

Easy UI Styles

Latest Version Updates (complete list at the bottom)

- 1.4 Support for Text Mesh Pro has been added for UGUI Text, Input Fields and Dropdowns. *This update could break/delete previous styles.* Context menu additions should be less buggy and support TMP components.
 - 1.41 Addresses some performance issues when using Text Mesh Pro components. There is also an occasional and somewhat random bug that can cause the styles to be deleted. This has been fixed or at a minimum is happening fair less frequently.
 - 1.42 Fixed performance issues that became noticeable with large numbers of UI elements. Easy UI Styles location can now be changed in the project without breaking the connection to the data files.
-

Easy UI Styles allows quicker development and iteration of UI styles. It allows the definition of UI styles along with easy editing and implementation of those styles.

Easy UI Styles Manager

The Easy UI Styles Manager can be opened from the Window menu or from the Easy UI Style Chooser component.

Window > Easy UI Style Manager



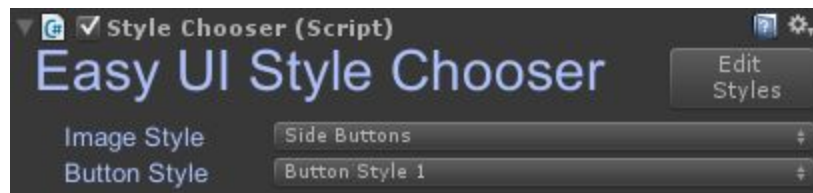
Styles are categorized by UGUI component. The interface is intended to mimic the inspector of each component. The majority of settings can be applied in a style - however some such as OnClick methods for the buttons are not. Any visual styling options can be applied to a style.

Styles can be further customized to synchronize only particular settings by using the toggles to the far left. Unchecking the synchronization will allow that setting to be adjusted in the inspector for each component.

Changes made in the Easy UI Style Manager are made to the associated UGUI elements in realtime - allowing quicker iterations in UI design. Try a new font or text color scene wide with just a few mouse clicks.

Easy UI Style Chooser

Each UGUI or Text Mesh Pro component needs to have an Easy UI Style Chooser component attached to the same gameObject in order to sync the style.

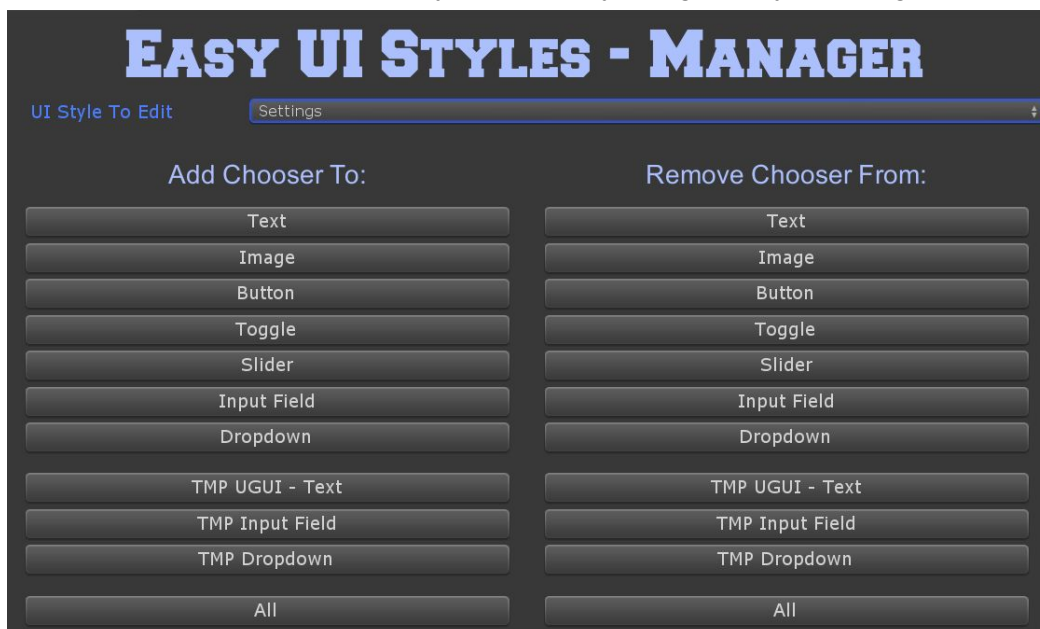


This component automatically determines which type of UGUI or Text Mesh Pro components are attached to the gameObject. Styles for each attached component are selected in the dropdown menu.

