Bolt UI Manager

Version 1.0.4

If you have any issues or questions, please drop us a message

- **Twitter**: https://twitter.com/yolostudiogame
- **Email**: contact@yolostudio.io
- **Website**: http://yolostudio.io

Descriptions

Bolt UI Manager is a pure bolt flow graph without any external scripts, allowing you to easily manage all your popup UI, tab UI in your game.

Features

Version 1.0.4

- Added Animation On Click
- Added UI Toast System

Version 1.0.3

- Update the document

Version 1.0.2

- Updated all style of examples
- Added install scripts

Version 1.0.0

- Opening UI Popup
- Closing UI Popup
- Creating UI Tab
- Switching UI Tab
- Allow passing the data between the popups
- Support multiple Open/Close popup animations

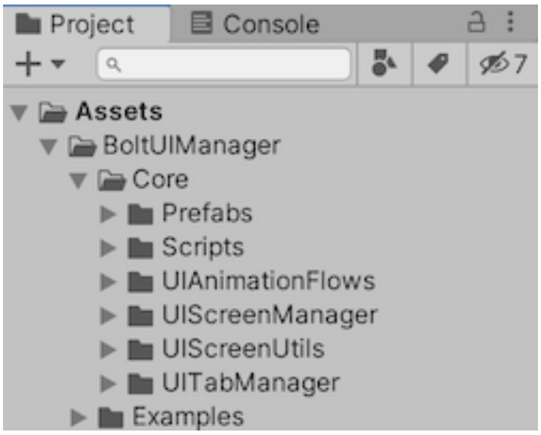
- Support Open/Close popup sound SFXs

Installation

Step 1. Import and install Unity Bolt

Step 2. Import and install DOTween Package

Step 3. Import the Bolt UI Manager



- Assets
  - BoltUIManager
    - Core
      - Prefabs
      - Scripts
      - UIAnimationFlows
      - UIScreenManager
      - UIScreenUtils
      - UITabManager
    - Examples

We're ready to go!

Tutorials

Let's start with a quick tour of some Bolt UI Manager features. For the detail of all the features, check out examples inside the Bolt UI Manager asset.

In this tutorial, we're gonna create a simple UI popup and using Bolt UI Manager to open and close it.

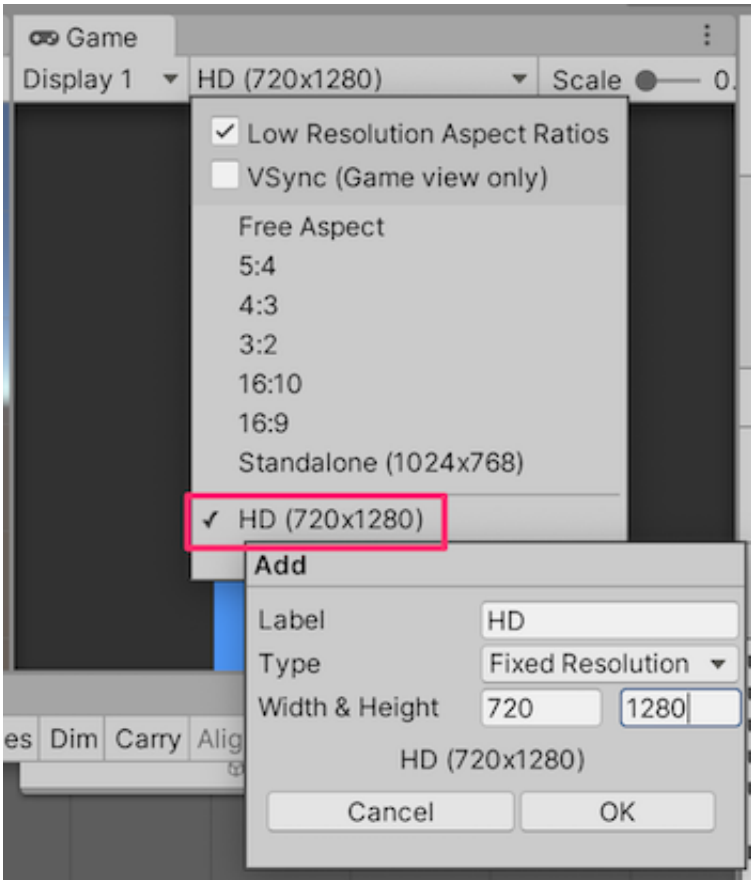
- Tutorial 1: How to setup Bolt UI Manager from scatch
- Tutorial 2: Quick Start
- Tutorial 3: How to create a Simple Popup UI
- Bolt UI Manager All Examples Overview
- Unity Bolt UI Manager - Animation On Click
- Unity Bolt UI Manager - UI Toast System Overview

... and more tutorials will be updated here

- Bolt UI Manager Tutorial Playlist

Examples

Before playing the Examples, you should set the GameView resolution to **720x1280**. All of the example screens are based on this resolution.



