CARTOON UI

● Getting started

After downloading and importing "**Cartoon UI**" asset, go to:

https://fonts.google.com/specimen/Luckiest+Guy

Click at the top right on *SELECT THIS FONT* and download the font from the panel below.
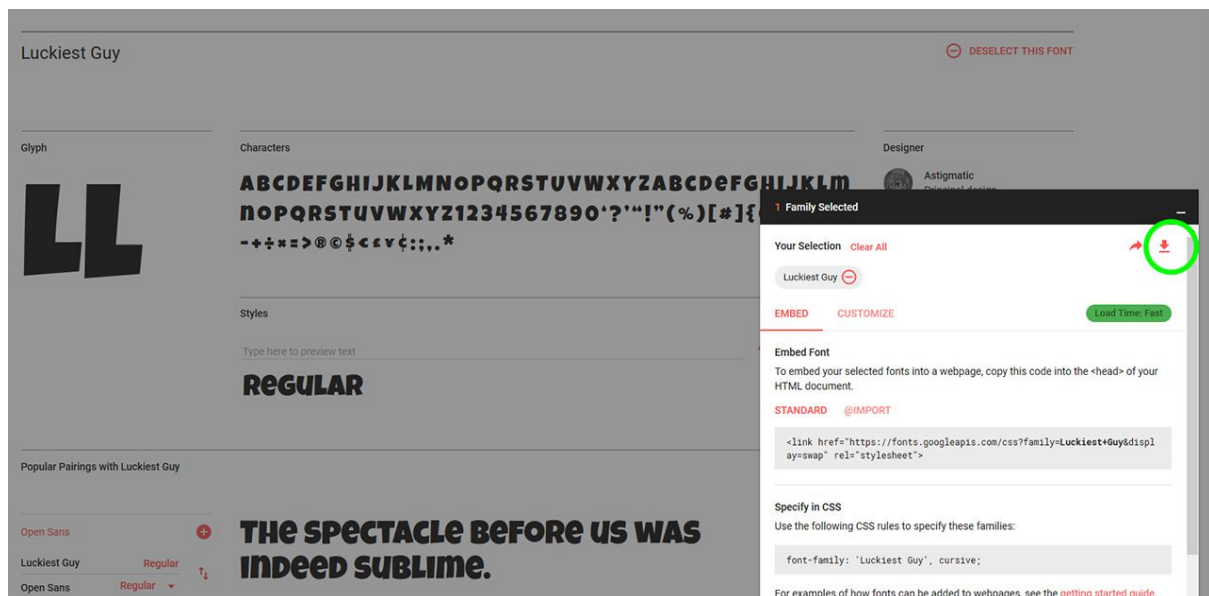
Finally, install the font on the PC.

How to install fonts on windows

How to install fonts on mac

● Assets

**FOLDERS**
- **prefab**   :   canvas prefabs and ui element prefabs
- **scene**   :   example scene
- **script**   :   scripts for ui
- **ui**   :   graphic assets
- **utility**   :   color palette and other assets

In the prefab folder there are the main types of canvas or some basic elements that can be used.

The canvases are ready for use, but make sure you also use the EventSystem object in **Cartoon > prefab > canvas**.

Finally, in order not to change by mistake original prefabs, unpack it.
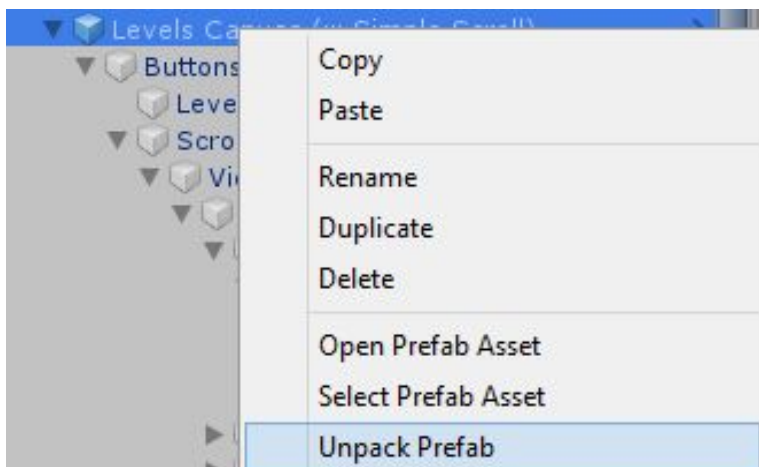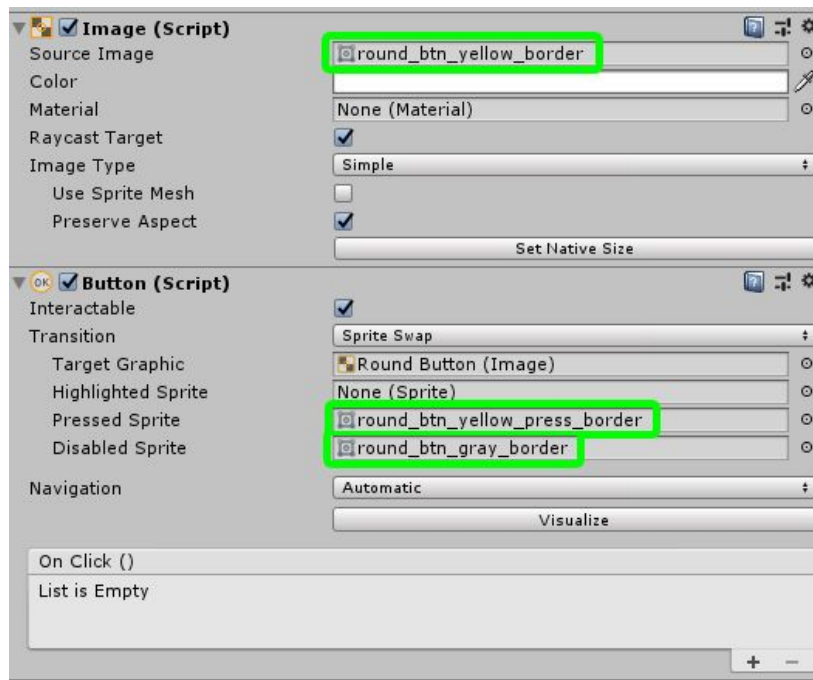