It's worth noting that each style only applies to the corresponding type of UGUI component. For example a UGUI button has an image, button and text (child) component. Each of these UGUI or Text Mesh Pro components will have its own possible style.

The style chooser component can be removed at any time and will not alter the current component settings.

The style chooser can be added manually or in bulk by using the style manager.

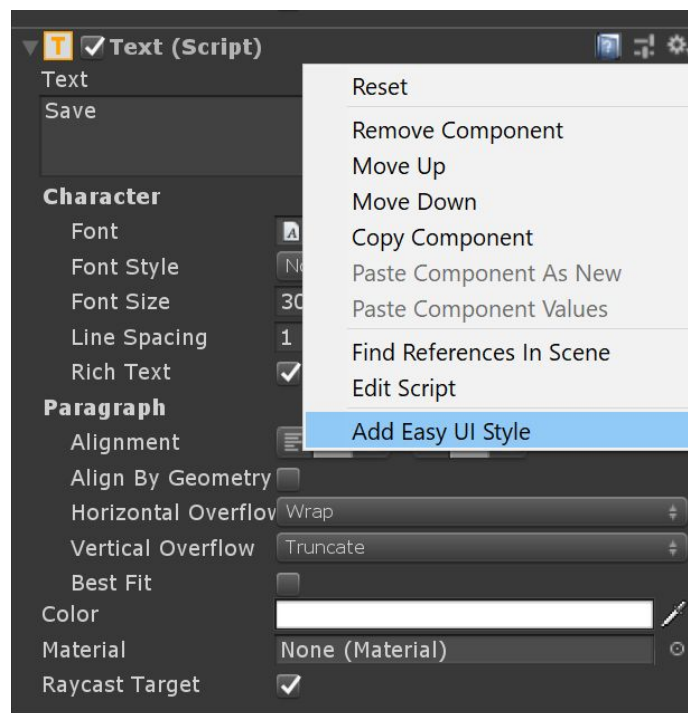


The style chooser script will not run at runtime (beyond the first frame) as the script turns itself off.

```
//only runs in edit mode
if(Application.isPlaying)
    this.enabled = false;
```

Adding Styles - Context Menu

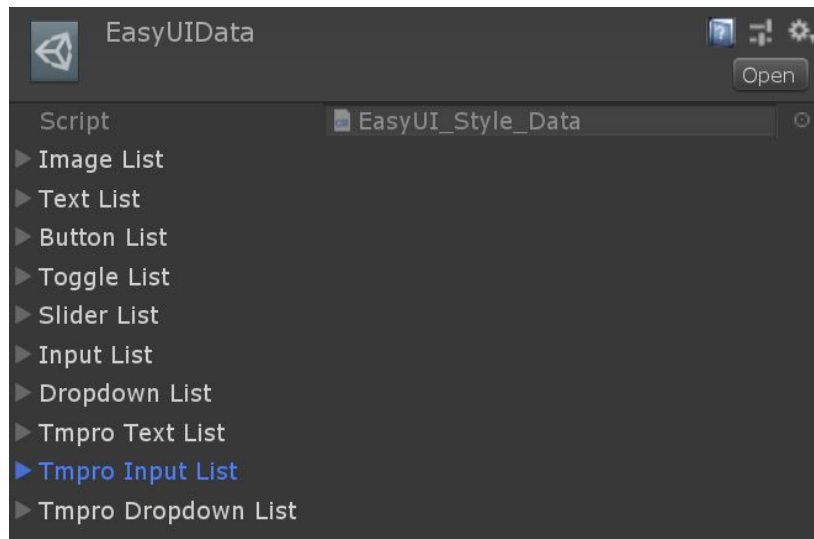
Styles can be added manually or if you have component in your scene and your want to copy the style and add it to the Easy UI Style Manager you can use the context menu on the UI component.



Additionally, in the "ContextMenuAddition.cs" file there is a block of code that has been commented out. If this is uncommented it will create options in the context menu that will allow easy interchanging of UGUI Text with Text Mesh Pro Text.

