

|FIELD UI

COMPLETE MAIN MENU UI

DOCUMENTATION - V1.0

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|| QUICK START

First of all, thanks for buying the package!

There are a couple things you need to know before using the package.

- This package requires Unity 2018.1 at the moment. It might be working on older versions as well, however, I'd not suggest to use it below 2018.
- You don't need any 3rd plugin. It all uses the default Unity components.
- Some features are way better with **Post Processing Stack** (such as player model dissolving). Use it if you want. It's up to you.
- There are a couple scenes. Use **Desktop** scene for Standalone and **Mobile** for mobile devices.
- Field UI is supporting all kind of horizontal aspects. You can change the aspect ratio and it'll fit your screen automatically.

Lastly, I'm not a good coder. I apologise for some of my poorly written codes :)

If you have any questions, click [here](#) to contact me

DEMO SCENE

There are a couple demo scenes in the package. You can choose one of them, and start to work with it. Everything is categorized in the scene, so you can find things easily!

DEMO

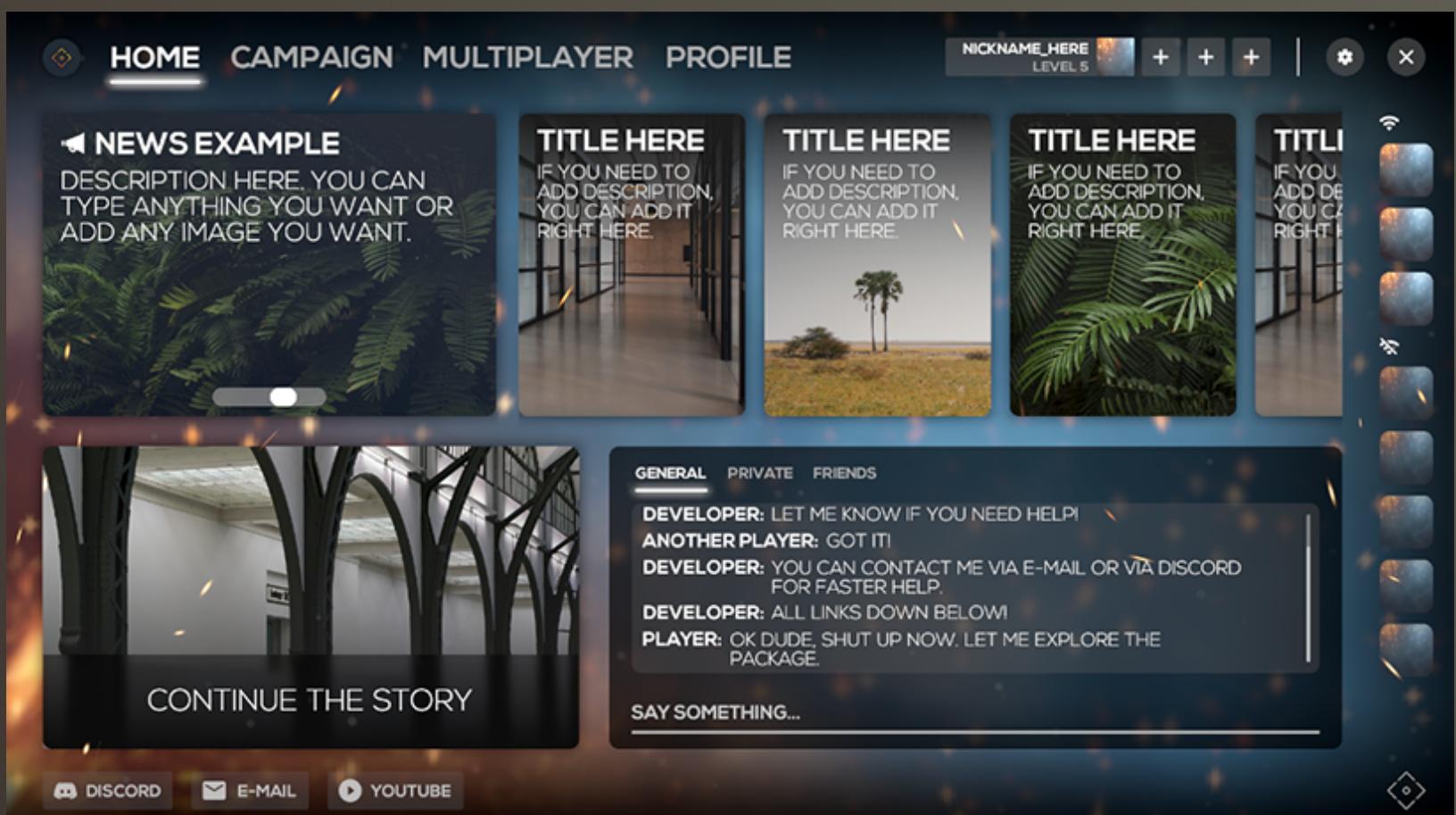
The default demo scene that gives you all of the features.

DEMO (PERFORMANCE)

The default demo scene but with less features. It has better performance but less detail.

