

FLAT UI

Clean UI Pack

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1. Summery

Clean Flat UI is a clean flat style UI pack based on the UGUI. It contains many UI elements. These UI elements have more rich styles and animation effects. Each UI element has multiple prefabs and animations.

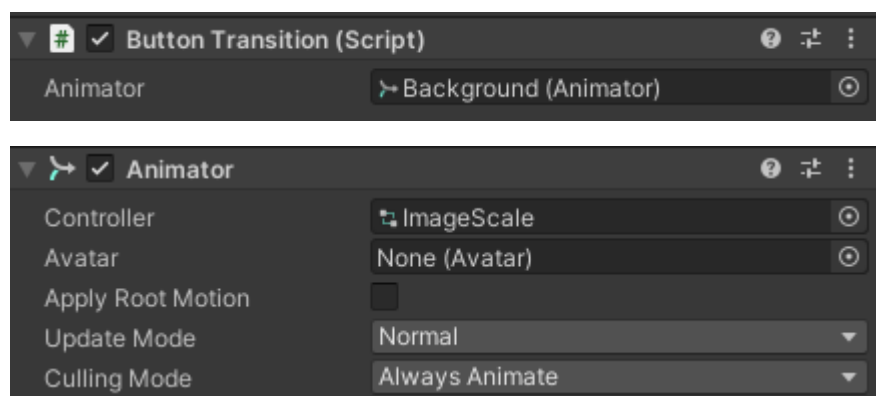
2. UI Elements

2.1 Button

2.1.1 Button Basic

Button Basic is based on UGUI Button and Animator. It uses the Button Transition component to provide rich animation effects when the Button is highlight or pressed. Select the Background object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

