DARK UI

COMPLETE GRUNGE UI

DOCUMENTATION V1.0

▌QUICK START

First of all, thanks for purchasing the package!

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

• Dark UI requires Unity 2018.1 or higher 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. All made with default Unity components.

• Dark UI is specially made for Linear lighting mode. You can use with gamma as well, but alpha colors could be different.

• Dark UI is supporting all kind of horizontal aspects. You can change the aspect ratio and it'll fit your screen automatically.

• In order to use some gamepad inputs, you have to tweak some project settings (Check page 8).

• SRP (LWRP & HDRP) scenes does not contain any blur materials.

If you have any other questions, click here to contact me

▌DEMO SCENES

There are 4 demo scenes in the project. You can select one of them and start to work with it. Cross Platform scene supports both keyboard and gamepad inputs. Note that SRP scenes doesn't contain blur materials.

Every object has been properly categorized and named in the scene, so you can find things easily. If you want to change Play button of Home panel, simply go to Canvas > Main Panels > Content > Home > Button List > Play and change it as you want, simple as that. If you don't know how to edit UI elements, I'd suggest you to watch some tutorials about them first.

If you experience strange results like the image down below, don't worry, it's just a Unity bug. Disable and enable Canvas or Panel object to fix this problem.

| MENU MANAGER

You can manage the UI by changing / adding values on Menu Manager object. It controls the main panels and splash screen stuff.
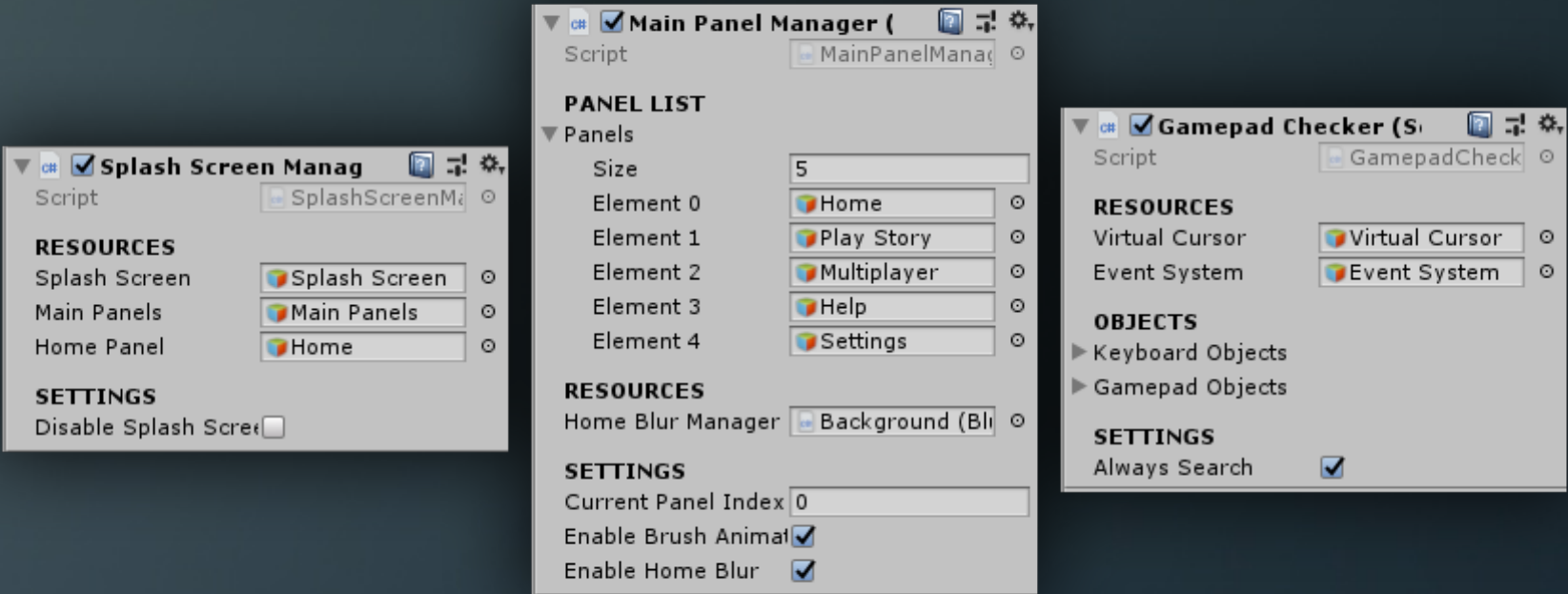
SPLASH SCREEN MANAGER

You can enable / disable splash screen. Simple as that.

