

Easy UI Styles

Latest Version Updates (complete list at the bottom)

- 2.0 Major changes to the way styles are applied. The style chooser is no longer supported. Styles are applied through custom Easy UI Components - which are simple extensions of the Unity components with a style chooser built-in.
 - 1.4 Support for Text Mesh Pro has been added for UGUI Text, Input Fields and Dropdowns. *This update could break/delete previous styles.* Context menu additions should be less buggy and support TMP components.
 - 1.41 Addresses some performance issues when using Text Mesh Pro components. There is also an occasional and somewhat random bug that can cause the styles to be deleted. This has been fixed or at a minimum is happening fair less frequently.
 - 1.42 Fixed performance issues that became noticeable with large numbers of UI elements. Easy UI Styles location can now be changed in the project without breaking the connection to the data files.
 - 2.0 Major overhaul of components. There are now “Easy UI Style” versions of all the UGUI components. They can be added in the hierarchy or components can be converted using context menu options. This update also addressed the bug where a style was deleted and style chooser scripts would then have the wrong style. As part of this style choosers were NOT updated and will be phased out.
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Easy UI Styles allows quicker development and iteration of UI styles. It allows the definition of UI styles along with easy editing and implementation of those styles.

Easy UI Styles Manager

The Easy UI Styles Manager can be opened from the Tool menu or from any Easy UI Style component.



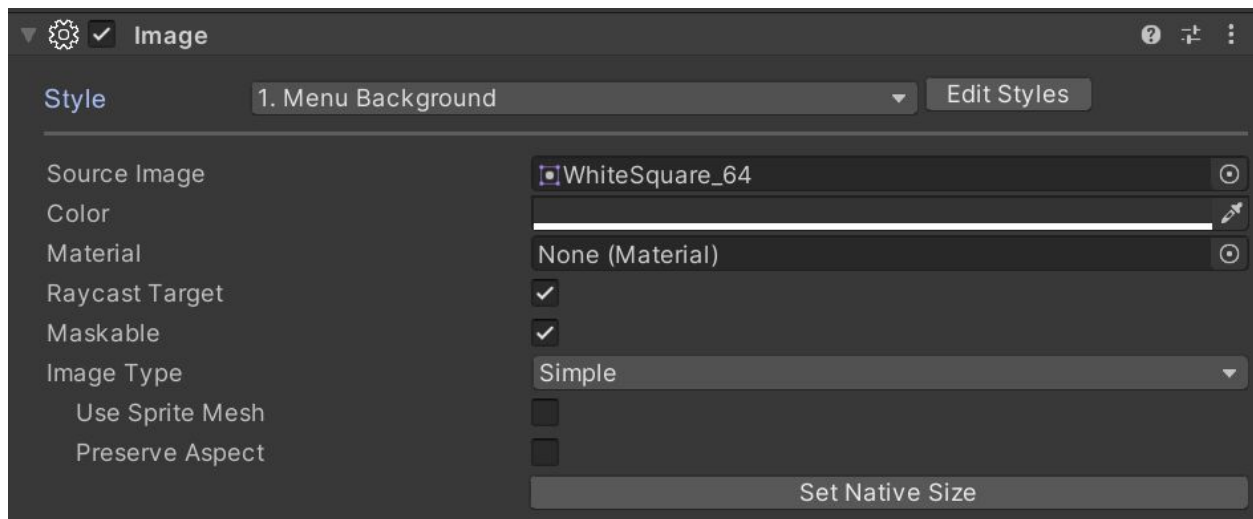
Styles are categorized by UGUI component. The interface is intended to mimic the inspector of each component. The majority of settings can be applied in a style - however, some such as OnClick methods for the buttons are not. Any visual styling options can be applied to a style.

Styles can be further customized to synchronize only particular settings by using the toggles to the far left. Unchecking the synchronization will allow that setting to be adjusted in the inspector for each component.