● Customizing elements

- **How to customize the background?**

Go to **Cartoon > ui > background** and choose one.

- How to customize the button?

Go to **Cartoon > ui > buttons**.

Drag and drop button images on **Source Image**, **Pressed Sprite** and **Disabled Sprite**.

In the Hierarchy select the Icon object (child of the Button object).

Go to **Cartoon > ui > icons > mono**.

Drag and drop an icon image on **Source Image.**

- How to customize the toggle?

In the Hierarchy select the Background object (child of Toggle object).

Go to **Cartoon > ui > toggle** and drag and drop a background image on **Source Image.**

- How to customize the toggle group?

In the Hierarchy, select a Toggle (child of "**ToggleGroup**" object) and duplicate it.

Edit the **Text** in Toggle Text object.

Customize the Background as already seen.

- How to customize the slider?

In the Hierarchy, select the Icon object (child of "**Background**" object).

Go to **Cartoon > ui > icons > color** and drag and drop an icon on **Source Image**.

In the Hierarchy, select the Fill object (child of "**Fill Area**" object).

Go to **Cartoon > ui > slider** and drag and drop a bar image on **Source Image**.

- How to customize the dropdown?

In the Hierarchy, select the "**Content**" object.

Edit **Curve** and **Animation Time** on Cartoon Dropdown Script Component.

Customize the Dropdown Button as already seen.

In the Hierarchy, select the Background object.

Go to **Cartoon > ui > dropdown** and drag and drop a background image on **Source Image.**

In the Hierarchy, select a Button or Toggle (child of "**Content**" object) and duplicate it.

If it's a **button**, go to **Cartoon > ui > icons > mono** and drag and drop an icon image on **Source Image.**

If it's a **toggle**, in the Hierarchy select the Background object (child of the Toggle object).

Then, go to **Cartoon > ui > icons > mono** and drag and drop an icon image on **Source Image.**

Do not change RectTransform properties, the duplicate items will be automatically aligned on the menu.
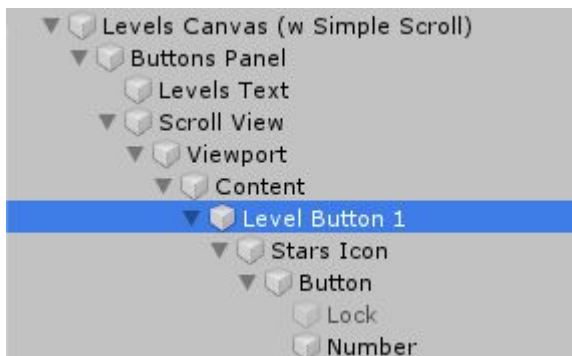
- **How to customize the panel?**

In the Hierarchy, select the Title object (child of "**Content**" object) and change the **Text**.

● Customizing canvas

- **How to customize a "Simple Scroll Canvas"?**

Go to **Cartoon > ui > prefab > canvas** and drag and drop "**Levels Canvas (w Simple Scroll)**" prefab in the Hierarchy.

Delete all Buttons except one (child of "**Content**" object).

In the Hierarchy, select the Level Button object and edit **IsLocked** and **StarNumber** on Cartoon Level Button Script Component.

        IsLocked   : is level playable;
        StarNumber : max number of star achieved (between 0 - 3).

In the Hierarchy, select the Number object and edit **Text** Component.

Customize the Button as already seen.

Duplicate the Level Button object how many times do you want and edit Text.

Do not change any RectTransform properties, the duplicate buttons will be automatically aligned on the menu.

- **How to customize a "Scroll Group Canvas"?**

Go to **Cartoon > ui > prefab > canvas**.

Choose between "**Levels Canvas (w Scroll Group)**" or "**Levels Canvas (w Scroll Group w Button)**" prefabs and drag and drop in the Hierarchy.

In the Hierarchy, select the Content object.
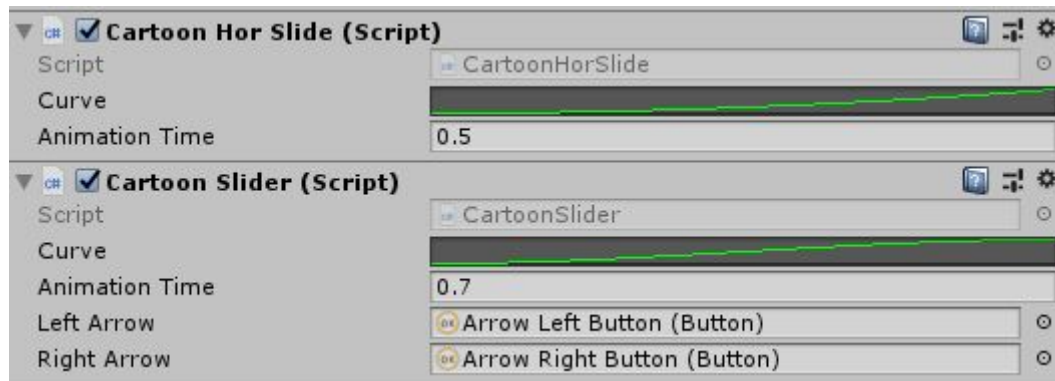
Edit **Curve** and **Animation Time** on Cartoon Hor Slide Script Component.

If it is present, edit **Curve** and **Animation Time** on Cartoon Slider Script Component.

Delete all Groups except one (child of "**Content**" object).
Delete all Buttons except one (child of "**Group**" object).

In the Hierarchy, select the Level Button object.

Edit **IsLocked** and **StarNumber** on Cartoon Level Button Script Component.

  IsLocked : is level playable;
  StarNumber : max number of star achieved (between 0 - 3).

In the Hierarchy, select the Number object (child of "**Level Button**" object) and edit **Text** Component.

Customize the Button as already seen.

Duplicate the Level Button object until you get _9 buttons_ and edit Text.

Each group can contain up to 9 buttons.

Duplicate the Group object how many times do you want and repeat editing operations.
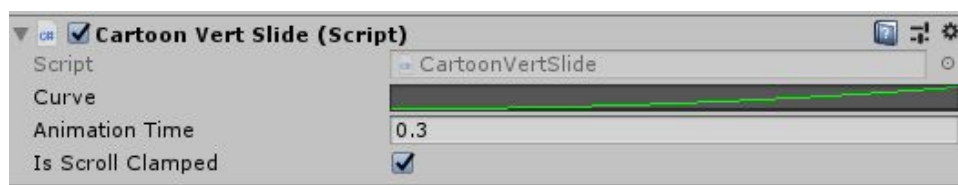
Do not change any RectTransform properties, the duplicate buttons and groups will be automatically aligned on the menu.

- **How to customize a "Scroll List Canvas"?**

Go to **Cartoon > ui > prefab > canvas**.

Choose between "**Achievements Canvas (w Scroll List)**" or "**Shop Canvas (w Scroll List)**" prefabs and drag and drop in the Hierarchy.

In the Hierarchy, select the Content object.

Edit **Curve** and **Animation Time** on Cartoon Vert Slide Script Component.
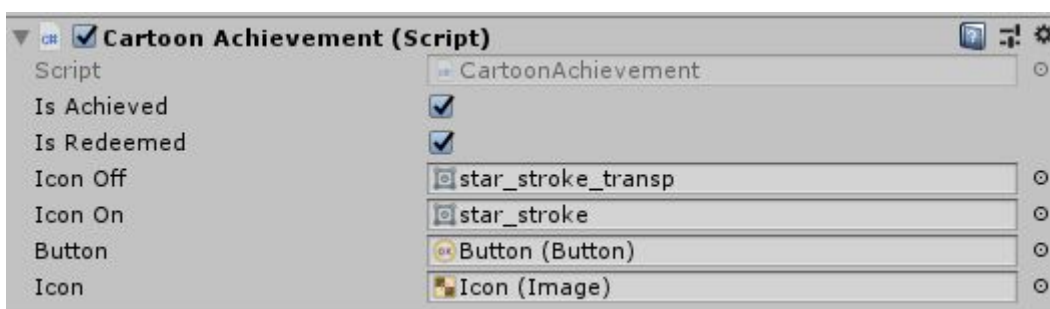

OPTIONAL: to deactivate the clamped scroll uncheck IsScrollClamped and reset the ScrollRect Component in Scroll View parent object.
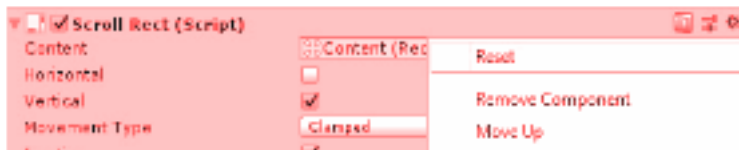
In the Hierarchy, delete all objects child of "**Content**" object except one.

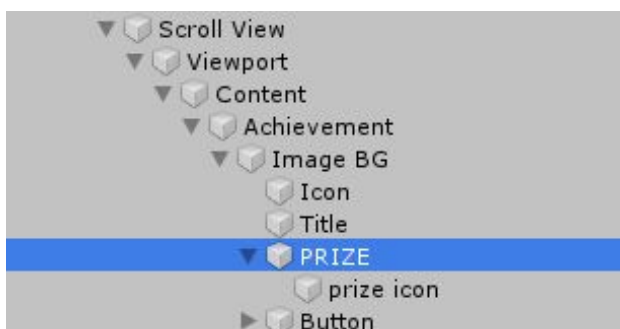If it is **Achievements Canvas**:

in the Hierarchy, select the Achievement object.

Edit **IsAchieved** and **IsRedeemed** on Cartoon Achievement Script Component.

> *IsAchieved*   : show the "Icon On" image and activate the button;
> *IsRedeemed*   : hide the redeem button.

Go to **Cartoon > ui > icons > color** and drag and drop the icon images on **Icon Off** and **Icon On**.

Edit **Text** Component in Title object (child of "**ImageBG**" object).

Edit **Text** Component in Prize object (child of "**ImageBG**" object).

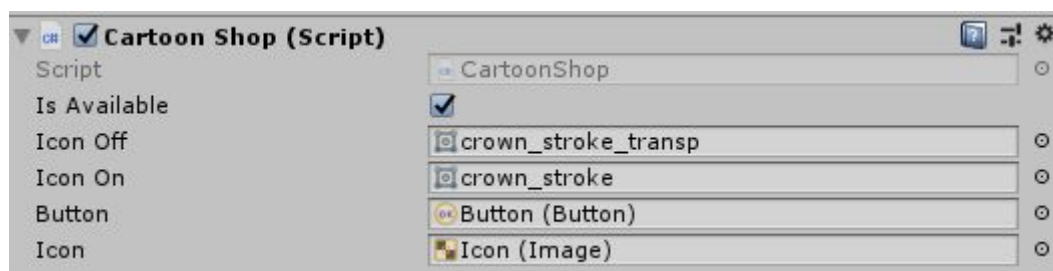In the Hierarchy, select the Prize Icon object (child of "**Prize**" object).

Go to **Cartoon > ui > icons > color** and drag and drop an icon on **Source Image**.

Duplicate the Achievement object how many times do you want and repeat editing operations.

Do not change any RectTransform properties, the duplicate achievements will be automatically aligned on the menu.
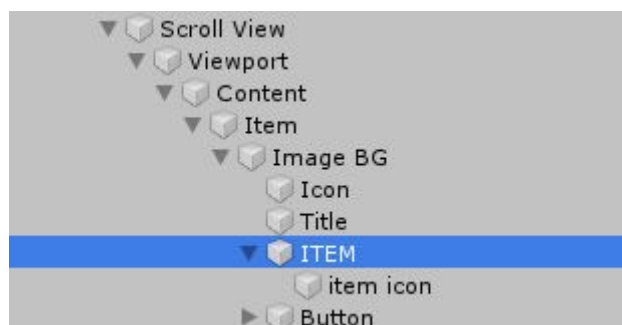
If it is **Shop Canvas**:

in the Hierarchy, select the Item object.

Edit **IsAvalaible** on Cartoon Shop Script Component.

IsAvailable   : show the "Icon On" image and activate the button.

Go to **Cartoon > ui > icons > color** and drag and drop the icon images on **Icon Off** and **Icon On**.

Edit **Text** Component on Title object (child of "**ImageBG**" object).

Edit **Text** Component on Item object (child of "**ImageBG**" object).

In the Hierarchy, select the Item Icon object (child of "**Item**" object).

Go to **Cartoon > ui > icons > color** and drag and drop an icon on **Source Image**.

Duplicate the Item object how many times do you want and repeat editing operations.

Do not change any RectTransform properties, the duplicate items will be automatically aligned on the menu.