Add

Label: HD

Type: Fixed Resolution

Width & Height: 720 1280

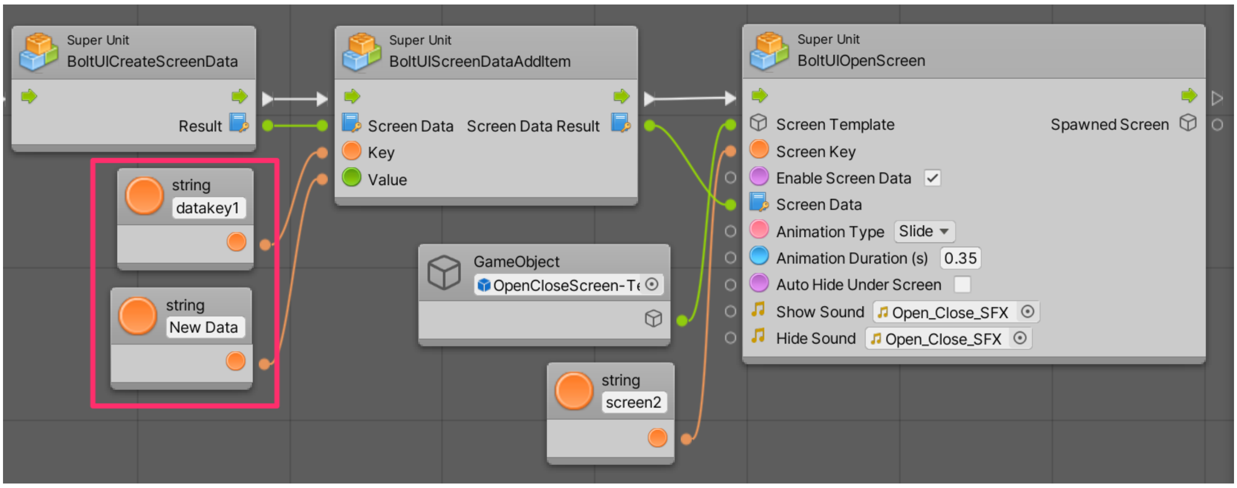
HD (720x1280)

CommonAssets

This directory contains all the assets which are used across all other examples.

Example 1: Open Close Screen

This example demonstrates how to open and close a screen. It also demonstrates how to pass data from outside to the screen for displaying.



Enable Screen Data ☑

Animation Type: Slide

Animation Duration (s): 0.35

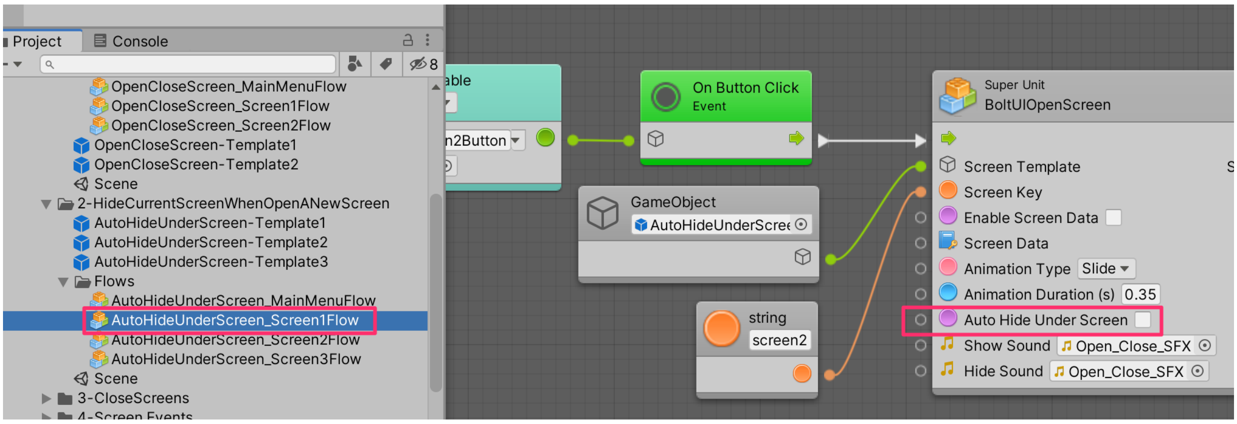
Auto Hide Under Screen □

Show Sound: Open_Close_SFX

Hide Sound: Open_Close_SFX

Example 2: Hide the current screen when opening a new screen

This example demonstrates how to automatically hide the current screen when opening a new one over it. Let's open **AutoHideUnderScreen_Screen1Flow**, and update the value of the option **Auto Hide Under Screen** to **true** or **false** to see the differences.