MAIN PANEL MANAGER

You can add or delete a main panel, enable or disable brush and blur features from this object.

GAMEPAD CHECKER

Allows to switch between keyboard and gamepad dynamically. This feature is available on only Cross Platform scene.

▌ 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 an existing panel, just drag your stuff under Panel Name > Content object.

To create a new panel, duplicate an existing panel and delete the object under Content object. You'll also need a button to open the panel, so duplicate one of the existing button on the list and set the panel index.

You can also change Key Shortcut List and Key Helpers. Key Shortcut List shows the button shortcuts at the bottom corner. Key Helpers object basically manages the hotkeys for the shortcuts.
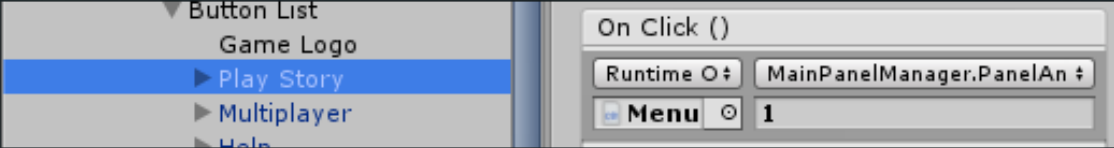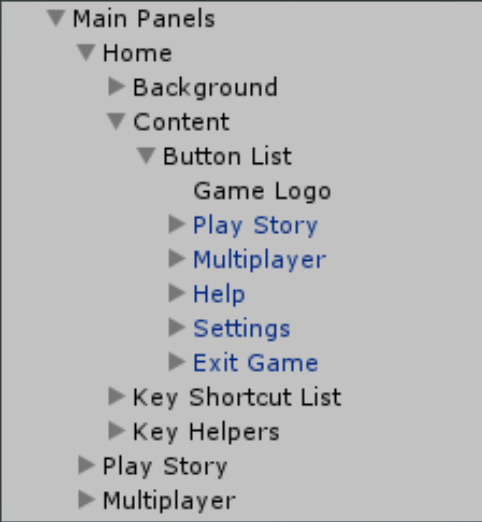
▌ADDING NEW PANELS

First, create a new panel if you haven't already. You can check the previous page to see how you create a new panel.

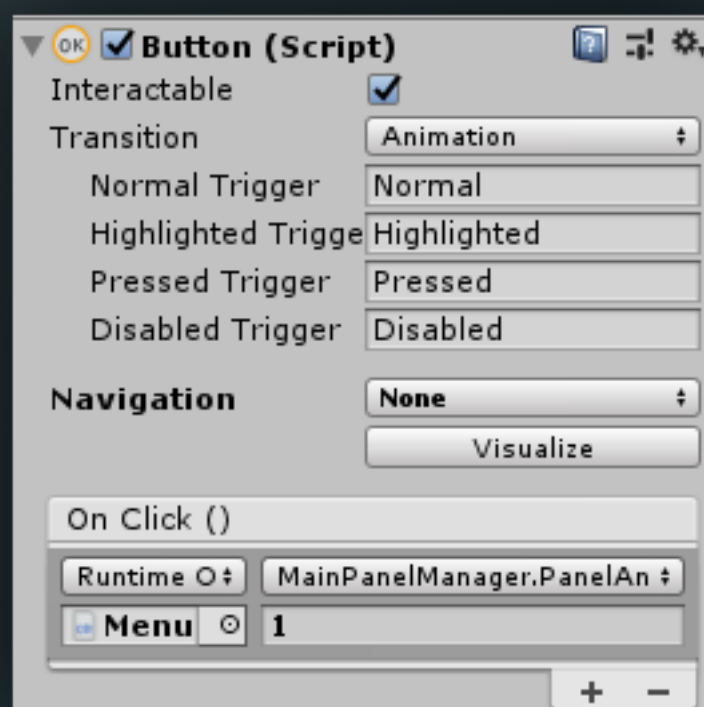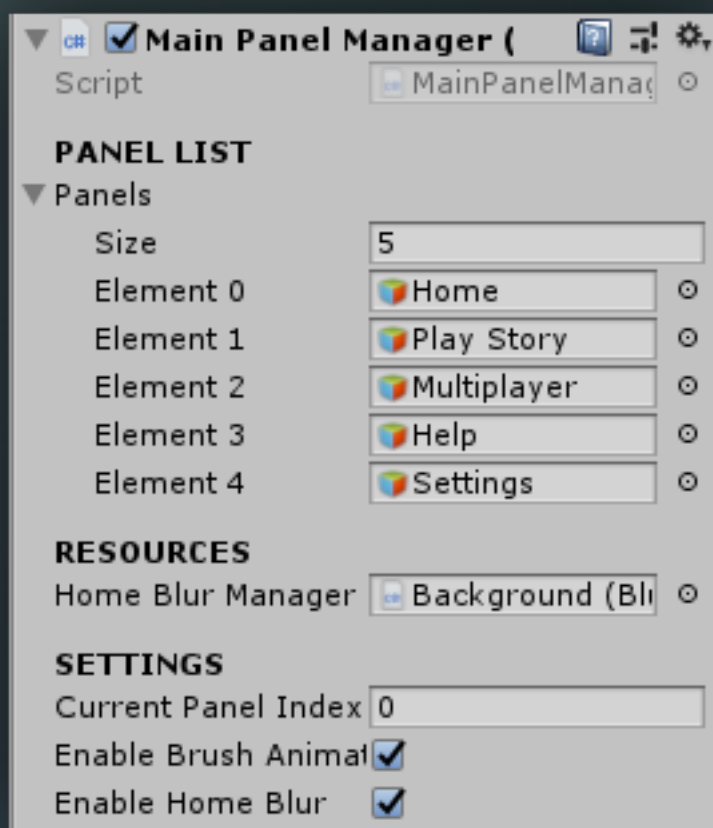Drag your panel to Main Panel Manager > Panels (you can find this at Menu Manager).

