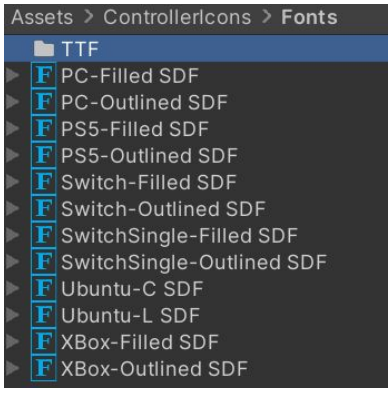
Controller Icons

How to use

Overview

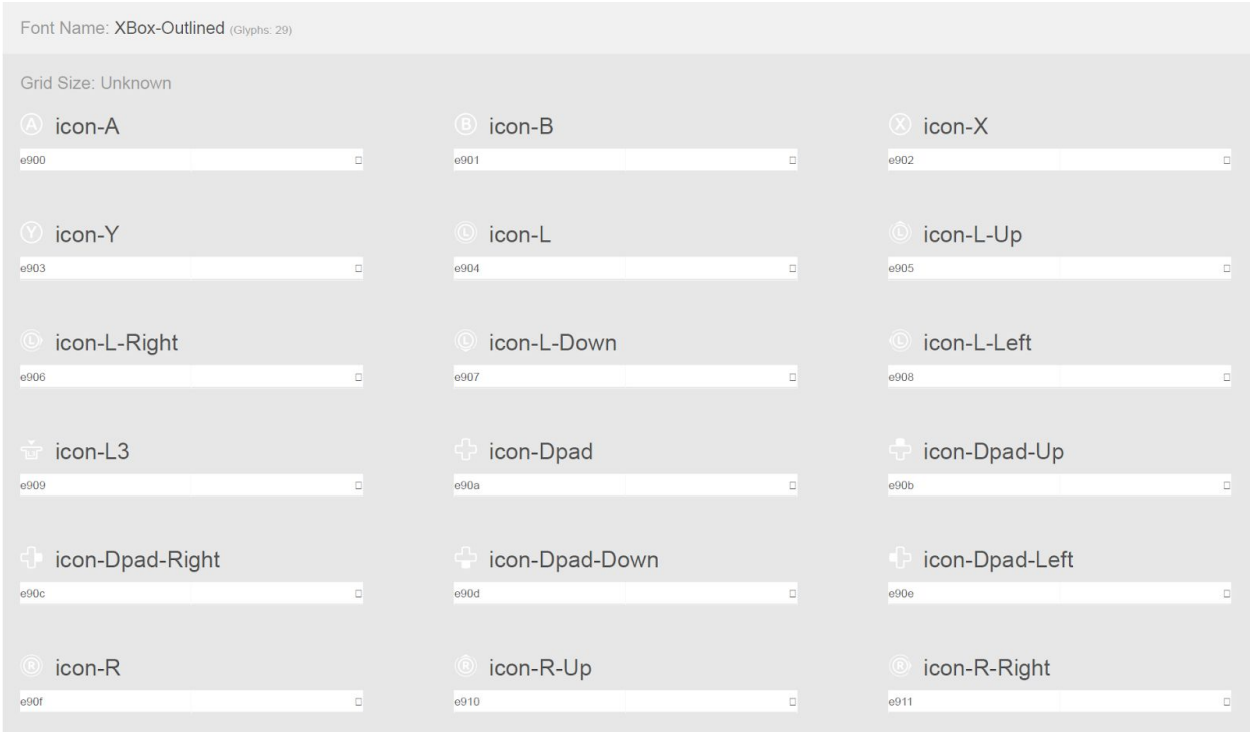
The package contains icons for Xbox Series X, Sony Playstation 5, Nintendo Switch controllers and Keyboard + Mouse. Dual and Single Joy-Con modes supported for Nintendo Switch.
There are two styles for each platform: Outlined and Filled.
Icons are stored as distance field atlases (SDF) in TextMeshPro Font Assets. There is a separate TextMeshPro Font Asset for each platform. They are located in the ‘Fonts’ folder.



> There is a different amount of icons for platforms: PC and PS5 have x33 icons, while others have x29. This is because PS5 has a touchpad, which includes gestures, and the PC has a lot of keys and a mouse, so we’ve just matched the PS5 mapping for it. Switch in Single Joy-Con mode has fewer buttons, but we’ve put the motion controls icons into the free slots.

