```
rbimgui-2
version 1.2
by Singularity
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```

This is a guide on how to code your own user interface using the rbimgui-2 template!
Firstly of all, we need to include the ui-engine like so:

```
local engine =
loadstring(game:HttpGet("https://raw.githubusercontent.com/Singularity5490
/rbimgui-2/main/rbimgui-2.lua"))()
```

Create a new window:

Window

```
local window = engine.new()
```
<windowClass>function(<windowSettings>)

windowSettings:

name	type	default
text	string	"New Window"
size	Vector2	Vector2.new(300, 200)
shadow	number	10
transparency	number	0.2
color	Color3	Color3.fromRGB(41, 74, 122)
boardcolor	Color3	Color3.fromRGB(21, 22, 23)
rounding	number	5
animation	number	0.1
position	UDim2	UDim2.new(0, 100, 0, 100)

windowClass:

name	type	description
setPosition	<void>function(UDim2)	sets position of window
isopen	boolean	is the window open
close	<void>function()	close the window

open	<void>function()	open the window
new	<tabClass>function(<tabSettings>)	creates a tab on window and returns tabClass

Tab

tabSettings:

name	type	default
text	string	"New Tab"

tabClass:

name	type	description
show	<void>function()	opens the tab in the window
new	<tabObjectClass>function(< (string)tabObject>)	creates a new tab object in the tab

Tab object

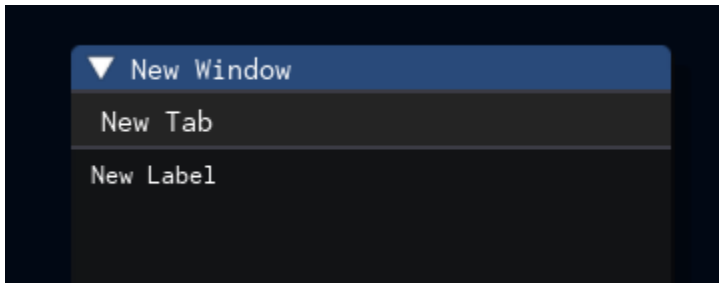Under each tab, you can put a variety of different objects:
- Label
- Button
- Switch
- Slider
- Color picker
- Dropdown
- Dock
- Folder

Each does differnt things and has a different set of settings.

To create an object do:
tab.new(className, classSettings)
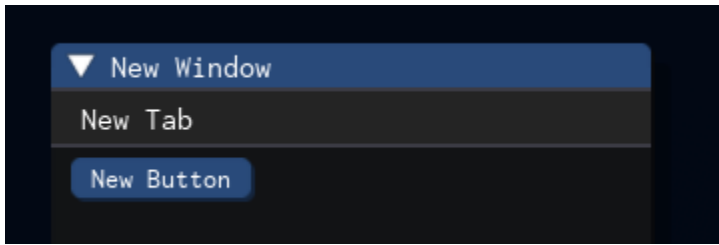
Label

Displays text on tab.

Label settings

name	type	default
text	string	"New Label"
color	Color3	Color3.new(1, 1, 1)

Label return

| name	type	description
self	Instance	object of the label
type	string	label
Destroy	<void>function()	destroys the object
setText	<void>function(string)	set text of label
setColor	<void>function(Color3)	set text color

Button

Fires an event when clicked.

