

# Uniflow for Unity3D

## Overview

Bento Studio

# Uni flow



## Summary

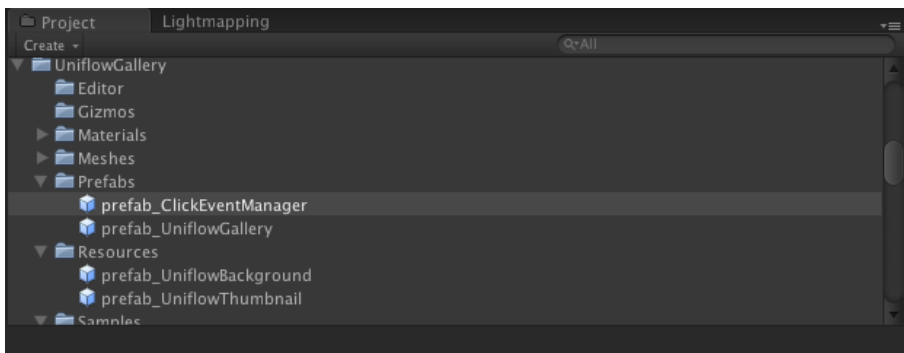
This document shows how to use the features of Uniflow to build eye candy 3D galleries.

## Samples

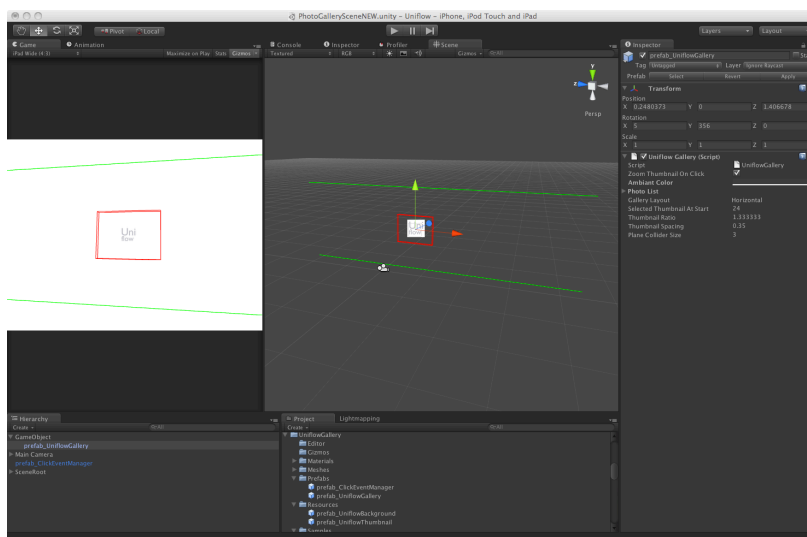
To see Uniflow in action, take a look at the sample scenes. You can find them inside the **Samples** folder.

## How to add a Uniflow gallery to a scene.

- First, drag and drop the **prefab\_ClickEventManager** game object into your scene.



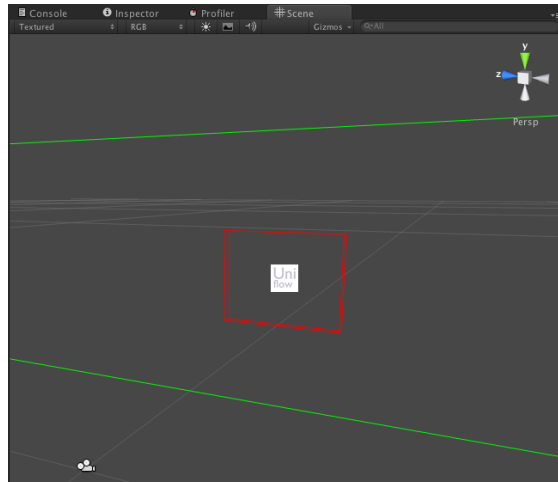
- Drag and drop as many as you want **prefab\_UniflowGallery** game objects into your scene.



- You're done!

## How to use Uniflow

Uniflow uses a plane as a collider as a user interactive zone. Inside the editor window, the red wireframe cube and the icon show where the active thumbnail will appear. The green lines indicate the plane collider width limits of the Uniflow gallery. The length of the plane is infinite. This plane is always oriented toward the main camera so you can rotate your Uniflow gallery freely. The width of the plane collider is adjustable.



When clicking (or touching) inside the plane limits, you can scroll the Uniflow gallery. Make a swipe gesture to scroll further.



Click on an unselected thumbnail to make Uniflow scrolling to this thumbnail.



