

TAB MANAGER EXAMPLES

Examples for the Unity3D plugin built by Chimeforest.

Updated for TabManager 1.0.3

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INTRODUCTION

Hello and thank you for your purchase of this plugin. To help you better understand how to use this plugin, I've created several examples to show you what it can do (You can find the examples in the plugin folder). In this document I've written detailed instructions on how to recreate each example. With each example I've also given some "Bonus Activities" which you can use to hone your skills even further.

I recommend that you start with the basic examples and work your way towards the more advanced ones.

Before we begin, there are a few things which you should know:

TABCONTAINER HIERARCHY

For the most part, the Tab Container Hierarchy is fairly flexible; as long as the objects reference each other correctly many of them can be placed anywhere you want them in your project. However, there are a couple of rules which you must follow:

- Only put buttons for tabs under a TabButtons object.
- Only put panels for tabs under a TabPanels object.
- Tab buttons **MUST** go under a TabButton object.
- Tab panels **MUST** go under a TabPanels object.

Other than that, you can do pretty much whatever you want.

SOME DOS AND DO NOTS

DO

- Start at the beginning and work your way through the examples.
- Use your own graphics.
- Write your own code.
- Look at the code I wrote to see how I made this plugin.
- Look at the Inspector for Tabs and Tab Containers and become familiar with the buttons there.
- Make suggestions on how to improve the plugin.
- Tell me about bugs, so I can fix them asap.
- Send me a message if you have questions: chimeforestproductions@gmail.com

DO NOT

- Use a function or class which you haven't read about.
- Detach tab scripts from objects.
- Make modifications of this plugin and try to sell it as your own work.
- Blame me when something goes wrong; instead, post the question to <http://answers.unity3d.com/> and tag me in the question (@chimeforest) and I'll get to it when I can =]
- Use this plugin for world domination.

So without further ado, *let's get started.*

1 EXAMPLE: BASIC



This is a very basic example of what can be done with the TabManager plugin.

To recreate this in a new scene do the following:

1. Create a new Tab Container (either from the GameObject menu, or by right clicking in the Hierarchy window. If you don't have a canvas, don't worry, one will be made automatically)
2. Add tabs, either through the Hierarchy window, or by selecting a Tab or TabContainer.
3. Change the text of each button.

Tada!

2 EXAMPLE: BASIC - COLOR



This is another basic example of what can be done with the TabManager plugin.

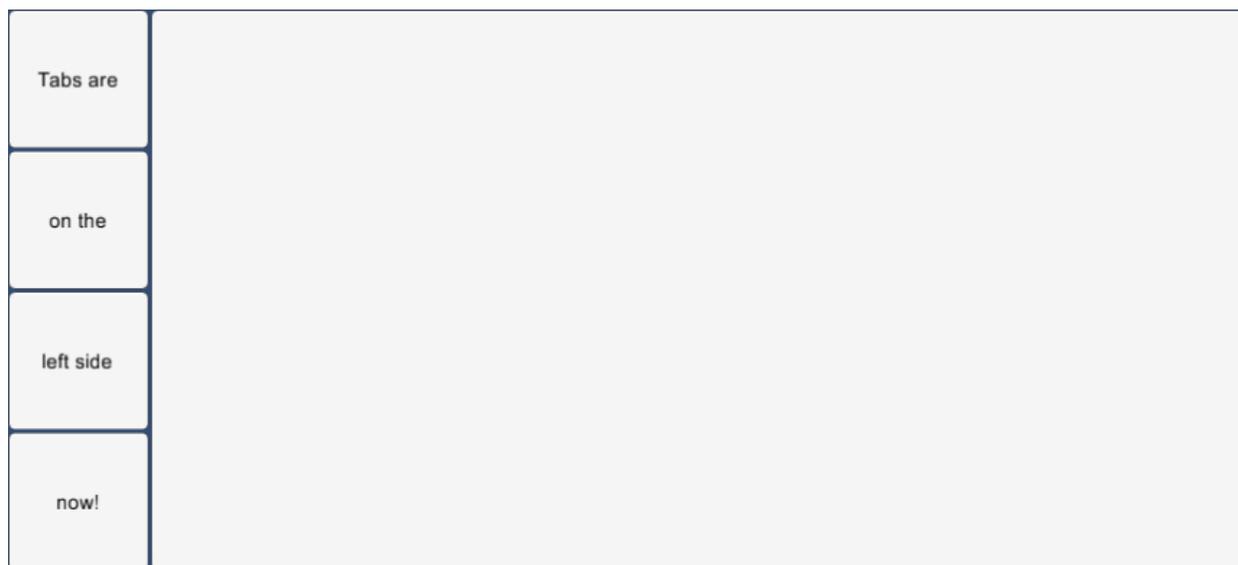
To recreate this in a new scene do the following:

1. Create a new Tab Container (either from the GameObject menu, or by right clicking in the Hierarchy window).
2. Add tabs, either through the Hierarchy window, or by selecting a Tab or TabContainer.
3. Change the text of each button.
4. Change the color of each button and panel.
5. Add a Text object to the first panel from the Hierarchy window and fill it with interesting stuff.