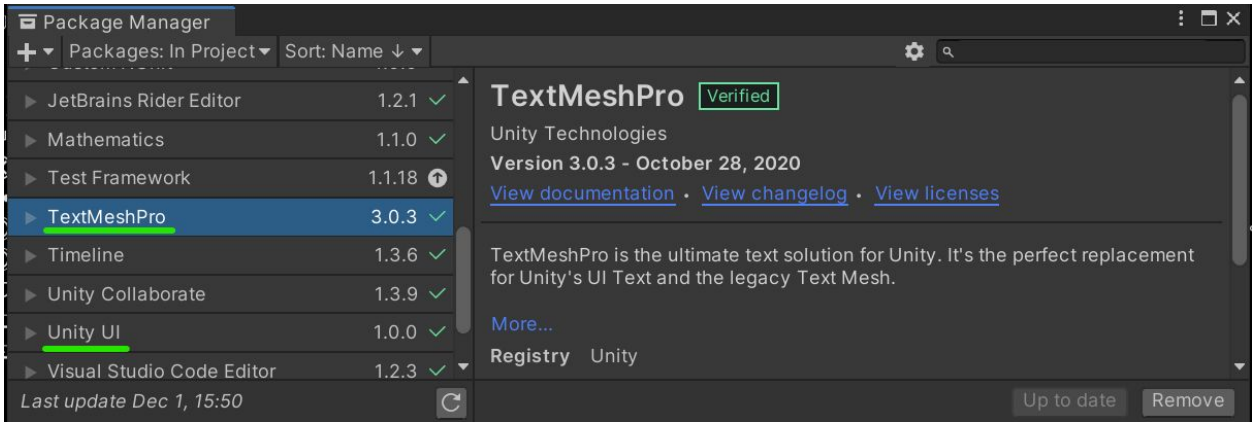
Font details

Character mapping is referenced in the character tables, which are located in the ‘Documentation > CharacterTables’ folder.



Dependencies

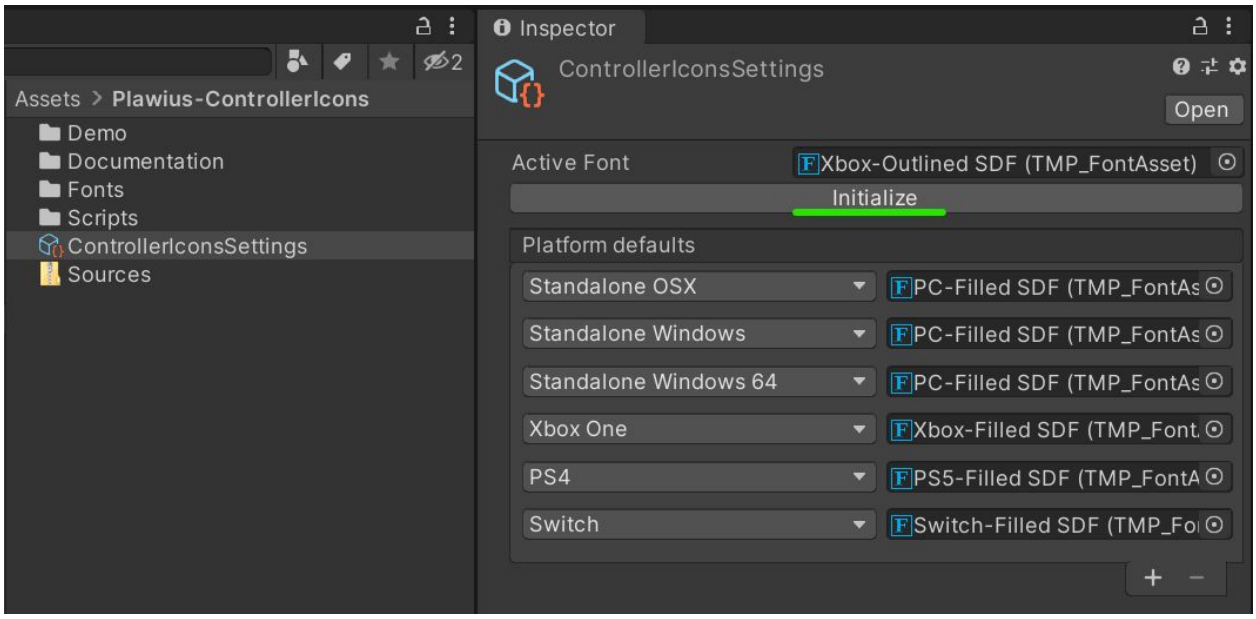
Make sure that you have **Unity UI** and **TextMeshPro** packages imported through the Package Manager.



Platform Default Settings

Controller Icons settings are located in ‘Plawius-ControllerIcons’ folder. Select the ‘ControllerIconsSettings’ file and git the ‘Initialize’ button in Inspector window to apply

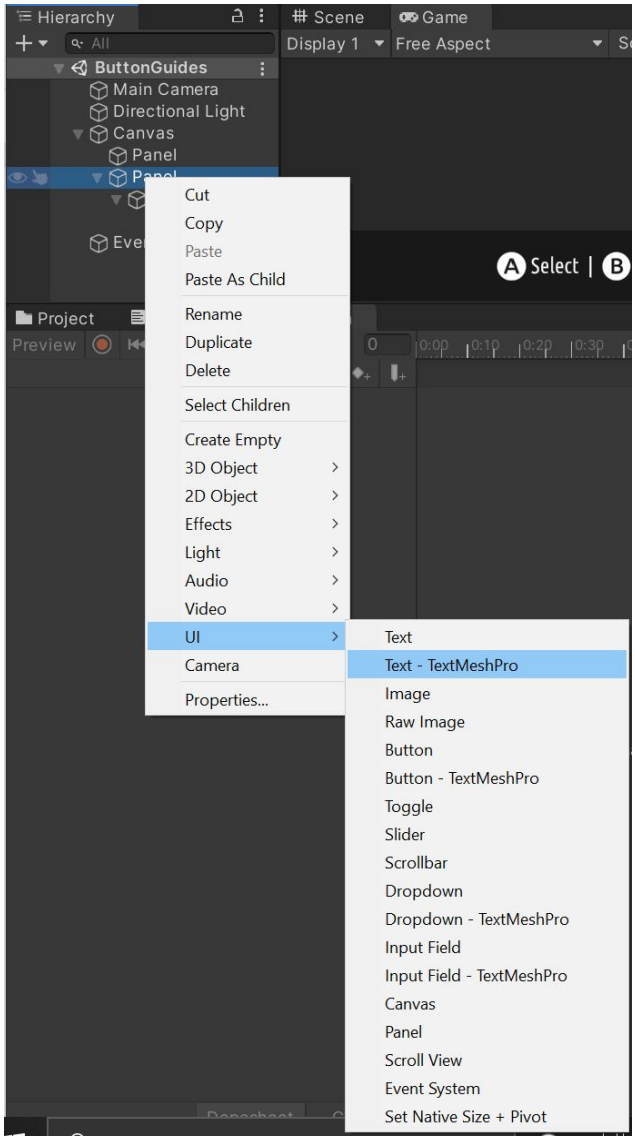
Active Font to TextMeshPro Fallback font setting before you start.