If the option is enabled, click on the currently selected thumbnail to zoom the gallery. **Make sure your Uniflow gallery is facing your main camera (i.e. same rotations) and its layout setting is set to horizontal.**

In zoom mode, scroll or swipe to navigate inside the gallery. The faster you swipe, the faster you scroll.



To exit the zoom mode, click on the thumbnail.

## How to interact with Uniflow

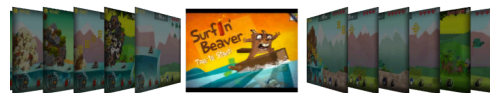
Uniflow has several C# properties you can use. The most useful is the **selectedThumbnailUpdate** delegate. This delegate is called every time the current selected thumbnail has changed. You can find a sample scene that uses this feature inside the **Samples** folder. You can also use the **selectedThumbnail** property to get and set the thumbnail to place in the foreground.

## Uniflow Gallery parameters

### Gallery layout

Choose between different layouts for your gallery. **Only horizontal layout is compatible with the zoom feature.**

- Horizontal



- Vertical



- Diagonal (up left & up right)



- "Jukebox" (left & right)



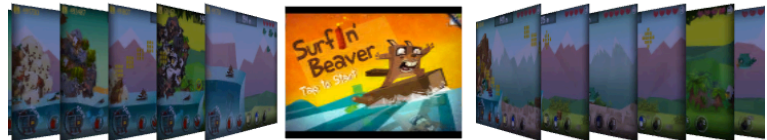
### Zoom thumbnail on click

Uniflow is featuring a zoom mode, **only available in the horizontal layout**. When this feature is enabled, click on the current thumbnail to zoom the whole gallery. Click again to exit the zoom mode.

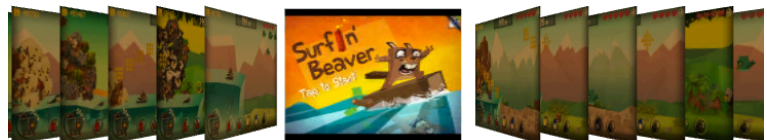
### Ambient color

Uniflow uses unlit materials to work. A fading effect is applied to unselected thumbnails. Adjust the ambient color to set this fading effect and make the gallery blends well with your scene. For example:

- Blue ambient color



- Orange ambient color



### Photo list

Insert here the photo textures to display in the gallery. Drag and drop many textures as you want into the list, the Uniflow gallery will display them in that order.

### Thumbnail ratio

Adjust here the ratio (height / width) of the thumbnails. The ratio is important if you want to zoom on thumbnails. Please check your screen ratio and adjust the thumbnail ratio accordingly. This setting is scaling dependent.

### Selected thumbnail at start

Insert here the index of the default thumbnail.

### Thumbnail spacing

Adjust the gap between thumbnails. If the gap is too big (e.g. more than the width of the thumbnails), Uniflow will ease scrolling between thumbnails. This setting is scaling dependent.

### Plane collider size

Adjust the size of the plane collider. In the Unity editor, plane collider limits are displayed with green lines. This setting is **NOT** scaling dependent.

## FAQ

**Q: I see some colour artefacts on thumbnail edges. How to get ride of this?**

A: Set your texture wrap mode to “**Clamp**”. It should help.

**Q: Does Uniflow work with alpha-channel textures?**

A: Yes. But make sure the photo ratio goes well with your thumbnail ratio: you can be easily surprised.

**Q: One of my photos has not the same ratio as the others. What should I do?**

A: Add black or transparent bars to your photo (*letterboxing*).

**Q: Does Uniflow support scaling?**

A: Yes. Not at runtime however. **Don't forget to set the plane collider size accordingly.**

**Q: Uniflow zoom does not work!**

A: Check that the gallery layout is set to horizontal and that your gallery is facing your main camera (i.e. rotations must be the same).

**Q: Does a new photo can be added at runtime?**

A: No. You must add all your photos to the gallery in the Unity editor.

**Q: Can I move the gallery at runtime?**

A: Yes, by using a parent but no in zoom mode.

**Q: Does Uniflow support pinch gesture to zoom further?**

A: No. But stay tuned...

**Q: How to add my own gallery layout?**

A: In **UniflowGallery.cs**, add an enum to **EUniflowGalleryLayout** declaration. Then, in the setter “**galleryLayout**”, add a case to your own style. You can customize the position and rotation offsets (= relative) as well as the scale factor.

*Feel free to post comments or requests on our product page!  
Thank you for your support!*

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