Button settings

name	type	default
text	string	"New Button"
color	Color3	windowSettings.color
rounding	number	windowSettings.rounding

Button return

name	type	description
Destroy	<void>function()	destroys object
type	string	button
options	table	bruh i don't remembver
getColor	<Color3>function()	returns button color
self	Instance	button object
event	Event	event that will be fired when clicked
setColor	<void>function(Color3)	set color of button
eventBlock	boolean	blocks event callbacks when enabled

Switch
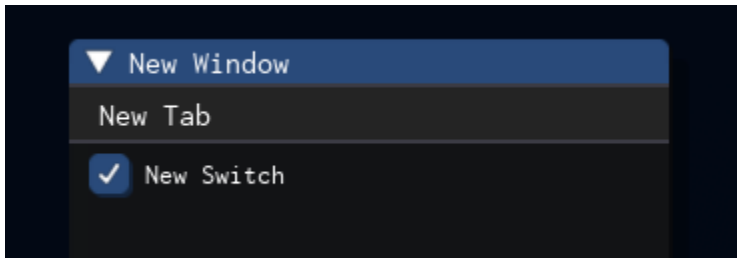
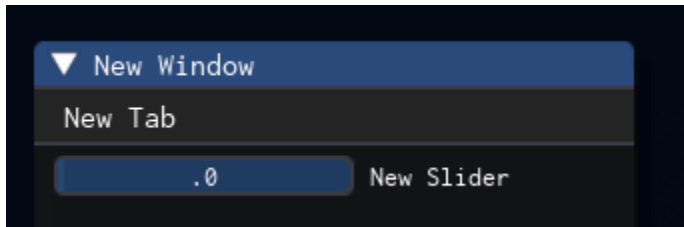Fires an event when switch on/off with true/false

Switch settings

name	type	default
text	string	"New Switch"
on	boolean	false
color	Color3	windowSettings.color
rounding	number	windowSettings.rounding
animation	number	windowSettings.animation

Switch return

name	type	description
self	Instance	gui object
type	string	switch
options	table	bruh i don't remembver
set	<void>function(boolean)	set the switch to <boolean>
on	boolean	whether or not is switched
getColor	<Color3>function()	returns switch color
switch	<void>function()	switches the switch (same as clicking)
event	Event	fires with boolean when switch is clicked

Destroy	<void>function()	destroys the object
setColor	<void>function(Color3)	sets the switch color
eventBlock	boolean	blocks event callbacks when enabled

Slider

Slider from min to max value that fires event with number.

Slider options

name	type	default
text	string	"New Slider"
size	number	150
min	number	0
max	number	100
value	number	0
color	Color3	windowSettings.color
rounding	number	windowSettings.rounding
animation	number	windowSettings.animation
barcolor	Color3	bleached windowSettings.color

Slider return

name	type	description
self	Instance	gui object
type	string	slider
options	table	idk
set	<void>function(number)	sets slider to number
event	Event	fires with number when slided

getColor	<Color3>function()	returns slider color
value	number	current slider value
Destroy	<void>function()	destroys object
setColor	<void>function(Color3)	sets slider color
eventBlock	boolean	blocks event callbacks when enabled

Color

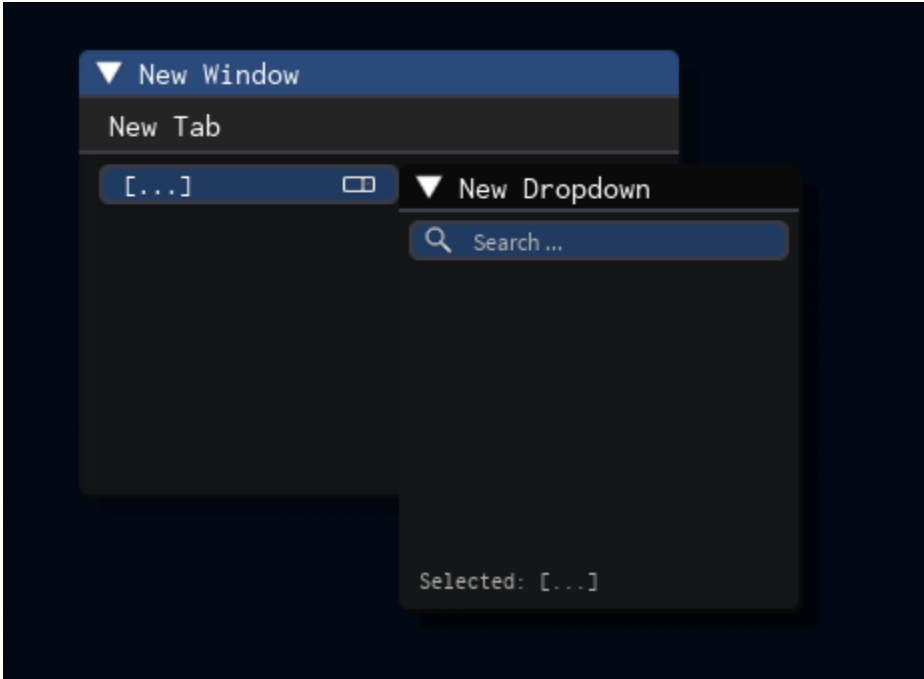Fires an event with Color3 of the chosen color.

