

★ GUI PRO KIT ★

GAME CASUAL

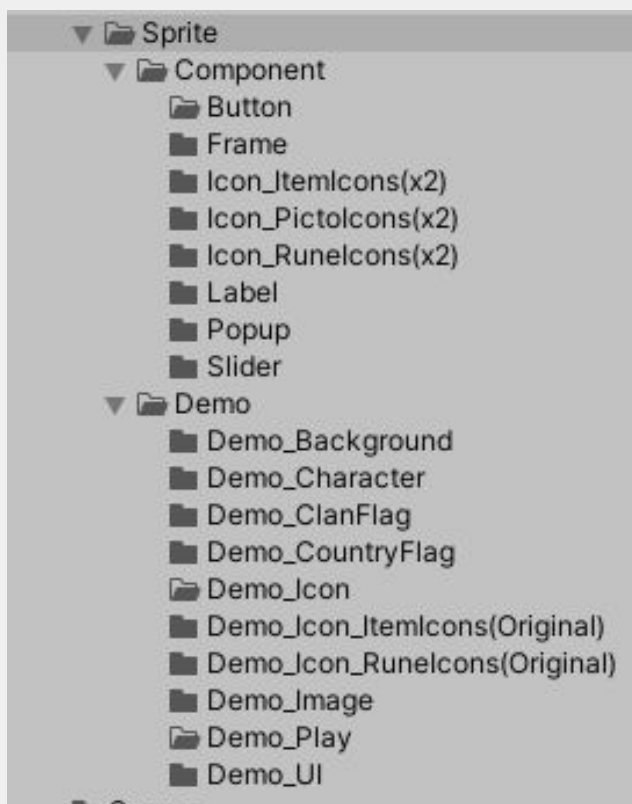
USER DEVELOPMENT MANUAL

1. Package description

- The maximum supported resolution is **3840 x 2160**
- The first production ratio is **16:9**, and all ratios such as **16:10, 2:1, and 4:3** are supported.
- It is **optimized for mobile**.
- The font was created with **TextMeshProUGUI BitMapFont** and the font used is free.
- Changed to Lilitha One font since v1.2.0 (The font was changed to a more global and refined font.)
- Sprite images come in their original sizes.
- Pictolcons, ItemIcons, and Runelcons come in a variety of (x2) sizes.
- The sample project is still unfinished and will **continue to be updated in the future**.

v2.0 update

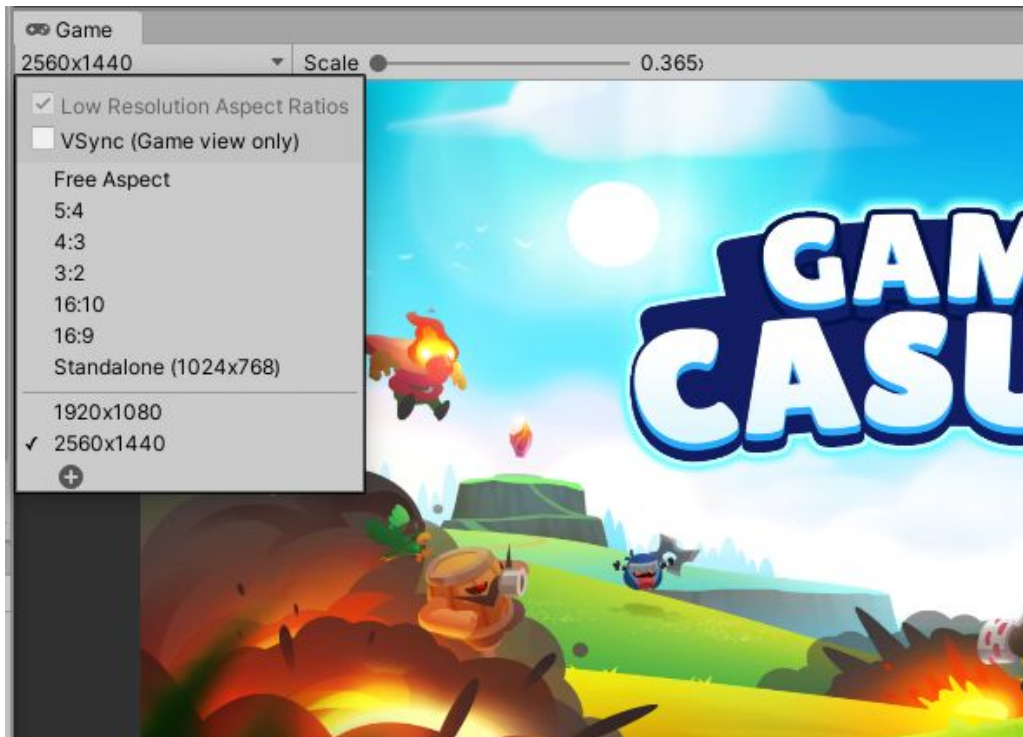
- In v2.0, you **relocated the sprite & Prefabs source** file to fit the component.



