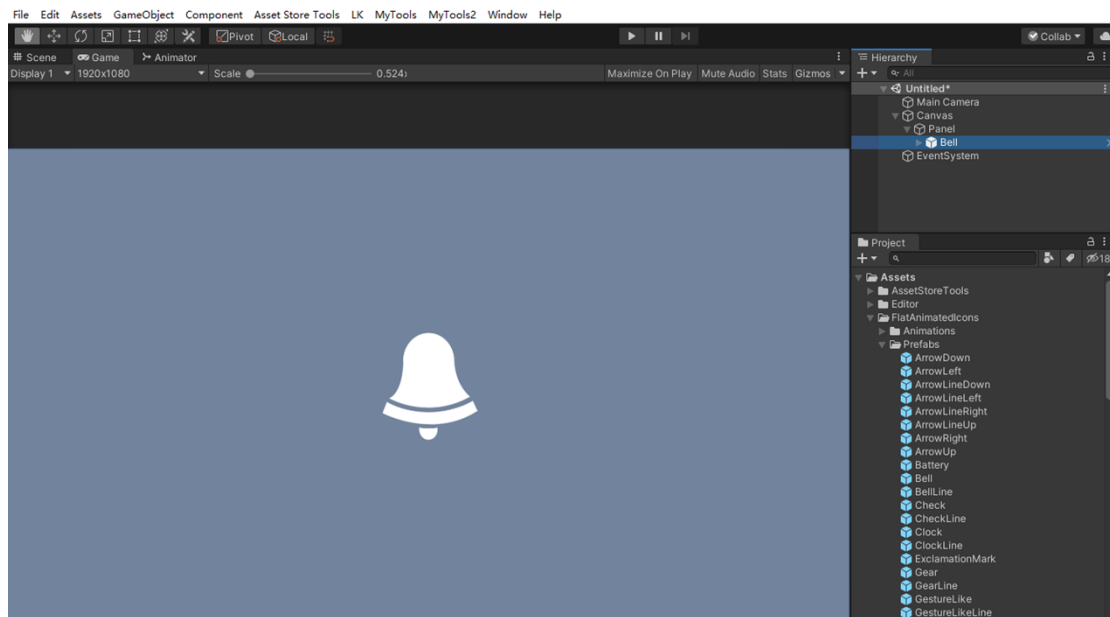


Flat Animated Icons

Play One Animation

- 1) Create a scene, using “File->New scene”.
- 2) New a panel, using “GameObject->UI->Panel”.
- 3) Select one prefab file from the dir of Prefabs ,
such as “Bell”, then drag it to “Panel”.

