GUI PRO
SIMPLE
CASUAL

**LAYER LAB**

01 Package description

- The maximum supported resolution is **2560 x 1440**
- It is **optimized for mobile.**
- The font was created with **TextMeshProUGUI** and The font used in the demo scene is free font.
- Sprite images come in their original sizes.
- Function icons come in a variety of sizes (x2), and for item icons, they come in multipliers of their original size and 2.
- The sample project is still unfinished and will continue to be updated in the future.

02 Basic Setup

1. GameView Resolution Setting

- If you set it to the desired resolution in the game view, you can preview it.
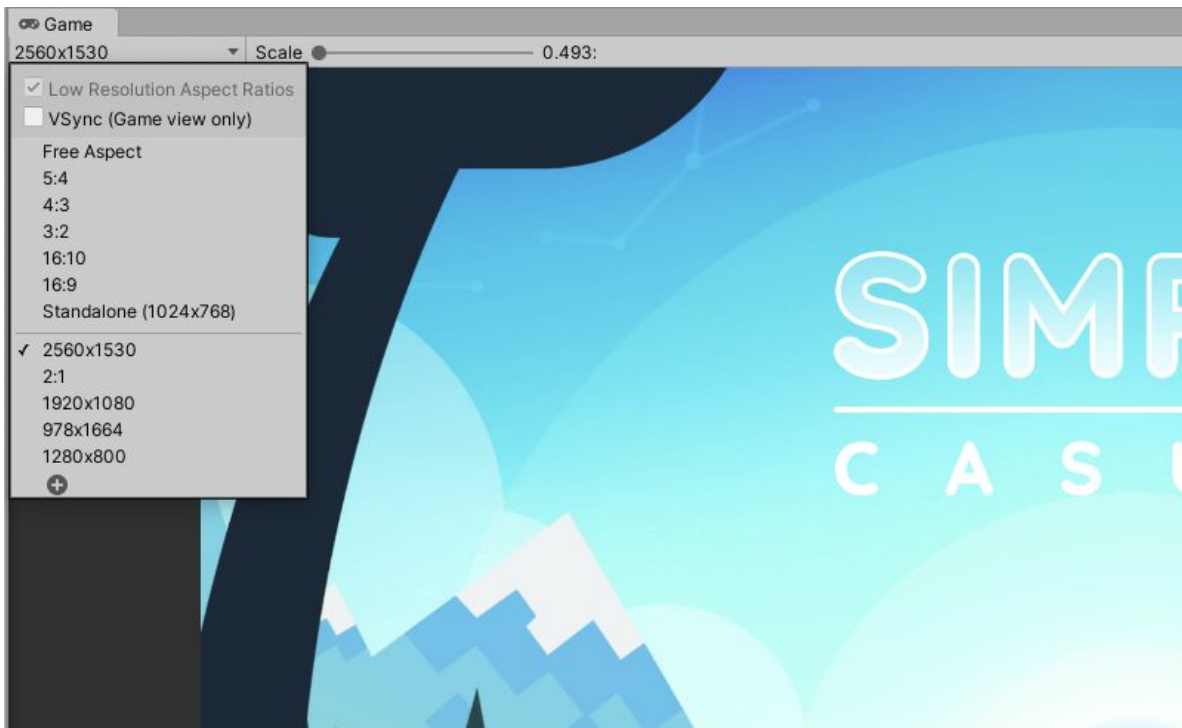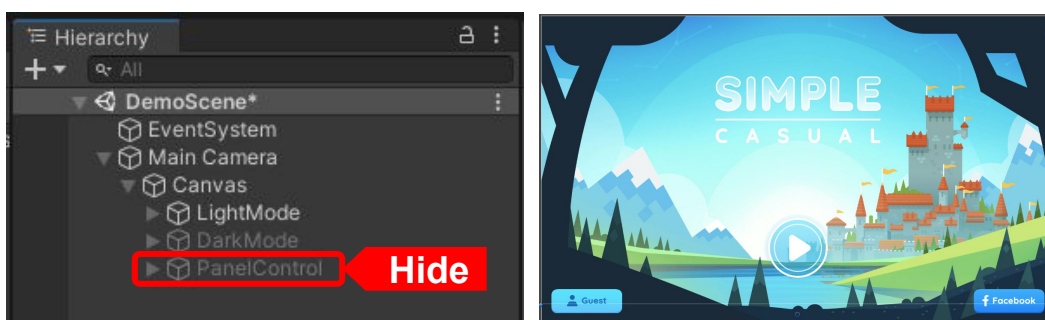

