

Gamestrap UI

Emerald Digital Entertainment

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***Check the website for updated content.**

Gamestrap UI is a user interface pack to help **indie developers and small companies** who don't have time to develop an entire UI skin and want to implement something that **looks good in less time**. It's a great tool for **fast prototyping**.

Features

- Simple to use
- Sources included
 - All Graphics in a scalable PSD format
 - Scripts source code
- 60 icons
 - Icons all in scalable PSD format so you can edit them as needed
- Modular UI
 - 38 sliced fills
 - 38 sliced borders
 - Color the shapes to your liking
- Gamestrap Kit included
 - Modify multiple UI elements at once
 - Get color suggestions
 - Get generated color schemes based on color theory
 - Shows you every color you are currently using in your scene
 - Apply effects to multiple UI Elements
 - Shadow
 - Gradient
- 13 Example scenes
- Unity Package size is less than 6 megabytes

Instructions

Implementing UI elements

- In the main menu under "GameObject/Gamestrap UI"
- Right click in the context menu in the hierarchy window you'll see the same "Gamestrap UI"
- You can access directly to the folder "Gamestrap UI Flat/Prefabs"

Structure

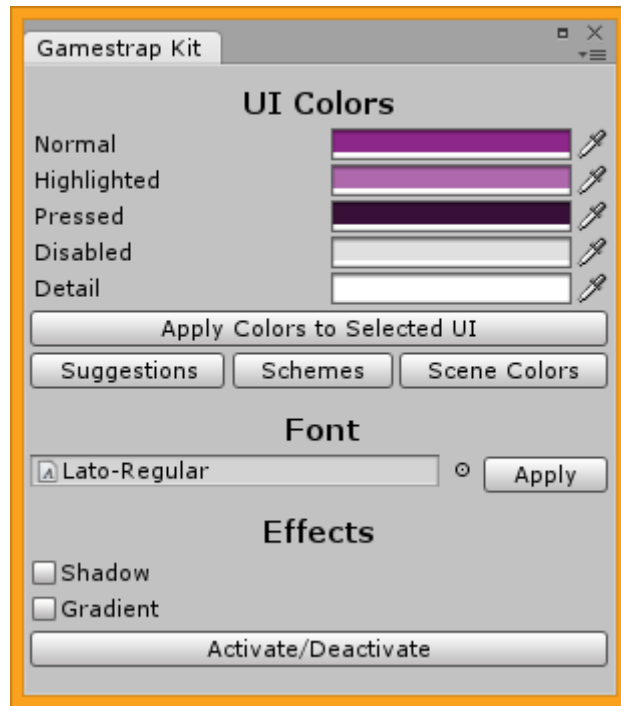
- **Gamestrap UI/Editor:** Custom editor and menu item scripts
- **Gamestrap UI/Effects:** Custom UI effects
- **Gamestrap UI/Examples:** you will see some scenes with UI examples you can play with.

- **Gamestrap UI/Fonts:** Library of fonts
- **Gamestrap UI/Graphics:** All of the psd files with the base and icons
- **Gamestrap UI/Helper Scripts:** Scripts: Scripts that are used in the examples
- **Gamestrap UI/Prefabs:** You will find all of the UI prefabs that have the Flat theme implemented
- **Gamestrap UI/Showcase:** A set scenes that show all of the graphics, fonts and effects Gamestrap offers.

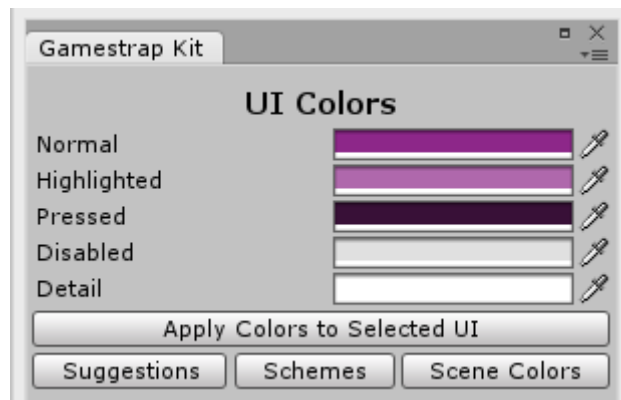
Gamestrap UI Kit

Gamestrap UI Kit is a custom editor window that helps you create UI faster and easier.