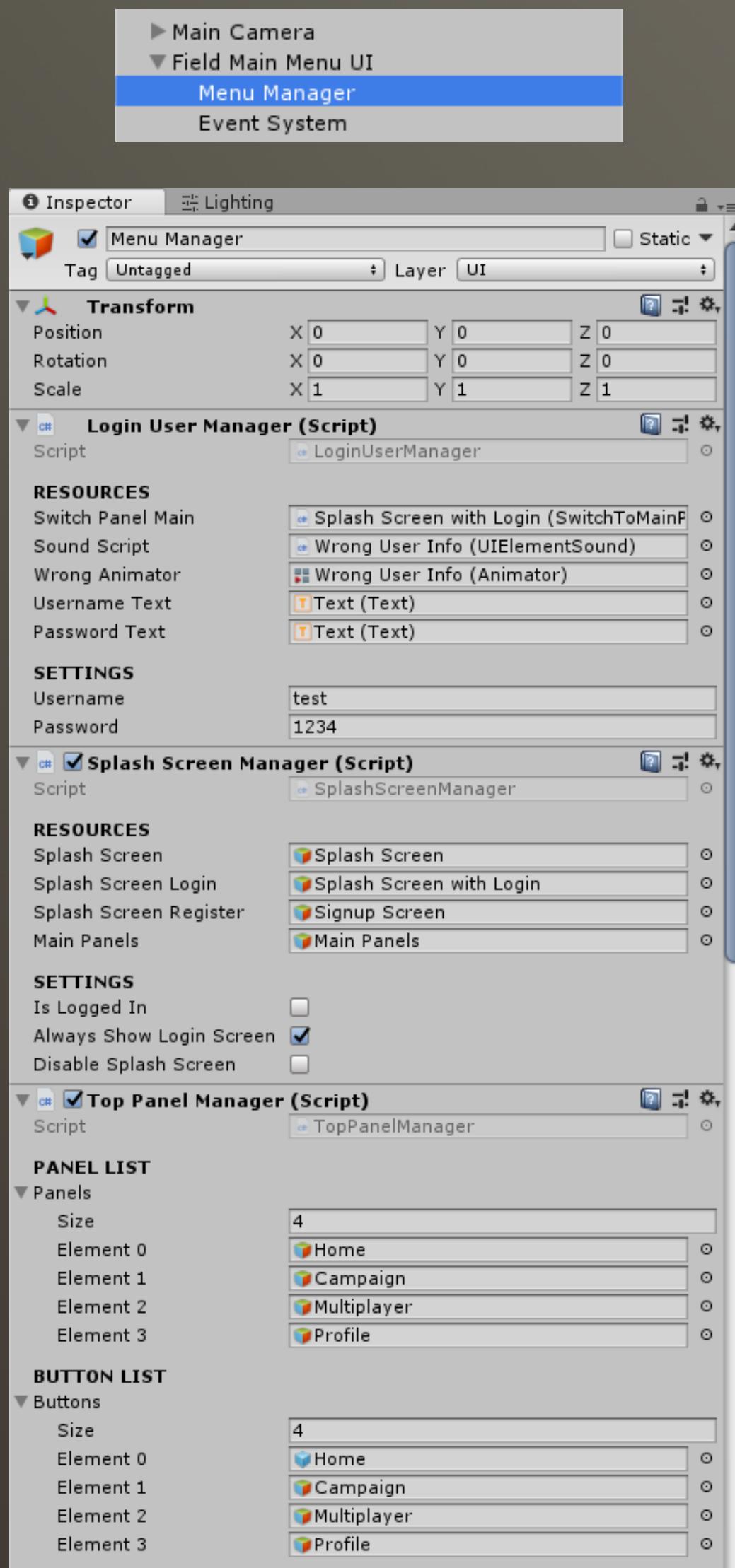
MOBILE (BETA)

Ported for mobile devices. It has a lot of missing things, but I'll add all of them with updates.



MENU MANAGER

You can manage the UI by changing / adding values on Menu Manager object. You can manage almost everything on the UI with this object.

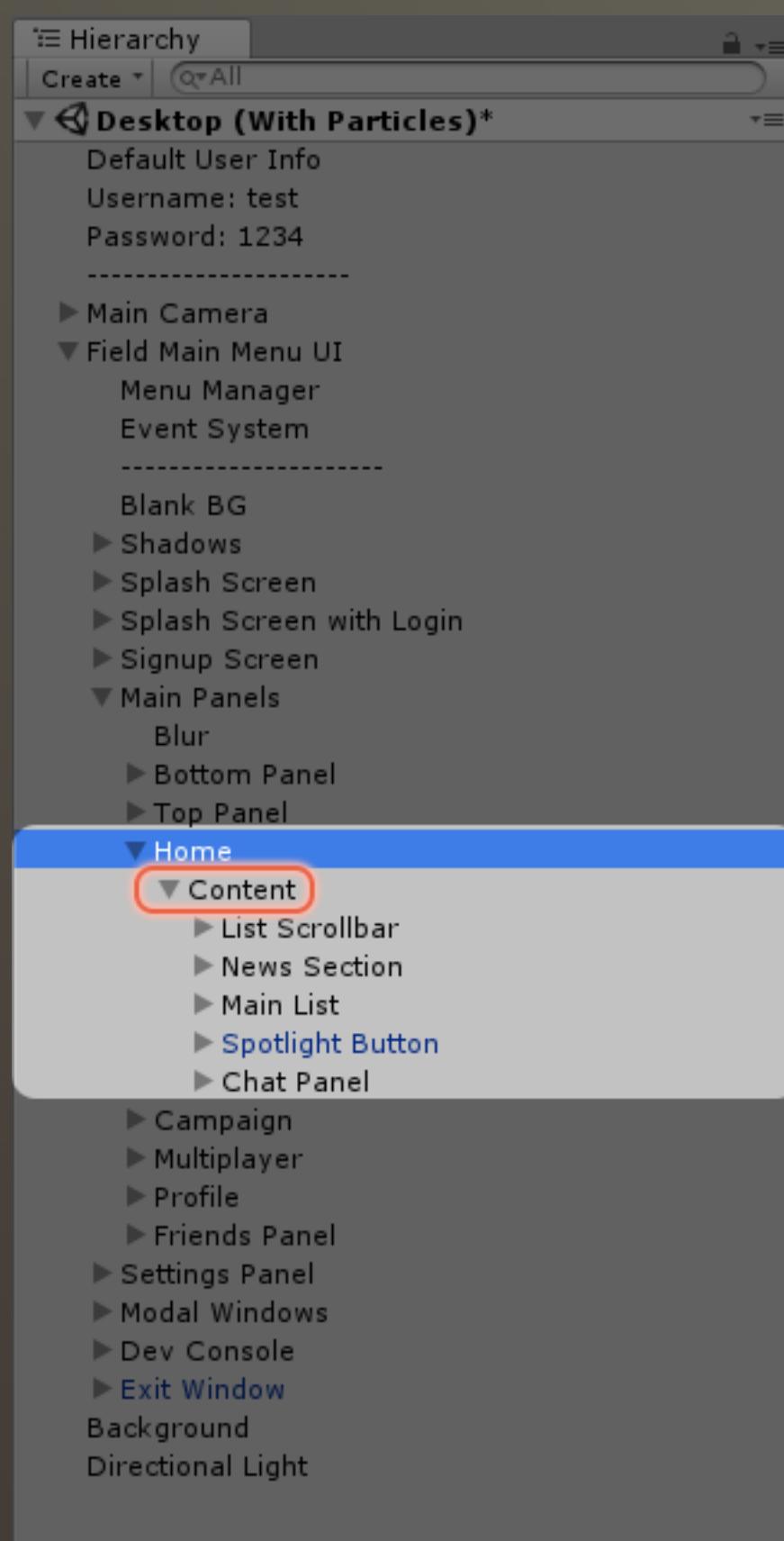


EDITING PANELS

Do you want to add your own content to existing panels?
Or maybe create a new panel?