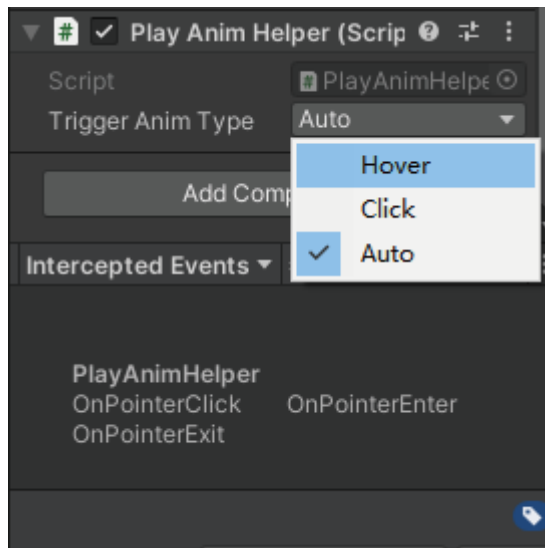
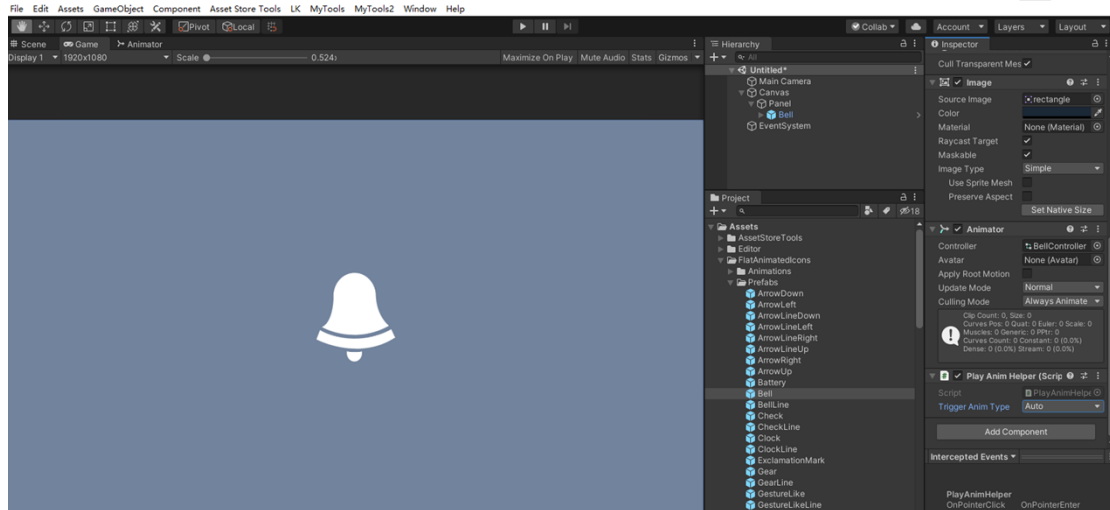


Then click , play this animation.

Play Animation Type

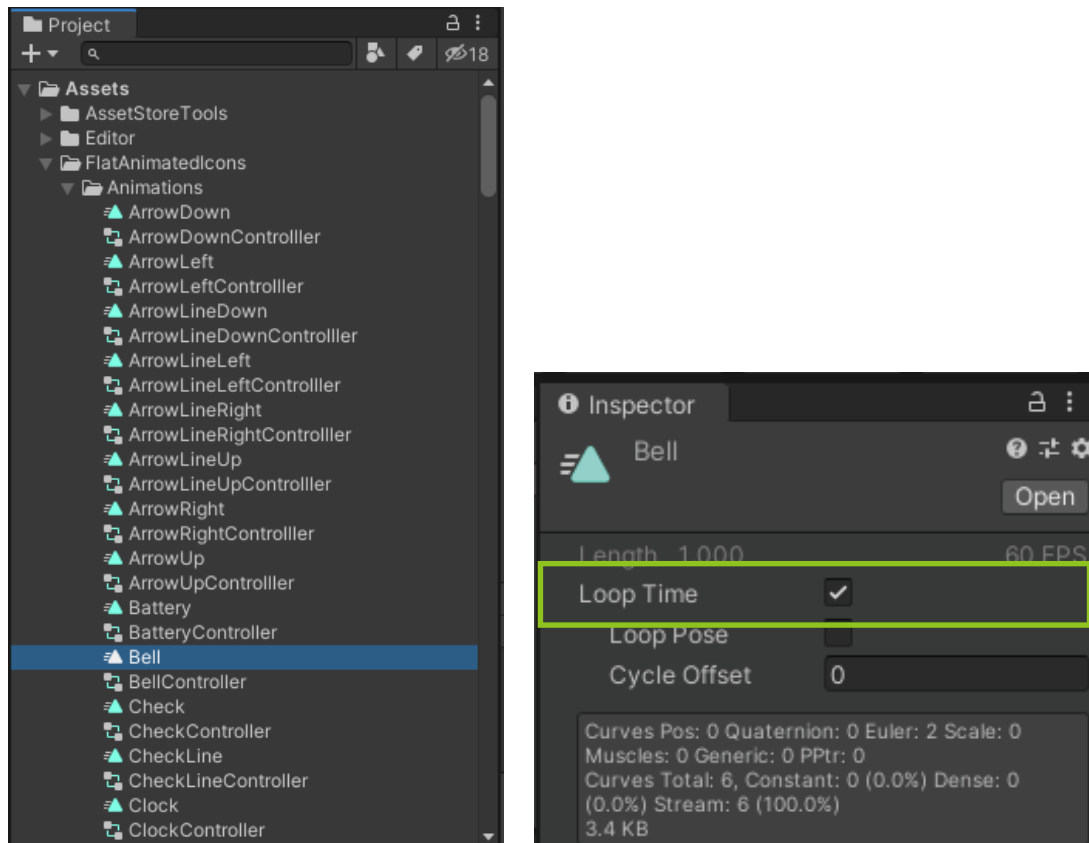
Play animation type include: Hover, Click, Auto.

