

# ZONEUI

COMPLETE GAME UI

## DOCUMENTATION V1.0

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# || QUICK START

First of all, thanks for purchasing the package!

There are a couple things you need to know before using the package.

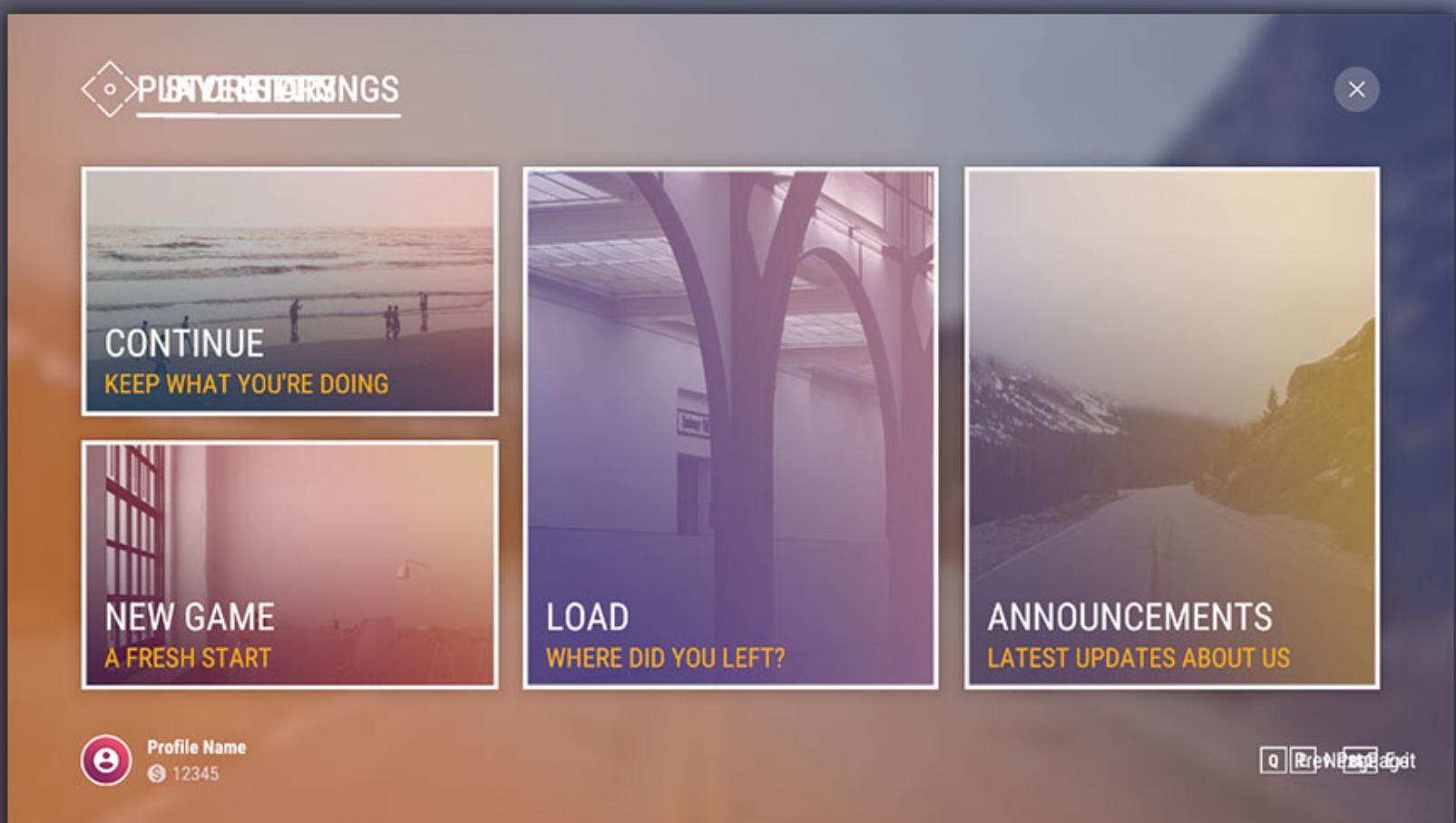
- This package requires Unity 2018.1 at the moment. It might be working on older versions as well, however, I'd not suggest to use it below 2018.
- You don't need any 3rd plugin. It all uses the default Unity components.
- Zone UI works with desktop, console, mobile and gamepad inputs.
- This project specially made for Linear lighting mode. You can use with gamma as well, but alpha of the image could be a little bit different.
- Zone UI is supporting all kind of horizontal aspects. You can change the aspect ratio and it'll fit your screen automatically.
- In order to use some gamepad inputs and UI particle feature, you have to tweak some project settings.  
(Check page **3** and **8**)

