What are containers?

A UI can be described as set of containers (views, …) that contain components (buttons, toggles, …) and content (images, text, …). DoozyUI Manager helps you show/hide these containers, in an animated way, while also providing you with extra tools and sub-systems that will take your designs to the next level.

In order to be able to identify UI elements (containers and components), Doozy uses a human readable system of Categories and Names. Thus every relevant container like the UIView and component like the UIButton can have a Name and a Category assigned. Each relevant UI element has a database that can be modified, saved, exported (to other projects) and imported (from other projects).

The following databases are available at this time

Containers
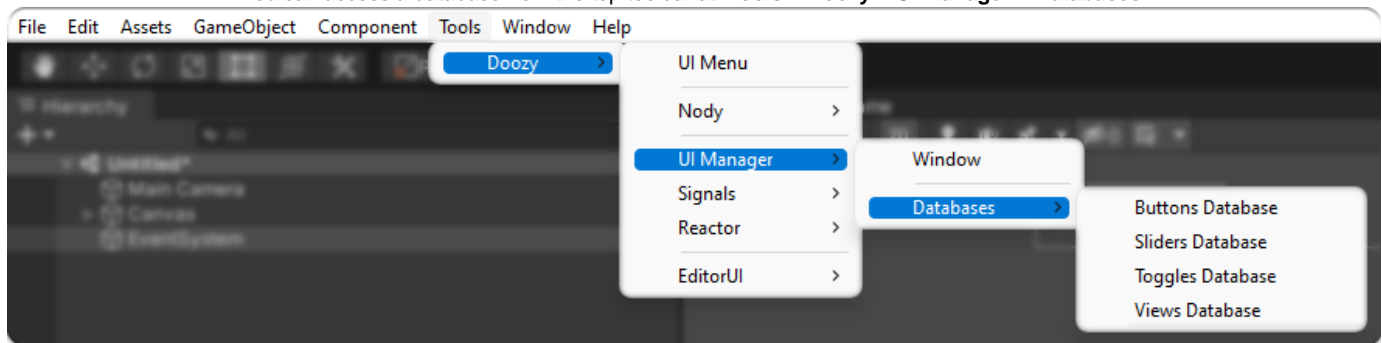
- Views - contains all categories and names for UIViews

Components

- Buttons - contains all categories and names for UIButtons
- Sliders - contains all categories and names for UISliders
- Toggles - contains all categories and names for UIToggles

Signals

- Streams - contains all categories and names for Streams

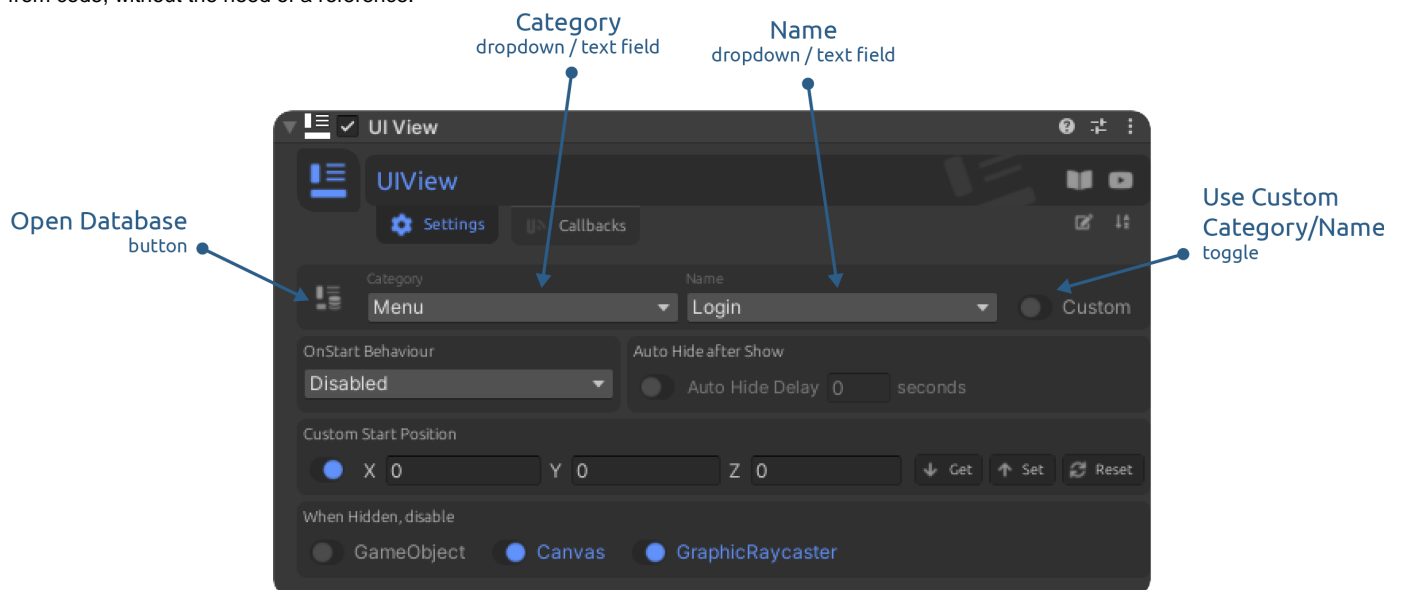You can access a database from the top toolbar at '**Tools** > **Doozy** > **UI Manager** > **Databases**'

The **Views Database** window has the following layout (and so do the other ones).

Callout labels for the Views Database window:
- Search — text field
- Category — dropdown / text field
- New Category — button
- New Name — text field
- Import/Export — tab button
- Add Category/Name — button
- Regenerate Enums — button
- Selected Catgory — button text
- Remove Category — button
- Remove Name — button
- text — Selected Category Names Count
- button — Edit Name
- text — Name

Views Database
UIView Ids

View Category — Menu
New View Name

Menu
- Login
- Mail
- Main
- Quit
- Register
- Settings

6 items

> ⓘ All Category/Name databases work in the same way so learning about how one works is enough to master using all of them.

Now that we've seen how a database looks and have an idea of how to add/remove categories and names to/from a database, we'll show you where to use them. Below you will see a **container** component called **UIView**. That is where the **Views Database** is used. You assign a Category and a Name (from that category) to a container (UIView) and, this way, you will be able to call show/hide from a flow graph or directly from code, without the need of a reference.

Callout labels for the UIView component:
- Category — dropdown / text field
- Name — dropdown / text field
- Open Database — button
- Use Custom Category/Name — toggle

UIView
Settings | Callbacks

Category — Menu
Name — Login
Custom

OnStart Behaviour — Disabled
Auto Hide after Show — Auto Hide Delay 0 seconds

Custom Start Position
X 0   Y 0   Z 0   ↓ Get   ↑ Set   ⟳ Reset

When Hidden, disable
GameObject   ● Canvas   ● GraphicRaycaster

> ⓘ There can be more than one **container (UIView)** with the same Category and Name. This makes it possible to call show/hide for all the views that share the same category/name at once.

We recommend that you continue by reading How to animate containers