Select one type from the drop list of “Trigger Anim Type”.



Modify Play Animation Times

Select “Project”->”Assets”->”FlatAnimatedIcons”->”Animation”.




If play animation only one time, then uncheck the “Loop Time”.

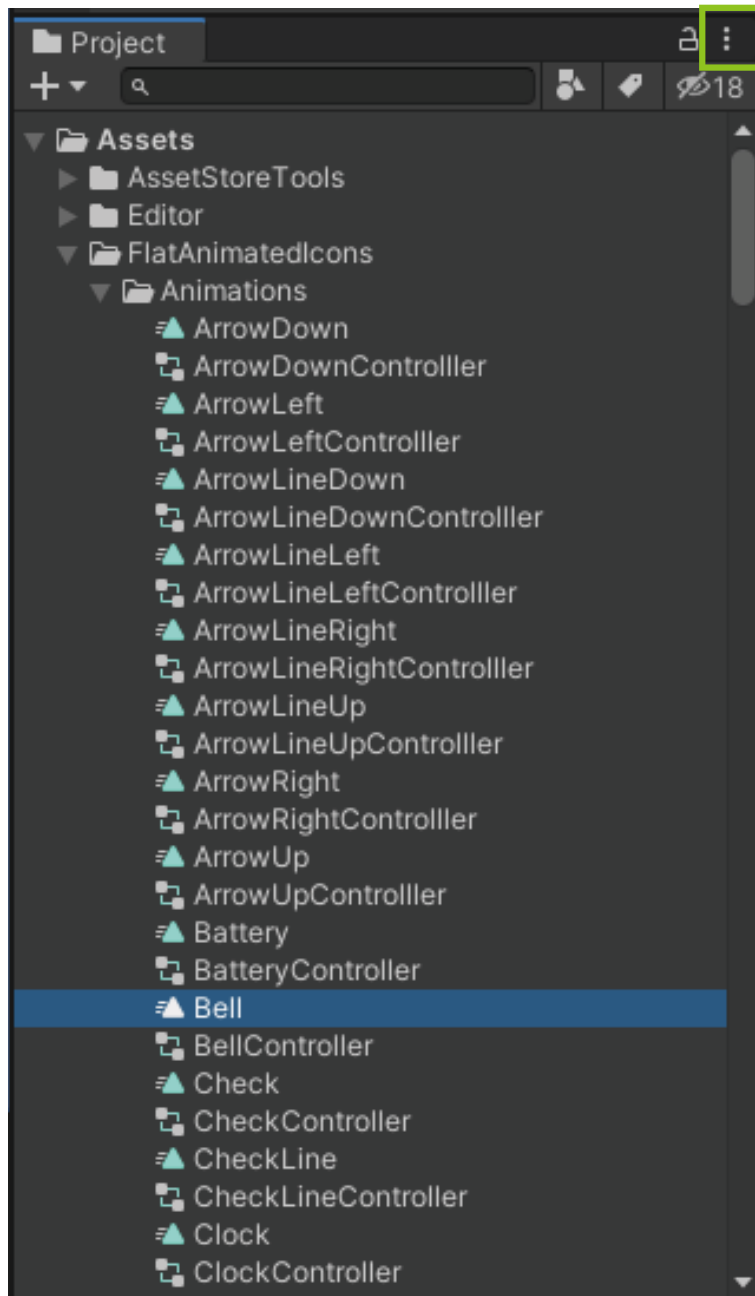
If loop the animation, then check the “Loop Time”.