If you have any questions, [click here to contact me](#)

# DEMO SCENE

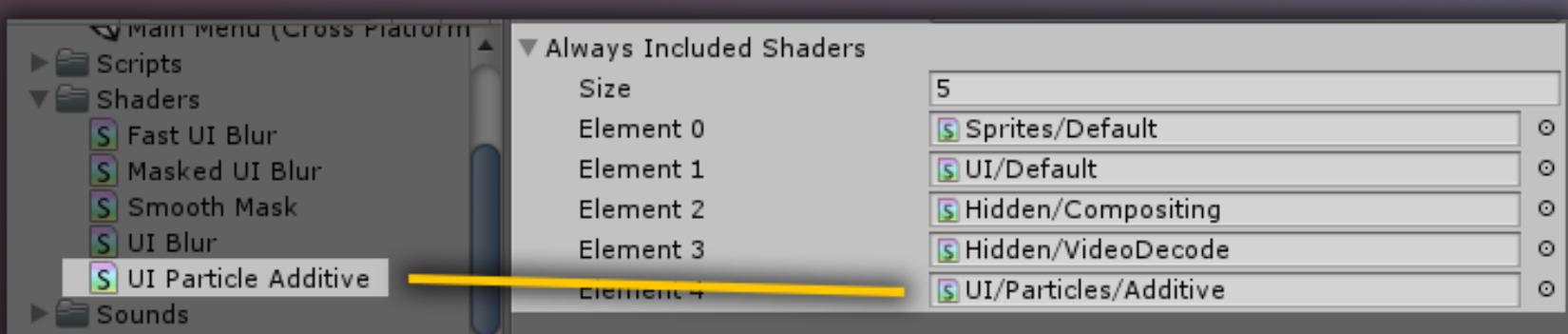
There are 4 demo scenes in the project. You can select one of them, and start to work with it. **Cross Platform** scene supports both keyboard and gamepad inputs.

If you experience strange results like the image down below, don't worry, it's just a Unity bug. Disable and enable **Canvas** object to fix this problem.



There's also UI particle feature in the demo scenes. If you want to use this feature, you have to add **UI Particle Additive** shader to this area:

**Graphics > Always Included Shaders**



# MENU MANAGER

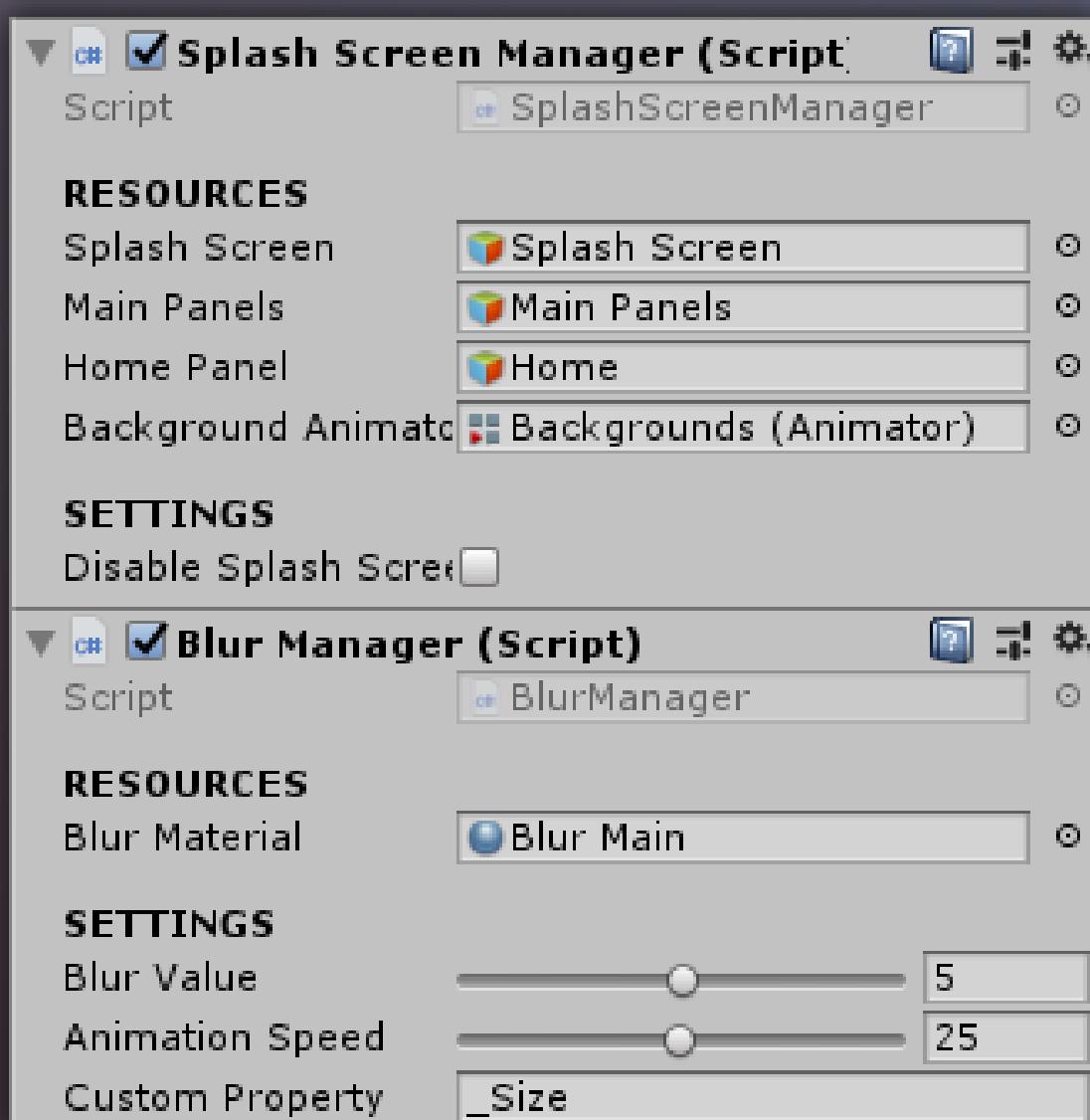
You can manage the UI by changing / adding values on Menu Manager object. You can change main panel workflow from this object.

## SPLASH SCREEN MANAGER

You can disable / enable splash screen. Simple as that.

## BLUR MANAGER

Manage the Blur values with this component. You can manage background blur value with this. You can also find this component on several other objects, such as Modal Windows.



