Developed by

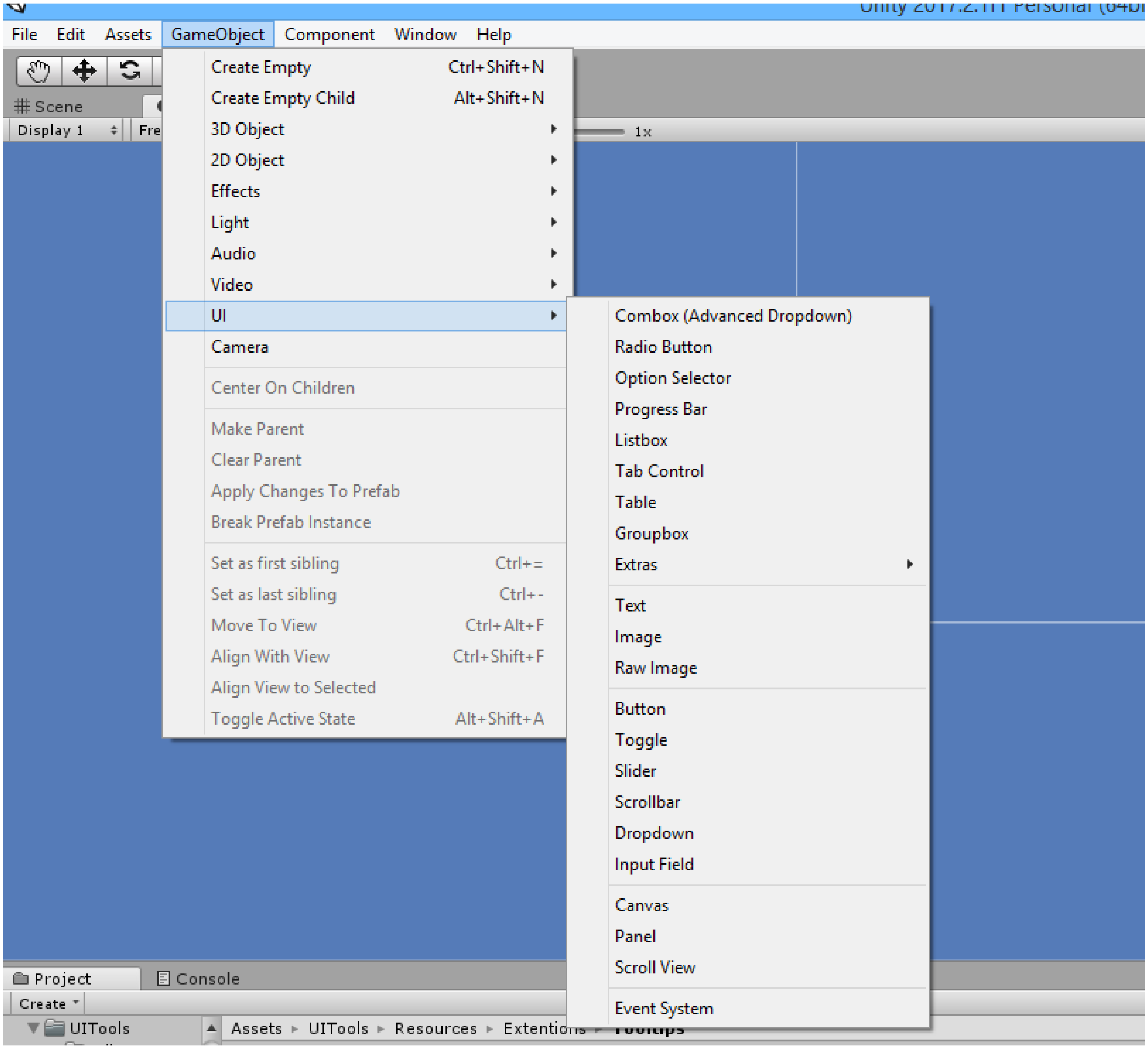
Dibbie – UI Programmer – visit website

Caroldot – UI Icon Artist – visit website

UI Tools extends the design of Unity’s current UI system by providing ready-to-use, easily modifiable tools, with control through script.

Usage

For convenience, these tools have been added to the default UI top navigation menu. To access the majority of these tools, go to the top nav menu, select **GameObject > UI**, and all the tools will be listed along with Unity's default UI tools.



The following tools are NOT found from the UI menu and have to be navigated to manually:

Assets > UI Tools > Resources > Extentions > Draggable Panel:

The ***Draggable Panel*** is an example of the ***Draggable*** script. This script is detailed later in the documents and can be applied to any UI element with a RectTransform.

Assets > UI Tools > Resources > Extentions > Message Box:

This is not to be confused with ***Message Box Dialog***. The ***Message Box*** prefab here, is an example usage of the ***Message Box Dialog***.

Assets > UI Tools > Resources > Extentions > Tooltips:

By default, 3 tooltip prefabs have been provided, each serving a slightly different purpose.

+ Icon is setup to work with an image, title, and text.

Body is setup to work with just text, no title or image.

Header-Body is setup to work with just text and a title, no image.

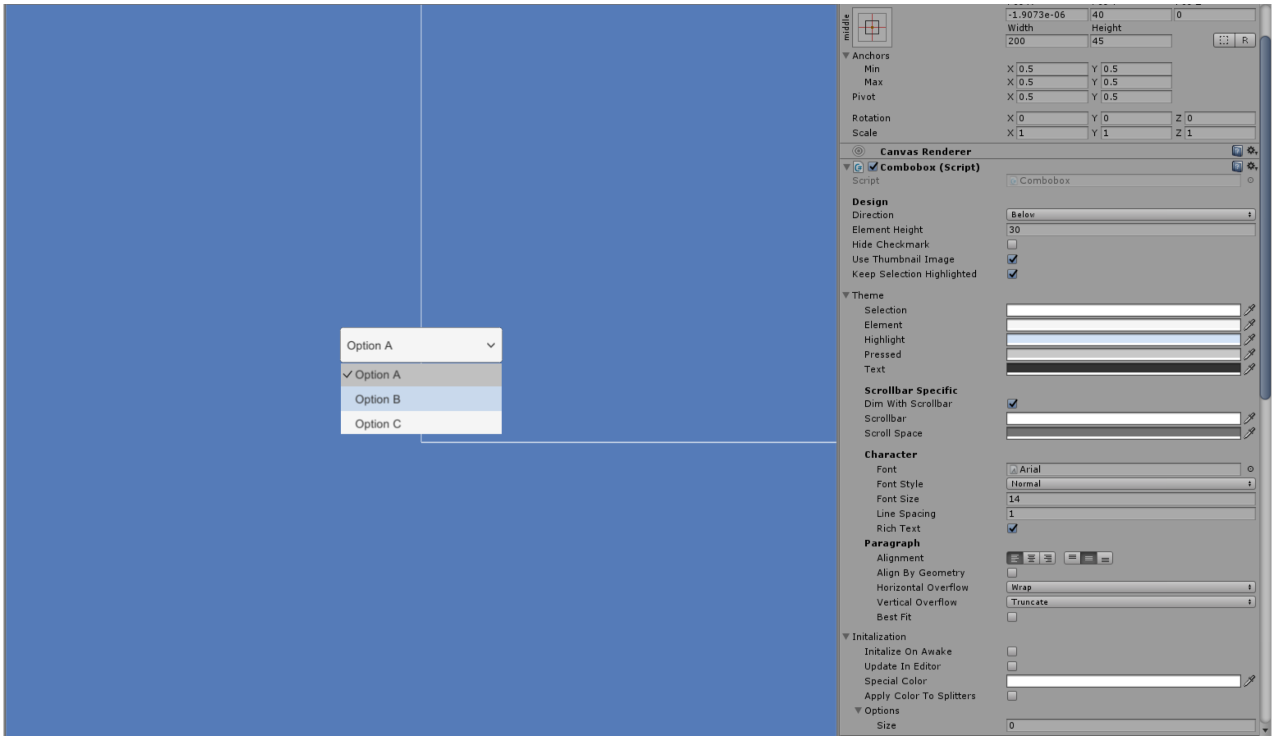
*You can hover over any field in the Inspector to reveal a tooltip about it. All scripts are fully documented with explanation on every variable, public event, function and all their parameters. They are made to be easily extended, but have working functionality unmodified.

*All provided scripts for each tool, as well as example scripts can be extended with additional logic and/or have another script written ontop of the logic, to access public functions and events for more complex and specific functionality.

