

Easy UI Builder

User Guide
(v1.0)



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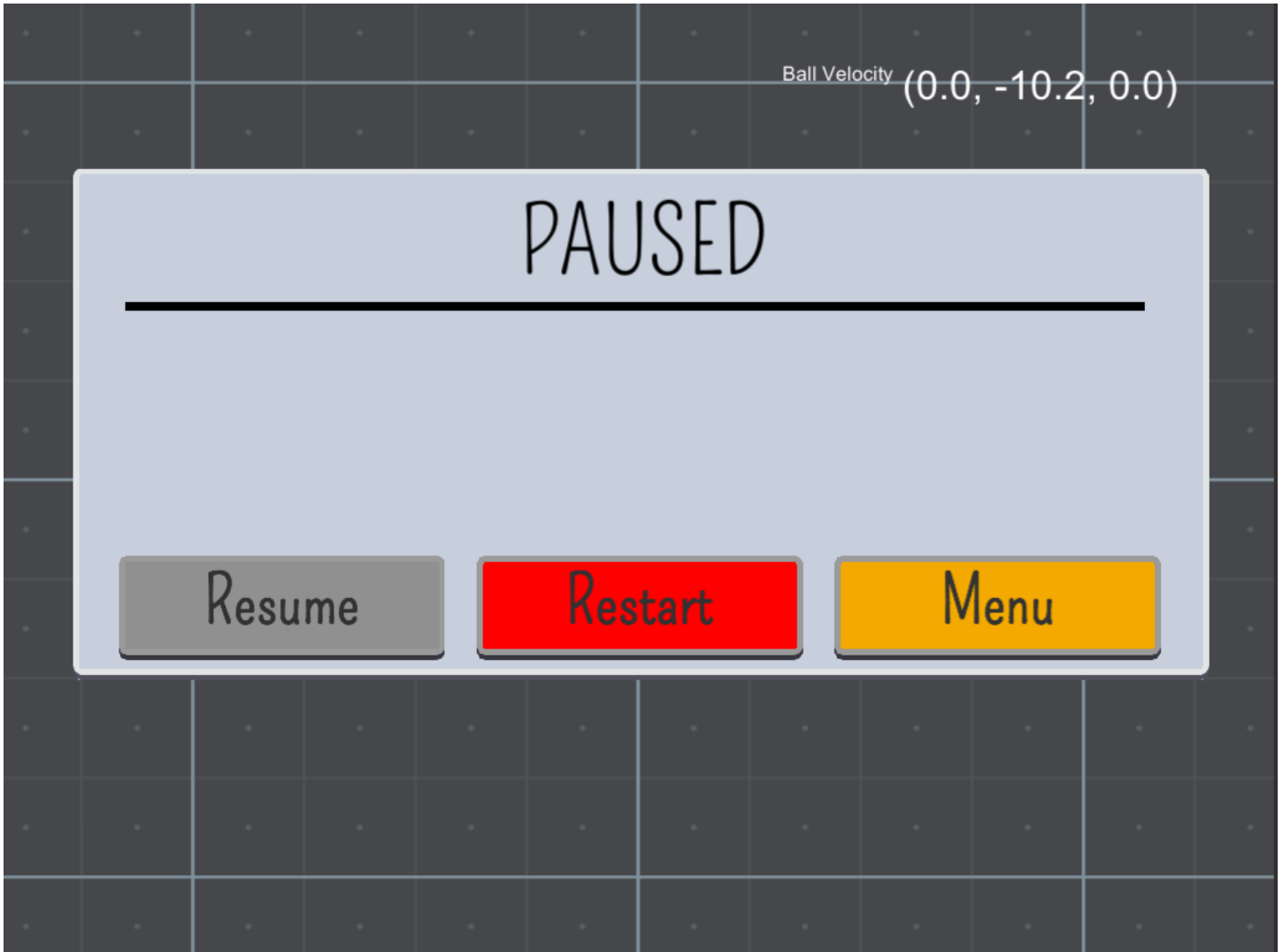
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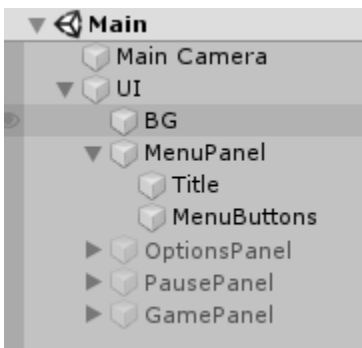
Introduction



Easy GUI Builder is designed to let you get a quick start on a functional interface for your game. Included is a Main Menu screen, and a Pause screen. There is also an Options screen, but its mostly there to demonstrate moving between menu screens and the different types of buttons available.