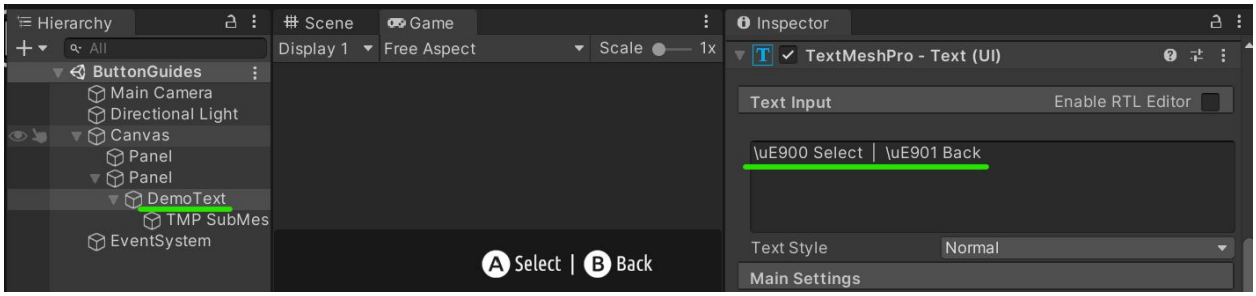
You can specify default fonts for each target platform. It will be applied via **`IPreprocessBuildWithReport`** just before making a build for a specific platform.

Usage

Create a TextMeshPro - Text object on your Canvas



In the text field add icons hex codes in format \uE9XX, where XX is the number of the character in hex format (check the character codes in character tables ‘Documents > Character Tables’).



ControllerIcons API

It is possible to activate the icon set via code. **`ControllerIcons`** class contains two public functions:

```
public void SetActiveFont(TMP_FontAsset newFontToActivate)
```

Activates font by adding it to TextMeshPro settings' fallback list, and removing the previously active one from there. Refreshes all TMP_Text objects.
Throws Exception If TMP_Settings.instance is null (Text Mesh Pro is not installed).

```
public TMP_FontAsset GetActiveFont()
```

Returns currently active icon font, previously added to TextMeshPro settings' fallback list.

Icons Editing

Prerequisites

- Adobe Illustrator
- Icomoon web app
- Ubuntu font

Overview

The Adobe Illustrator source files are located in Sources.zip folder. There are three categories of source files:

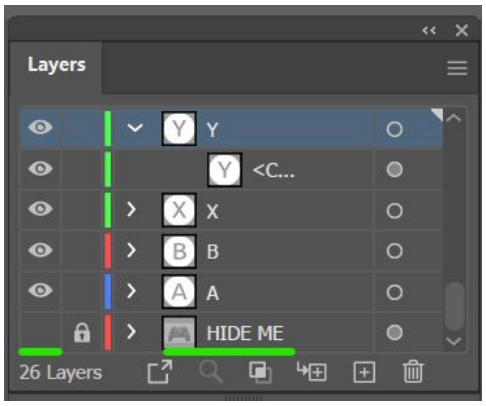
- **Solid** - unmerged graphics with editable text and outlines
- **Filled** and **Outlined** - merged and united graphics with outlined text and strokes