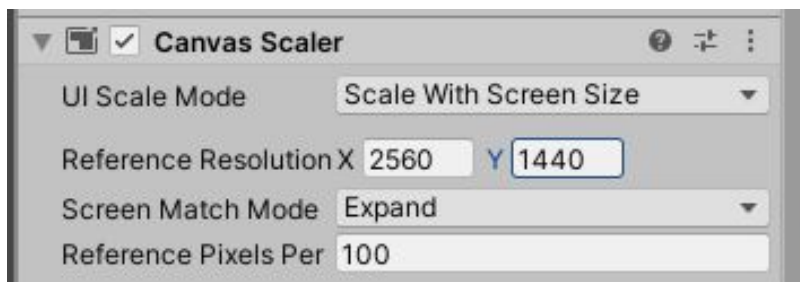
2. Basic Setup

GameView Resolution Setting

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

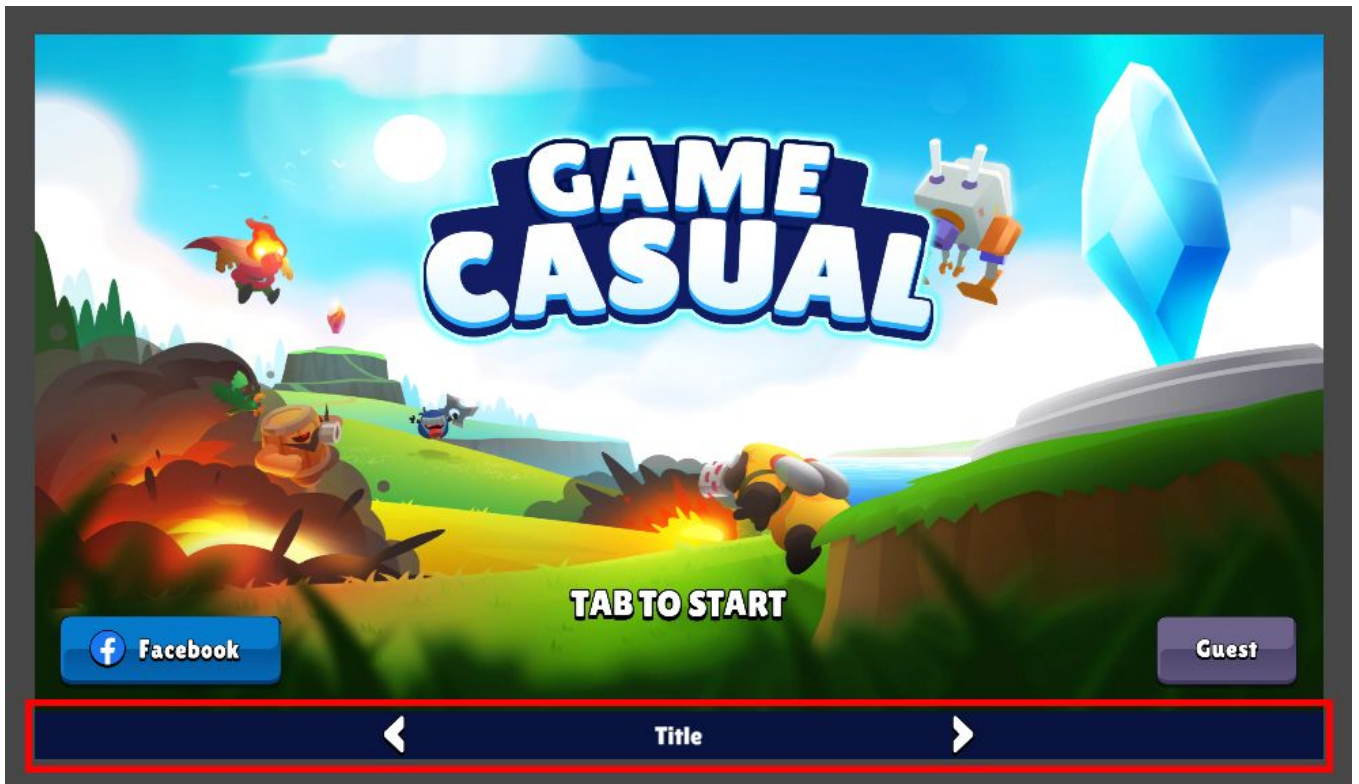


2.2. Canvas Scaler Settings

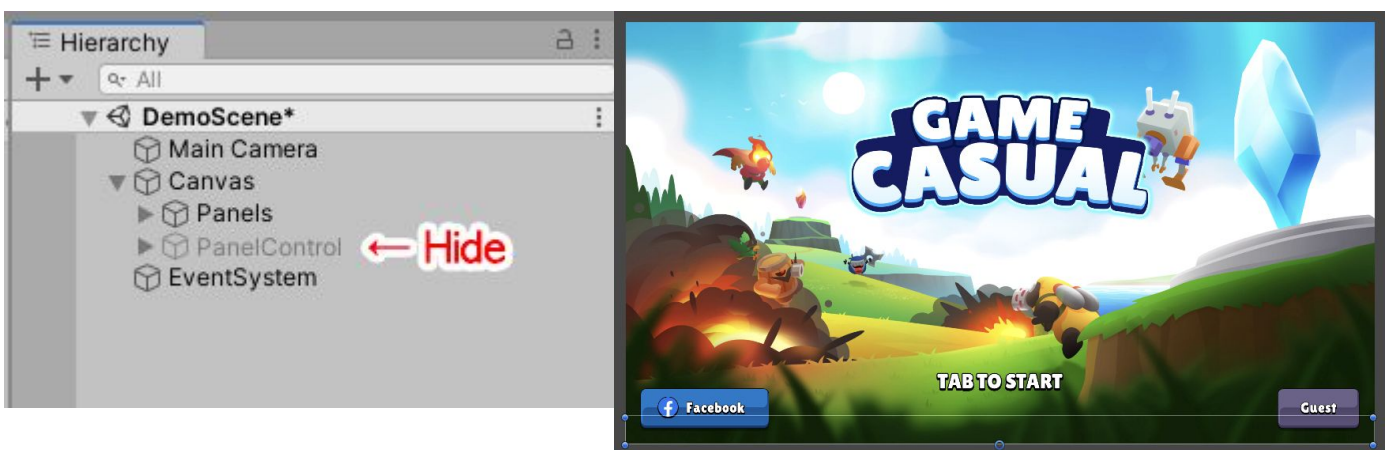


3. PanelControl

- There is PanelControl in the demo scene.



