

★ GUI PRO KIT ★

SCI-FI SURVIVAL

USER DEVELOPMENT MANUAL

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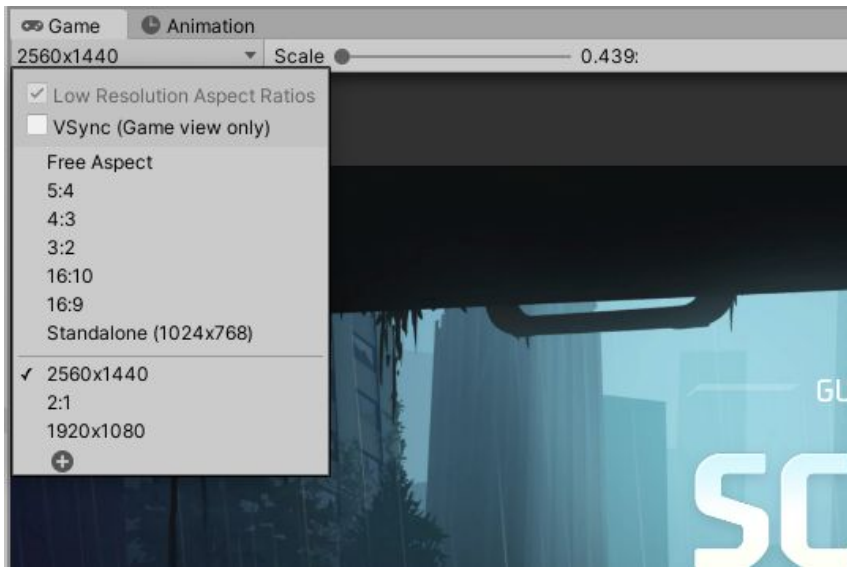
1. Package description

- The maximum supported resolution is **2560 x 1440**
- It is **optimized for mobile**.
- The font was created with **TextMeshProUGUI BitMapFont** and the font used is free.
- Sprite images come in their original sizes.
- Function icons come in a variety of sizes (x2), and for item icons, they come in multipliers of their original size and 2.
- The sample project is still unfinished and will continue to be updated in the future.

