

GUI

THE STONE



LAYER LAB

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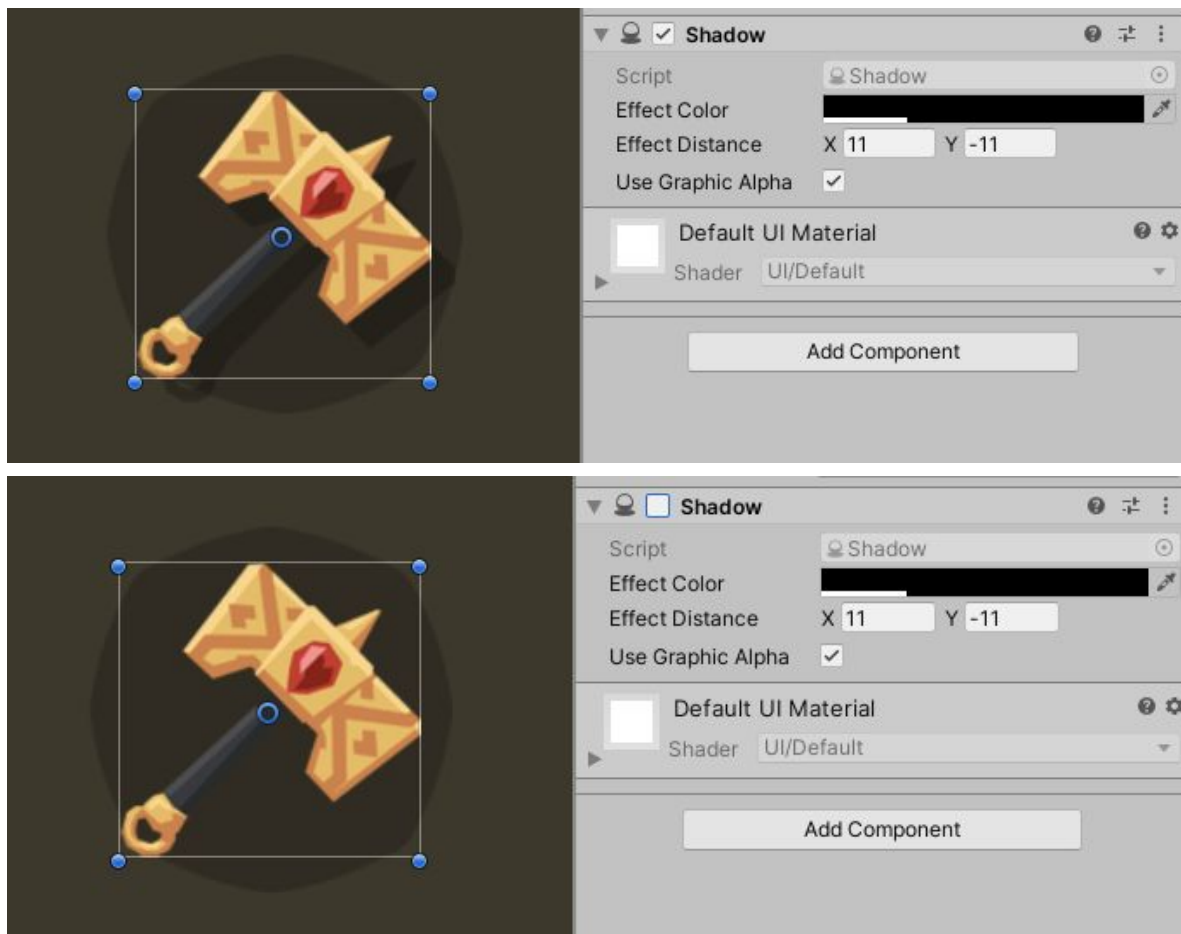
01 Package description



- The maximum supported resolution is **1920 x 1080**
- It is **optimized for mobile**.
- The first production ratio is **16:9**, and all ratios such as **16:10**, **2:1**, and **4:3** are **supported**.
- The font was created with **TextMeshProUGUI** and the font used is free.
- The sample project is still unfinished and will **continue to be updated in the future**.