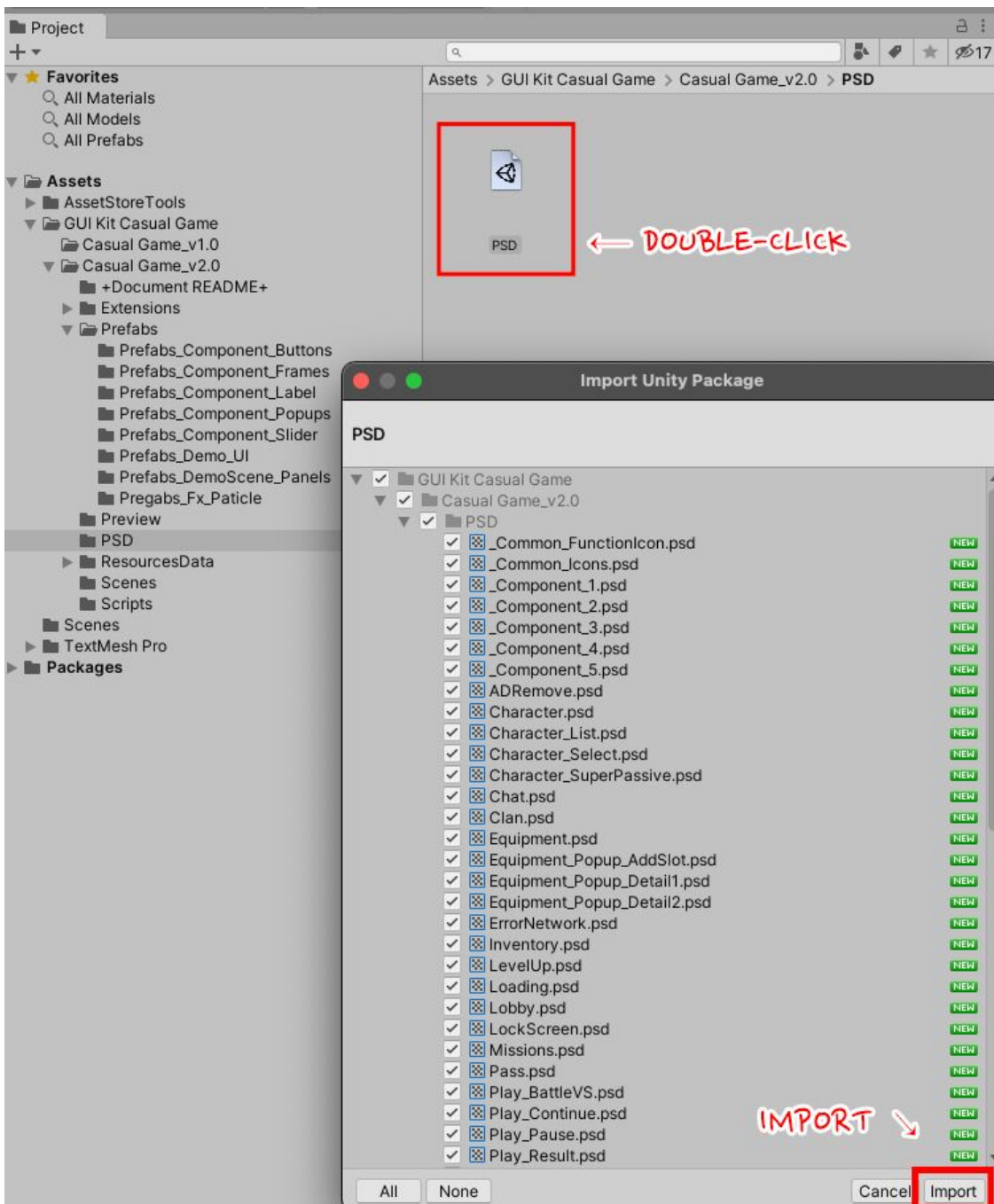
- you can hide it for your convenience.



4. Packaged Elements

PSD, some Icons is packaged.

- PSD and some icons have been packaged to speed up import.
- You can import a packaged file by Double-Clicking it.



5. Prefabs

All UI pre-fabs are located in the path below.

- Common components were classified as buttons, frames, labels, popups, sliders and saved as prefabs.
- The UI used in the demo scene was stored in the Demo_UI.
- Each demo scene was saved as a prefab in DemoScene_Panels.



