GUI PRO KIT

BLUE SKY

USER DEVELOPMENT MANUAL

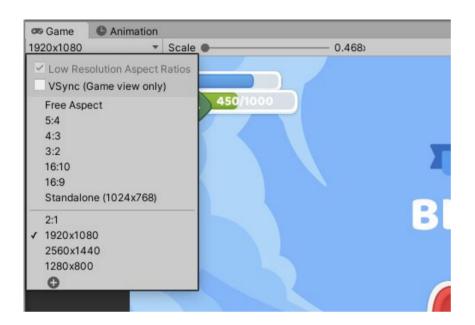
1. Package description

- The maximum supported resolution is 1920 x 1080
- 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.
- Unity UGUI and Sprite Atlas was used.

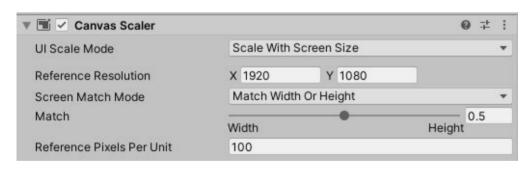
2. Basic Setup

2.1. GameView Resolution Setting

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



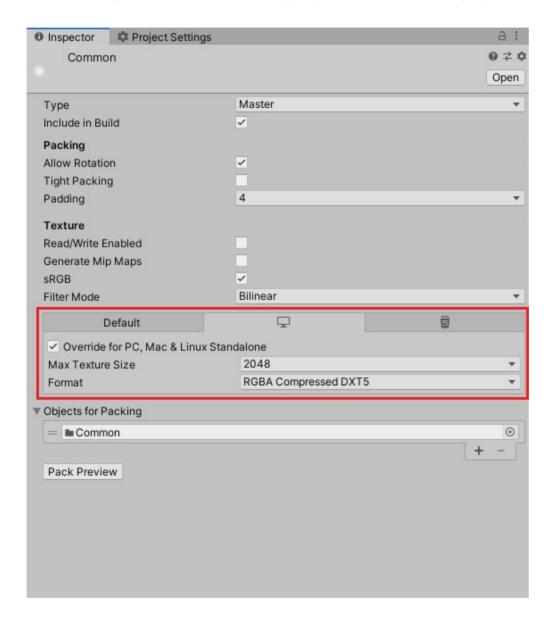
2.2. Canvas Scaler Settings



2. Basic Setup

2.3. Sprite Atlas image compression formats

- Change the image compression format to fit the platform.
- Select Sprite Atlas and set the appropriate format for the project in the Inspector.



3. DemoScene PanelControl

• There is PanelControl in the demo scene.

