**GUI PRO KIT**

BLUE SKY

USER DEVELOPMENT MANUAL

1. Package description

- The maximum supported resolution is **1920 x 1080**
- The first production ratio is **16:9**, and all ratios such as **16:10, 2:1, and 4:3 are supported.**
- It is **optimized for mobile.**
- The font was created with **TextMeshProUGUI** and The font used in the demo scene is free font.
- The sample project is still unfinished and will **continue to be updated in the future.**
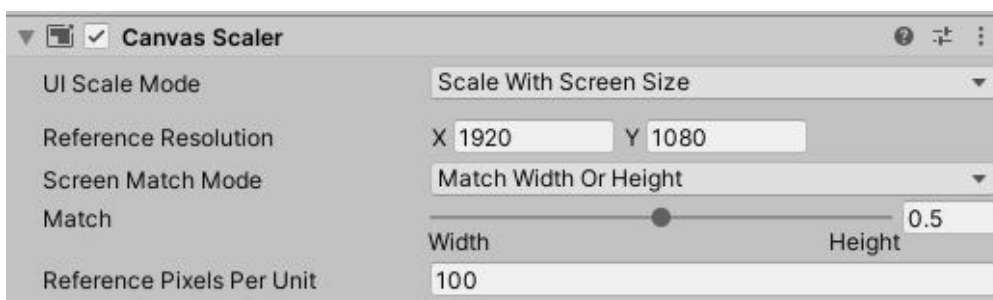
2. Basic Setup

