

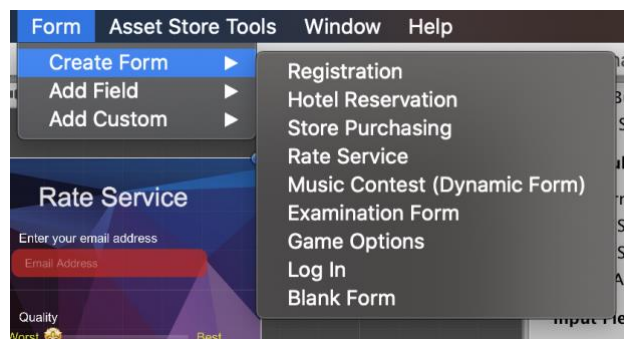
Smart UI Form

by Vectrum Technologies

"Smart UI Form" is an Unity asset, which can help you to create, or customize existing forms. In this document you will see how the things are going in the forms.

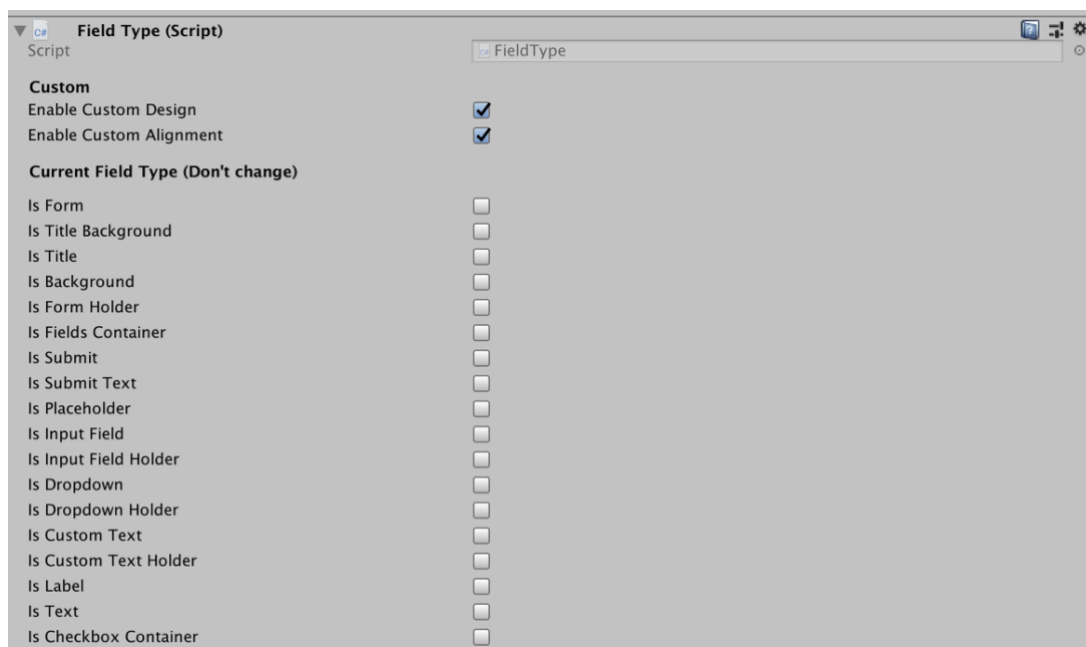
How to setup

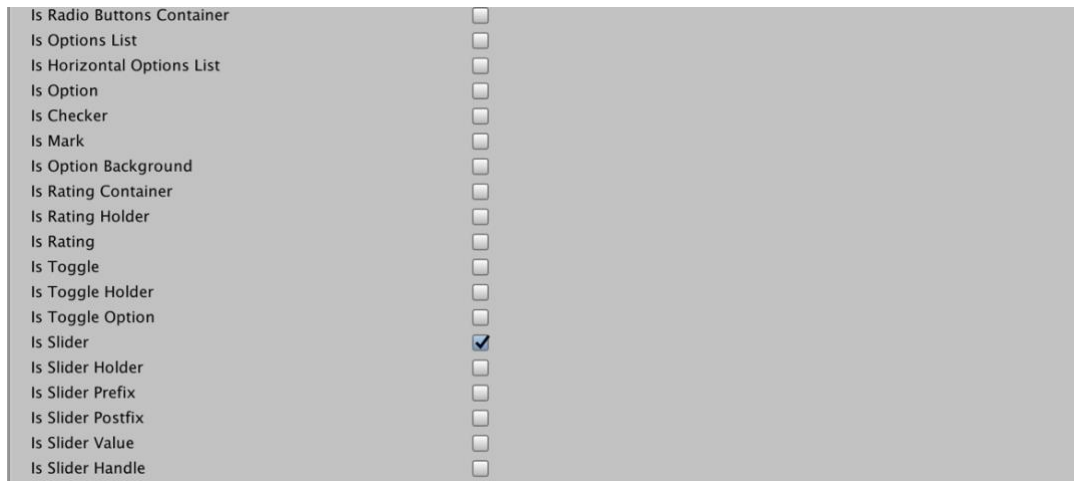
After asset installation has been finished you can create your form (it can be either modified or not) this way: "Form" -> "Create Form" -> *preferred form*. You can add custom or default fields from "Form" menu to your form whenever you want.



Field Type (Script)

"Field Type" script is required for all gameobjects inside form. It identifies the type of every field. "Enable Custom Design" and "Enable Custom Alignment" values can be changed. By activating this allows you to change current component's design or alignment manually. All the other values must remain the way they are.

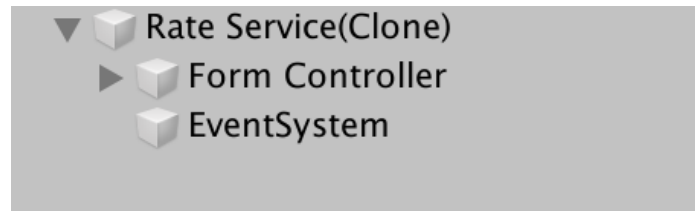




"Field Type" gameobject

Form Controller (gameobject / script)

This one is probably the most important component of the asset, where all things happen. You can change every component's design (colors, fonts etc.) or even set necessary positioning (horizontal, vertical, padding) and alignment from this script.