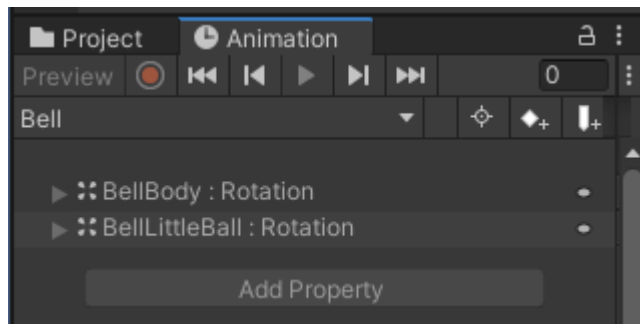
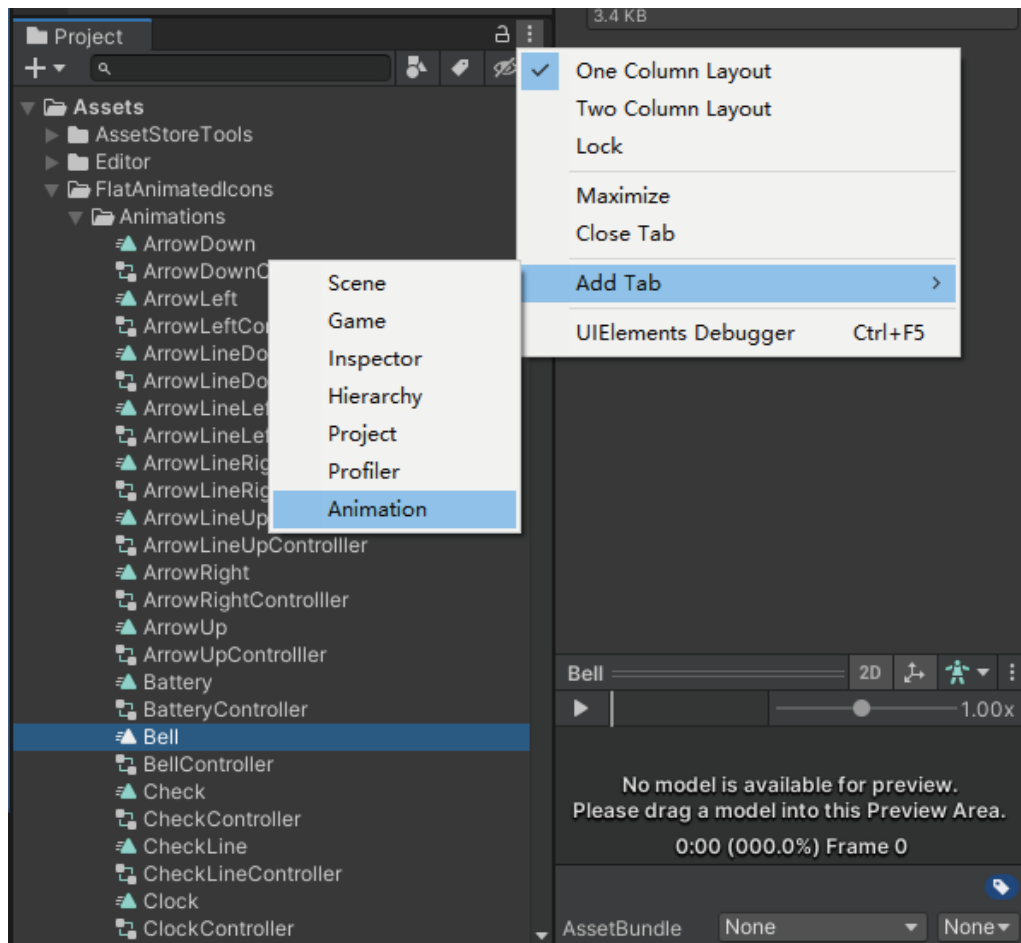
Modify Play Animation Speed

If Modify play animation speed, then it need to modify animation sample rate.

