

by **AMACreative** 

**USER GUIDE** 

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# **Getting Started**

### **Overview**

AMA DatePicker (ADP) is an extremely useful and simple to use tool if you want to collect a date from the users of your application or if you want to scroll to a certain date using a smooth animation. ADP provides you with three "scroll fields" that provide you with a smooth scrolling experience along with an interface that blends in with Unity's native UI and gives you a seamless experience.

This User Guide was designed to provide AMA DatePicker users with a basic overview of the features and functionality of the tool. This guide does not explain how the asset is purchased and acquired in your asset library.

### Installation

Once you have purchased the AMA DatePicker from Unity Asset Store and it is now in your Asset Library, follow the procedure outlined below to import it into your project:

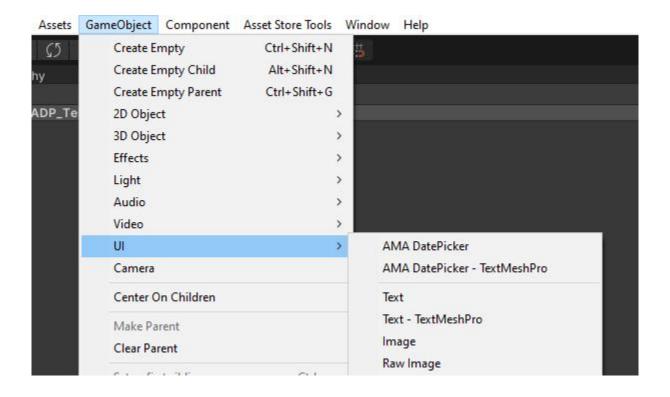
- 1. Go to Windows/Package Manager
- 2. From the first tab on the top-left, select My Assets if not already selected
- 3. Find the **AMA DatePicker** from the list populated on the left of the Package Manager window
- 4. Click the **Download** button on the bottom right corner of the Package Manager window
- 5. Please wait for the download to finish and then afterwards click the **Import** button on the bottom right corner

Note: If you have already imported the package in your project, follow the procedure outlined above to update your plugin.

### **Quick Start**

Once you have properly installed and imported the AMA DatePicker tool into your project, two new menu items will be immediately available in your Hierarchy context menu under UI. You need the TextMeshPro package to use the second option.

A UI Canvas object is mandatory to display AMA DatePicker. If no canvas is found in the scene then a canvas will be automatically added to the scene.



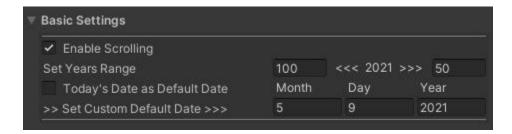
# **Component Overview**

Described below are the main components of the ADP and how to use them. For more details on how to access of these components using a C# script, please consult the <u>Online Documentation</u>.

Please be aware that not all options will work in the Editor. Some of the options must be set before runtime while some of the options can be set in runtime but before enabling the AD. Once these options are set, they cannot be changed after starting/enabling the ADP.

# **Basic Settings**

These settings control the date and how the ADP initializes.



# **Enable Scrolling**

This checkbox simply enables or disables the scrolling input from the user. For example, this option is useful in case you want to show a certain date on date picker and do not want the date to be changed further.

# Set Years Range

These text boxes allow you to define a range of years to show on Year Scroll Field.

You may want to show a certain number of years from the past to your users so that they are able select dates such as a birthday or a past event etc. In that case, you should set the **YearRangeMin** to an appropriate number such as 100. This will give users the option to select from 101 years including the current year.

You may want your users to select a year from the future such as an upcoming event or a milestone etc. In that case, you should set the **YearRangeMax** to an appropriate number such as 50. This will provide users the option to select from 51 years including the current year.

You can set both of these values at the same time to give your users a wide range of years to choose from. However, be aware that using large values may cause performance issues. In addition, both of these values are relative to the current year. You may set both values to zero but current year will always be visible.

# Today's Date as Default Date

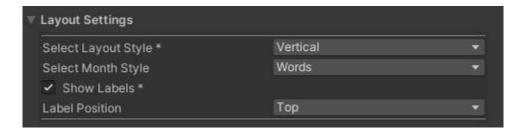
This checkbox allows you to select the current date as the default date to scroll to when the scene is loaded or the ADP is enabled.

#### Set Custom Default Date

These three text fields allow you to set your own selected date so that on start all the scroll fields immediately scroll to that specific date.

