CALENDAR SIMULATION SYSTEM

GETTING STARTED

Start by Importing **Calendar Simulation System** into your Unity Project
Once that's done, you can open the scene where you want to create your Calendar

You will see **Window** tab at the top of your Unity Navigation Bar

Under Window, find **Calendar Simulation System** and click the dropdown menu.

Click on **"Create a Calendar"** from the drop down menu.

A new menu will open, follow the steps carefully to configure the Calendar.

Step 1: Create a Calendar
Creates the Calendar Script and Canvas Object in the hierarchy

Step 2: Configure Calendar Settings
You can add event types that will be used on the calendar.

HOW TO USE THE CALENDAR WITH YOUR OWN SCRIPTS
PLEASE CONTINUE READING BELOW

HOW TO CONTROL THE CALENDAR WITH CODE

Inside the **Calendar_Sim_System > SCRIPTS** folder

You will find **CalendarExample.cs**
This script is fully commented with ways to control the calendar events.

(This Script is Featured in the Demo Scene - **CalendarDemo**)

Step 1: Add **using CalendarSimulationSystem;** to the top of your custom script

Step 2: Add **public Calendar calendar;** above your **Start()** function

Step 3: Add **calender = GameObject.FindObjectOfType<Calendar>();**
inside of your **Start()** function

What we've done in the first three steps is gain access to the Calendar script that exists in the hierarchy after completing the initial setup. Now you can review some of the ways you can access the Calendar and add events to it.

ADVANCE TIME ON THE CALENDAR

calendar.SimulateDay();
Use this line of code to advance the calendar by one day.

calendar.SimulateWeek();
Use this line of code to advance the calendar by one week.

ADD EVENTS TO THE CALENDAR

(Adds event type #1 to the 1st day of the week, which is Monday)

calendar.SetEvent(1, 1, true);

Day = 1 (Monday), Event Type = 1, Event Exists = True

(Adds event type #2 to the 4th day of the week, which is Thursday)

calendar.SetEvent(4, 2, true);

Day = 4 (Thursday), Event Type = 2, Event Exists = True

(Adds event type #3 to the 5th day of the week, which is Friday)

calendar.SetEvent(5, 3, true);

Day = 5 (Friday), Event Type = 3, Event Exists = True

CHECK EVENTS ON THE CALENDAR

calendar.GetEventCountForDay(1);

(Checks the number of events on Day #1, which is Monday)
(Returns as an integer)

**THANK YOU FOR PURCHASING
NEED ASSISTANCE OR SUPPORT?**

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