

HTMLEngine for Unity3D.GUI and NGUI

Tutorial

Version: 1.0

1. Introduction

This is based on Profixy's HTMLEngine-Mini.

URL: <http://html-engine-mini.googlecode.com/>

This modified version has some **NEW** features.

1. Add NGUI support. It will render HTML with UILabel and UISprite. This package also contains a NGUI distribution version(No Editor).
2. Add animation image support for NGUI by UIAnimationSprite.
3. Change 'div' tag to 'spin'.
4. Add 'id' attribution to 'p', 'spin', 'img' and 'a' tags. So the NGUI labels and sprites will use this id as their game object name. After the labels and sprites were generated, we can get them by id easily.
5. Fixed asia language characters line break bug.

Online Demos:

NGUI demo: http://www.goodres.com/html_engine/ngui.html

Unity3D.GUI demo: http://www.goodres.com/html_engine/unity3d.html

2. Files

Unity3D.GUI demo: Assets\HTMLEngine\Scenes\Unity3D Demo

NGUI demo: Assets\HTMLEngine\Scenes\NGUI Demo

NGUI atlases: Assets\HTMLEngine\Resources\atlases

Unity3D and NGUI fonts: Assets\HTMLEngine\Resources\fonts

Unity3D images: Assets\HTMLEngine\Resources\logos and smiles

3. Use HTMLEngine for Unity3D GUI.

1. Register Device.

```
HtEngine.RegisterDevice(new Unity3DDevice());
```

2. Create html compiler.

```
compiler = HtEngine.GetCompiler();
```

3. compile the html text. The 'width' is the html view width.

```
compiler.Compile(html, width);
```

4. Add 'draw' code to your OnGUI function.

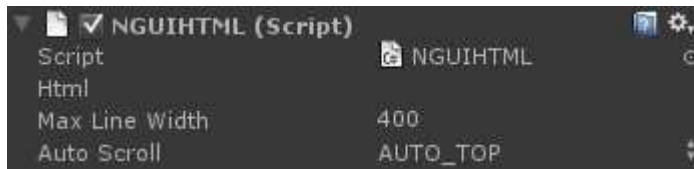
```
GUI.BeginGroup(r);
```

```
this.compiler.Draw(Time.deltaTime);  
GUI.EndGroup();
```

4. Use **HTMLEngine** for **NGUI**.

1. Setup NGUI for HTML Engine.

Add 'NGUIHTML' component to a game object under UIPanel with clip range and UIDraggablePanel component.



Html: the initial html text. Can be set by script later.

Max Line Width: the html view width in pixel.

Auto Scroll:

MANUAL – manual scroll.

AUTO_TOP – auto scroll to top when the html text is changed.

AUTO_BOTTOM – auto scroll to bottom when the html text is changed.

2. Register Device.

```
HtEngine.RegisterDevice(new NGUIDevice());
```

3. Get 'NGUIHTML' component.

```
html = GetComponent<NGUIHTML>();
```

4. Set the html text.

```
html.html = htmlText;
```

5. Use **** for **NGUI**.

'src' attribute: <atlas name>\<sprite name>. The atlas must be in the 'Resources\atlases' folder.

'fps' attribute: fps < 0 – No animation, fps >= 0 – the <sprite name> is the prefix sprite name and 'fps' is the animation playback speed.