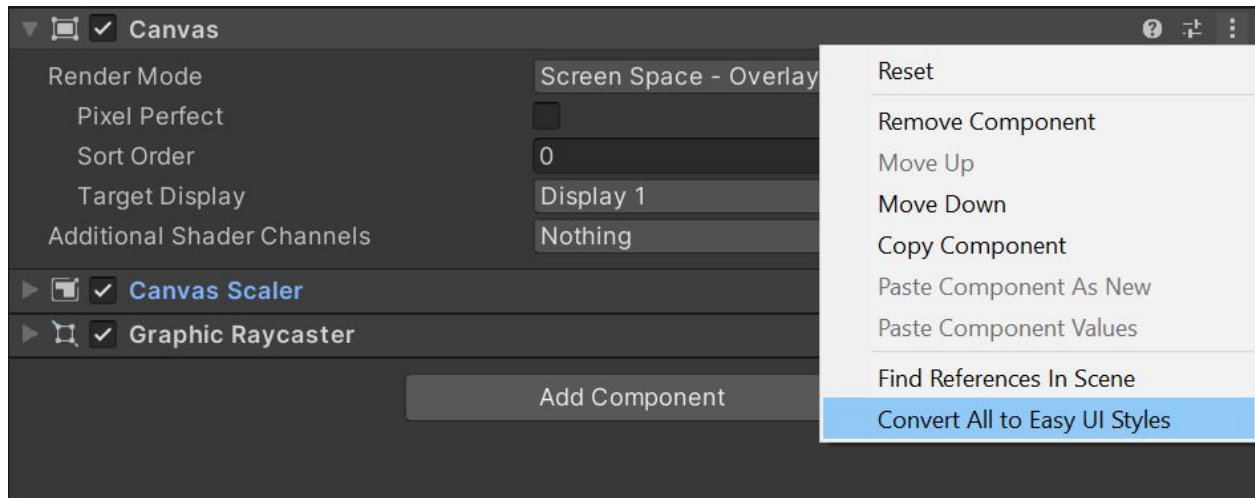
Changes made in the Easy UI Style Manager are made to the associated UGUI elements in realtime - allowing quicker iterations in UI design. Try a new font or text color scene wide with just a few mouse clicks.

Assigning Styles

Styles are now assigned through custom Easy UI Styles components. These components are simple extensions of the built-in Unity components with the addition of a style chooser at the top.



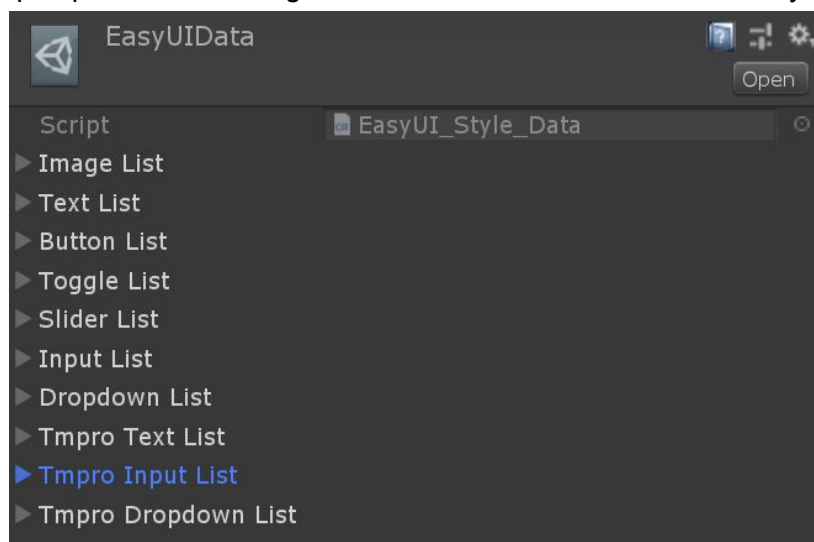
The context menu (three dots top right) on any UGUI component now has an option to convert the component to the corresponding Easy UI Style version. Basic data such as text should be maintained through the conversion process. On components such as buttons, input fields and canvases there are options to convert object which will convert all children objects in one step.



Styles are updated via event that is invoked from the Easy UI Styles Manager custom window so there should be little to no overhead for using Easy UI Styles in your project.