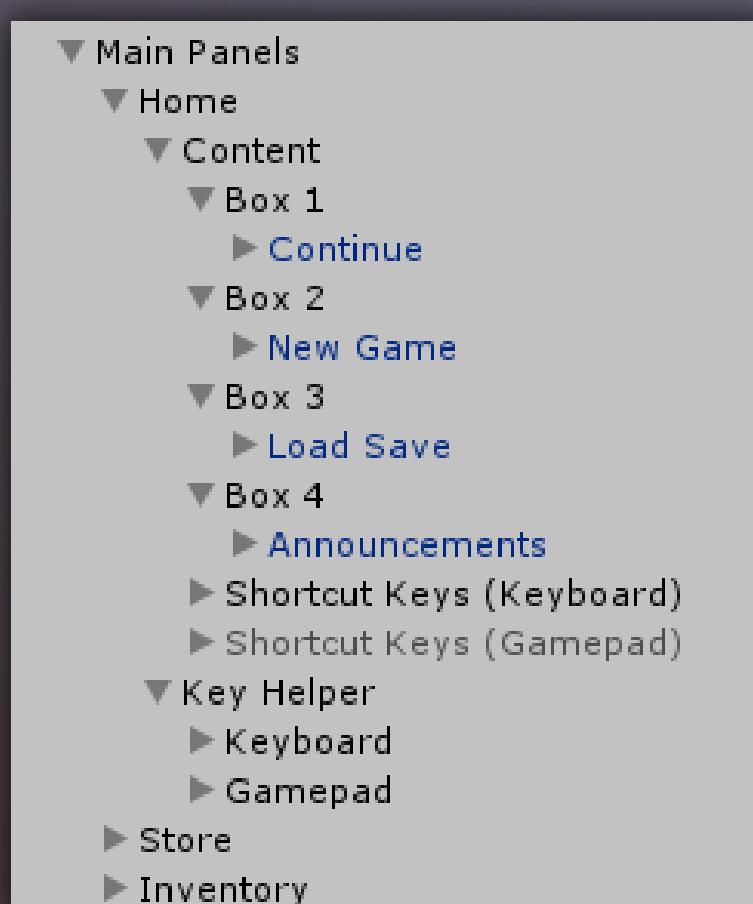
# EDITING PANELS

Do you want to add your own content to existing panels?  
Or maybe create a new panel?

To add your own content to existing panel, just drag your object under **Content** object.

To create a new panel, duplicate an existing panel and delete the object under **Content** object. You'll also need a **button**, so duplicate one of the existing button on the list.

(Optional) There is an animation system that lets you animate the objects one by one. To do that, create an object named **Box 1**, and put your things under **Box 1**. Supports up to 8 boxes. You can check out **Demo** scene to see the system in action.



# ADDING NEW PANELS

First, create a new panel if you haven't already. You can check the previous page to see how you create a new panel.

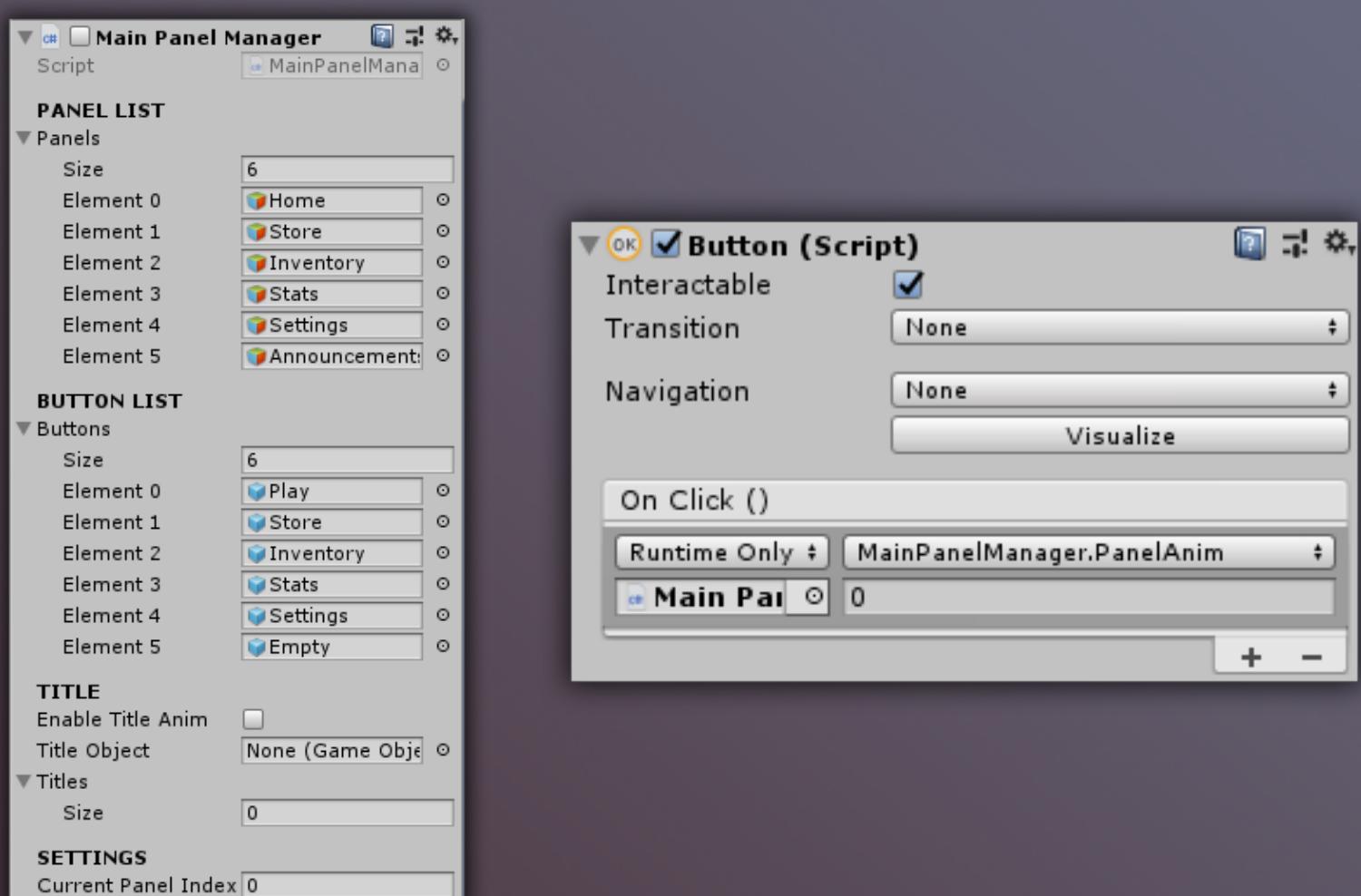
Drag your panel to **Main Panel Manager > Panels** on **Menu Manager**.