Then, you can call the new panel by typing the Index of the new panel to an OnClick function. You can call it with a single line as well.

Script:
Michsky.UI.Dark.MainPanelManager.PanelAnim(Index);

OnClick:
Menu Manager > MainPanelManager > Panel Anim

▍EDITING UI ELEMENTS

Again, every UI object has been named properly. So, if you want to change the title, just find Title object and change values. You can edit the animations by opening Animation window.

If you don't know how to work with default Unity UI, I'd suggest you to watch some tutorials before using the package.
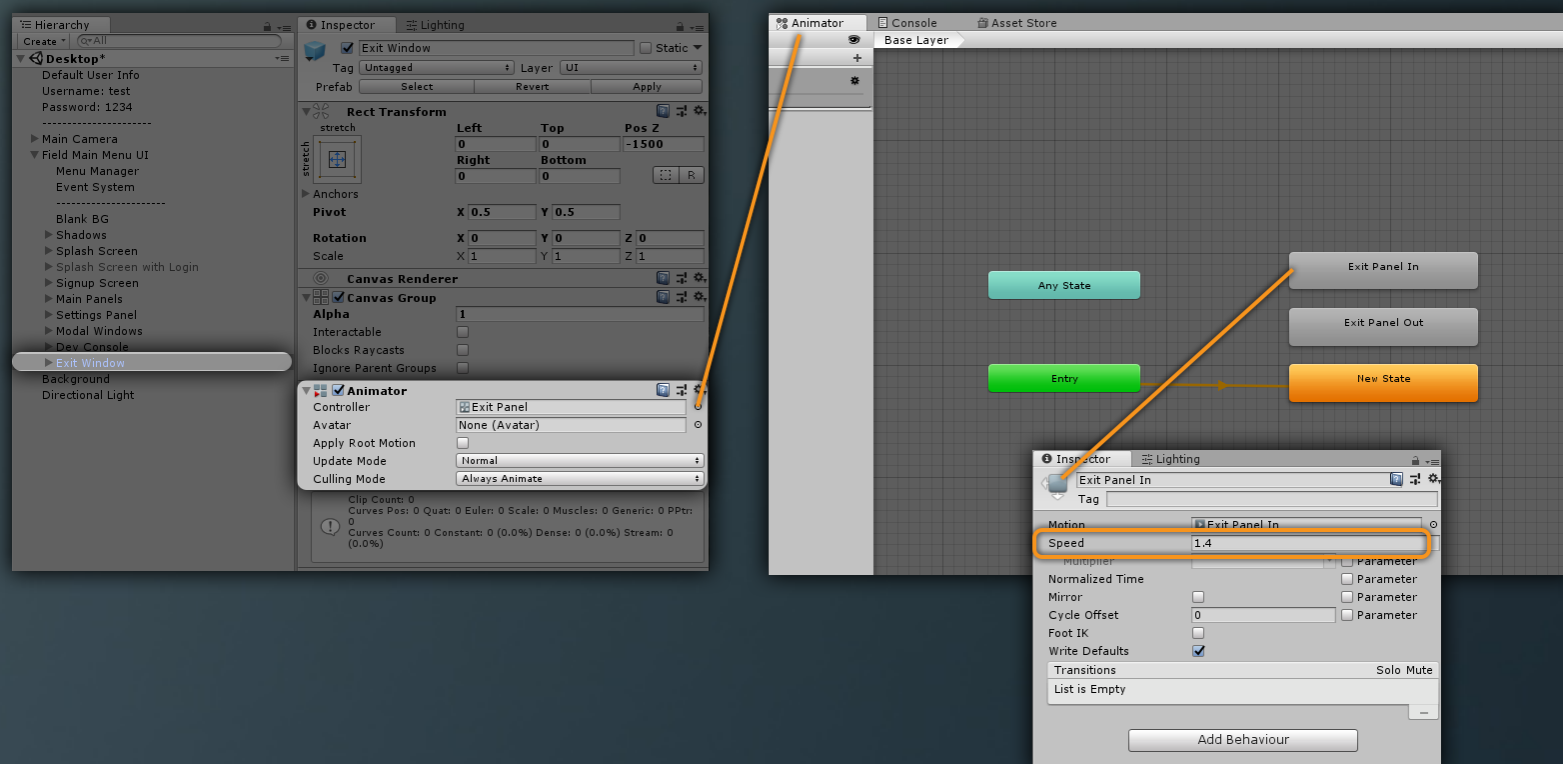
▍ANIMATION TIMINGS

