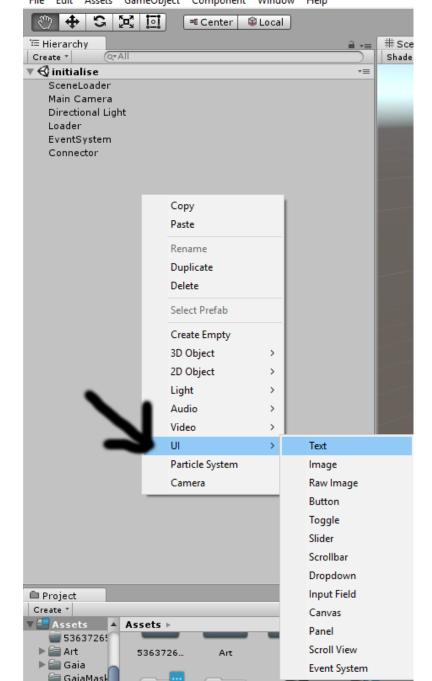
AKA User Interface AKA Buttons

What are first steps?

- 1.) Right click.
- 2.) Navigate to UI.
- 3.) Navigate to the UI piece you want.

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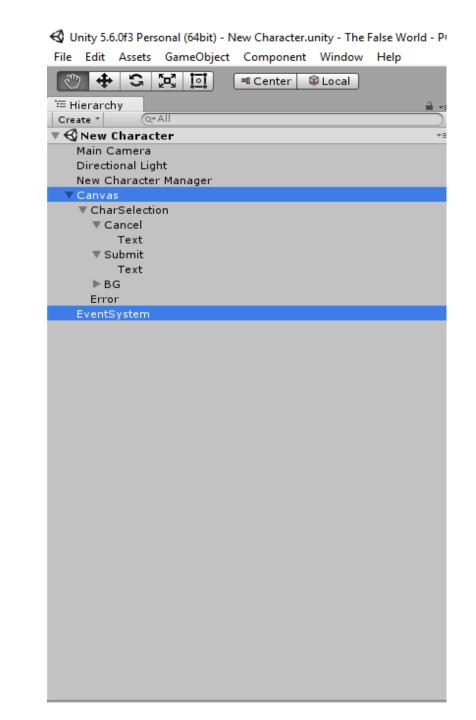
DON'T FREAK OUT

You may notice that three objects were created, instead of one

WHY IS THIS?

- One object is the one you wanted to create.
- One object is called "Canvas", and is a parent for all UI.
- One object is called "EventSystem", and handles any
 UI interactions, such as buttons.

For the most part, ignore Canvas and EventSystem



Preparing code for buttons

- When you want to use a button, you need to prepare your code to do something when the button is pressed.
- Create a new method, and call it whatever you want.
- Make sure to declare it as public
 EX: public void genericMethodName()
- This is the method we'll use when the button is pressed.

Actually creating the button.

- Right click and create a button
- Navigate to the object
- Under the inspector, you'll notice a new component, called "Button(Script)"
- The child object, "Text", is what the client sees.
 You edit many variables of the text component in the child object.

🔇 Unity 5.6.0f3 Personal (64bit) - character.unity - The False World - PC, Mac & Linux Sta Edit Assets GameObject Component Window Help ™ Center 🔯 Local '≔ Hierarchy # Scen Shaded Create ▼ **€** character Main Camera Directional Light ▼ Canvas Сору ▶ Delete Paste Char1BG Rename Char2BG Char3BG Duplicate ▶ Char4BG Delete Select Prefab ▶ Char3 Create Empty ▶ RemoveChar 3D Object ▶ Select EventSystem 2D Object CharacterInfo CharacterManage Audio Video UI Text Particle System Image Camera Raw Image Button Toggle Slider Scrollbar Dropdown Input Field Canvas Scroll View Project Event System

Making the button do what you want

- Find the On Click() window under the Button component
- Click the plus button in the bottom right.
- Drag the Game Object that contains the script into the "None(Object)" box.
- Find the "No Function" dropdown box, and find your scripts name. Then, look for your public method.