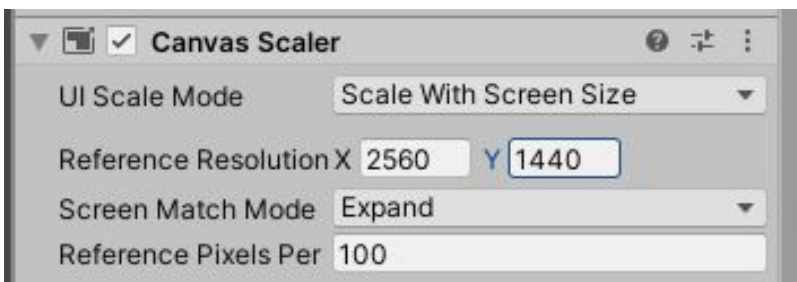
2. Basic Setup

2.1. GameView Resolution Setting

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

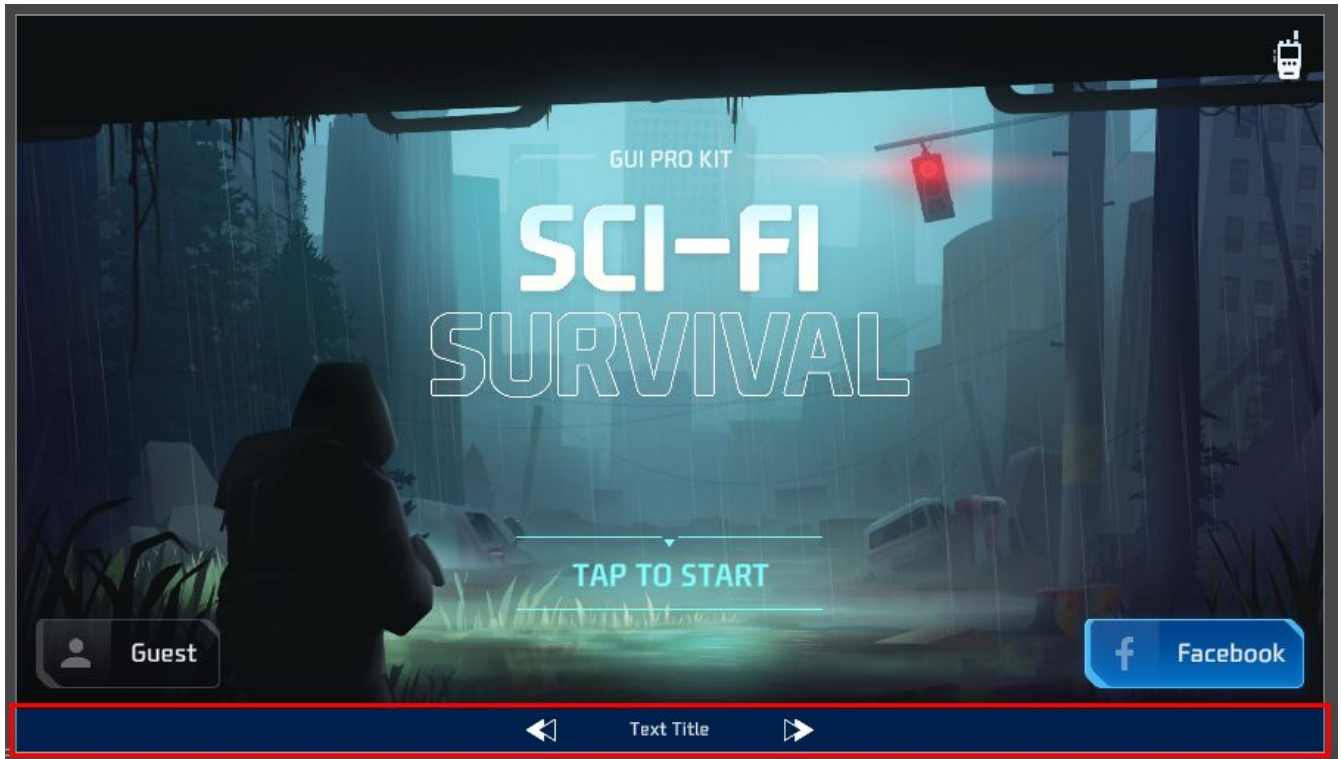


2.2. Canvas Scaler Settings

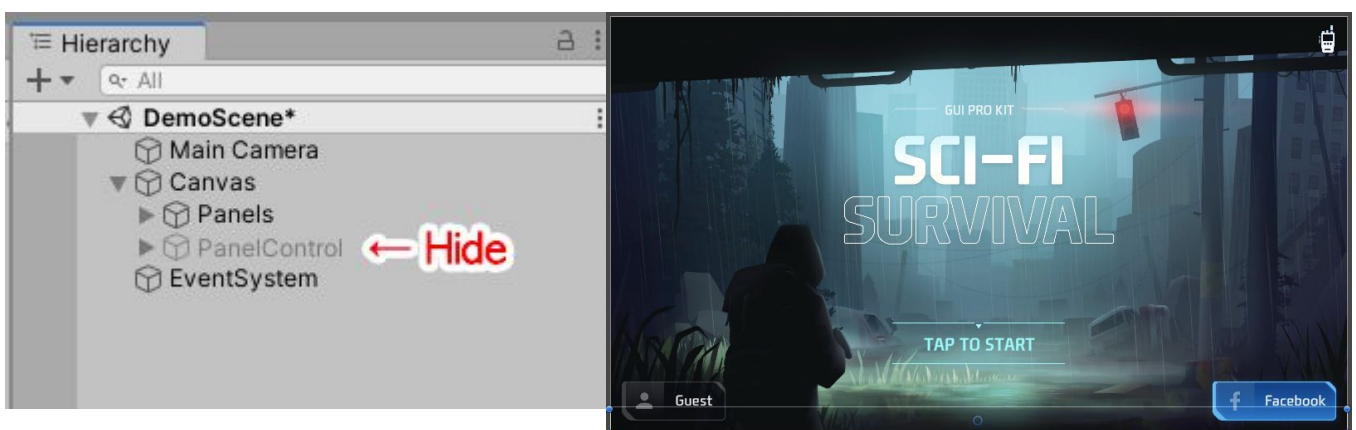


3. PanelControl

- There is PanelControl in the demo scene.