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

First, click an object and open Animator window.
Then, select a state and you'll see the details of anim state.

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

▌GAMEPAD SUPPORT

This package supports gamepad inputs. There's an auto detect gamepad feature in Cross Platform scene as well. This feautre lets you to use both keyboard/mouse and gamepad dynamically.
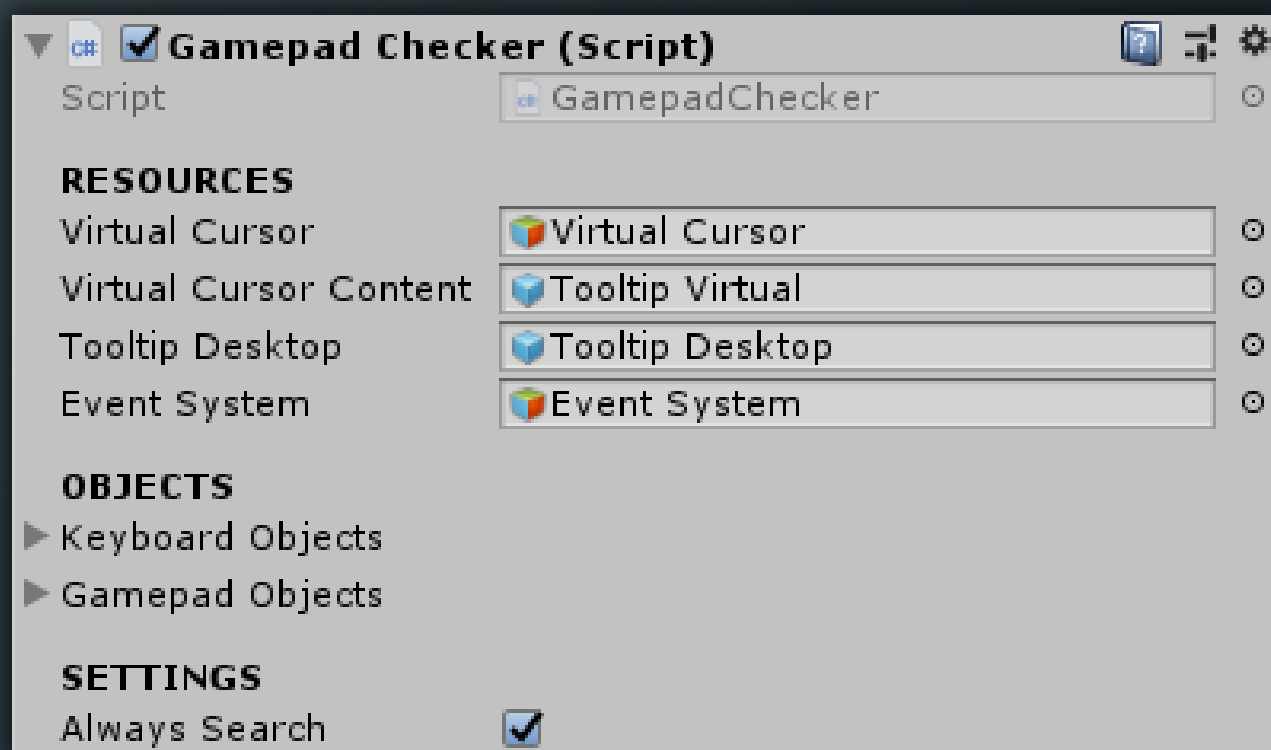
There's a component called Gamepad Checker, which you can find it on Menu Manager object.