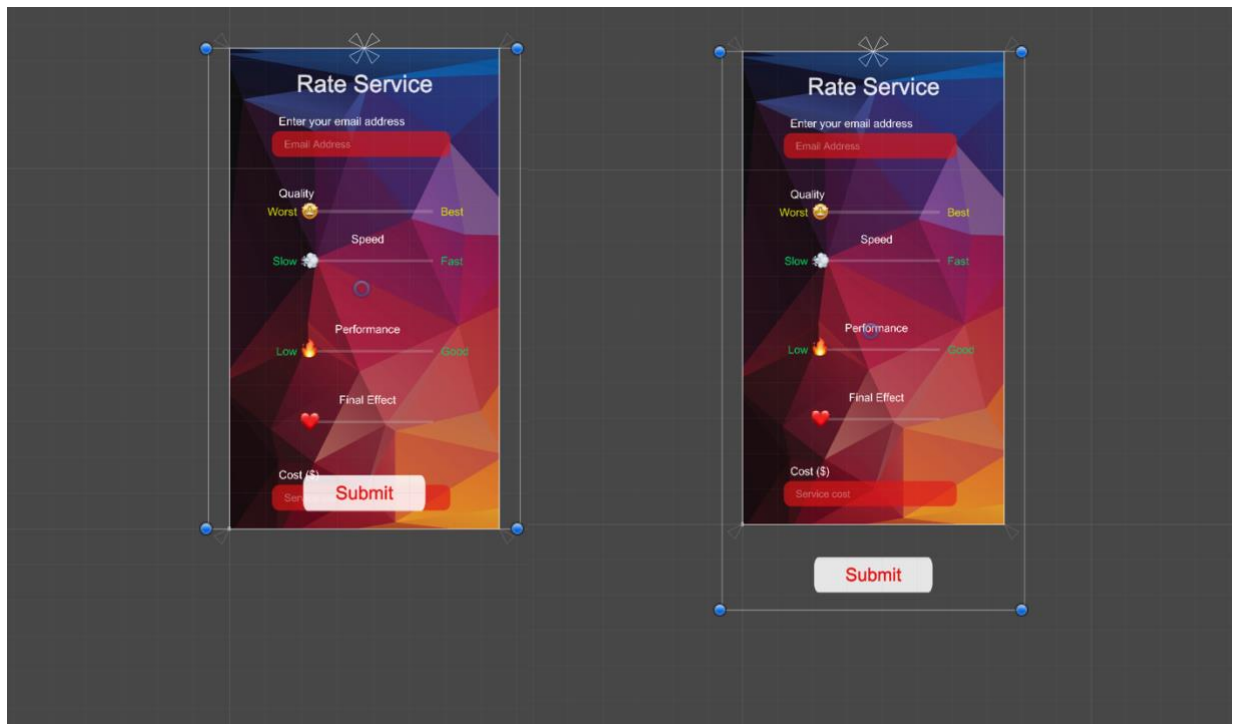


"Form Controller" gameobject

Form controller is the main component, where all the things happen. Let's see what can be done.

Form Holder

Form holder contains all the components except form background. It also has scrolling area attached on it, so you can resize it with "Form Holder".



Resizing form's "Scroll area"

Indicates that the game should render at the platform's default frame rate. Typically on mobile platforms the default frame rate is 30 frames per second. For better performance you can increase frames count.

Target Frame Rate	200
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"Target Frame Rate" change area

Labels

Every field has its own label. All the labels are being controlled by Form Controller. You can change their fonts, colors, font size etc.

Labels	
Hide All Labels	<input type="checkbox"/>
Labels Font	Arial
Labels Font Size	100
Labels Text Align	Lower Left
Labels Font Style	Normal
Labels Font Color	

"Labels" change area

Title

Every form has default title, which can be modified from this part of Form Controller. You can play with it however you want, change color, text, hide or show title background etc.

Title

Hide Title ☐

Hide Title Background ☒

Title Background Width

Title Background Height

Smooth Title Background ☒

Title Background Color

Title Font

Title Font Size

Title Font Style

Title Align

Title Font Color

"Title" change area

Fields

Smart UI Forms are also very flexible, so you can change fields padding, vertical and horizontal positioning. Fonts and font styles can also be changed from here (except custom text field). All the changes are will affect fields, with "enable custom design" mode off.