Tada, That's it!

Bonus Activities: See what other objects you can add to the panels. If you add an object which can change state (such as a Toggle), when you switch tabs does the object retain its state or revert back to its original one?

3 EXAMPLE: BASIC - TABS ON THE SIDE



This is another basic example of what can be done with the TabManager plugin.

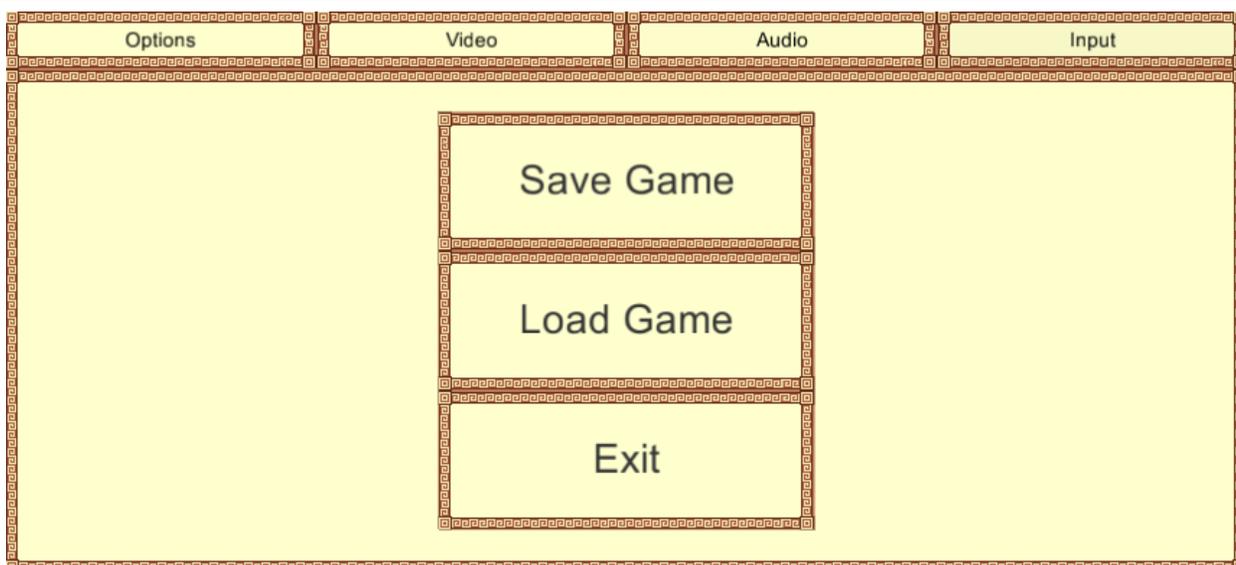
To recreate this in a new scene do the following:

1. Create a new Tab Container (either from the GameObject menu, or by right clicking in the Hierarchy window).
2. Add tabs, either through the Hierarchy window, or by selecting a Tab or TabContainer.
3. Change the text of each button.
4. Change the shape of TabButtons and TabPanels so that TabButtons is on the left, and TabPanels fills the right.
5. Remove the Horizontal Layout Group from TabButtons and replace it with a Vertical Layout Group.

Tada. Now all the buttons are on the left!

Bonus Activities: Change the shape of TabButtons so that the buttons aren't so tall, and add a background behind the Tab Container so that the default blue color isn't shown. Or, try making everything translucent (slightly transparent) so that it looks like an overlay menu.

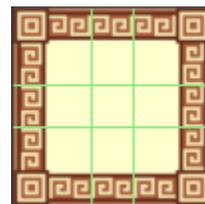
4 EXAMPLE: INTERMEDIATE - IMAGES & BUTTONS



This is a slightly more advanced example of what can be done with the TabManager plugin.

To recreate this in a new scene do the following:

1. Create a new Tab Container (either from the GameObject menu, or by right clicking in the Hierarchy window).
2. Add tabs, either through the Hierarchy window, or by selecting a Tab or TabContainer.
3. Change the text of each button.
4. Locate the “GrecoButton” found in the Examples/Resources folder, or import your own and apply the following to it:
 - a. Click on Sprite Editor, and set the borders (green lines) to something similar to the picture on the right.
 - b. Click Apply.
 - c. (optional) if the picture is retro-styled, change the Filter Mode to Point, and click Apply.
5. Next, click on a button or panel, and drag the image to the Source Image, and change Image Type to Tiled.
6. Repeat Step 5 for every button and panel.
7. On the first panel, add a child panel to it, and attach a Vertical Layout Group to it. Give the panel a meaningful name such as “MenuButtonPanel”.
8. Add several child buttons to the MenuButtonPanel, and change the text on them.
9. Do what you did to the button on step 5, to the buttons you just placed
10. Adjust size/position of MenuButtonPanel so that it looks good.



Great Job!

Bonus Activities: Try Altering the hue of the buttons and panels. Try making a different image to use for the panels. Try adding labels and sliders to the audio and video tabs.