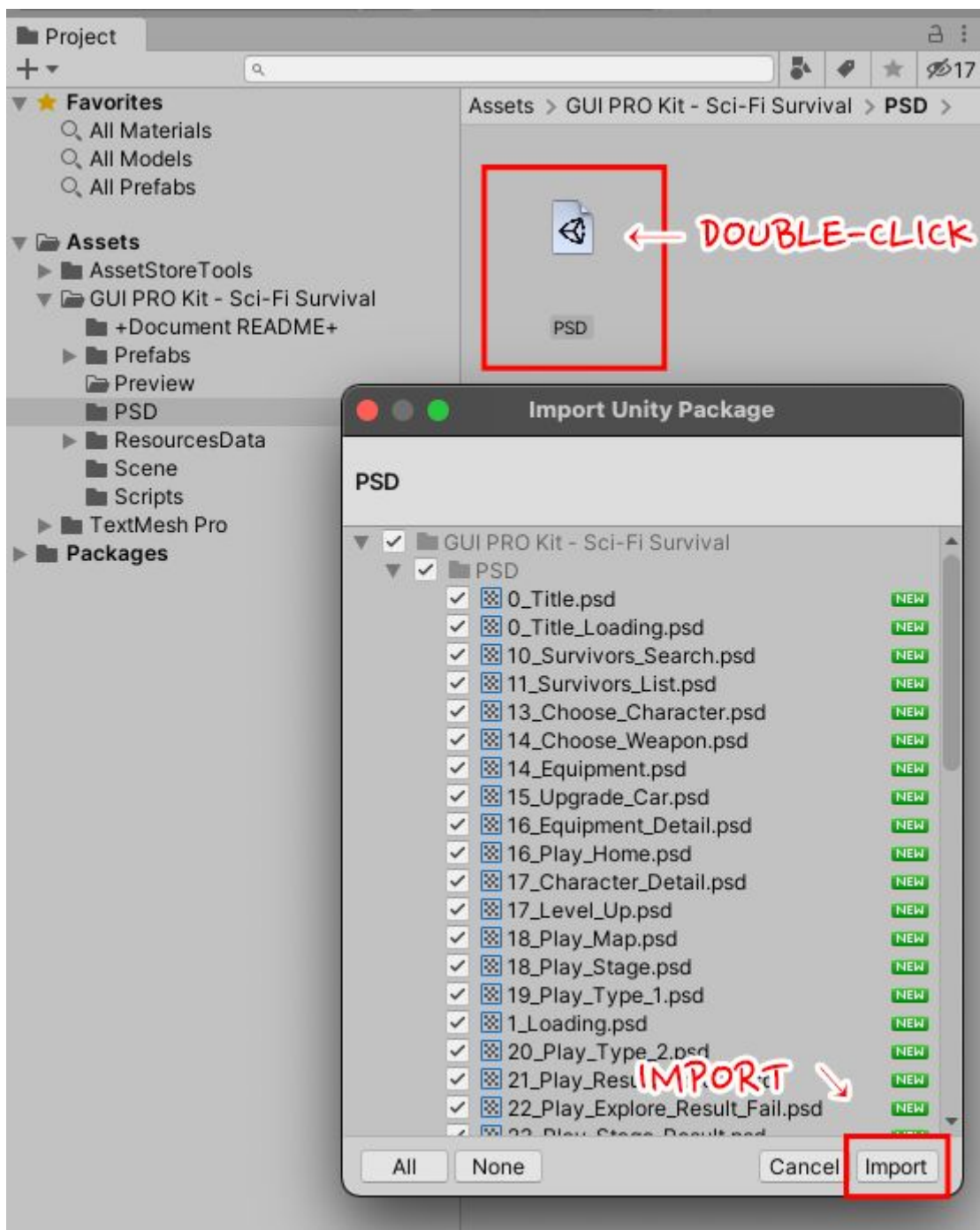
- you can hide it for your convenience.



