

## BEFORE READING

Thanks for purchasing **Last UI**. It means a lot for us.

## FAQ

**Q:** Which Unity versions does LastUI work with?

**A:** Currently tested with all versions after 2022.1.3f1. But that doesn't mean it won't work with older versions. give it a try.

**Q:** Can I use it in a commercial project?

**A:** Yes, of course.

## SETUP GUIDE

In order to use LastUI you need to download & import DoTween. It's just needed to use toggle. If you don't want to use toggle then You don't need to import DoTween. For more information please have a look at:

- <https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676>

- <http://dotween.demigiant.com/getstarted.php>

That's it. You are ready to go. If you have any questions you can ask me through <https://discord.com/invite/JprUBXuaj>.

## TUTORIALS

How to add new state and address to it?

<https://youtu.be/GDuMf2mAhW4>

How to load a new scene?

<https://youtu.be/KYnAmVNPLtY>

How to use HintManager?

<https://youtu.be/1mXpKxmU7E8>

How to use Inspector?

[https://youtu.be/XEDLC7cJcJw\\_](https://youtu.be/XEDLC7cJcJw_)

## USAGE OF ITEMS

Inside the Scenes folder, there is a “**test items**” Scene about how you can use items. In that scene, you can test toggle, slider and horizontal selector.

### SWITCH TOGGLE

Last UI uses default toggle. Check out the Unity Docs if you want to use it.

### SLIDERS

Last UI uses default sliders. Check out the Unity Docs if you want to use it.

## HORIZONTAL SELECTOR

If you want to use it directly you can find demo script that is named `"DemoItems.cs"`.

1- Create a new script to control horizontal selector.

2- Add this code to your script.

```
public class DemoItems : MonoBehaviour
{
    public HorizontalSelector colorSelector;
    private string value;
```

3- Write the code below to get the value of the horizontal selector.

```
value = colorSelector.value;
```

That's it. You can do whatever you want with that value.

## EXAMPLE

Let me Show you an example. Let's control box color with that value.

```
//This is for Horizontal Selector to control color of the Image.
switch (colorSelector.value)
{
    case "RED":
        box.color = new Color(1f, 0.258f, 0.258f, slider.value);
        break;
    case "GREEN":
        box.color = new Color(0.278f, 1, 0.380f, slider.value);
        break;
    case "BLUE":
        box.color = new Color(0.278f, 0.580f, 1, slider.value);
}
```

You can use it like this.

**Need Anything?**

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**Please do not hesitate. You can write whenever you want.**