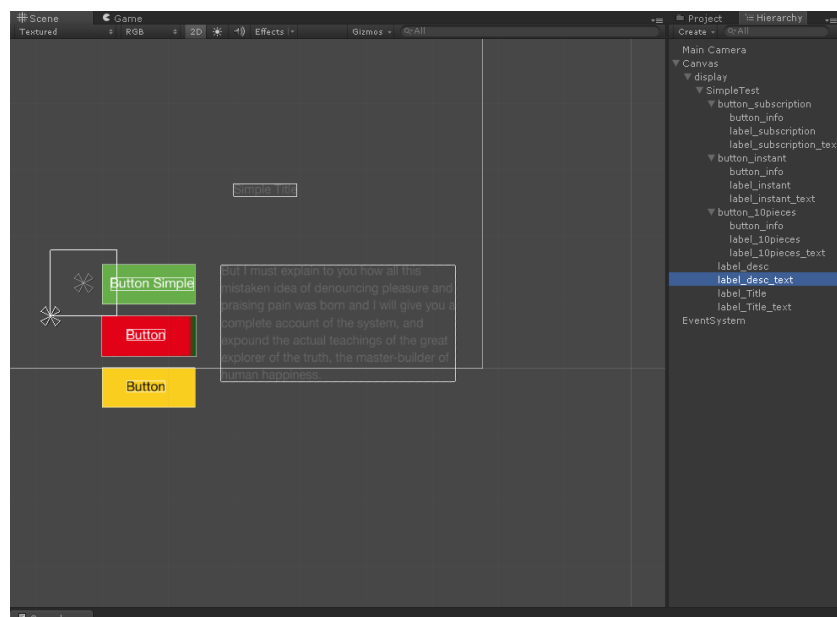
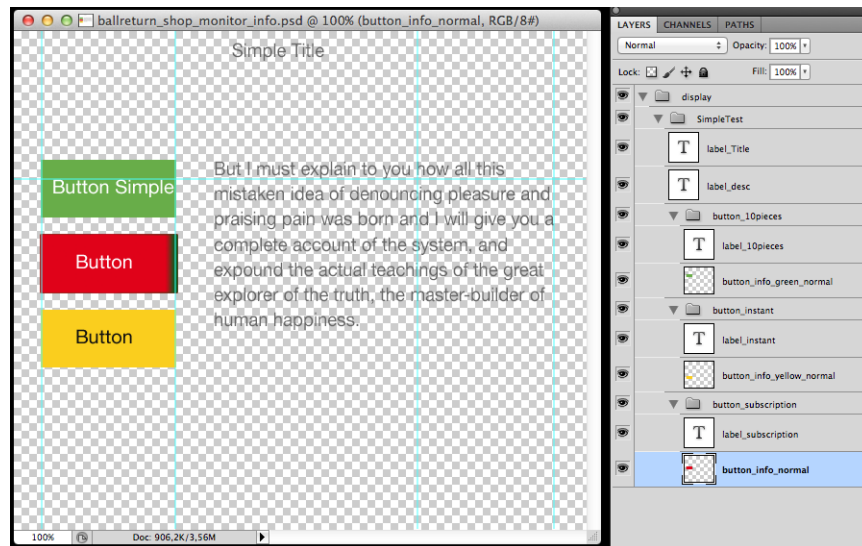


PSD To uGUI

Easy way to create new GUI system.



How to use it

1. Create a PSD file within PhotoShop

Note!

To create button you have to name the layer starts with «button»

There are 4 states of button: **normal**(target), **highlight**, **pressed** and **disable**, so if you wan't to use this states in your GUI - name the layer ends with «normal» , «highlight» , «pressed» or «disable» .

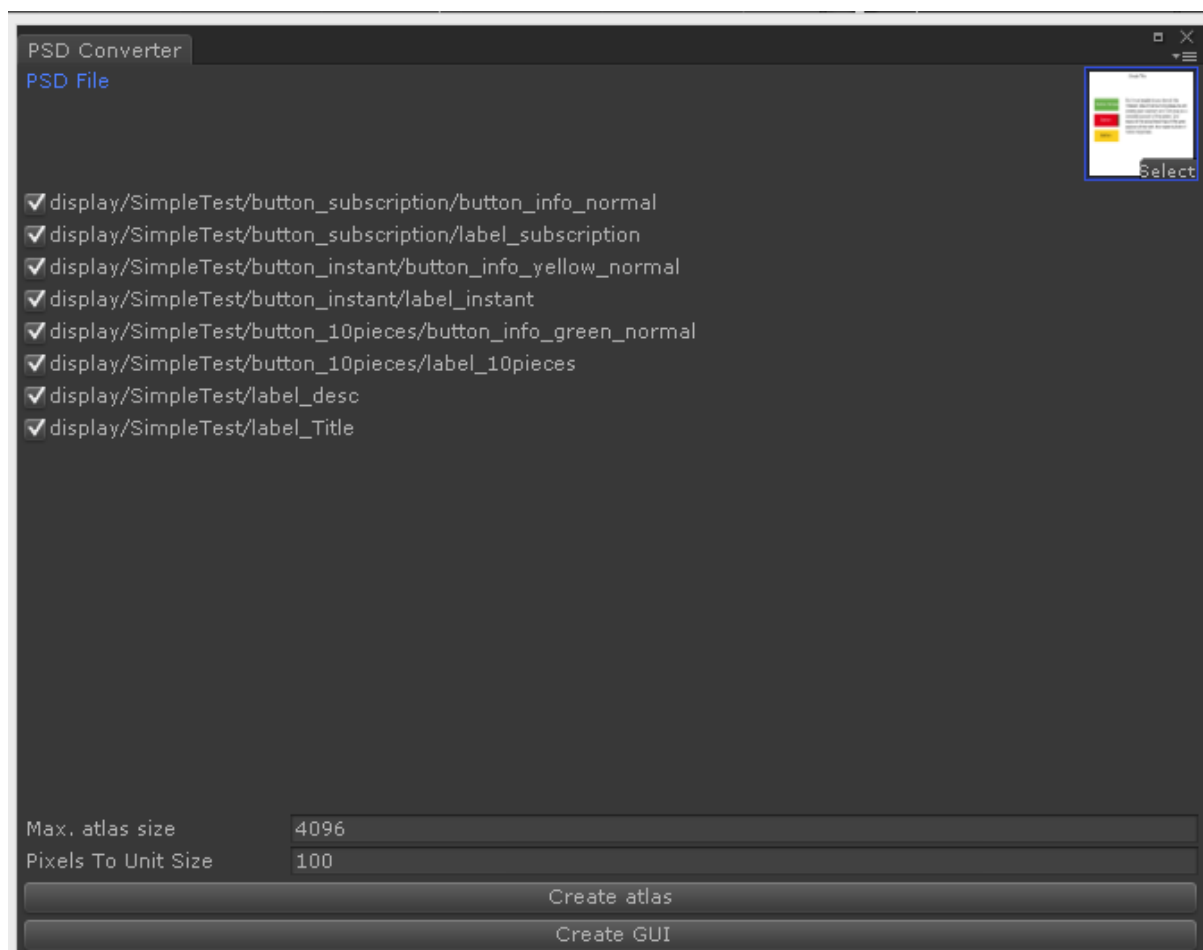
To create the text layer you have to name the layer starts with «label».

You can use Layers Group to creative the hierarchy of your GUI.

2. Import the PSD file into your Project;

3. Open Window/uGUI/PSD Convector

4. Choose your PSD file.



5. Create Atlas

6. Create GUI

7. Profit!!

FAQ:

If you have any questions you can write to
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