

UIAsset

#Easy UI

GamePad style Buttons & Pop-Up windows are contained.

Using Input system, events occur in the current window.

I hope this helps you reduce the time spent on boring work.

how to use

1. Place windowManager
2. Place windows
3. Set button functions
4. Additional functions

1. Place windowManager

When you make your own Scene, you can add a windowManager component.

At that time, Player Input Component's Behavior should be set to Invoke Unity Events.

Some actions you want to control UI should be linked with

`windowmanager.sendMessageToRecentWindow.`

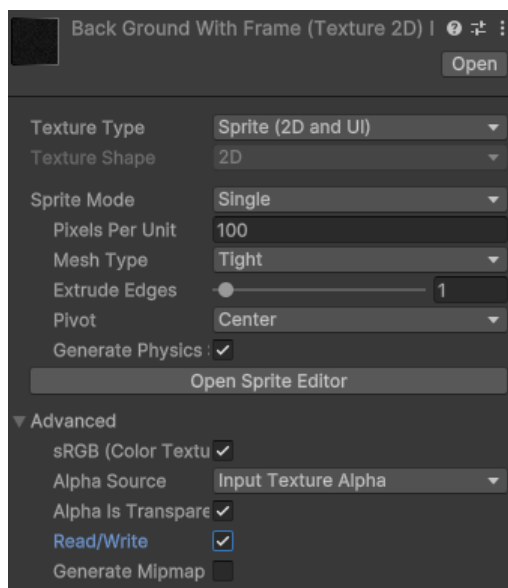
Then, it will work.

2. Place window

#All windowComponents should be children of manager.

#The 'Window Draggable' Component can help you make draggable window.

To use DragAreaDetermineByAlpha, sourceImage should be read/write checked.



#If manager's child don't have 'window' Component, an error will occur.

3. Place buttons

After this, you should assign buttons and ActionNames to the window.

4. Additional functions

I have prepared some examples.

You can see 'Component' prefabs.

In simple terms, it save scriptableObject with toggles and sliders.

So you can use via scriptableObject.

'Interactable with scriptableObject' Component's flags represent value's index.

If you use

#Please check the array length of scriptableObject before using it.