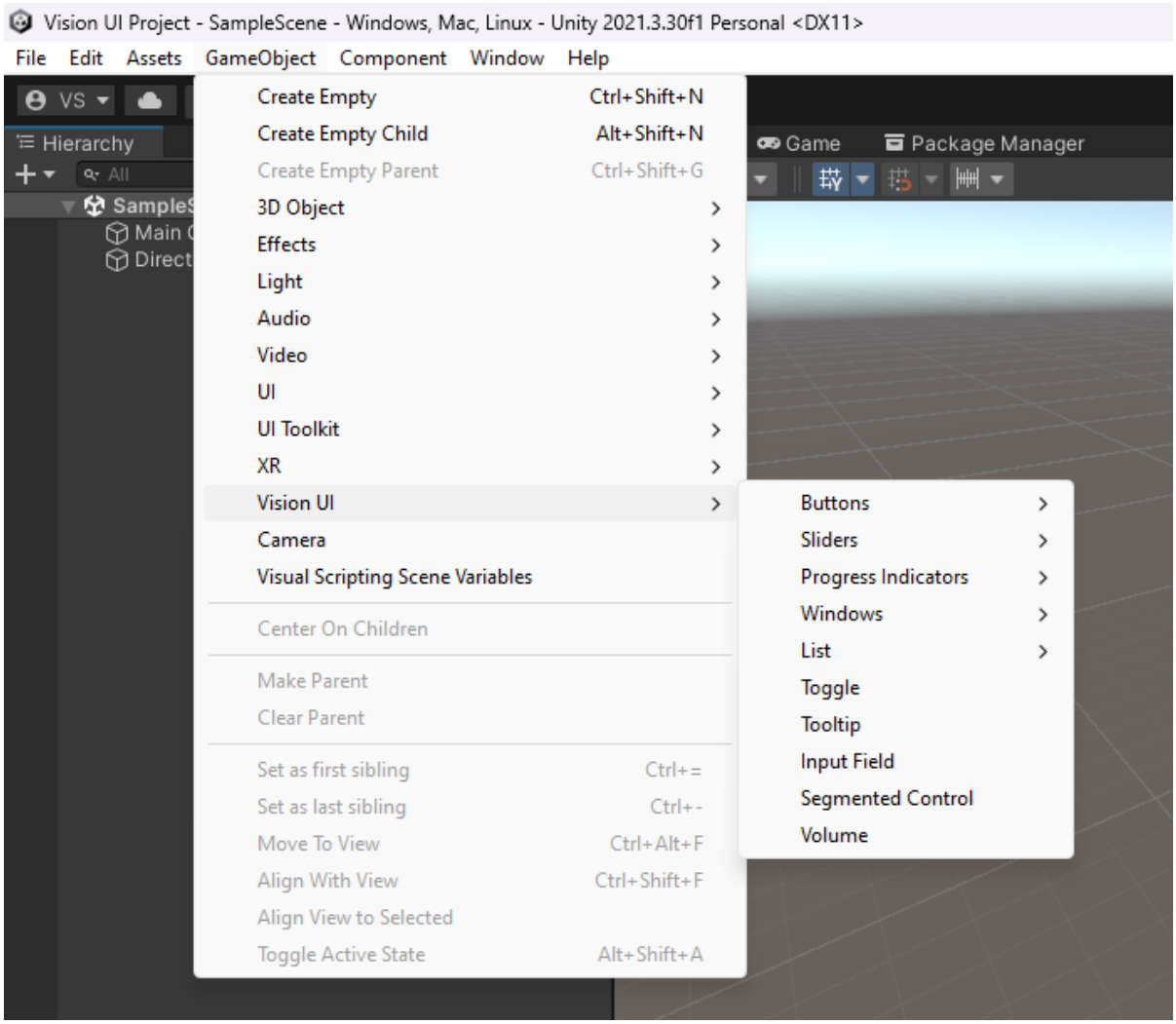
UI Kit For Vision Pro OS Documentation

Menu

The Vision UI menu is located in the Game Object context menu, this menu allows you to create different UI elements



UI Elements

Description of the elements that can be created with our menu:

1. **Windows**
    - **Window** - panel with a shadow that is placed at floor level using the **Shadow Placer** script
    - **Add-ons**
        - **Toolbar** - toolbar below the window
        - **Tabbar** - tabbar located to the left of the window
        - **Sidebar** - additional panel located inside the window on the left side
        - **Window Controls** - set of elements for window control
            - Window close button
            - Element for moving a window using the **Grabber** script
            - Elements for resizing a window using the **Resizer** script
        - **Window Resizer** - resizer in the lower right corner of the selected window
    - **Window + Tabbar** - window with a side panel of tabs, switching between two tabs is added to the buttons for example
    - **Window + Toolbar** - window with a toolbar under the window
    - **Alert** - a small window with some kind of alert and two buttons
    - **Windows Stacker** - window with a set of elements for window control inside the window stacker object
2. **Buttons** (in different sizes and in two versions: with and without platter)
    - **Text** - button with text
    - **Text + Symbol** - button with text and icon
    - **Symbol** - button with icon
    - **Text Rounded Rect** - rounded button with text
3. **Sliders**
    - **Mini** and **Small Slider** - sliders without icon
    - **Regular** and **Large Slider** - sliders with icon