Color settings

name	type	default
text	string	"New Color Picker"
color	Color3	Color3.new(1, 0, 0)

Color return

name	type	description
visible	boolean	is the color picker window visible
type	string	Color
close	<void>function()	close the color picker window

event	Event	fires with Color3 when a color is chosen
setPosition	<void>function(UDim2)	sets position of color picker window
self	Instance	gui object
Destroy	<void>function()	destroys both gui object and color picker window
set	<void>function(Color3>	sets color
isopen	boolean	is the window open?
open	<void>function()	open the window
get	<Color3>function()	get color
eventBlock	boolean	blocks event callbacks when enabled

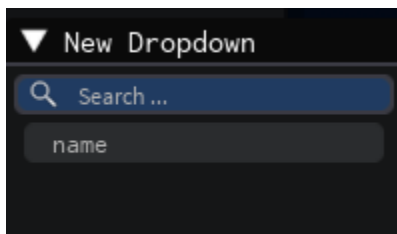**Dropdown**

Fires an event with chosen object (string).

Dropdown settings

name	type	default
text	string	"New Dropdown"
size	number	150
color	Color3	Color3.fromRGB(32, 59, 97)
rounding	number	windowSettings.rounding
selectioncolor	Color3	Color3.fromRGB(32, 59, 97)

Dropdown return

name	type	description

|		
Destroy	<void>function()	destroys gui object and dropdown window
type	string	dropdown
close	<void>function()	closes dropdown window
event	Event	fires with the chosen dropdownObject (string)
search	<void>function(string)	puts (string) in the dropdown window search bar
self	Instance	gui object
visible	boolean	is the window visible
isopen	boolean	is the window open
open	<void>function()	opens dropdown window
new	<dropdownObject>function(name)	creates a new dropdownObject class with (name)
eventBlock	boolean	blocks event callbacks when enabled

dropdownObject return

name	type	description
Destroy	<void>function()	destroy dropdown object
object	Instance	gui object in dropdown window
Select	<void>function()	selects self
selected	boolean	is this object chosen?

name	string	name of the object that appears in the dropdown window

Dock
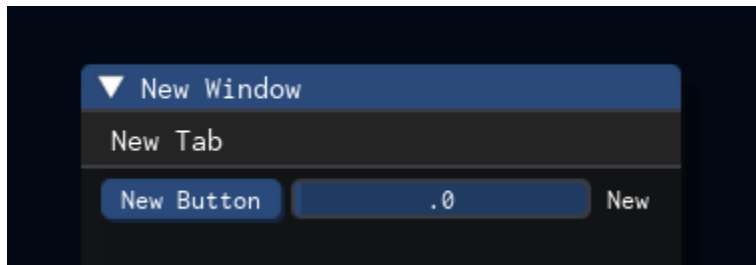
Can place tab objects horizontally. Works the exact same way as a tab. Just create a new dock object and use .new(...) for it just like a tab.

Folder
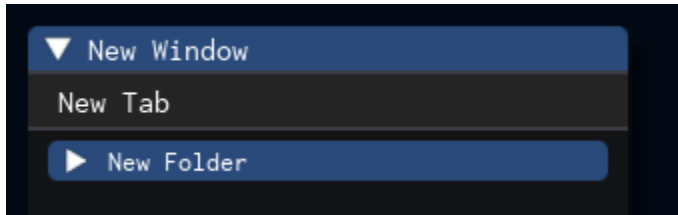
Folder settings

| name	type	defaut
text	string	"New Folder"
isopen	boolean	false
color	Color3	windowSettings.color
rounding	number	windowSettings.rounding
animation	number	windowSettings.animation

Folder return

name	type	description
Destroy	<void>function()	destroys folder and all objects inside
type	string	folder
options	table	idk
close	<void>function()	close the folder
open	<void>function()	open the folder
updated	Event	fires when object as added to folder
self	Instance	gui object
getColor	<Color3>function()	get color of folder
switch	<void>function()	open/close the folder

new	<Promise>function(type(string),settings(table))	depending on what type you use, the return object of this will have the same as the objectClass
isopen	boolean	is folder open?
setColor	<void>function(Color3)	set folder color

folder.new(class, {...})
Above will return the same as the class will return.. for example if you write "button", it will put a button in the folder and return the objects of a button.