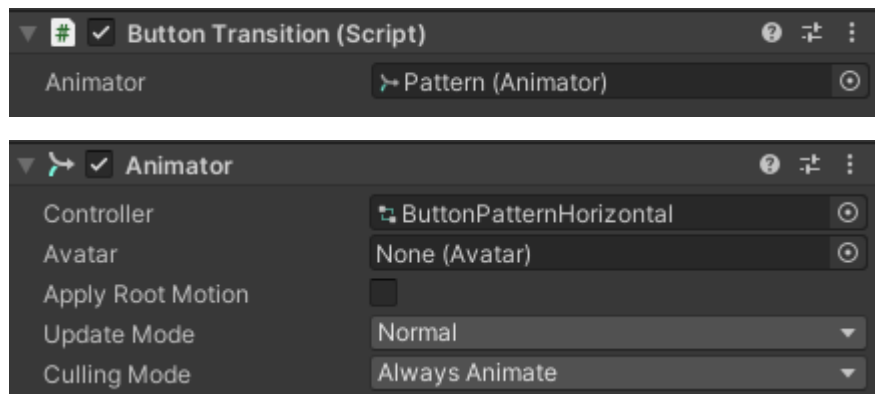
Example: ButtonIcon_Red_Scale.prefab



Also the Button can set pattern animation effects. Select the Pattern

object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

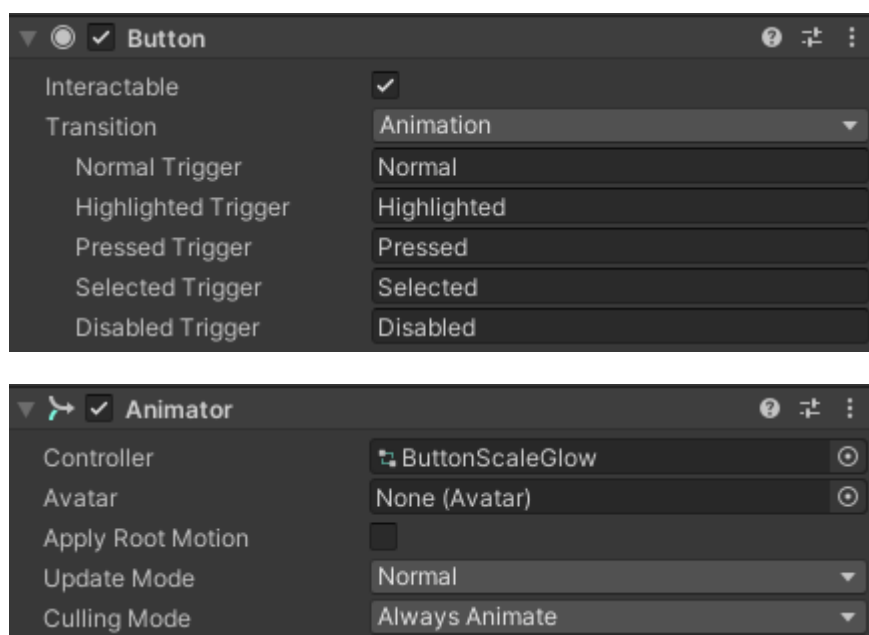
Example: ButtonIcon_Pink_Pattern.prefab



2.1.2 Button Round

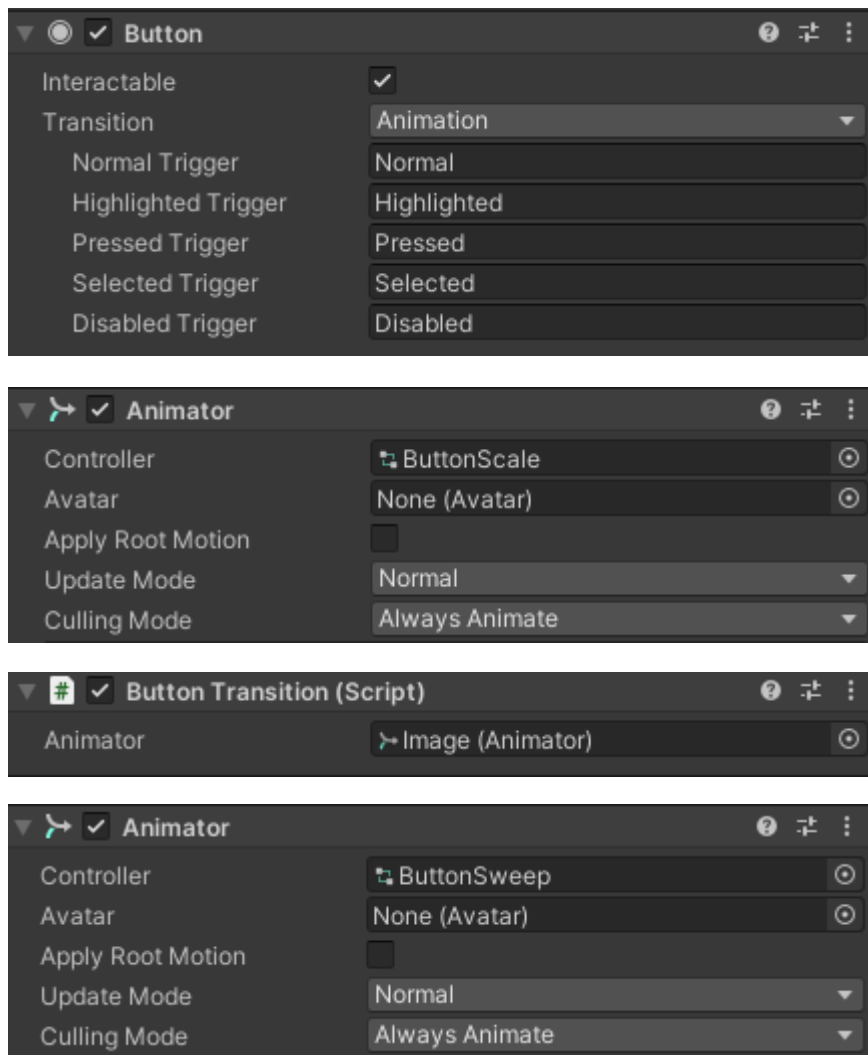
Button Round is based on UGUI Button and Animator. It uses the UGUI Animation Transition to set rich animation effects.

