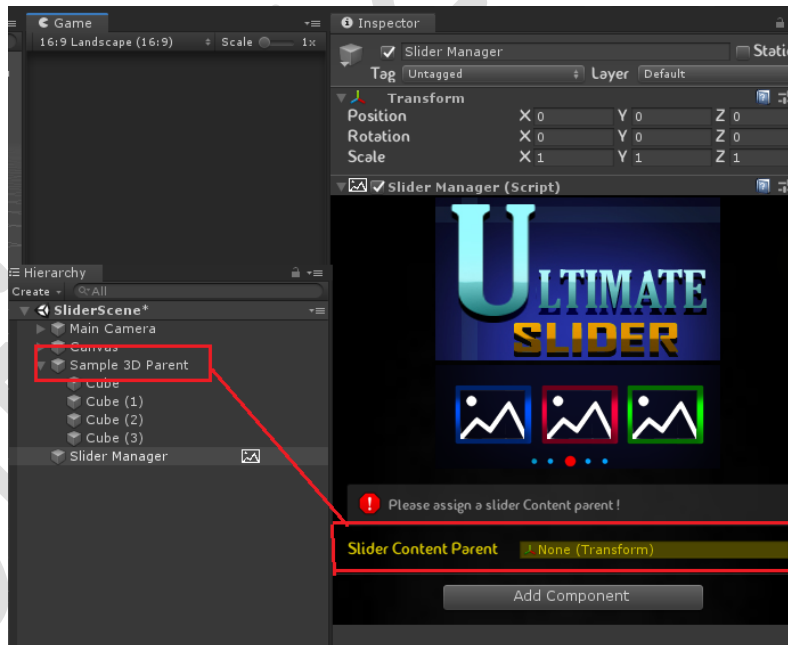
Tools > Ultimate Slider > Add slider Manager Object.



2 – Your slider can work with any kind of objects but they all must have the same parent, The slider then use this parent to determine and move those objects.



3 – Go to your slider Manager Game object and Assign the parent to the “Slider Content Parent” slot.



4 –Now press play and you can watch the slider moving your Game Objects.

To configure and edit the slider as u want, you can read the rest of the document or watch the online tutorial you can find here:

<https://youtu.be/jhkTXs5GSYU>

Slider Manager Component Explanation

Slider Manager Component has been currently made of six different parts.

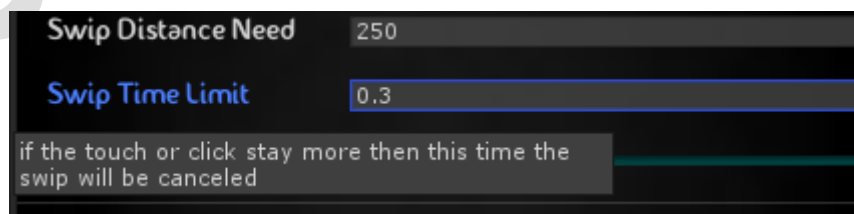
- 1- Main
- 2- Settings
- 3- Controllers
- 4- Events
- 5- Animations
- 6- Utility



This component has lots of different options and capabilities.

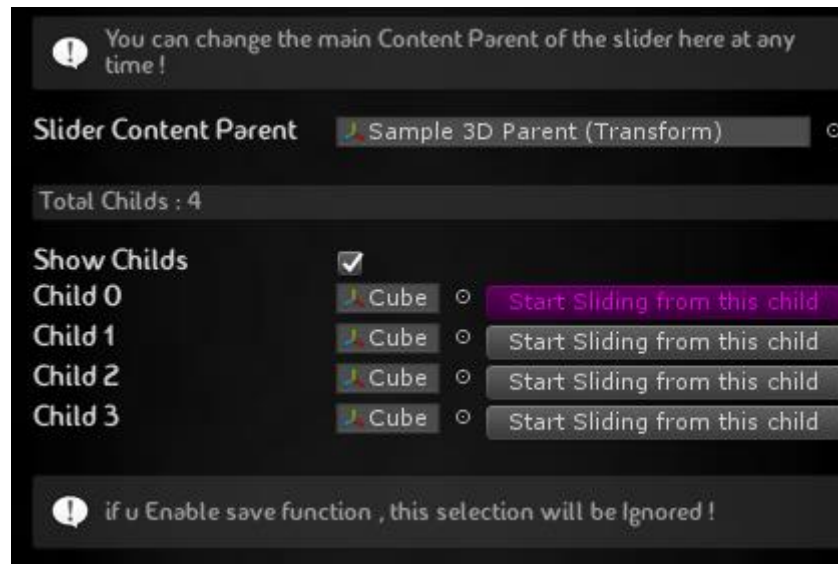
There are information, logs and errors inside each part to help you along the way.