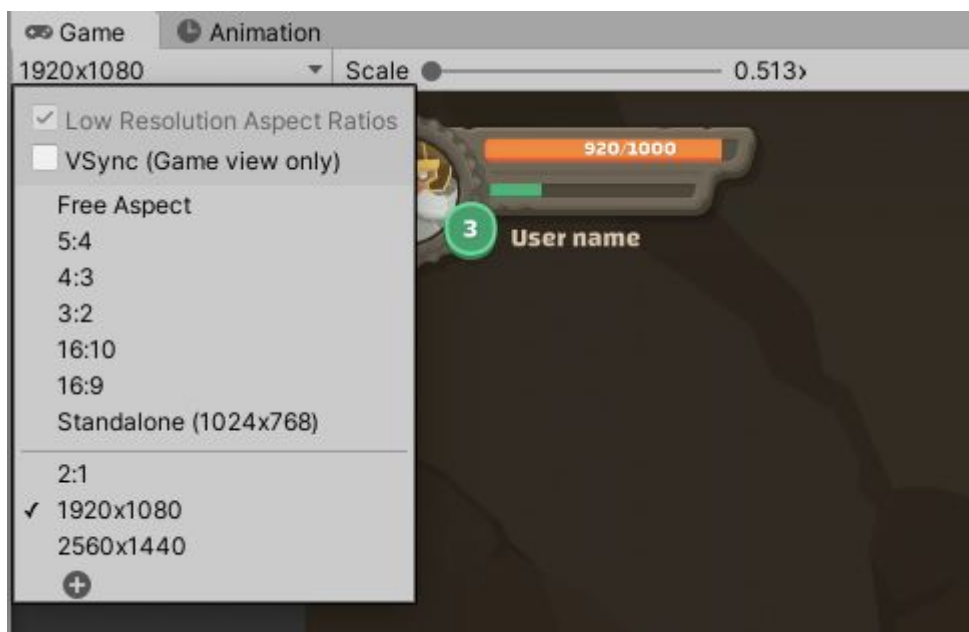
v2.0 update

- In v2.0, **shadows merged into images are removed**, Added shadow component from Unity engine.
- **Shadows can be customized using the shadow component.**

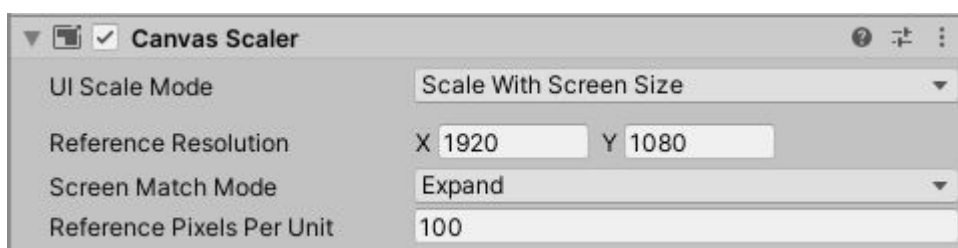


1. GameView Resolution Setting

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



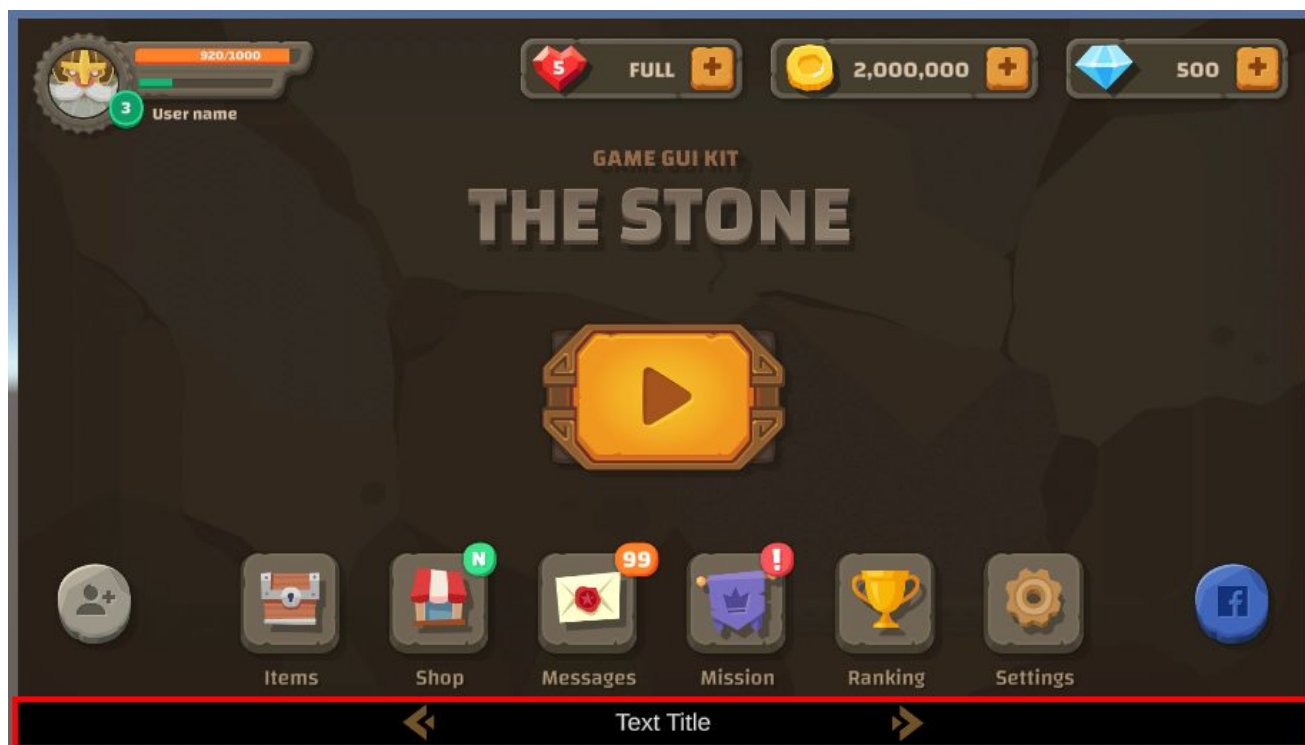
2. Canvas Scaler Settings



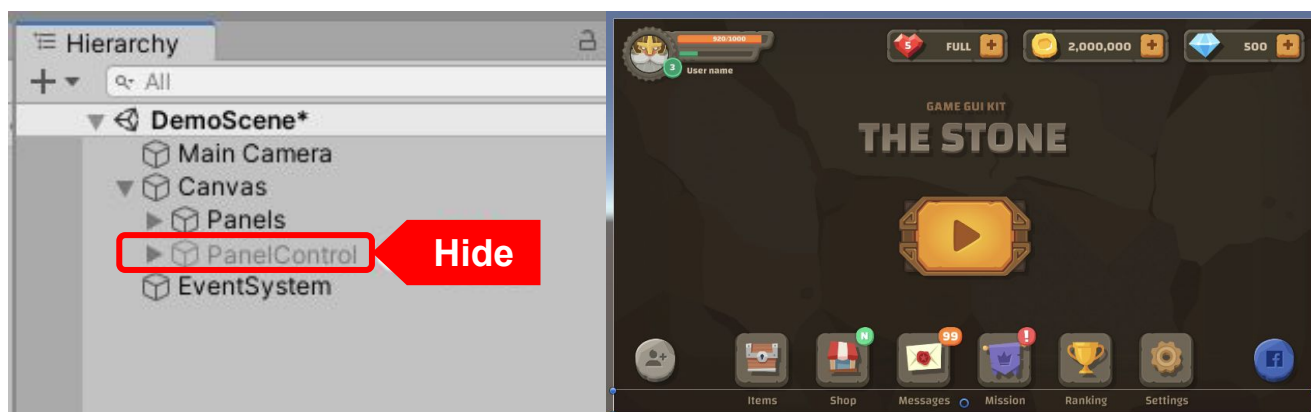
03 PanelControl



There is PanelControl in the demo scene.



you can hide it for your convenience.