Project
Console
8
OpenCloseScreen_MainMenuFlow
OpenCloseScreen_Screen1Flow
OpenCloseScreen_Screen2Flow
OpenCloseScreen-Template1
OpenCloseScreen-Template2
Scene
2-HideCurrentScreenWhenOpenANewScreen
AutoHideUnderScreen-Template1
AutoHideUnderScreen-Template2
AutoHideUnderScreen-Template3
Flows
AutoHideUnderScreen_MainMenuFlow
AutoHideUnderScreen_Screen1Flow
AutoHideUnderScreen_Screen2Flow
AutoHideUnderScreen_Screen3Flow
Scene
3-CloseScreens
4-Screen Events
able
n2Button
On Button Click
Event
GameObject
AutoHideUnderScree
string
screen2
Super Unit
BoltUIOpenScreen

Screen Template

Screen Key

Enable Screen Data ☐

Screen Data

Animation Type: Slide

Animation Duration (s): 0.35

Auto Hide Under Screen ☐

Show Sound: Open_Close_SFX

Hide Sound: Open_Close_SFX

Example 3: Close Screens

This example demonstrates

- How to close one specific screen
- How to close to a specific screen
- How to close all screens

Step 1. Click on **OPEN 10 SCREENS** button to open 10 dummy screens.

Step 2. Click on the **CLOSE TO "SCREEN 7"**, this action will close the **SCREEN 9** then close the **SCREEN 8**, and let the **SCREEN 7** is the top screen.

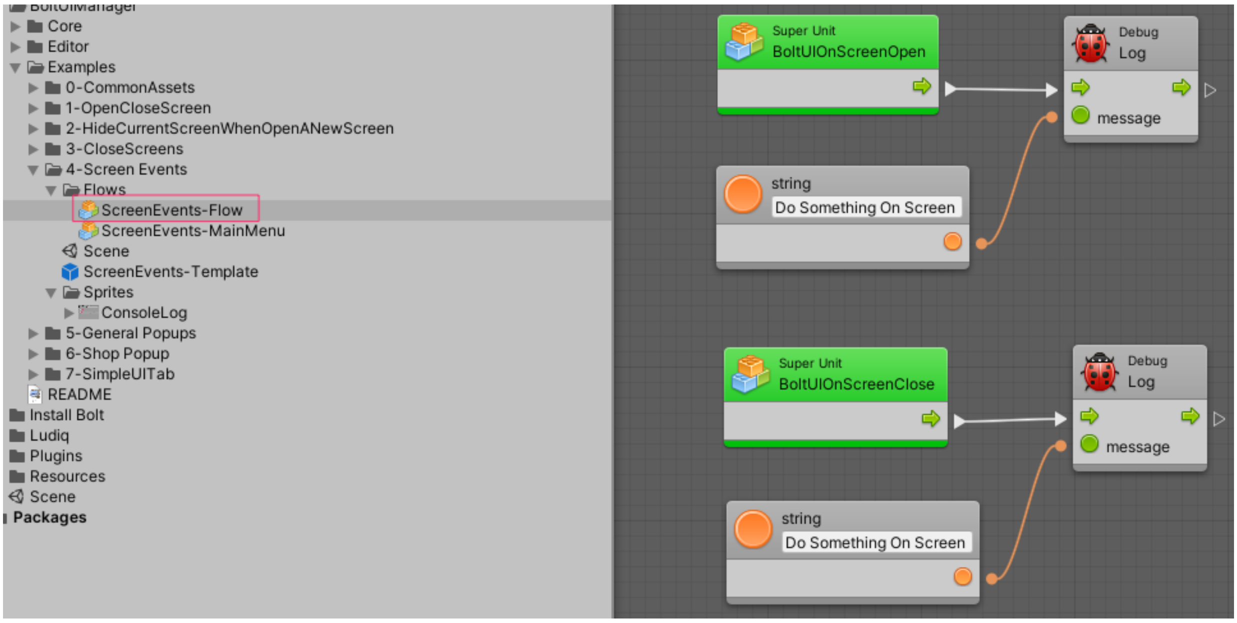
Step 3. Click on the **CLOSE ALL SCREENS** button to close all the remaining screens.

Example 4: Screen Events

This example demonstrates:

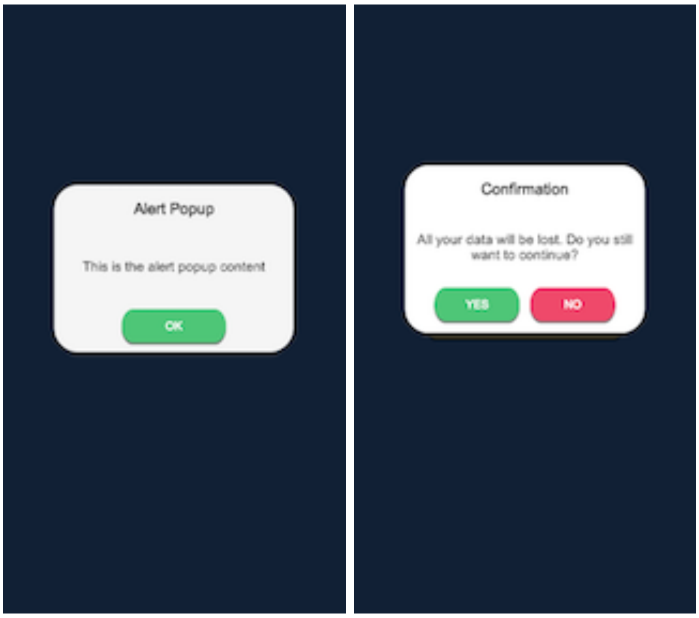
- Open screen event
- Close screen event

Open the macro **ScreenEvents-Flow** for more detail.



