

SCROLLBOX

Documentation version 1.0

Questions about this product? Send an email to support@playniac.com

The scrollbox supports text, url links and images and it has its own scripting language. It also has a mini 'filesystem' so the assets can be easily loaded. A scrollbox can be used to display information about your game / app or display instructions etc:



Setup

The scrollbox is a UI component. To setup a scrollbox you must create a GameObject and add the Scrollbox.cs component to it. There are 2 ways to have the scrollbox scroll. If you want to use swipe you can add the ScrollboxSwipe.cs component and if you want it to scroll automatically you can add the ScrollBoxAutoScroll.cs component.



Scripting

The scrollbar has its own scripting language and a script may look something like this:

```
textAligning=left
verticalSpacing=true
lineSpacing=2
imageRowSpacing=24
scale=1
font=Arial

color=0.23,0.60,0.92,0.99
fontSize=64
text=KEEP MINING
textColor=1,1,1
fontSize=32
textAsset=Keep Mining Prologue
y+=64

color=0.23,0.60,0.92,0.99
fontSize=64
text=HOW TO PLAY
color=1,1,1
fontSize=32
textAsset=Keep Mining How To Play
```

`textAligning` determines if the text is positioned in the middle, left or right side of the scrollbar:

```
textAligning=middle
```

`imageAligning` determines if the image is positioned in the middle, left or right side of the scrollbar:

```
imageAligning=middle
```

When `verticalSpacing` is set to true the scrollbar will add space automatically between each object based on the objects height:

```
verticalSpacing=true
```

With `lineSpacing` you can set the extra space between each line:

```
lineSpacing=2
```



With `imageRowSpacing` the scrollbox will add space automatically between each image:

```
imageRowSpacing=24
```

With `scale` you can set the render scale:

```
scale=1
```

With `font` you can set the font style:

```
font=Arial
```

With `fontSize` you can set the size of the font:

```
fontSize=64
```

With `color` you can set the color:

```
textColor=0.23,0.60,0.92,0.99
```

With `text` you can set a line of text (`|` can be used to force a line break):

```
text=KEEP MINING  
text=Keep mining is a fun game|bla bla bla|bla|bla bla
```

With `textAsset` you can load a text file that will be added to the scrollbox (don't forget to add the text file to the AssetBank):

```
textAsset=Keep Mining How To Play
```

To create extra space you can increase the `y` variable (for example 32 pixels):

```
y+=32
```



It's also possible to set 'hard' coordinates:

```
x=8  
y=128
```

You can also set and save settings (index can be 0 to 15 so you can store 16 settings):

```
saveSettings=0
```

And load settings:

```
loadSettings=0
```

Asset Bank

The asset bank is 'sort of' a filesystem for the scrollbox. All the fonts, images or text files need to be added to the asset bank or they won't load.

Here is an example of the scrollbox component:

