

# MESOCYCLONE™ STUDIOS

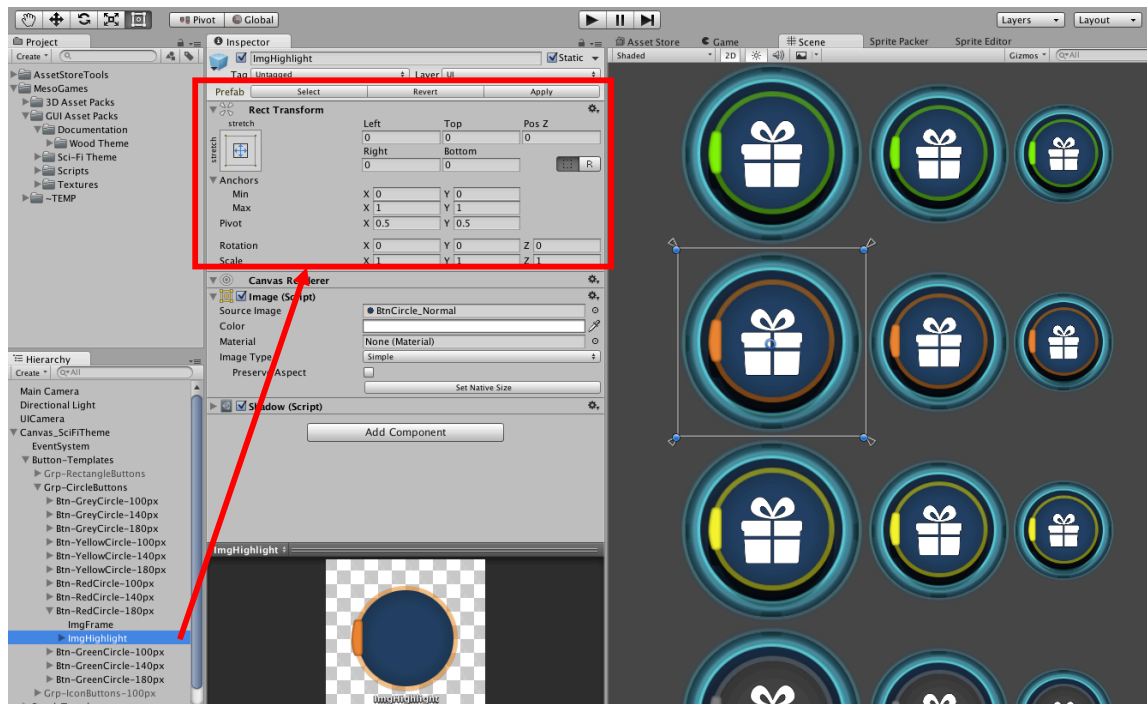
## HOW-TO GUIDELINE

There are preset UI elements scaled accordingly that might fit your needs. Each UI element have sub-parts which you can update depending on your design requirements.

- **Changing a circle button's icon image**

In the Hierarchy tab, expand a circle button template then select “ImgIcon” game object. On the Inspector tab scroll down until the Image component is visible then click on the “Image” field and select the icon image you want to use.

Note that depending on the icon image you attached, you might need to adjust the paddings on the side of the “ImgIcon”'s RectTransform component, so please adjust as need (refer to the highlighted portion on the image below).