Pipeline description

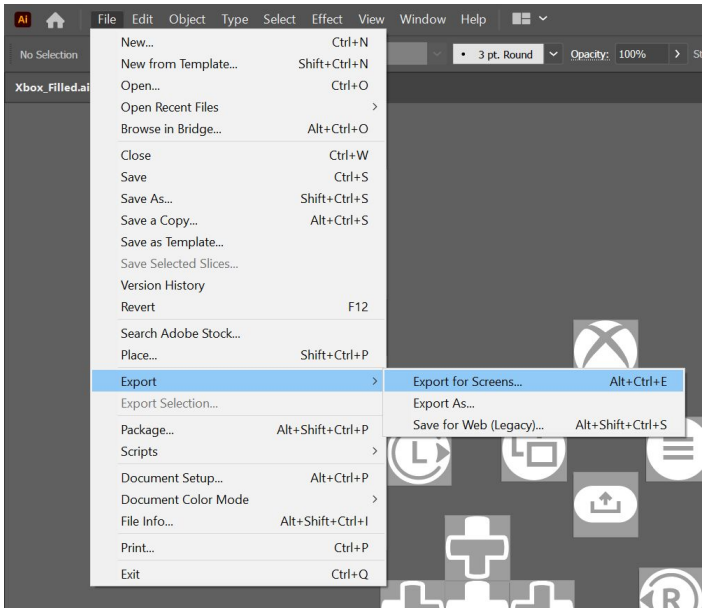
Icons editing

- Unpack Sources.zip

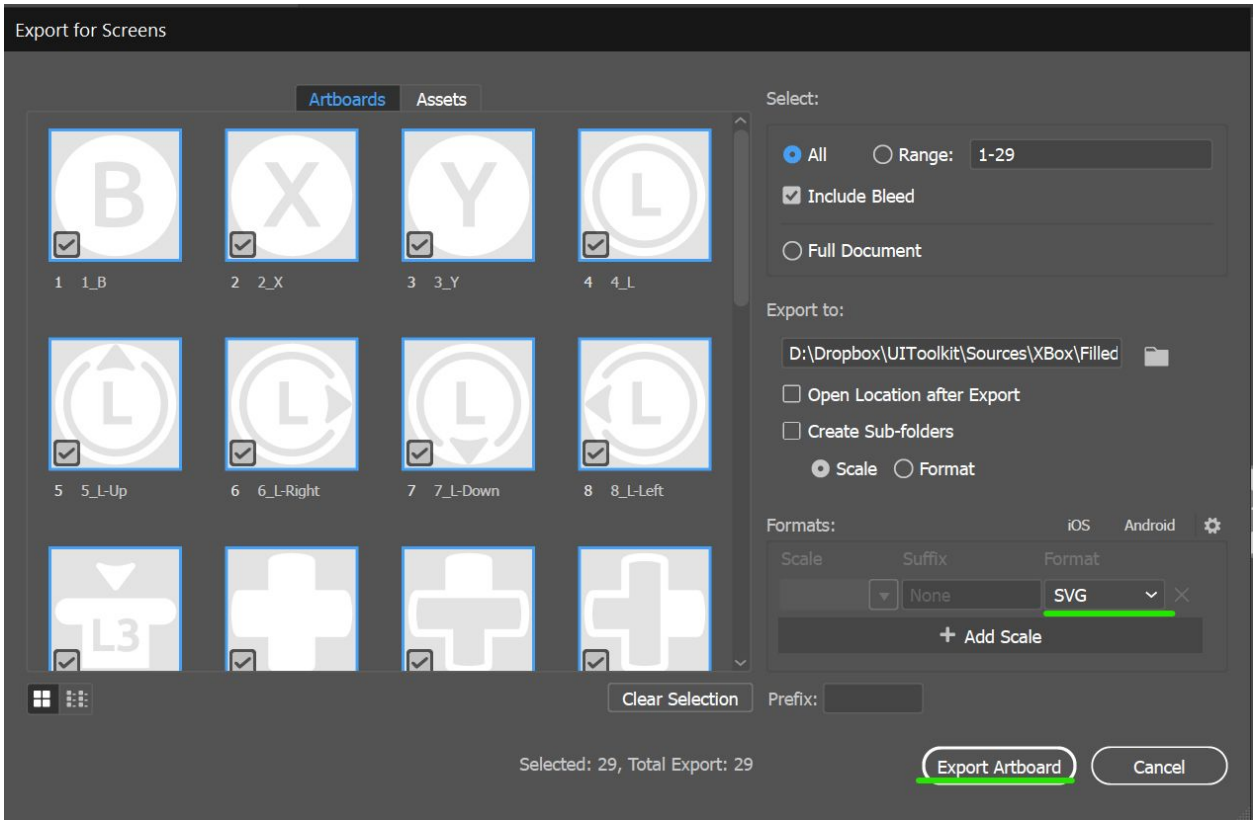
- Navigate to the folder that corresponds to the required platform and style and open the .ai file
- Edit the icons inside .ai file
- Make sure to hide the ‘HIDE ME’ layer before export



- Make sure to outline all text and strokes before export
- Go to File > Export > Export for Screens... (Alt+Crl+E)

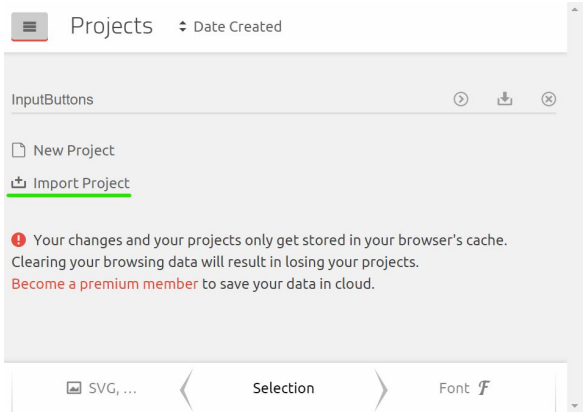


- Make sure to select SVG format and then hit ‘Export Artboards’. That will produce a set of .svg files