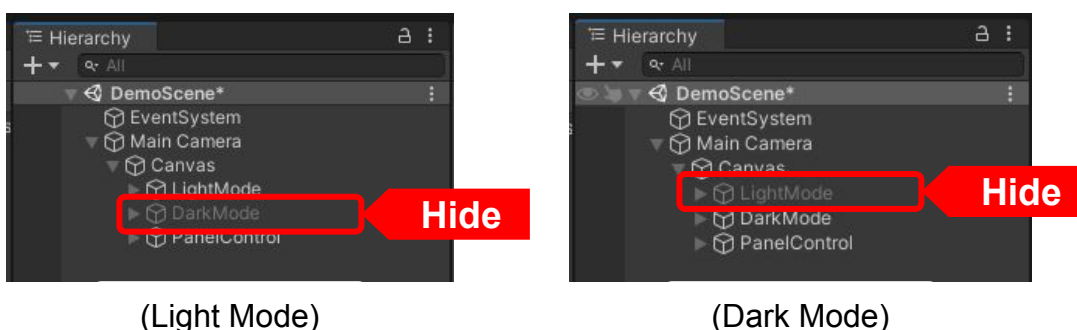### 2. Canvas Scaler Settings
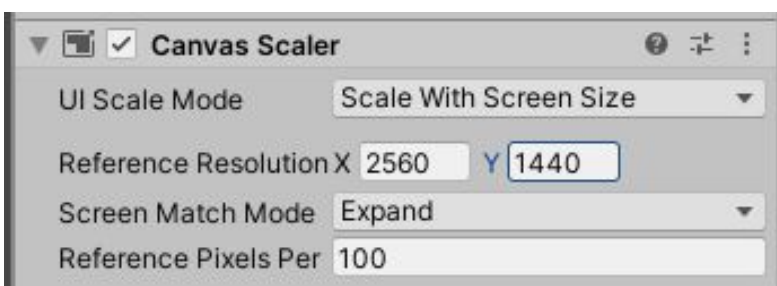
03 PanelControl

There is PanelControl in the demo scene.

- You can hide it or make it visible, so adjust it according to your convenience.