Also some tips will be shown up by putting your mouse cursor over a variable or slot like the image below



1 – Main

This is the first part of the slider u see when you assign the content parent,



You won't need to do anything special here, it shows you some important information like slider main content parent witch you can also change if you like, but in most cases you don't need that.

It also show you some other information's like the amount of slider children and you can see and select each child's Transform right from here.

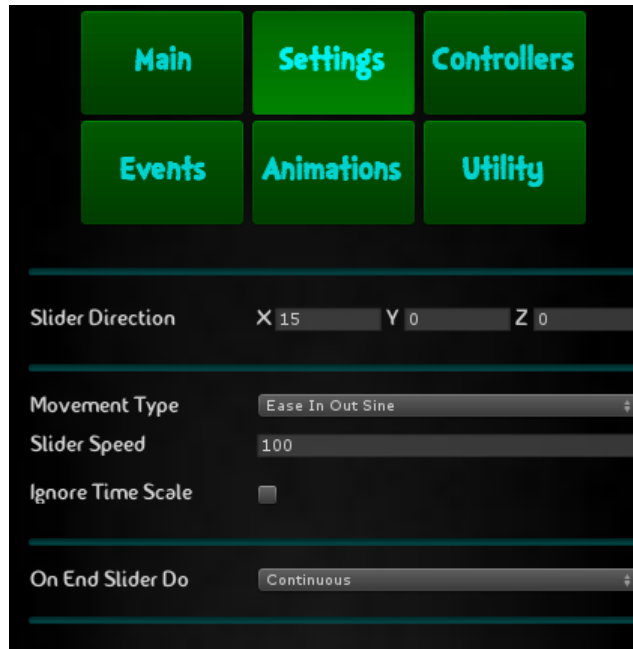
The only setting useful here can be the slider starter point. You can set that to any of the slides.

***This selection won't work if you enable save slider option from the "Utility" part witch will be explained later ***

2 – Settings

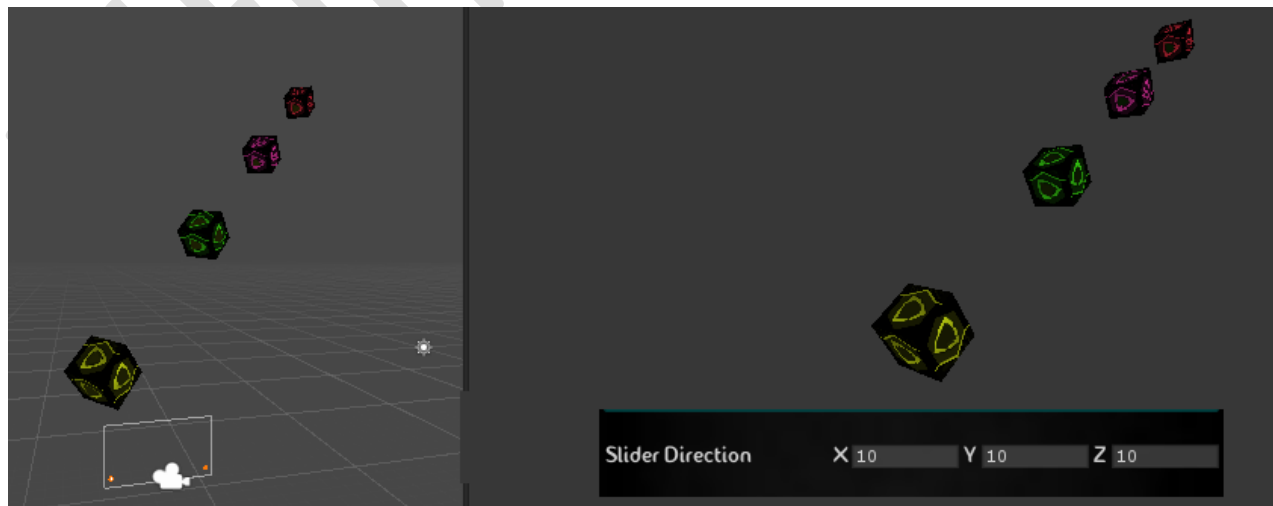
This one is the most important part of what you need to configure the slider.

The first things you need to change are here.



– Slider Direction

As soon as u create the slider Manager it will place each object in the world based on the direction you set here, You can do positive or negative values but for 2D or UI cases u may want to leave the “Z” direction.



