

For UnityUI

USER GUIDE

V1.00 (August 2016)

Copyright © 2016 Digital Legacy

To view the latest online version of this document, visit

http://www.digital-legacy.co.za/DatePicker/Documentation



User Guide v1.00

TABLE OF CONTENTS

| The DatePicker_DateRange Component | 14 |
|------------------------------------|----|
| Adding a new DatePicker | 5 |
| Working with DatePicker | 5 |
| Introduction | 4 |



INTRODUCTION

DatePicker is a powerful control for date selection using the UnityUI. **Features:**

- Use inline or popup DatePicker controls
- Select either a single date, or a date range.
- Highly customiseable appearance and functionality.

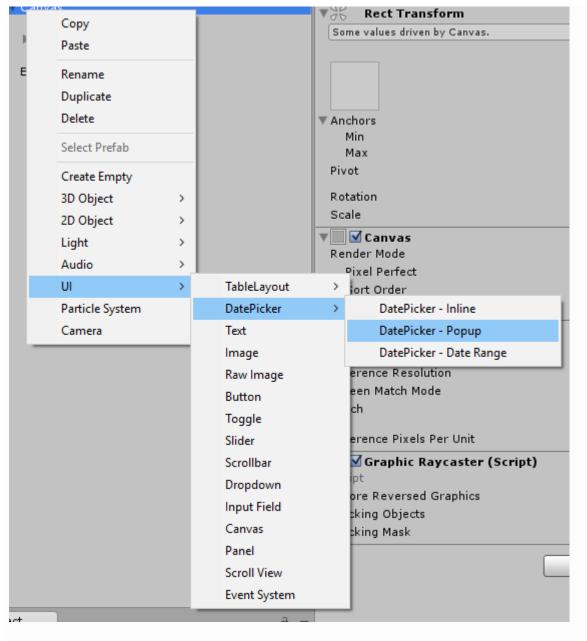


WORKING WITH DATEPICKER

ADDING A NEW DATEPICKER

To add a new DatePicker object, right-click the desired location in the hierarchy window, and select

UI -> DatePicker -> (Prefab of your choice).



Add New DatePicker



The various prefabs each have their own intended purpose:

- **DatePicker Inline** : This is a DatePicker which is always visible.
- **DatePicker Popup** : This is a DatePicker which is attached to an InputField. The DatePicker is hidden except when being used to select a date. It will automatically be positioned relative to the InputField (by default, it will appear below it, unless there is not enough space on the Canvas in which case it will appear above it).
- **DatePicker Date Range** : This prefab combines two Popup DatePickers which allow users to select a date range.

For UnityUI User Guide v1.00

BORTEPICKER

The DatePicker Component 🔻 📴 🗹 Date Picker (Script) 💽 🌣, Force Update Script DatePicker Selected Date 2016-07-14 Х Visible Date 2016-07-13 Х <u>....</u> Config ▶ Misc ▶ Sizing ▶ Modal ▶ Date Range ▶ Format ▶ Border ▶ Header ▶ Week Days ▶ Days Animation ▶ Input Field ▶ Events References Ref_Date Picker Transform DatePicker - Inline (Rect Transform) 0 Header Row (DatePicker Header) 0 Ref Header Day Table (TableLayout) 0 Ref_Day Table Day Table (DatePicker_Animator) 0 Ref_Day Table Animator Ref_Day Table Container Cell (TableCell) \odot Day Header (DatePicker_DayHeader) Ref_Template_Day Name 0 Ref_Template_Day_Current Month Day - Current Month (DatePicker_DayButton) 0 Day - Other Months (DatePicker_DayButton) 0 Ref_Template_Day_Other Months Day - Today (DatePicker_DayButton) 0 Ref_Template_Day_Today Ref_Template_Day_Selected Day Day - Selected (DatePicker_DayButton) 0 🖥 Border (Image) 0 Ref_Border Content Layout (DatePicker_ContentLayout) 0 Ref_Content Layout 🎦 Modal Screen Overlay (Image) 0 Ref_Screen Overlay Ref_Screen Overlay Animator Modal Screen Overlay (DatePicker_Animator) 0 DatePicker - Inline (DatePicker_Animator) 0 Ref_Animator None (Input Field) 0 Ref_Input Field None (Table Layout) 0 Ref_Input Field Container Ref_Input Field Toggle Button Cell None (Table Cell) 0 Ref_Date Picker_Date Range None (Date Picker_Date Range) 0

The DatePicker Component

• Force Update

Under normal circumstances, the DatePicker will automatically update whenever any changes are made to any of its properties. However, if this does not occur, you can force an update by clicking this button at any time.

For UnitvUI

User Guide v1.00

• Selected Date

This is the date which is currently selected by this DatePicker - this can be null. You can use the in-editor DatePicker button to select a date, and you can clear the selected date by clicking the 'X' button.

• Visible Date

This is the date which is currently visible in this DatePicker - use this value to specify which year/month are shown in the DatePicker (the day is irrelevant). By default, this date will match the selected date, although this behaviour can be changed by the Misc -> Switch To Selected Date When Date Selected

• Misc

$\circ\,$ Switch To Selected Month When Date Selected

If this value is set, whenever a date is selected in the DatePicker, the Visible Date will be updated to match. What this ultimately means is that when a date is selected in a month other than the currently visible month, then the DatePicker will automatically switch to that month.

