

总体介绍

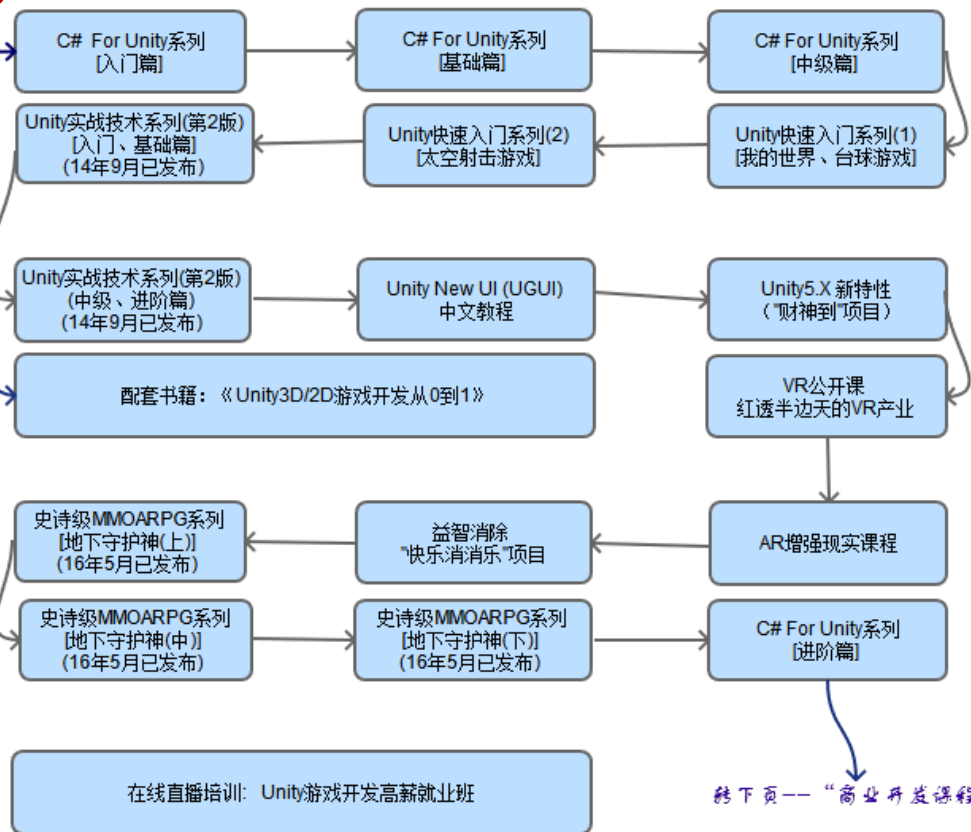
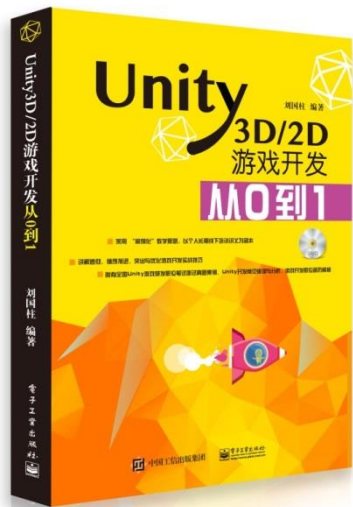
UI界面框架设计 讲师:刘国柱

前导课程说明

中级以上开发能力：
就业课程系列

1: 一年以上学习经历。

2: 较强的C#与Unity基础。



转下页——“商业开发课程”