Example: ButtonIconRound_Red_ScaleGlow.prefab



Also the button uses the UGUI Animation Transition and the Button Transition Component to realize complex animation effects together.

Example: ButtonIconRound_Pink_ScaleSweep.prefab

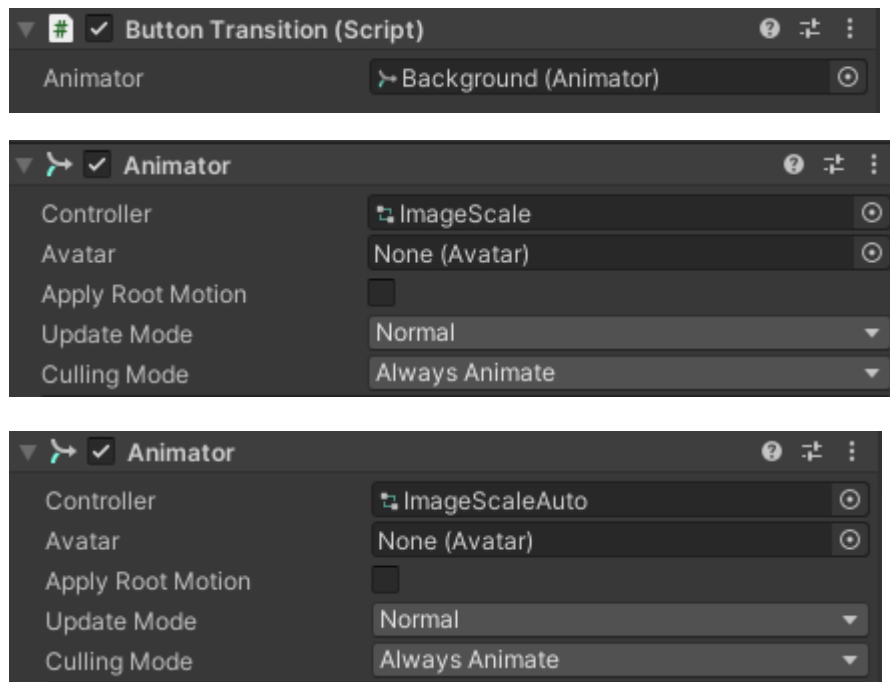


2.1.3 Button Basic Auto

Button Basic Auto is based on UGUI Button and Animator. It uses the Button Transition Component and the Animator running automatically to realize rich animation effects. Select the child object 'Image' of the Background object in the prefab, and find the Animator component.

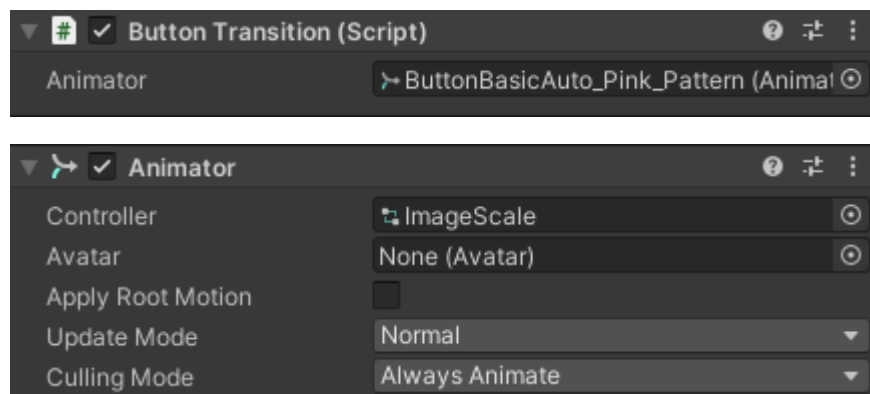
Change the property 'Controller' in the Animator component to set rich animation effect.