Asset Breakdown

Combobox (Advanced Dropdown)

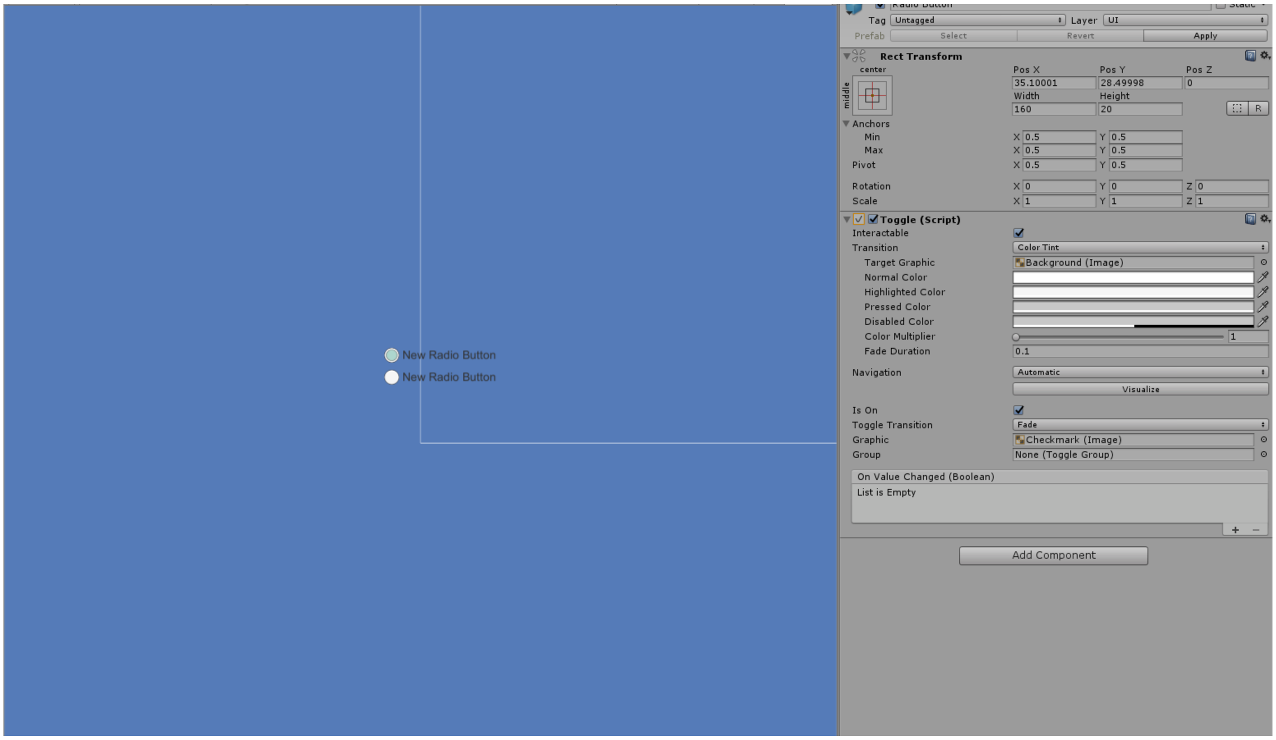
Combobox is a more reliable advanced version of the provided Dropdown UI. It allows you to set icons per item, keep highlight selections, add separations/headers, and alter dropdown direction, element height and overall theme.



```
                                  -1.9073e-06   40            0
                                  Width         Height
                                  200           45
▼ Anchors
    Min                           X 0.5         Y 0.5
    Max                           X 0.5         Y 0.5
  Pivot                           X 0.5         Y 0.5

  Rotation                        X 0           Y 0           Z 0
  Scale                           X 1           Y 1           Z 1
      Canvas Renderer
▼ ☑ Combobox (Script)
  Script                          Combobox

  Design
  Direction                       Below
  Element Height                  30
  Hide Checkmark                  □
  Use Thumbnail Image             ☑
  Keep Selection Highlighted      ☑

▼ Theme
    Selection
    Element
    Highlight
    Pressed
    Text

    Scrollbar Specific
    Dim With Scrollbar            ☑
    Scrollbar
    Scroll Space

    Character
      Font                        Arial
      Font Style                  Normal
      Font Size                   14
      Line Spacing                1
      Rich Text                   ☑
    Paragraph
      Alignment
      Align By Geometry           □
      Horizontal Overflow         Wrap
      Vertical Overflow           Truncate
      Best Fit                    □

▼ Initalization
    Initalize On Awake            □
    Update In Editor              □
    Special Color
    Apply Color To Splitters      □
  ▼ Options
      Size                        0
```

Radio Button

Radio Buttons are modified Toggle's, however if they are not in a Toggle Group (which you can create one with ***Radio Button Group***) then they will remain selected. Radio Button uses "Toggle", which Unity already provides



Tag: Untagged
Layer: UI

Rect Transform

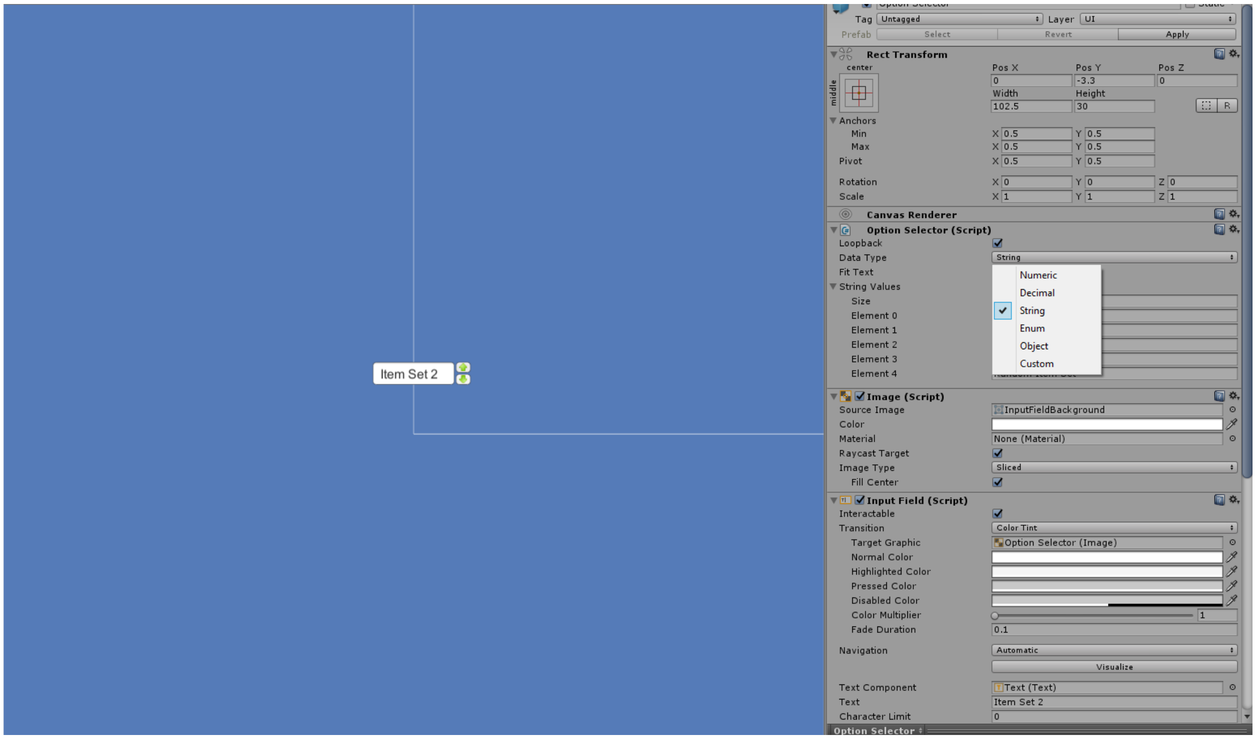
	Pos X	Pos Y	Pos Z
	35.10001	28.49998	0
	Width	Height	
	160	20	
Anchors			
Min	X 0.5	Y 0.5	
Max	X 0.5	Y 0.5	
Pivot	X 0.5	Y 0.5	
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

☑ Toggle (Script)

Interactable	☑
Transition	Color Tint
Target Graphic	Background (Image)
Normal Color	
Highlighted Color	
Pressed Color	
Disabled Color	
Color Multiplier	1
Fade Duration	0.1
Navigation	Automatic
Is On	☑
Toggle Transition	Fade
Graphic	Checkmark (Image)
Group	None (Toggle Group)

Option Selector

Option Selector provides a selection box with item navigation to select an option, similar to a dropdown but every element must be iterated through. The Option Selector is capable of displaying various datatypes, shown below.



