



# Psd 2 Unity uGUI Pro

A super easy to use plug-in that imports your PSD into Unity with positioned and arranged layers, in minutes.

## Compatibility

- Adobe Photoshop CS5+ (including CC+)
- Unity 5.0+ uGUI (Personal or Professional)

## Tutorial Video

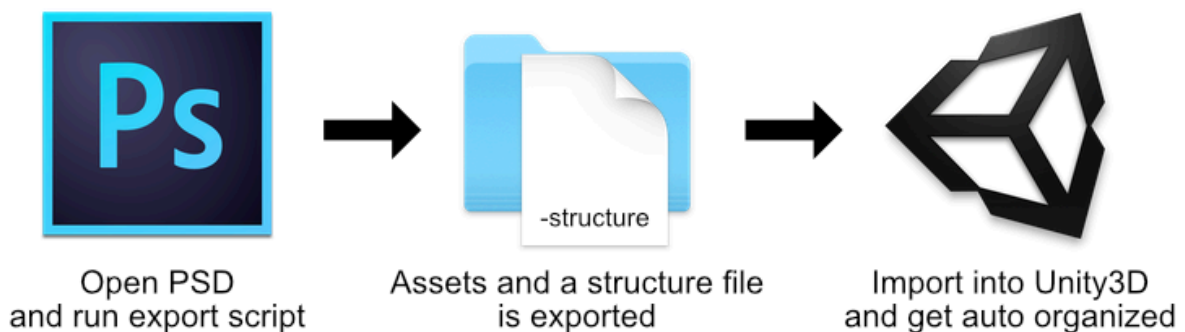
<http://youtu.be/IYft1lt4TwI>

## Installation

1. Import **PSD 2 Unity uGUI Pro**.
2. Copy **Photoshop Scripts/Psd 2 Unity Pro - Digest.jsxbin** to
  - OSX: `/Applications/Adobe Photoshop XXX/Presets/Scripts/`
  - Windows: `[Adobe Photoshop Installation Path]\Presets\Scripts\`

## Usage

### Flow



## Step-by-step

1. Open your PSD file in Adobe Photoshop (You can use [Sample/Scene Store.psd](#) as a test).
2. Rename layers you want to import into Unity following these rules:

Format	Description
name= <b>PNG</b>	Export as PNG file.
name= <b>JPG</b>	Export as JPEG file with max quality.
name= <b>JPG:8</b>	Export as JPEG file with quality of your choice. Quality should be an integer range from 0 to 12.
name= <b>Text</b>	Export as text. Remember to copy text's font file to project's assets.
name= <b>Button</b> <ul style="list-style-type: none"><li>└ <b>Normal</b></li><li>└ <b>Highlighted</b></li><li>└ <b>Pressed</b></li><li>└ <b>Disabled</b></li></ul>	Export as button. Group button's states and name them exactly as left. <b>Normal</b> state is required, other states is optional.

Format	Description
<b>name=PNG[Anchor:st,Pivot:lt,Padding:1,PackingTag:CustomName]</b>	<p>Export layer with extra(optional) settings.</p> <p><b>Anchor:</b> Two characters representing horizontal and vertical anchor.</p> <ul style="list-style-type: none"> <li>Horizontal: <ul style="list-style-type: none"> <li><b>l</b>: Left</li> <li><b>c</b>: Center</li> <li><b>r</b>: Right</li> <li><b>s</b>: Stretch</li> </ul> </li> <li>Vertical: <ul style="list-style-type: none"> <li><b>t</b>: Top</li> <li><b>m</b>: Middle</li> <li><b>b</b>: Bottom</li> <li><b>s</b>: Stretch</li> </ul> </li> </ul> <p><b>Pivot:</b> Two characters representing horizontal and vertical pivot.</p> <ul style="list-style-type: none"> <li>Horizontal: <ul style="list-style-type: none"> <li><b>l</b>: Left</li> <li><b>c</b>: Center</li> <li><b>r</b>: Right</li> </ul> </li> <li>Vertical: <ul style="list-style-type: none"> <li><b>t</b>: Top</li> <li><b>m</b>: Middle</li> <li><b>b</b>: Bottom</li> </ul> </li> </ul> <p><b>Padding:</b> One to four integer(s) specifies padding around layer.</p> <ul style="list-style-type: none"> <li>When <b>one</b> value is specified, it applies the same padding to all four sides.</li> <li>When <b>two</b> values are specified, the first padding applies to the top and bottom, the second to the left and right.</li> <li>When <b>three</b> values are specified, the first padding applies to the top, the second to the left and right, the third to the bottom.</li> <li>When <b>four</b> values are specified, the paddings apply to the top, right, bottom, and left in that order (clockwise).</li> </ul> <p><b>PackingTag:</b> Any text. The sprite's packing tag.</p>

- Run **File ▶ Scripts ▶ Psd 2 Unity Pro - Digest** and follow the instructions. A **\*-assets** folder and a **\*-structure.json** file will be exported besides your PSD file.
- Open Unity, import the **\*-assets** folder and **\*-structure** file you got in step 3 into your project.
- In the **Project** panel, find and right click the **\*-structure** file you just imported. Select **Set as Psd 2 Unity Pro's Target**.
- In the **Psd 2 Unity Pro** panel which just showed up, set a **Target Root** to compose to.
- Optionally, set **Fonts Folder** contains fonts used in your PSD.
- Click **Compose!** button.
- Layers is positioned and arranged right on your scene. Feel the magic!

## Optional steps

- You can adjust **Default Settings** in the **Psd 2 Unity Pro** panel, then click **Compose!** to get your desired outputs.
- You would like this plugin to help you rename PSD layers: [Renamy](#)

## Got Questions?

Feel free to email me: [auiworks@gmail.com](mailto:auiworks@gmail.com)

I'll reply within 1 working day.

## Like me? Rate me!

Please rate and review this plug-in. That would be a great help!

<https://www.assetstore.unity3d.com/#!/content/16131>