



UI window system and tools

After reading the following documentation, you will have an understanding of the features and functionality of the "UI window system and tools" asset

Summary

UI system allows you to get the **architecture structure for UI** in your project **quickly and easily**.

It allows you to **operate your UI** screens from code **simply yet efficiently**.

Additionally, UI system provides **functionality of custom buttons**. Those can be **setup and expanded as desired**, if you prefer to handle buttons by yourself, without relying on classic Button component.



Key takeaways

- BG Games UI System provides you with an efficient and concise module for working with UI Windows in your Unity project.
- **Benefits** of the module show up more **in code** rather than in variety of prefabs or templates. You are **not obliged to use any predefined prefabs**, feel free to experiment with it and **adjust it to suit your needs**.
- **Main pros:**
 - **Fast** integration of new windows
 - **Fast** integration of new buttons
 - **Effective and simple** access to windows
 - **Unified system** of buttons in the game

The features of UI System include:



Loading and unloading windows using methods with generics. In other words, getting access to windows using their type.



Showing and hiding windows asynchronously, with additional options to use simple animations for windows. Animations include:

- Fade in & Fade out
- Scale up & Scale down

✓ Using Canvas group to handle window visibility and accessibility.

✓ Using indexers to access windows. That is especially useful when using in inspector. For instance, creating a button to load a window with the use of Enum, without the need to drag & drop any prefabs. Some button scripts are already included in the asset, among them:

- Showing windows by Enum index
- Hiding windows by Enum index or by determining parent window
- Unloading all of the currently loaded windows

API

 **Functionality**