★ **GUI PRO KIT** ★

SIMPLE

## C A S U A L

USER DEVELOPMENT MANUAL

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.

- All fonts included in the package are free fonts.

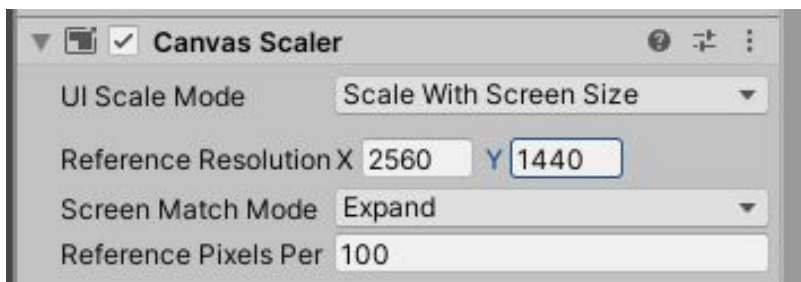- The sample project is still unfinished and will continue to be updated in the future.

2. Basic Setup

2.1. GameView Resolution Setting

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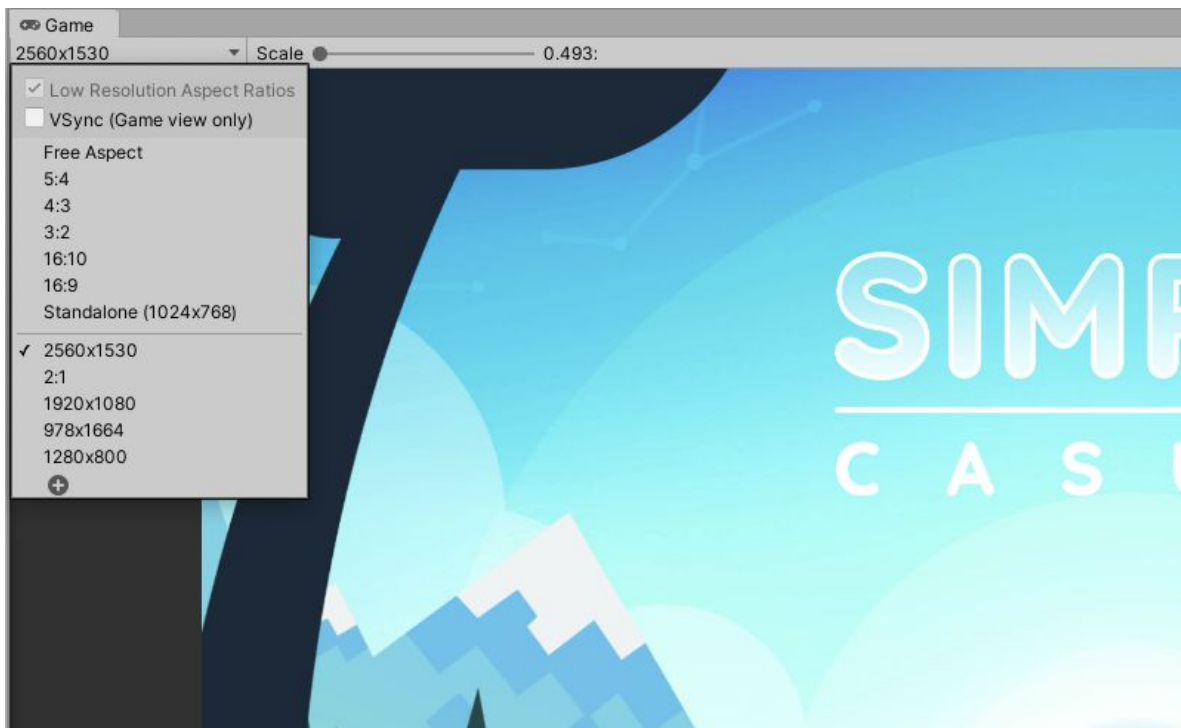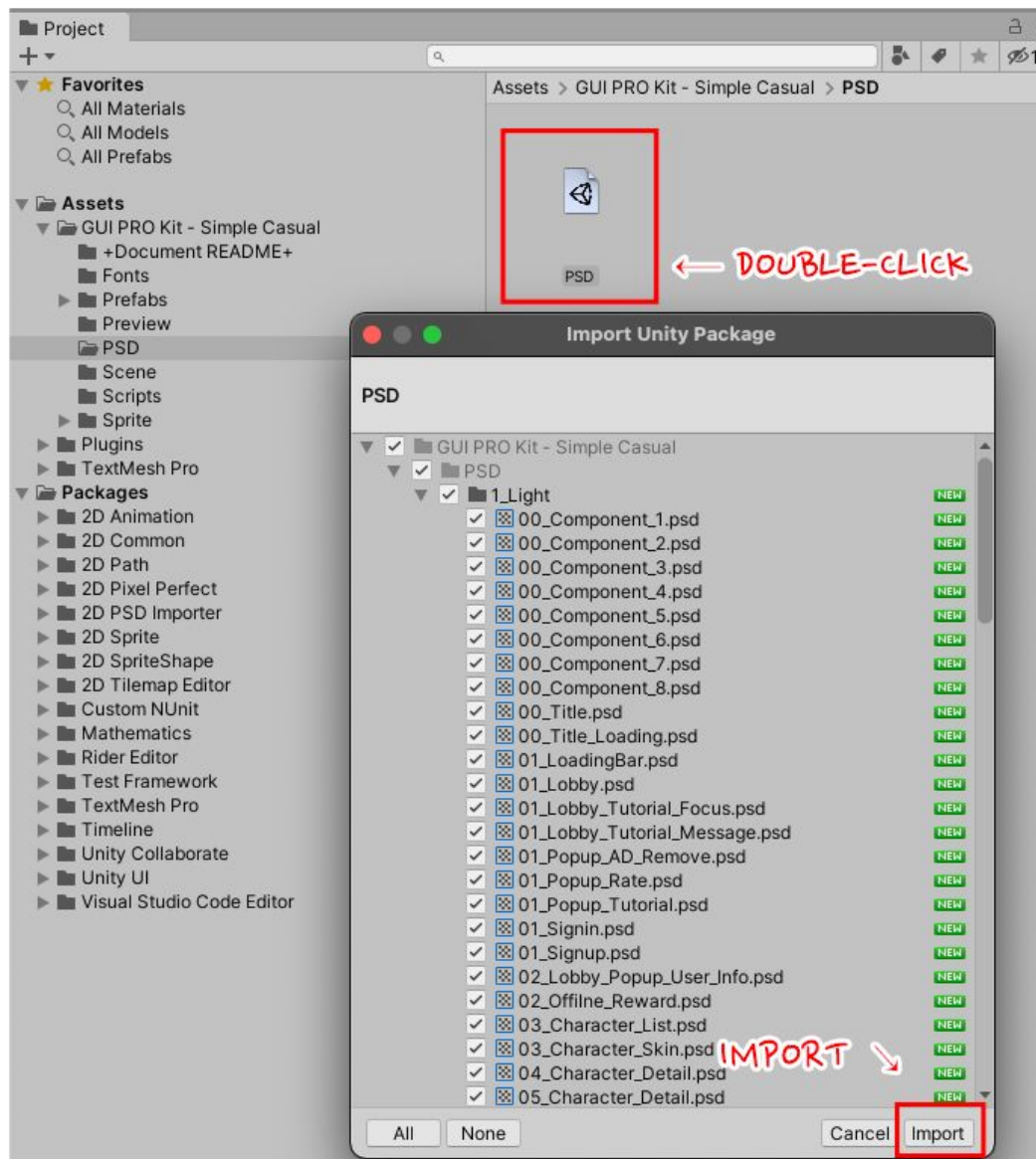

2.2. Canvas Scaler Settings

3. 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.