We will now code the following GUI using rbimgui-2:
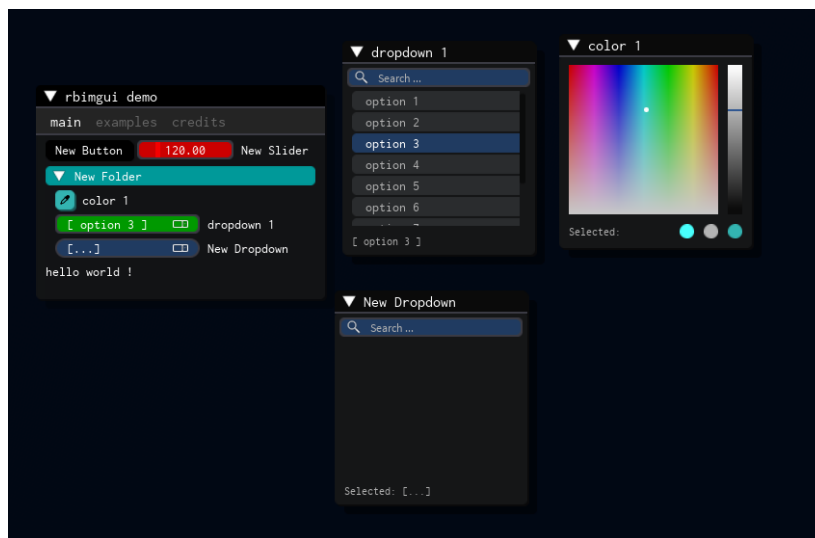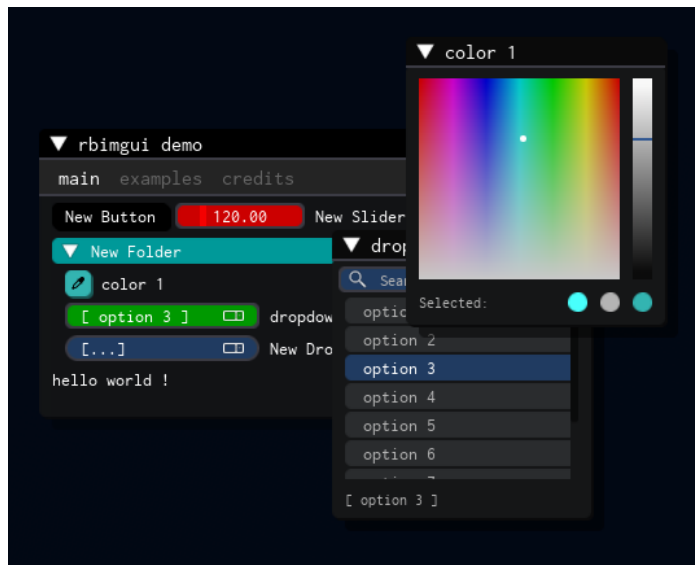
```lua
local window = engine.new({ text = "rbimgui demo", color = Color3.new() })
window.open()
local tab = window.new({ text = "main" })
window.new({ text = "examples" })
window.new({ text = "credits" })
tab.show()

local dock1 = tab.new("dock")
local button = dock1.new("button")
button.event:Connect(function()
    print("button pressed")
end)

dock1.new("slider", {
    size = 100,
    min = 100,
    max = 200,
    value = 120,
    color = Color3.new(0.8, 0, 0),
}).event:Connect(function(x)
    print("slider value: " .. x)
end)

local folder1 = tab.new("folder", { color = Color3.new(0, 0.6, 0.6) })
folder1.open()
local cp = folder1.new("color", { text = "color 1" })
cp.event:Connect(function(color)
    print("color: ", color)
end)

local dropdown1 = folder1.new("dropdown", { text = "dropdown 1", color =
Color3.new(0, 0.6, 0) })
dropdown1.event:Connect(function(name)
    print("chosen: " .. name)
endd)
for i = 1, 9 do
    dropdown1.new("option " .. i)
end
folder1.new("dropdown", { rounding = 10 })
tab.new("label", { text = "hello world !" })
```