Fields

Fields Padding

Fields Vertical

Fields Horizontal

Fields Font

Fields Font Style

"Fields" change area

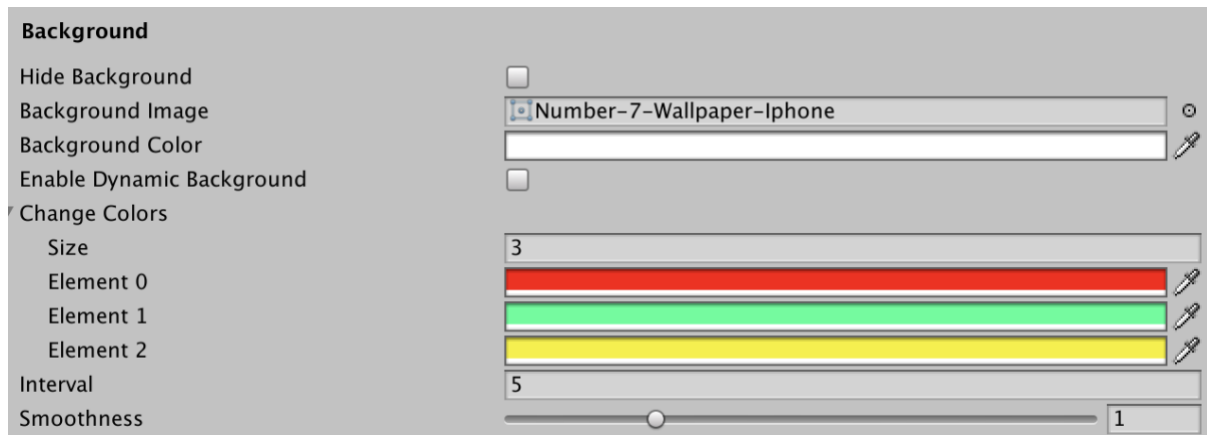
Background

Every smart UI form has its own background. There are three types of backgrounds

- Solid color
- Dynamic

- Image

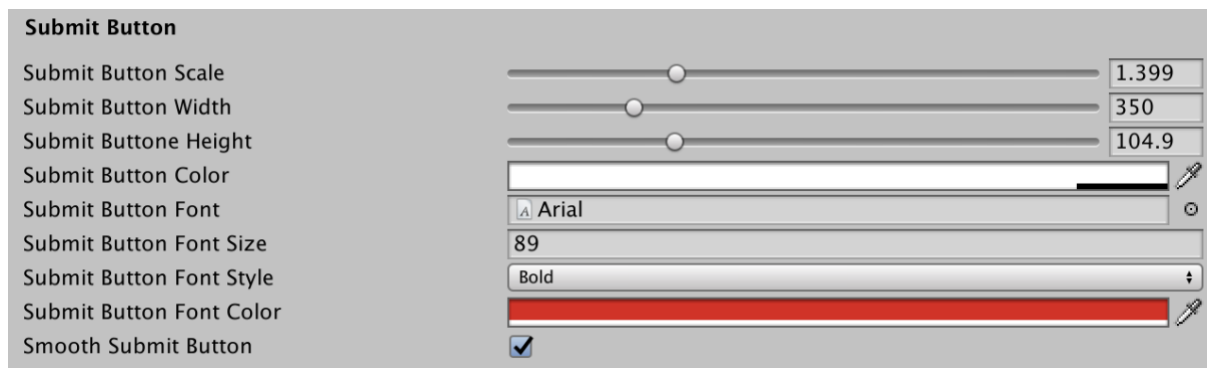
You can change background color, hide it or make its color change dynamically: just set preferred colors in public "Change Colors" array. You are able to set any picture as a background from "Form Controller" -> "Background" -> "Background Image".



"Background" change area

Submit Button

Submit button is another required component for all forms. It is rather easy to handle with it, changing colors, fonts etc.



"Submit Button" change area

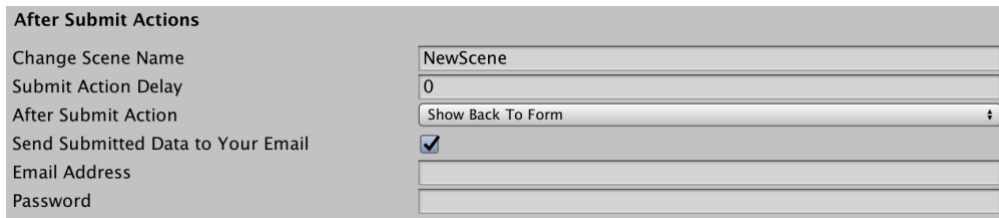
After submit actions

There are 3 types of this actions

- Change Scene After Submit
- Hide Form After Submit

- Show Back To Form

You can choose necessary action from popup. You will be able to write necessary scene name, if you want "Change Scene After Submit" action to take on. You can also set action delay time.