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

- Components were classified as buttons, frames, labels, popups, sliders and UI_etc and saved as prefabs.
- The Component 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.
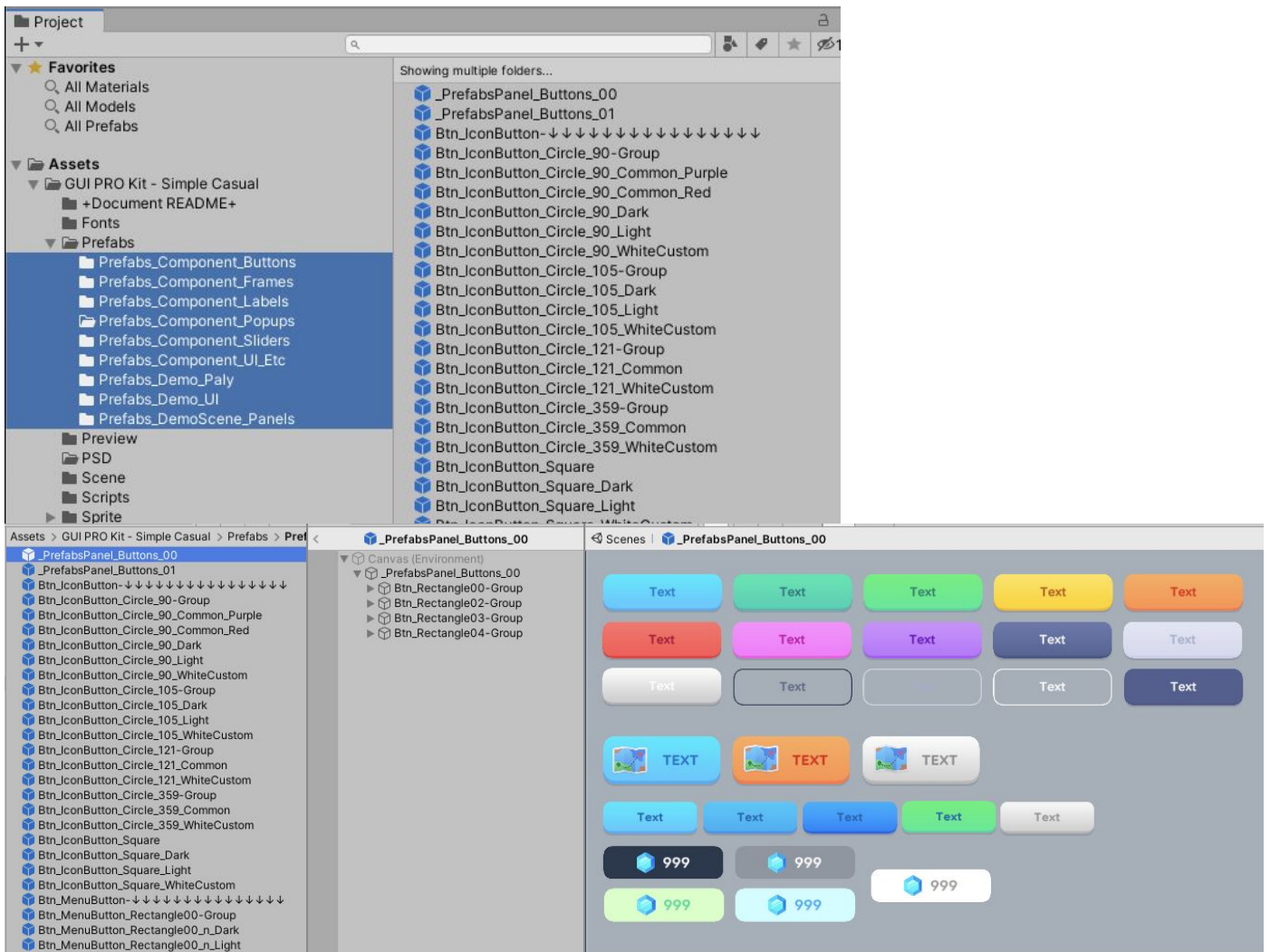
5. Sprite 9-Patch

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

- Obliquely inclined elements can only be resized horizontally or vertically depending on the design, or 9-patch is not possible.
- 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.