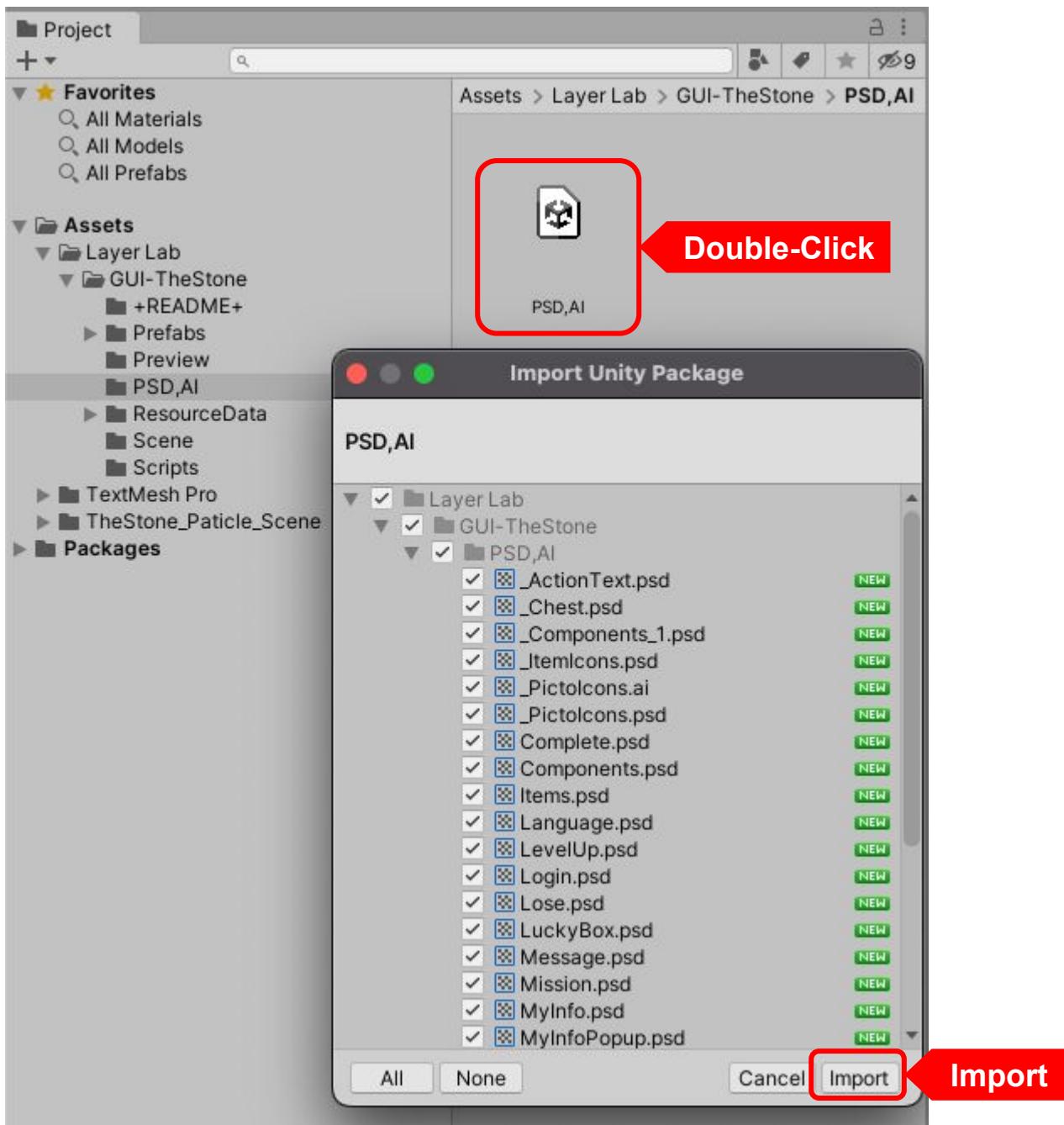


04 Packaged Elements



PSD have been packaged to speed up import.

You can import a packaged file by Double-Clicking it.

