



Ultimate Slider V 1.0

API

Important Methods

There methods has been created to help u have more control or functionality over the slider.

You need a reference to the “SliderManager” component then you can call any of these functions when ever you want.

```
public void MoveSliderToSelectedPage(int SelectedNumber)
```

receive a number and move your slider to the position of the child related to that number.

```
public void SwapSlides(int firstSlideNumber , int secondSlideNumber , MovementType  
thisMovementType = MovementType.Immediate , float thisSpeed = 50)
```

will swap the position of two slider child's together, you send it the number of the first and second slide and it will do the rest,

You can also send the type of the animation while swapping or the speed of it but it's not necessary

```
public GameObject RemoveASlider(int sliderNumber , bool DestorySlideGameObject)
```

Remove an slide by the number you give to it, you can also determine if you want the Game Object of the slide to be destroyed or not,

This function can return the Game Object to be used for other useful things.

```
public void StartAutomaticSlider( Vector2 WaitingDelay , AutomaticType thisAutomaticType =  
AutomaticType.Increase)
```

Tell the slider to move automatically on its own, you can define the delay for the slider to wait before moving each time and the animation type for it

```
public void SaveSliderPositionManually()
```

By calling this function the current position of the slider will be saved

```
public void LoadSliderPosition(bool thisFastLoading = true)
```

By calling this function the position of the slider will be set to the save data you have from before (if you have any save data)

You can tell this to load the slider fast or based on the current movement type it has

```
public void AddSlideToSlilder(GameObject ObjectToAdd)
```

Send a Game Object to this function and it will be converted into a slide for the slider

Properties

You can tell this to load the slider fast or based on the current movement type it has

```
public MovementType movementType
The type of the slider mainmovement
public EndPageChangeType endSliderChangeType
how should slider do when it finish the slider
public ControlType controlType
How to control the slider
public CameraType cameraType
The type of the camera
public ShowOnTextTypes showOnTextTypes
Should the position of the slider be show on a text?
public AutomaticType automaticType
Type of the automatic movement of the slider
public animationSelection animationSelection
The animation selection for the childs
public AnimationType animationType
animation type for the child's to be animated with
public Vector3 animationDirection
The animation direction for the slides
public animationTime animationTime
When the animation on the slides should happen
public animationAlwaysTimeFormat animationAlwaysTimeFormat
The format of the animation when it's always animating
public float alwaysanimationTimeDelay
The delay between playing animations in always mode
public float animationEffectSpeed
The speed effect of the animation on the slides
public Camera cam;
The camera that shows the slider
public bool ignoreTimeScale
Should the slider ignore time scale or not
public float delay
Delay between each slider movement
public float speed
The speed of the main slider movement
public bool disableInActiveSlides
Should the in-active slides be disabled or not
public Image positiveArrowObject
The up image for positive movement
public Image negativeArrowObject
The up image for negative movement
public string positiveKey
The key for positive movement
public string negativeKey
The key for negative movement
public List<Image> buttonList
Buttons for slider movement
public Vector3 sliderMoveRange
The range of the slider movement
public bool swipeEnabled
```

Should the swap be enabled or not
 public float dragDistanceNeed
 How much we need to drag in order to do a swipe
 public float sliderMoveTimeNeed
 Show the time we need to do a swipe
 public int currentSliderNumber
 The current number of the slider
 public int preSliderNumber
 The pre number of the slider
 public int sliderPagesCount
 Total amount of slider child's
 public Text showPageNumberText
 The text to show the slider number
 public Scrollbar scrollbar
 The scroll bar to controll the slider
 public Transform sliderParent
 Slider parent to move
 public bool saveSliderPosition
 Should the slider position be saved?
 public bool fastLoading
 Load fast if we are loading slider?
 public Vector2 automaticTimeToChangeSlide
 Times the slider should move automatically
 public bool sliding
 Is slider moving or not?
 public int startSliderNumber
 The number that slider started with
 public int movemetnCount
 Total amount of slider movements
 public float totalTimeSliding
 Total time passed sliding
 public ExampleEvent OnStartSliding
 Events when the slider start moving
 public ExampleEvent OnUpdateSliding
 Events when the slider is moving
 public ExampleEvent OnEndSliding
 Events when the slider end moving
 public ExampleEvent OnSliderFirstSlide
 Events when the slider do the first slide moving
 public ExampleEvent OnSliderLastSlide
 Events when the slider do the last slide moving
 public List<SlideEventClass> slideEventClass
 Class for events specially for each slid
 public List<Transform> parentsofSlides
 All the child's parents slides holder here
 public List<Transform> objectsofSlides
 All the objects slides holder here
 public float resetSpeedScaleFactor
 While resetting the slider how much the speed should go up
 public bool reseting
 Is slider resetting or not
 public bool lockCameraOnSlider
 Should the camera be locked on slider or not
 public Vector3 cameraOffset
 The offset between camera and slider

```
public bool continueModActive
Is the slider in continue more or not
public bool premovingDirectionWasRight
What direction was our last direction movement (right or left)
```

```
public float selectedCurrentValueOfSliding
```

```
When the animation should happen while sliding
```

```
public bool showOnHandles
should the slider position show on handles
public bool handleCanMoveSlider
can handles move slider or not
public List<Image> HandlesList
handles images to show the slider position
public Sprite activeHandelSprite
sprite for when handle is active
public Sprite disttActiveHandelSprite
sprite for when handle is in-active
```

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Thank you for purchasing this Asset,

If you have any queries please email me at:

Savajjad@gmail.com.