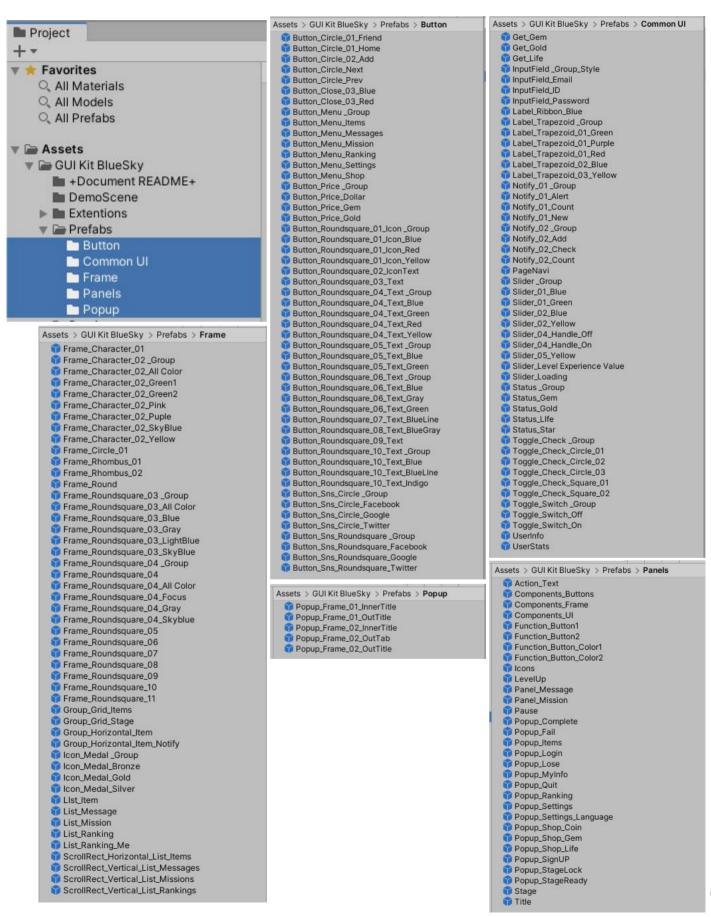


• you can hide it for your convenience



4. Prefabs

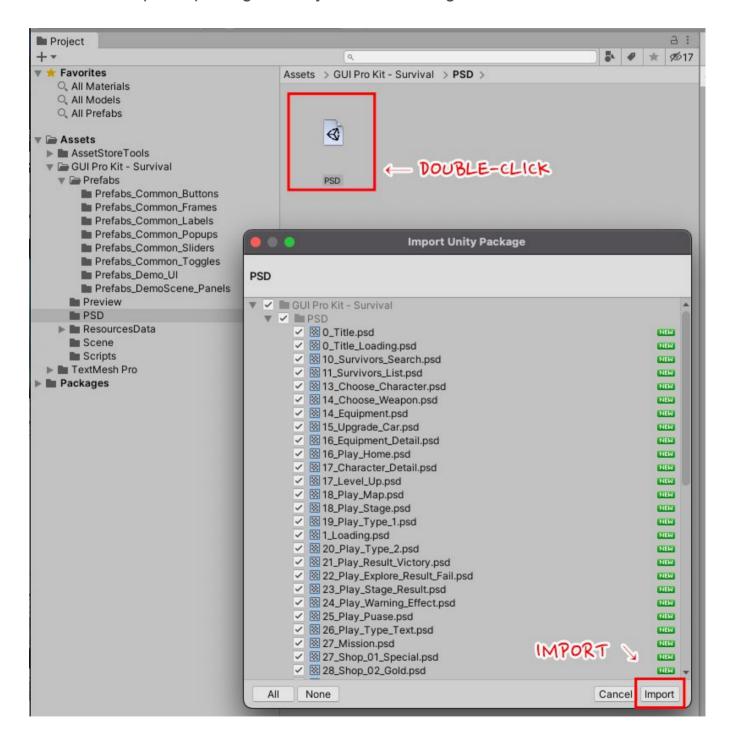
- Each Button, common UI, and other frequently used UI is stored as a prefab.
- Panels-All scenes are stored as prefabs.



5. 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.



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



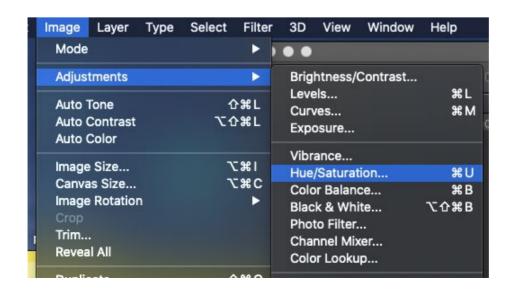
A-1. You can edit it in Photoshop. (Edit PSD)

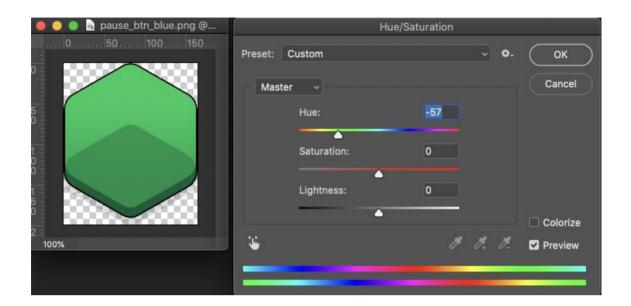
• To modify the design and export the slice, you need to know how to use Photoshop. It will be helpful to know the concept of layer and to learn how to use basic tools, how to use 'layer style', and how to 'export png'.

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'.





- 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'.