KEYBOARD / GAMEPD OBJECTS:

Those objects will be disabled / enabled depending on the controller. For example, if gamepad is plugged, Keyboard Objects will be disabled.

ALWAYS SEARCH:

This feature detects the controller when pluggin in/out. If this feature is disabled, it'll only detect at start. If not, it'll always update the plugged input device.

▼ ☑ **Gamepad Checker (Script)**		
Script	# GamepadChecker	⊙
RESOURCES		
Virtual Cursor	🔷 Virtual Cursor	⊙
Virtual Cursor Content	🔷 Tooltip Virtual	⊙
Tooltip Desktop	🔷 Tooltip Desktop	⊙
Event System	🔷 Event System	⊙
OBJECTS		
▶ Keyboard Objects		
▶ Gamepad Objects		
SETTINGS		
Always Search	☑	

GAMEPAD SUPPORT

You also need to add a couple of elements to Input Manager. Otherwise, you won't be able to use Right Stick and Trigger buttons of gamepad.

You can download InputManager.asset from this link, and replace with yours (Important: This process will overwrite all of your input presets):

Click to download it from Google Drive

Or you can just do it manually, and add these inputs:

▼ Xbox Right Stick Horizontal

Name	Xbox Right Stick Horizontal
Descriptive Nar	Xbox Right Stick Horizontal
Descriptive Neg	
Negative Buttor	left
Positive Button	right
Alt Negative Bu	
Alt Positive But	
Gravity	3
Dead	0.001
Sensitivity	3
Snap	☐
Invert	☐
Type	Joystick Axis ⬍
Axis	4th axis (Joysticks) ⬍
Joy Num	Get Motion from all Joysticks ⬍

▼ Xbox Right Stick Vertical

Name	Xbox Right Stick Vertical
Descriptive Nar	Xbox Right Stick Vertical
Descriptive Neg	
Negative Buttor	
Positive Button	
Alt Negative Bu	
Alt Positive But	
Gravity	3
Dead	0.001
Sensitivity	3
Snap	☐
Invert	☐
Type	Joystick Axis ⬍
Axis	5th axis (Joysticks) ⬍
Joy Num	Get Motion from all Joysticks ⬍

▼ Xbox Left Trigger

Name	Xbox Left Trigger
Descriptive Nar	Xbox Left Trigger
Descriptive Neg	
Negative Buttor	
Positive Button	
Alt Negative Bu	
Alt Positive But	
Gravity	3
Dead	0.001
Sensitivity	3
Snap	☐
Invert	☐
Type	Joystick Axis ⬍
Axis	9th axis (Joysticks) ⬍
Joy Num	Get Motion from all Joysticks ⬍

▼ Xbox Right Trigger

Name	Xbox Right Trigger
Descriptive Nar	Xbox Right Trigger
Descriptive Neg	
Negative Buttor	
Positive Button	
Alt Negative Bu	
Alt Positive But	
Gravity	3
Dead	0.001
Sensitivity	3
Snap	☐
Invert	☐
Type	Joystick Axis ⬍
Axis	10th axis (Joysticks) ⬍
Joy Num	Get Motion from all Joysticks ⬍

▍F.A.Q.

• Colors are weird, why?
Make sure you're using Linear lighting. You can use it with gamma too, but alpha values could a different.

• I'm getting errors, why?
I can't be sure until I see your project, it could be about anything. Contact me in this case.

• I'm getting low frame rate, why?
Again, I can't be sure until I see your project and your system. Contact me in this case, don't forget to type your device specs and add the profiler screen if possible.

• Can I use this package for commercial use?
Of course! That's the whole point of asset store. Scroll for more information about licence.

• 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 for those 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 playable demo of it, just because you can try it first before the purchasing.

❙ CONTACT & LICENCE

You can find me at:
- 🎮 DISCORD
- ✉ E-MAIL
- ▶ YOUTUBE
- 🌐 WEBSITE

If this documentation is not enough for you, please contact me. I'd gladly help!

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

https://unity3d.com/legal/as_terms