Then, you can call the new panel by typing the Index of new panel to **OnClick** function. You can call it with a single line as well.

Script: **Michsky.UI.Frost.MainPanelManager.PanelAnim(1);**

OnClick:

**Menu Manager > MainPanelManager > Panel Anim**



# EDITING UI ELEMENTS

Every UI object has been named properly.

So, if you want to change the title, just

find Title object and change the values.

You can edit the animations by opening

Animation window.

(shortcut: CTRL / CMD + 6).



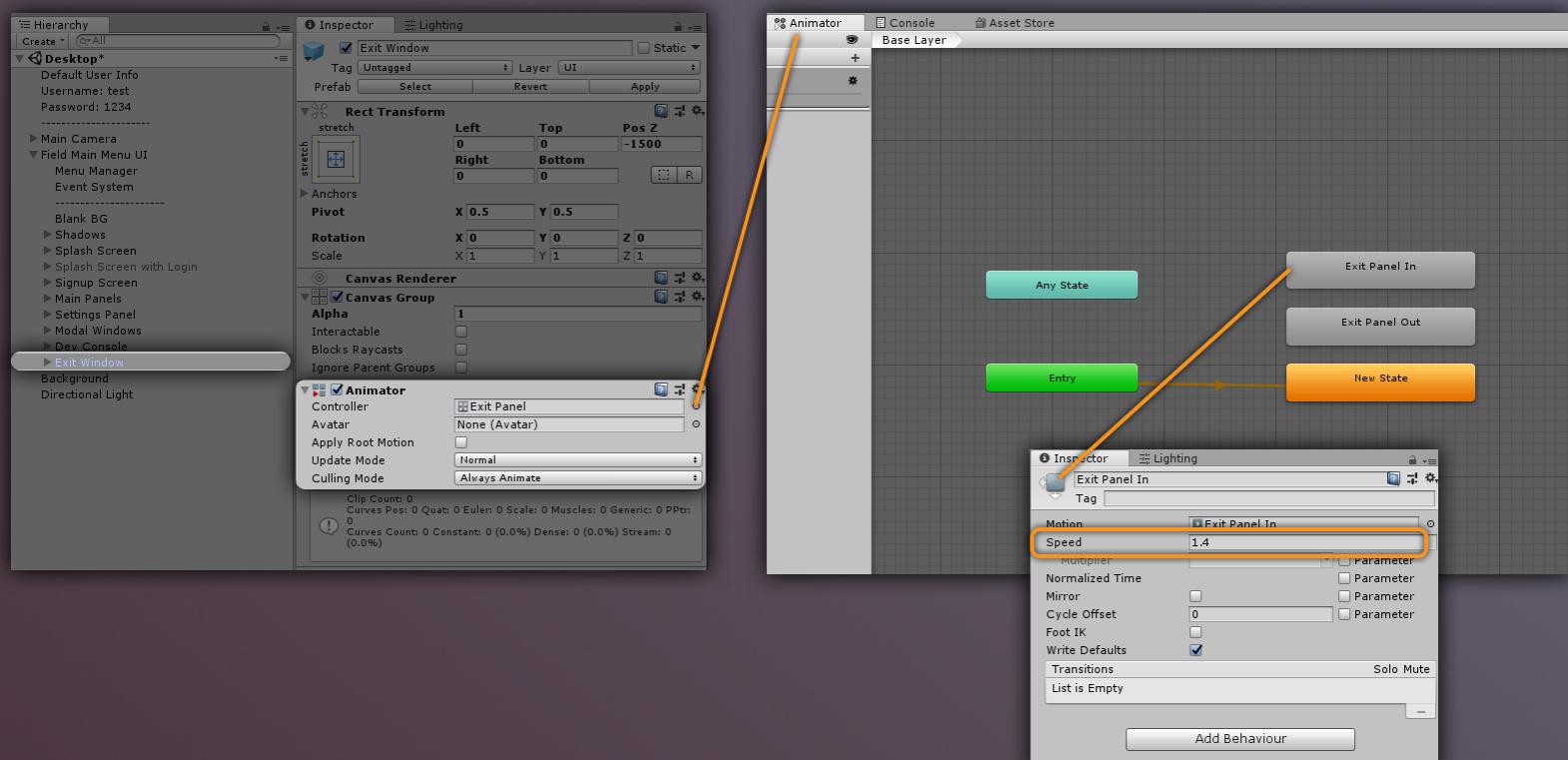
# ANIMATION TIMINGS

Do you want to make the animations faster? Well, you can do it with a few clicks.