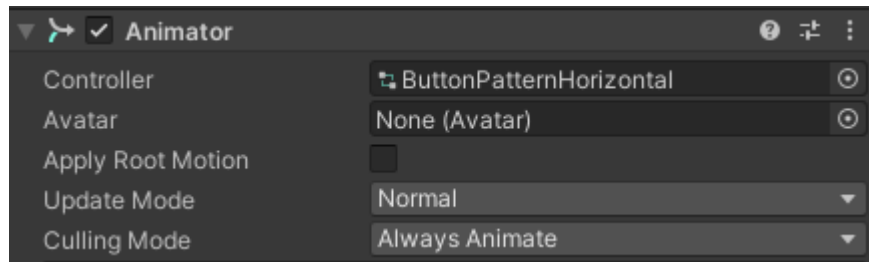
Example: ButtonBasicAuto_Red_Scale.prefab



Also the Button can set auto pattern animation effects. Select the Pattern object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

Example: ButtonBasicAuto_Pink_Pattern.prefab

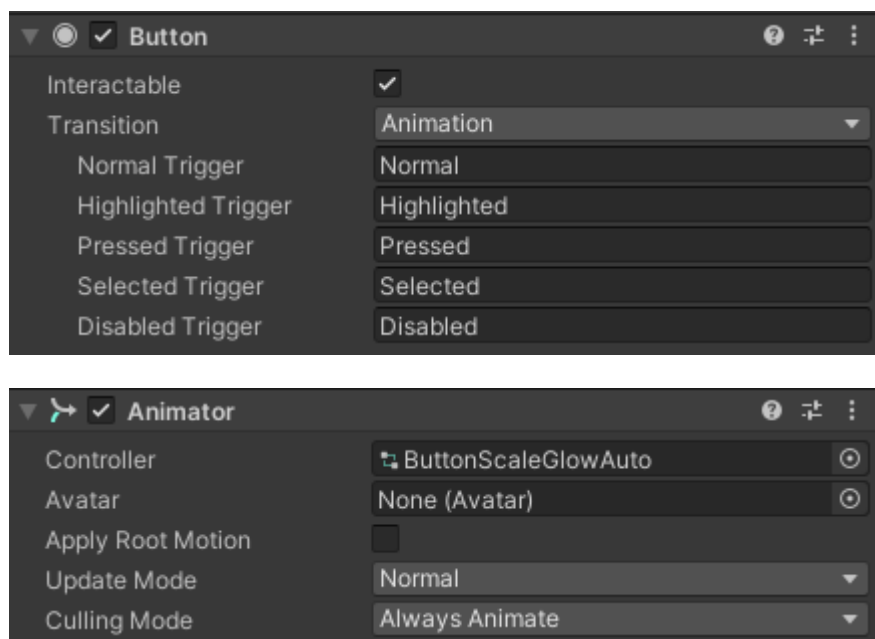




2.1.4 Button Round Auto

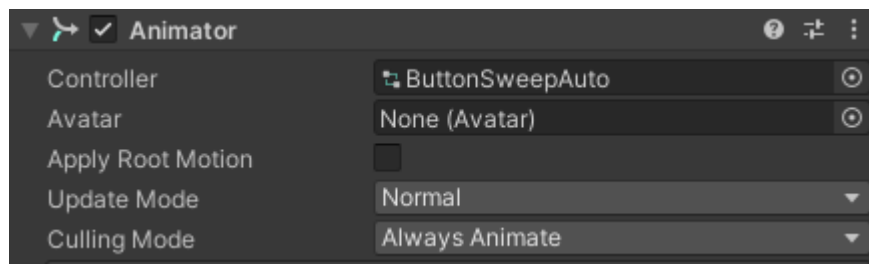
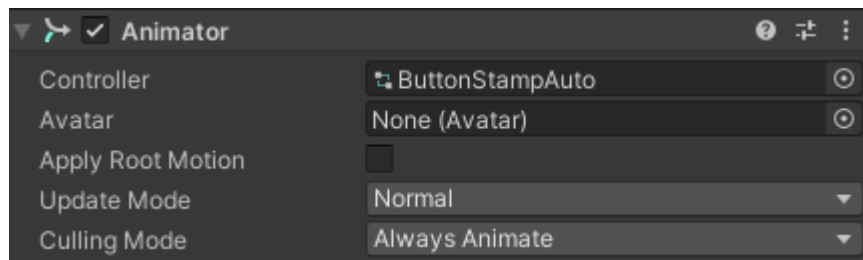
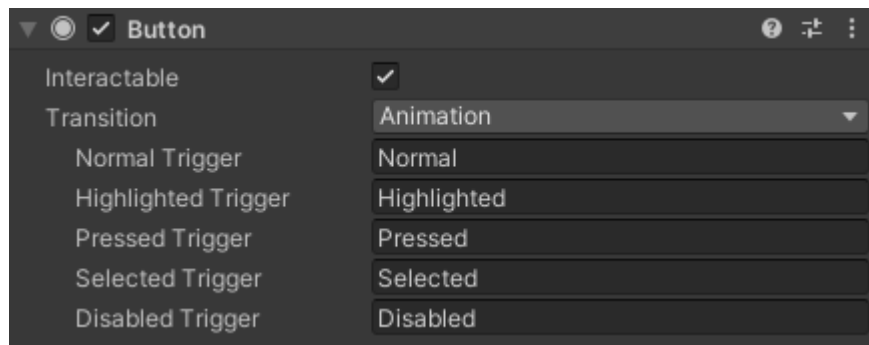
Button Round Auto is based on UGUI Button and Animator. It uses the UGUI Animation Transition to realize rich animation effects.