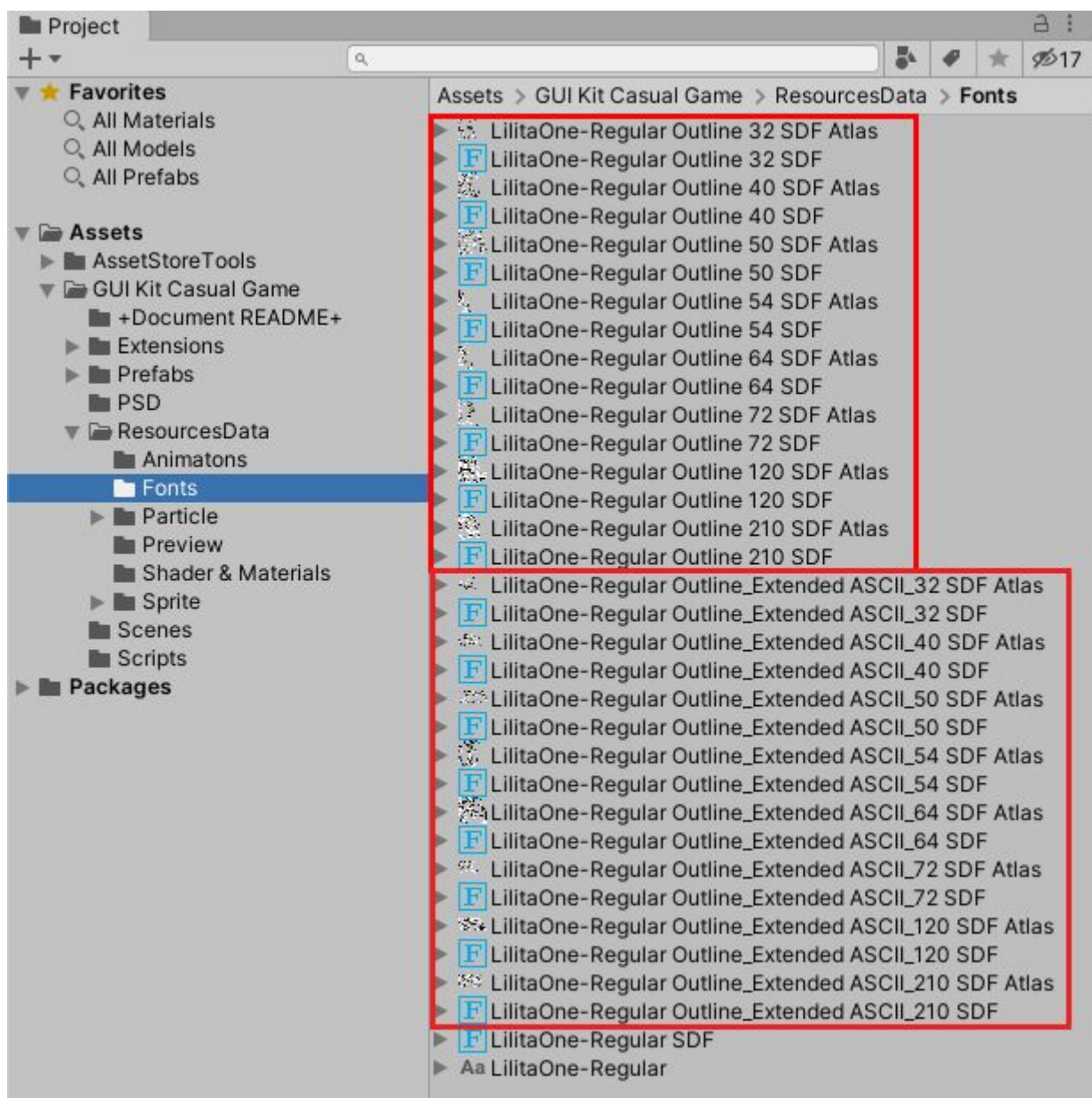
6. Outline Fonts

6.1. Outline Fonts

Because outline fonts are made of bitmaps, Larger text sizes may result in poor quality. Therefore, we make it in various sizes and provide it.

The number written after the font name is (32,40,50,54,64,72,120,210) font size. Font with the same name is only different in size, and the included alphabet and symbols are all the same.