First, click an object and open Animation window.

Then select a state and you'll see details of state.

You can change the speed of animations here. In some cases, you need to add minus (for Fade-out animations).



# GAMEPAD SUPPORT

This package supports gamepad inputs. There's an auto detect gamepad feature in [Cross Platform](#) scene as well. This feature lets you use both keyboard/mouse and gamepad dynamically.

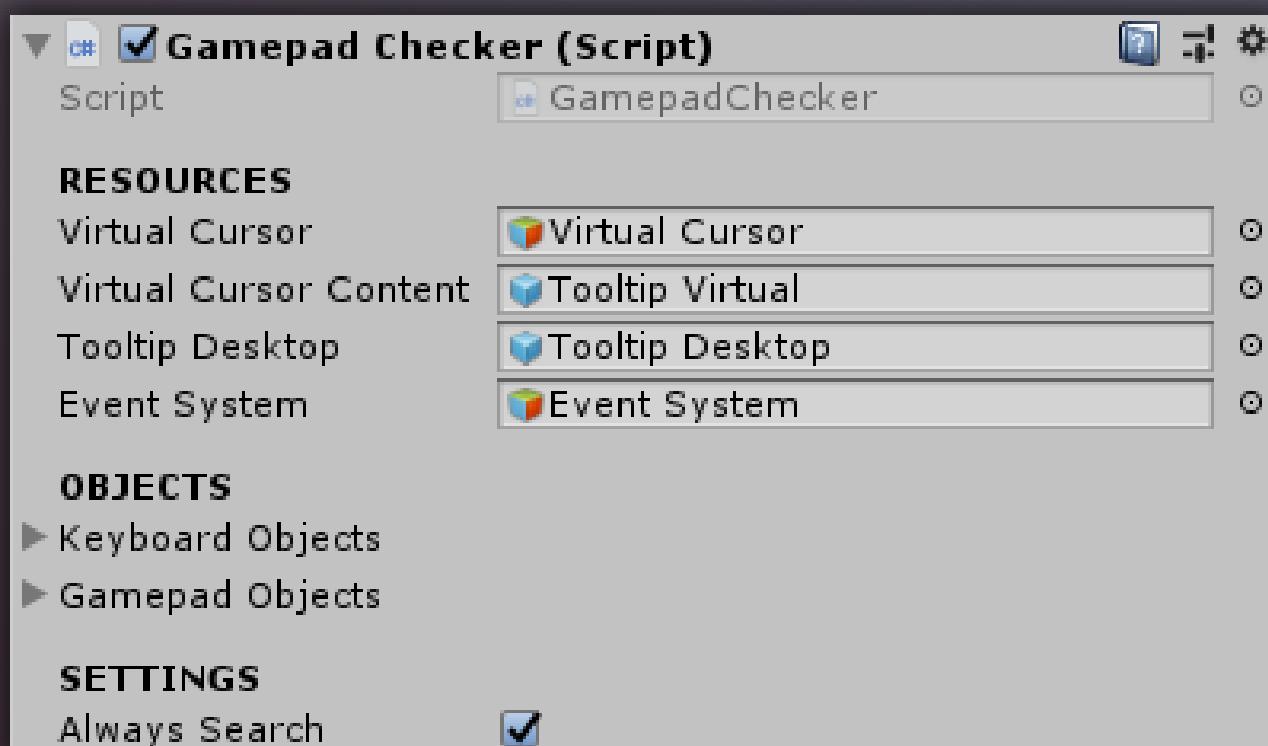
There's a component called [Gamepad Checker](#), you can find this on [Menu Manager](#).

