



## Simple UI KIT By CasualBunker

Welcome! Hope you will enjoy working with my asset!

### About:

A lot of Simple Prefabs and a bit of intuitive logic speed up and simplify the development of GUIs at the initial stage. Additionally, you can easily experiment with the GUI of your application to achieve maximum conversion, all in a couple of clicks.

### Main Features:

- Universal UI Prefabs use a special skeleton atlas, with which you can replace atlases with minimal adjustments to prefab Elements;
- A Script (Action) for Photoshop that allows you to create an atlas skeleton from existing layers of any custom GUI in one click.

### Additional Features:

- Panel logic based on BaseInterface class;
- Panel appearance effect WindowAppearance class;
- Improvised Chat client example;
- Inventory system example;

### How to use BaseInterface:

Using this class it is easy to design windows in the editor. This is a MonoBehaviour class that has a link to the internal Panel, which is initially disabled. Using a button component (or in code), you can call the Open() and Close() functions. The first one shows Blackout (if any Prefab), turns on the panel, calls (if any Component) the panel Appearance function (WindowAppearance) and calls the virtual user function

OnOpen(). The Close() function does the same thing inversely. Additionally, there are overloaded OnClose(int/string) functions for passing an argument to the Panel.

How to use WindowAppearance:

Inherited from MonoBehaviour. Add to the panel and configure in the Inspector. The panel will automatically expand when the Object is enabled (OnEnable). The Maximize and Minimize functions are used to expand and collapse the panel.

How to use photoshop script MakeSimpleAtlas.atn:

First you need to prepare the Skeleton of the atlas. Examples can be viewed in the atlases CartoonGUI, CasualGUI, FantasyGUI, PixelArtGUI in the Resources folder:

Slice the appropriate components into individual layers. In total, you should definitely get 34 layers named "Layer 0" - "Layer 33" and in order one after another 0 - 33. If any component is missing, be sure to make a (NOT empty) corresponding layer with any picture. The canvas size is larger than XY with 4100 pixels.

Select the first layer "Layer-0" and align it to zero coordinates (perspective window, X = 0, Y = 0).

Open the Actions panel Alt+F9 (Windows -> Actions). Click on the menu (four horizontal lines) and select "load operations". Download MakeSimpleAtlas.atn. In the Operations tab, click on MakeSimpleAtlas and then click on MakeAtlas. Perform this operation. The operation should complete without any messages/errors. If a failure occurs, the operation will stop at the problematic operation - open it and see what it wants to do and determine why it cannot be done.

An example of this operation is shown in the promotional video.

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