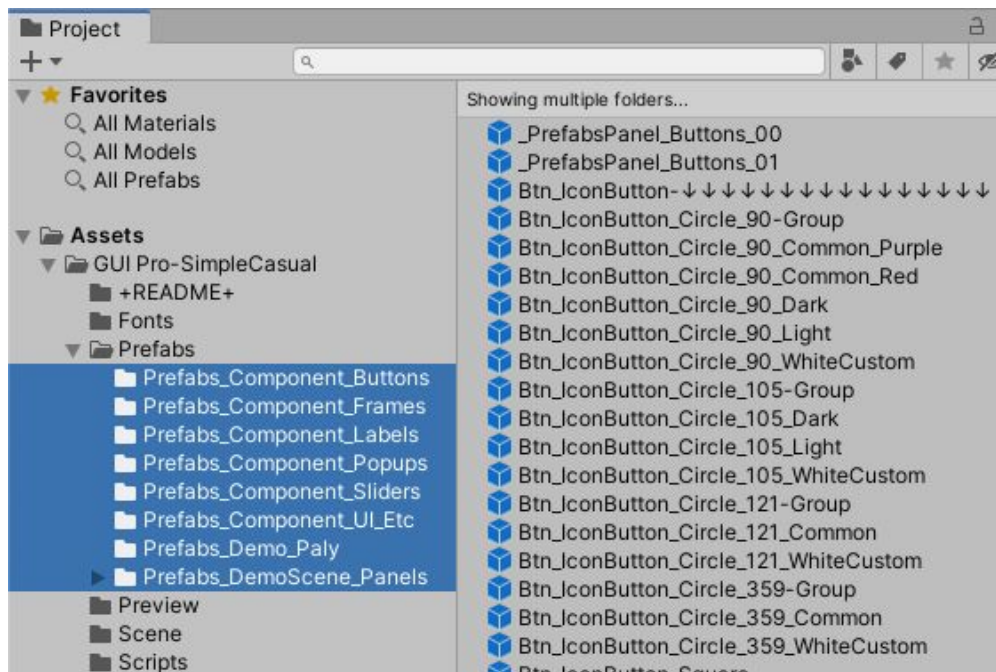- Select Light Mode and Dark Mode respectively and use the panel controls.
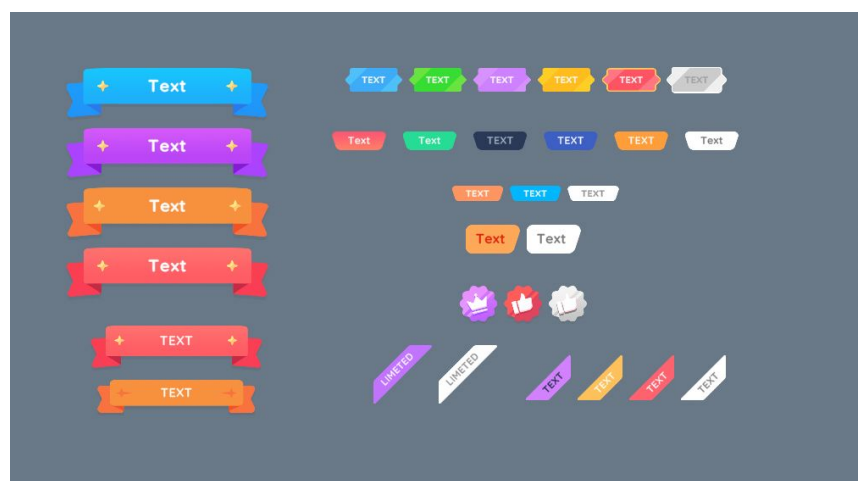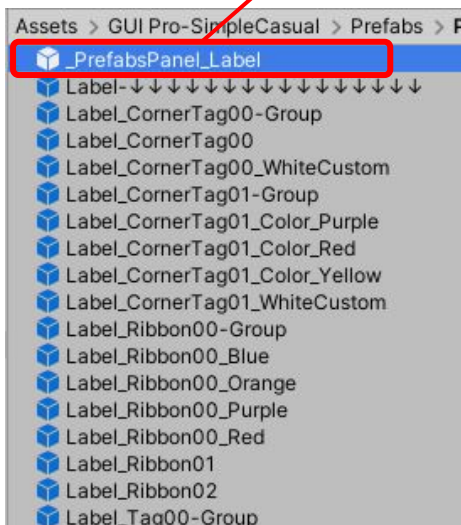

(Light Mode)   (Dark Mode)

04 Prefabs

All UI prefabs are located in the path below.

- Components were classified as buttons, frames, labels, popups, sliders and UI_etc and saved as prefabs.
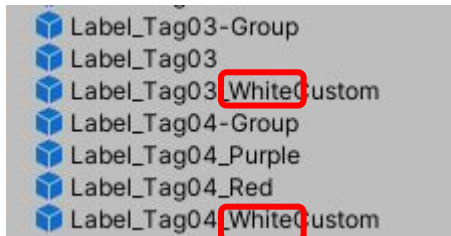- Each demo scene was saved as a prefab in DemoScene_Panels.

Double-click on the **"_PrefabsPanel_xx"** to view the screen of a collection of prefabs at a glance.