4. Packaged Elements

PSD, Some Icons is packaged.

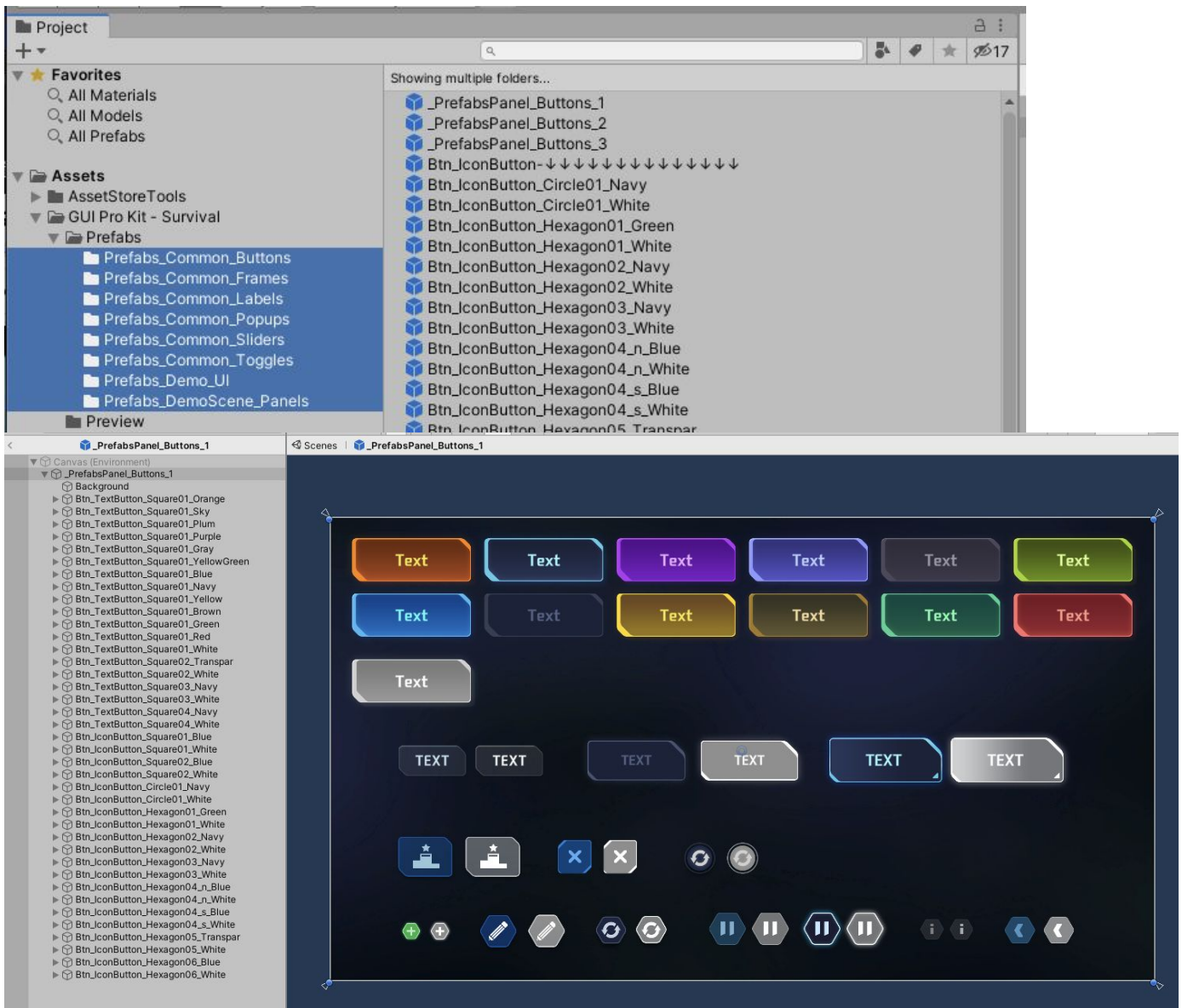
- PSD and Some icons have been packaged to speed up import.
- You can import a packaged file by Double-Clicking it.