To add your own content to existing panel, just drag your object under **Content** object.

To create a new panel, duplicate an existing panel and delete the object under **Content** object.



EDITING UI ELEMENTS

EFFECTIVE BUTTON

SHADOW: OUTER BUTTON SHADOW

IMAGE: MAIN BACKGROUND IMAGE

BLUR: TITLE BACKGROUND BLUR OBJECT

SHADOWS: INNER BUTTON SHADOW

BG: BLACK TITLE BACKGROUND

TITLE TEXT: MAIN TITLE TEXT

TITLE TEXT HOVER: TITLE TEXT WHILE HOVERING

DESCRIPTION TEXT: MAIN DESCRIPTION TEXT

DESCRIPTION TEXT HOVER: "" WHILE HOVERING

SEPERATOR: EXPAND SEPERATOR AT THE BOTTOM

EXPAND TITLE: TITLE AT THE BOTTOM

The screenshot shows a user interface for editing UI elements. On the left, there's a sidebar with a blue header labeled "Effective Button". Below it is a tree view of settings:

- Shadow
 - Double
- Backgrounds
 - Image
 - Blur
 - Shadows
- Texts
 - BG
 - Title Text
 - Title Text Hover
 - Description Text
 - Description Text Hover
 - Seperator
 - Expand Title

On the right, there's a preview window showing a green leafy background with a black overlay containing the text "BABY MODE" and a descriptive message about the mode.

MAIN BUTTON

BORDER: BORDER OF THE BUTTON

CLICK EFFECT: SHOWS A BACKGROUND WHEN YOU CLICK

TEXT: TEXT OF THE BUTTON

IMAGE: IMAGE OF THE BUTTON

The screenshot shows a user interface for editing UI elements. On the left, there's a sidebar with a blue header labeled "Main Button". Below it is a tree view of settings:

- Border
- Click Effect
- Text

On the right, there's a preview window showing a dark button with the text "NO ACCOUNT? CREATE ONE" in white.

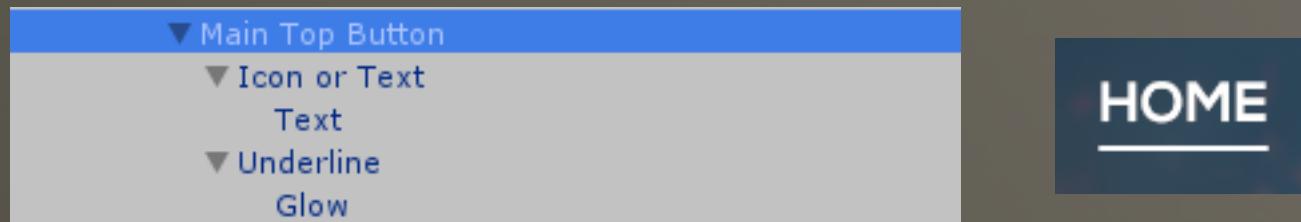
EDITING UI ELEMENTS

MAIN TOP BUTTON

TEXT / IMAGE: TEXT OR IMAGE OF THE BUTTON

UNDERLINE: UNDERLINE IMAGE OF THE BUTTON

GLOW: UNDERLINE GLOW



SPOTLIGHT BUTTON

SHADOW: OUTER BUTTON SHADOW

IMAGE 1: FIRST BACKGROUND IMAGE

IMAGE 2: SECOND BACKGROUND IMAGE

BLUR: TITLE BACKGROUND BLUR OBJECT

SHADOWS: INNER BUTTON SHADOW

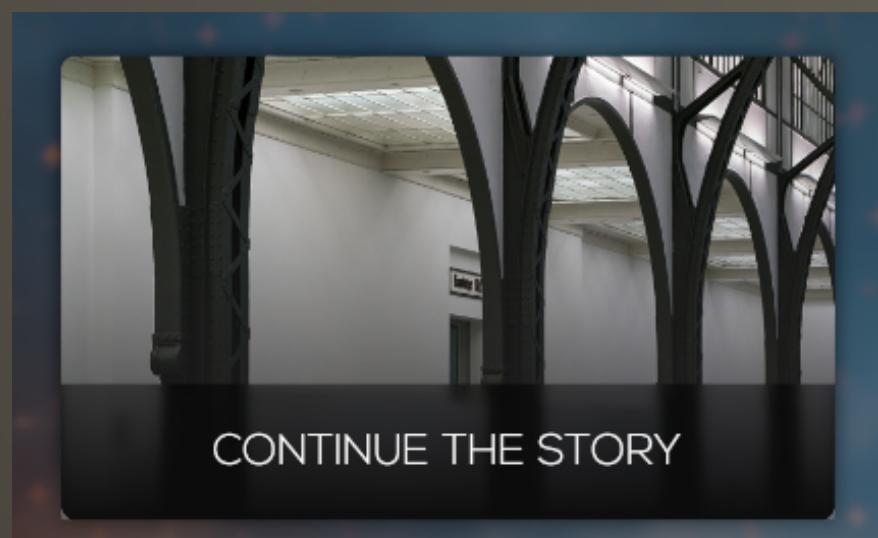
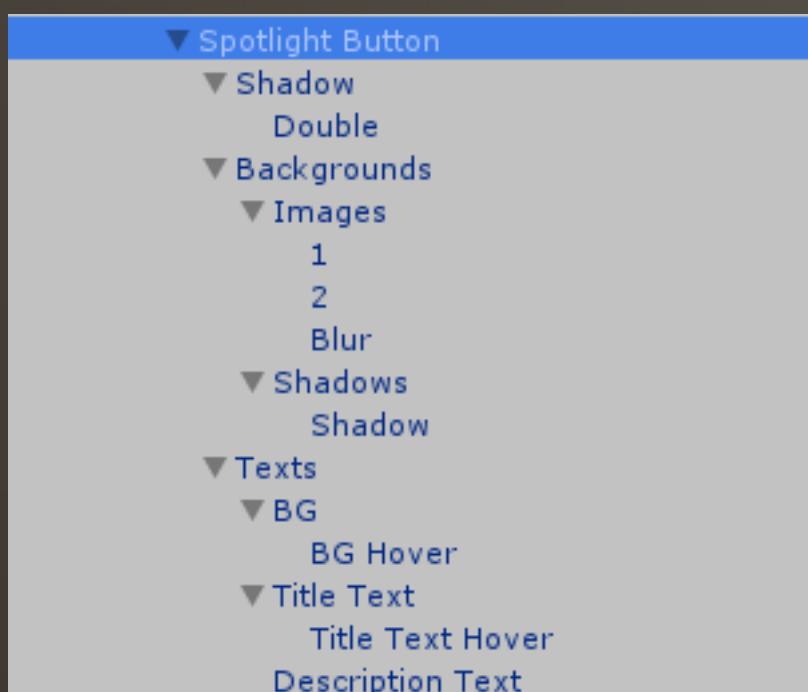
BG: BLACK TITLE BACKGROUND