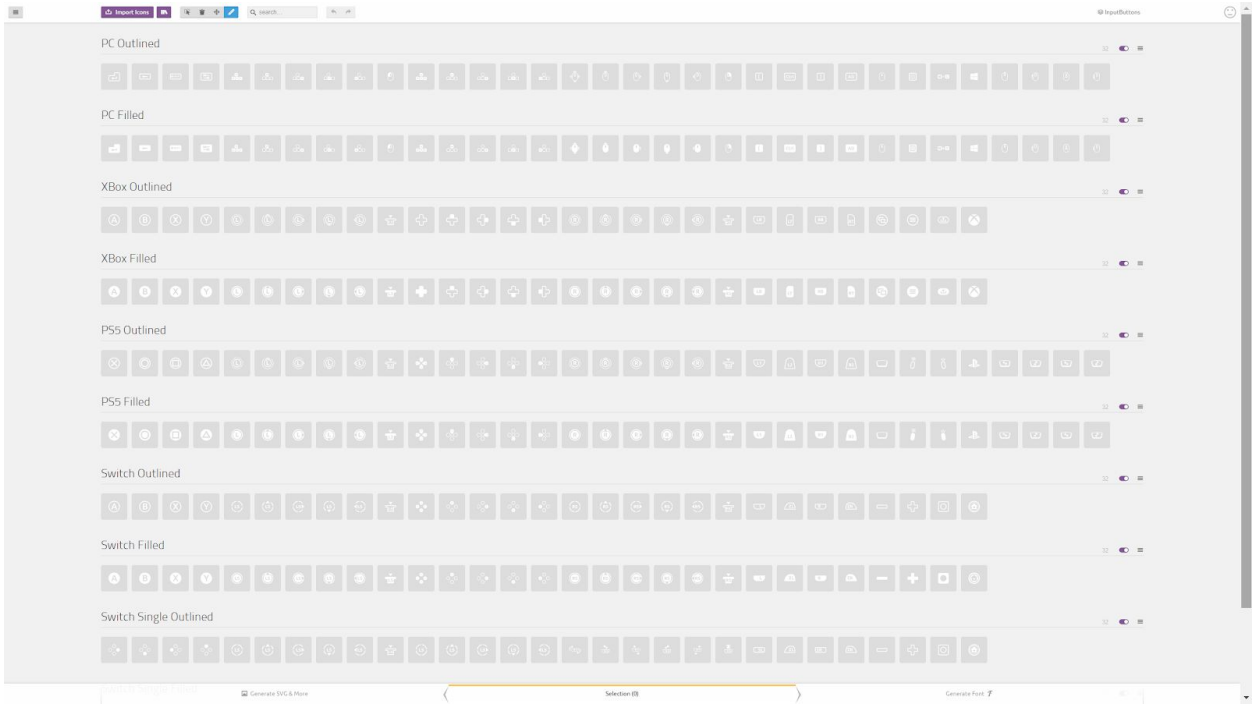


Font creation

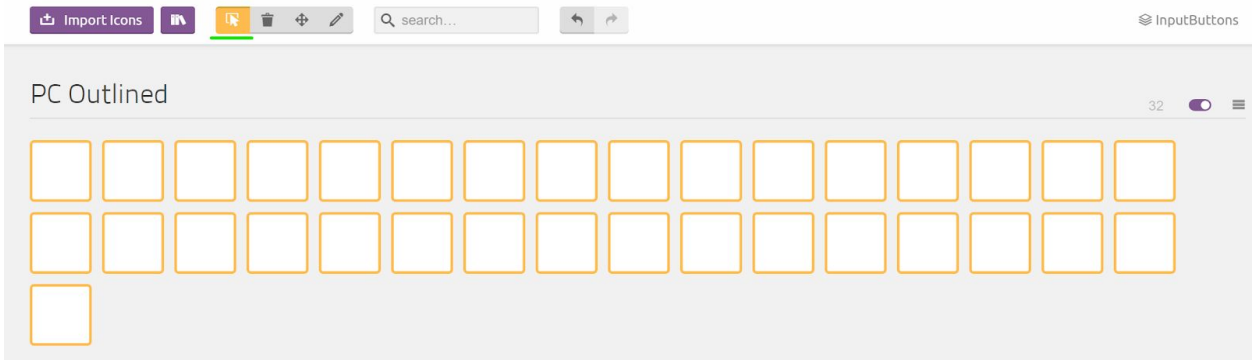
- Go to https://icomoon.io/app/
- Go to the ‘Projects’ section and hit ‘Import Project’



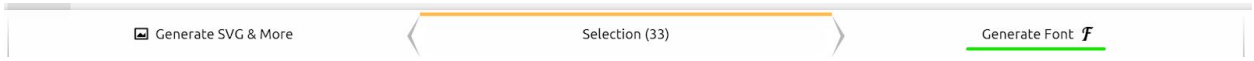
- Locate and select IcomoonProject.json inside ‘Sources/Icomoon’ folder for upload. You should get this as a result



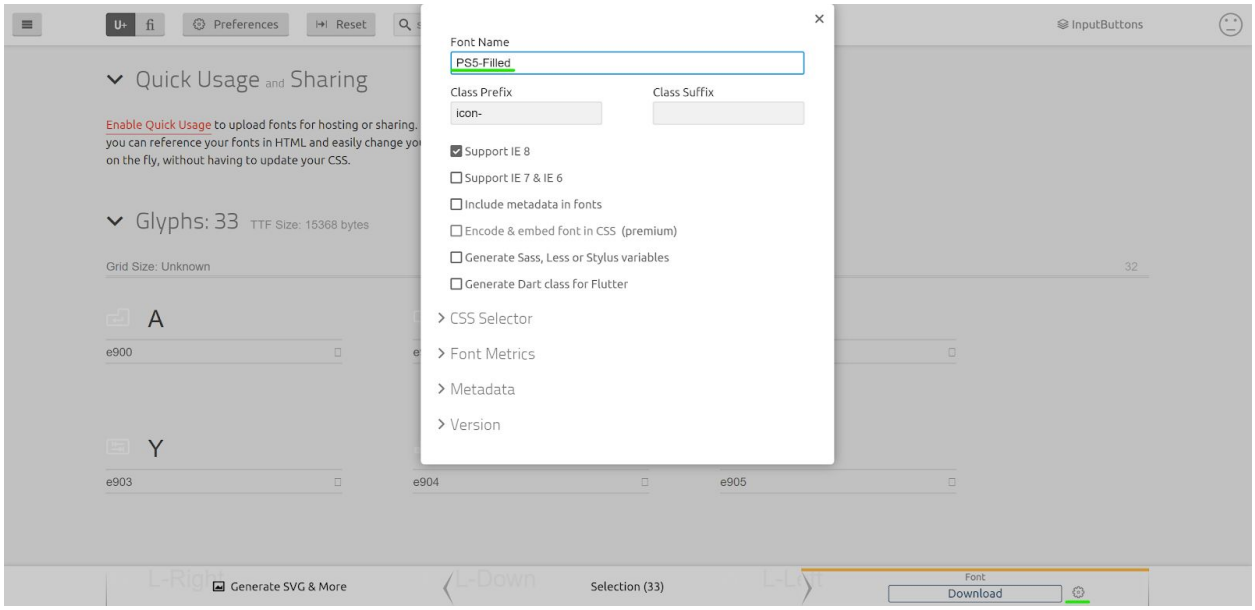
- Switch to Selection mode and select the icons you want to export as a font



