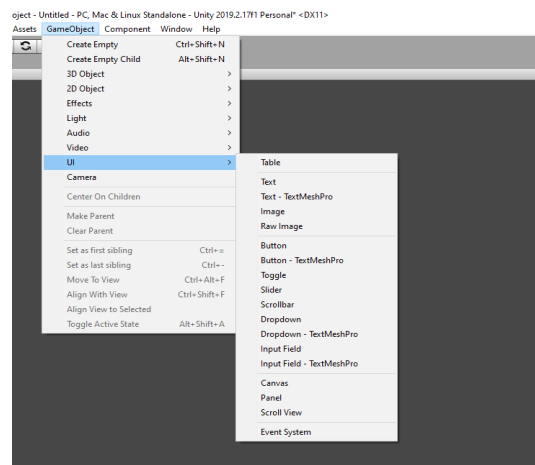# SIMPLE TABLEUI DOCUMENTATION

Thank you for using **Simple Table UI.**

This guide will show how to start using the table and how to configure it fast and easy.

First off, to create a new table it is as simple as any other UI element:

1. Click on **GameObject→ UI → Table**
2. That's it!

You can also access it through the create menu in the hierarchy window.

The table behaves like any other UI element, it will create the object under a existing Canvas or it will create one if it doesn't exist (also will create an Event System if it doesn't exist).

The table will hold several child objects which basically are simple UI elements like panels and text fields that make the table look the way it looks. **The texts of each cells use the TextMeshPro component, so the project <u>MUST</u> have this plugin included.**

The TableUI script attached to the gameobject holds all the properties that you can tweak to customize your table. The idea is to include new properties to add more versatility to the table in future releases. Right now the properties are the following:

- **Row Number:** Allows to modify the number of rows of the table.
- **Column Number:** Allows to modify the number of columns of the table.
- **Show Header:** If checked, the first row will become a header, so the text will be bold, and the background color will change.
- **Border Type:** It lets you choose the style of the border of the table. The options are:

- ○ **None:** The table won't have any border.
  - ○ **Horizontal:** The table will have only horizontal lines.
  - ○ **Vertical:** The table will have only vertical lines.
  - ○ **Vertical and Header:** The table will have a horizontal line for dividing the header and all the vertical lines.
  - ○ **All:** The table will have all the lines (vertical and horizontal).
- **Border Thickness:** Allows to change the thickness of the border line.
- **Border Color:** Allows to customize the color of the border line.
- **Customize Text From TMP For Each Cell:** If this option is checked the text style of each cell can be individually modified in each TextMeshPro component. If it is not checked, a few options for customize all cells will appear, the possibilities are limited but it will be quicker.
- **Scale With Size:** The text of the cell will scale acording to the size of the table.
- The next configuration properties will only appear if 'Customize Text From TMP For Each Cell' is not checked. A few options will appear to configure the header and rest of cells according to font, size, alignment and color.
- **Striped:** The background of each row will change between 2 colors.
- **Header Color:** Background color of the header row.
- **Main Color:** Main background color of the rows.
- **Secondary Color:** Background color of the cells if Striped is checked.
- **Table Content:** If this option is checked a grid with text fields will appear on the inspector. Each field corresponds to one cell and the value can be changed.
- The size of the table can be changed by modifying the RectTransfrom of the table gameobject. The rows and columns will resize accordingly.

All this properties can be tweaked from a Script as it is shown in the example Scene.

In future releases more options will be included, like variable column width, more cell types like buttons, checkbox, ...