All the menus are stored in one scene, including gameplay displays.

GUI Layout

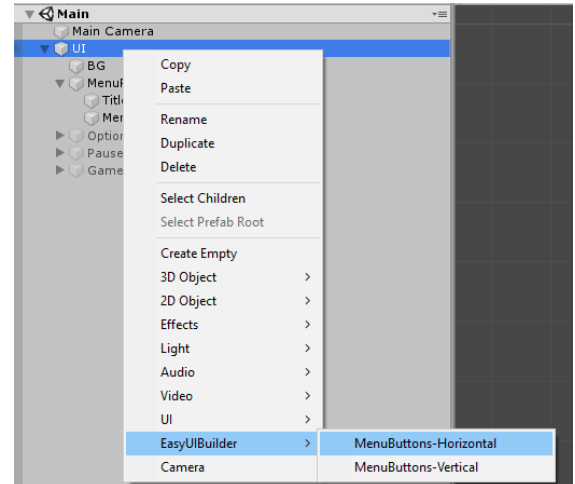


Screens in the UI are arranged in 'Panels'. Panels contain all Interface elements as children. The main UI object contains the menu manager and a sound output.

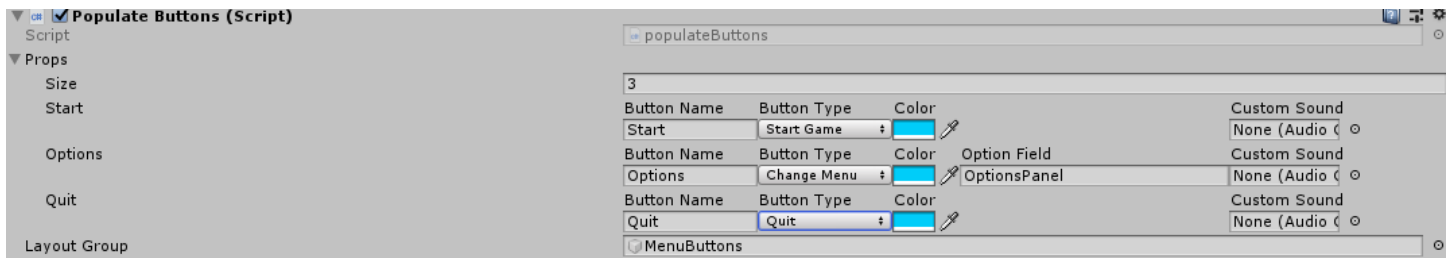
Menu Button objects are used to make the task of creating interface elements easier. They are created at runtime, and have presets for several different tasks like switching menus – including animation & sound.

Creating MenuButtons

To create a MenuButton object, right click on where you want to place it in your scene, or use the GameObject menu in Unity. Go to the EasyUIBuilder category and select either MenuButtons-Horizontal or Vertical. Each pairs the MenuButton with a layout group preconfigured to work with the object.



Using MenuButtons



Once created, select your MenuButton object, and you can configure its options.

The size property denotes how many buttons there will be.

The first Text field is the label on the button.

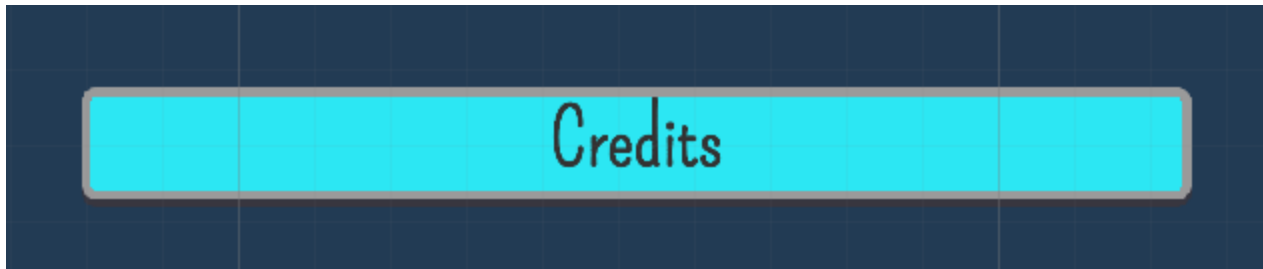
The next field allows you to select what the button does:

- Change Menu- moves to a different Panel. OptionField: Name of the new Panel to move to.
- Start Game- runs StartGame in MenuManager. By default moves to the gameplay level.
- Quit- Quits the program
- SetPref- sets a Unity Preference. OptionField: "NameOfPref:ValueOfPref" (example: "Muted:yes" sets Preference 'Muted' to yes. In this package that will turn sound off.)
- Custom- Allows you to use the standard Unity Button Click() events as normal
- GoBack- Goes back to the previous menu.