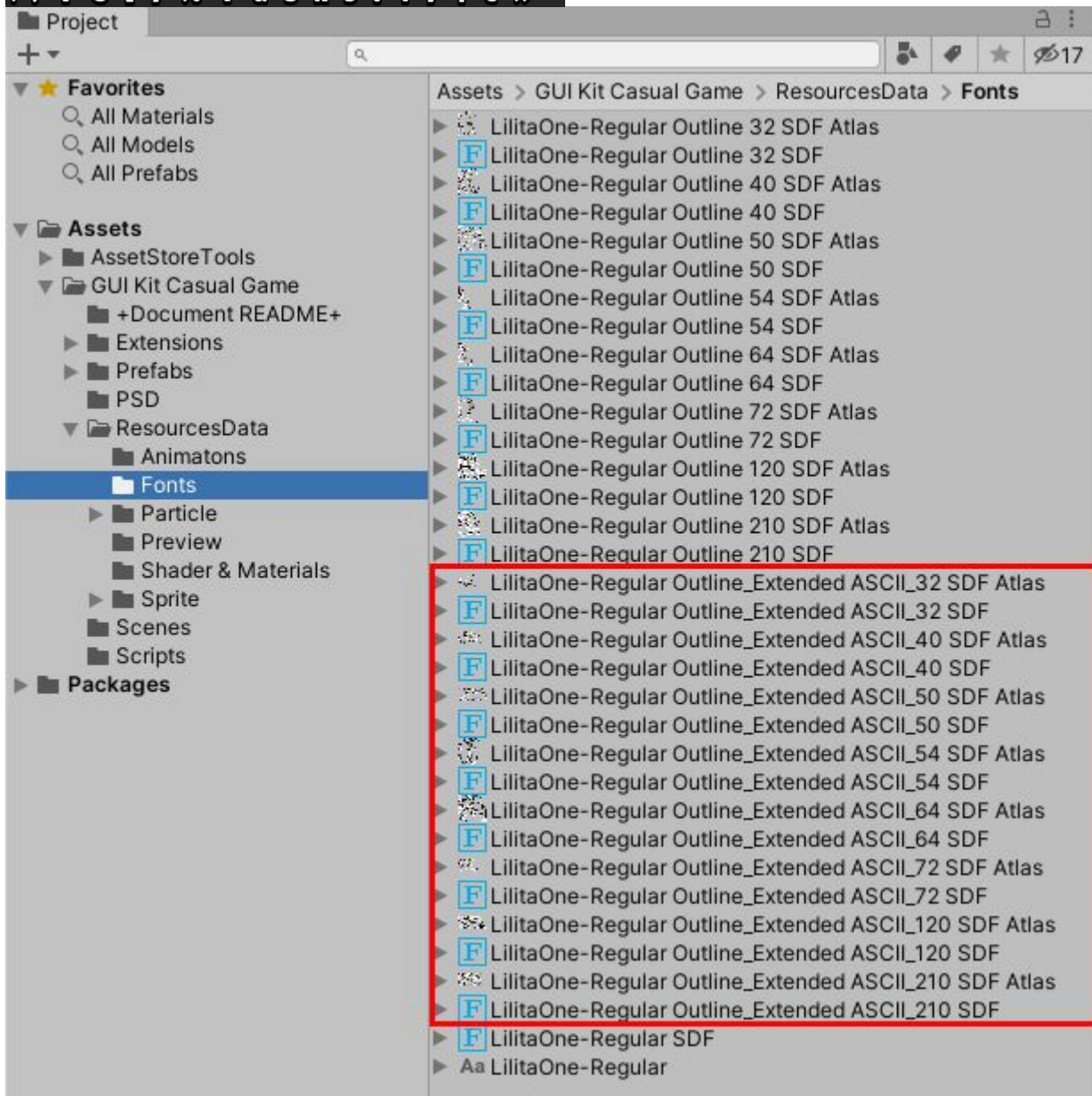
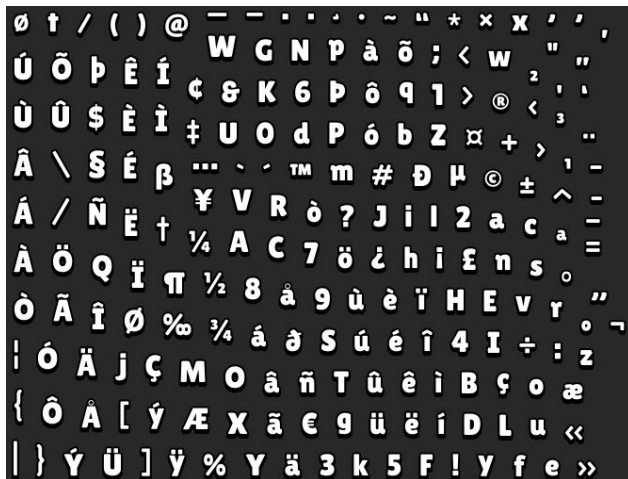
Please select and use the correct size for the text you are working on it.



6. Outline Fonts

6.2. Outline_Extended ASCII Type

'Extended ASCII' font has **accented fonts** such as â, ñ, Ê, ÿ, and so on.



7. Q&A

Q-1. I want to change the designated color of the element.



A-1. You can edit it in Photoshop. (Edit PSD)

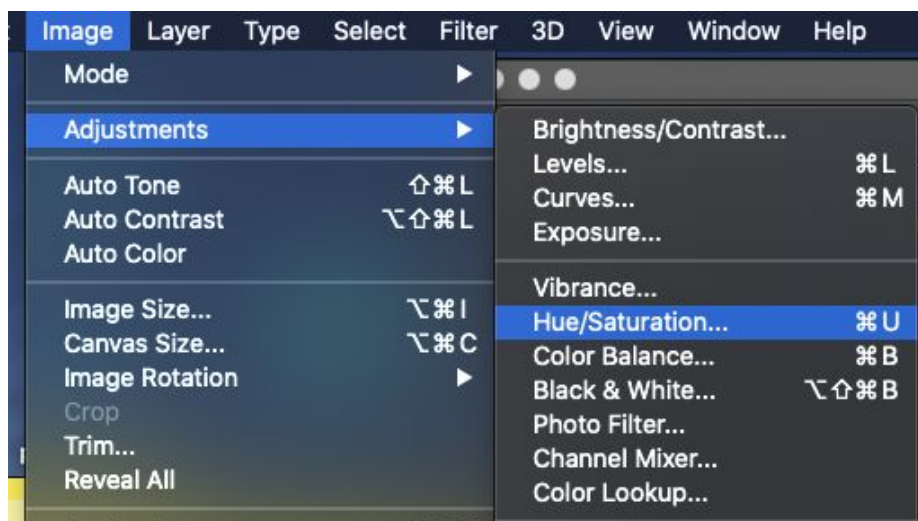
- To modify the design and export the slice, you need to know how to use Photoshop.

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'.