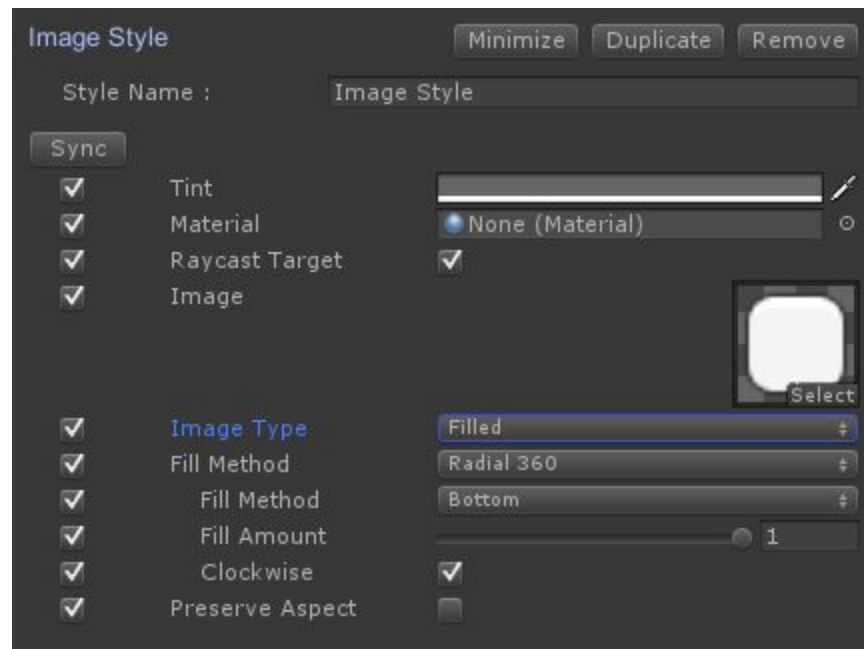
Style Data

All data is stored in a scriptable object that is located in the Resources subfolder. As with any project backing up important files is a good idea - the same is true with the styles data.



Examples of Styles in the Editor Window

Image Style



Text Style

Text Style
Minimize
Duplicate
Remove

Edit Style Name :
Text Style

Sync

<input checked="" type="checkbox"/>	Font	Arial
<input checked="" type="checkbox"/>	Font Size	14
<input checked="" type="checkbox"/>	Font Sytle	Normal
<input checked="" type="checkbox"/>	Text Alignment	Middle Center
<input checked="" type="checkbox"/>	Horizontal Overflow	Overflow
<input checked="" type="checkbox"/>	Vertical Overflow	Truncate
<input checked="" type="checkbox"/>	Best Fit	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Text Color	
<input checked="" type="checkbox"/>	Material	None (Material)
<input checked="" type="checkbox"/>	Raycast Target	<input checked="" type="checkbox"/>

Button Style

Button Style 1
Minimize
Duplicate
Remove

Style Name :
Button Style 1

Sync

<input checked="" type="checkbox"/>	Interactable	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Transition	Color Tint
<input checked="" type="checkbox"/>	Normal Color	
<input checked="" type="checkbox"/>	Highlighted Color	
<input checked="" type="checkbox"/>	Pressed Color	
<input checked="" type="checkbox"/>	Diabled Color	
<input checked="" type="checkbox"/>	Color Multiplier	1
<input checked="" type="checkbox"/>	Fade Duration	0.1
<input checked="" type="checkbox"/>	Navigation	Automatic

Slider Style

Slider Style
Minimize
Duplicate
Remove

Style Name :
Slider Style

Sync

<input checked="" type="checkbox"/>	Interactable	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Transition	Color Tint
<input checked="" type="checkbox"/>	Normal Color	
<input checked="" type="checkbox"/>	Highlighted Color	
<input checked="" type="checkbox"/>	Pressed Color	
<input checked="" type="checkbox"/>	Diabled Color	
<input checked="" type="checkbox"/>	Color Multiplier	1
<input checked="" type="checkbox"/>	Fade Duration	0.1
<input checked="" type="checkbox"/>	Navigation	Automatic
<input checked="" type="checkbox"/>	Direction	Left To Right
<input checked="" type="checkbox"/>	Min Value	0
<input checked="" type="checkbox"/>	Max Value	1
<input checked="" type="checkbox"/>	Whole Numbers	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Value	0.5