BG HOVER: WHITE TITLE BACKGROUND

TITLE TEXT: MAIN TITLE TEXT

TITLE TEXT HOVER: TITLE TEXT WHILE HOVERING

DESCRIPTION TEXT: MAIN DESCRIPTION TEXT



EDITING UI ELEMENTS

VERTICAL BUTTON

SHADOW: OUTER BUTTON SHADOW

IMAGE: MAIN BACKGROUND IMAGE

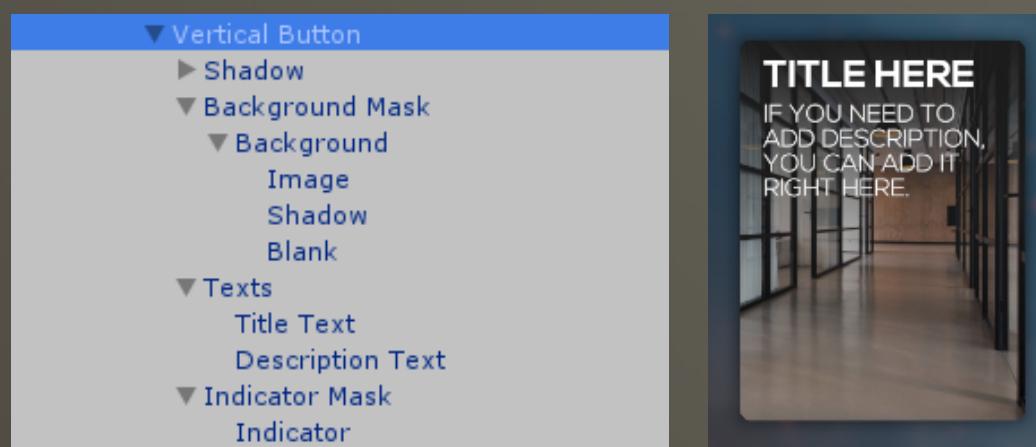
BLUR: TITLE BACKGROUND BLUR OBJECT

BG SHADOW: INNER GRADIENT SHADOW

TITLE TEXT: MAIN TITLE

DESCRIPTION TEXT: MAIN DESCRIPTION TEXT

INDICATOR: WHITE BAR AT THE BOTTOM



NORMAL MODAL WINDOW

BLUR: TITLE BACKGROUND BLUR OBJECT

BLANK: BLACK BACKGROUND

BORDER MASK(S): BORDER LINE OBJECTS

IMAGE: FORM IMAGE

TEXT: MAIN DESCRIPTION TEXT

DESCRIPTION TEXT: WHITE BAR AT THE BOTTOM

BUTTON PANEL: BUTTON SECTION



EDITING UI ELEMENTS

NORMAL NOTIFICATION

BLUR: BACKGROUND BLUR OBJECT

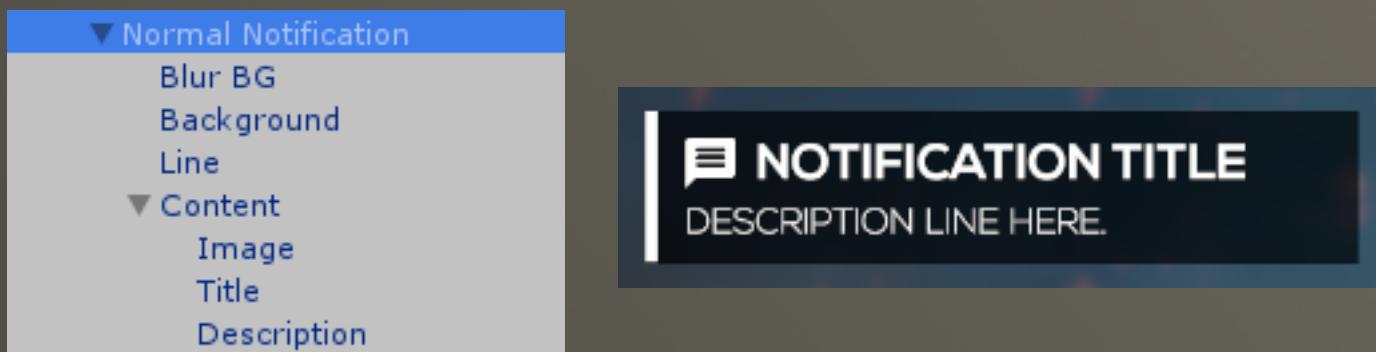
BACKGROUND: BLACK BACKGROUND

LINE: INDICATOR LINE

IMAGE: NOTIFICATION ICON

TITLE: NOTIFICATION TITLE

DESCRIPTION: NOTIFICATION DESCRIPTION



RADIAL SLIDER

BLUR: BACKGROUND BLUR OBJECT

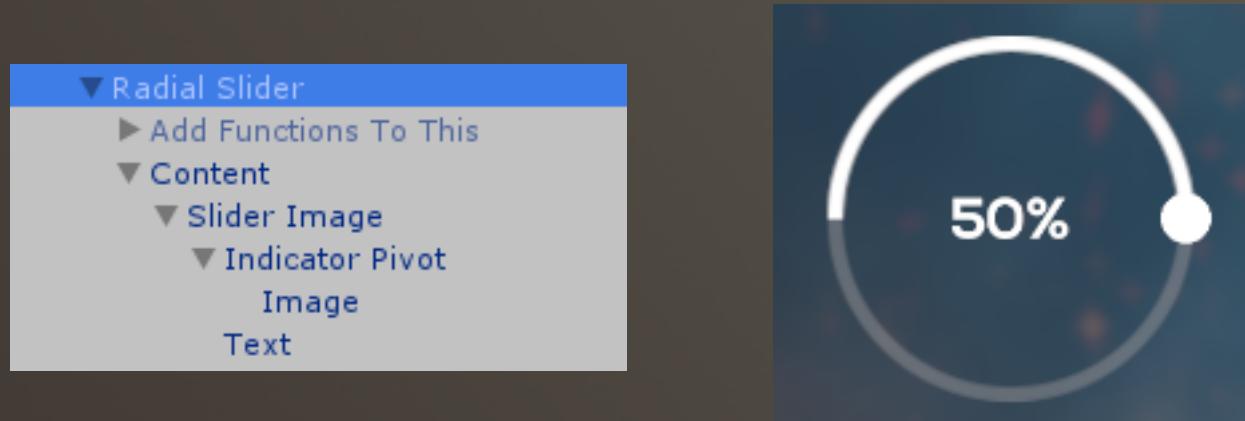
BACKGROUND: BLACK BACKGROUND

SLIDER IMAGE: SLIDER VALUE SPRITE

IMAGE: INDICATOR IMAGE

TEXT: VALUE TEXT

ADD FUNCTIONS TO THIS: ADD YOUR FUNCTION
TO BASE SLIDER.