Tag Untagged
Layer UI

Pos X 0
Pos Y -3.3
Pos Z 0
Width 102.5
Height 30

Anchors
Min X 0.5 Y 0.5
Max X 0.5 Y 0.5
Pivot X 0.5 Y 0.5

Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Option Selector (Script)

Loopback ☑
Data Type String
Fit Text
String Values
Size
Element 0
Element 1
Element 2
Element 3
Element 4

Image (Script)

Source Image InputFieldBackground
Color
Material None (Material)
Raycast Target ☑
Image Type Sliced
Fill Center ☑

Input Field (Script)

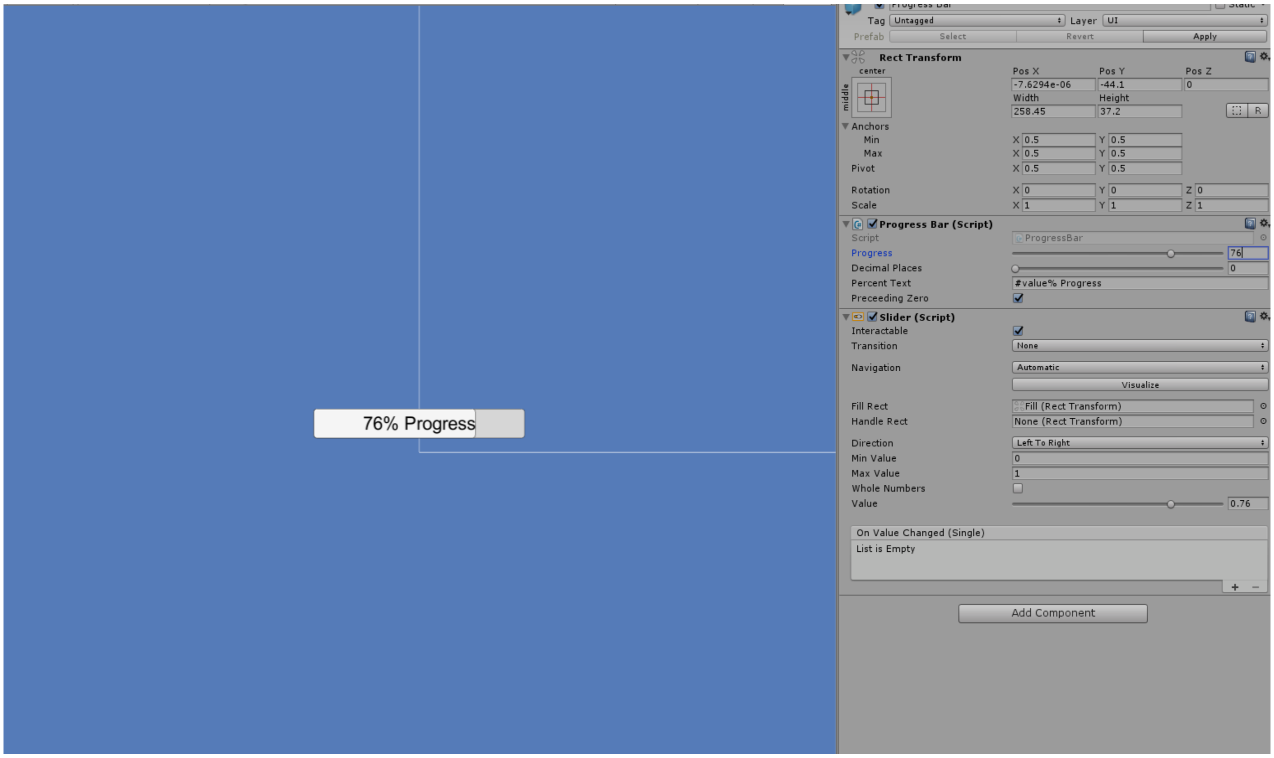
Interactable ☑
Transition Color Tint
Target Graphic Option Selector (Image)
Normal Color
Highlighted Color
Pressed Color
Disabled Color
Color Multiplier 1
Fade Duration 0.1

Navigation Automatic

Text Component Text (Text)
Text Item Set 2
Character Limit 0

Progress Bar

Progress Bar is a visual representation of value between 0 and 100, as a float, with variables to set float-int preferences for display.



Progress Bar ☑ ☐ Static

Tag: Untagged | Layer: UI

Rect Transform

center / middle

	Pos X	Pos Y	Pos Z
	-7.6294e-06	-44.1	0
	Width	Height	
	258.45	37.2	
Anchors			
Min	X 0.5	Y 0.5	
Max	X 0.5	Y 0.5	
Pivot	X 0.5	Y 0.5	
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

☑ Progress Bar (Script)

Script	ProgressBar
Progress	76
Decimal Places	0
Percent Text	#value% Progress
Preceeding Zero	☑

☑ Slider (Script)

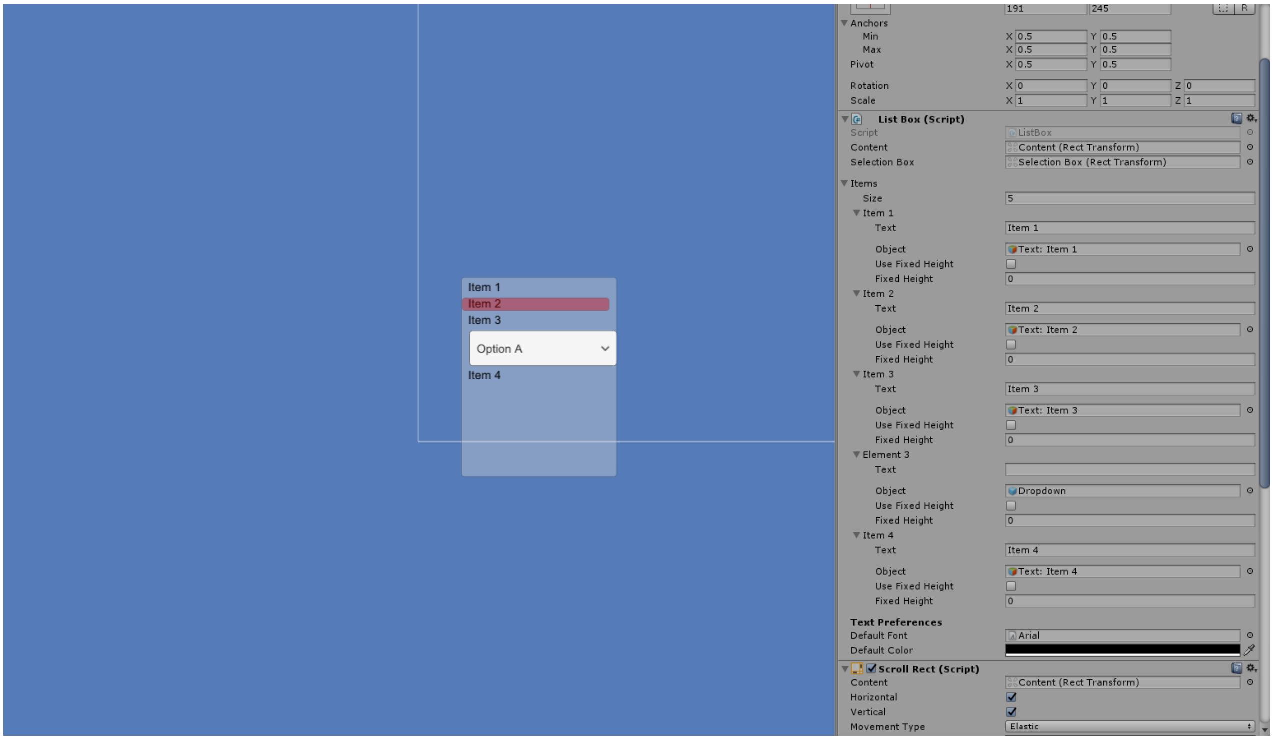
Interactable	☑
Transition	None
Navigation	Automatic
Fill Rect	Fill (Rect Transform)
Handle Rect	None (Rect Transform)
Direction	Left To Right
Min Value	0
Max Value	1
Whole Numbers	☐
Value	0.76

On Value Changed (Single)