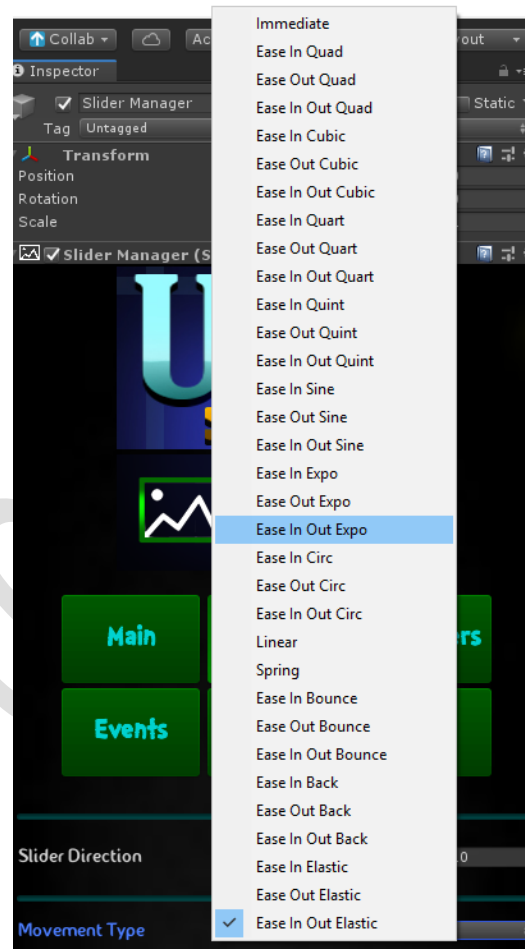
– Movement Type

This option tell your slider how to move.

Feel free to explore and see how each one of them change your slider movement.

There are about 33 different movement you can choose from.

Immediate,
easeInQuad,
easeOutQuad,
easeInOutQuad,
easeInCubic,
easeOutCubic,
easeInOutCubic,
easeInQuart,
easeOutQuart,
easeInOutQuart,
easeInQuint,
easeOutQuint,
easeInOutQuint,
easeInSine,
easeOutSine,
easeInOutSine,
easeInExpo,
easeOutExpo,
easeInOutExpo,
easeInCirc,
easeOutCirc,
easeInOutCirc,
linear,
spring,
easeInBounce,
easeOutBounce,
easeInOutBounce,
easeInBack,
easeOutBack,
easeInOutBack,
easeInElastic,
easeOutElastic,
easeInOutElastic,



– Slider Speed

Show's the speed of the slider movement

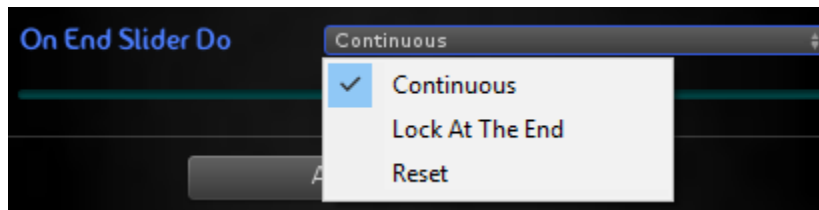
– Ignore Time Scale

By enabling this option your slider will work even when the timescale is set to zero

– On End Slider Do

This means how slider should react when it reaches the last slide.

You may want to choose different settings based on the “Controller” option you select which will be explained later.



Continuous

By selecting this the slider continue moving but the child's change their places in order to show the correct element of the slider.

Lock At the End

This prevent the slider from moving forward, what the slider can do at this point is going back the other side.

Reset

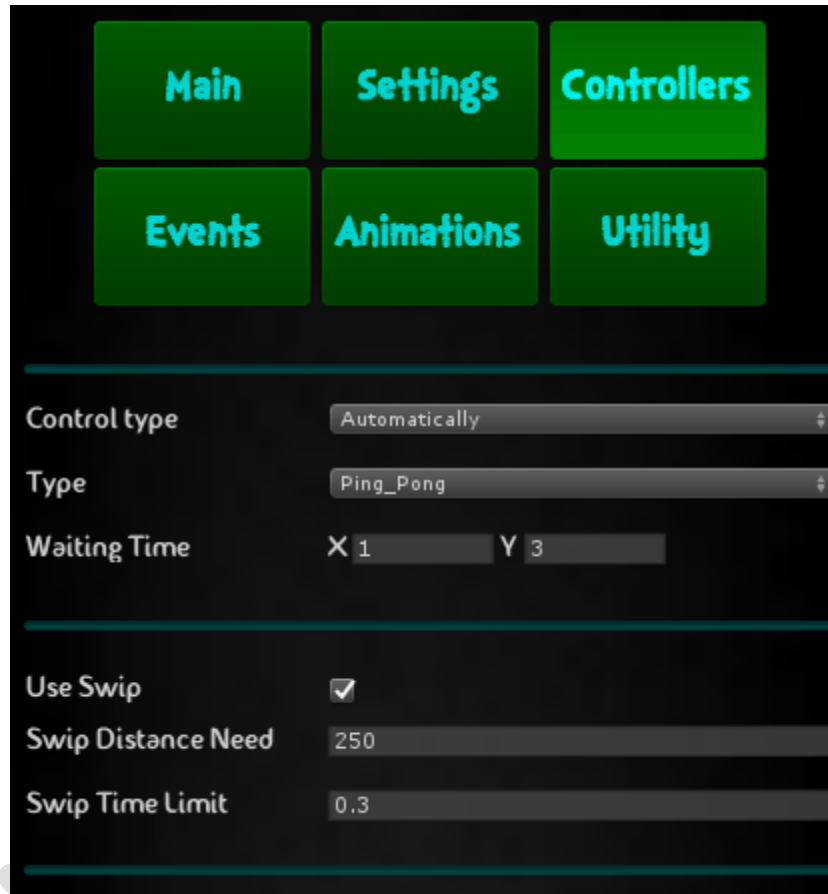
The slider switch to the first or last child of the slider based on its position.