Example 5: General Popups

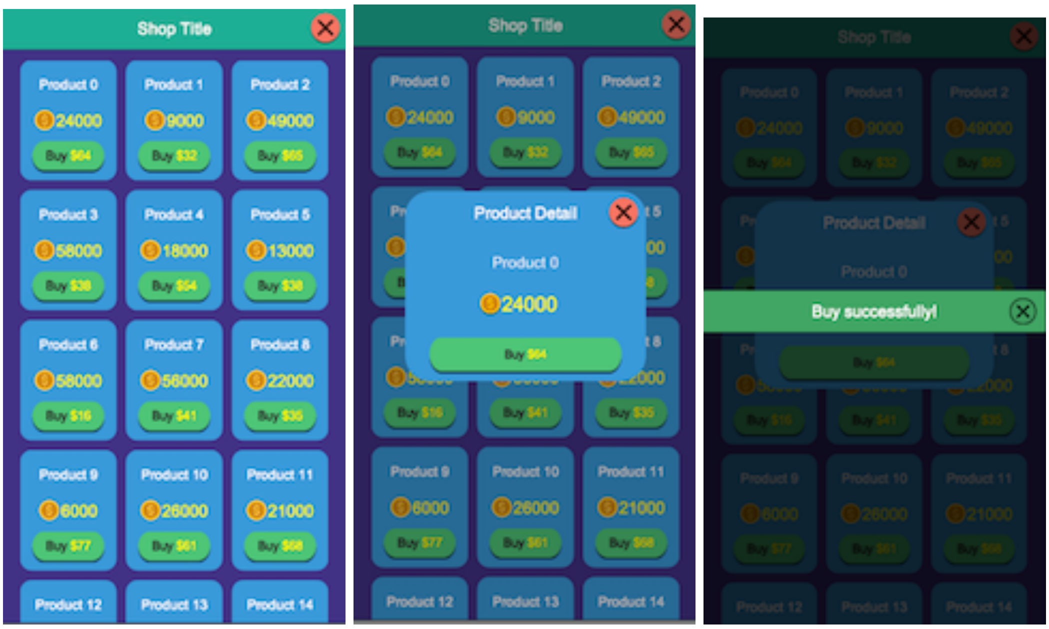
This example demonstrates two general popup can be simply made and manage with Bolt UI Manager: Alert Poup and Confirm Popup.


Alert Popup
This is the alert popup content
OK
Confirmation
All your data will be lost. Do you still want to continue?
YES
NO

Example 6: Shop Popup

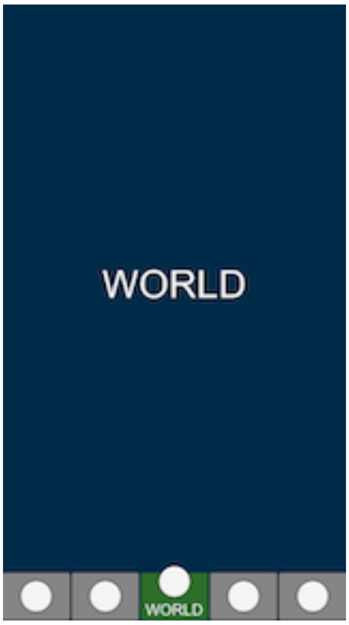
This example demonstrates a litte more complicated popup. This is a shop popup with:

- Product List Popup
- Product Detail Popup
- Buy Action
- Successful buy message popup.



Example 7: Simple UI Tab

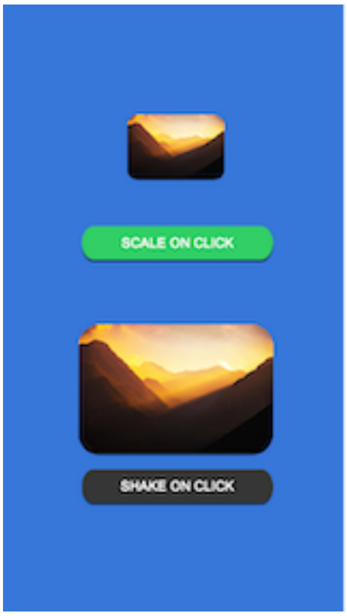
This example demonstrates a simple UI Tab. The user can init the tab, setup the tab UI, tab button in both state (active, deactivate).