List is Empty

Listbox

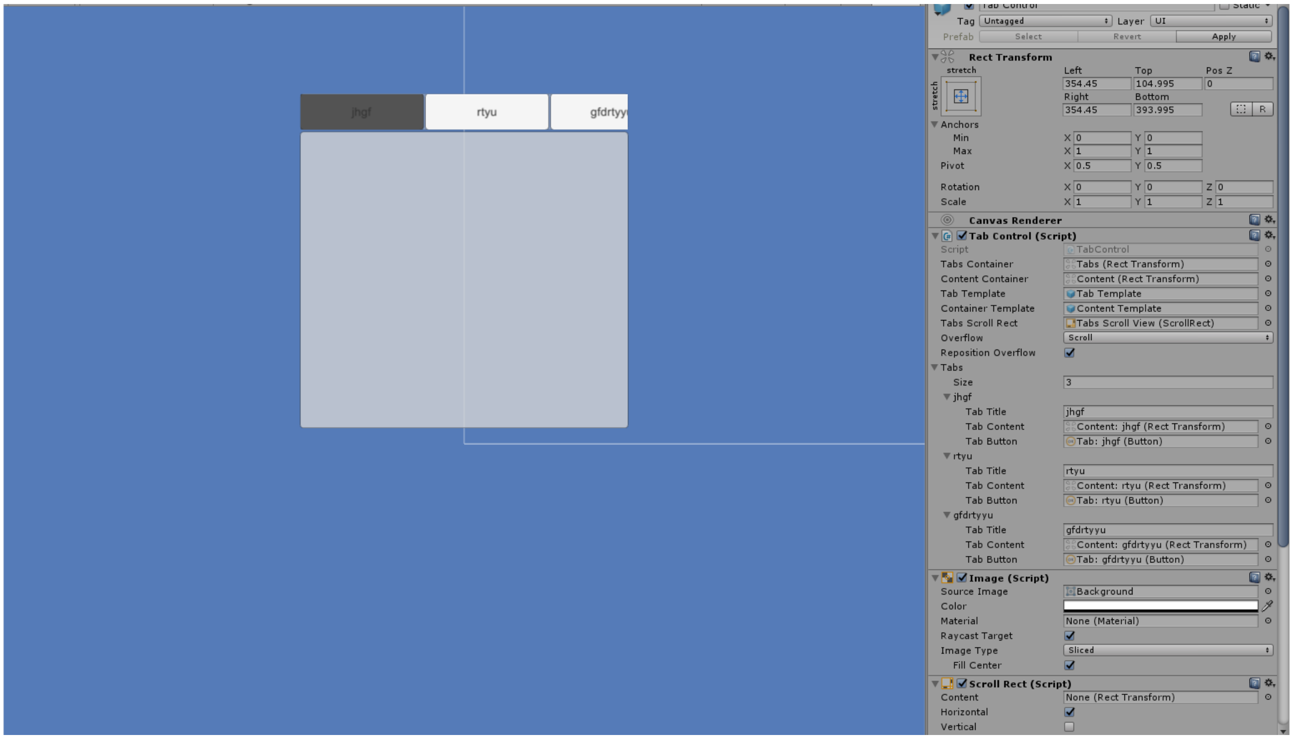
Listbox is a container of listed items, that can store text and objects. These items can be “selected” and its selection is stored in the class reference. Some objects may not be listed as “selected” and will be ignored if “Raycast Target” is disabled.



```
                          191         245
▼ Anchors
    Min                   X 0.5       Y 0.5
    Max                   X 0.5       Y 0.5
  Pivot                   X 0.5       Y 0.5

  Rotation                X 0         Y 0         Z 0
  Scale                   X 1         Y 1         Z 1
▼ List Box (Script)
  Script                  ListBox
  Content                 Content (Rect Transform)
  Selection Box           Selection Box (Rect Transform)

▼ Items
    Size                  5
  ▼ Item 1
      Text                Item 1
      Object              Text: Item 1
      Use Fixed Height    □
      Fixed Height        0
  ▼ Item 2
      Text                Item 2
      Object              Text: Item 2
      Use Fixed Height    □
      Fixed Height        0
  ▼ Item 3
      Text                Item 3
      Object              Text: Item 3
      Use Fixed Height    □
      Fixed Height        0
  ▼ Element 3
      Text
      Object              Dropdown
      Use Fixed Height    □
      Fixed Height        0
  ▼ Item 4
      Text                Item 4
      Object              Text: Item 4
      Use Fixed Height    □
      Fixed Height        0

  Text Preferences
  Default Font            Arial
  Default Color
▼ ☑ Scroll Rect (Script)
  Content                 Content (Rect Transform)
  Horizontal              ☑
  Vertical                ☑
  Movement Type           Elastic
```

Tab Control

Tab Control is a way to group objects under a "tab" of content, over the same amount of space. All content in each tab exists in its own "container" which is toggled on/off for the active "tab" selected. All this information is stored in code but can be modified from the Inspector before runtime.



Tab Control ☐ Static
Tag Untagged Layer UI
Prefab Select Revert Apply

Rect Transform
stretch stretch
Left 354.45 Top 104.995 Pos Z 0
Right 354.45 Bottom 393.995 R
Anchors
Min X 0 Y 0
Max X 1 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Canvas Renderer

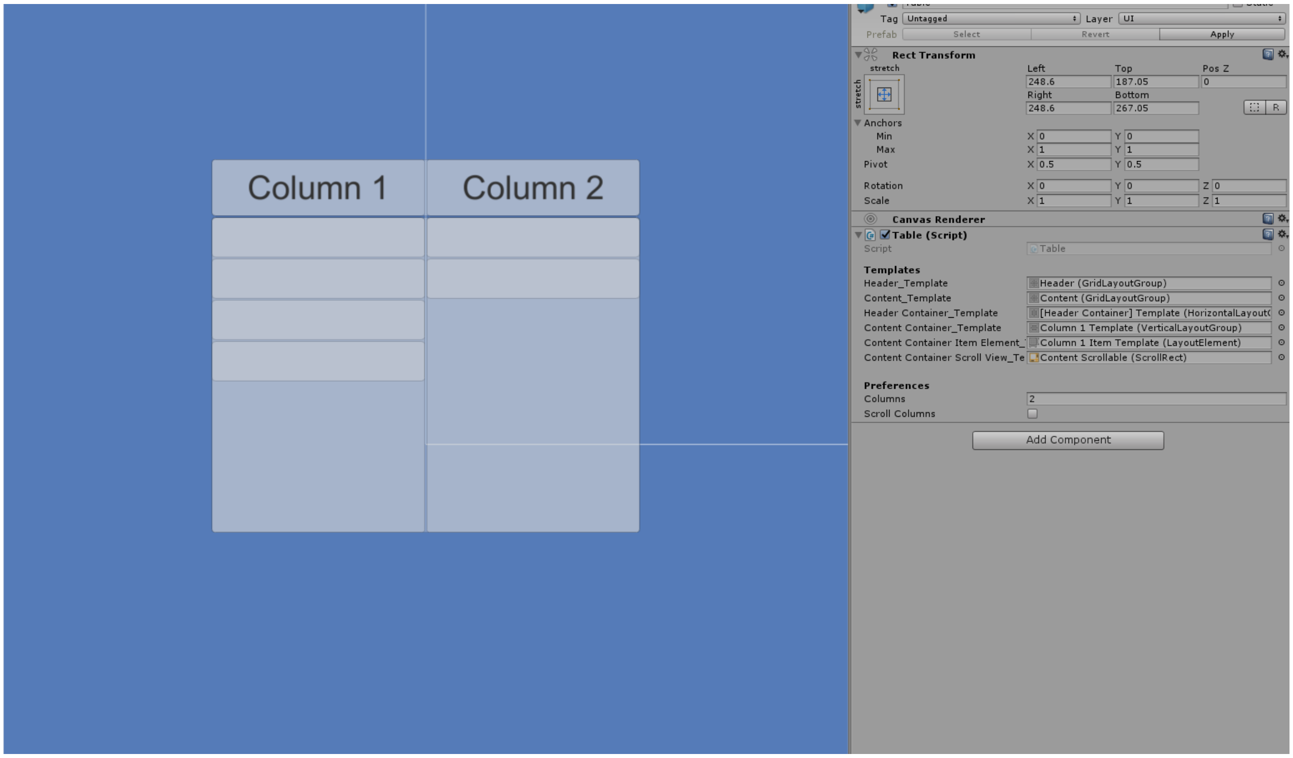
☑ **Tab Control (Script)**
Script TabControl
Tabs Container Tabs (Rect Transform)
Content Container Content (Rect Transform)
Tab Template Tab Template
Container Template Content Template
Tabs Scroll Rect Tabs Scroll View (ScrollRect)
Overflow Scroll
Reposition Overflow ☑
Tabs
Size 3
jhgf
Tab Title jhgf
Tab Content Content: jhgf (Rect Transform)
Tab Button Tab: jhgf (Button)
rtyu
Tab Title rtyu
Tab Content Content: rtyu (Rect Transform)
Tab Button Tab: rtyu (Button)
gfdrtyyu
Tab Title gfdrtyyu
Tab Content Content: gfdrtyyu (Rect Transform)
Tab Button Tab: gfdrtyyu (Button)

☑ **Image (Script)**
Source Image Background
Color
Material None (Material)
Raycast Target ☑
Image Type Sliced
Fill Center ☑