Reset Speed Multiple:

The process of resetting the slider can be slow, you can multiple the normal slider speed by this value (1 means no effect)

3 – Controllers

With your slider getting ready you need some kind of controller to interact with it or make it work as its own, you can do all of that inside this part.



Main **Settings** **Controllers**

Events **Animations** **Utility**

Control type: Automatically

Type: Ping_Pong

Waiting Time: X 1 Y 3

Use Swip: ☒

Swip Distance Need: 250

Swip Time Limit: 0.3

– Control type

With this option you can choose between 6 different ways to control your slider.



Control type: Automatically

Type: Ping_Pong

Waiting Time: X 1 Y 3

1 - Automatically

This will make your slider move with no help!



You can set different options to help the slider move automatically as you wish.

Type

Here set how you want the slider to move there are 4 different options.

- A) Increase
The slider will automatically move forward
- B) Decrease
The slider will automatically move backward
- C) Ping_Pong
The slider will automatically move forward and then backward
- D) Random
The slider will randomly select a slide and move to it

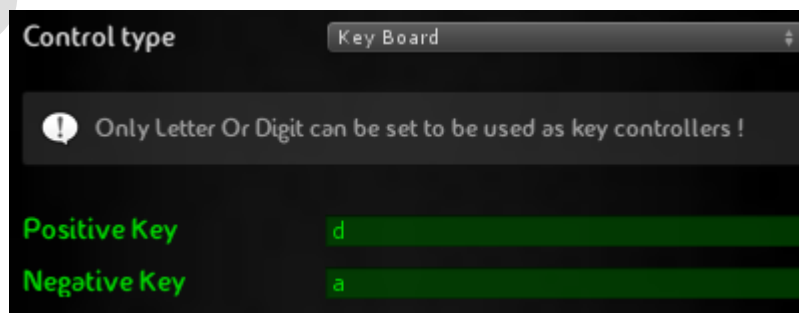
Waiting Time

If you want the slider to wait between its movements you can put numbers here and the slider will randomly select a number inside the Range of those numbers and then wait for that time value before moving again.

2 - Keyboard

You can assign keys to move the slider forward and backward.

****Notice that only Letter or digit can be set to be used as keyboard keys and they can't be the same key****



3 – Arrows

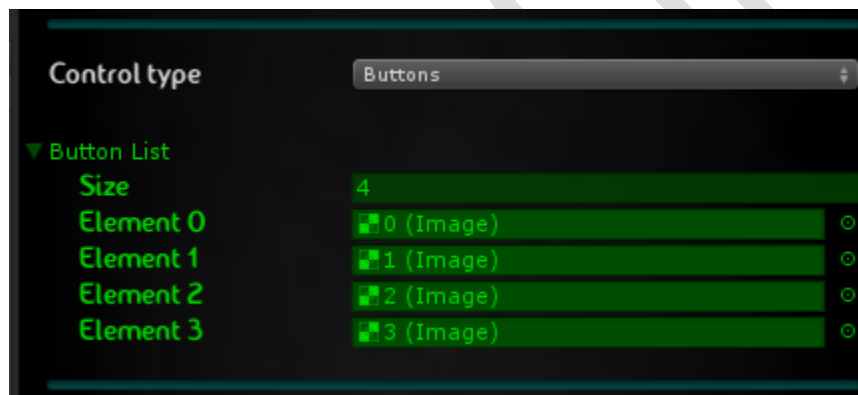
You can assign UI images (like Arrows) to move the slider forward and backward.



****the same image can't be applied to both places*****

4 – Buttons

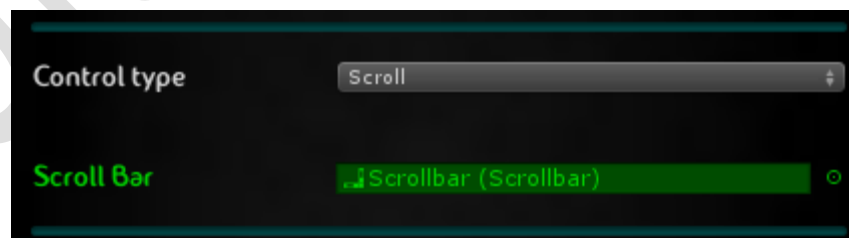
By pressing each UI image or button the slider will move to the related slide.