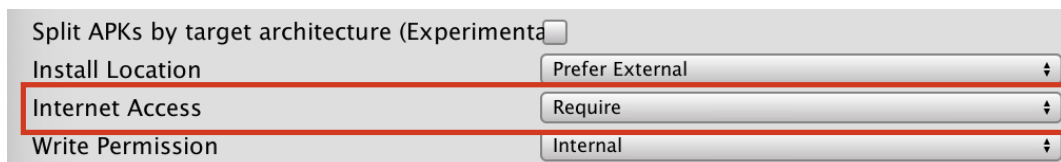


After Submit Actions	
Change Scene Name	NewScene
Submit Action Delay	0
After Submit Action	Show Back To Form
Send Submitted Data to Your Email	<input checked="" type="checkbox"/>
Email Address	
Password	

"After Submit Actions" change area

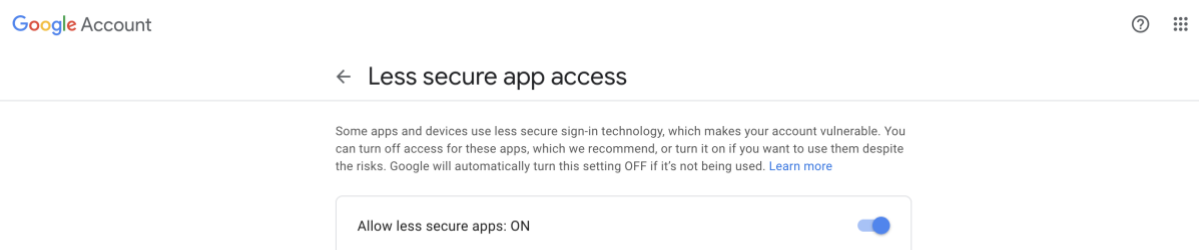
You can also get all the submitted data in your email, activating "Send Submitted Data To your Email". You need to complete some actions to get this option working.

1. Go into "File" -> "Build settings", choose "Android" platform and then open "Player Settings". Set "Internet access" option from "Auto" to "Require".



Split APKs by target architecture (Experimental)	<input type="checkbox"/>
Install Location	Prefer External
Internet Access	Require
Write Permission	Internal

2. Sign In into your E-mail, where you want to get your data and activate "Allow less secure apps"(<https://myaccount.google.com/lesssecureapps>) to allow your app send messages into your e-mail.



Google Account

← Less secure app access

Some apps and devices use less secure sign-in technology, which makes your account vulnerable. You can turn off access for these apps, which we recommend, or turn it on if you want to use them despite the risks. Google will automatically turn this setting OFF if it's not being used. [Learn more](#)

Allow less secure apps: ON

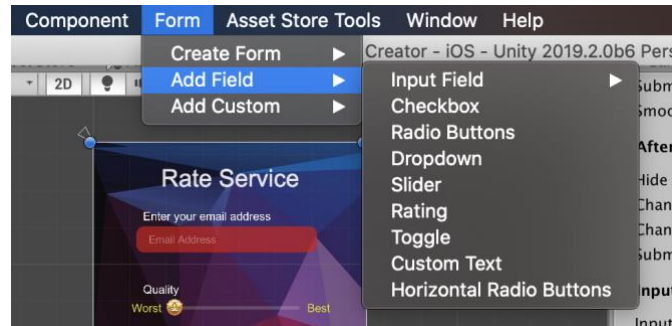
3. Go back into unity and make sure you've entered your "E-mail" address and "Password", which is required for sending email.

Note: All the personal info is private and no one can access them.

Now all the submitted data will be sent to your e-mail address.