5. Prefabs

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

- Common components were classified as buttons, frames, labels, pop-ups, sliders and toggles and saved as prefabs.
- The common prefab has a **color version designed according to the demo scene** and a **white version customizable**.
- Each demo scene was saved as a prefab in DemoScene_Panels.



6. Sprite 9-Patch

The Sprite elements except for some have been **sliced and can be resized**.

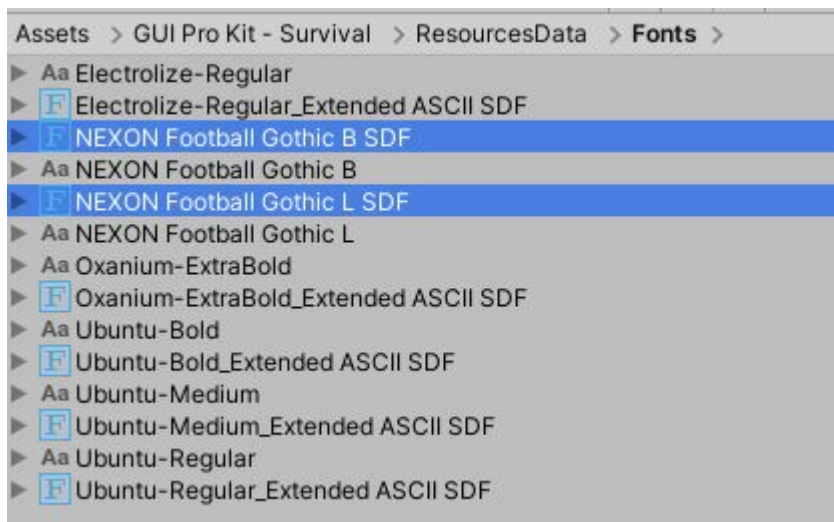
- Diagonal design cannot be 9-patched. Therefore, the design of parallel quadrants can only be resized horizontally.
- 9-patch is not possible for complex gradation designs.
- Some elements have a minimum size depending on the design, such as tables, banners, and pop-up frames.



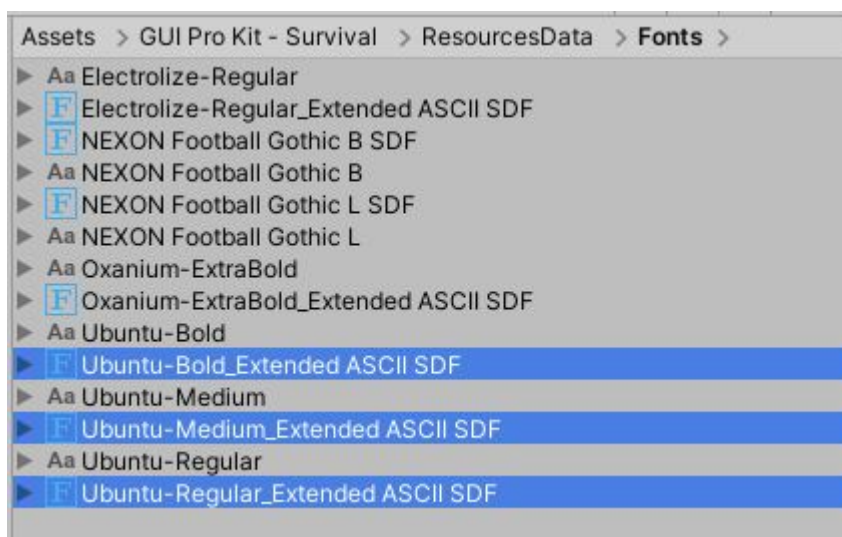
7. Font

All fonts included in the package are free fonts.

- The font used in the demo scene is '**NEXON Football Gothic**', and only English and Korean are supported.