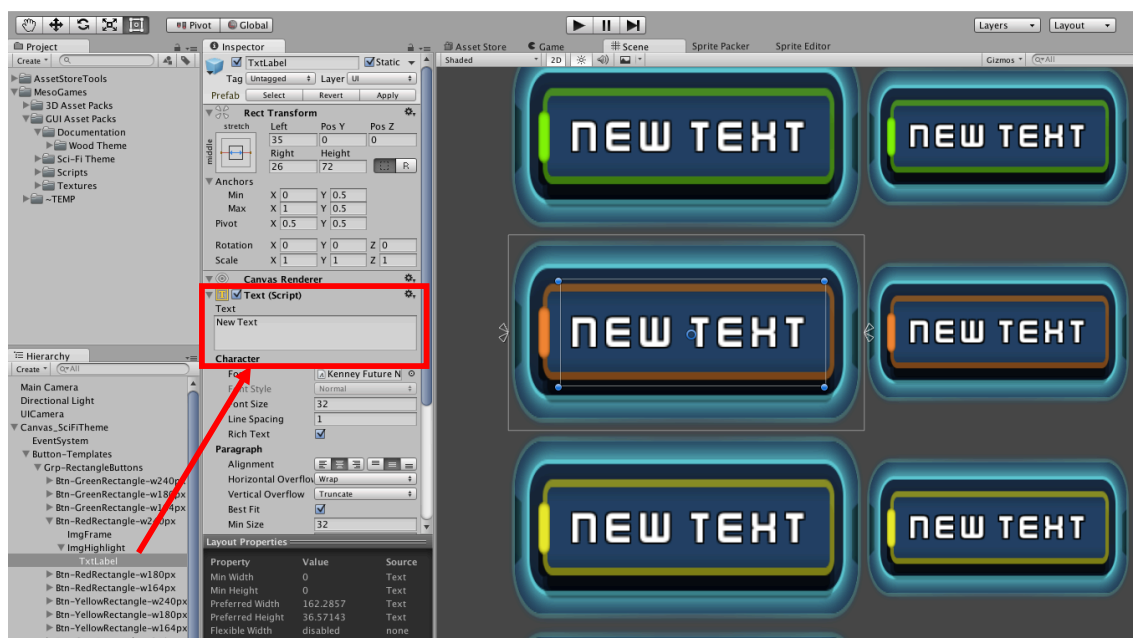


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## ▪ Changing a rectangular button's text string

In the Hierarchy tab, expand a rectangular button template then select “TxtLabel” game object. On the Inspector tab scroll down until the Text component is visible then click on the “Text” field and select the icon image you want to use.

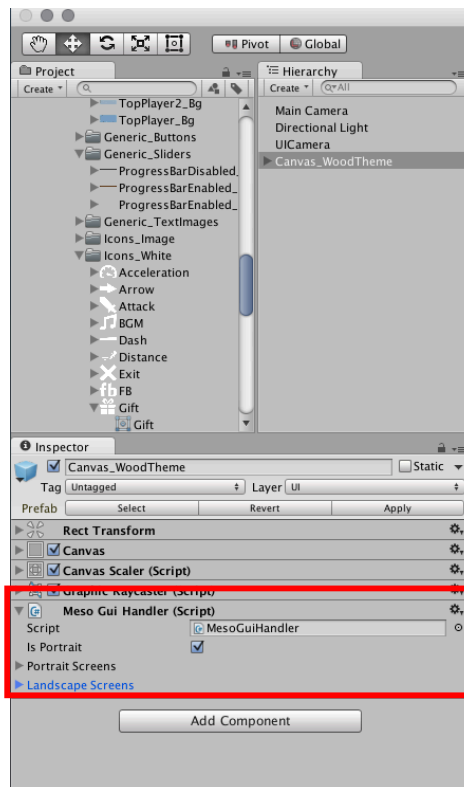
Note that depending on the font size used you might need to adjust the paddings on the side of the “TxtLabel”'s RectTransform component, so please adjust as need (refer to the highlighted portion on the image below).



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- **Using the screen handler script named “MesoGuiHandler”**

If you want to use the simple script that handles screen transitioning using the preset screen panels, you just need to follow (or copy) the Canvas object structure from ScifiThemedPreviewScene.



When you want the GUI Handler to make the switch from Portrait to Landscape, tick to deselect the “Is Portrait” parameter on the Inspector (as shown in the image above). Make sure that this parameter’s value is set before run-time.