## KEYBOARD / GAMEPAD OBJECTS:

Those objects will be disabled / enabled depending on controller. For example, if gamepad is plugged, [Keyboard Objects](#) will be disabled.

## ALWAYS SEARCH:

This feature detects controller when plugging in/out. If this feature is disabled, it'll only detect at start. If not, it'll always update the plugged input.



# GAMEPAD SUPPORT

You also need to add a couple of elements to **Input Manager**. Otherwise, you won't able to use **Right Stick** and **Trigger** buttons.

You can download **InputManager.asset** from here, and replace with yours (**Important:** If you do that, all of your input presets will be replaced):

[Download it from Google Drive](#)

Or you can do it manually, and add these inputs:

▼ Xbox Right Stick Horizontal

Name	Xbox Right Stick Horizontal
Descriptive Name	Xbox Right Stick Horizontal
Descriptive Neg	
Negative Button	left
Positive Button	right
Alt Negative Bu	
Alt Positive Bu	
Gravity	3
Dead	0.001
Sensitivity	3
Snap	<input type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Joystick Axis
Axis	4th axis (Joysticks)
Joy Num	Get Motion from all Joysticks

▼ Xbox Right Stick Vertical

Name	Xbox Right Stick Vertical
Descriptive Name	Xbox Right Stick Vertical
Descriptive Neg	
Negative Button	
Positive Button	
Alt Negative Bu	
Alt Positive Bu	
Gravity	3
Dead	0.001
Sensitivity	3
Snap	<input type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Joystick Axis
Axis	5th axis (Joysticks)
Joy Num	Get Motion from all Joysticks

▼ Xbox Left Trigger

Name	Xbox Left Trigger
Descriptive Name	Xbox Left Trigger
Descriptive Neg	
Negative Button	
Positive Button	
Alt Negative Bu	
Alt Positive Bu	
Gravity	3
Dead	0.001
Sensitivity	3
Snap	<input type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Joystick Axis
Axis	9th axis (Joysticks)
Joy Num	Get Motion from all Joysticks

▼ Xbox Right Trigger

Name	Xbox Right Trigger
Descriptive Name	Xbox Right Trigger
Descriptive Neg	
Negative Button	
Positive Button	
Alt Negative Bu	
Alt Positive Bu	
Gravity	3
Dead	0.001
Sensitivity	3
Snap	<input type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Joystick Axis
Axis	10th axis (Joysticks)
Joy Num	Get Motion from all Joysticks

