

# TAB MANAGER GUI GUIDE

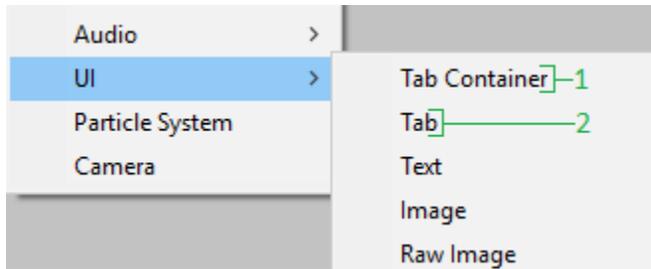
GUI Guide for the Unity3D plugin built by Chimeforest.

Updated for TabManager 1.2.1

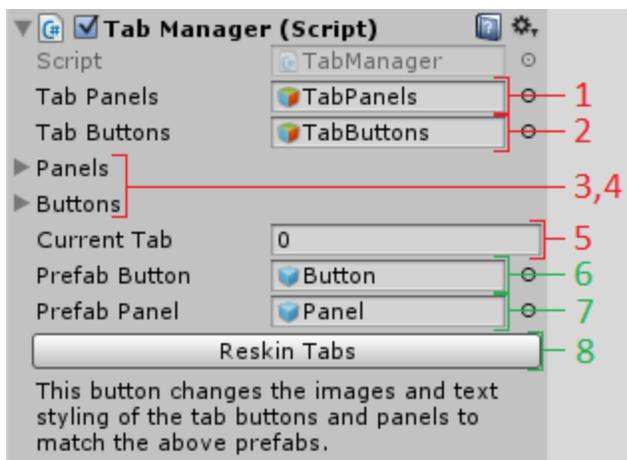
GUI which everyone should be familiar with are **green**.

GUI intended for advanced users are **red**. As general rule you should not edit these.

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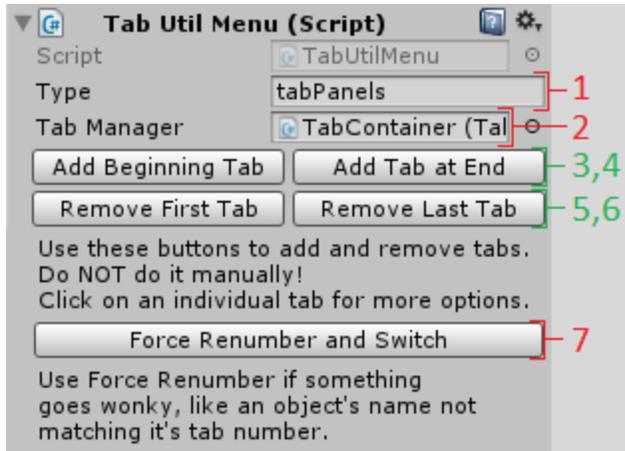
1. Adds a new Tab Container to the scene, if a Canvas or EventSystem are missing, they will be added.
2. Adds a new Tab to an existing Tab Container. It will produce a message if you try to attach it to anything else.



1. This object is the object which holds the Panels for the Tab Container
2. This object is the object which holds the buttons for the Tab Container.
3. This array holds the buttons themselves
4. See above, but panels.
5. Stores the current tab.
6. The Prefab which will be used to create new buttons, use the provided ones as templates to make your own.
7. Save as above, but for new panels.
8. This will change the image of all tab panels, and the image and text style of all tab buttons to match the prefabs.



1. The index of this tab. Do not set.
  2. Selects the tab as the current tab for editing.
  3. Deletes the tab.
  4. Inserts/adds a tab before the current tab.
  5. Inserts/adds a tab after the current tab.
  6. Moves the tab up in the index order.
  7. Moves the tab down in the index order.
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1. The kind of object this TabUtil is attached to, not used by the plugin currently but could be useful to programmers.
2. The TabManager script which controls this object.
3. Adds a tab at the beginning of the tab list.
4. Adds a tab at the end of the tab list.
5. Removes the first tab in the tab list.
6. Removes the last tab in the lab list.
7. Forces the tabs number to match their index in the list and switches to a valid. If you mess something up, this might fix it for you. However, if it doesn't you'll have to fiddle with the arrays in the tab manager script.