How to add default or custom fields

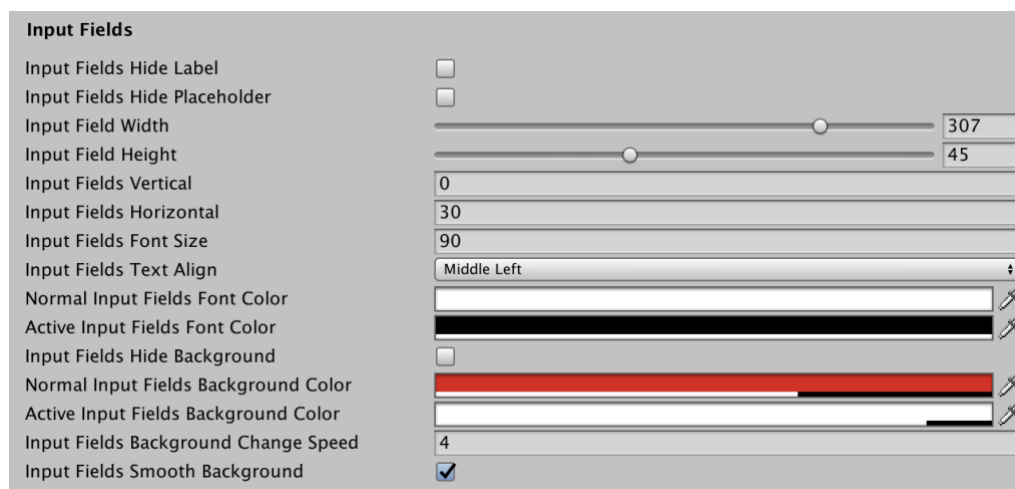
You can add some fields to your form like this "Form" -> "Add Field" or "Add Custom Field"



Add default or custom fields

Input Fields

Input Fields are very usable type of fields. A lot of forms at least have one input field. You can modify input fields from here



"Input Fields" change area

Checkbox and Radio Button Fields

These fields are rather similar functionally. They have 3 options as default. You can increase options by copy pasting some of options. This fields can be modified from here

Checkbox Fields	
Checkbox Fields Hide Label	<input type="checkbox"/>
Checkbox Fields Scale	<input type="range"/> 0.135
Checkbox Fields Vertical	<input type="text" value="0"/>
Checkbox Fields Padding	<input type="text" value="20"/>
Checkbox Fields Horizontal	<input type="text" value="20"/>
Checkbox Fields Check Area Size	<input type="range"/> 28
Checkbox Fields Font Size	<input type="text" value="65"/>
Checkbox Fields Text Align	<input type="text" value="Middle Left"/>
Checkbox Fields Set Text Active Color	<input type="checkbox"/>
Checkbox Fields Background Not Active Color	<input type="color"/>
Checkbox Fields Background Active Color	<input type="color"/>
Checkbox Fields Mark Color	<input type="color"/>
Checkbox Fields Font Color	<input type="color"/>
Radio Button Fields	
Radio Button Fields Hide Label	<input type="checkbox"/>
Radio Button Fields Scale	<input type="range"/> 0.14
Radio Button Fields Vertical	<input type="text" value="90"/>
Radio Button Fields Padding	<input type="text" value="45"/>
Radio Button Fields Horizontal	<input type="text" value="10"/>
Radio Button Fields Check Area Size	<input type="range"/> 25
Radio Button Fields Font Size	<input type="text" value="45"/>
Radio Button Fields Text Align	<input type="text" value="Middle Left"/>
Radio Button Fields Set Text Active Color	<input checked="" type="checkbox"/>
Radio Button Fields Background Not Active Color	<input type="color"/>
Radio Button Fields Background Active Color	<input type="color"/>
Radio Button Fields Font Color	<input type="color"/>

"Checkbox" and "Radio Button" fields change area

Dropdown Fields

Dropdown fields have 3 options as default. You can increase options by copy pasting some of options. This fields can be modified from here