EDITING UI ELEMENTS

SWITCH

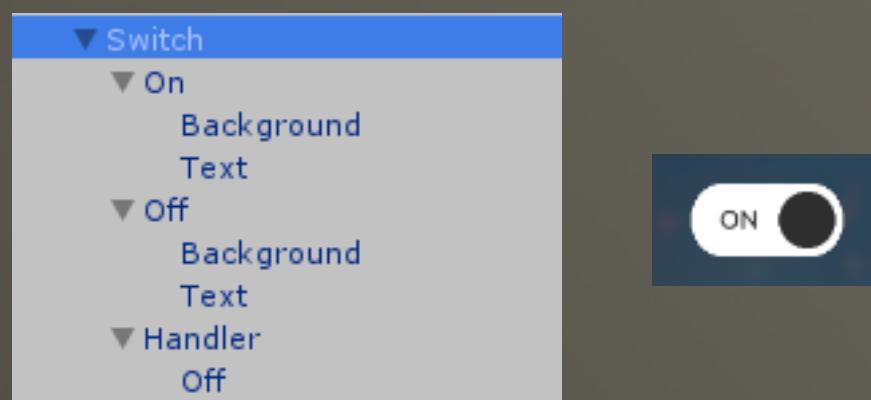
ON / OFF: STATE OBJECTS

BACKGROUND: BACKGROUND OF THE SWITCH

TEXT: TEXT OF THE SWITCH

HANDLER: THE CIRCLE THING IN THE SWITCH

HANDLER OFF: OFF STATE OF HANDLER



TEXT INPUT

ICON: ICON OF THE INPUT

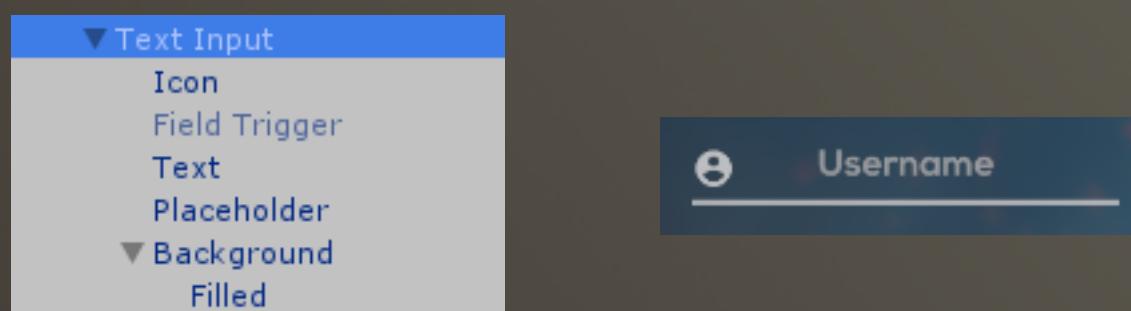
FIELD TRIGGER: ANIMATION TRIGGER

TEXT: TEXT OF THE INPUT

PLACEHOLDER: PLACEHOLDER TEXT

BACKGROUND: WHITE BAR AT THE BOTTOM

BACKGROUND FILLED: FILLED WHITE BAR



EDITING UI ELEMENTS

TOGGLE

TRIGGER: ANIMATION TRIGGER

CHECKMARK: ANIMATED CHECKMARK ICON

LABEL OFF: TEXT OF OFF STATE

LABEL ON: TEXT OF ON STATE



