



GUI generator

GUI Generator for Unity

Full support for Unity as well as Unity Pro on all platforms.

You can find GUI Generator in the Unity Asset Store [here](#).

There is also a [channel on YouTube](#).

For any queries you can [Contact Support](#) by email at:
gui-generator@darkarts.co.za

Be sure to include your invoice number as proof of purchase.



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Introduction

GUI Generator by DarkArts Studios is a User Interface (UI) Generator for the Unity Platform. You can create UI elements for a variety of GUI systems on Unity including, but not limited to:

- Unity Skins
- nGUI
- uGUI (Unity's new GUI System which requires Unity 4.6 or above)

GUI Generator's own skin was created using GUI Generator.

You can find video tutorials on using GUI Generator on our YouTube channel:

https://www.youtube.com/channel/UC59DuKLUg7EUDPzM9_rOzXA

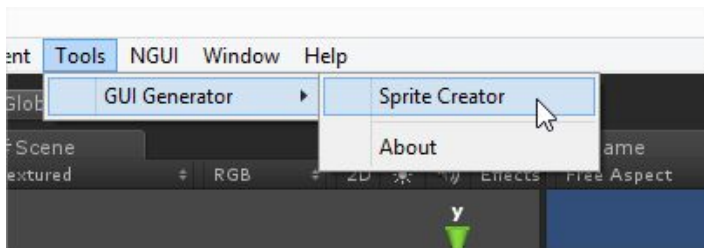
Features

- Quickly create good looking UI elements
- Built-in support for major GUI Systems like nGUI & uGUI.
- Great for final UI elements as well as prototyping GUIs and creating scaffold elements for graphic artists.

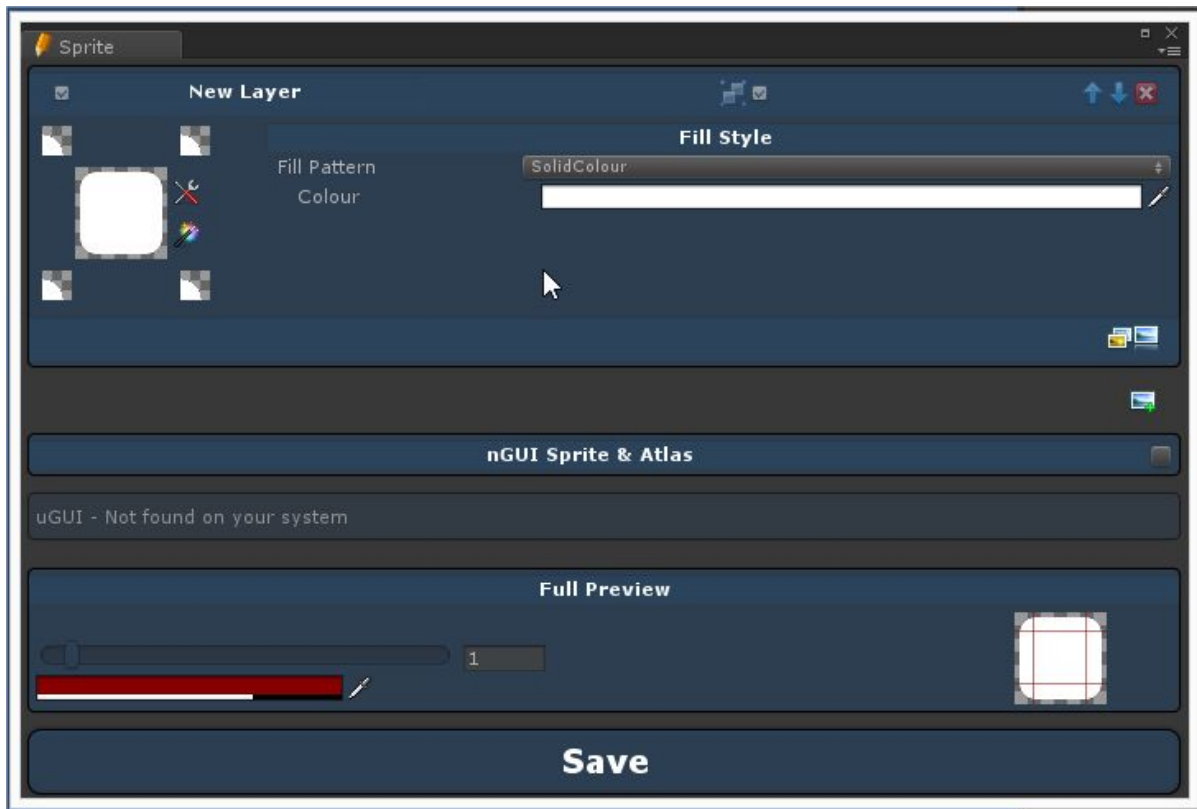
Creating UI Elements and a basic intro to the user interface

Opening the GUI Generator Sprite Creation window

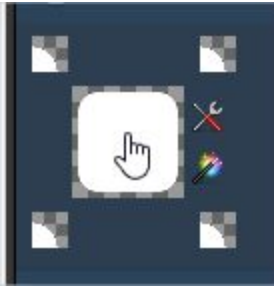
First, open the GUI Generator Sprite Creation window. This can be done from the main Unity menu by selecting *Tools* and then clicking on *GUI Generator* and then click *Sprite Creator*..