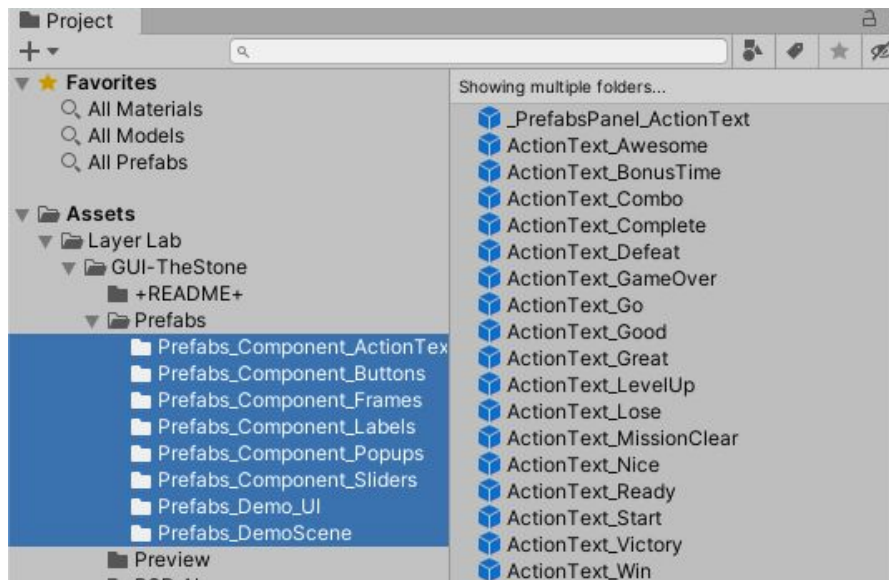


05 Prefabs

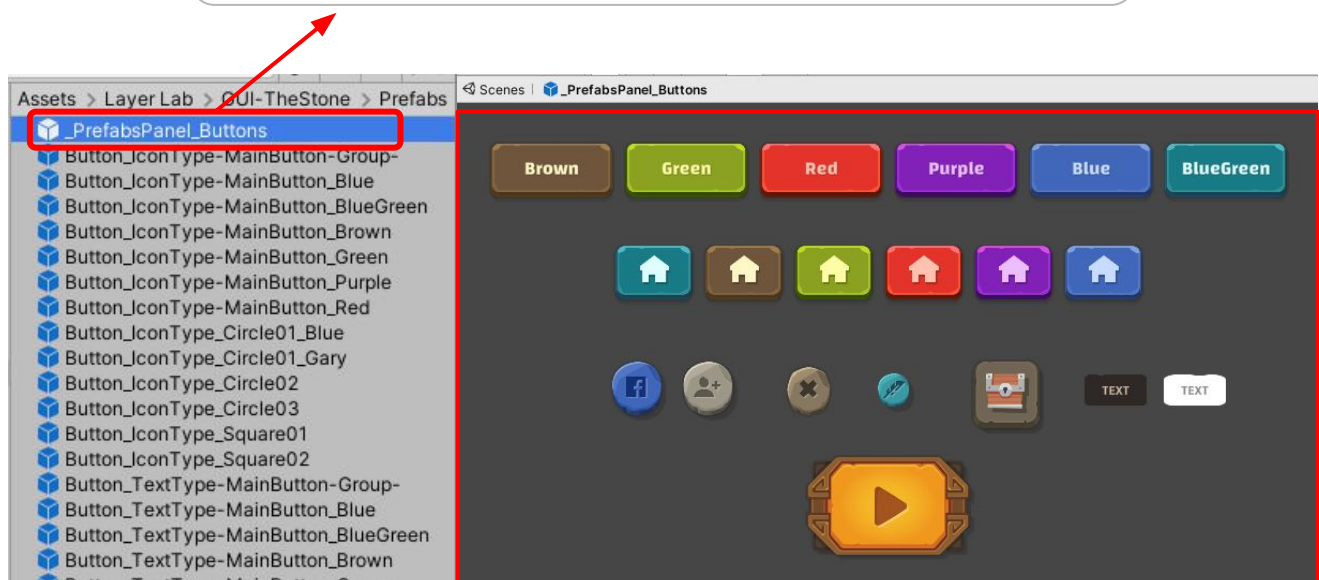


All UI prefabs are located in the path below.

- 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.