☑ **Scroll Rect (Script)**
Content None (Rect Transform)
Horizontal ☑
Vertical ☐

Table

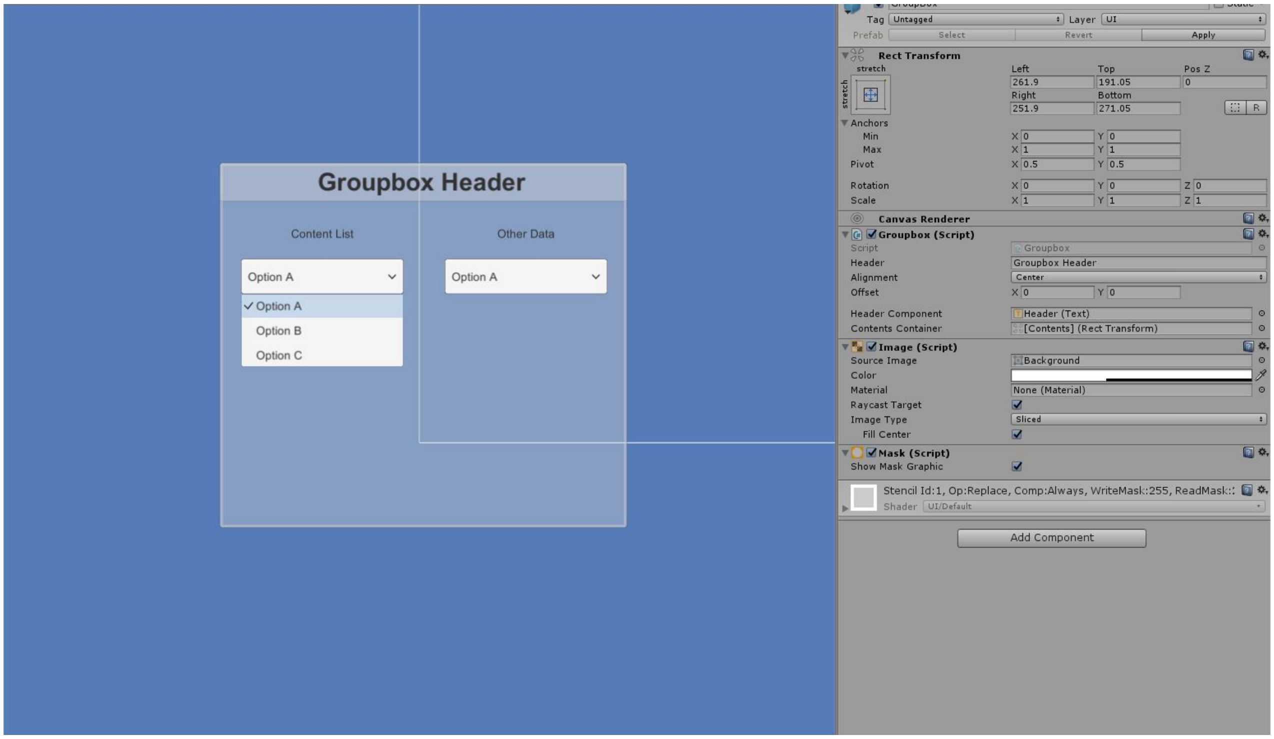
Table consists of several columns, specified in the Inspector. Each column can contain a list of items, and all its contents is stored in code. These items can be any UI object, and can use a *Layout Element* for a custom height. There is also a setting to control if a given column will create a scrollbar once it exceeds its containers height, or shrink all objects to fit in the container. This setting can only be applied when creating the column, and is not interchangeable at runtime.



```
Tag  Untagged          Layer  UI

Rect Transform
stretch     Left       Top        Pos Z
            248.6      187.05     0
            Right      Bottom
            248.6      267.05
Anchors
  Min       X 0        Y 0
  Max       X 1        Y 1
Pivot       X 0.5      Y 0.5

Rotation    X 0        Y 0        Z 0
Scale       X 1        Y 1        Z 1

Canvas Renderer
☑ Table (Script)
Script                               Table

Templates
Header_Template                      Header (GridLayoutGroup)
Content_Template                     Content (GridLayoutGroup)
Header Container_Template            [Header Container] Template (HorizontalLayout(
Content Container_Template           Column 1 Template (VerticalLayoutGroup)
Content Container Item Element_      Column 1 Item Template (LayoutElement)
Content Container Scroll View_Te     Content Scrollable (ScrollRect)

Preferences
Columns                              2
Scroll Columns                       □
```

Groupbox

Groupbox allows you to “group” any UI elements together in the same container, and stores each element in a list in code. This simply provides a design method for grouping objects, and can work with *Draggable* to allow it to move around the screen.



Tag Untagged   Layer UI
Prefab   Select   Revert   Apply

Rect Transform
stretch
Left 261.9   Top 191.05   Pos Z 0
Right 251.9   Bottom 271.05
Anchors
Min X 0 Y 0
Max X 1 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Canvas Renderer

☑ **Groupbox (Script)**
Script Groupbox
Header Groupbox Header
Alignment Center
Offset X 0 Y 0
Header Component Header (Text)
Contents Container [Contents] (Rect Transform)

☑ **Image (Script)**
Source Image Background
Color
Material None (Material)
Raycast Target ☑
Image Type Sliced
Fill Center ☑

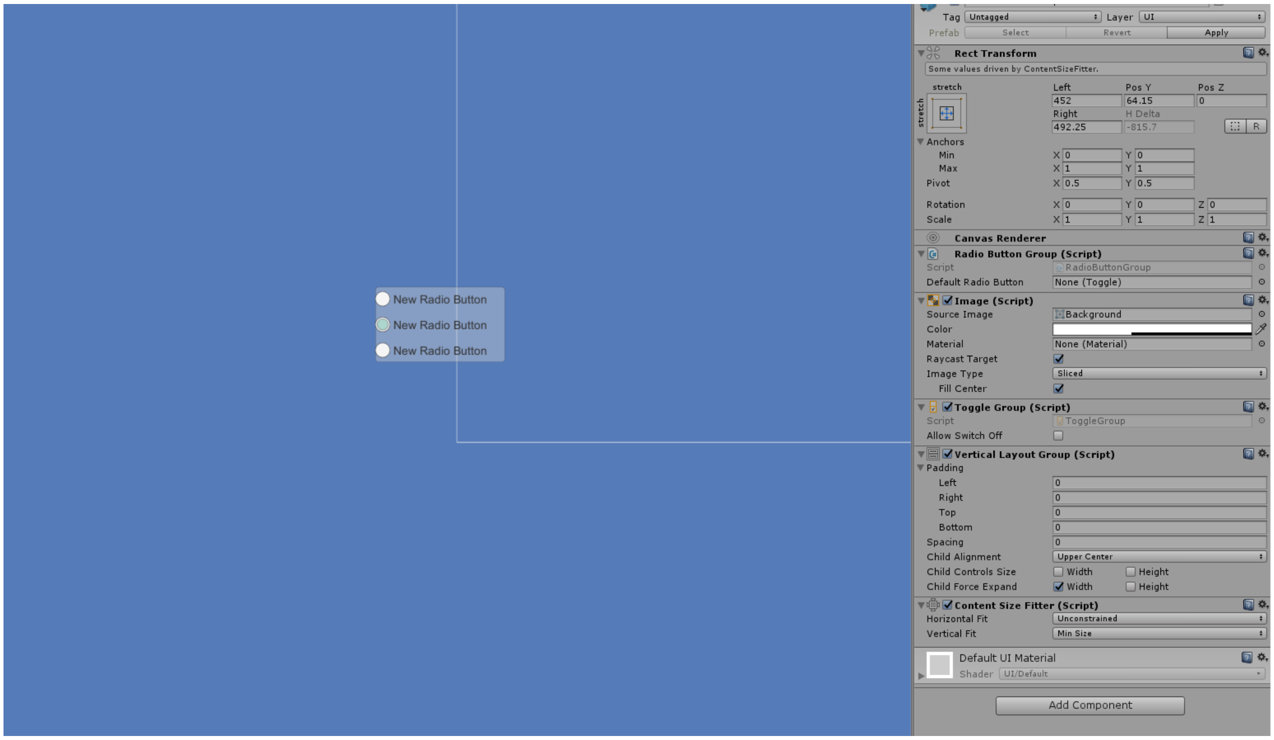
☑ **Mask (Script)**
Show Mask Graphic ☑

Stencil Id:1, Op:Replace, Comp:Always, WriteMask:255, ReadMask::
Shader UI/Default

Add Component

Radio Button Group

Radio Button Groups are used to store multiple *Radio Button*'s only allowing one to ever be selected at a time. Radio Button Groups use a *Toggle Group* and a script to store the selected toggle in code.



Tag Untagged   Layer UI

Rect Transform

Some values driven by ContentSizeFitter.

stretch / stretch

Left 452   Pos Y 64.15   Pos Z 0

Right 492.25   H Delta -815.7

Anchors

Min X 0 Y 0

Max X 1 Y 1

Pivot X 0.5 Y 0.5

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Canvas Renderer

Radio Button Group (Script)

Script RadioButtonGroup

Default Radio Button None (Toggle)

☑ **Image (Script)**

Source Image Background

Color

Material None (Material)