Example 8: Animation On Click

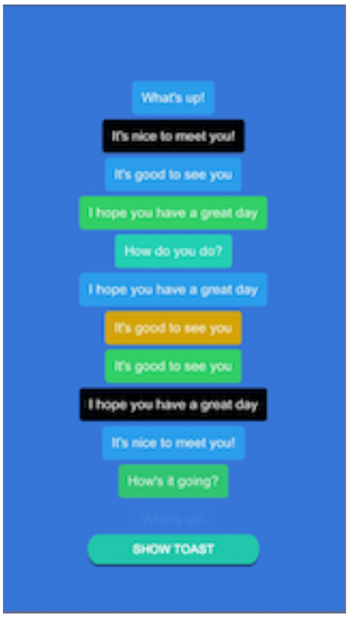
This example demonstrates two popular animations on click. Which is scaling on click ans shaking on click.

- Scaling on click is mostly used for notify the user some UI elements can be tapped.
- Shaking on click is mostly used for notify the user some UI elements can be tapped, but that action is failed.



Example 9: UI Toast

This example demonstrates the whole UI Toast system. It supports multiple anchor positions, out of the box configuration variables.



What's up!

It's nice to meet you!

It's good to see you

I hope you have a great day

How do you do?

I hope you have a great day

It's good to see you

It's good to see you

I hope you have a great day

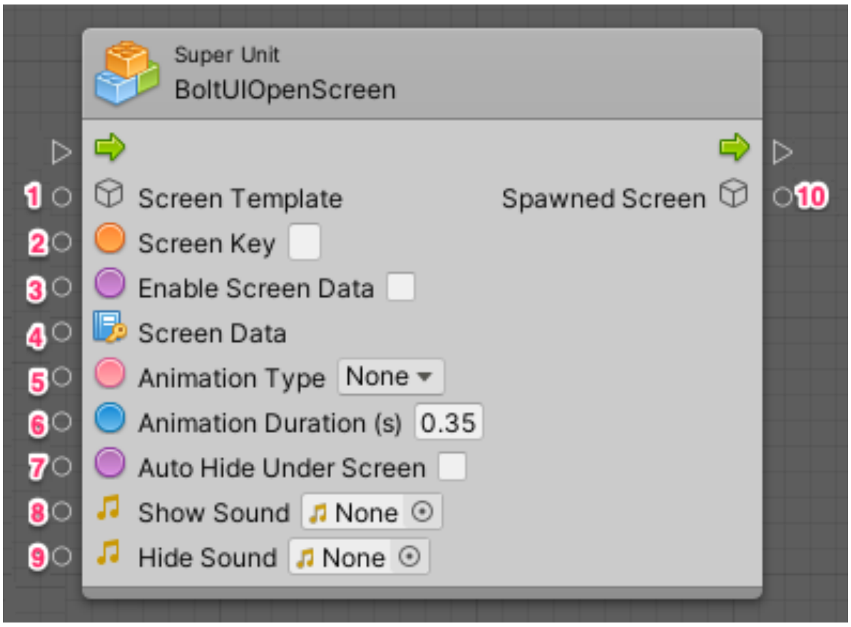
It's nice to meet you!

How's it going?

What's up!

Super Units

BoltUIOpenScreen



Super Unit

BoltUIOpenScreen

1 - **[Required] Screen Template**: The screen template prefab, created base on the **BoltUIScreen** prefab. See **Prefab Helpers** section for more detail.

2 - **[Optional][Unique] Screen Key**: This key use for identify the screen. Useful when we want to use **BoltUICloseToScreen**. If it's empty, a random unique screen key will be created.

3 - **[Optional] Enable Screen Data**: Indicate whether we pass data to the screen or not.

- **True/Checked**: The screen will read the **Screen Data**.
- **False/Unchecked**: The screen will not read the **Screen Data**.

4 - **[Optional] Screen Data**: The data we want to pass to the screen. The data may be the the product data, the score of the player, a alert message, etc.

5 - **[Optional] Animation Type**: The open/close animation.

There are currently 4 options:

- **None**: No animation
- **Fade**: Fade In on openning screen, Fade Out on closing screen.
- **Slide**: Screen moves from right to left on opening screen and moves from left to right on closing screen.
- **Zoom**: The screen scales from 0 to 1 on opening screen and scales from 1 to 0 on closing screen.

6 - **[Optional] Animation Durations (s)**: The duration of animation in seconds.

7 - **[Optional] Auto Hide Underscreen**

- **True/Checked**: Automatically hide the current screen when openning a new screen above it.

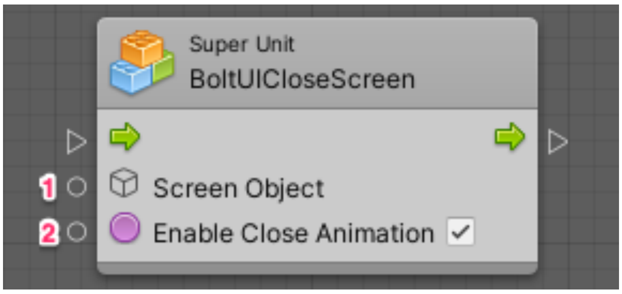
- **False/Unchecked**: Keep the current screen's position when openning a new screen above it.