# I TOOLTIP SYSTEM

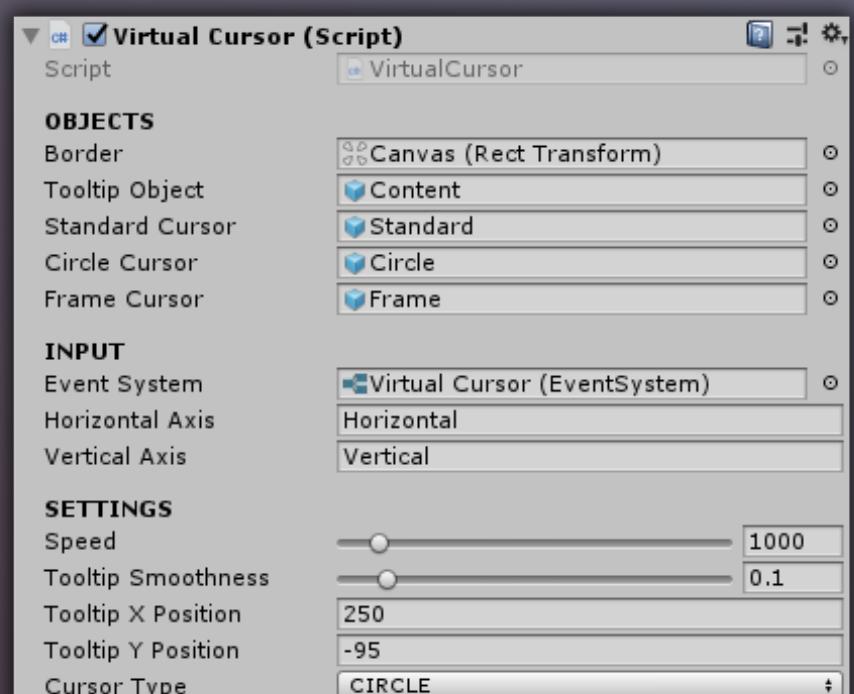
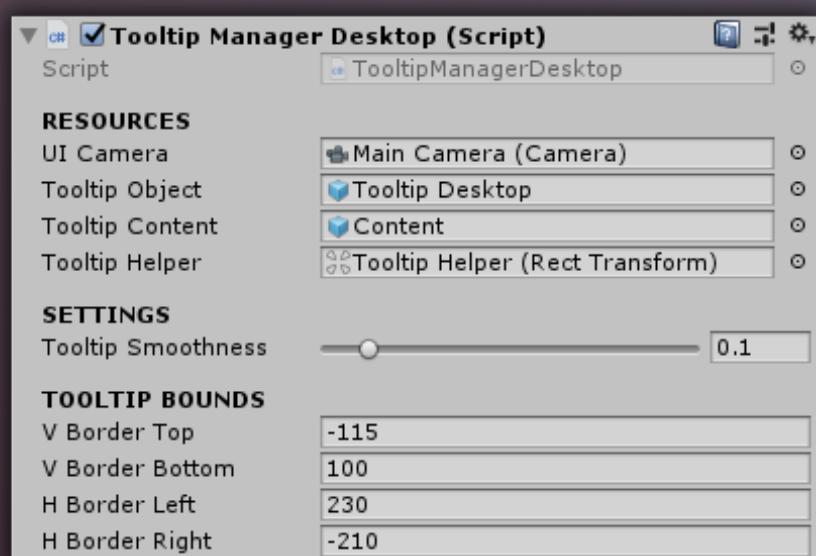
There's a smart tooltip system in the package. "Why is it called Smart?" you might be wondering. Well, it automatically detects [Canvas](#) border, so even if it's on the corner, it's always visible.

For gamepads, you can tweak this feature on [Virtual Cursor](#) component. For mouse, you can tweak values on [Tooltip Manager Desktop](#).

## TOOLTIP BOUNDS / POSITIONS:

This will set Tooltip bounds. For example, if tooltip position is greater than 100, switch to top.

You can set up the state move speed by changing [Tooltip Smoothness](#) value.



# I F.A.Q.

- Colors are weird, why?

Make sure you're using Linear lighting. You can use it with gamma too, but alpha values could be different.

- I'm getting errors, why?

I can't be sure until I see your project, it could be about anything. Contact me in this case.

- I'm getting low frame rate, why?

Again, I can't be sure until I see your project, it could be about anything. Mostly, that happens because of the old hardware. Contact me in this case.

- Can I use this package for commercial use?

Of course! That's the whole point of asset store. Scroll for more information about licence.

- Are you going to continue to support the package?

Of course! There'll be update support for a while, and all of the updates will be free for those who already bought it.

- I don't like it, I want to refund it.

Since you already have access to the source files, I can't give you a refund of it. I made a playable demo of it just because you can try it first before the purchasing.

# CONTACT ME

You can find me at:

 DISCORD

 E-MAIL

 YOUTUBE

If this document is not enough for you, please contact me.  
I'd gladly help!

## LICENCE

This package uses the default asset store licence & terms of use.

[https://unity3d.com/legal/as\\_terms](https://unity3d.com/legal/as_terms)