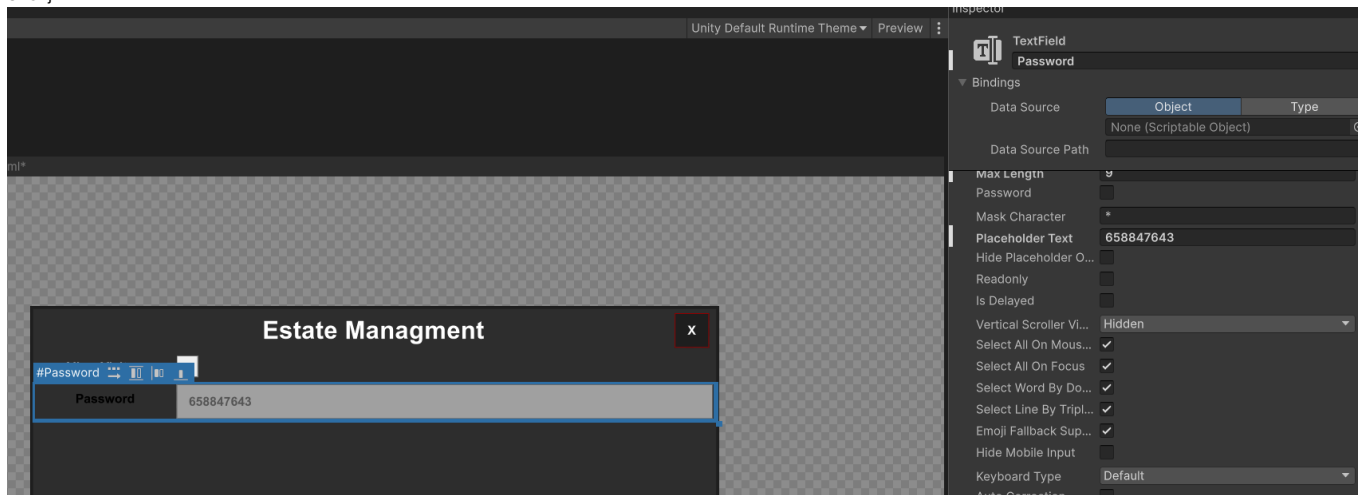
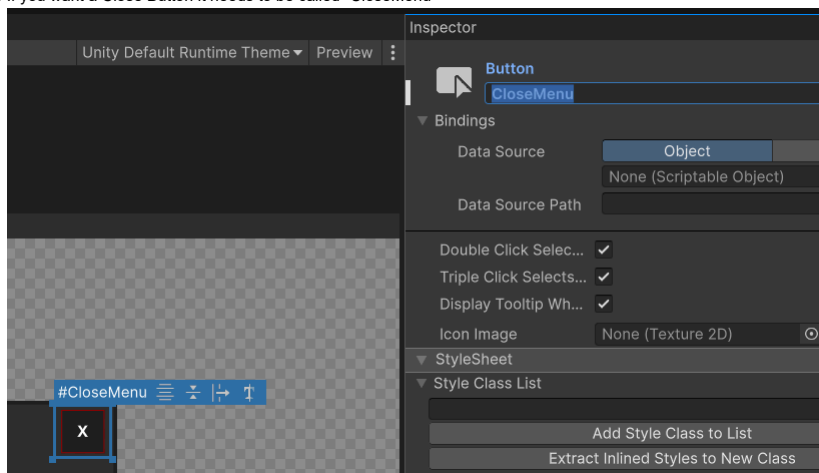


PL-PPC-UiGen

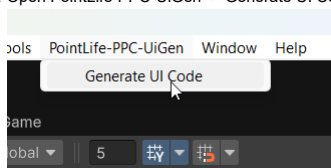
- 1. Import unitypackage
- 2. Wait for Unity to Recompile
- 3. .uxml files need to be in Format [PluginName]_[Category/Folder]_[MenuName], eg BetterBP_Estate_ManageSettings
- 4. UI Objects Name needs to be set to the Variable Name