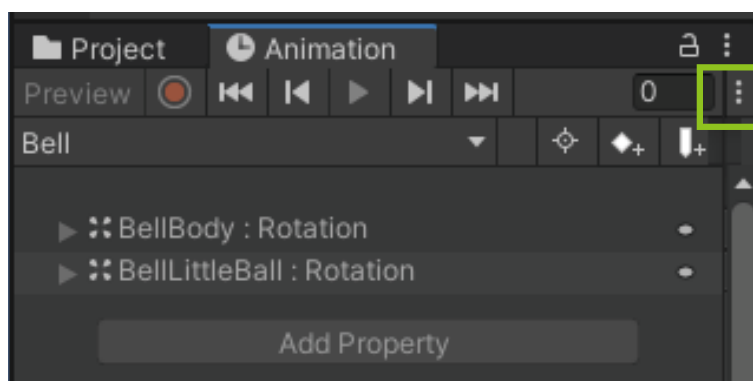
It need use the tab “Animation”.

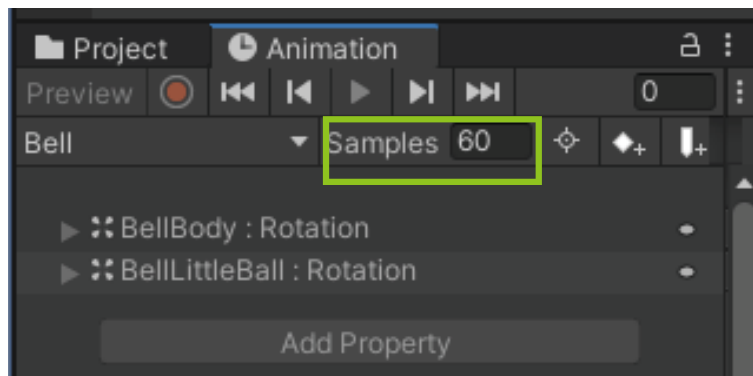
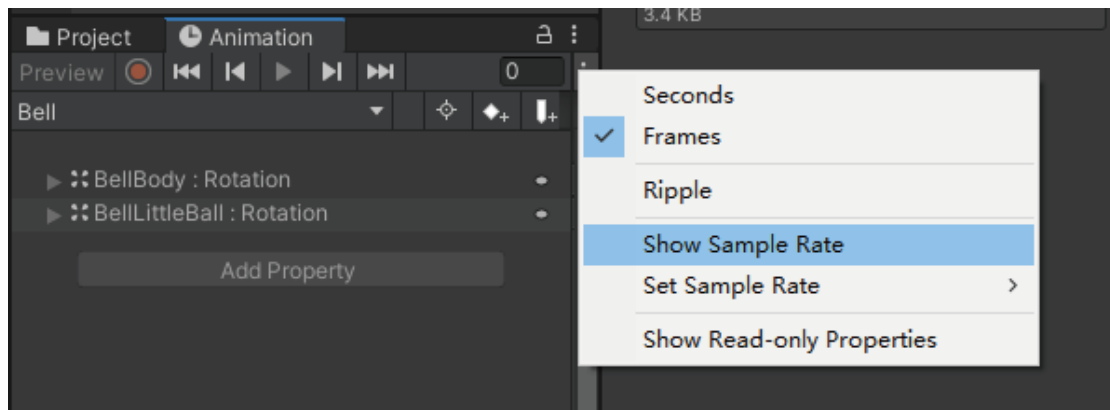
If the tab “Animation” doesn’t show, then Click menu item  in “Project”, select “Add Tab”->”Animation”.