- Then go to ‘Generate Font’ on the bottom right



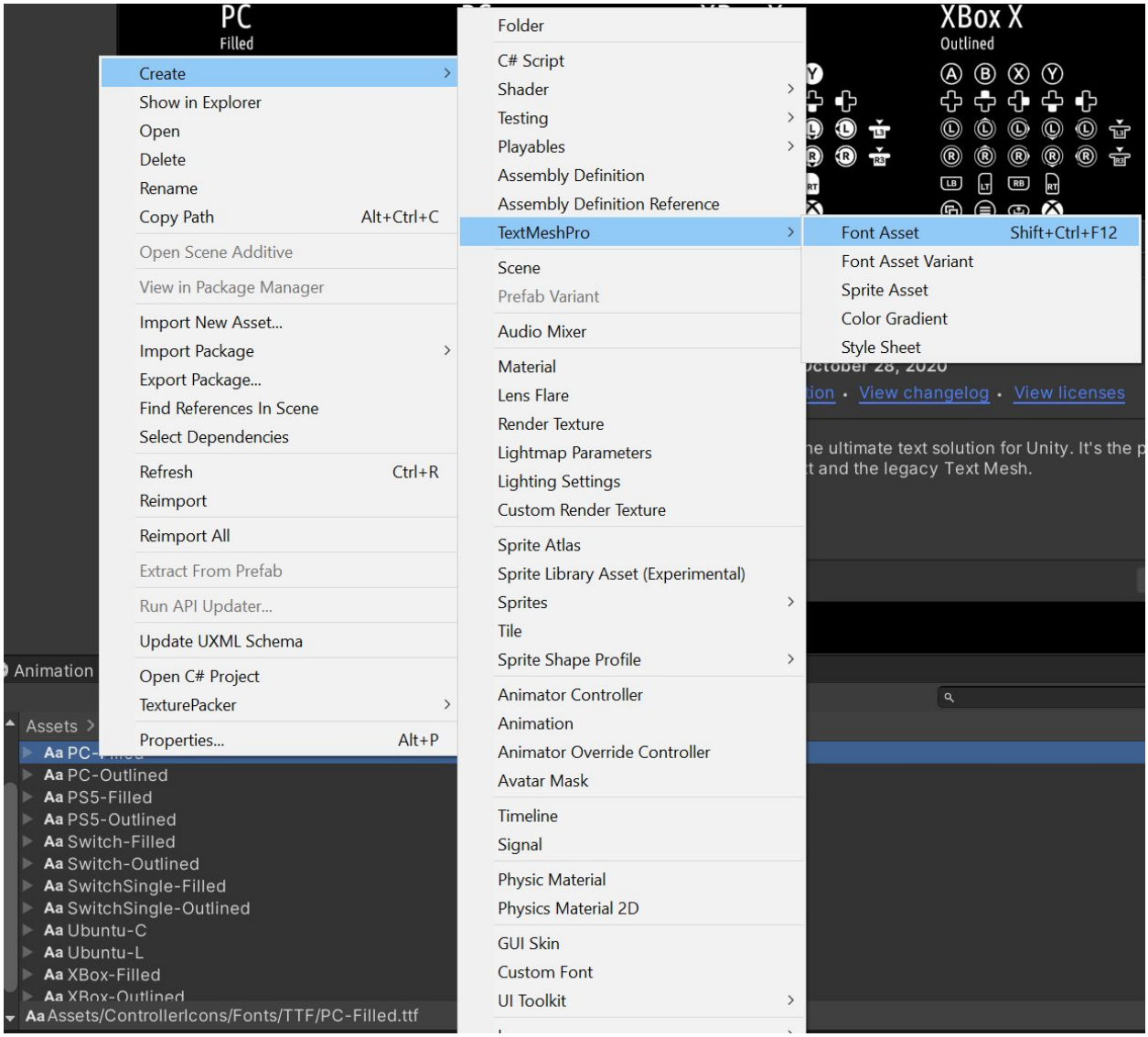
- Click on the cog on the bottom-right and enter the font name and other required metadata