2.1. GameView Resolution Setting

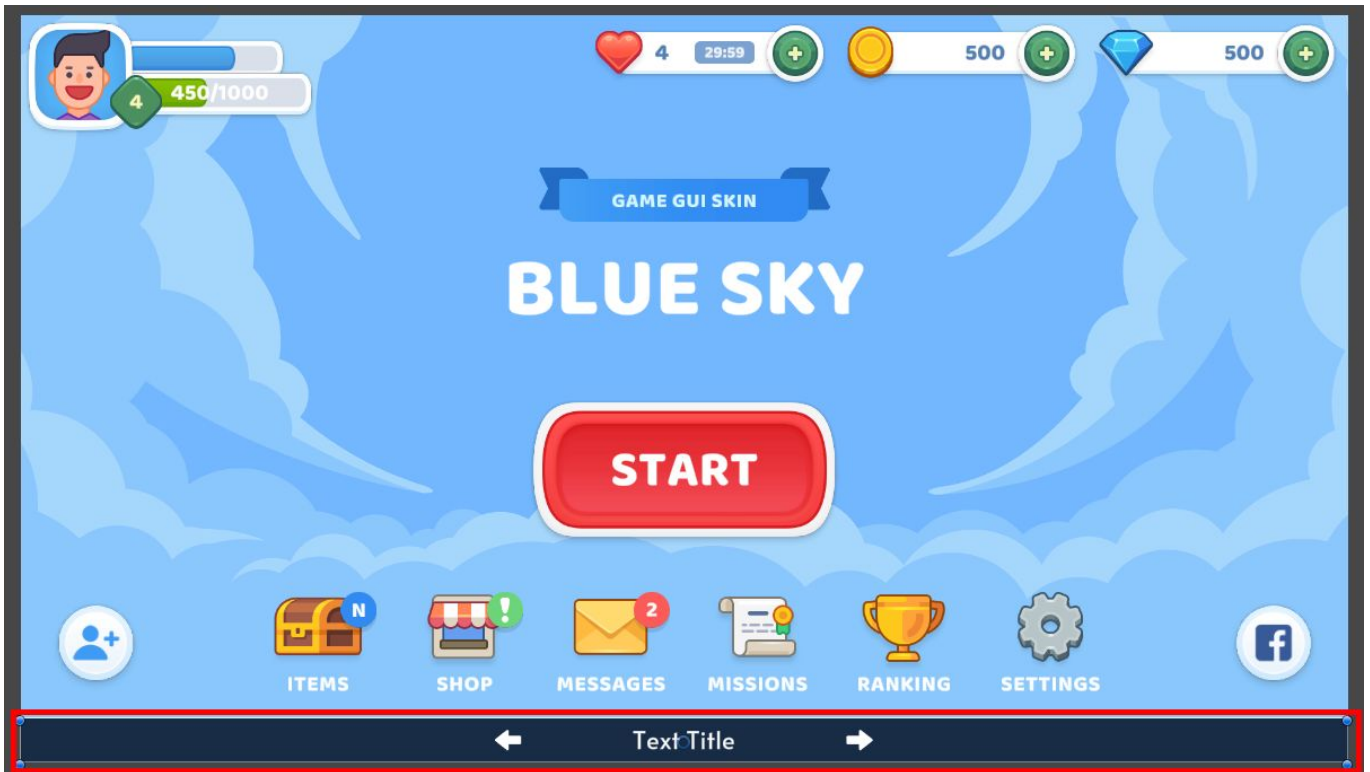- If you set it to the desired resolution in the game view, you can preview it.
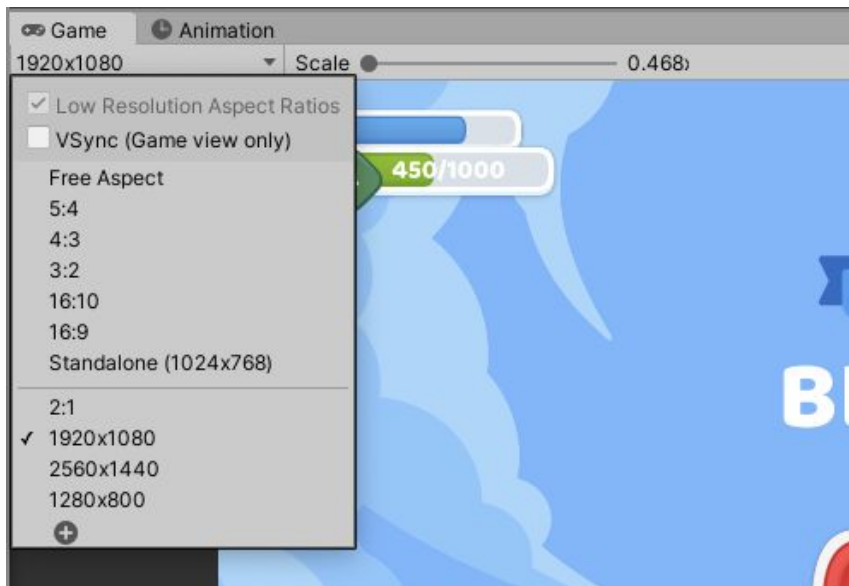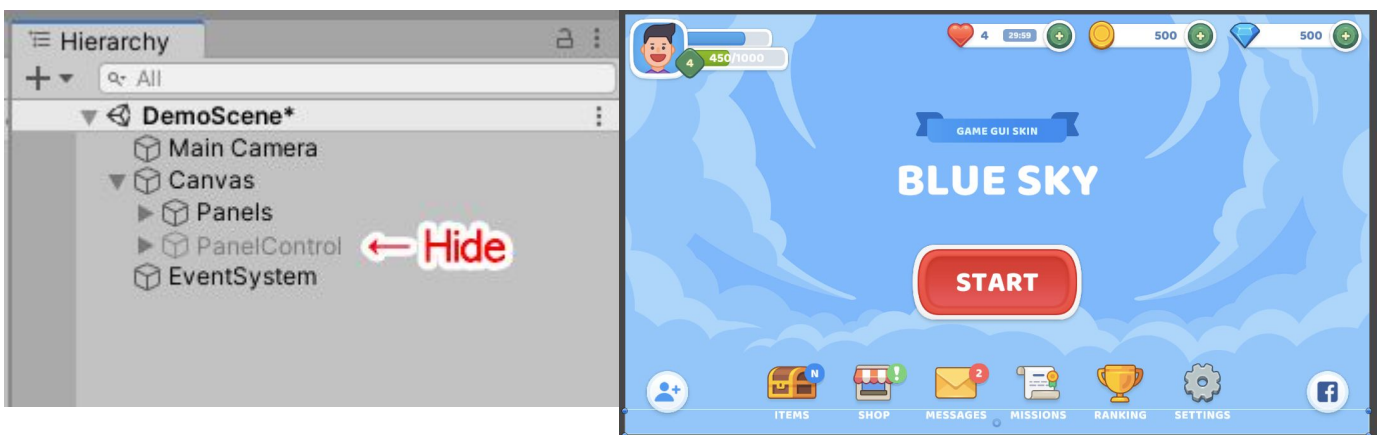

2.2. Canvas Scaler Settings

3. DemoScene PanelControl
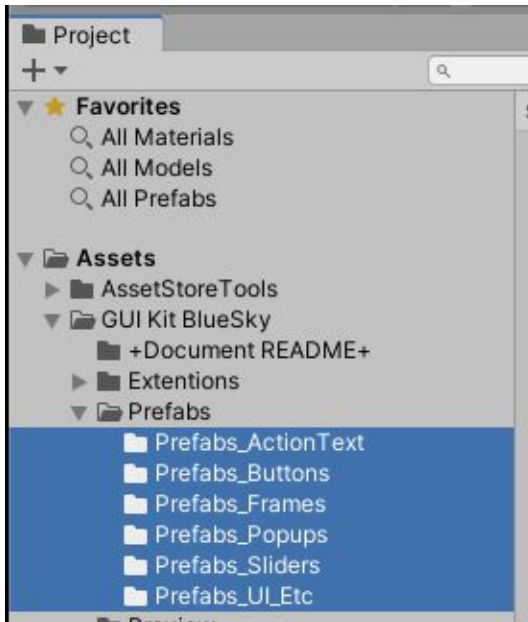
- There is PanelControl in the demo scene.

- You can hide it or make it visible, so adjust it according to your convenience.