Raycast Target ☑

Image Type Sliced

Fill Center ☑

☑ **Toggle Group (Script)**

Script ToggleGroup

Allow Switch Off □

☑ **Vertical Layout Group (Script)**

Padding

Left 0

Right 0

Top 0

Bottom 0

Spacing 0

Child Alignment Upper Center

Child Controls Size □ Width □ Height

Child Force Expand ☑ Width □ Height

☑ **Content Size Fitter (Script)**

Horizontal Fit Unconstrained

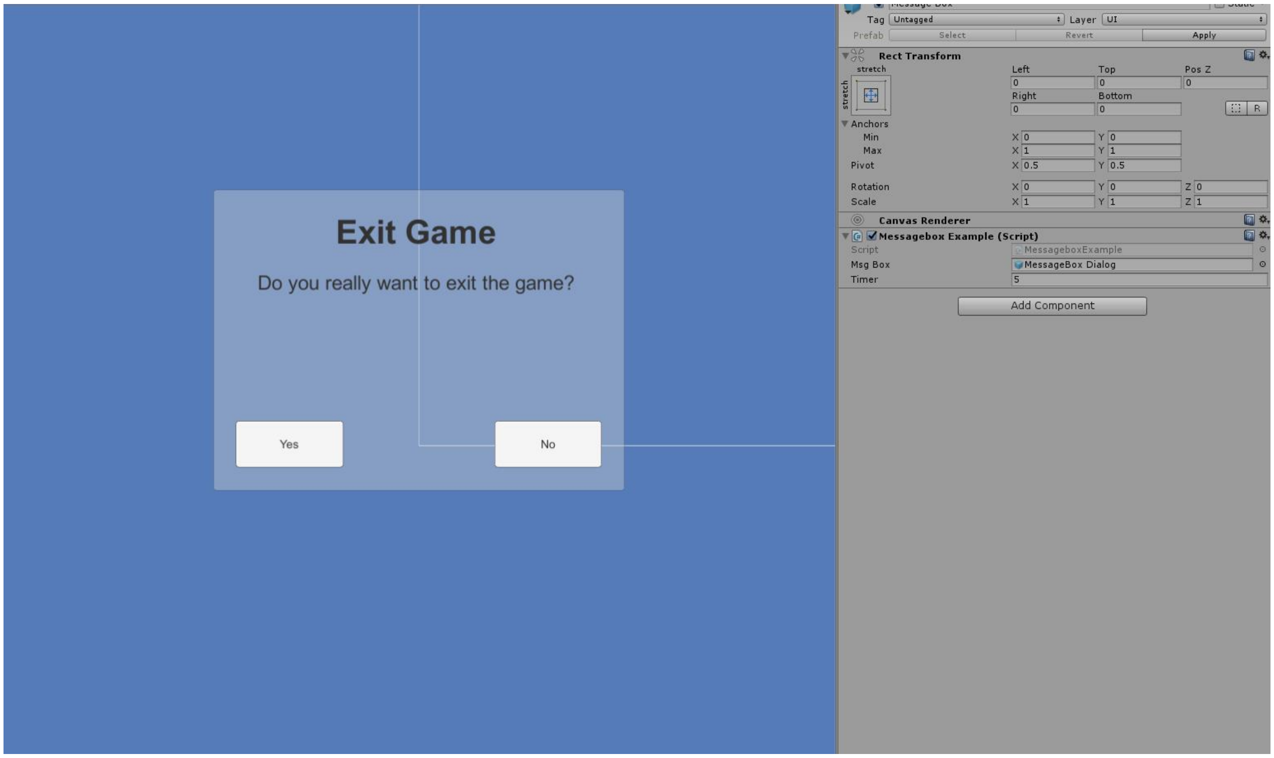
Vertical Fit Min Size

Default UI Material

Shader UI/Default

Message Box

Message Box allows you to create a Modal that can display a title, body text, and up to 3 buttons. These buttons are standard options such as Yes, No, Cancel, Ok, however you can create up to 3 custom buttons as well to display any text youd like, and subscribe events to custom buttons or standard buttons. You are also able to “mix and match” standard buttons with custom buttons. The *MessageBoxModal* class offers many functionality for further customization and extendibility. The *Messagebox Example* provides commented-out example use-cases of interacting with the Modal class. To test this, simply comment out one of the sections under the summary start comment tag “///”.



Exit Game

Do you really want to exit the game?

Tag Untagged   Layer UI

Rect Transform

Left 0   Top 0   Pos Z 0

Right 0   Bottom 0

Anchors

Min X 0 Y 0

Max X 1 Y 1

Pivot X 0.5 Y 0.5

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Canvas Renderer

☑ Messagebox Example (Script)

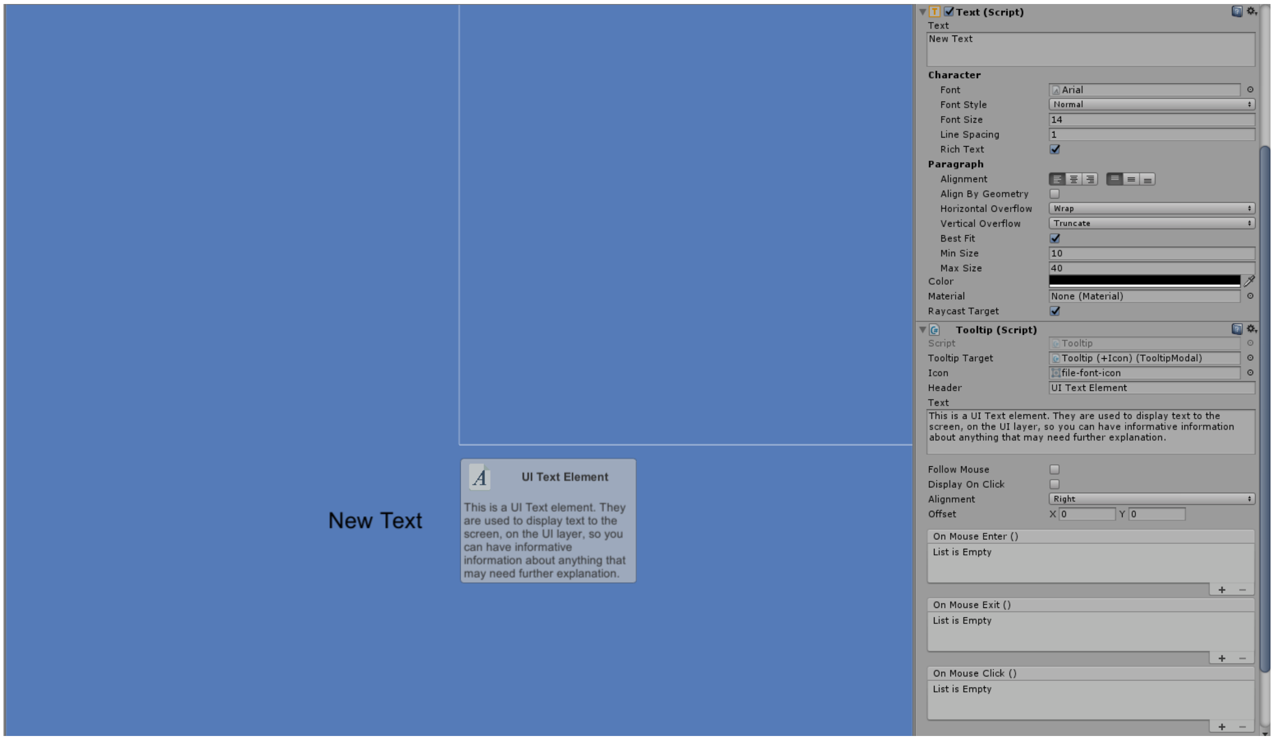
Script MessageboxExample

Msg Box MessageBox Dialog

Timer 5

Tooltip

Tooltip consists of an optional image, optional header text, and a required body text. By default, the length of the text will automatically resize/adjust the tooltip panel's height. The Tooltip class also provides many options for events and preference-based settings on position and alignment. Additional text settings are handled on the children objects manually. 3 tooltip prefabs have also been provided to accommodate for tooltips with an image, just with a title and body, or simply just with a body.



New Text

UI Text Element

This is a UI Text element. They are used to display text to the screen, on the UI layer, so you can have informative information about anything that may need further explanation.

☑ Text (Script)

Text: New Text

Character
- Font: Arial
- Font Style: Normal
- Font Size: 14
- Line Spacing: 1
- Rich Text: ☑

Paragraph
- Alignment
- Align By Geometry: □
- Horizontal Overflow: Wrap
- Vertical Overflow: Truncate
- Best Fit: ☑
- Min Size: 10
- Max Size: 40

Color: ■

Material: None (Material)

Raycast Target: ☑

Tooltip (Script)

Script: Tooltip

Tooltip Target: Tooltip (+Icon) (TooltipModal)

Icon: file-font-icon

Header: UI Text Element

Text: This is a UI Text element. They are used to display text to the screen, on the UI layer, so you can have informative information about anything that may need further explanation.