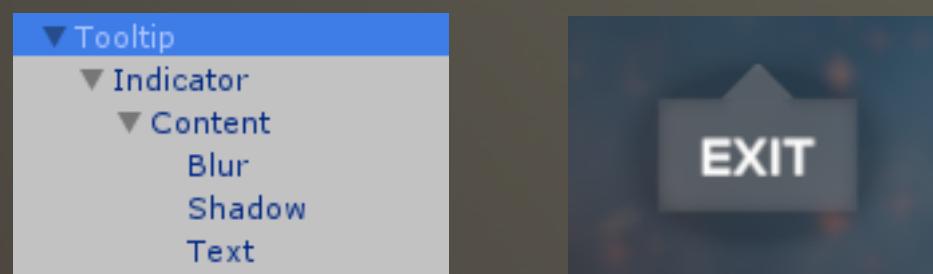
TOOLTIP

INDICATOR: AN INDICATOR SPRITE FOR TOOLTIP

BLUR: BLUR BACKGROUND

SHADOW: SHADOW FOR BACKGROUND

TEXT: TOOLTIP DESCRIPTION



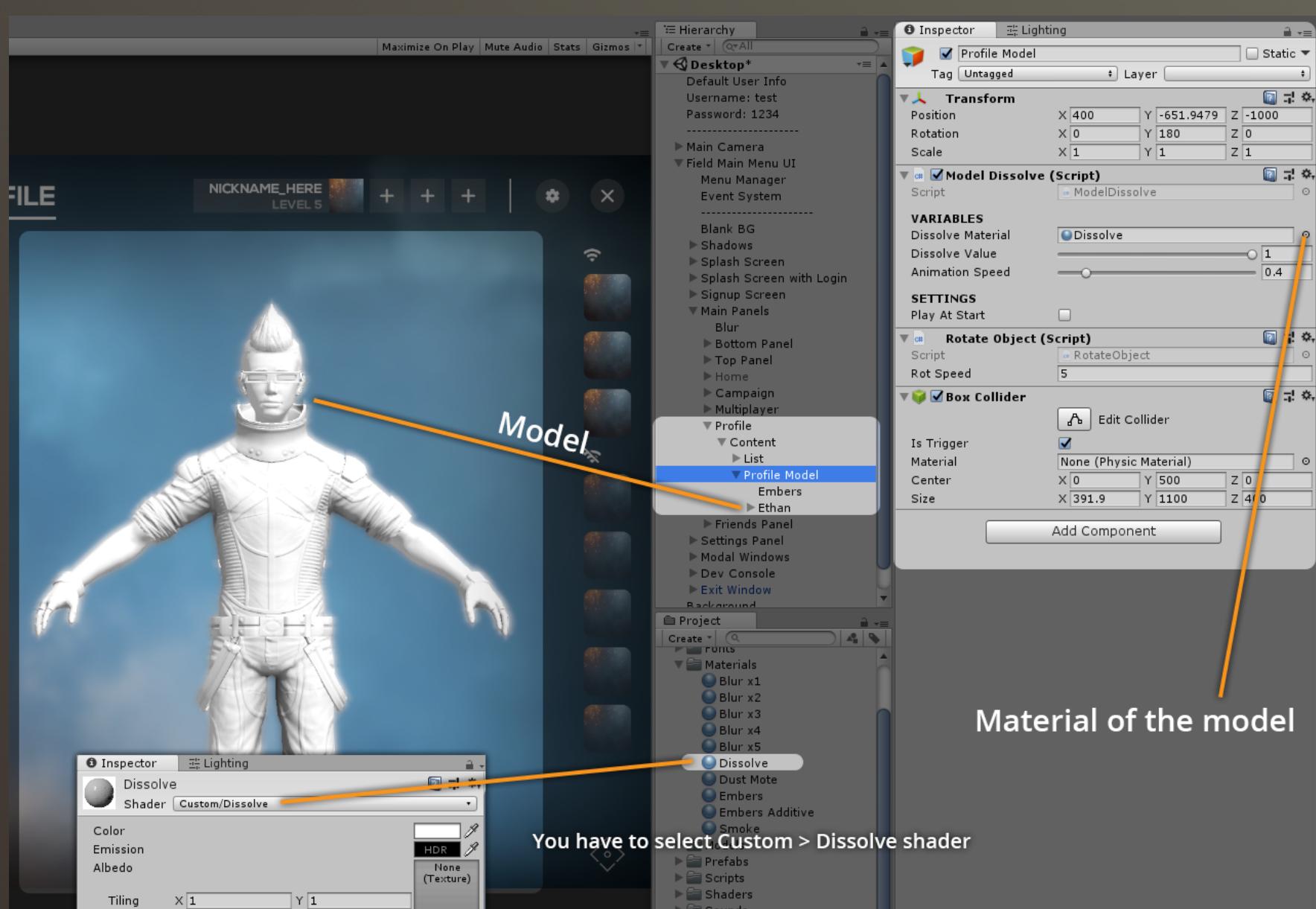
CHANGING PLAYER MODEL

To change the model, just drag your existing model into **Profile Model** parent, and set the positions as you like.

You need to change your material shader to **Custom > Dissolve**, otherwise the model won't dissolve at all.

You can change the values of material, rotating or dissolving as you like.

Change your **Box Collider** size based on your player model.