5 EXAMPLE ADVANCED - CHANGING TAB IMAGES



Welcome to the advanced section of the examples. In this example we will be writing a little code so that when you click on a tab, the image for its button changes.

Let's get started!

1. Set up a basic tab structure like we did in Example 1.
2. Next, locate "Tab-Selected", "Tab-DeSelected", and "Tab-Panel" in the Examples/Resources folder, or make your own images.
3. Slice the images up and add them to the buttons and panels like we did in Example 4.
4. Write up a simple script to change the button image when its tab is selected. You can either try to write it yourself, copy the code file from the Examples/Scripts folder, or copy the code below:

```
using Chimeforest.TabManager;
using UnityEngine;
using UnityEngine.UI;

public class TabChangeButtonExample : MonoBehaviour {
    public Sprite tabImageSelected;
    public Sprite tabImageDeSelected;
    void Update () {
        if (this.GetComponent<Tab>().IsSelected())
        {
            this.GetComponent<Image>().sprite = tabImageSelected;
        } else {
            this.GetComponent<Image>().sprite = tabImageDeSelected;
        }
    }
}
```

As with many things in coding, the above code is just one way to do it. If you think of another way, try it!

5. Attach the script to each button.

6. Drag the “Tab-Selected” and “Tab-DeSelected” images onto the appropriate variables in the script inspector.

That should be it! Take it for a test run and see what happens.

Bonus Activities:

- Alter the script to also change the text of each button when it is selected or not selected.
- Make some more tab images, each a different color, and see if you can alter the script so that it will change everything to the correct color when a new tab is selected. You might need more than one script for this.

6 EXAMPLE ADVANCED - SCROLLING TABS



Sometimes you will have more tabs than can fit on a screen at a time. In this example we'll set it up so that you can scroll the tabs.

1. Set up a basic tab structure like we did in Example 1, only make at least 7-10 tabs, enough so that they look crowded.
2. Create a Scroll View and delete the vertical scrollbar, as we won't be needing it.
3. Delete the Content object under the Viewport and replace it with the TabButtons object. (Don't forget to set it as the content in the Scroll View object, too!)
4. Create two small buttons and place them on either side of where the tab buttons will go. Change the text on them to '<' and '>' to denote left and right arrows.
5. Position the Scroll View in between the two buttons
6. Position TabButtons within the viewport.
7. Resize the Horizontal Scrollbar so that it takes up no/negative space. (It should look like a stretched red X)
8. Anchor the Scroll View to stretch along the top, and anchor the left and right buttons to their corners.
9. Attach the following script to the left and right buttons. (You can also find the script in the "Examples/Scripts" folder)

```
using UnityEngine;
using UnityEngine.UI;

public class TabScrollingExample : MonoBehaviour {
    public Scrollbar scrollbar;
    public float scrollDistance;
    void Awake(){
        GetComponent<Button>().onClick.AddListener(OnClick);
    }
    void OnClick(){
        scrollbar.value += scrollDistance;
    }
}
```

10. Now drag the horizontal scrollbar to each of the left/right buttons scrollBar field and the scrollDistance value (-.1 for left, and .1 for right).

That should be it: now you can click the left/right buttons to move the tabs left and right. You should also be able to drag the tab buttons and get a similar effect.

Bonus Activities:

1. Try redoing this exercise, but for a horizontal group of tabs like in Exercise 3.
2. Give each button and panel an image like in Exercise 4.

7 EXAMPLE ADVANCED - NON-STANDARD TABS



In this example we will be making a tab system which doesn't fit the form of the standard tab system. We will have a background of flowers, and when you click on a flower it will provide some information about it in the middle.

Here is how to create the above tab system from scratch. Feel free to substitute your own images in this tutorial.

1. Add an Image object to the Scene.
2. Find "FlowersBG" in the Examples/Resources folder and drag it onto the Image object.
3. Resize and position the object to that it stretches to fill the screen.
4. Create a Tab Container.
5. Add two tabs to it for a total of three tabs.
6. Resize/Position TabPanels to cover the rock and anchor it to the center.
7. Set the color of each panel to be completely transparent.
8. Remove the Horizontal Layout Group from TabButtons.
9. Resize and position TabButtons so that it stretches and fills the screen.
10. Find "FlowerRed", "FlowerYellow", and "FlowerBlue" in the Examples/Resources folder and assign them each to a button.
11. Set the Image Type to "Simple" on each button and position them around the screen.
12. Change the Text on each Button and move it so that it is over the white space in the flower image. You may need to change the font size.
13. Anchor each flower to the closest side/corner.
14. Add Text objects to each panel and write up some fluff about each flower.
15. Anchor/Stretch each Text object so that it fills the panel. Don't worry if it looks weird on panels which aren't selected - when they are selected the text will appear on the rock.

Congratulations, you should now have your own flowery bed of wisdom!

Bonus Activities: Add more flowers, you can always use more flowers. Try using the code from the Example 5 to have each flower be a bud before you click on them. Try recreating this using a different theme, perhaps with car parts or your favorite video game characters.