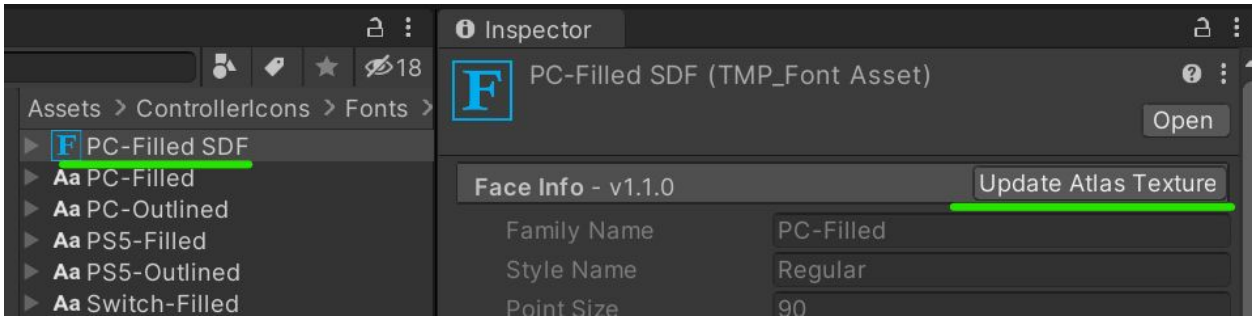
- Hit the ‘Download’ button to get the font file. It will be in fonts folder inside of the downloaded .zip folder
- Copy the .ttf to Unity project

Font Asset creation

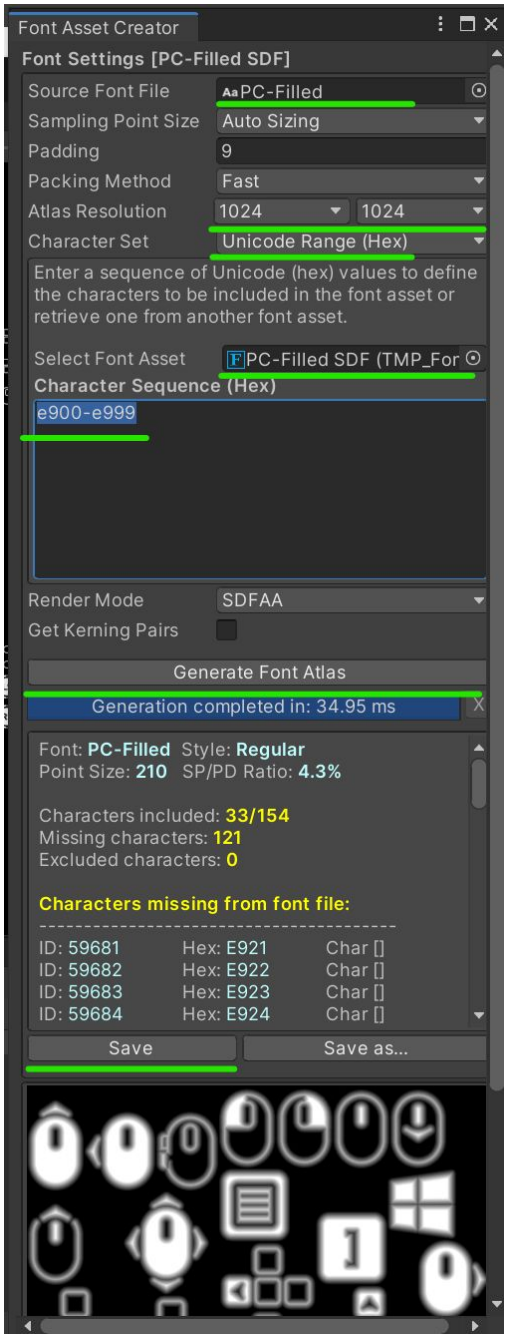
- Right-click your .ttf font file in Unity Project window, then select Create > TextMeshPro > Font Asset or use Shift+Ctrl+F12 shortcut



- Select the newly created Font Asset file and hit ‘Update Atlas Texture’ button in the Inspector window

