

What It Does

The UI Helper package is a solutions package that comes with a toolbox of helper scripts that get you set up with building your UI. The following is a list of things this covers:

- UIScreen components that handle displaying and hiding the correct Canvas Group
- TabManager component that handles creating tabs and subscreens in a canvas group
- PopupManager component that handles creating popups
- UITransitioner prefab that allows you to create transitions between scenes and events
- UILoader component that lets you add separate scenes with canvases that can be loaded in at runtime to unclutter game scenes
- Animation support
- Scene changing
- Controller support
- Global back button
- Audio effect on click and on select of UI elements

Implementation

Check out the UIHelper scene in 2DPackages project for examples of this!

Limitations:

- Global back button doesn't work for the escape button or other Keyboard because it doesn't have a selectable target ever
- Currently doesn't support multiple animations events on screen, tab, or popup changes
- Currently doesn't support

Future Improvements

- Loading screen that hides loading between scenes and async scene load
- UICancel selectable logic does not work for ESCAPE button because there's no ui element selected... (Not handling for now, let them poll for it)
- Bug: For long animations that happen while screen is up, need to Expose the SetFocus() function (Verify with animations on tab screen)
- Bug (This will probably be an issue the second you implement scrollbars): If elements gets destroyed or updated in the UI At runtime they won't receive the AudioComponent they need or the UICloseHandler Component
- Bug: Deal with this: **DOTWEEN ► This Tween has been killed and is now invalid** I think it's caused by the tweens we are waiting for getting deleted and the coroutine check still running
- Bug: What happens if something tries accessing an unloaded UI before it's loaded in? | Should have an If (null) then call UILoader and try logic