- The "**Ubuntu**" font included in the package **supports extended characters**.
- If you want to use a different language, please use a font that supports extended characters.



8. Q&A

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



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

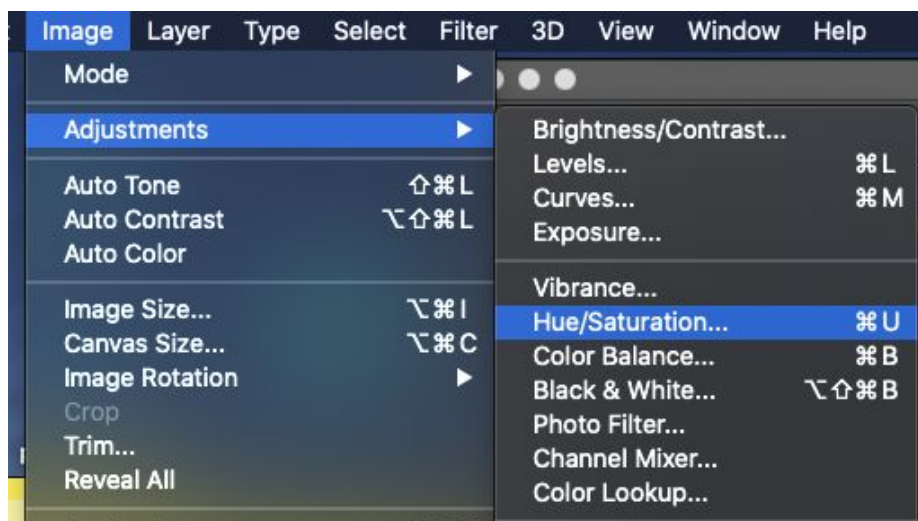
- To modify the design and export the slice, you need to know how to use Photoshop.

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'.

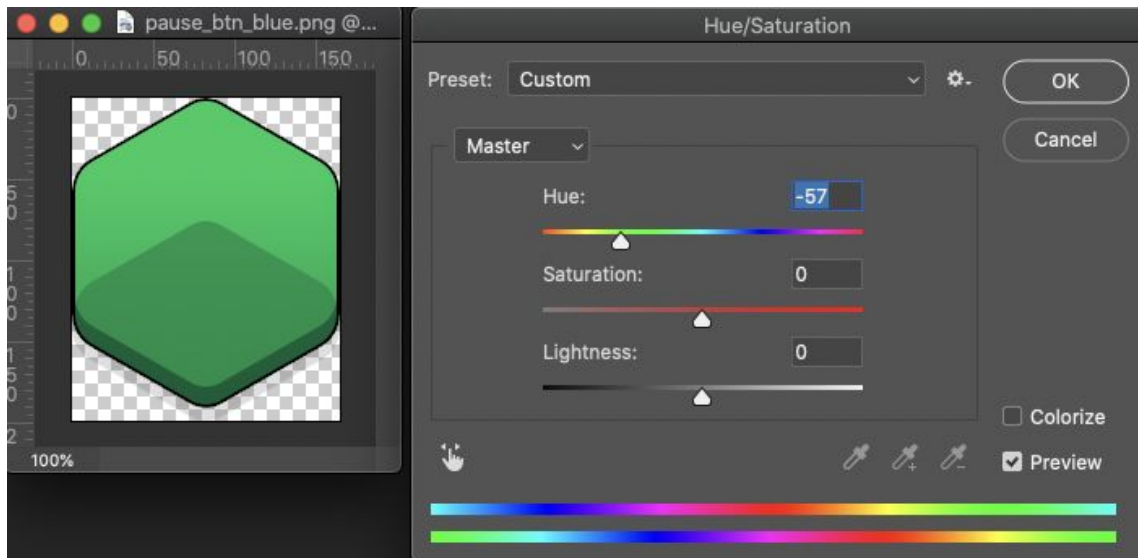
That way you can modify it to high quality, and you can do 9-slice as you like. And that will help you grow.

1) Easy way to change color

- Open the PNG in Photoshop and adjust it using 'Image > Adjustments ue Hue/Saturation'.



8. 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'.