8 - **[Optional] Show Sound**: Play this audio clip on opening screen

9 - **[Optional] Hide Sound**: Play this audio clip on closing screen

10 - The output spawned screen object.

BoltUICloseScreen

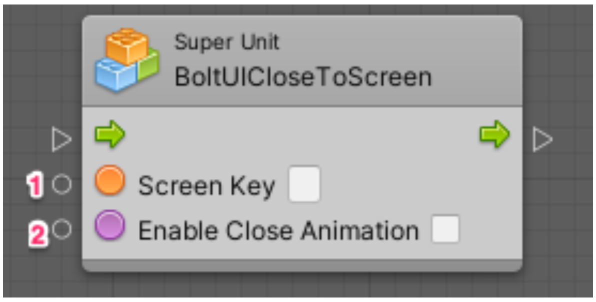


1 - **[Required]** Screen Object you want to close.

2 - **[Optional] Enable Close Animation**

- **True/Checked:** Enable the closing animation
- **False/Unchecked:** Disable the closing animation. The screen will be closed immediately.

BoltUICloseToScreen

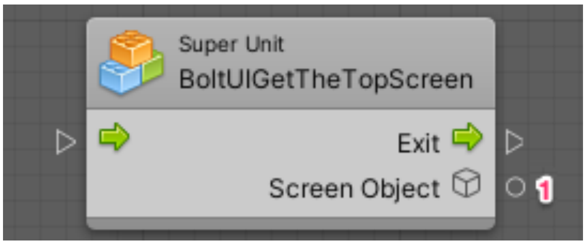


1 - **[Required] Screen Key**: The screen key which identifys the specific screen. This is the value we enter when we open a screen.

2 - **[Optional] Enable Close Animation**

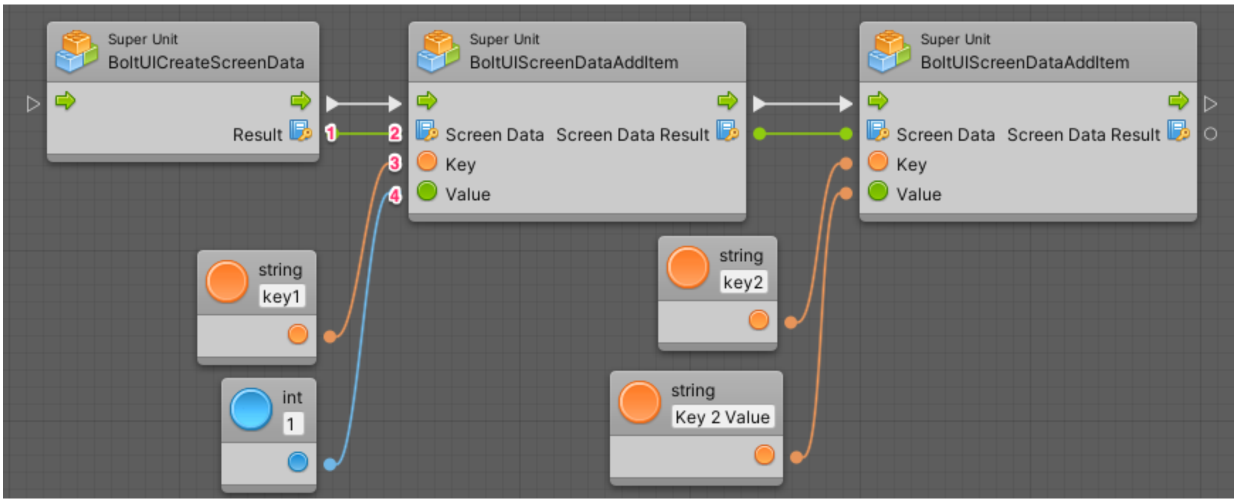
- **True/Checked:** Enable the closing animation
- **False/Unchecked:** Disable the closing animation. The screen will be closed immediately.

BoltUIGetTheTopScreen



1 - **Screen Object**: Output the top screen.