Dropdown Fields	
Dropdown Fields Hide Label	<input type="checkbox"/>
Dropdown Fields Scale	<input type="range"/> 1.26
Dropdown Fields Width	<input type="text" value="150"/>
Dropdown Fields Height	<input type="text" value="42"/>
Dropdown Fields Vertical	<input type="text" value="10"/>
Dropdown Fields Horizontal	<input type="text" value="30"/>
Dropdown Fields Font Size	<input type="text" value="75"/>
Dropdown Fields Font Color	<input type="color"/>
Dropdown Fields Template Scale	<input type="range"/> 1.1
Dropdown Fields Normal Color	<input type="color"/>
Dropdown Fields Selected Color	<input type="color"/>
Dropdown Fields Background Color	<input type="color"/>
Dropdown Fields Smooth Background	<input checked="" type="checkbox"/>

"Dropdown" fields change area

Slider Fields

These fields can be used as ratings or value setters. All the attributes can be changed from here

Slider Fields

Slider Fields Hide Label	<input type="checkbox"/>
Slider Fields Scale	<input type="range"/> 0.29
Slider Fields Vertical	<input type="text" value="0"/>
Slider Fields Horizontal	<input type="text" value="30"/>
Slider Fields Hide Prefix	<input type="checkbox"/>
Slider Fields Hide Postfix	<input type="checkbox"/>
Slider Fields Hide Value	<input checked="" type="checkbox"/>
Slider Fields Font Size	<input type="text" value="69"/>
Slider Fields Font Color	<input type="color" value="#00FF00"/>
Slider Fields Handle Color	<input type="color" value="#FFFFFF"/>
Slider Fields Background Color	<input type="color" value="#808080"/>
Slider Fields Filled Area Color	<input type="color" value="#FF0000"/>
Slider Fields Whole Value	<input type="checkbox"/>
Slider Fields Custom Handle Image	<input type="text" value="None (Sprite)"/>
Slider Fields Decimal Digits Count	<input type="text" value="1"/>

"Slider" fields change area

Rating Fields

Rating fields can be very useful, if you want to get some rating from your users. It has stars or circles as shapes, and can be modified from here

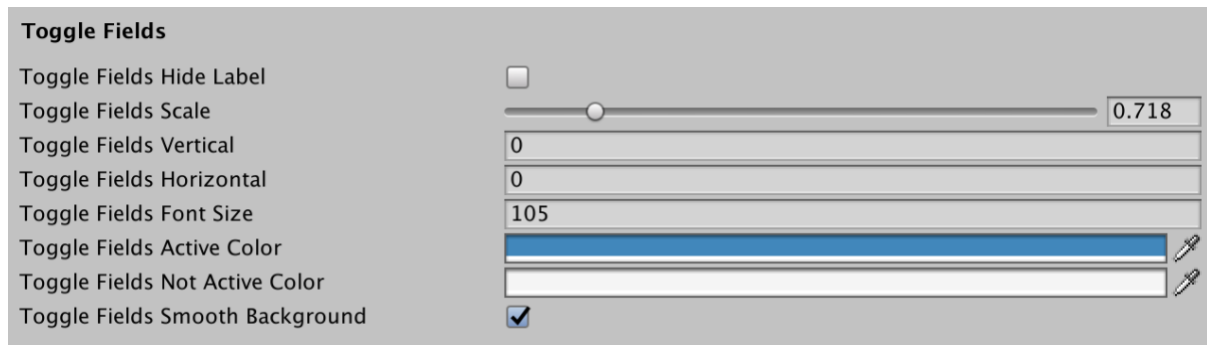
Rating Fields

Rating Fields Hide Label	<input type="checkbox"/>
Rating Fields Scale	<input type="range"/> 0.38
Rating Fields Width	<input type="text" value="100"/>
Rating Fields Height	<input type="text" value="100"/>
Rating Fields Vertical	<input type="text" value="0"/>
Rating Fields Padding	<input type="text" value="10"/>
Rating Fields Horizontal	<input type="text" value="20"/>
Rating Fields Is Star	<input checked="" type="checkbox"/>
Rating Fields Active Color	<input type="color" value="#FFA500"/>
Rating Fields Not Active Color	<input type="color" value="#808080"/>