4. Prefabs All UI pre-fabs are located in the path below.

- Components are categorized as Buttons, Frames, Popups, Sliders and UI_Etc.
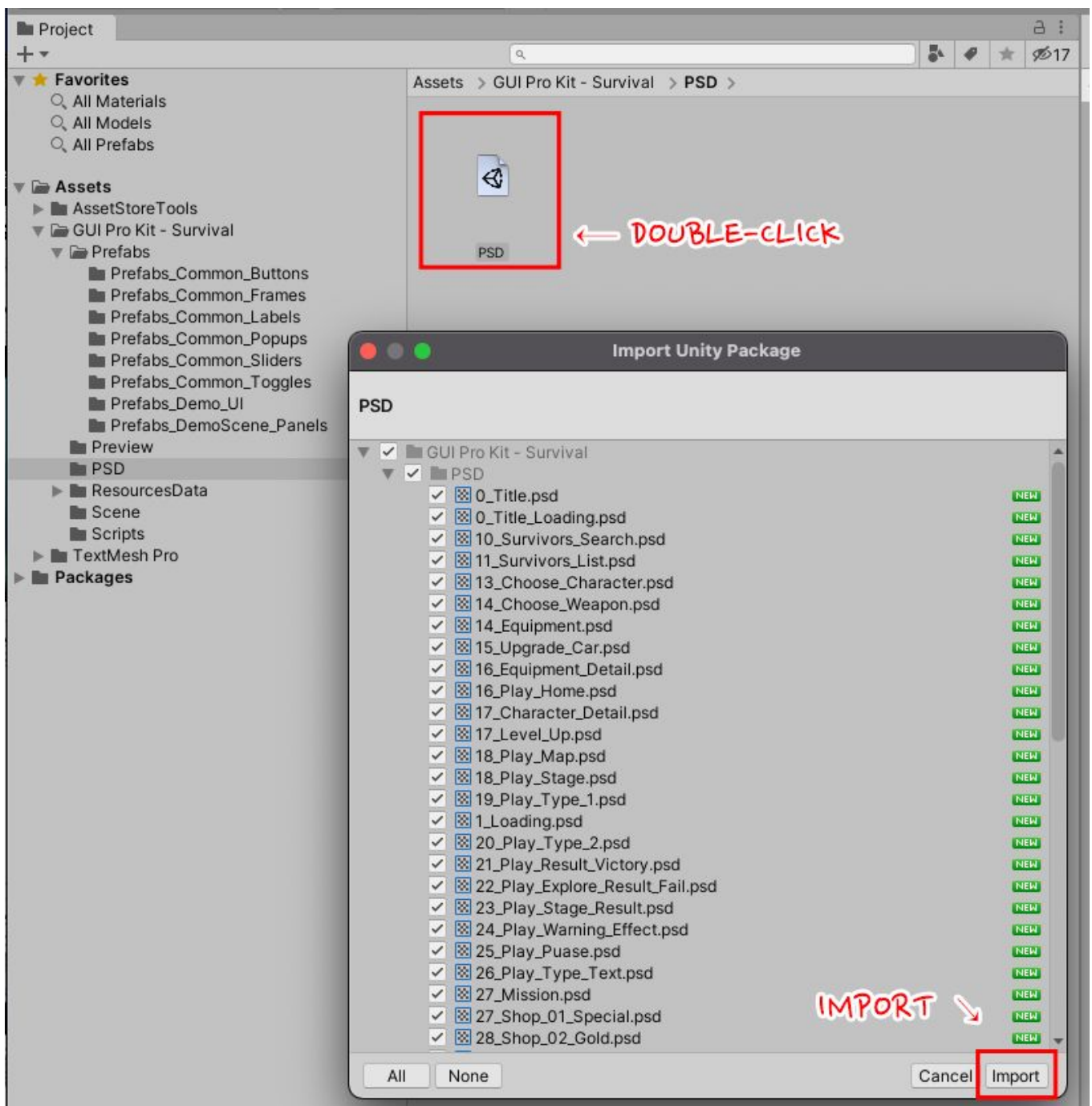- Each demo scene was saved as a prefab in Prefabs_DemoScene.