Follow Mouse: □

Display On Click: □

Alignment: Right

Offset: X 0 Y 0

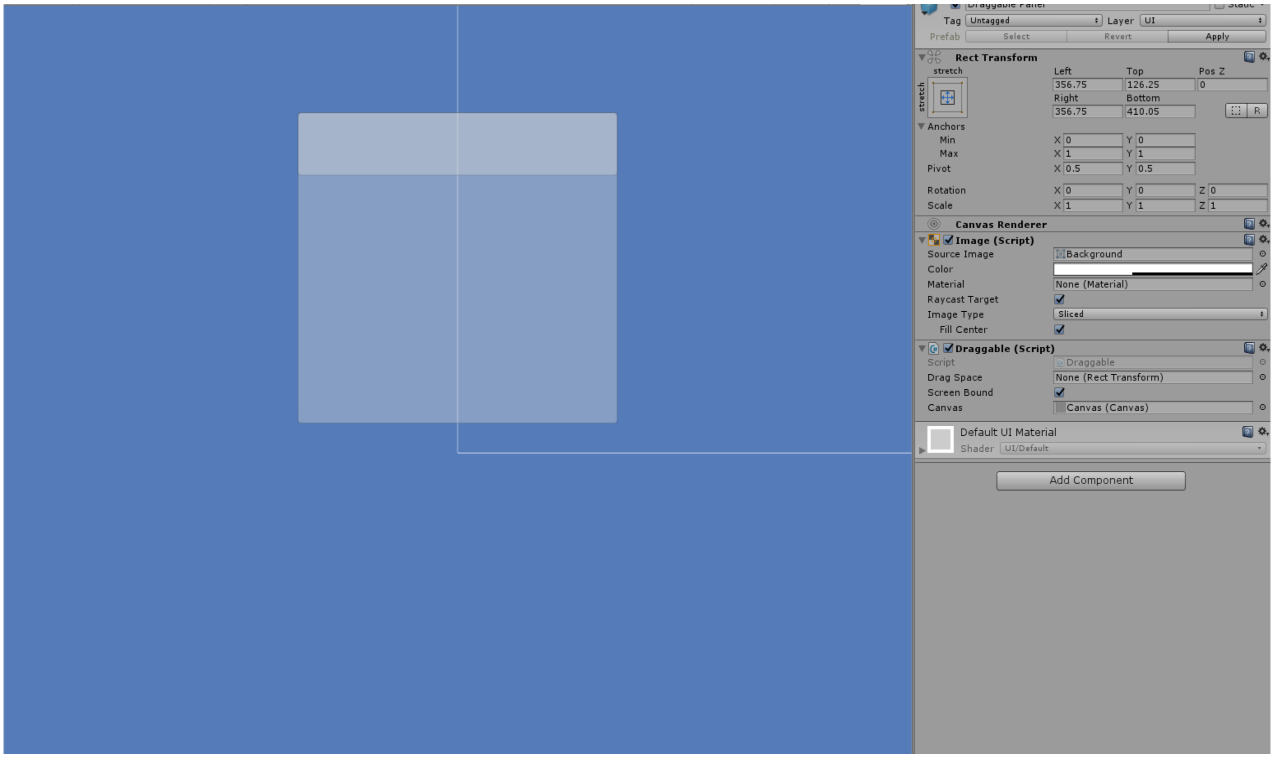
On Mouse Enter ()
List is Empty

On Mouse Exit ()
List is Empty

On Mouse Click ()
List is Empty

Draggable

Draggable is a non-prefabbed class that can be applied to any UI object to allow its visible rect to be draggable. This only works if the object has “Raycast Target” enabled. Optionally a target object can be set to allow dragging only from the target objects visible rect. This can allow you to create draggable headers that also move the content container, without having free-drag on the container. If this is unset then the object that Draggable is on, becomes the dragging space.



Tag: Untagged Layer: UI

Rect Transform
Left 356.75 Top 126.25 Pos Z 0
Right 356.75 Bottom 410.05
Anchors
Min X 0 Y 0
Max X 1 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Canvas Renderer

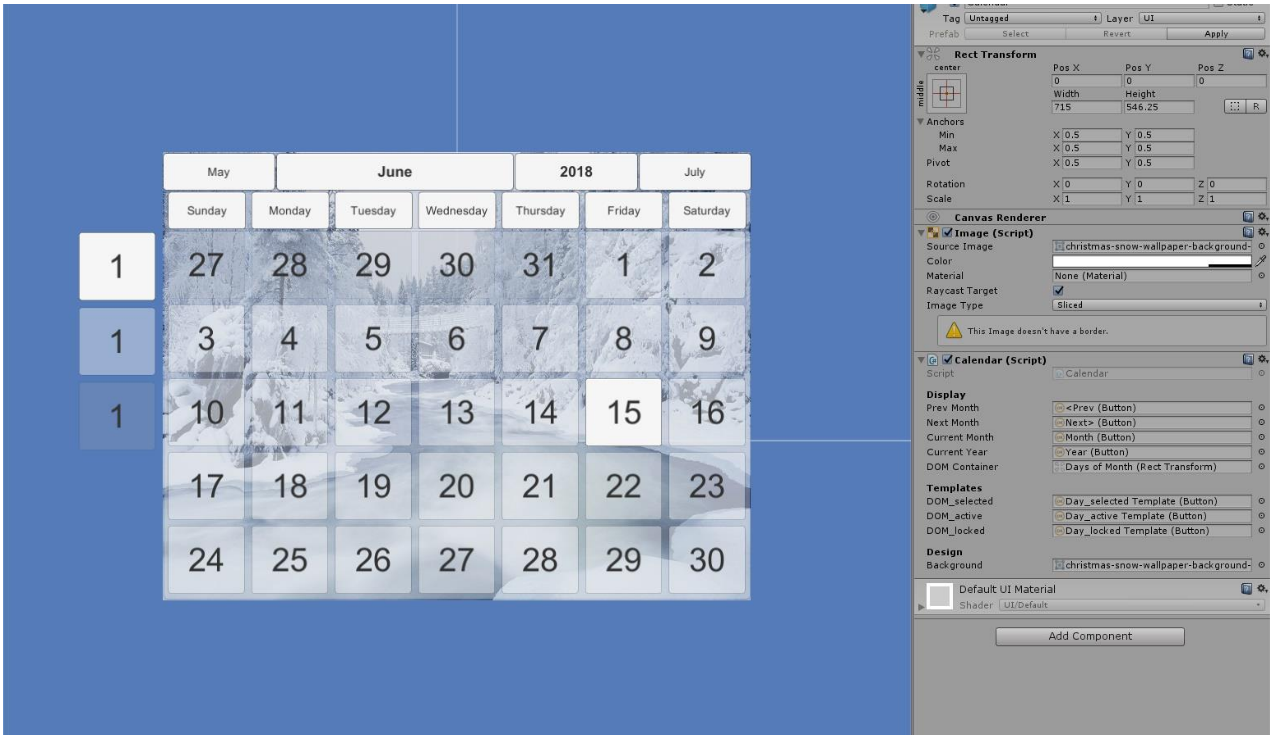
☑ **Image (Script)**
Source Image: Background
Color
Material: None (Material)
Raycast Target ☑
Image Type: Sliced
Fill Center ☑

☑ **Draggable (Script)**
Script: Draggable
Drag Space: None (Rect Transform)
Screen Bound ☑
Canvas: Canvas (Canvas)

Default UI Material
Shader: UI/Default

Calendar

Calendar is an additional prefab to create a functioning calendar based on the system clock, however this can be extended to use an in-game or virtual clock, such as a networked/server-side clock. You can also set a background for the calendar and subscribe to several events, one of which is when the month is changed, to update the background if you choose, per month.



May	June		2018	July		
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
27	28	29	30	31	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

Tag: Untagged Layer: UI

Prefab: Select Revert Apply

Rect Transform

center / middle

Pos X: 0 Pos Y: 0 Pos Z: 0

Width: 715 Height: 546.25

Anchors
Min: X 0.5 Y 0.5
Max: X 0.5 Y 0.5
Pivot: X 0.5 Y 0.5

Rotation: X 0 Y 0 Z 0
Scale: X 1 Y 1 Z 1

Canvas Renderer

☑ **Image (Script)**

Source Image: christmas-snow-wallpaper-background-
Color:
Material: None (Material)
Raycast Target: ☑
Image Type: Sliced

This Image doesn't have a border.

☑ **Calendar (Script)**

Script: Calendar

Display
Prev Month: <Prev (Button)
Next Month: Next> (Button)
Current Month: Month (Button)
Current Year: Year (Button)
DOM Container: Days of Month (Rect Transform)

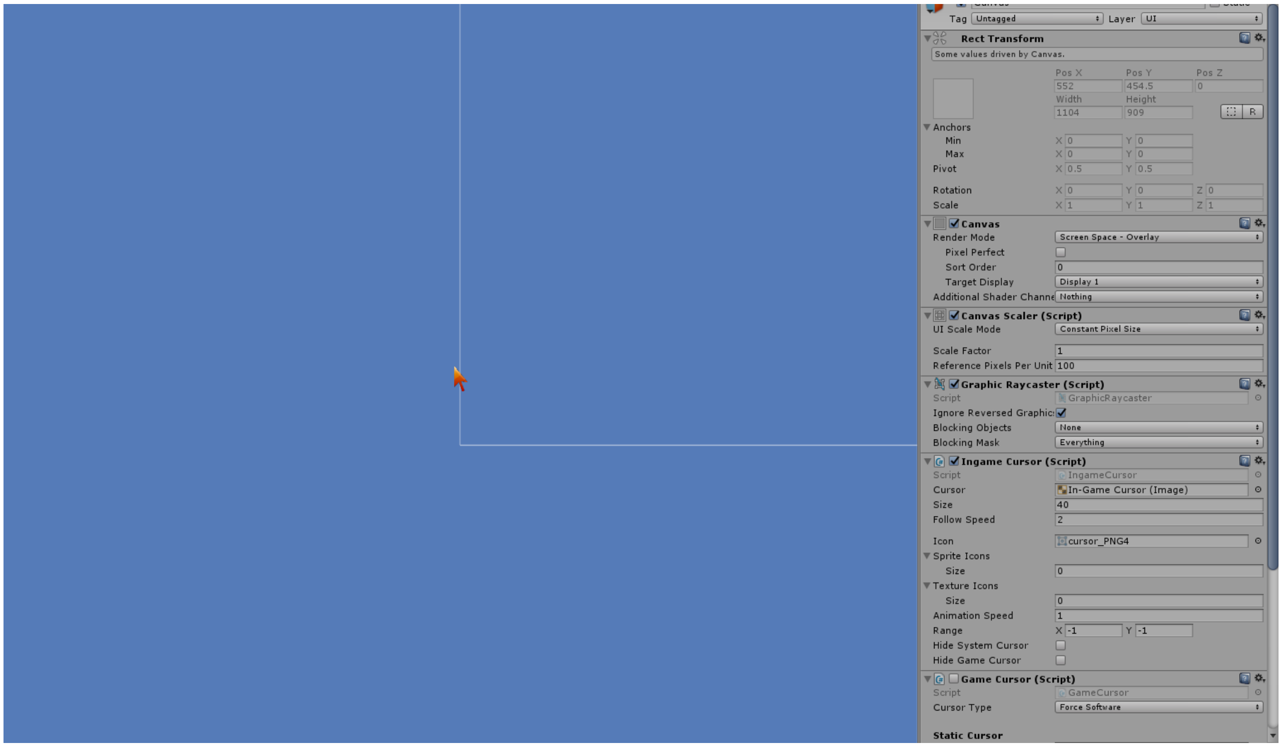
Templates
DOM_selected: Day_selected Template (Button)
DOM_active: Day_active Template (Button)
DOM_locked: Day_locked Template (Button)