"Rating" fields change area

Toggle Fields

Toggle fields have two possible values ("Positive" - "Negative", "One Player" - "Two Players" etc.). These fields can be modified from here



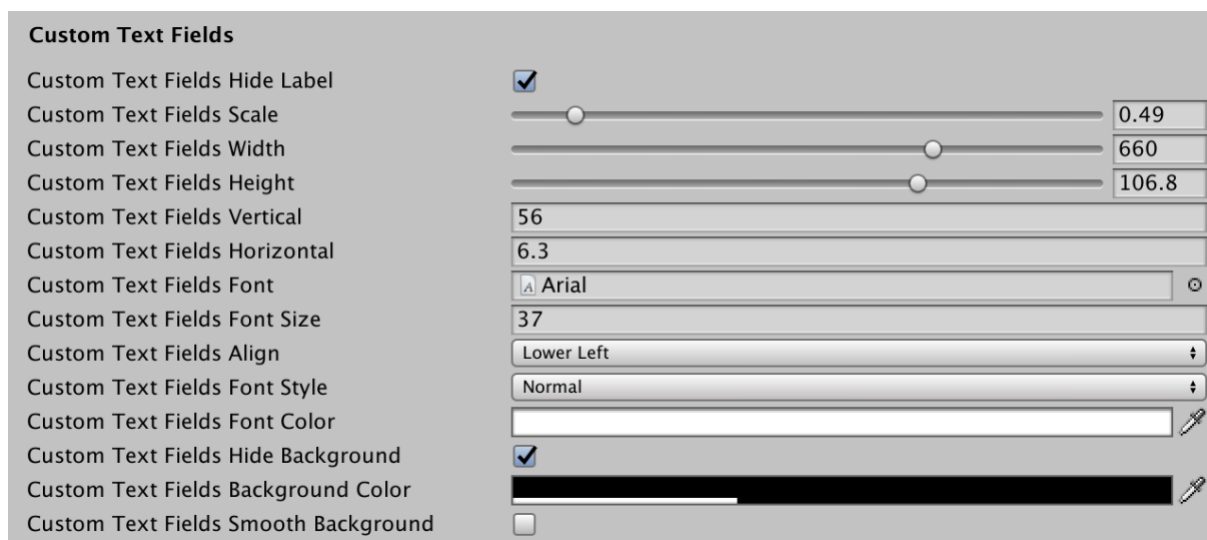
The 'Toggle Fields' configuration panel includes the following settings:

Property	Value
Toggle Fields Hide Label	<input type="checkbox"/>
Toggle Fields Scale	0.718
Toggle Fields Vertical	0
Toggle Fields Horizontal	0
Toggle Fields Font Size	105
Toggle Fields Active Color	Blue
Toggle Fields Not Active Color	White
Toggle Fields Smooth Background	<input checked="" type="checkbox"/>

"Toggle" fields change area

Custom Text Fields

Custom text fields are custom text choice in need. You can add "Forgot your password?" or "Give us your rating" etc. variants using this fields. They can be modified from here



The 'Custom Text Fields' configuration panel includes the following settings:

Property	Value
Custom Text Fields Hide Label	<input checked="" type="checkbox"/>
Custom Text Fields Scale	0.49
Custom Text Fields Width	660
Custom Text Fields Height	106.8
Custom Text Fields Vertical	56
Custom Text Fields Horizontal	6.3
Custom Text Fields Font	Arial
Custom Text Fields Font Size	37
Custom Text Fields Align	Lower Left
Custom Text Fields Font Style	Normal
Custom Text Fields Font Color	White
Custom Text Fields Hide Background	<input checked="" type="checkbox"/>
Custom Text Fields Background Color	Black
Custom Text Fields Smooth Background	<input type="checkbox"/>

"Custom Text" fields change area