You need to assign a separate UI for each slide.

5 – Scroll Bar

The slider will move with a unity Scroll Bar



You need to create and assign a scroll bar for it

6 – No_Controllers

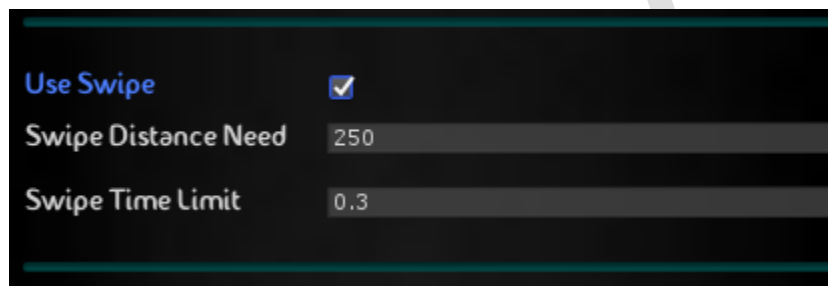
You have no control over slider at this point.



** STILL you can enable swipe controller**

– Swipe

You can always enable swipe to be a second controller of your slider.



The swipe work both with mouse or touch.

Swipe Distance Need

This show how much you need to drag your mouse or finger on the screen to do a swipe.

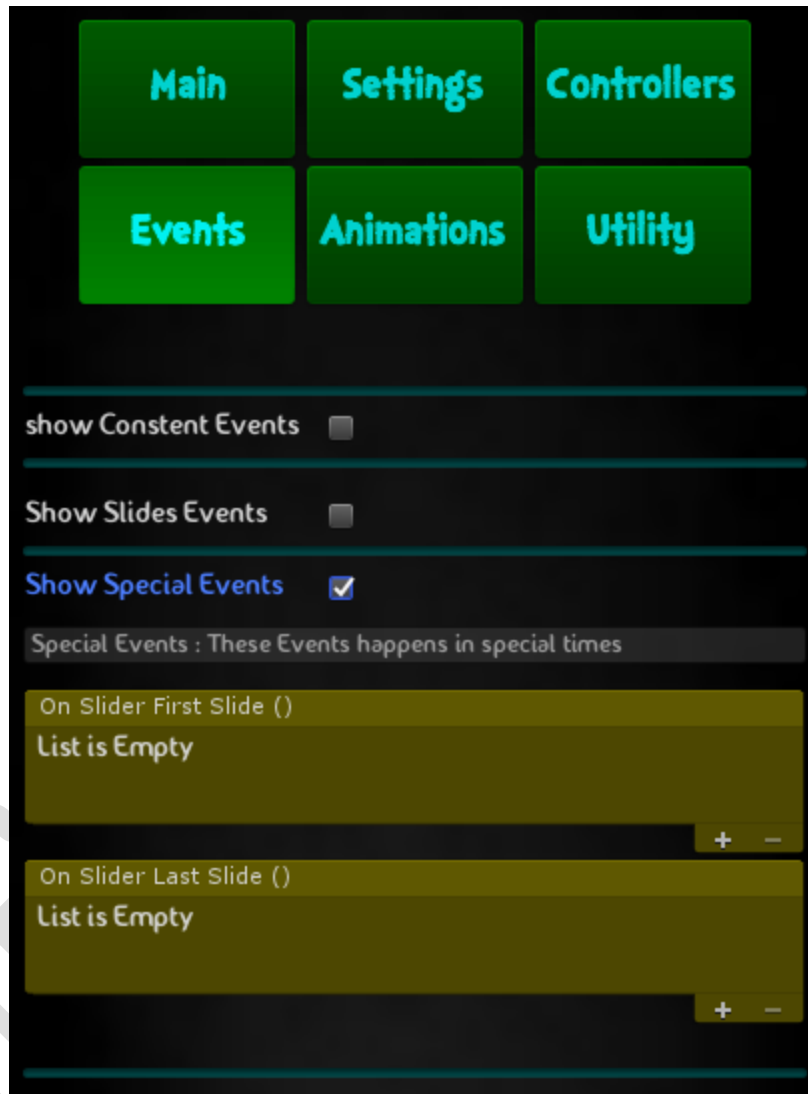
Swipe Time Limit

After some point of time the swipe can be canceled .you can set the time here.