The UI kit is located under the “**Window/Gamestrap UI Kit**”



Colors

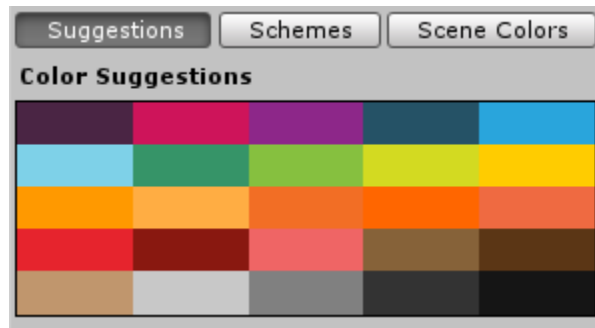


Color Block: Normal, highlighted, pressed and disabled are the basic colors of a Unity element UI.

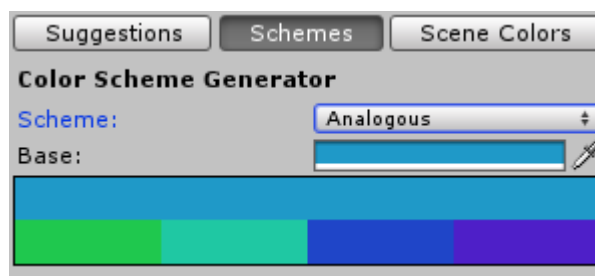
Detail Color: This color is assign to the child elements in the UI elements.

Apply Colors to Selected UI: This button sets the color block and the detail color in the Gamestrap kit to the selected UI elements in the scene.

Suggestions: A set of colors you can use in your scene if you want.



Schemes: A color generator tool that shows you different colors based on color theory schemes.



Base – Color base that is used to generate the rest of the colors.

Scheme – Type of scheme (Analogous, Triadic, Complement, Split Complement and Monochromatic)

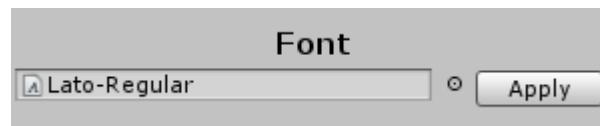
*For more information visit: http://en.wikipedia.org/wiki/Color_scheme

Scene Colors: Color array that contains all of the main colors in your UI that are currently in your scene



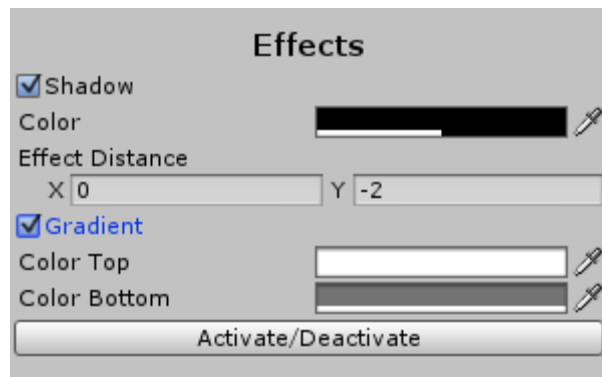
The scene color button looks for any color you are using in your scene at the moment, it is important to notice that it will only take the normal color in the color blocks of the UI elements such as buttons, toggles and other UI elements that have color blocks. If you want the other colors to be included you have to edit the source code by eliminating the commented area where it adds the other colors in the "GamestrapUI.cs" file.

Font



Very useful tool that applies the font assign to the selected Game objects and also goes through each child. Good when you need to modify multiple UI elements such as buttons and text at the same time.

Effects



This section allows you to add/remove/modify the effect of the selected UI by changing its values and pressing on the “Activate/Deactivate” button.

*If you check/uncheck an effect and press the “Activate/Deactivate” button it will add/remove the effect component from the selected Game object and its children.