Gui

The inspector;

The inspector for the element has a wide variety of the

selectable have standard settings they share;

interactable, if it's not, then you can't click it.

transitions: how it responds when you do something. Normal

colour tint is the norm

normal colour is the standard state, base state, non hovered over.

Highlighted is when you put your mouse over it. It changes color

Pressed colour, pressed color, simple.

Fade duration, fade from A to B

Naviigation; not used for PC or directly interactible.

Mainly used for controllers, one selectable to the next from the controller

If there’s more than one selectable, the visualise button will attempt to do it for you(?)

Standard settings

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Button;

On Click() this isan event, set which events run on click. It’s a list and it will run it based on the order of the hierarchy

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Slider; has specific values

Fill Rect, visualises how much is filled.

Handle rect is the little circle.

Direction determines how it’s filling

Min value, far left side

Max value for ride side

Whole Numbers; by default sliders are floats W

Value is the value of the slider

On value Changed (Single) (Single) is another way as a float.

Toggle

Is on

Toggle transition.

Graphic; what will fill the checkbox.

Toggle group; the UI is going to appear or disappear.

On value changed (Boolean)

# Dropdown

Has more settings

Template; what it looks like when selected

Caption tet; current value item is showing.

Item label the dropdown’s child

Value it uses an array, the value is the index that is selected, by default it’s zero

Onvalue change(int32)- when the new event fires.

Input Fields; stuff where you put passwords or enter player names for

Place holder gets removed or hidden when there.

Point size is font size

Character limit is a thing for it.

Content type; can be int, decial, alphanumeric.

Auto correct

Name,

Email address;

Name capitalizes the first letter.

Vertical scrollbar

Custom caret color. Set colour of dialogue

If rest on deactivation is off, then it’ll remember where it was last put.

Restore on ESC – resets value upon Esc key press.

Read only ; can’t read it

Trich text- you can take in html. Takes certain html texts

Rich text editing; allows you to edit in runtime.

The settings are listed for text mesh pro.

Text mesh pro adds more etttings

Stop editing the string, to function (on end edit)

# Scroll View

Anything that’s a child of the content viewer is shown in the scroll view.

Doesn’t have standard settings

Scroll rect isn’t a selectable, but holds a lot of selectables

Movement type

Elastic nice clean snaps back to position

Elasticity

Content is what holds all the content

Image – raw image

Image = 2d sprite

Raw means raw texture.

Normal maps love them some raw images.

Panel large stretched image

# Event system

Updates when you click something, and stuff.

Standalone input module works with mouse and ttouch input, no VR

# Layout Groups