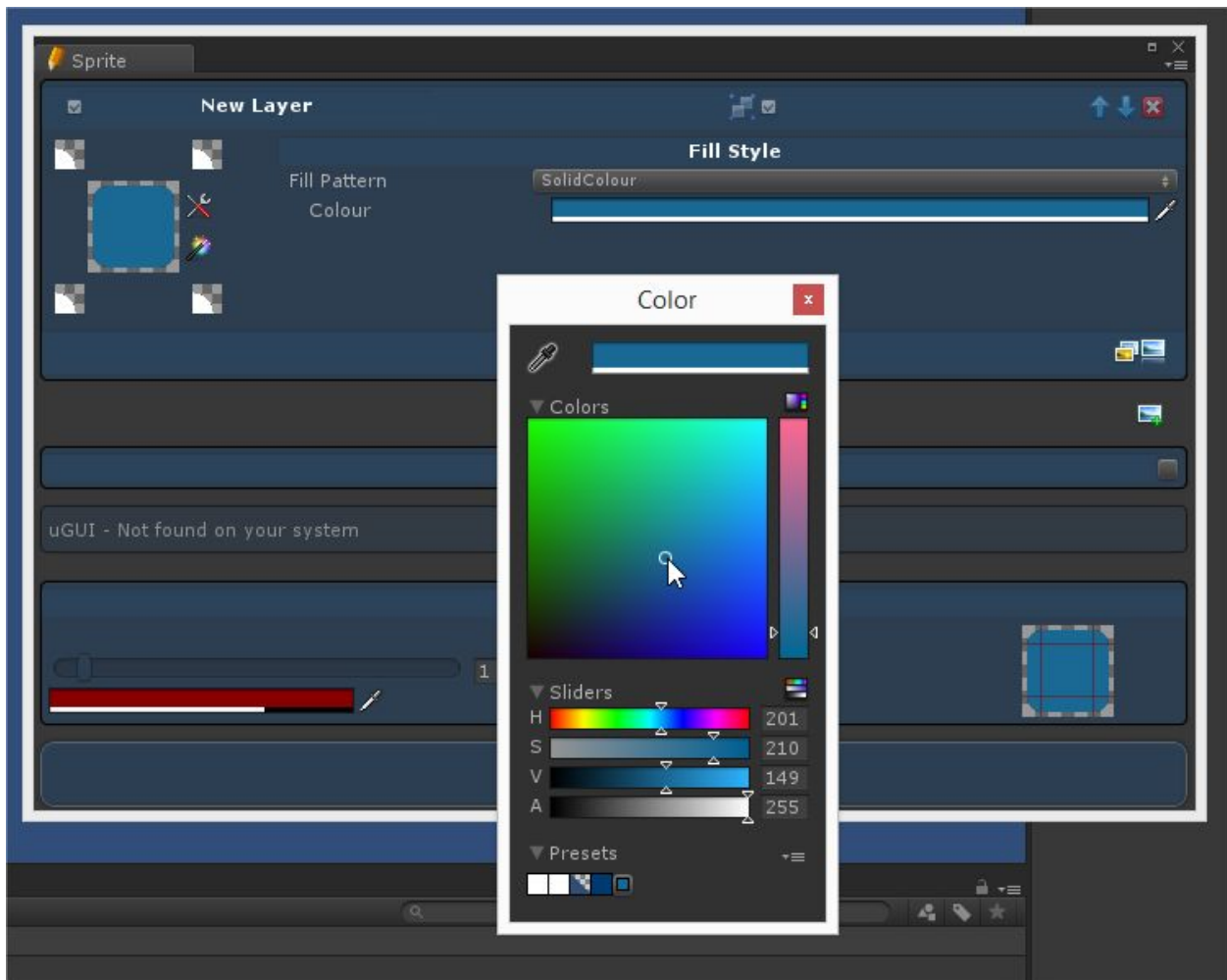
You will now be able to create any UI Elements, sprites. All your GUI Generator work will be done within this window which should look something like this:



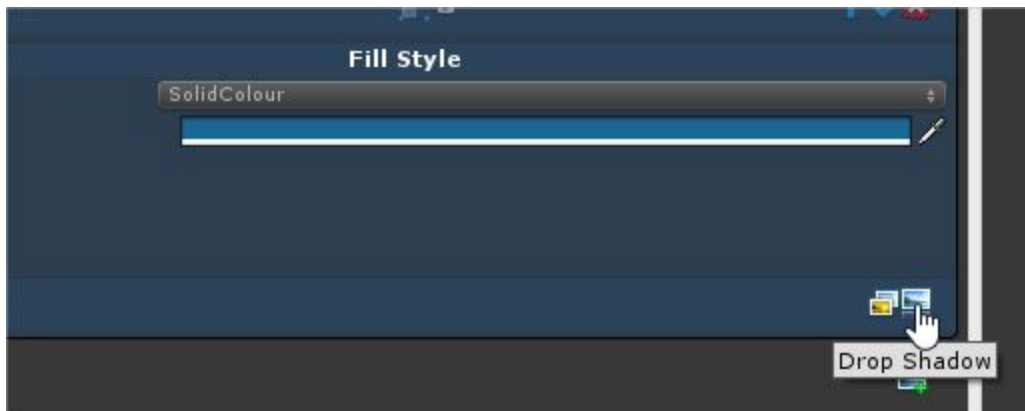
To control the various settings click on the elements on the left hand side (you will notice your mouse cursor change to a hand shape):



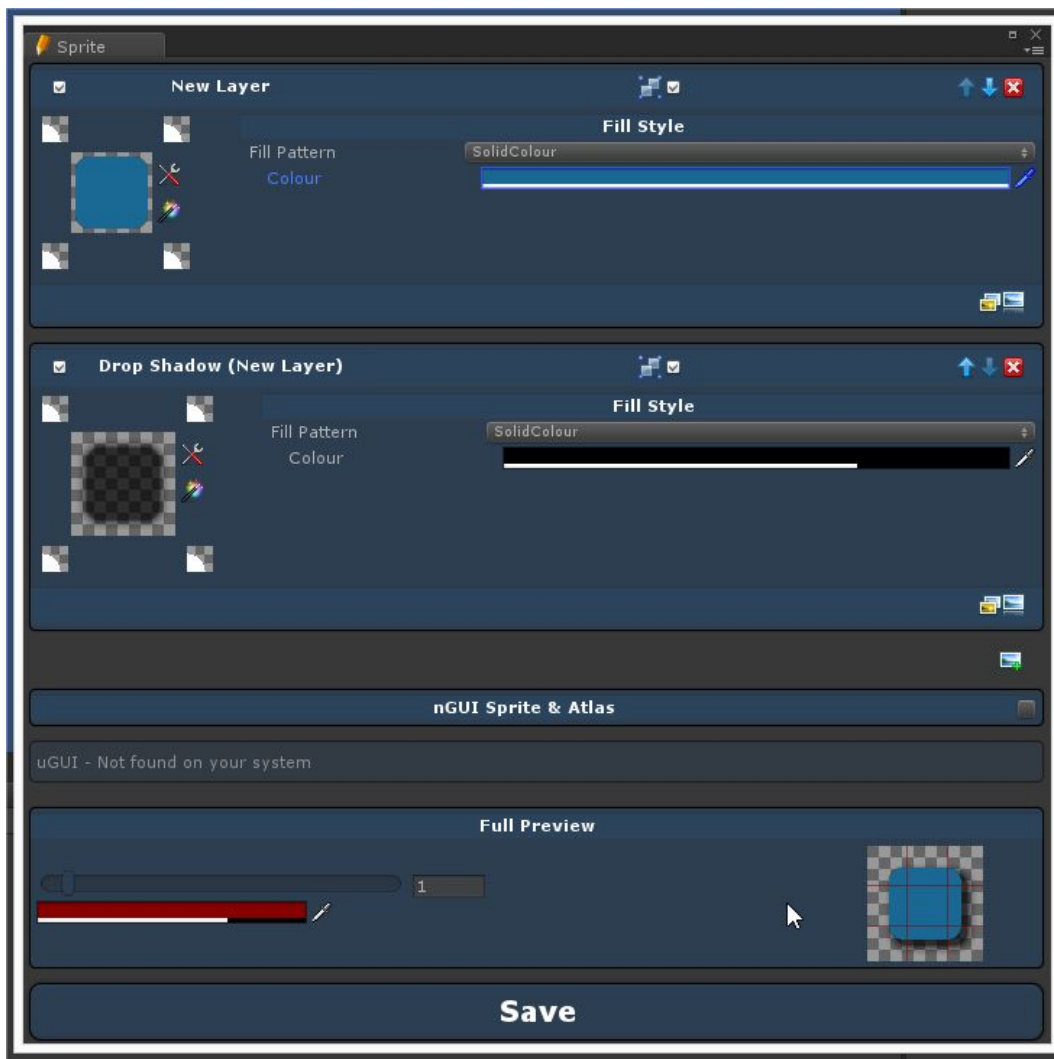
Lets click on the central area to choose “Fill Style” and change this to blue:



Now hover over the Layer tools on the bottom right of the Layer area and select (by clicking) the “Drop Shadow” tool:



You’ve now added a new layer (A drop shadow)

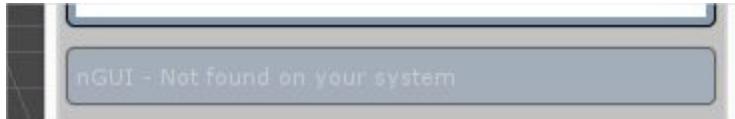


That's as far as this quick introduction will take you, but you can now save with nGUI or uGUI or simply save the texture (sprite) for use in any other UI system.

Using GUI Generator with nGUI

Using GUI Generator with nGUI is a simple matter of installing nGUI and activating it.

If nGUI is **not** installed you will see a message like this within the GUI Generator window:



Open your Asset Store window and download and install nGUI. Once installed if you re-open (or use) the GUI Generator interface this message will change and your interface to nGUI will be presented as follows:



You will notice a checkbox on the top right, click on this to use nGUI (and to create nGUI sprites and atlas during GUI Generation):

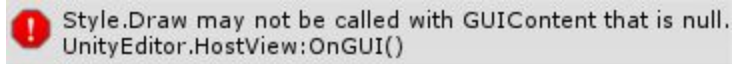


You can now drag a pre-existing atlas into the object drop-box, if not then a new atlas will be created with a similar name, and in the same folder that you choose when saving your UI Element.

Known Issues

Error messages in the Console when using Envelopes

When using Unity's Curve Editors within some effects you may see the following error message at times:



This is, unfortunately, occurring within Unity's Curve Editor itself and although it has no impact on GUI Generator or it's function at all I have been unable to get rid of this error message. A work-around is to, after adding your effect containing a curve editor, switch to the inspector window and then back to the GUI Generator window again. This is a known issue and I will continue to look into getting this resolved. For more information you can see: <http://answers.unity3d.com/questions/522378/clicking-an-editorguicurvefield-in-an-editorwindow.html>

Changes

1.9

- Fix all ScriptableObject.CreateInstance warnings as detected in Unity 5.4 and above
- Disable mipmap creation, by default, for texture generation
- Remove "Registering <guisystem>" console messages (annoyance)
- Cleanup some redundant & unused references in older code (minor performance improvements)
- Fix multiple crash and display corruption issues when switching between play & edit modes
- Fix issues with any gradient fill patterns being reset when switching between play & edit modes
- Delete Layer verification popup window now has an explicit "cancel" button (OSX doesn't have window close icon)
- Fix all GUI skin "missing style" warnings by explicit custom skin usage everywhere required

1.8

- Fix Unity 5 compatibility issues

1.7

- Exterior padding, per layer, now adjustable (previously always set to 2 pixels)

- Interior & Exterior widths & padding now globally adjustable
 - Also with an option to quickly adjust to next power of two dimension
- Added many bounds checks to various fields

1.6

- Complete re-invention of the GUI Generator user interface
- Added Layer Tools (beginning with copy layer & drop shadow)
- Massive reworking and cleaning of the core preparing for v1.7 features

1.5

- Added Line Gradient Fill Pattern

1.4

Layers

- Added Fill Patterns (major new feature)
 - Angle Gradient
 - Grid Gradient
 - Radius Gradient
 - Textured
 - Solid Colour (prior to Fill Patterns this was all that existed)

1.3

Layers

- GUI Generator Sprite Generator now supports multiple blended layers
- Interior width (for each layer) can now be altered

Corner Effects

- Sheared Corners
- Blended Corners (mix two types of corner)

Fixes

- Corner data now serializes correctly and isn't lost

- Preview settings (zoom & colour) are now saved
- General code cleanup & refactoring preparing for future features

Menus

- Information submenu renamed to "Support" & added forum and documentation links

1.2

GUI Generator Editor Window

- Improved Pro Skin for better visibility

Sprite Generator

- Individual Corner Styling (more styles to follow in future updates).

1.1

Effects

- Highlight Gradient (and other angle based effects) now visible within layer preview.
- Highlight Gradient angle now has adjustable lighting angle

Layout & Menus

- Window now called "Sprite Generator" from "Tools/GUI Generator" pending more generators in future releases
- Editor UI (Sprite Generator) cleaned up and added Pro Skin
- Added an About section with GUI Generator version and build information

Sprite Generator

- Rearranged UI so that preview is always visible and less space wasted
- Removed "Quick Preview" of effects
- Generated Sprite Preview now auto rendered, "Preview" button removed
- "Curviness" is now a slider

1.0

First public release of GUI Generator.