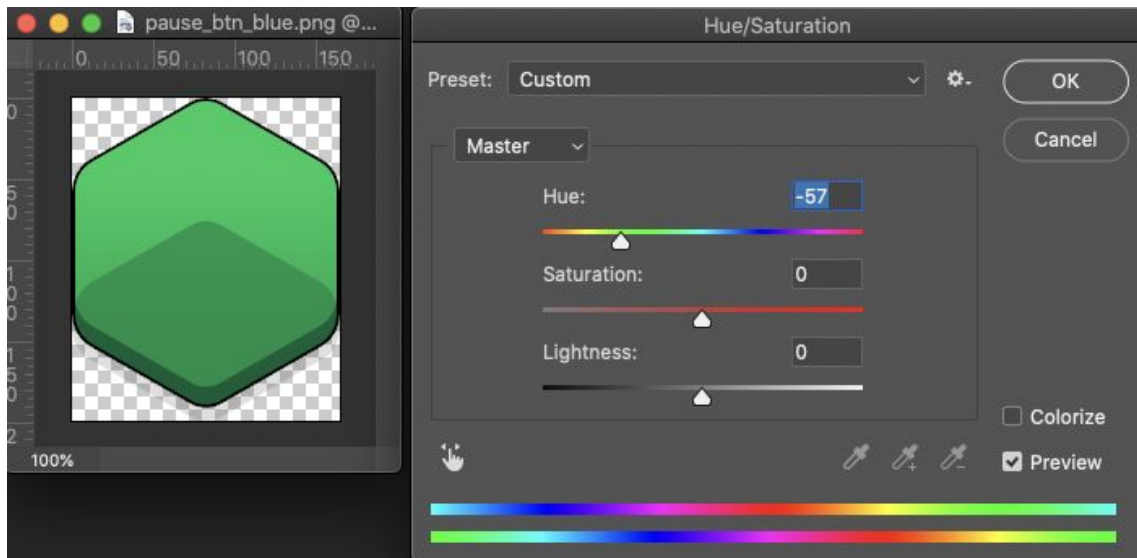
That way you can modify it to high quality, and you can do 9-slice as you like. And that will help you grow.

1) Easy way to change color

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



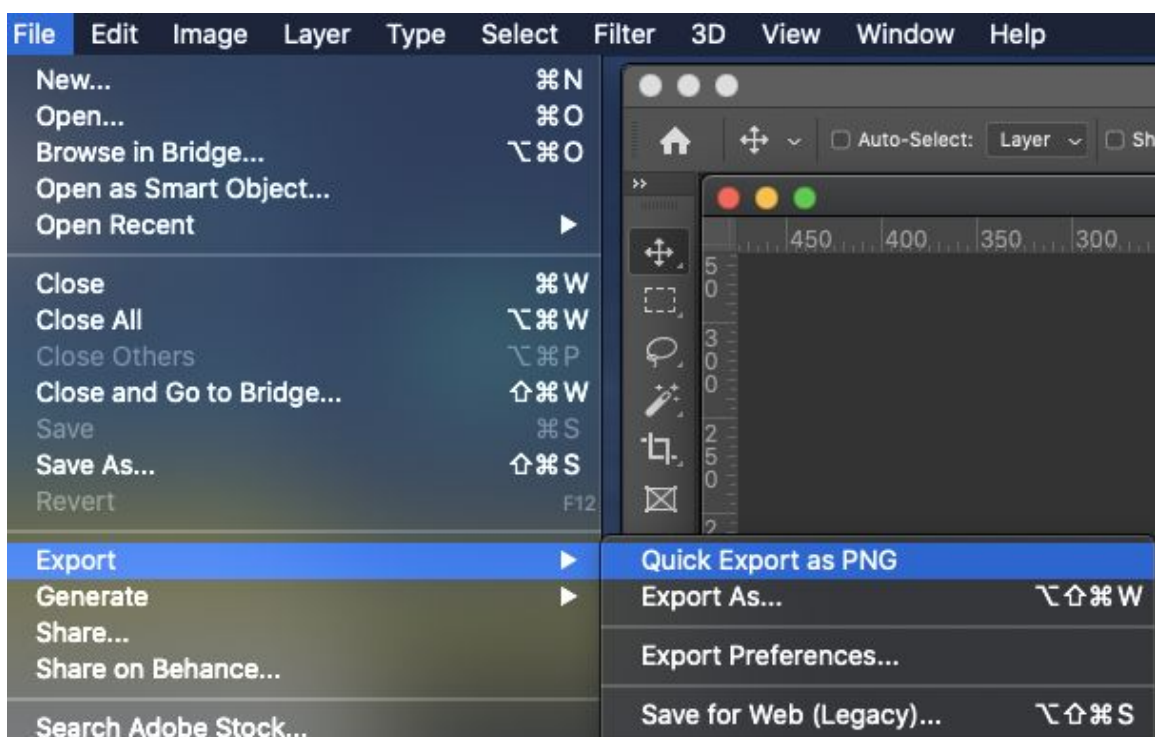
7. Q&A



- 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'.