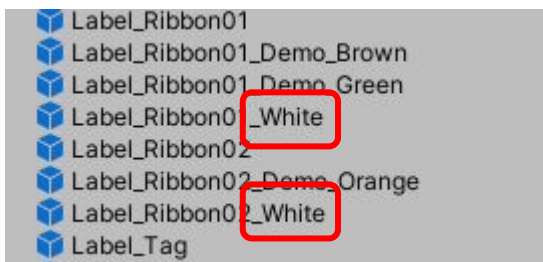


06 Prefabs White Elements

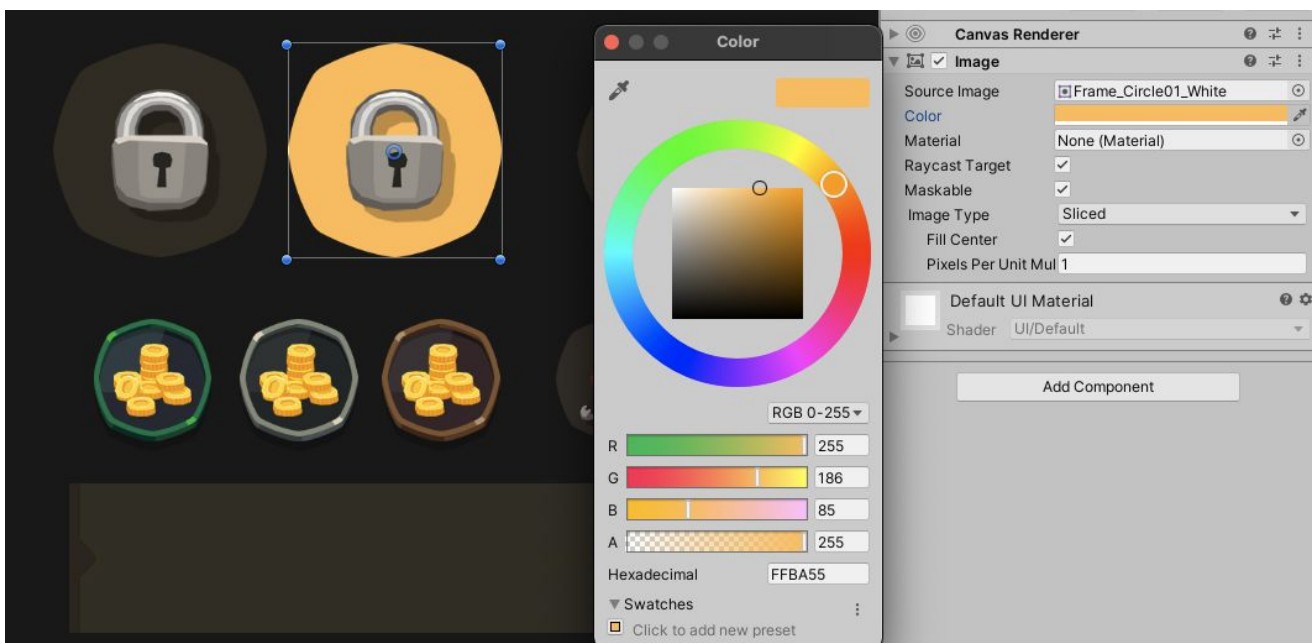


Component prefabs have **designated colors** and **customizable white versions** according to demo scenes.

There is no white version of non-single color designs.

