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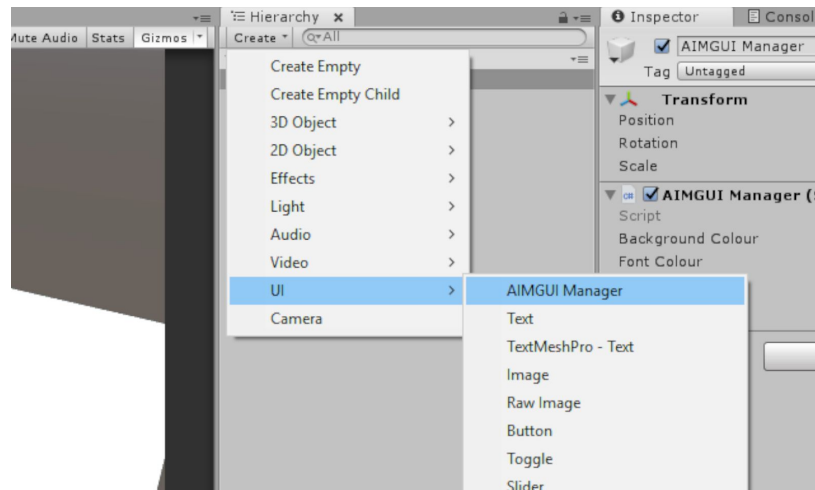
Manual.

Thank you for purchasing AIMGUI! AIMGUI is an Automatic ImGui manager that exposes variables to view on the UI to allow playing in maximised mode. This is the first version of AIMGUI, and I have some features I plan to add in the future, like the addition of buttons, worldspace containers and perhaps a console. This is the first asset I've released on the asset store, and I hope you like it! If you have an issue or want a feature, just send me an email and i'll try to help you out!

Set Up.

There are some steps to follow to get scripts to display variables on the game window GUI.

1. For any script to display variables on the game window, an AIMGUI manager has to exist in the scene. This can be created from the hierarchy create menu, under UI.



2. A script displays variables by updating 'fields' in a 'container'. A container just a box that appears on the GUI. A container is created from the manager.
3. In the same step, you can define the fields. Fields are tracked by their IDs, which is set when you add them. You can see I use an enum called AIMGUI_IDS and cast the value as an int. (I recommend putting these bits in a method called InitAIMGUI() and call it from Start(), like so).

```
//Set up AIMGUI container and fields.  
private void InitAIMGUI()  
{  
    //Create a container called 'Patrolling Cube'.  
    AIMGUI = AIMGUIManager.instance.CreateContainer("Patrolling Cube");  
    //Create a field called 'Current Waypoint'.  
    AIMGUI.Add( (int) AIMGUI_IDS.CURRENT_WAYPOINT, "Current Waypoint");  
    //Create a field called 'Is Waiting?'.  
    AIMGUI.Add( (int) AIMGUI_IDS.IS_WAITING, "Is Waiting?" );  
}
```

4. Then you can update the values using their ID whenever, usually from Update(), like so:

```
private void LateUpdate()  
{  
    AIMGUI.UpdateVal( (int) AIMGUI_IDS.IS_WAITING, isWaiting);  
}
```

There are scripts in the demo scene that are fully commented and show how to use AIMGUI. I hope you don't run into issues and find my tool useful! If you have an issue or want a feature, just send me an email and i'll try and help you out!

Extras.

- Hide the AIMGUI by pressing V, or change the key on the AIMGUI manager.
- Change the colours of the background and text on the AIMGUI manager.
- If a script doesn't persist throughout the game, it's container can be removed using:

```
AIMGUIManager.RemoveContainer(container);
```