7. Q&A

Q-2. Users before v1.2.0

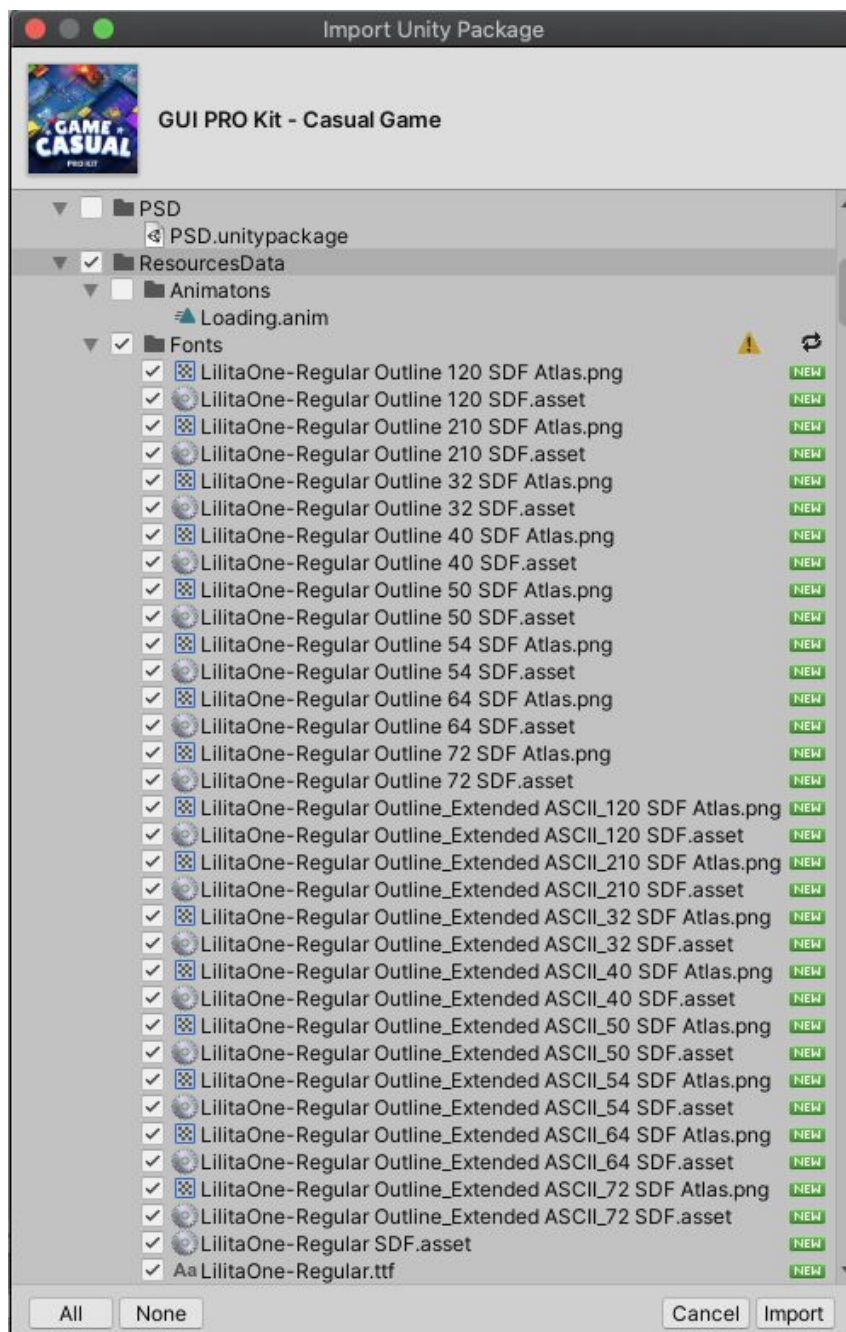
How can I change the font easily?

is there any trick you have to change my font quickly?

A-2. Here's how to replace fonts.

< Existing Font (A) / New Font (B) >

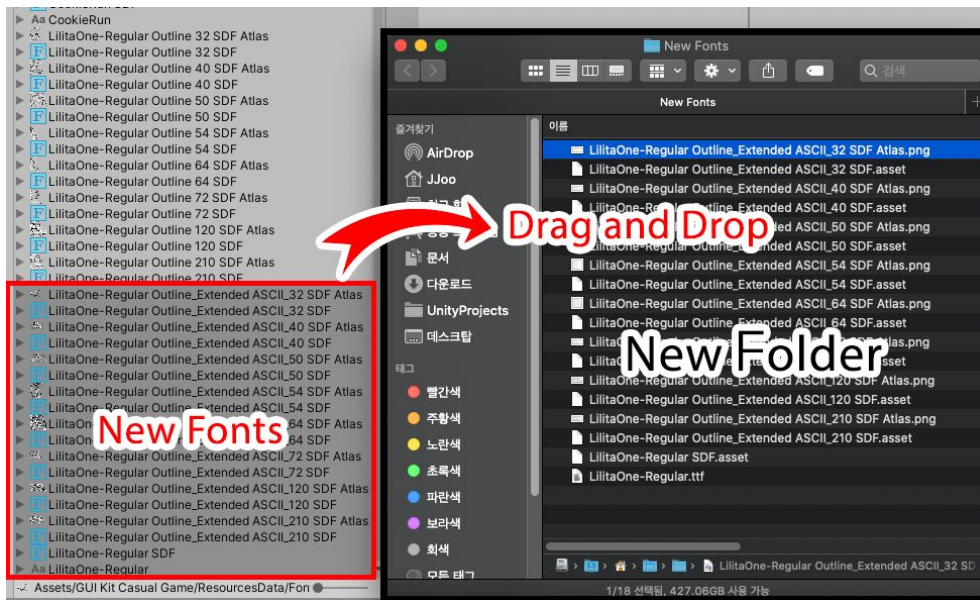
1) Import the New font (B)