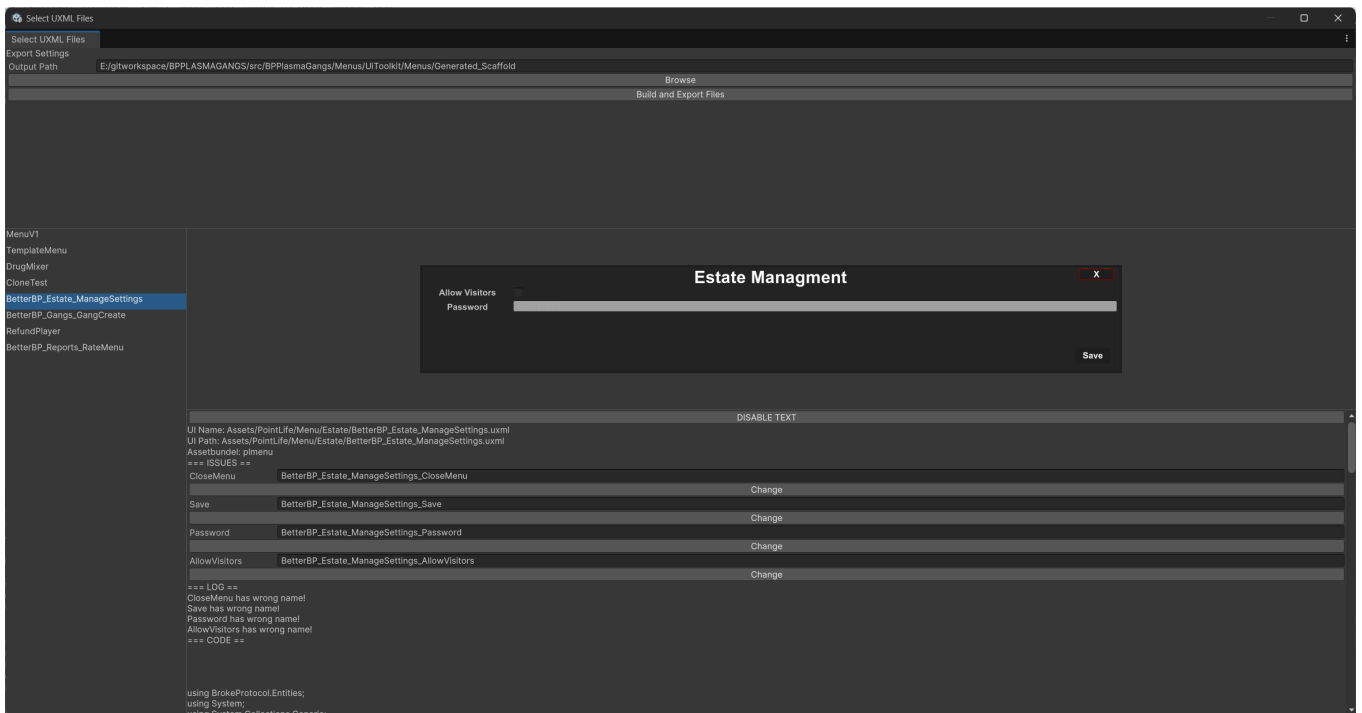


- 5. If you want a Close Button it needs to be called "CloseMenu"

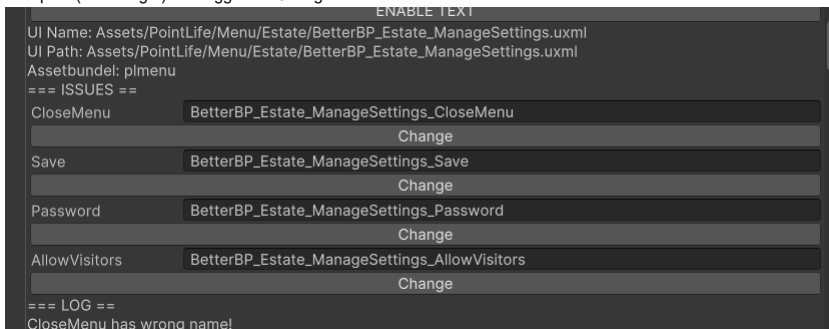


- 6. Open PointLife-PPC-UiGen -> Generate UI Code





7. Select the Export Path (A Folder in your Visual Studio Solution for your Plugin)
8. Enable DISABLE TEXT to show the names of the Fields
9. Accepted (or change) the suggested Changes to fix the Issues