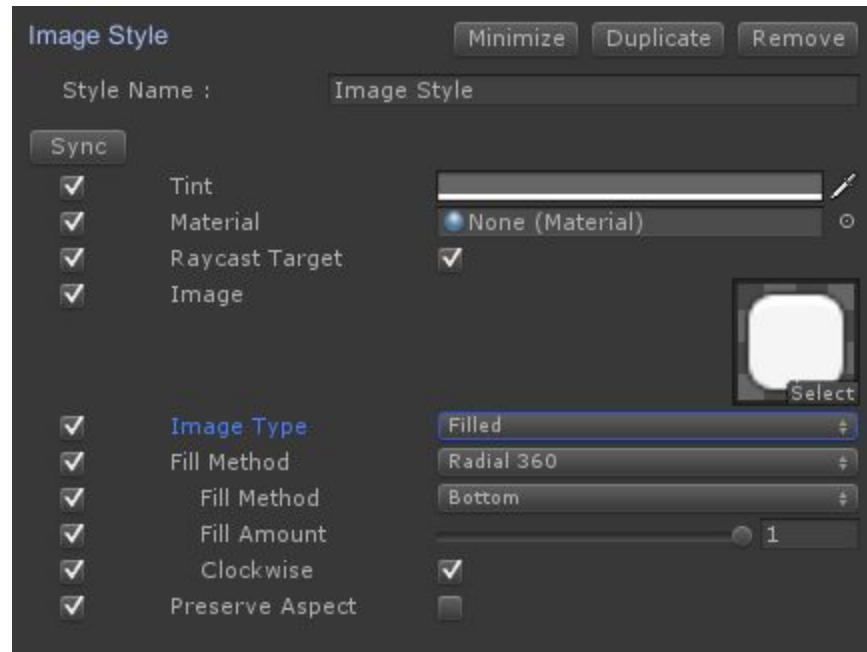
Style Data

All data is stored in a scriptable object that is located in the Resources subfolder. As with any project backing up important files is a good idea - the same is true with the styles data.

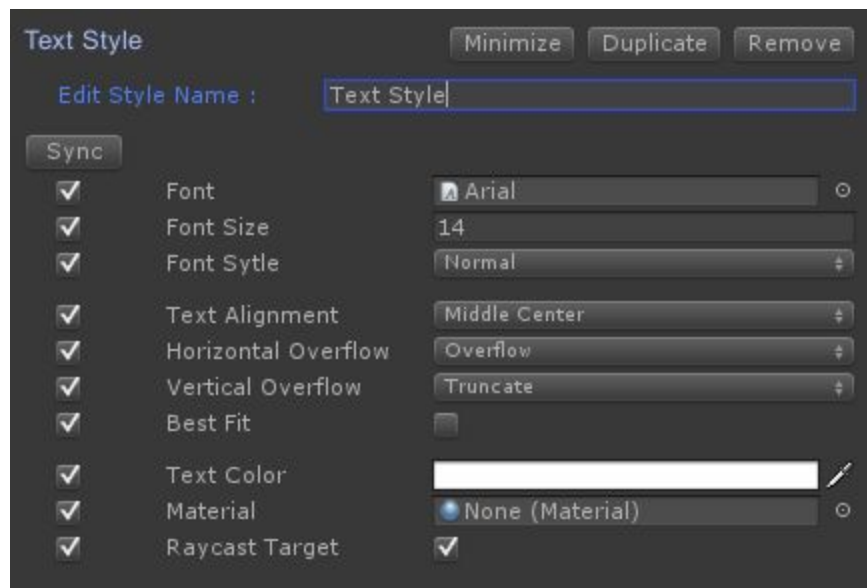


Examples of Styles in the Editor Window

Image Style



Text Style



Button Style

Button Style 1 Minimize Duplicate Remove

Style Name :