7. Q&A

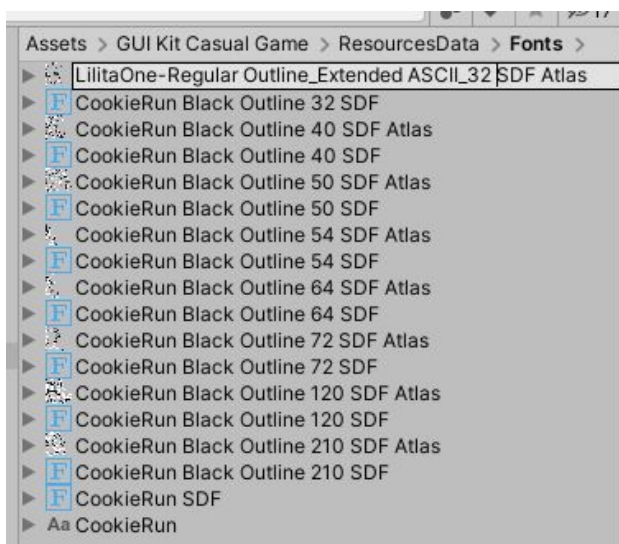
2-1) Create a new folder on the desktop.

2-2) Move the New font (B) into the new folder on the desktop.



3) After confirming that a New Font has been moved, delete the New Fonts from the Unity Project window.

4) In the Unity Editor "Project" window,
Rename all Existing Fonts (A) by matching them with New Fonts (B).

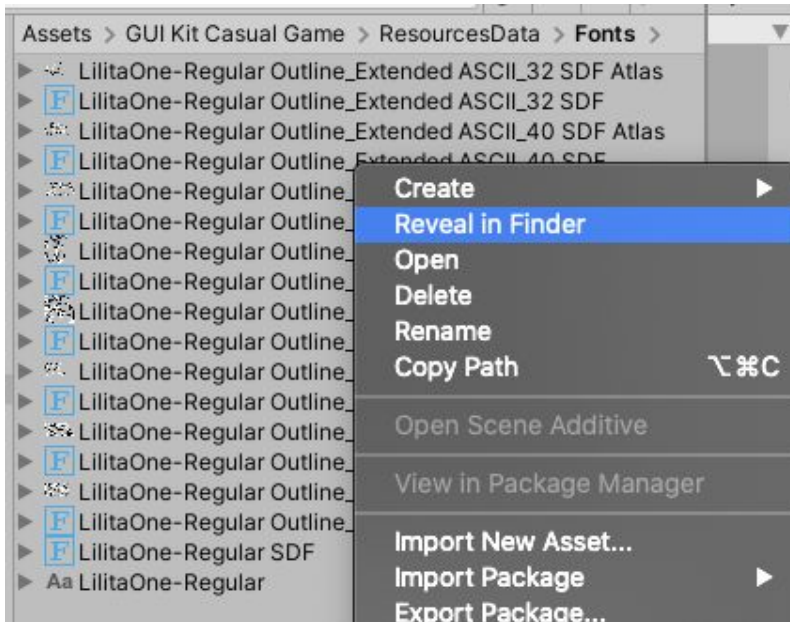


(For example,)

- CookieRun Black Outline 32 SDF Atlas -> LilitaOne-Regular Outline_Extended ASCII_32 SDF Atlas
- CookieRun Black Outline 32 SDF -> LilitaOne-Regular Outline_Extended ASCII_32 SDF

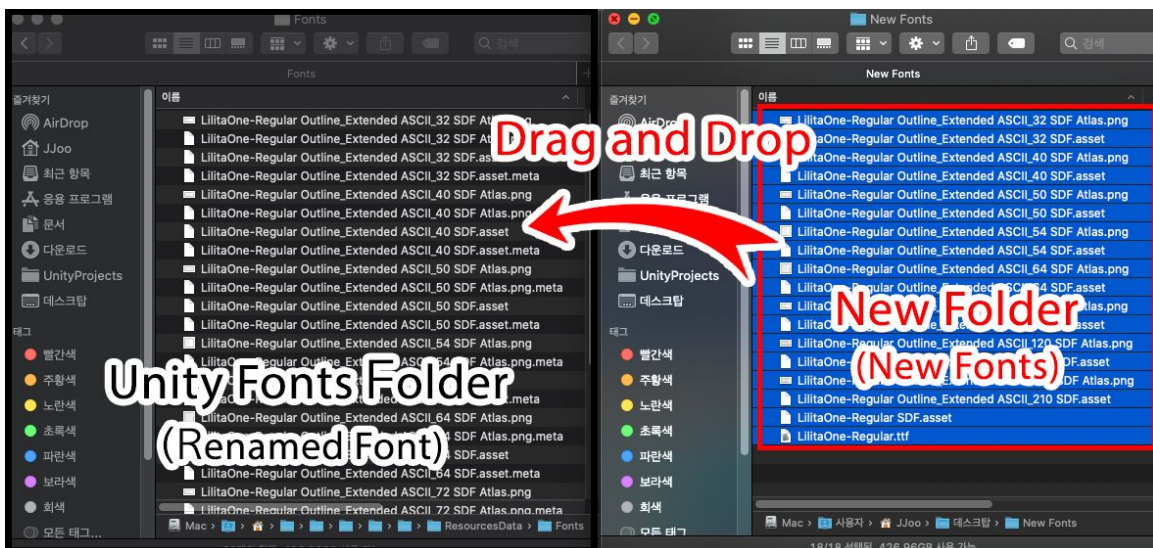
7. Q&A

5) Open the folder of the Existing Font (A).



6) Open the folder for the New Font (B).

7) **Overwrite** the New Font (B) by dragging it into the folder of the Existing Font (A).



*Caution

"Overwrite from Folder to Folder" must be done.

Do not move the added new font (B) directly to Unity editor!