Toggle Style

Toggle Style 1 Minimize Duplicate Remove

Style Name :

Sync

<input checked="" type="checkbox"/>	Interactable	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Transition	Color Tint
<input checked="" type="checkbox"/>	Normal Color	<input type="text"/>
<input checked="" type="checkbox"/>	Highlighted Color	<input type="text"/>
<input checked="" type="checkbox"/>	Pressed Color	<input type="text"/>
<input checked="" type="checkbox"/>	Disabled Color	<input type="text"/>
<input checked="" type="checkbox"/>	Color Multiplier	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Fade Duration	<input type="text" value="0.1"/>
<input checked="" type="checkbox"/>	Navigation	Automatic
<input checked="" type="checkbox"/>	Is On	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Toggle Transition	Fade

Input Field Style

Input Style 1 Minimize Duplicate Remove

Style Name :

Sync

<input checked="" type="checkbox"/>	Interactable	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	Transition	Color Tint
<input checked="" type="checkbox"/>	Normal Color	<input type="text"/>
<input checked="" type="checkbox"/>	Highlighted Color	<input type="text"/>
<input checked="" type="checkbox"/>	Pressed Color	<input type="text"/>
<input checked="" type="checkbox"/>	Disabled Color	<input type="text"/>
<input checked="" type="checkbox"/>	Color Multiplier	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Fade Duration	<input type="text" value="0.1"/>
<input checked="" type="checkbox"/>	Navigation	Automatic
<input checked="" type="checkbox"/>	Text	<input type="text"/>
<input checked="" type="checkbox"/>	Character Limit	<input type="text" value="0"/>
<input checked="" type="checkbox"/>	Content Type	Standard
<input checked="" type="checkbox"/>	Line Type	Single Line
<input checked="" type="checkbox"/>	Caret Blink Rate	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Caret Width	<input type="text" value="1"/>
<input checked="" type="checkbox"/>	Custom Caret Color	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Selection Color	<input type="text" value="Blue"/>
<input checked="" type="checkbox"/>	Hide Mobile Input	<input type="checkbox"/>
<input checked="" type="checkbox"/>	Read Only	<input type="checkbox"/>

Dropdown Style

New Dropdown Style 1

Minimize

Duplicate

Remove

Style Name :