4. **Progress Indicators**
    - **Throbber** - animated image to indicate some process
    - **Progress Bar** - some kind of slider regulated by **Progress Bar** script, the value in the script should be changed from another script using public method **SetValue**
5. **List**
    - **Completed List** - a list of a header, three buttons and a footer
    - **List Element (+ No Platter version)** - single list element
6. **Toggle** - toggle with additional animation of transition from on to off state, and back
7. **Tooltip** - text inside the selected element that shows up when you hover over the element
8. **Input Field** - input field with a button that clears all text from that input field.
9. **Segmented Control** - toggle group of two toggles with additional animation of transition from on to off state, and back
10. **Volume** - slider that shows up when you hover over an icon, the icon sprite changes depending on the value of the slider

Scripts

Description of scripts used in these UI elements

- **Grabber** - script for moving the window with the mouse or VR headset controller, when using the controller, you can also rotate and move the window with the stick.
    - **Window Transform** - Rect Transform window or Rect Transform stacker when using a stacker
    - **Translate Speed** - speed of moving the window away/close using the controller stick
    - **Rotate Speed** - speed of window rotation using the controller stick
- **List Element** - script that automatically selects a sprite for a list item depending on its position in the list

    - **Image** - Image where the sprite will be replaced
    - **Additional Images** - list of additional images where the sprite should be replaced
    - **Single Element Sprite** - sprite for a single item in the list
    - **First Element Sprite** - sprite for the first item in the list
    - **Middle Element Sprite** - sprite for the middle item in the list
    - **Last Element Sprite** - sprite for the last item in the list
- **Progress Bar** - a script based on the default slider script, but the value can only be changed from the code
- **Resizer** - script that resizes the window
    - **Object To Transform** - Game Object window or Game Object stacker when using a stacker
    - **Animator** - animator with animation of hovering over the element of the resizer
    - **Hovered Bool** - parameter name in the animator that affects the animation when hovering over a resizer element
- **Shadow Placer** - script to place window shadow at floor level
    - **Shadow Transform** - Rect Transform of the element with shadow image
    - **Window Bottom** - Rect Transform the bottom border of the window
    - **Floor Offset** - difference between the position of the shadow and the floor in Y
    - **Shadow Visibility Height** - difference between the shadow position and the bottom window border at which the shadow alpha will be 0
- **Sprite Number Switcher** - depending on the value, changes the sprite in the Image component on the same object; has one public method (SetValue), which must be called from the slider component when changing the value
    - **Sprites** - list of sprites that will be selected depending on the updated value, the first item in the list will be selected when the value is 0, the last item when the maximum value is selected
    - **Max Value** - maximum value of slider

    - **Target** - Image for which the sprite will be changed
- **Tabbar Animation** - script for animating the opening of the tabbar
    - **Hover Timeout** - how many seconds you have to hover over the tabbar before it opens.
    - **Transition Time** - how many seconds it takes to open/close the tabbar
    - **Preffered Width** - open tabbar width
    - **Shadow Image** - Image of tabbar shadow
- **Toggle Animation** - script for animation of changing tabbar value
    - **Toggle** - toggle whose value is passed to the animator
    - **Animator** - animator with animations of toggle on and off and IsOn parameter for their transition
- **Update Child Toggles On Awake** - script to update all child toggles at the moment of Awake method call
- **Windows Stacker** - script for window stack management (opening/closing windows). Contains public methods for opening and closing windows (OpenWindow, CloseWindow, OpenWindowFromPrefab)
    - **Active Window** - Game Object of the originally opened window
    - **Window Controls** - Rect Transform of the parent element of window controls
    - **Distance Between Windows** - distance between Rect Transform windows in the stack
    - **Max Visible Windows** - maximum number of windows in a stack with alpha greater than 0
    - **Transition Duration** - window appearance/disappearance time when opening/closing the window

Materials

It's proposed to use materials provided in the package for custom elements.

- **WindowBlurredBackground** - main panel material, meant to use pre-blurred environment cubemap to imitate blurred transparency. Uses both additive and multiply layers on top of the background, and also an additional alpha frame layer.
- **LightElementBackground** - uses additive blending shader, ligtens other elements and background beneath it, used for light elements and highlights.
- **DarkElementBackground** - uses multiply blending shader, darkens other elements and background beneath it, used for dark elements.

Common parameters:

- Background Cubemap - used to specify a cubemap for element background layer
- Frame Texture - used to specify a frame overlay texture for frame overlay layer
- Add Color - Image sprite is multiplied by this color in additive layers
- Multiply Color - Image sprite is multiplied by this color in multiply layers
- Frame Color - Frame texture is multiplied by this color in frame overlay layers
- Base Color Value - determines if Image component color is used to render the element (at value of 1), or not (at value of 0)