Then click menu item  in "Animation", select "Show Sample Rate".

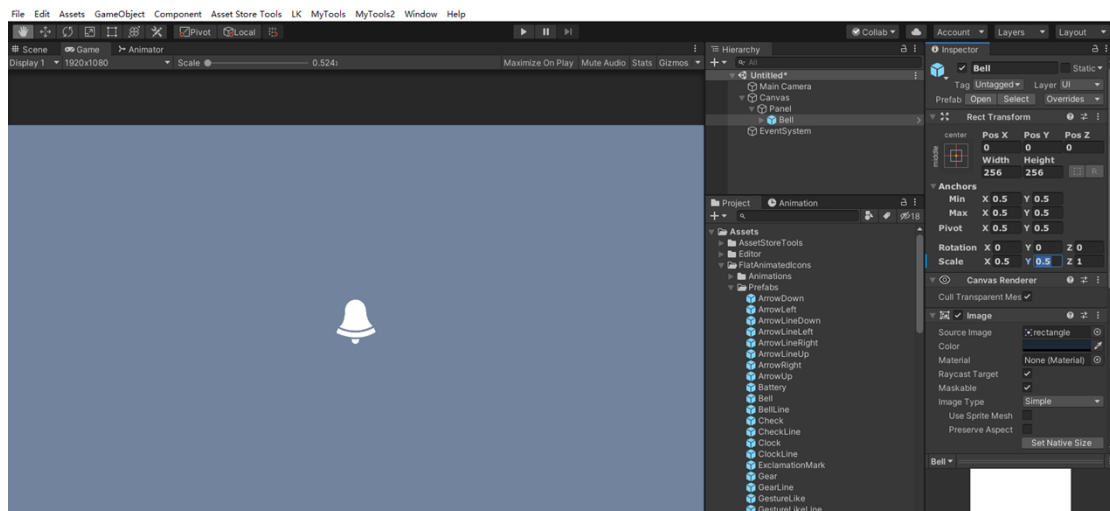


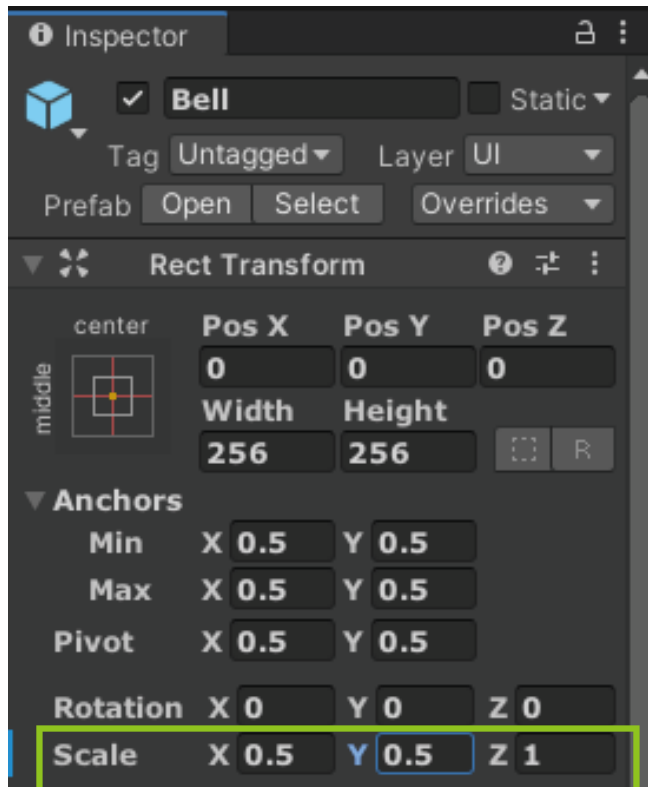


Modify the value of “Samples”, the higher the value, and the faster the speed.

