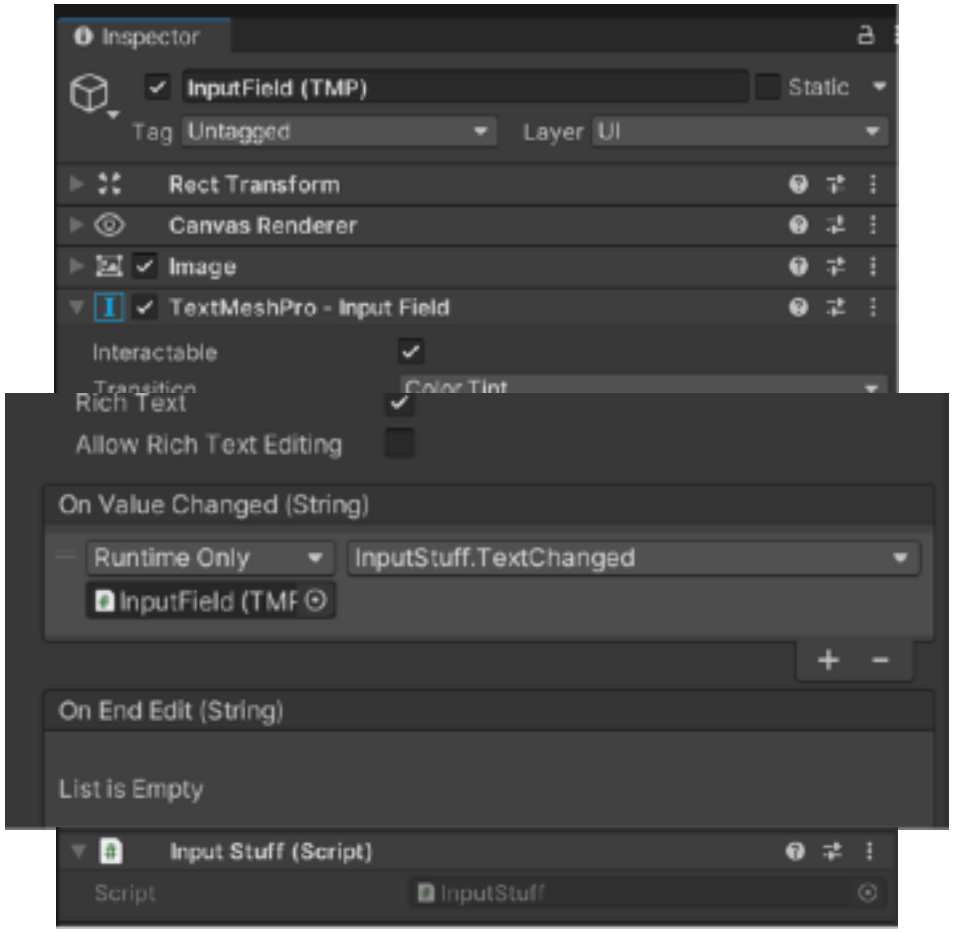
UI - Scripting

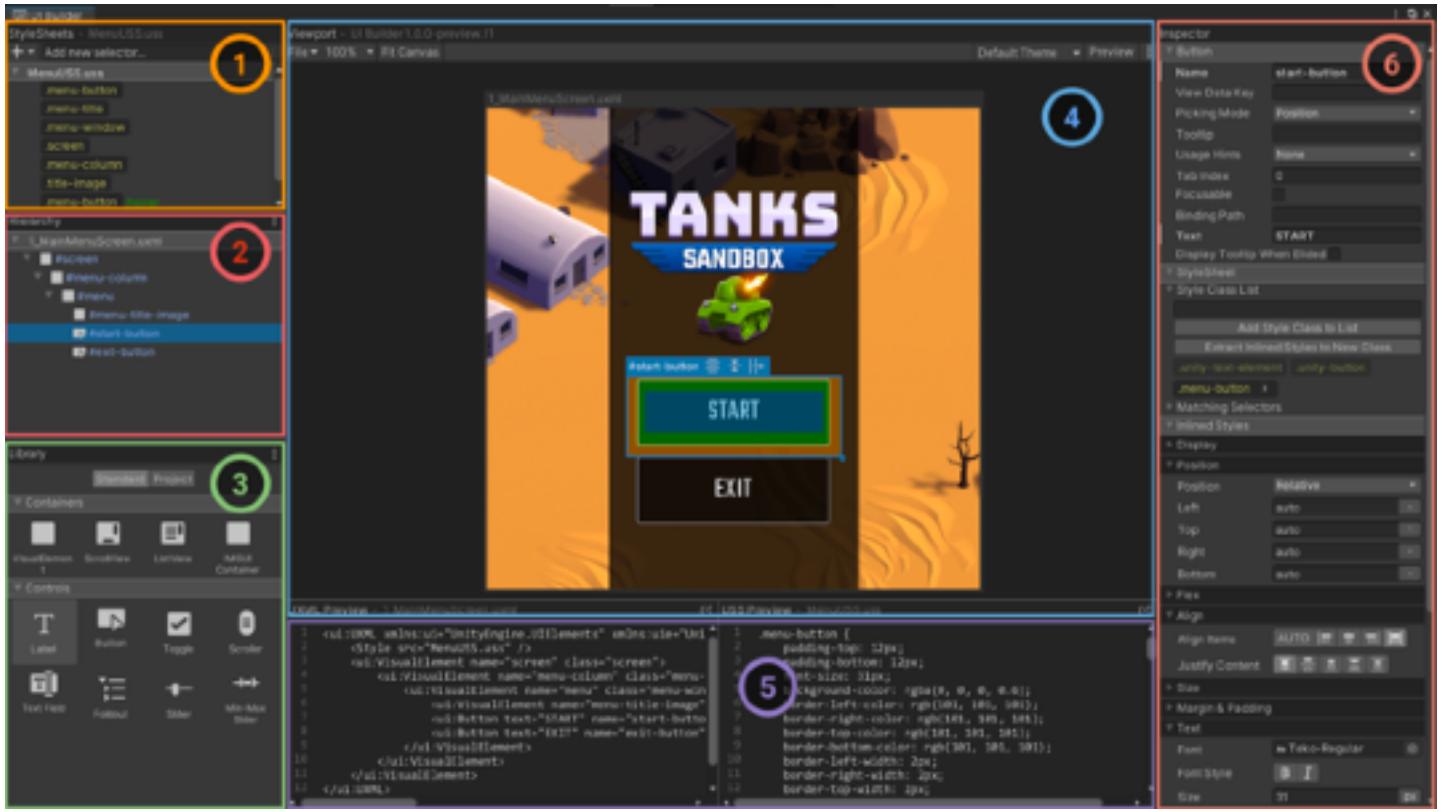



```cs
using UnityEngine;

public class InputStuff : MonoBehaviour
{
    public void TextChanged(string changedText)
    {
        Debug.Log(changedText);
    }
}
```

UI Toolkit

- New Unity UI system
- Works like HTML & CSS
- Animation works like CSS Transitions
- Better performance for complex UIs
- Steep learning curve



UI Builder is a built-in “HTML” editor in Unity