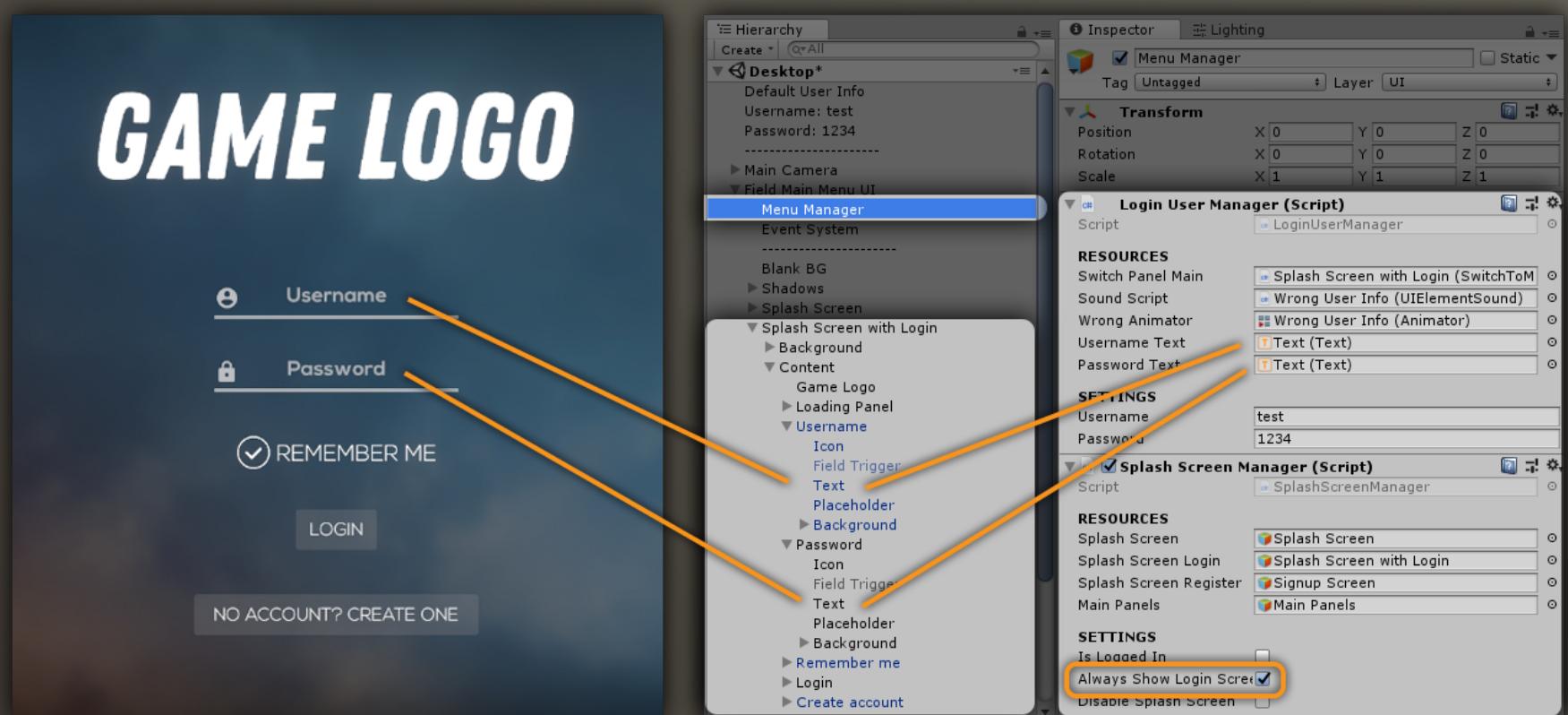


LOGIN SYSTEM

I made an example login system. If you don't want it, you can disable it by un-checking **Always Show Login Screen**.

You can easily implement with your networking. It uses a simple if / else script. If username and password is correct, then login. If not, show the error message.

Default nickname is test, and the password is **1234**.

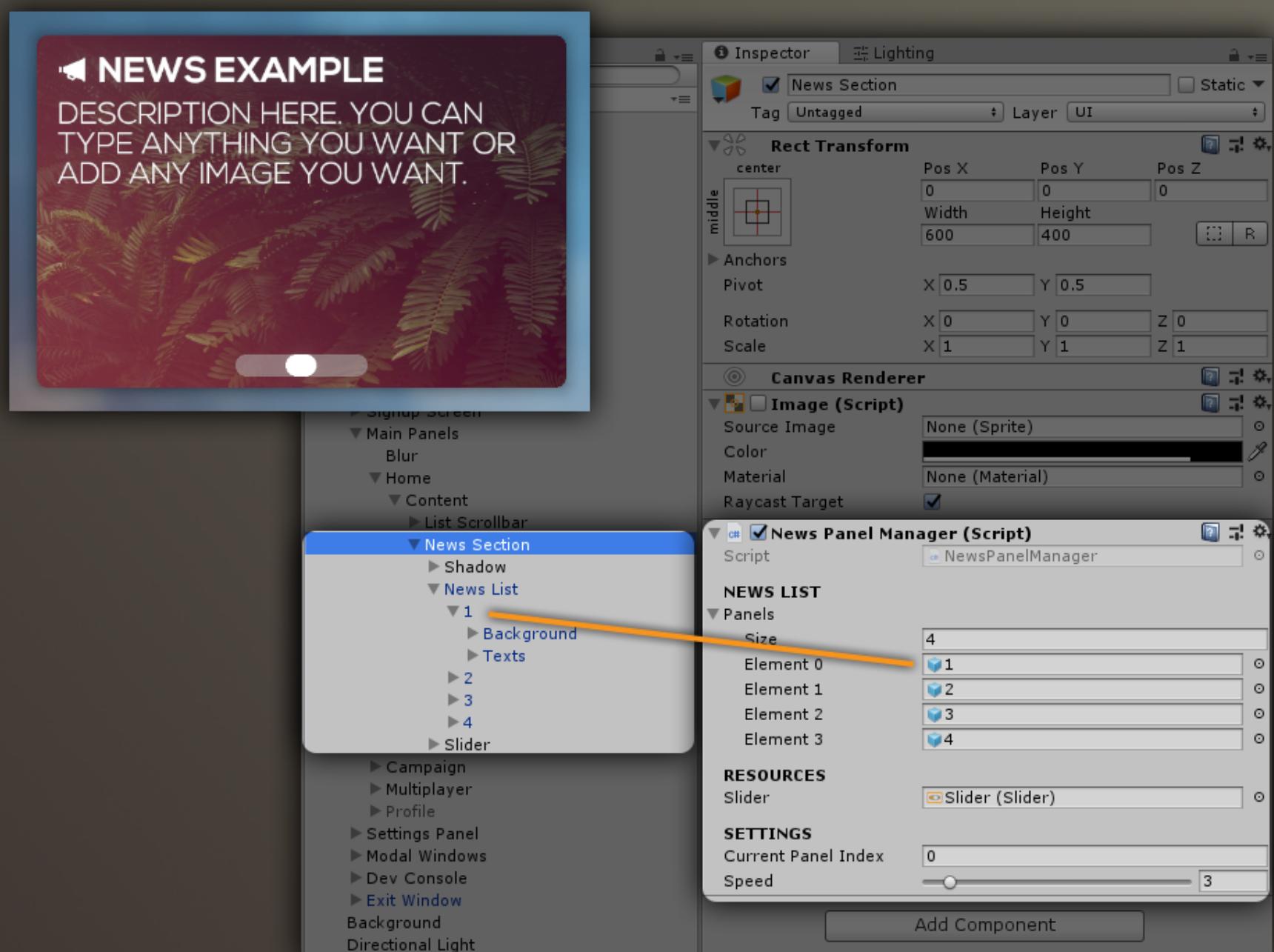


NEWS SYSTEM

Wanna add your own news to your game? We got you covered.