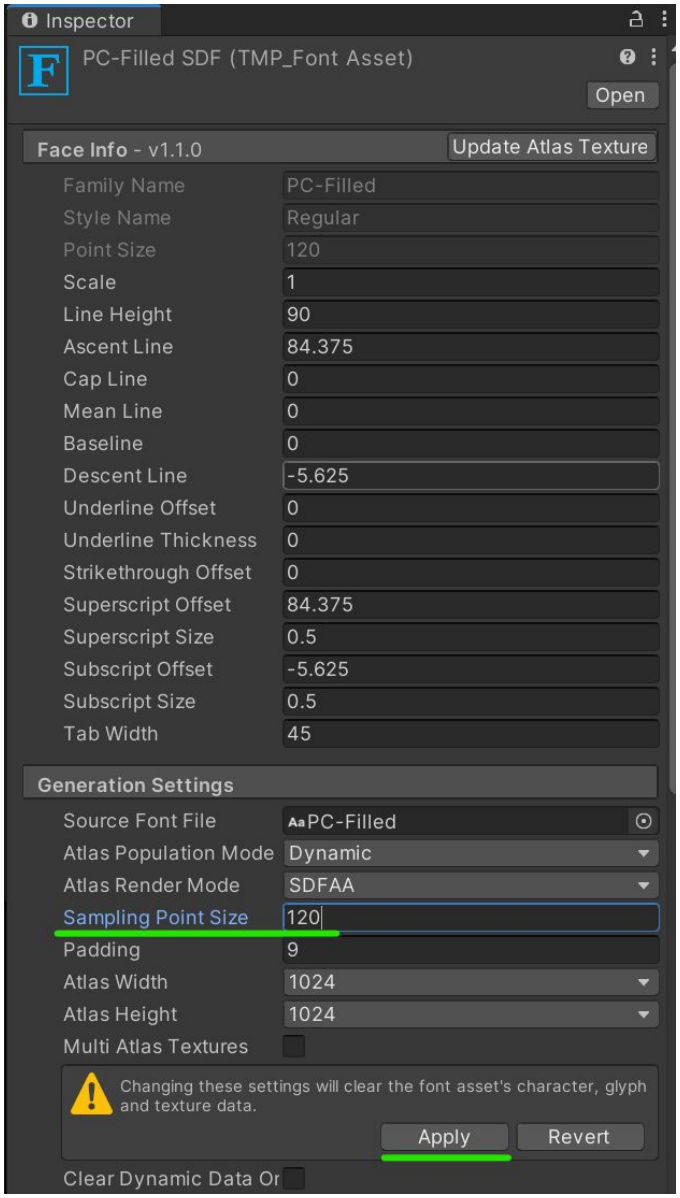


- Make sure that the **Source Font File** and **Select Font Asset** correspond to .ttf font file and font asset you are currently working with. **Character Set** should be set to Unicode Range (Hex) and **Character Sequence (Hex)** should be e900-e920 (increase the range if you have more than 33 symbols). Hit ‘Generate Font Atlas’ and then ‘Save’ button to save the SDF atlas to font asset

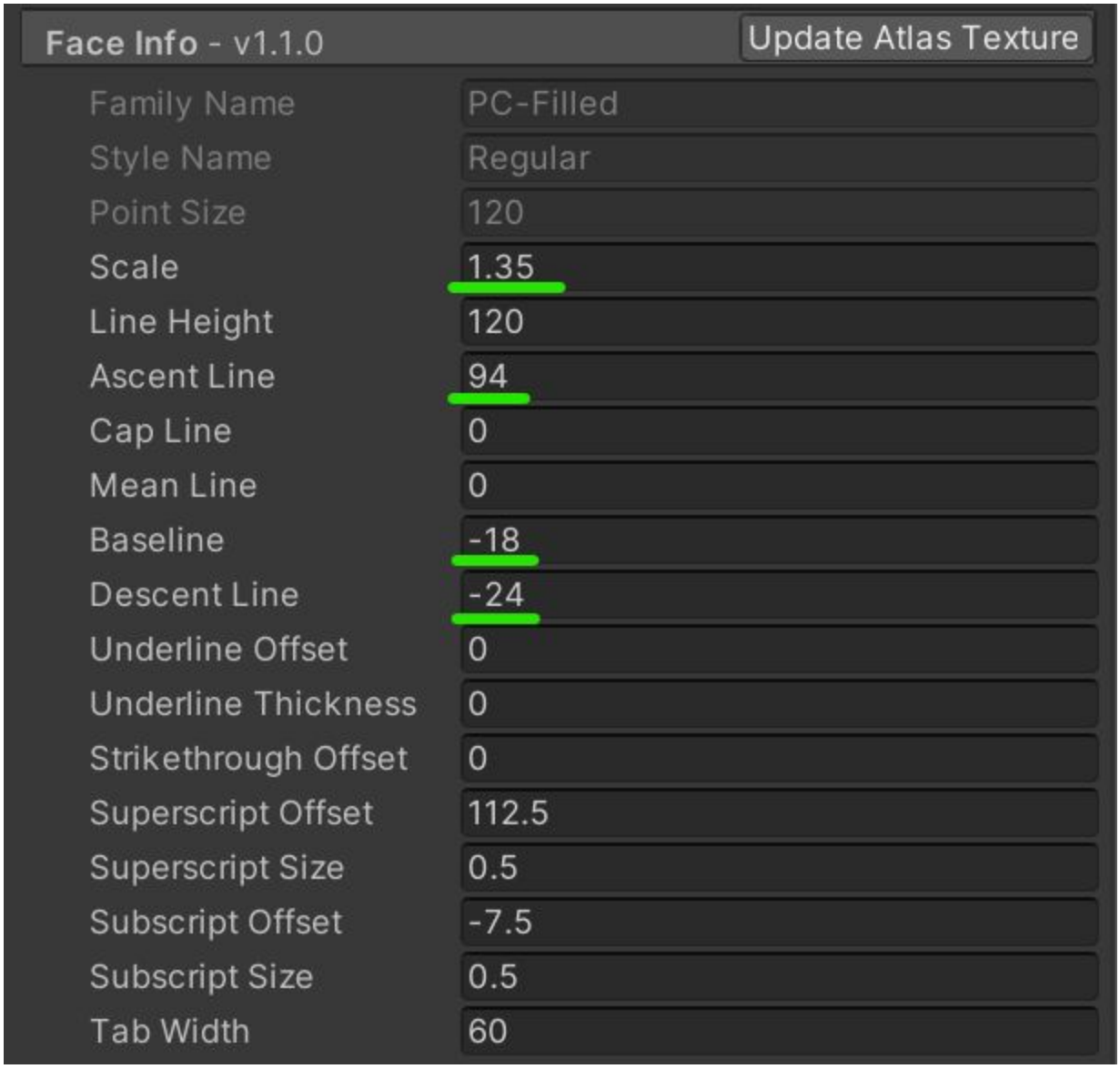


- Close the Font Asset Creator and select your font asset. In Inspector change the Sampling Point Size. It should be the same value for all your assets. We are using

value 120. After changing the value, hit the ‘Apply’ button



- Now change the **Scale**, **Accent Line**, **Baseline** and **Descent Line** settings of the font asset. The recommended values are displayed on the image below



- The Font Asset is now ready to use