

Medieval Kingdom UI

Script documentation

1. TransformInRect could be used in parent game object with the RectTransform component to scale child object with the Transform component. This component contains 4 properties:
 - a. Hold - boolean variable. Turn it on when you finish Ration configuration.
 - b. Ratio - Vector2d variable, ration between parent RectTransform size and child transform scale.
 - c. Child - Transform component of object that should be resized.
 - d. Canvas - Canvas component where the parent game object is located.
2. BinarySliderController adds the possibility to change the colour of the slider's style toggle. There is one public method Turn(bool) that should be added as event listener to toggle component. Contains next properties:
 - a. ValueTitle - Text component that changes when toggle changes its value.
 - b. Slider - slider that moves from one corner to opposite when toggle changes its value.
 - c. Values - String array. Should have 2 elements, first for false, second for true.

- d. TitleColors - Color array. Should have 2 elements, first for false, second for true.
- 3. EventTriggerInvoker - 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.
- 4. HighlightToggle - components that adds to toggle component an alternative behaviour, just changes the colour of the attached Graphic component. It contains Graphic property, false and true Color properties.
- 5. ResourceBarController - Component that changes `_FillLevel` property of attached Image material. Public method `ApplyValue(float)` could be used as an event listener for a slider component. It is used in ampoule resource indicators.
- 6. ScrollController - allows to change scrollbar value by invoking two public methods: `Increase` and `Decrease`. These methods could be used as event listeners for buttons.
- 7. SliderPercentController - has a public method `UpdatePercentValue(float)` that changes the text of the attached Text component to show input value as percents. It is used in sliders to indicate current value.
- 8. SliderStepController - allows to show the current value of Slider with the enabled STEP option. TextComponent shows the value and string array `Values` contain that values to be shown.
- 9. SliderValueController - has a public method `UpdatePercentValue(float)` that changes the text of the attached Text component to show input value by format

CURRENT_VALUE/MAX_VALUE. Should be attached to game objects with a Slider component to receive MAX_VALUE.

10. ExitButtonController - has one public method Exit, used in demo to quit the application.
11. PopupWindowController - has two public method: Open and Close. Simply activates and deactivates the game object that this component attached.
12. WindowController and AnimatedWindowController - provides screen changing by deactivating current game object and activate game objects that are provided as arguments in the public method OpenWindow(GameObject). AnimatedWindowController runs animation when changing windows. It has public method Proceed that should be used in animation motion as event trigger.
13. NationPickController used in the demo scene to imitate nation pick by buttons. Has a public method ChangeNation(int) that disables current NationProperties game objects and activates NationProperties that in Nations arrays by index of provided int value. Next and Previous method change current active Nation by incrementing or decrementing index of Nations array.

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 on it. There are available properties:
 - a. `_MainTex` - 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, the second one (y) relatively for vertical. The remaining two values (z, w) is not used.
 - c. `_SecondTex` 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, the second one (y) relatively for vertical. The remaining two values (z, w) are not used.
 - e. `_ThirdTex` the third texture that applies to the sphere.
 - f. `_Speed3` - the same as `_Speed1` and `_Speed2` but for `_ThirdTex`.
 - g. `_MainColor` - determinates the color of the filled part of the sphere.
 - 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 a color, height, and brightness of line that shows explicitly current fill level.

- j. `_AlphaColor` - determinates the color of the unfilled part of the sphere.
 - 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. `Blur.shader` creates transparent image that could blur graphics behind it by changing the alpha channel of color. Increasing alpha channel increases the blur strength.

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