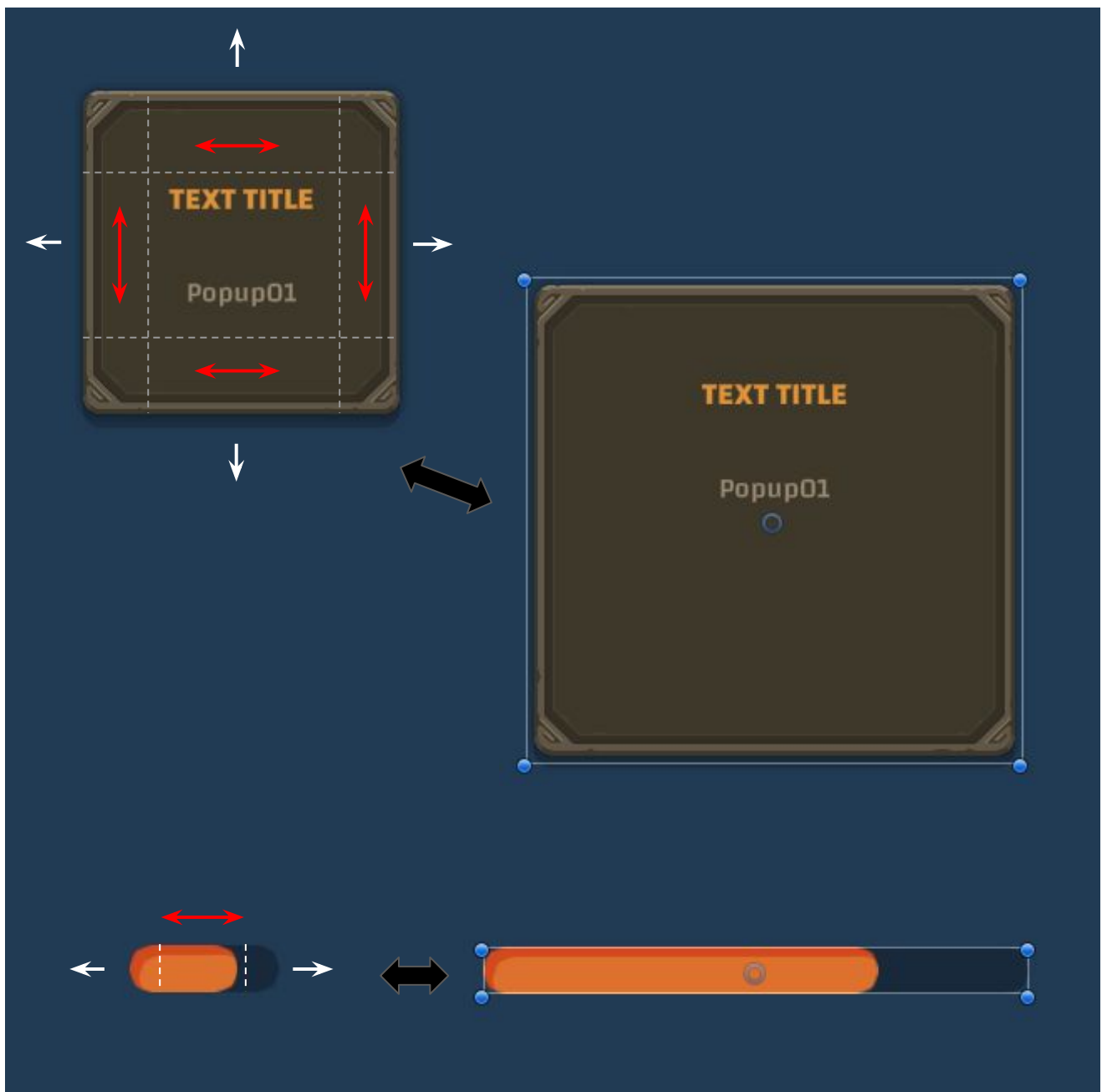


The **white prefabs** may be difficult to express the detailed design shown in the demo version, but it has the advantage of being able to customize the color directly from the engine.



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.



Q&A 1

To change the specified color of an element



Q. I want to change the designated color of the element.



A. You can edit it in Photoshop. (Edit PSD)

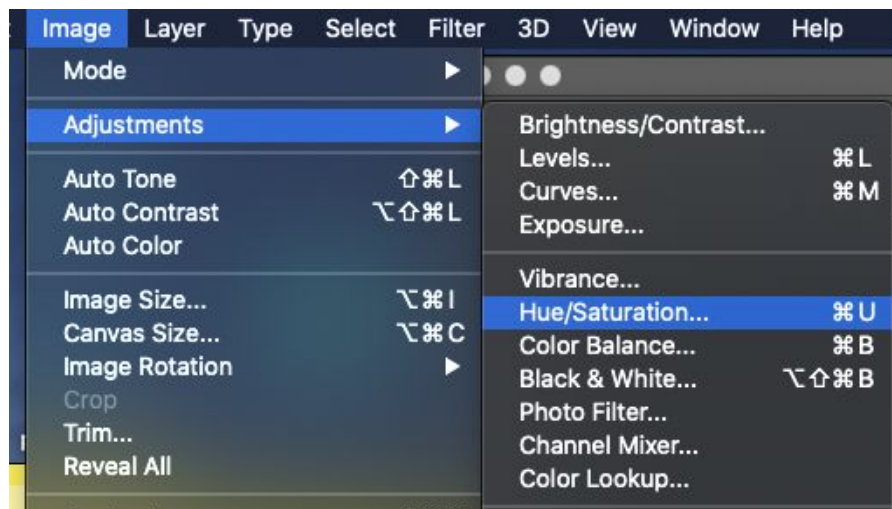
To modify the design and export the slice, you need to know how to use Photoshop.

It will be helpful to know the concept of layer and to learn how to use basic tools, how to use 'layer style', and how to 'export png'.

That way you can modify it to high quality, and you can do 9-slice as you like. And that will help you grow.

