

Dark Lands UI

Script documentation

1. **ApplicationExit** - is used to quit from the demo scene. Has one public method **Exit**.
2. **EventExecutor** - a simple class that invokes all listeners that are attached to this component in Unity Editor. Used in the animation controller to invoke fade screen change animation.
3. **ColbMaterialController** - combines Unity slider component and Fluid shader material so it can be used as the default slider. It attaches a listener to the slider component so the Fluid fill value changes according to the slider value.
4. **ColbMaterialControllerAlternative** - same as **ColbMaterialController**. Used for double fluid shader material to change second fluid fill value.
5. **HighlightUiElement** - highlights a UI element when the mouse pointer is above it. Highlight means displays an image attached to the component.
6. **SliderPercentController** - adds a listener to the selected slider that changes the text of the attached **TMP_Text** component to show the slider value as a percent. It is used in sliders to indicate the current value.
7. **SliderStepController** - allows showing the current value of Slider with the enabled **STEP** option. **TMP_Text** component shows the

value when the string array Values contain those values to be shown.

8. SliderValueController - adds a listener to the selected slider that changes the text of the attached TMP_Text component to show input value by format CURRENT_VALUE/MAX_VALUE.
9. ValuePicker - changes the text of the attached TMP_Text component to show value by string array index. Methods NextValue and PreviousValue change the current index value.
10. TooltipElement. Attach it to the UI element to show TooltipWindow when the mouse pointer is above. Header, Description, and Icon properties will be shown in the tooltip window.
11. TooltipWindow is used to show tooltip information from TooltipElement.
12. Item is a class that represents concrete equipment. Can be in slots or be dragged by a mouse pointer. Sprite holds an image to show when placed in a slot or dragged. The stacked count shows how many items are in a stack. Item type and slot type are used to filter where this item can be placed.
13. Slot - holds an Item and displays its icon and the count value. Property "Item" is an array that could be empty or with a length = 1. The array is used because the unity editor doesn't support a null value for serialized types. AllowedSlotTypes provides filtering on what types of item is allowed to place in this slot. PlacedItemImage is displayed as a background for non-empty slots.
14. SlotItemDropTarget - uses the unity event system to place an item into the attached slot.

15. SlotItemGrab - uses the unity event system to begin to drag an item that is placed in the attached slot.
16. Inventory collects all slots from children's game objects and provides slot sort. In combination with the InventorySlotItemDropTarget component allows dropping a new item into the first empty slot.
17. InventorySlot is a subclass of Slot that informs the Inventory component to which it belongs that a new item was placed or removed from the slot so inventory could perform the sort. Has property LinkedSlot that used in FilterInventory to sync slot state to the linked one.
18. FilterInventory is a fake inventory that shows a filtered by ItemType items of real inventory.
19. InventoryFilterButton - performs filtering by set item type for specific inventory.
20. DragItemHolder singleton class that holds the current dragging item and places or removes an item from slots when the specific mouse event is executed.

Shader documentation

1. Fluid.shader uses to imitate sphere in 2d canvas image. It distorts a simple square image to a sphere-like image and applies moving textures to it. There are available properties:
 - a. `_MainTex` - the first texture that applies to the sphere. This property is mandatory and should be set.
 - b. `_Speed1` - vector value that determines the speed and direction of floating `_MainTex`. The first value (x) is responsible for the horizontal direction, and the second one (y) is relative to the vertical. The remaining two values (z, w) are not used.
 - c. `_SecondTex` is the second texture that applies to the sphere.
 - d. `_Speed2` - the same as `_Speed1` but for `_SecondTex`. Vector value that determines the speed and direction of floating texture. The first value (x) is responsible for the horizontal direction, and the second one (y) is relative to the vertical. The remaining two values (z, w) are not used.
 - e. `_ThirdTex` is the third texture that applies to the sphere.
 - f. `_Speed3` - the same as `_Speed1` and `_Speed2` but for `_ThirdTex`.
 - g. `_MainColor` - determines the color of the filled part.
 - h. `_Brightness` - increasing this property can make the final image brighter. The resulting image becomes darker when you apply more than 1 texture. This property can fix it.
 - i. `_HotLine*` properties configure the color, height, and brightness of a line that explicitly shows the current fill level.
 - j. `_AlphaColor` - places the color of the unfilled part.

- k. `_FillLevel` - the value indicates the filling level of the sphere.
 - l. `_FadeAreaHeight` - property allows you to adjust the smooth fading of the main color.
2. `FluidDouble.shader` is the same as `Fluid.shader` but the image is separated into two adjustable parts with their properties each.
- a. `_VerticalSeparator` - determines where is image should be split.
3. `BarShader.shader` uses to animate resource bars. Simple image with 2 floating noises applied to the chosen color. One noise is applied through the mask texture and the second one directly to an image.
- a. `_Noise*` properties configure 2d noise speed and size applied to the main color of the image. These are vector values, where the first two values (x,y) apply to mask texture and the second two (z,w) applies to color without any mask.
 - b. `_FlashesMultiplier` determinates how strong mask noise applies to the image
 - c. `_WavesMultiplier` determinates how strong general noise applies to the image.
 - d. `_HotLine*` properties configure the color, height, and brightness of a line that explicitly shows the current fill level.
 - e. `_FillLevel` - the value indicates the filling level of the bar.
4. `Sprite-Grayscale` is used to make image colorless grayscale. Has a property `_GrayscaleAmount` - is the value of grayscaleanness where 0 is the original color and 1 is colorless.

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