(After the swipe is canceled we may have a slider movement with touch or mouse in the next package updates)

4 – Events

With events you can run or call any one of your custom functions or trigger any custom events like a normal unity event system.



The events has been made in a way that you can work with them at any time.

– Show Constant Events

By enabling this you have 3 events, each will happen when the slider is moving.



On Start Sliding ()

Happens when the slider start moving

On Update Sliding ()

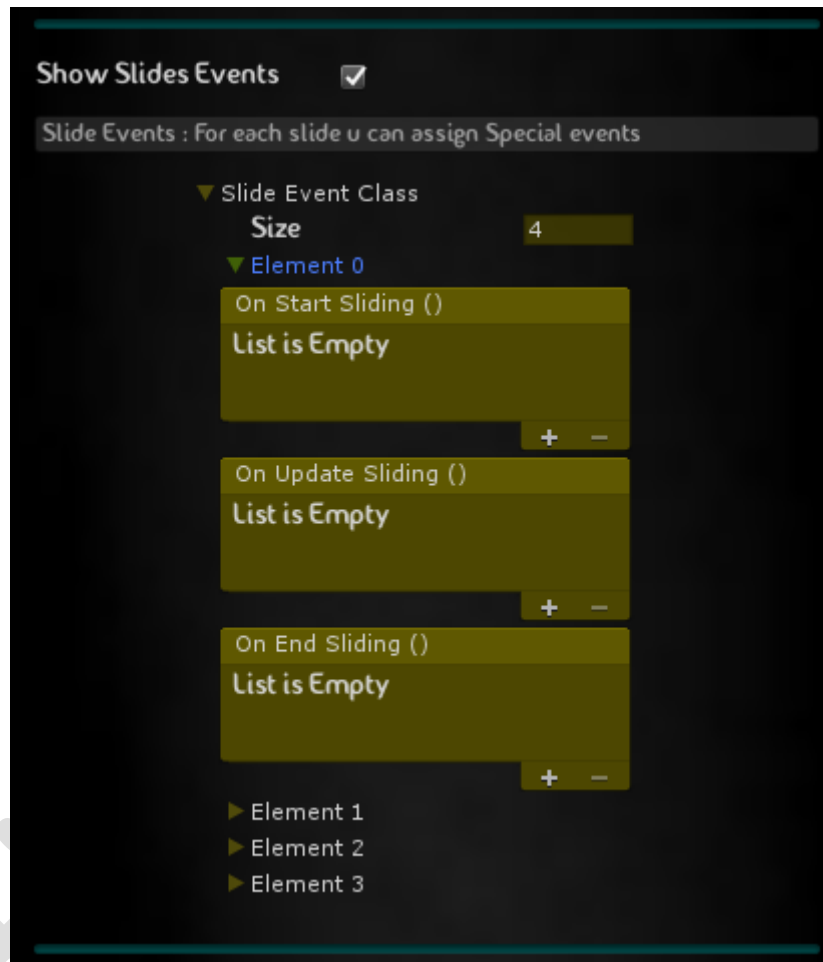
Happens over time when the slider is moving

On End Sliding ()

Happens when the slider finish moving

– Show Slides Events

For each one of your slides you can assign custom events, the event you assign to it only works on that particular slide,



On Start Sliding ()

Happens when the Related slider start moving

On Update Sliding ()

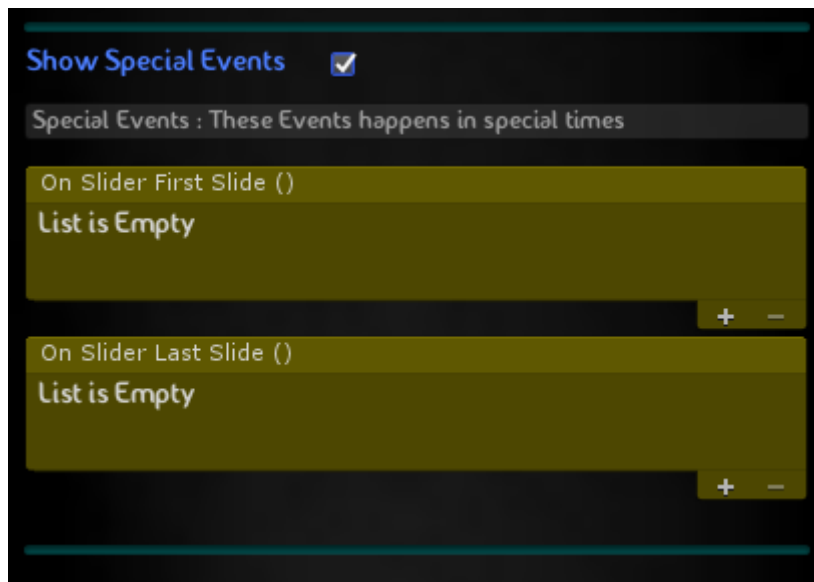
Happens over time when the Related slider is moving

On End Sliding ()

Happens when the Related slider finish moving

– Show Slides Events

There are some other special events here.