Sync

<input checked="" type="checkbox"/>	Interactive	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Transition	Color Tint
<input checked="" type="checkbox"/>	Normal Color	<input type="text" value="#FFFFFF"/>
<input checked="" type="checkbox"/>	Highlighted Color	<input type="text" value="#FFFFFF"/>
<input checked="" type="checkbox"/>	Pressed Color	<input type="text" value="#A9A9A9"/>
<input checked="" type="checkbox"/>	Disabled Color	<input type="text" value="#808080"/>
<input checked="" type="checkbox"/>	Color Multiplier	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Fade Duration	<input type="text" value="0.1"/>
<input checked="" type="checkbox"/>	Navigation	Automatic

Slider Style

Slider Style Minimize Duplicate Remove

Style Name :

Sync

<input checked="" type="checkbox"/>	Interactive	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Transition	Color Tint
<input checked="" type="checkbox"/>	Normal Color	<input type="text" value="#FFFFFF"/>
<input checked="" type="checkbox"/>	Highlighted Color	<input type="text" value="#FFFFFF"/>
<input checked="" type="checkbox"/>	Pressed Color	<input type="text" value="#A9A9A9"/>
<input checked="" type="checkbox"/>	Disabled Color	<input type="text" value="#808080"/>
<input checked="" type="checkbox"/>	Color Multiplier	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Fade Duration	<input type="text" value="0.1"/>
<input checked="" type="checkbox"/>	Navigation	Automatic
<input checked="" type="checkbox"/>	Direction	Left To Right
<input checked="" type="checkbox"/>	Min Value	<input type="text" value="0"/>
<input checked="" type="checkbox"/>	Max Value	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Whole Numbers	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Value	<input type="text" value="0.5"/>

Toggle Style

Toggle Style 1 Minimize Duplicate Remove

Style Name :

Sync

<input checked="" type="checkbox"/>	Interactive	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Transition	Color Tint
<input checked="" type="checkbox"/>	Normal Color	<input type="text" value="#FFFFFF"/>
<input checked="" type="checkbox"/>	Highlighted Color	<input type="text" value="#FFFFFF"/>
<input checked="" type="checkbox"/>	Pressed Color	<input type="text" value="#A9A9A9"/>
<input checked="" type="checkbox"/>	Disabled Color	<input type="text" value="#808080"/>
<input checked="" type="checkbox"/>	Color Multiplier	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Fade Duration	<input type="text" value="0.1"/>
<input checked="" type="checkbox"/>	Navigation	Automatic
<input checked="" type="checkbox"/>	Is On	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Toggle Transition	Fade

Input Field Style

Input Style 1 Minimize Duplicate Remove

Style Name :

Sync

<input checked="" type="checkbox"/>	Interactable	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Transition	Color Tint
<input checked="" type="checkbox"/>	Normal Color	<input type="text" value=""/>
<input checked="" type="checkbox"/>	Highlighted Color	<input type="text" value=""/>
<input checked="" type="checkbox"/>	Pressed Color	<input type="text" value=""/>
<input checked="" type="checkbox"/>	Diabled Color	<input type="text" value=""/>
<input checked="" type="checkbox"/>	Color Multiplier	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Fade Duration	<input type="text" value="0.1"/>
<input checked="" type="checkbox"/>	Navigation	Automatic
<input checked="" type="checkbox"/>	Text	<input type="text" value=""/>
<input checked="" type="checkbox"/>	Character Limit	<input type="text" value="0"/>
<input checked="" type="checkbox"/>	Content Type	Standard
<input checked="" type="checkbox"/>	Line Type	Single Line
<input checked="" type="checkbox"/>	Caret Blink Rate	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Caret Width	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Custom Caret Color	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Selection Color	<input type="text" value=""/>
<input checked="" type="checkbox"/>	Hide Mobile Input	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Read Only	<input type="checkbox"/>

Dropdown Style

New Dropdown Style 1 Minimize Duplicate Remove

Style Name :