推荐后续课程



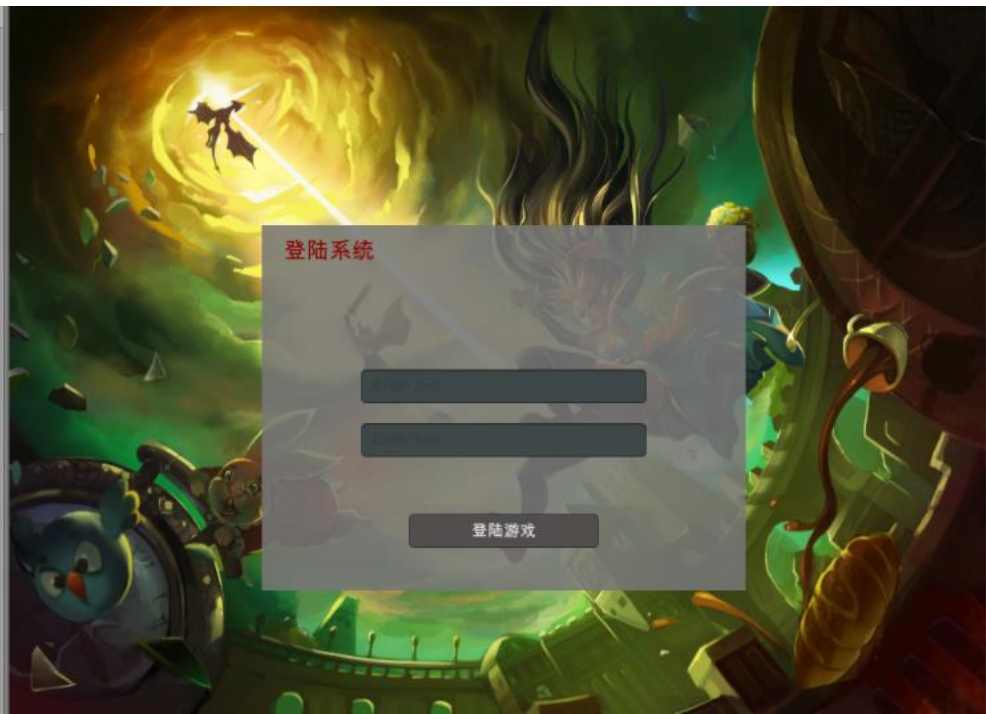
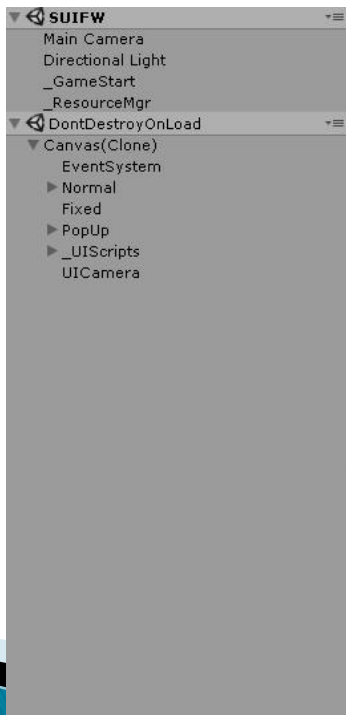
游戏(Unity)UI架构设计理念

▶ 第1章： UI架构设计理念。



最简版本开发

▶ 第2章：最简版本开发



窗体层级管理

▶ 第3章：窗体层级管理



```

/// <summary>
/// UI窗体类型
/// </summary>
public enum UIFormsType
{

```

```

    Normal, // 普通
    Fixed, // 固定
    PopUp, // 弹出

```

```

/// <summary>
/// 窗体显示类型

```

```

/// <summary>
/// 窗体显示模式
public enum UIFormsShowMode
{

```

```

    Normal, // 普通显示
    ReverseChange, // 反向切换
    HideOther, // 隐藏其他

```

```

▼ Canvas(Clone)
    EventSystem
    ▼ Normal
        ▶ LogonForms(Clone)
        ▶ SelectHeroForms(Clone)
        ▶ MainForms(Clone)
    ▼ Fixed
        ▶ HeroInfo(Clone)
    ▼ PopUp
        UIMaskPanels
        ▶ MarketForms(Clone)
    ▼ _UIScripts
        _UIManager
        _UIMaskMgr
        UICamera

```

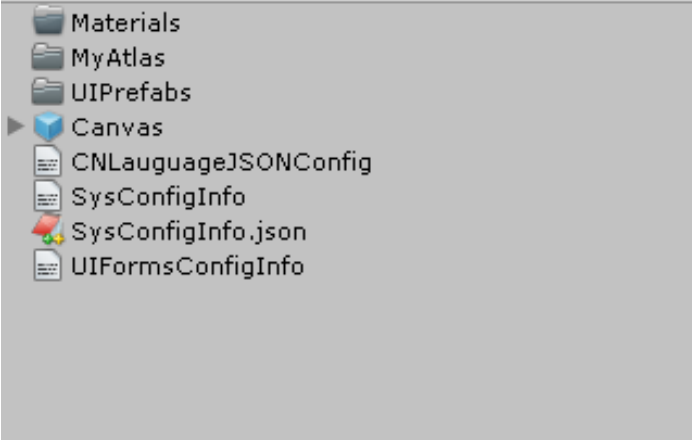
模态窗体管理

▶ 第4章：模态窗体管理



日志调试与配置管理

▶ 第5章：日志调试与配置管理



```

Develop|9:57 AM| DemoProject.LogonForms/Display()
Develop|9:58 AM| DemoProject.SelectHeroForms/Display()
Develop|9:58 AM| DemoProject.LogonForms/Hiding()
Develop|9:58 AM| DemoProject.SelectHeroForms/Hiding()
Develop|9:58 AM| DemoProject.HeroInfo/Display()
Develop|9:58 AM| DemoProject.MarketForms/Display()
Develop|9:58 AM| DemoProject.MarketForms/Freeze()
Develop|9:58 AM| DemoProject.GoodsInfoForms/Display()
Develop|9:58 AM| DemoProject.GoodsInfoForms/Hiding()
Develop|9:58 AM| DemoProject.MarketForms/Redisplay()
Develop|9:58 AM| DemoProject.MarketForms/Freeze()
Develop|9:58 AM| DemoProject.GoodsInfoForms/Display()
Develop|9:58 AM| DemoProject.GoodsInfoForms/Hiding()