The color field sets the color of the button itself.

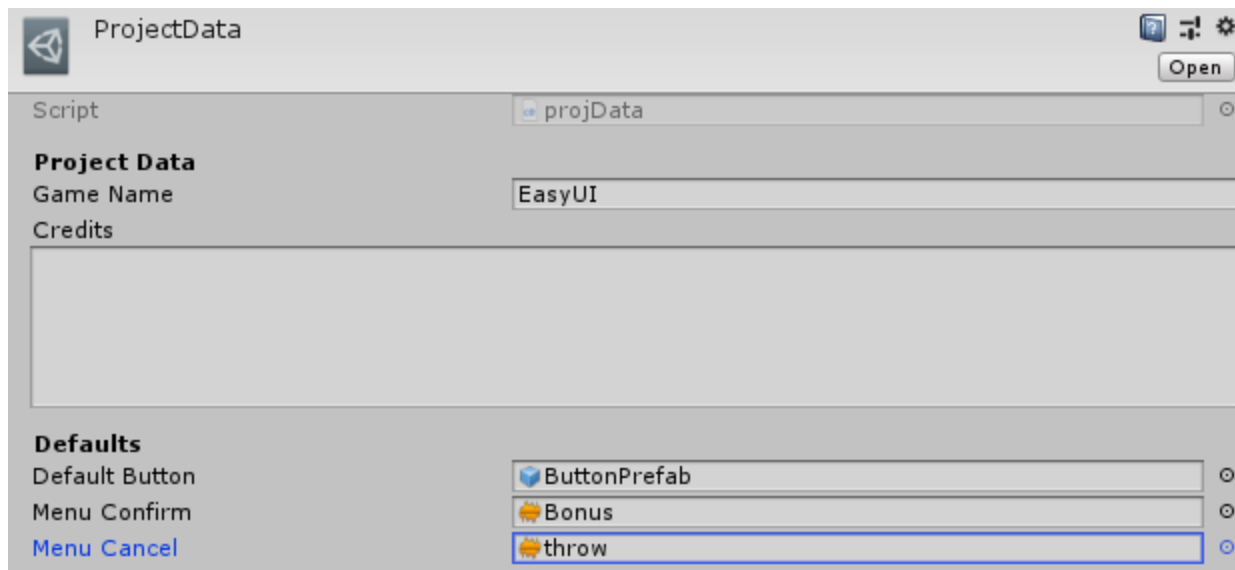
The audio field can be used to play a custom sound effect on button press. Default sound is set in MenuManager.

Button Prefab



The built-in button has 2 required components. The ButtonCenter (which is the colored background), and the ButtonLabel, where the text of the button is positioned (and font set). The main prefab contains the button where you can change the button animation to your content.

Project Data



The Project Data object (kept in the resources folder), is used to collect some preferences to be easily changed.

Game Name: Used in Credits window to display game name

Credits: Body of Credits for credits window. Supports multiple lines.

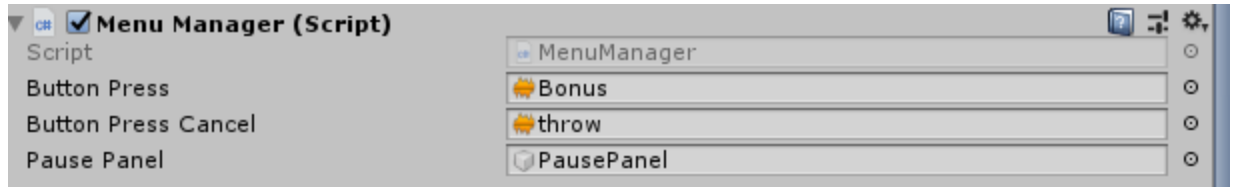
Defaults:

Button: When you create a new popButton object from the Assets menu, this is the Button that will be used until changed.

MenuConfirm: Menu Press Sound – Set when you create a new UI object.

Menu Cancel: Used for GoBack/Quit Buttons – Set when you create a new UI object.

Menu Manager



Menu Manager is contained in the UI object that contains all the Menu Panels. It is the script that handles showing different screens. It has a few properties that you might want to modify:

Button Press: Sound that is played when a button is pressed

Button Press Cancel: Sound that is played when a Quit/GoBack button is pressed.

Pause Panel: The Menu that will be displayed when you press escape to pause the game. You can drag and drop.