Design
Background: christmas-snow-wallpaper-background-

Default UI Material
Shader: UI/Default

In-Game Cursor

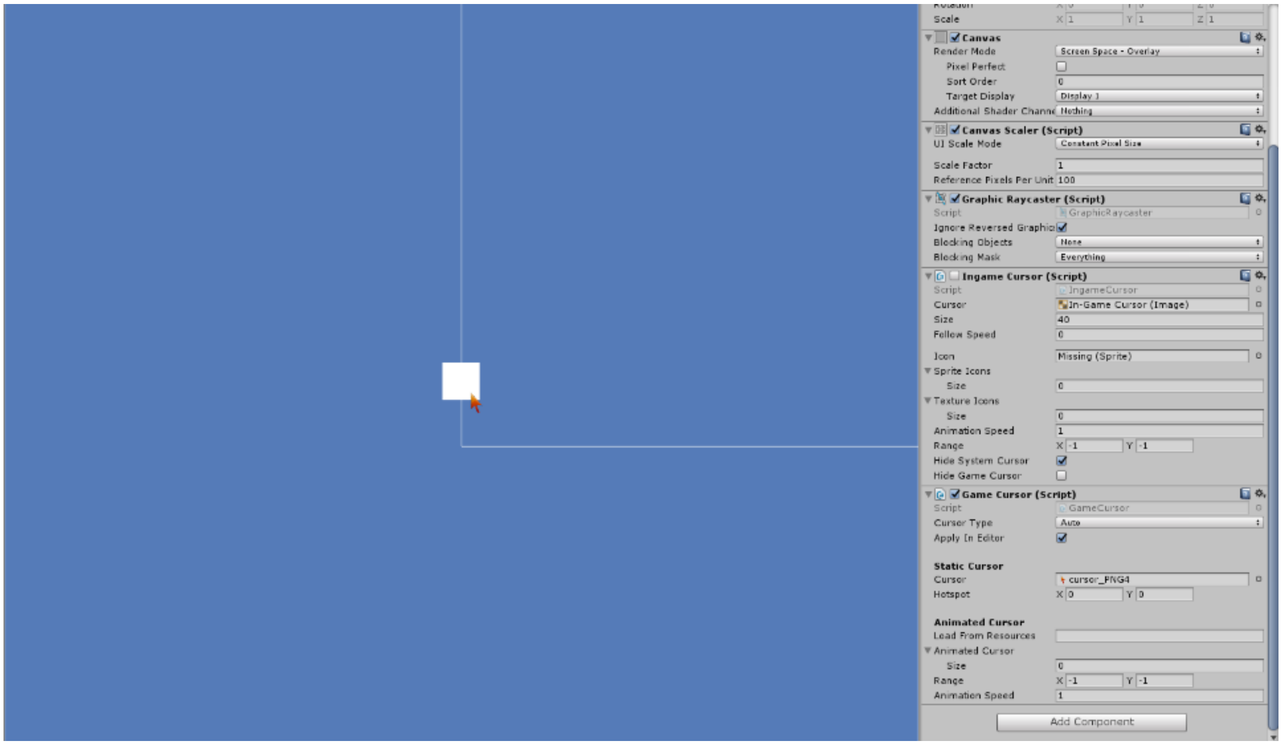
The *Ingame Cursor* uses a UI Image to display a fake cursor at the system cursors position, and can have a delay/follow speed to trail behind the actual position of the system cursor. This can allow you to create multiple in-game cursors or extend the functionality of a regular cursor with animations. It is recommended that the image used for the cursor, has “Raycast Target” disabled to prevent overlay pointer event issues.



```
Tag Untagged                         Layer UI
Rect Transform
Some values driven by Canvas.
                    Pos X      Pos Y      Pos Z
                    552        454.5      0
                    Width      Height
                    1104       909                 R
Anchors
  Min               X 0        Y 0
  Max               X 0        Y 0
Pivot               X 0.5      Y 0.5

Rotation            X 0        Y 0        Z 0
Scale               X 1        Y 1        Z 1
☑ Canvas
Render Mode                   Screen Space - Overlay
  Pixel Perfect               □
  Sort Order                  0
  Target Display              Display 1
Additional Shader Channe      Nothing
☑ Canvas Scaler (Script)
UI Scale Mode                 Constant Pixel Size

Scale Factor                  1
Reference Pixels Per Unit     100
☑ Graphic Raycaster (Script)
Script                        GraphicRaycaster
Ignore Reversed Graphic:      ☑
Blocking Objects              None
Blocking Mask                 Everything
☑ Ingame Cursor (Script)
Script                        IngameCursor
Cursor                        In-Game Cursor (Image)
Size                          40
Follow Speed                  2

Icon                          cursor_PNG4
Sprite Icons
  Size                        0
Texture Icons
  Size                        0
Animation Speed               1
Range                         X -1       Y -1
Hide System Cursor            □
Hide Game Cursor              □
□ Game Cursor (Script)
Script                        GameCursor
Cursor Type                   Force Software

Static Cursor
```

Game Cursor

The *Game Cursor* is similar to the *In-game Cursor* but uses the system cursor settings Unity provides for standalone builds. These cursors can be animated and modified at runtime with hotspot and other cursor settings. Animations do not apply properly when using “Apply in Editor”, outside of Play mode.



Scale X 1 Y 1 Z 1

☑ **Canvas**

Render Mode: Screen Space - Overlay

Pixel Perfect: ☐

Sort Order: 0

Target Display: Display 1

Additional Shader Channe: Nothing

☑ **Canvas Scaler (Script)**

UI Scale Mode: Constant Pixel Size

Scale Factor: 1

Reference Pixels Per Unit: 100

☑ **Graphic Raycaster (Script)**

Script: GraphicRaycaster

Ignore Reversed Graphic: ☑

Blocking Objects: None

Blocking Mask: Everything

☐ **Ingame Cursor (Script)**

Script: IngameCursor

Cursor: In-Game Cursor (Image)

Size: 40

Follow Speed: 0

Icon: Missing (Sprite)

Sprite Icons

Size: 0

Texture Icons

Size: 0

Animation Speed: 1

Range: X -1 Y -1

Hide System Cursor: ☑

Hide Game Cursor: ☐

☑ **Game Cursor (Script)**

Script: GameCursor

Cursor Type: Auto

Apply In Editor: ☑

Static Cursor

Cursor: cursor_PNG4

Hotspot: X 0 Y 0

Animated Cursor

Load From Resources:

Animated Cursor

Size: 0

Range: X -1 Y -1

Animation Speed: 1

Extending the Tools

Every tool is setup with public functions and events, accessible by script, meaning you can write a script on top of what is already there to access the UI tool you'd like, and its public functions, variables and events for further functionality than whats given. Additionally, all the UI Tools source code is commented/documented in a readable way, meaning it shouldn't be too hard to edit the provided scripts if more advanced base functionality is needed. However, note that if you do edit the scripts provided, support with errors cannot be provided. If you find yourself needing to edit the source code, please leave a comment on the asset or email me of the feature(s) you'd like to see with the asset.

Contact

If you have any questions about the asset, or implementation, feel free to email me.

If you found this asset useful consider leaving a comment/rating on the asset. You are welcome to join the Discord community server for additional support or simply stay connected with new content by me and the team.

Email: strongstrenth@hotmail.com

Discord Community Server: https://discord.gg/33PFeMv

Credits & License

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Artist Website: https://www.instagram.com/caroldot.art/

Artist Email: ana.carolina.m.franca@gmail.com

Need a programmer? All code was done by **Dibbie** (asset creator). Visit my website and contact me if you're interested in contracting work for your project.

Developer Website: http://simpleminded.x10host.com/

Developer Email: strongstrenth@hotmail.com

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