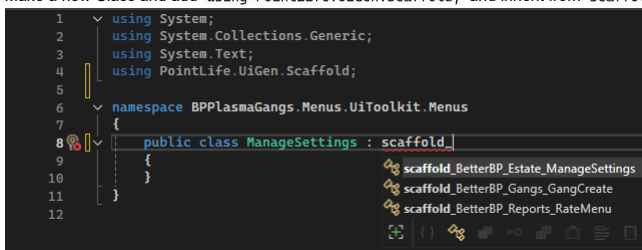


10. Press Build and Export Files
11. Add 0PPC-UiGen-BaseType.dll Reference to your Plugin and into the Plugins Folder or Managed Folder

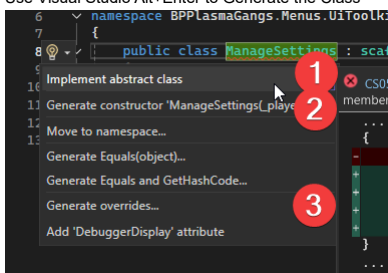
0PPC-UiGen-BaseType.dll

```
<Reference Include="0PPC-UiGen-BaseType">
  <HintPath>$(BPDIR)\Plugins\0PPC-UiGen-BaseType.dll</HintPath>
</Reference>
```

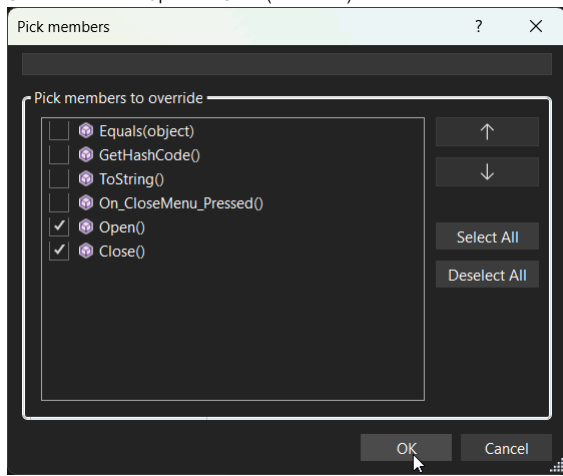
12. If using SDK-type .csproj the exported Folder will be automatically included.
13. Make a new Class and add using PointLife.UiGen.Scaffold; and inherit from scaffold_



14. Use Visual Studio Alt+Enter to Generate the Class



Choose to override Open and Close (if needed)



You can now add Code

```
using BP Essentials.ExtensionsMethods;
using BrokeProtocol.Entities;
using PointLife.UiGen.Scaffold;

namespace BPPlasmaGangs.Menus.UiToolkit.Menus
{
    public class ManageSettings : scaffold_BetterBP_Estate_ManageSettings
    {
        public ManageSettings(ShPlayer _player) : base(_player)
        {
        }

        public override void Open()
        {
            Fields.Text_Password.UpdateTo("123456789"); // Write last Password
            Fields.Toggle_AllowVisitors.UpdateTo(true); // Write last Toggle

            base.Open();
        }

        public override void On_Save_Pressed()
        {
            Fields.UpdateAll(player).Then(() => // Get all Fields from the Client
            {
                player.TS("settings_saved");

                player.TS("setting_toggle", Fields.Toggle_AllowVisitors.CheckboxValue);
                player.TS("setting_password", Fields.Text_Password.Text);

                Close(); // Close Menu
            });
        }
    }
}
```

In a Command it can then be used like:

```
new ManageSettings(player).Open();
```