To add a new panel, just **duplicate** any object under **News List parent**, and drag into **News Panel Manager** script (to **Panels** section).

You can change or add anything you want. You can even change the speed (seconds).



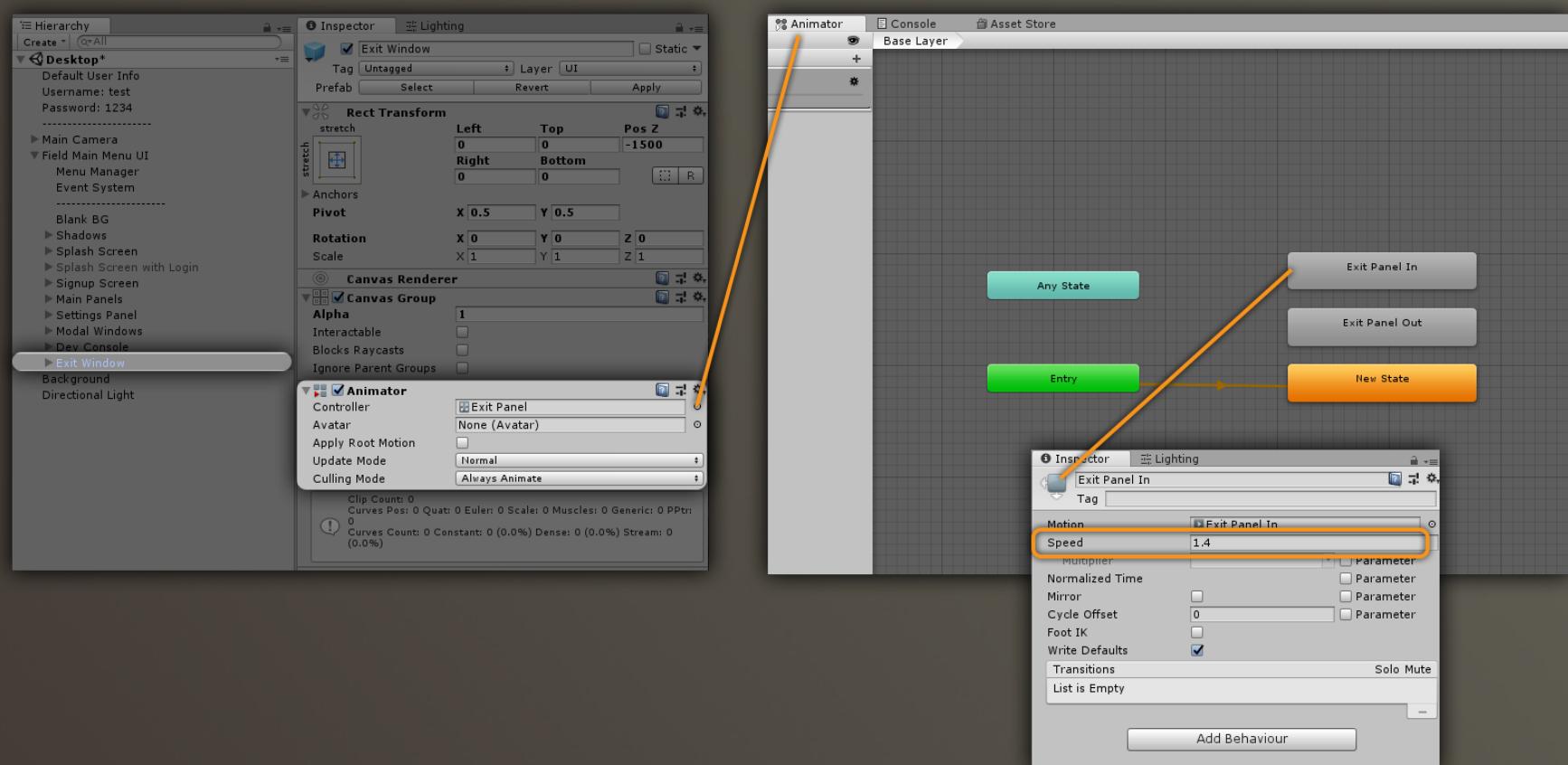
ANIMATION TIMINGS

Do you want to make the animations faster? Well, you can do it with a few clicks.

First, click an object and open **Animator** window.

Then select a **state** and you'll see details of state.

You can change the speed of animations here. In some cases, you need to add **minus** (mostly for Fade-out animations).



I F.A.Q.

- Colors are weird, why?

Make sure you're using Linear lighting. You can use it with gamma too, but you have to change alpha colors.

- I'm getting errors, why?

I can't be sure until I see your project, but it could be about script classes. Contact me in this case.

- I'm getting low frame rate, why?

Make sure you're using Performance scene in this case. If you still having the issue, you can disable all of the Blur object. It could be heavy for some graphic cards.

- Are you planning to make a console version?

Not right now. You can port it easily though. Just change a couple things and set UI elements to "Automatic".

- Are you going to continue to support the package?

Of course! There'll be update support for a while, and all of the updates will be free who already bought it.

- I don't like it, I want to refund it.

Since you already have access to the source files, I can't give you a refund of it. I made a free version of it just because you can try it first before the purchasing.

| CONTACT ME

You can find me at:

 DISCORD

 E-MAIL

 YOUTUBE

For faster support, I'd suggest you to join our Discord server.

LICENCE

This package uses the default asset store licence & terms of use.

https://unity3d.com/fr/legal/as_terms