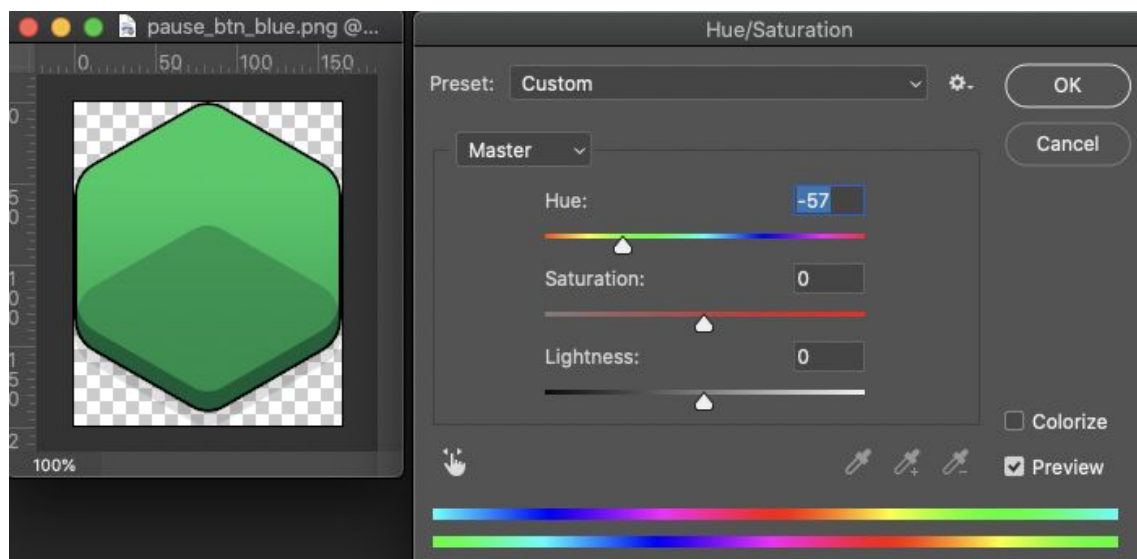
1) Easy way to change color

- Open the PNG in Photoshop and adjust it using 'Image > Adjustments ue Hue/Saturation'.



Q&A 1

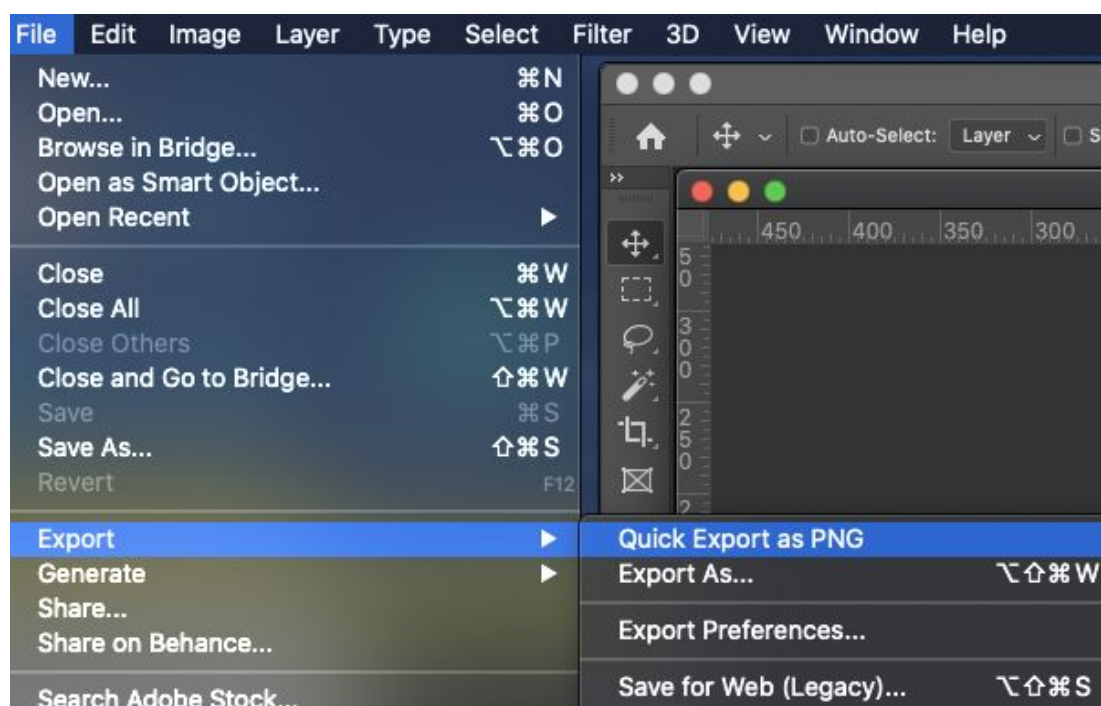
To change the specified color of an element



- You can change the color of the element in a simple way.
- However, but you can't adjust it in detail or do a high-quality design, so please refer to it.

2) Export to PNG

- The simple way to store PNG(9-slice) is to 'Export' with 'Quick Export as PNG'.





**THANK
YOU**

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