Sync

<input checked="" type="checkbox"/>	Interactable	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Transition	Color Tint
<input checked="" type="checkbox"/>	Normal Color	<input type="text" value=""/>
<input checked="" type="checkbox"/>	Highlighted Color	<input type="text" value=""/>
<input checked="" type="checkbox"/>	Pressed Color	<input type="text" value=""/>
<input checked="" type="checkbox"/>	Diabled Color	<input type="text" value=""/>
<input checked="" type="checkbox"/>	Color Multiplier	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Fade Duration	<input type="text" value="0.1"/>
<input checked="" type="checkbox"/>	Navigation	Automatic
<input checked="" type="checkbox"/>	Value	<input type="text" value="0"/>
<input type="checkbox"/>	Dropdown Options	Add Remove
	Option	<input type="text" value="Option 1"/>
		<input type="text" value="None (Sprite)"/>

Text Mesh Pro UGUI Text

New TMP UGUI Style

Minimize Duplicate Remove

Style Name : New TMP UGUI Style

[Sync]

- ☒ Enable RTL Editor

Main Settings

- ☒ Font Asset LiberationSans SDF (TMP_FontAsset)
- ☒ Material Preset LiberationSans SDF Material
- ☒ Font Style B I U S ab AB SC
- ☒ Font Size 24
- ☒ Auto Size
- ☒ Color
- ☒ Color Gradient
- ☒ Override Tags

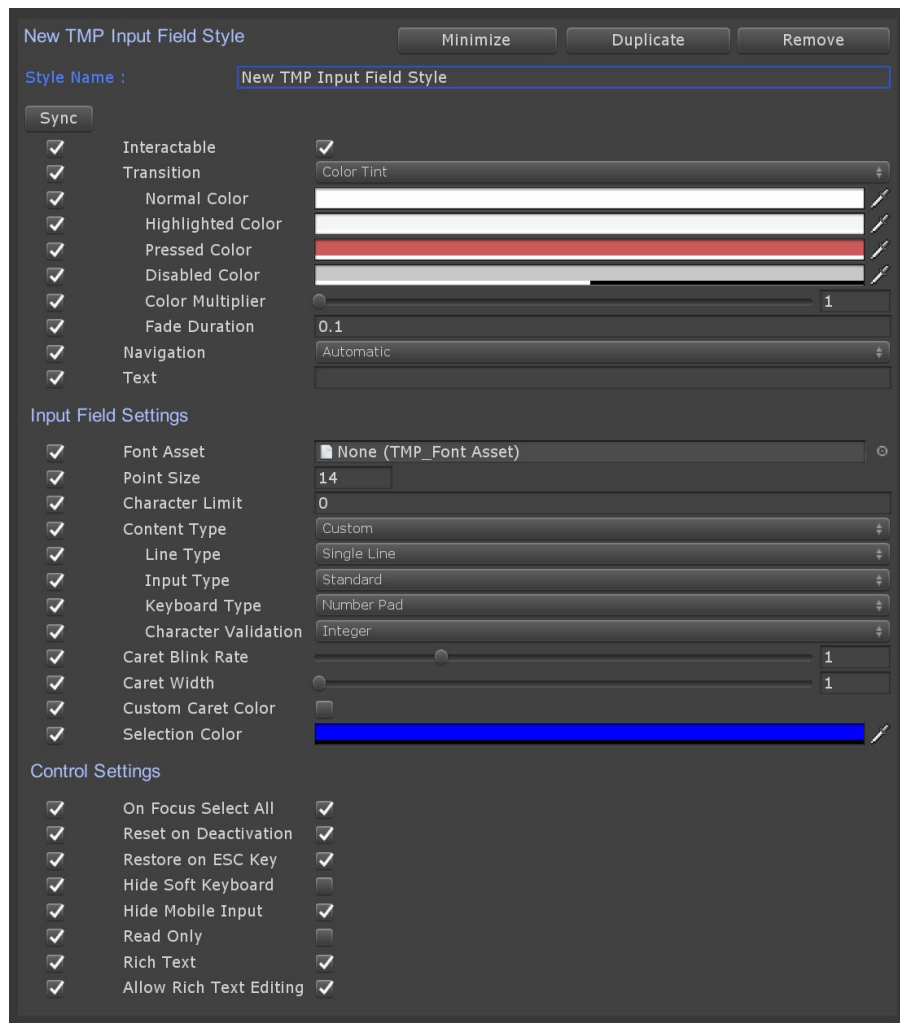
Spacing Options

- ☒ Character Spacing 0
- ☒ Word Spacing 0
- ☒ Line Spacing 0
- ☒ Paragraph Spacing 0
- ☒ Alignment [Left] [Center] [Right] [Justified] [Full Width]
- ☒ Wrapping Enabled
- ☒ Overflow Overflow
- ☒ Horizontal Mapping Character
- ☒ Vertical Mapping Character