- Component prefaps have **designated colors** and **customizable white versions** according to demo scenes.
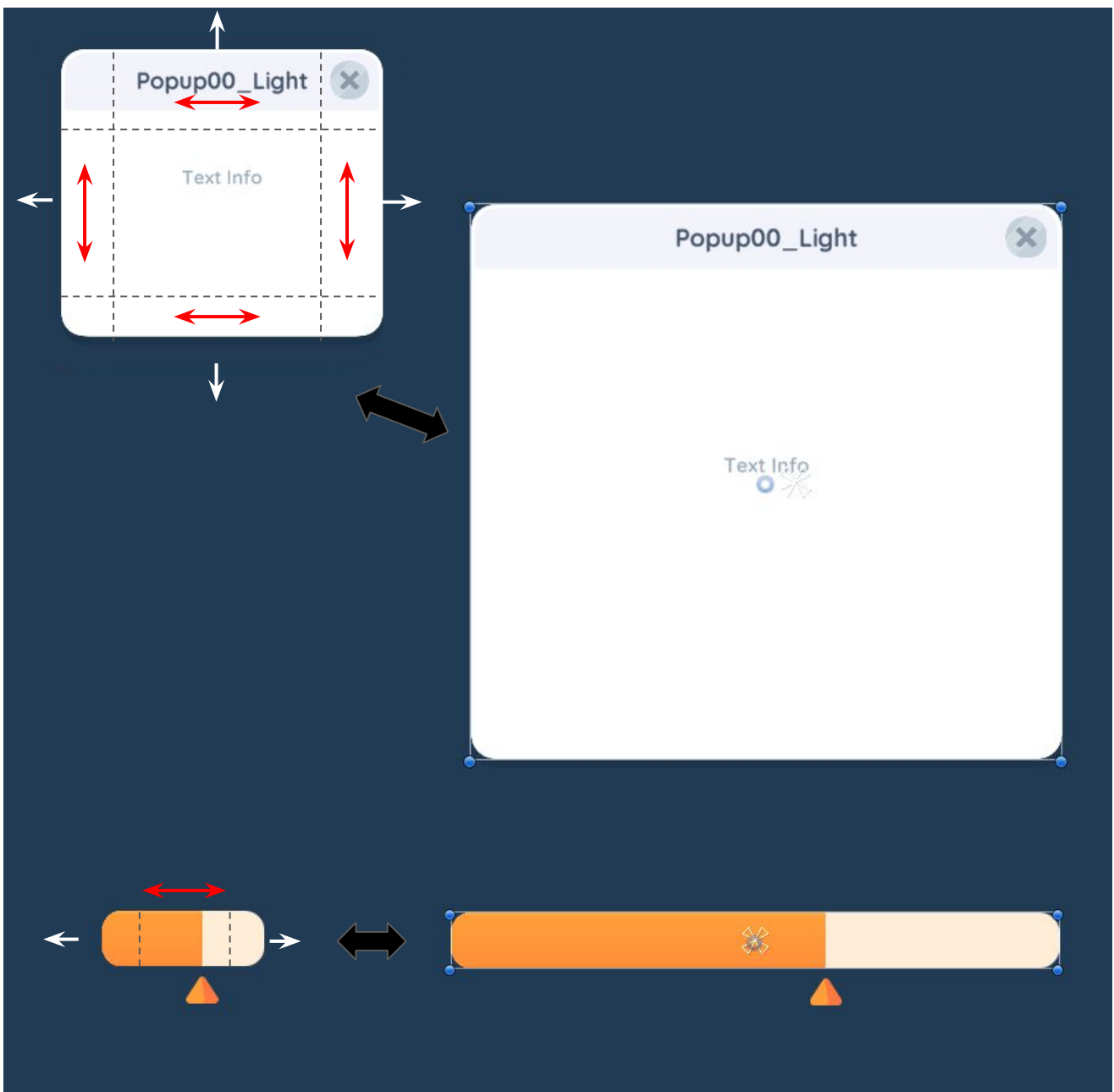

- The **white prefabs** may be difficult to express the detailed design shown in the demo version, but it has the advantage of being able to customize the color directly from the engine.

The Sprite elements except for some have been sliced and can be resized.

- Some designs only slice horizontally.
- 9-patch is not possible for complex gradation designs.
- Some elements have a minimum size depending on the design, such as tables, banners, and pop-up frames.

THANK YOU