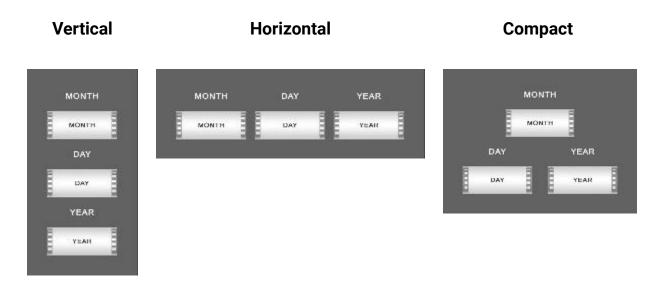
# **Layout Settings**

These options control the outlook and placement of ADP tool elements.



### Select Layout Style

This dropdown box allows you to change the layout of the ADP. There are three options available to select from.



### Select Month Style

This dropdown box allows you to change the representation of the month scroll field to display either words or numbers. There are two options available:



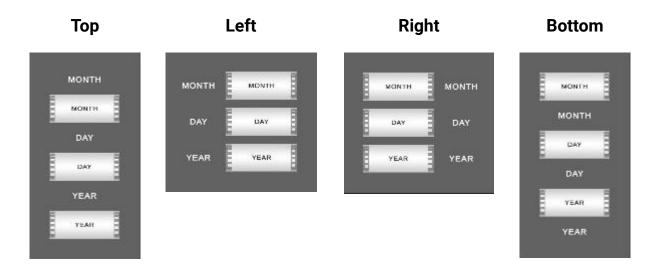
#### **Show Labels**

This checkbox simply allows you to either display or hide the labels along with the scroll fields.



#### **Label Position**

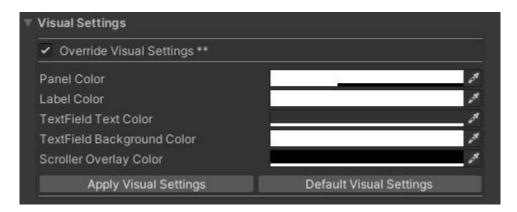
This dropdown box is available only if the "Show Labels" checkbox is selected. This gives you options to position the labels around the scroll fields. There are four options available:



Note: All of the mentioned label positions are valid for all of the layout styles mentioned above.

## **Visual Settings**

These options control the appearance of the ADP tool.



### **Override Visual Settings**

This option enables or disables the use of the following options in the group. Please be aware that enabling this option will clear any color settings you have applied manually to the related Images and Text/TMP\_Text objects.

#### **Panel Color**

This color field changes the color of the main panel, in which all of the scroll fields and labels reside in.

#### **Label Color**

This color field changes the color of labels. The color changes will be applied to the labels even if they are inactive on the time of application.

#### TextField Text Color

This color field changes the color of all the Text/Tmp\_Text objects residing inside the scroll fields.

### **TextField Background Color**

This color field changes the background color of all the scroll fields themselves. The gradient effect should still be visible.

## Scroller Overlay Color

This color field changes the color of those scroller strips located on the both left and right sides of a scroll field, that move along with the text to give a scrolling effect.

### **Apply Visual Settings Button**

This button must be pressed to apply all the color modifications done in the color fields explained above in this group.

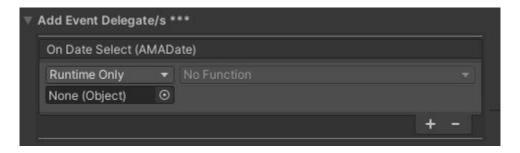
## **Default Visual Settings Button**

This button removes all the colors previously set in the color fields explained above and replaces those colors with the default scheme of Unity UI.

## **Add Event Delegate/s**

A user can add a delegate into this field to subscribe to the **OnDateSelect** event that triggers when any of the scroll fields come to a stop after being dragged. To subscribe to this event through C# script, please consult the <u>Online Documentation</u>.

Please remember that you must have an **AMADate** type as an argument for it to be a valid delegate for this event.



### **Info Box**

This section simply contains some relevant information regarding all the options and settings mentioned above. This is to assist the developer inside the Inspector.



# **Support & API Documentation**

All the options mentioned above can be accessed through a C# script. To find out the details please have a look at the <u>Online Documentation</u>. It also explains the use of some extra tools such as Age Calculator, Date Validator etc. It further explains the structure of two important structs, **AMADate** and **Age** that will be required for the output.

Should you have any questions or require assistance, please visit the <u>Support Page</u> where you will find additional information. In the event you are unable to find the information you seek, feel free to send an email to <u>amoiz@amacreative.xyz</u>.

Online Documentation is also available for AMA DatePicker including an Age Calculator Tool and Date Validator.

Please follow my <u>Discord Server</u> for giving your feedback more directly.