PIXEL UI
User Manual

Introduction

Pixel UI is more than just a user-interface skin for designing your own game GUI. It also aims to help speed up GUI development using intuitive controls and configuration options all the while keeping things simple. Additionally Pixel UI contains a number of helpful scripts to speed up your GUI development as well!

Adding Controls

Pixel UI contains all of the default Unity controls already pre-skinned and configured for your use, plus a bunch of extras.

In order to add these controls to your GUI simply select the parent game object target for your new control within the scene, then select Pixel UI from the top menu, then click Create, choose a category, and lastly select the desired control type.

Using Materials

Materials in Pixel UI can be a bit confusing for first time users, but it's important to understand that their usage is completely optional. If you do want to use them, great! Here's how we recommend you do that.

PixelUIPrimary:

This is your primary control (background) color and is used on Image components, not Text components. For example, the color shading of your buttons, slider background, checkbox backgrounds, etc. Essentially, when remembering how to use this material, think of your UI's background.

PixelUISub:

This is your primary control (foreground) color and is used on Image components, not Text components. For example, the color of the slider handle, checkbox checkmark, etc. When remembering how to use this material, think of your UI's foreground.

PixelUIText (Primary):

Text materials apply only to text and are not used on Image components. This material is designed to be used with text being displayed on top of an image using the Pixel UI PRIMARY material. A good example is shown in the Demo scene for the checkboxes. The background of the Panel uses Pixel UI Primary and so the checkbox text uses PixelUIText (Primary).

PixelUIText (Sub):

Text materials apply only to text and are not used on Image components. This material is designed to be used with text being displayed on top of an image using the Pixel UI SUB material. A good example is shown in the Demo scene for the drop down box. The background for the options in the dropdown box uses the Pixel UI Sub material and so the options text is displayed using PixelUIText (Sub).

Using the Pixel UI Canvas

Using the Pixel UI Canvas is completely optional. The only difference between the Pixel UI Canvas and the standard Unity canvas is that the Pixel UI Canvas is pre-configured to the look and feel of that seen in the screenshots and demo on the Pixel UI Asset Store page.

Configuring the Tabbed Window

We have it planned to create a customer inspector to easily add and remove tabs from your Tabbed Windows. However, for the time being this isn't implemented yet. Luckily, it's really simple so lets walk through it.

Once you have your tabbed window created in the scene, click on it and find the UI Tabbed Window script. You'll see a reference to Content Panes, go ahead and change the size to the number of tabs you want. Next delete or duplicate the content panes parented to the Tabbed Window until it matches the size you put in earlier. If you added content panes, go back to the Tabbed Window object and drag each content pane into the list (we recommend from top to bottom). Lastly, delete or duplicate the Window Tabs parented to the Tabbed Window until their count matches the size you put in earlier. Now click on each tab and in the OnClick event of the Button script, change the number to match the index of the content pane in the Tabbed Window script.

FAQ:

Why can't I find a prefab for the UI Clock?

Unfortunately the UI Clock is very conditional based upon the game you're making. Some designers may create a game with no weather system at all, others without time but using weather, while others still will have no time or weather at all. Some will use all of the events included in the clock sprites, others will not. Due to all these conditions it was simply impossible for us to pre-create a configured clock for you. However, you're welcome to re-work the clock in the Make a Game demo and tailor it to suit your needs. We look forward to seeing how you design yours!