5. Packaged Elements

PSD, some Icons is packaged.

- PSD files have been packaged to speed up import.
- You can import a packaged file by Double-Clicking it.

6. Q&A

Q-1. I want to change the designated color of the element.


A-1. You can edit it in Photoshop. (Edit PSD)

● To modify the design and export the slice, you need to know how to use Photoshop.
It will be helpful to know the concept of layer and to learn how to use basic tools, how to use 'layer style', and how to 'export png'.
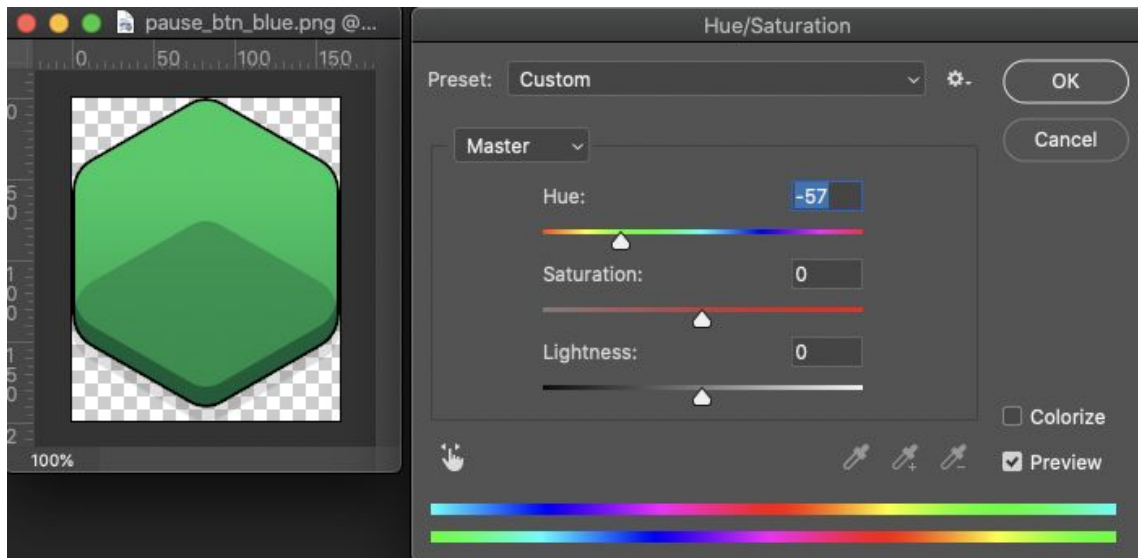That way you can modify it to high quality, and you can do 9-slice as you like. And that will help you grow.

1) Easy way to change color

● Open the PNG in Photoshop and adjust it using 'Image > Adjustments ue Hue/Saturation'.
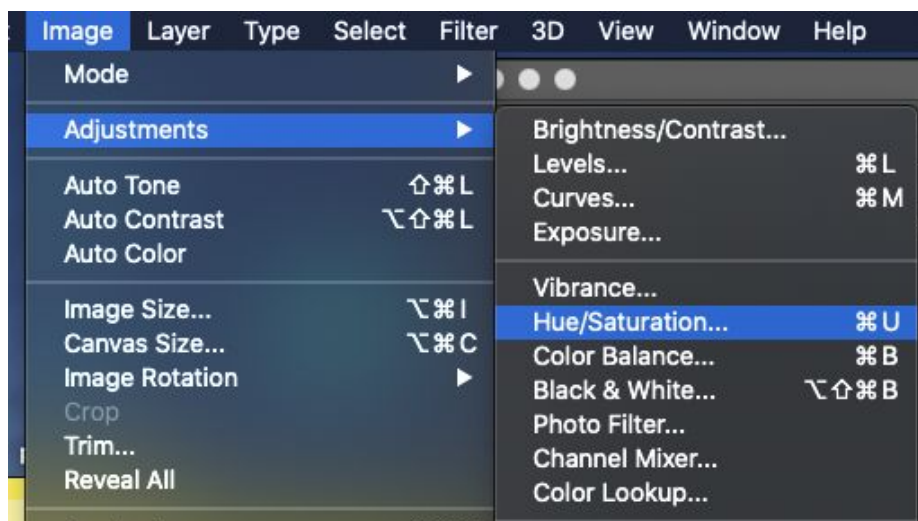
6. Q&A

- You can change the color of the element in a simple way.
- However, but you can't adjust it in detail or do a high-quality design, so please refer to it.

2) Export to PNG

- The simple way to store PNG(9-slice) is to 'Export' with 'Quick Export as PNG'.