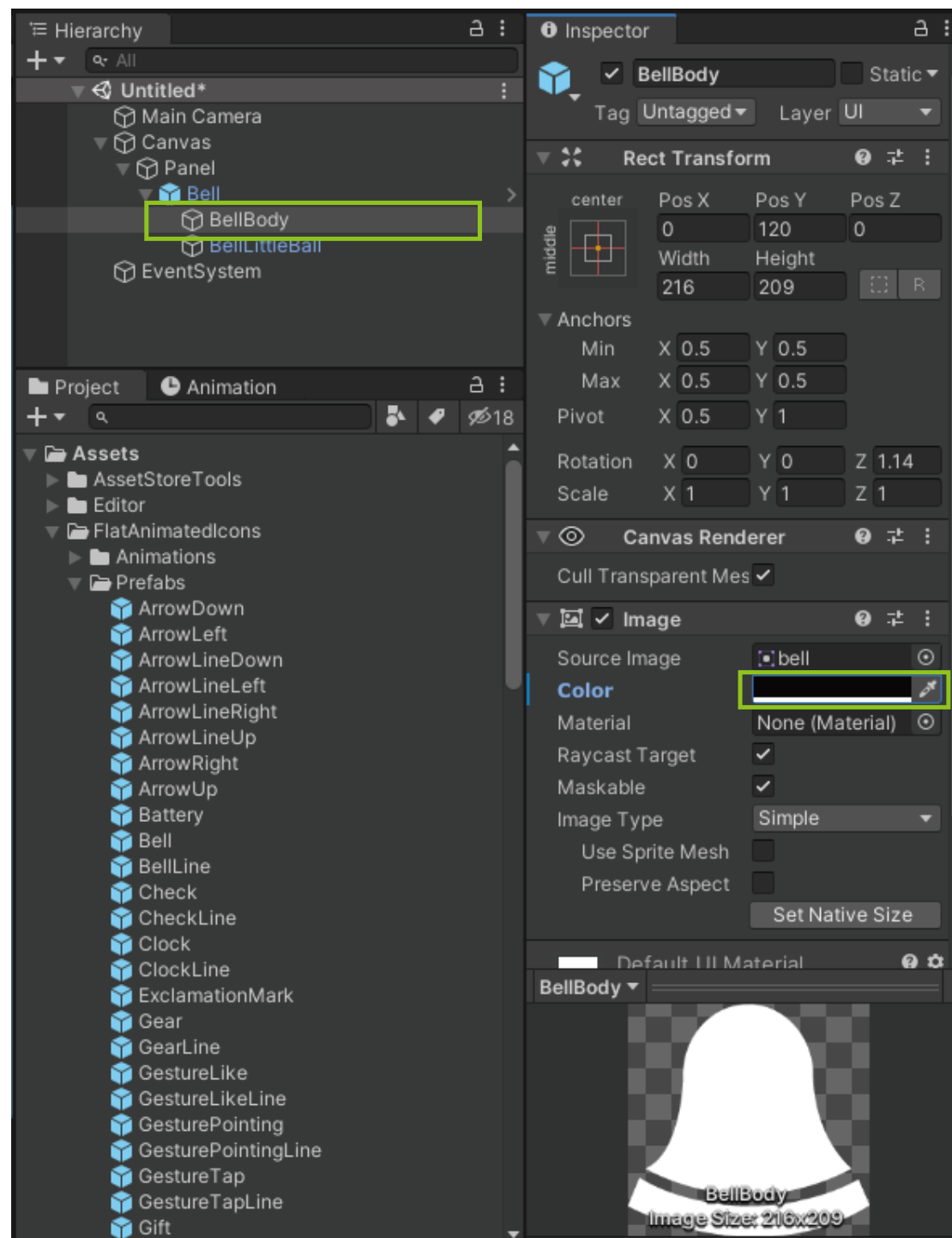
Modify Animated Icon Size

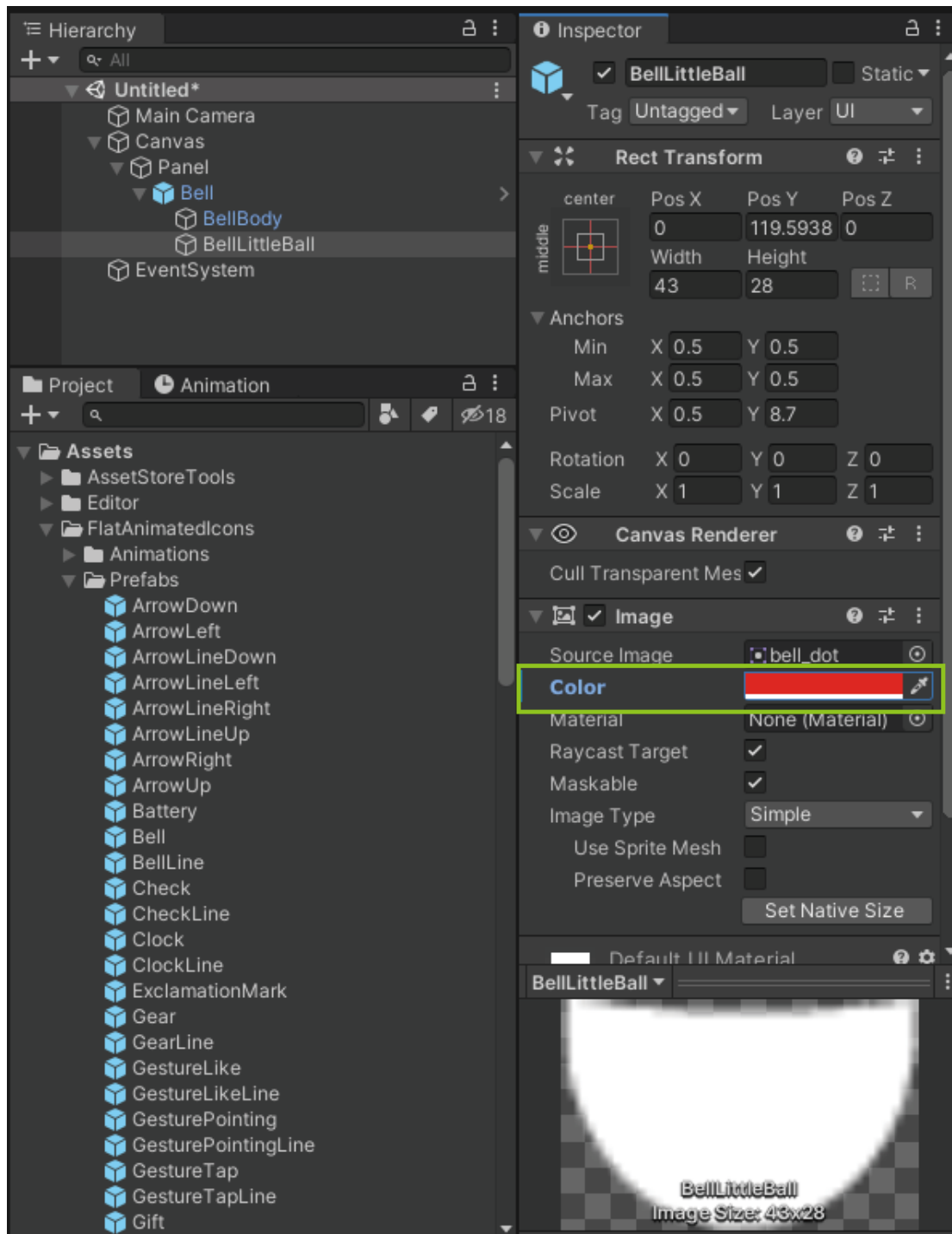
For example: 50% reduction in size





Modify Animated Icon Color





Select “Bell” object;

Because it includes two parts, “BellBody” and “BellLittleBall”.

It need modify image color separately.