On Slider First slide ()

Happens when the slider reach the first slide of the slider

On Slider Last slide ()

Happens when the slider reach the last slide of the slider

5 – Animations

You can assign lots of different animation styles to your slides,

These animations will perform separately from the main slider movement animation.



Main **Settings** **Controllers**

Events **Animations** **Utility**

These Animation Happens on each slide separately !

Model Punch Scale

Direction X 0.5 Y 0.5 Z 0.5

Type Linear

occurrence Specified

0.593

Specify Happening Time :
0 means when a slider starts moving ,
1 means the end of the movement ,
0.5 means the middle of the movement ,
you can set the value at any percent and the animation will happen in time related to that.

Speed 2

Delay 0.5

– Model

There are 6 different models of animating the slides you can test and choose between them and change the setting in order to create your favorite animation effect.

Different Models you can select are listed below,

PunchRotate,
PunchScale,
PunchPosition,
RotateAdd,
ScaleAdd,
PositionAdd,

– Direction

Here set in which direction you want the animation to be implemented.

– Type

Select the movement type of the animation, it is like the slider movement system and has 33 different type,

– Occurrence

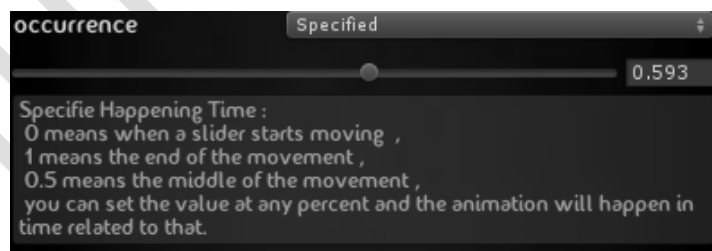
Show's when the animation should happen on the slides,

A) Always

The effect will always be played on all the slides

B) Specified

The effect will be played when the slide reaches a percentage of its movement destination (you can set a value between 0 and 1 and the slider will use it for this purpose)



– Speed

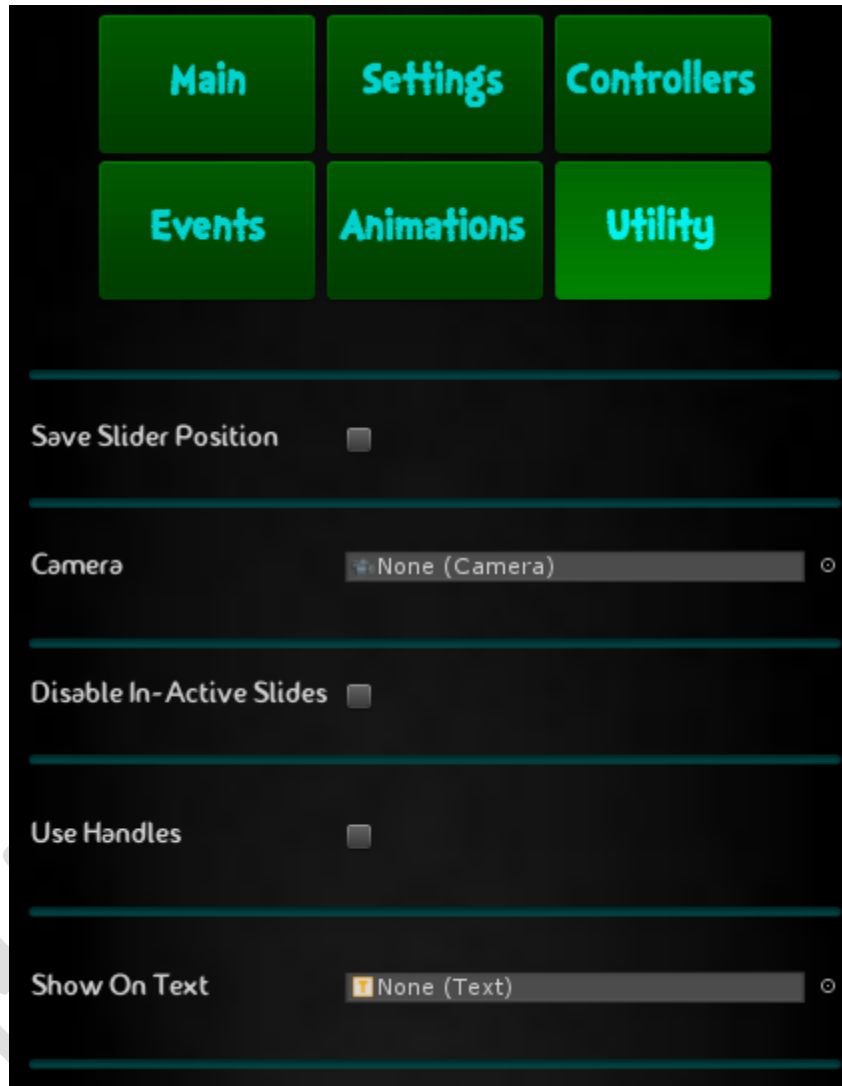
Show's the speed of the animation effect on the slides