```

```

{
  "ConfigInfo":
  [
    {"Key": "本配置文件说明, LogState 表示日志状态",
    {"Key": "LogDriveName",
      "Value": "F"},

    {"Key": "LogPath",
      "Value": "SUIFW_Log_New"},

    {"Key": "LogState",
      "Value": "Develop"},

    {"Key": "LogMaxCapacity",
      "Value": "300"},

    {"Key": "LogBufferNumber",
      "Value": "1"}
  ]
}

```

```

{
  "ConfigInfo":
  [
    {"Key": "本配置文件说明",
    {"Key": "LogonForms",
      "Value": "UIPrefabs\\LogonForms"},

    {"Key": "SelectHeroForms",
      "Value": "UIPrefabs\\SelectHeroForms"},

    {"Key": "HeroInfo",
      "Value": "UIPrefabs\\HeroInfo"},

    {"Key": "MainForms",
      "Value": "UIPrefabs\\MainForms"},

    {"Key": "MarketForms",
      "Value": "UIPrefabs\\MarketForms"},

    {"Key": "GoodsInfoForms",
      "Value": "UIPrefabs\\GoodsInfoForms"},

    {"Key": "ConfirmForms",
      "Value": "UIPrefabs\\ConfirmForms"}
  ]
}

```


消息传递中心(A)

▶ 第6章：消息传递中心



消息传递中心(B)

▶ 第6章：消息传递中心

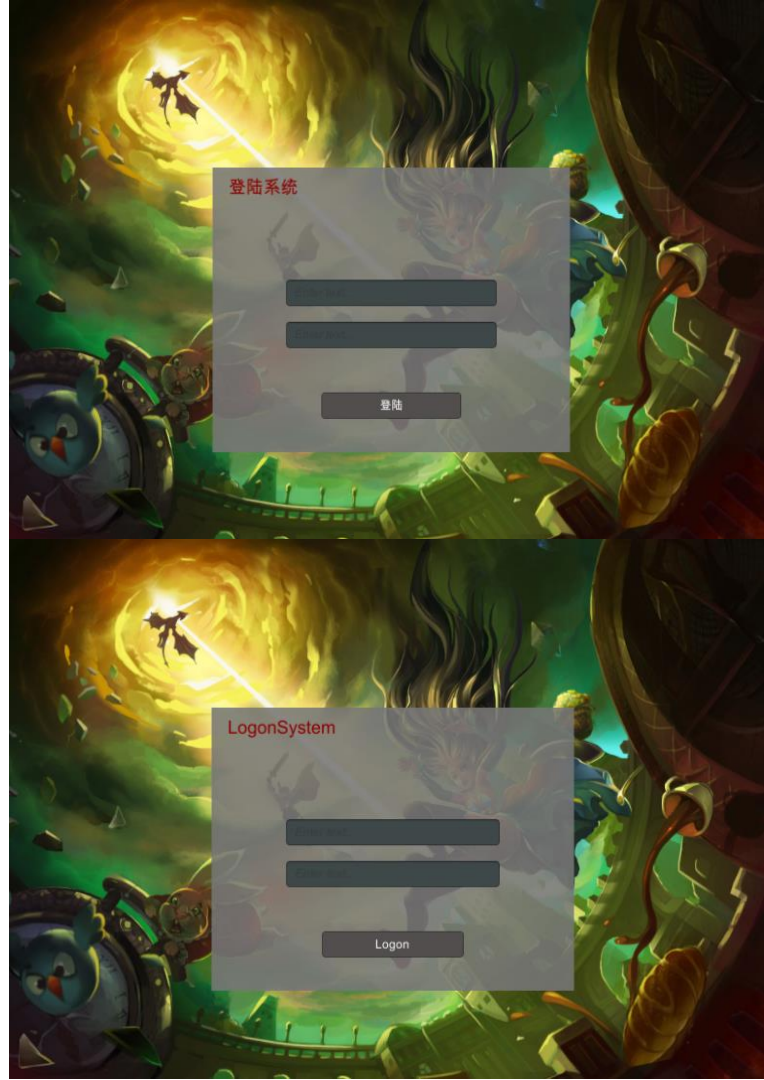
//添加消息监听

```
MessageCenter.AddListener(SysConst.MarketInfo,  
    p =>  
    {  
        if (p.Key.Equals(SysConst.MarketInfo_PropDetailInfo))  
        {  
            if (TxtPropDetailTitle)  
            {  
                TxtPropDetailTitle.text = p.Values.ToString();  
            }  
        }  
    }  
);
```

资源国际化技术

▶ 第7章：资源国际化技术

演示：1秒钟更换系统语言



A close-up of a character wearing a red hooded cloak, looking intensely at the viewer. The character's face is partially obscured by the hood, with only their eyes and a small portion of their nose and mouth visible. They are holding a glowing blue torch in their right hand. The background is dark and atmospheric, with a bright blue light source creating a lens flare effect.

谢谢大家！