New Dropdown Style 1

Sync

☒

Interactable

☒

☒

Transition

Color Tint

☒

Normal Color

☒

Highlighted Color

☒

Pressed Color

☒

Diabled Color

☒

Color Multiplier

1

☒

Fade Duration

0.1

☒

Navigation

Automatic

☒

Value

0

☐

Dropdown Options

Add

Remove

Option

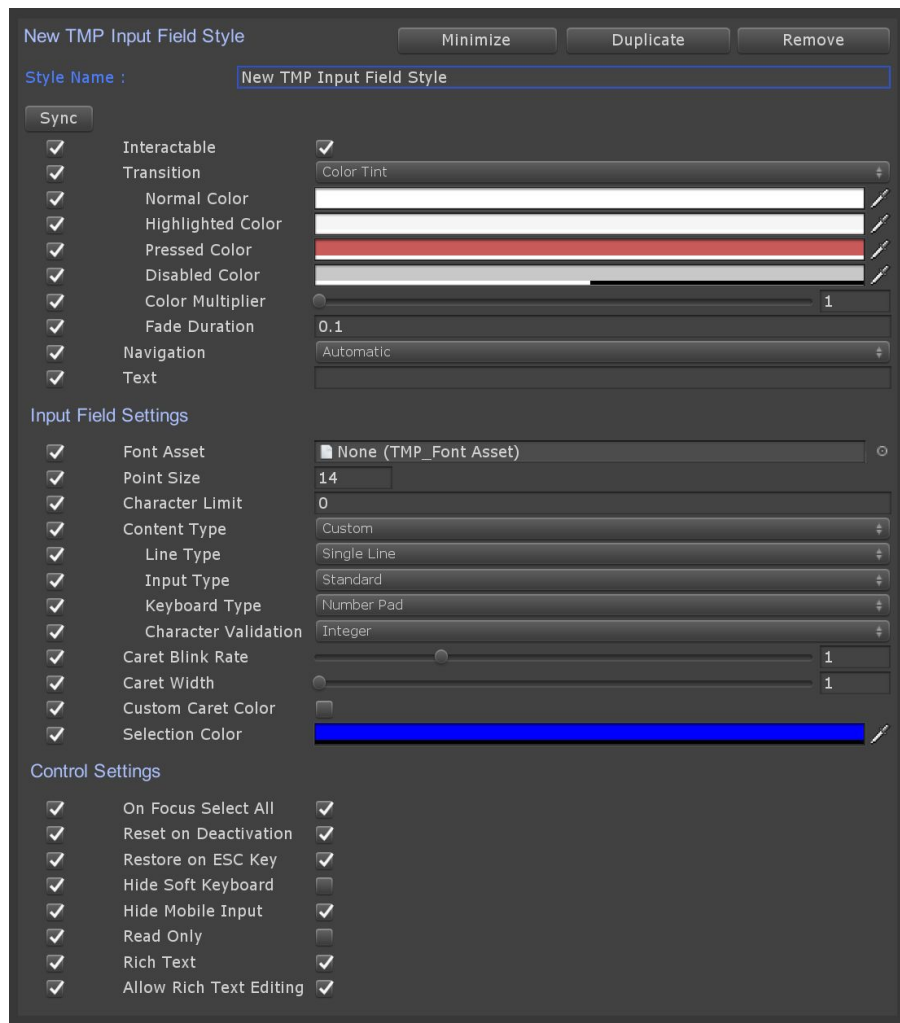
Option 1

☒ None (Sprite)

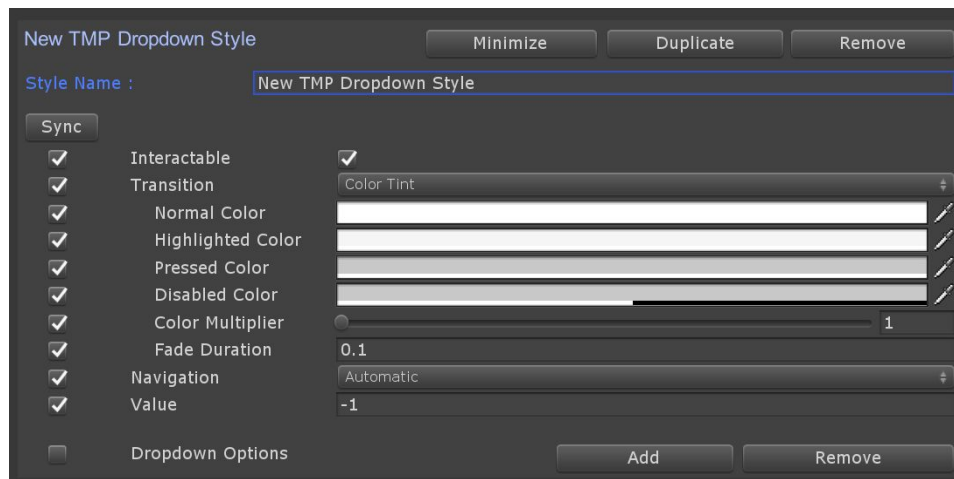
Text Mesh Pro UGUI Text

[illegible]

Text Mesh Pro Input Field



Text Mesh Pro Dropdown



Demo Scene Icons: <https://game-icons.net/>

Version Updates

- 1.1 Fixed bug where editor window would not open.

- 1.2 Updated code to be compliant with Unity 5.4.2. Also fixed bug where inspector button did not open the style editor.
 - 1.22 Update to move appropriate scripts into editor folder - could prevent standalone build from compiling.
 - 1.23 UI transition types of Sprite Swap and Animation are now supported. Some spelling errors were also fixed.
 - 1.3 Usability improvements. "Edit Styles" button now opens current style. You can add a style from the inspector to Easy UI Styles by using the context menu.
 - 1.4 Support for Text Mesh Pro has been added for UGUI Text, Input Fields and Dropdowns. *This update could break/delete previous styles.* Context menu additions should be less buggy and support TMP components.
 - 1.41 Addresses some performance issues when using Text Mesh Pro components. There is also an occasional and somewhat random bug that can cause the styles to be deleted. This has been fixed or at a minimum is happening fair less frequently.
 - 1.42 Fixed performance issues that became noticeable with large numbers of UI elements. Easy UI Styles location can now be changed in the project without breaking the connection to the data files.
-