– Delay

How much in seconds the slider should wait before playing the animation effect on the slides

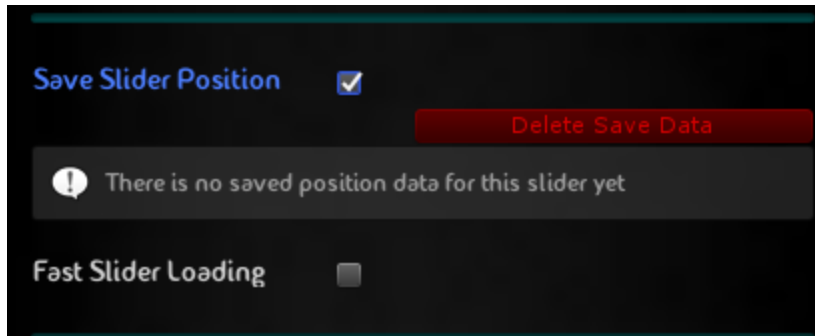
6 – Animations

You can find some more options at this section to help you have control over your slider,



– Save Slider Position

By enabling this your slider will save its current value each time it move. The next time your play the game slider will load its last saved position. This happens with a unity PlayerPrefs save system,



Delete save Data

Clicking this button will erase your save data for this slider

Fast Slider Loading

The slider will be moved slowly to the target loaded slide but if you enable this it will jump to it immediately.

– Camera

You can assign a camera to follow your slider and show you its transition.



Lock On Slider

When you do this the camera will be locked and can't be moved by another script.

Lock On Slider

You can choose the camera type depending on your slider.

Size

This setting is for your 2D Camera Orthographic size

Field of view

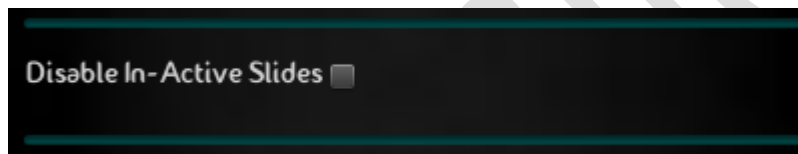
This setting is for your 3D Camera Perspective Field of view

Camera offset

Here you set the difference in position between the camera and the slider.

– Disable in-Active Sliders

This Boolean make the slides outside of the slider current focused in-active. This may help you in optimizing in special cases.



– Use Handles

This part help you create slider handles , you need to assign a sprite for active or one for non-active times , you also need to assign up images for each slide ,



– Show on Text

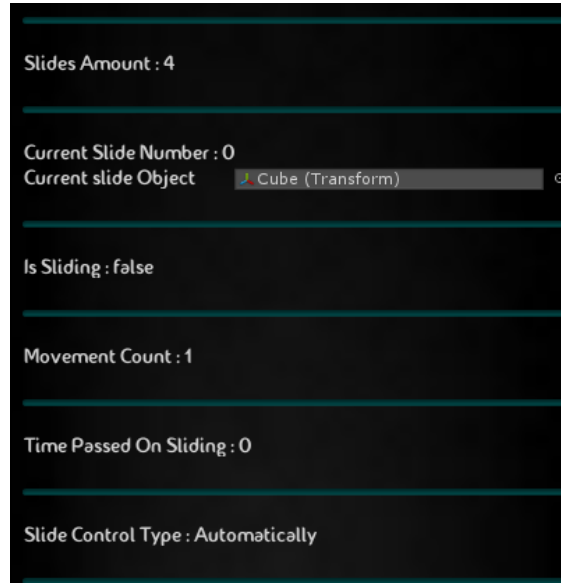
You can assign a text to the slot and the slider will show its current position by different type you select for it.

Select Type

Different types you can select to show your slider position.

Staticsits

You can see some important slider information's in real time when you run the game.



Slides Amount

Total number of the slider slides.

Current Slide Number

Number of the slide that the slider is currently focused on

Current Slide Object

The transform of the Game Object that the slider is currently focused on

Current Slide Object

Show you if the slider is moving or not

Movement Count

Show you how many times the slider has been moved

Time Passed On Sliding

Show you the time passed on sliding

Time Passed On Sliding

Show you the currently type that the slider is being control with

Ultimate Slider

V 1.0

If you have any queries please email me at:

Savajjad@gmail.com.