$\circ~$ Show Dates In Other Months

If this value is set, then dates that do not fall within the current month will be shown on the DatePicker if the month does not start on the first day of the week, and/or does not end on the last day of the week.

• Close When Date Selected

If this value is set, then the DatePicker will automatically be hidden when a date is selected. This is mostly useful for popup DatePickers.

• Sizing

$\circ~$ Override Transform Height

By default, the height of the DatePicker will be determined as the height of its RectTransform. If, however, you wish to control it manually here, then you can set this option.

BATEPICI

For UnitvUI

User Guide v1.00

Preferred Height

This is the height you wish the DatePicker to be if 'Override Transform Height' is set.

• Modal

Is Modal

If this is set, then an overlay will be shown beneath the DatePicker, preventing the user from interacting with anything other than the DatePicker.

$\circ\,$ Close When Modal Screen Overlay Clicked

If this is set, then the DatePicker will be hidden if the screen overlay is clicked.

$\circ\,$ Screen Overlay Color

This allows you to specify the color of the screen overlay.

• Date Range

Restrict From Date

If this is set, then the user will be unable to select any dates prior to 'From Date'

o From Date

The date restriction for 'Restrict From Date'

Restrict To Date

If this is set, then the user will be unable to select any dates after 'To Date'

o To Date

The date restriction for 'Restrict To Date'



Date Format

This specifies the format of the selected date within the Input Field (if there is one) and within the editor fields. This is a standard DateTime format. For details on different date formats, see <u>this page</u> and <u>this page</u>.

MORTEPICK

For UnitvUI

User Guide v1.00

• Border

 \circ Size

This specifies the size of the border for the DatePicker (0 indicates that no border should be visible). You can specify the border size for each side individually.

• Color

This specifies the color of this DatePicker's border.

• Header

The header is the part of the DatePicker which shows the currently visible year/month, as well as the optional next/previous month and year buttons.

Show Header

If this property is not set, then the header will not be visible.

Background Color

This property controls the background color of the header.

\circ Text Color

This property controls the text color of the header.

o Font

This property specifies which font should be used for the header.

• Height

This property specifies the height of the header.

 Previous Month Button / Next Month Button / Previous Year Button / Next Year Button

These properties control the appearance of the respective buttons.

For UnityUl User Guide v1.00

• Week Days

The appearance of the week day headers is controlled by the *DatePicker* - > *Templates* -> *Day Header* object. You may modify this template directly, or simply change some of the following properties (or both):

Override Template

If this value is not set, then none of the following properties will take effect. If it is, then the values set here will override any values set on the template.

Text Color

This specifies the text color for the week day headers.

 \circ Font

This specifies the font to use.

Background Image

This specifies the background image (if any) for each of the week day headers.

Background Color

This specifies the background color to use for the week day headers.

• Days

As with the week day headers, the appearance of the days are controlled by templates - *DatePicker -> Templates -> Various Templates for each day type*. A different template is used for each day type. The day types are as follows: *Selected Day, Today (if not selected), Days that fall within the visible month (if not selected), and days that fall outside the visible month (if not selected).*

$\circ~$ Background Color

This controls the background color of the entire day area.

o Font

This controls the font used by all days.



$_{\odot}\,$ Current Month / Other Months / Today / Selected Day

Override Template

If this value is not set, then none of the following properties will take effect. If it is, then the values set here will override any values set on the template.

Text Color

This controls the text color of this day type.

Background Image

This controls the background image of this day type (if any).

Normal Color

This sets the default background color of this day type.

Highlighted Color

This sets the background color of this day type when it is highlighted (by hovering the mouse over it or otherwise selecting it).

Pressed Color

This sets the background color of this day type as it is pressed.

Disabled Color

This sets the background color of this day type when it is disabled (e.g. if it falls outside of the available date range).

Color Multiplier

This controls the intensity of the color changes - the default value of 1 is reccomended.

Fade Duration

This controls how long the color changes will take to fade into one another, a value of 0 will remove the fading entirely and make all changes instant.



• Animation

\circ Show Animation

This specifies which animation (if any) should be used when the DatePicker is shown.

• Hide Animation

This specifies which animation (if any) should be used when the DatePicker is hidden.

$\circ~$ Month Changed Animation

This specifies which animation (if any) should be used when the visible month is changed in the DatePicker. This animation will only affect the days and the week day headers.

• Input Field

The following properties are only relevant if this DatePicker is attached to an InputField (popup DatePickers)

$\circ\,$ Toggle Display When Input Field Clicked

This this is set, then the DatePicker will be shown/hidden when the InputField is clicked.

Show Toggle Button

This property controls whether or not the Toggle button should be displayed.

Toggle Button Width

This property controls the width of the Toggle button.

• Events

\circ On Day Selected

You can use this property to trigger events when a date is selected in the DatePicker. The selected date will be passed as an argument (as a DateTime object).

• On Day Mouse Over

You can use this property to trigger events when the mouse is hovered over a date in the DatePicker. The date will be passed as an argument (as a DateTime object).



THE DATEPICKER_DATERANGE COMPONENT

The DatePicker_DateRange component controls two child DatePicker components, allowing the user to select a Date Range (and preventing them from selecting an invalid one).

The configuration of this component is basically identical to a regular DatePicker, except that the configuration changes are applied to both child DatePicker components instead of having to configure them individually.