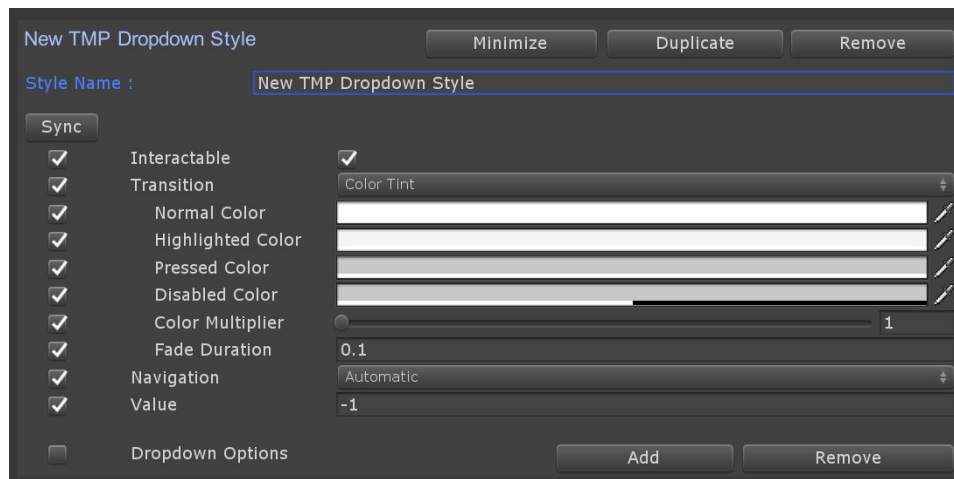
Extra Settings

<input checked="" type="checkbox"/>	Margins	Left	0	Right	0
		Top	0	Bottom	0
<input checked="" type="checkbox"/>	Geometry Sorting	Normal			
<input checked="" type="checkbox"/>	Rich Text	<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>	Raycast Target	<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>	Parse Escape Characters	<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>	Sprite Asset	None (TMP_Sprite Asset)			
<input checked="" type="checkbox"/>	Kerning	<input checked="" type="checkbox"/>			
<input checked="" type="checkbox"/>	Extra Padding				

Text Mesh Pro Input Field



Text Mesh Pro Dropdown



Demo Scene Icons: <https://game-icons.net/>

Version Updates

- 1.1 Fixed bug where editor window would not open.

- 1.2 Updated code to be compliant with Unity 5.4.2. Also fixed bug where inspector button did not open the style editor.
 - 1.22 Update to move appropriate scripts into editor folder - could prevent standalone build from compiling.
 - 1.23 UI transition types of Sprite Swap and Animation are now supported. Some spelling errors were also fixed.
 - 1.3 Usability improvements. "Edit Styles" button now opens current style. You can add a style from the inspector to Easy UI Styles by using the context menu.
 - 1.4 Support for Text Mesh Pro has been added for UGUI Text, Input Fields and Dropdowns. *This update could break/delete previous styles.* Context menu additions should be less buggy and support TMP components.
 - 1.41 Addresses some performance issues when using Text Mesh Pro components. There is also an occasional and somewhat random bug that can cause the styles to be deleted. This has been fixed or at a minimum is happening fair less frequently.
 - 1.42 Fixed performance issues that became noticeable with large numbers of UI elements. Easy UI Styles location can now be changed in the project without breaking the connection to the data files.
 - 2.0 There are major changes that will likely break the assignment of styles. Styles themselves may not break, but please back up your project and your styles before upgrading. This change was made to address the bug, that when a style was deleted all the styles in the style chooser could "shift" forcing the user to reassign the styles. In addition, some missing features and a few bugs have also been fixed.
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