BoltUICreateScreenData, BoltUIScreenDataAddItem



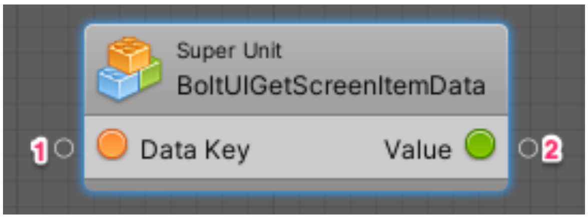
1 - **Result:** The output screen data

2 - **[Required] Screen Data:** The input screen data

3 - **[Required][Unique] Key:** The key of screen data item

4 - **[Required] Value:** The value of the screen data item

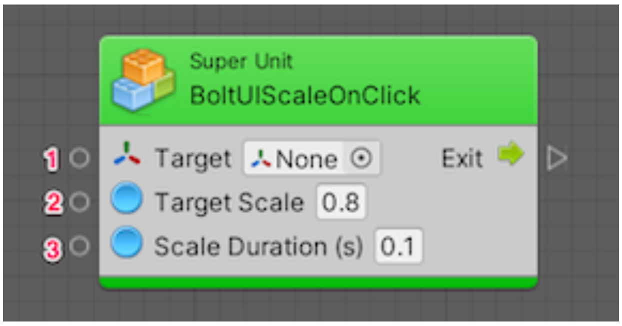
BoltUIGetScreenItemData



1 - **[Required] Data Key:** The data key of the data item

2 - **Value:** The value of the data item

BoltUIScaleOnClick



Super Unit
BoltUIScaleOnClick

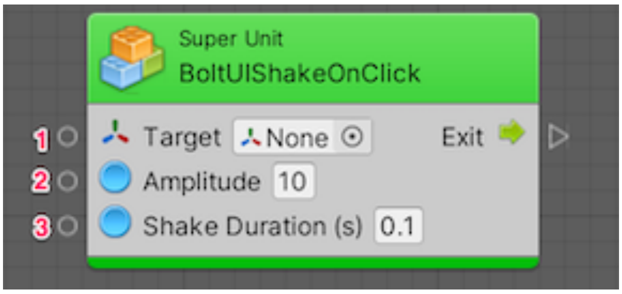
1 Target None
2 Target Scale 0.8
3 Scale Duration (s) 0.1

1 - **[Required] UI GameObject:** The UI can be an image, button, or any Unity UI which allows tapping.

2 - **Target Scale:** The UI Element will scale x, y, z to this value.

3 - **Scale Duration:** The time for performing the scale animation.

BoltUIShakeOnClick



Super Unit
BoltUIShakeOnClick

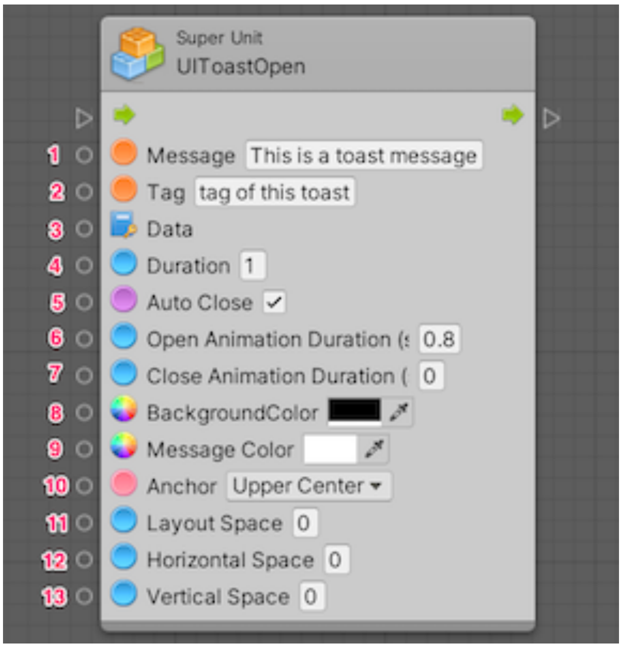
1 Target None
2 Amplitude 10
3 Shake Duration (s) 0.1

1 - **[Required] UI GameObject:** The UI can be an image, button, or any Unity UI which allows tapping.

2 - **Amplitude:** The UI Element will shake with this amplitude.

3 - **Shake Duration:** The time for performing the shake animation.

UIToastOpen



Super Unit
UIToastOpen

1 Message This is a toast message
2 Tag tag of this toast
3 Data
4 Duration 1
5 Auto Close ✓
6 Open Animation Duration (s 0.8
7 Close Animation Duration (0
8 BackgroundColor
9 Message Color
10 Anchor Upper Center
11 Layout Space 0
12 Horizontal Space 0
13 Vertical Space 0

1 - **Message:** The message of the Toast

2 - **Tag:** Tag for the case you want to identify the Toast when it is tapped.

3 - **Data:** The data you want to pass in the toast. It currently designed for transfering data for handling on click Toast UI.

4 - **Duration:** The life duration of the Toast UI. After this duration, will be automatically closed if the below **Auto Close** is enabled.

5 - **Auto Close:**

- **True/Checked:** Enable automatically close UI Toast after the duration time.
- **False/Unchecked:** Disable automatically close UI Toast after the duration time.

6 - **Open Animation Duration:** The duration of the process from the moment the toast begin opening util the toast is completely opened.

7 - **Close Animation Duration:** The duration of the process from the moment the toast begin closing util the toast is completely closing.

8 - **Background Color:** The background color of the UI Toast

9 - **Message Color:** The text color of the UI Toast

10 - **Anchor:** The anchor position of the UI Toast. It currently supports:

- Upper Left
- Upper Center
- Upper Right
- Middle Left

- Middle Center
- Middle Right
- Lower Left
- Lower Center
- Lower Right

11 - **Layout Space:** The distance between the UI Toast in the same stack.

12 - **Horizontal Space:**

- **Upper Left, Middle Left, Lower Left:** Distance from Left Edge to UI Toast
- **Upper Center, Middle Center, Left Center:** No effect
- **Upper Right, Middle Right, Left Right:** Distance from Right Edge to UI Toast

13 - **Vertical Space:**

- **Upper Left, Upper Center, Upper Right** Distance from Top Edge to UI Toast
- **Middle Left, Middle Center, Middle Right:** No effect
- **Lower Left, Lower Center, Lower Right** Distance from Bottom Edge to UI Toast

Prefab Helpers

BoltUIScreen

This is a screen template. This contains all the pre-configuration of a Screen prefab in order to work correctly with Bolt UI Manager.

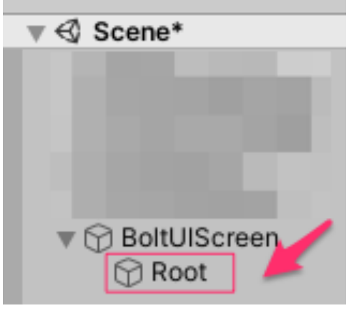
Path

Assets/BoltUIManager/Core/Prefabs/BoltUIScreen

How to use

- Step 1. Drag it from the Project panel to the Hirarchy panel.
- Step 2. Right click on the prefab
- Step 3. Select **Unpack Prefab Completely**.

After this step, let's put all the content inside the **Root** object.



BoltUITab, BoltUITabButton

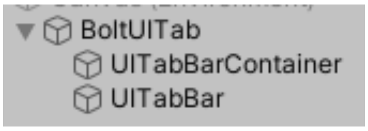
These two prefabs are used for Tab UI Configuration.

Path

- Assets/BoltUIManager/Core/Prefabs/BoltUITab
- Assets/BoltUIManager/Core/Prefabs/BoltUITabButton

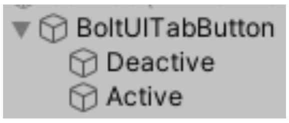
How to use

BoltUITab: This is the Tab container UI prefab. All the Tab Button, Tab Content is put inside this prefab.

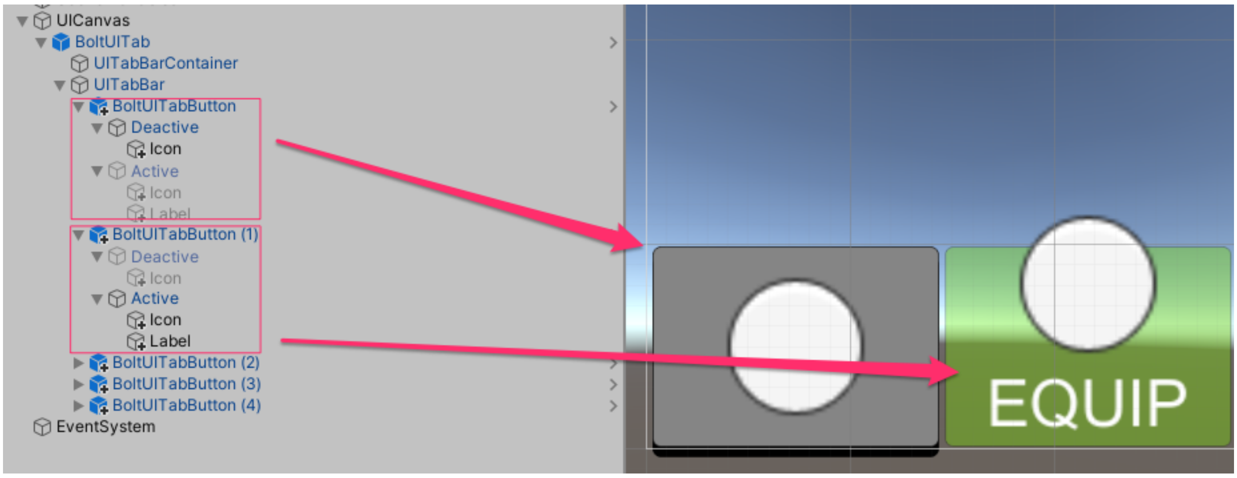


- The Tab Detail screen will be spawned as the child of UITabBarContainer
- The Tab button will be put as the child of UITabBar.

BoltUITabButton: This is the Tab Button. This will be put as the child of the above UITabBar.



- **BoltUITabButton** has two states: **Activate** and **Deactive**.
  - If the state is active, the **Active** object is enabled, the **Deactive** object will be disabled.
  - If the state is deactive, the **Deactive** object will be enabled, the **Active** object is disabled.



Support

If you have any issues, questions, or want another example, please drop us a message:

- **Twitter**: https://twitter.com/yolostudiogame
- **Email**: contact@yolostudio.io
- **Website**: http://yolostudio.io