Example: ButtonIconRoundAuto_Red_ScaleGlow.prefab



Also the Button can set auto sweep animation effects. It uses the UGUI Animation Transition and the Animator running automatically to realize rich animation effects. Select the child object 'Image' of the Sweep object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

Example: ButtonIconRoundAuto_Pink_StampSweep.prefab



2.2 Gradient Modifier

Gradient Modifier Inspector can be used to set the properties of the gradient effect.

1) Gradient Style

The style of the gradient effect, which include four styles such as Horizontal, Vertical, Radial and Diamond.

2) Blend

The Blend property tells how to blend the gradient color and the

vertex color. It contains three blending modes such as Override, Add and Multiply. The 'Override' means using the gradient color completely. The 'Add' means using the total value of the gradient color and the vertex color. The 'Multiply' means using the product value of the gradient color and the vertex color.

3) More Vertices

If the gradient has more than two color or alpha keys, then this property need to be true.

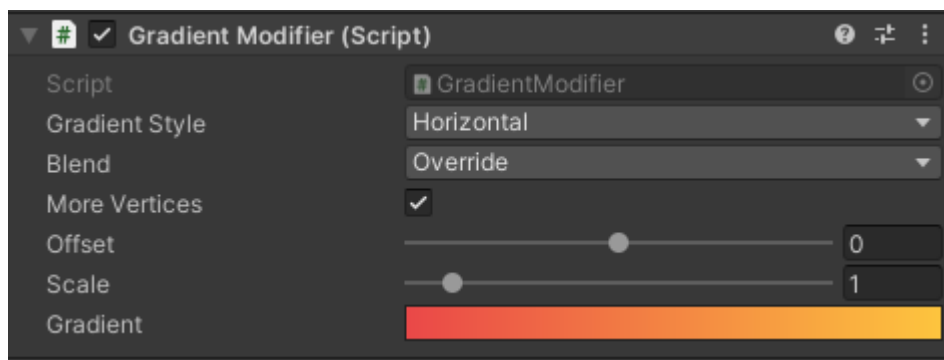
4) Offset

The start point of the gradient effect.

5) Scale

The scale of the gradient effect.

Example: ButtonGradientBasic_Red_BeamFill.prefab



2.3 Context Menu

2.3.1 Context Menu

Context Menu is a floating menu that appears when performing a right click or long press on an object.

1) Animator

It can be used to set the animation effect. Select the View object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

2) Padding

The Left padding is the gap between the menu item and the left side of the menu window.

The Right padding is the gap between the menu item and the right side of the menu window.

The Top padding is the gap between the first menu item and the top side of the menu window.

The bottom padding is the gap between the last menu item and the bottom side of the menu window.

3) Spacing

The spacing of each Context Menu item.

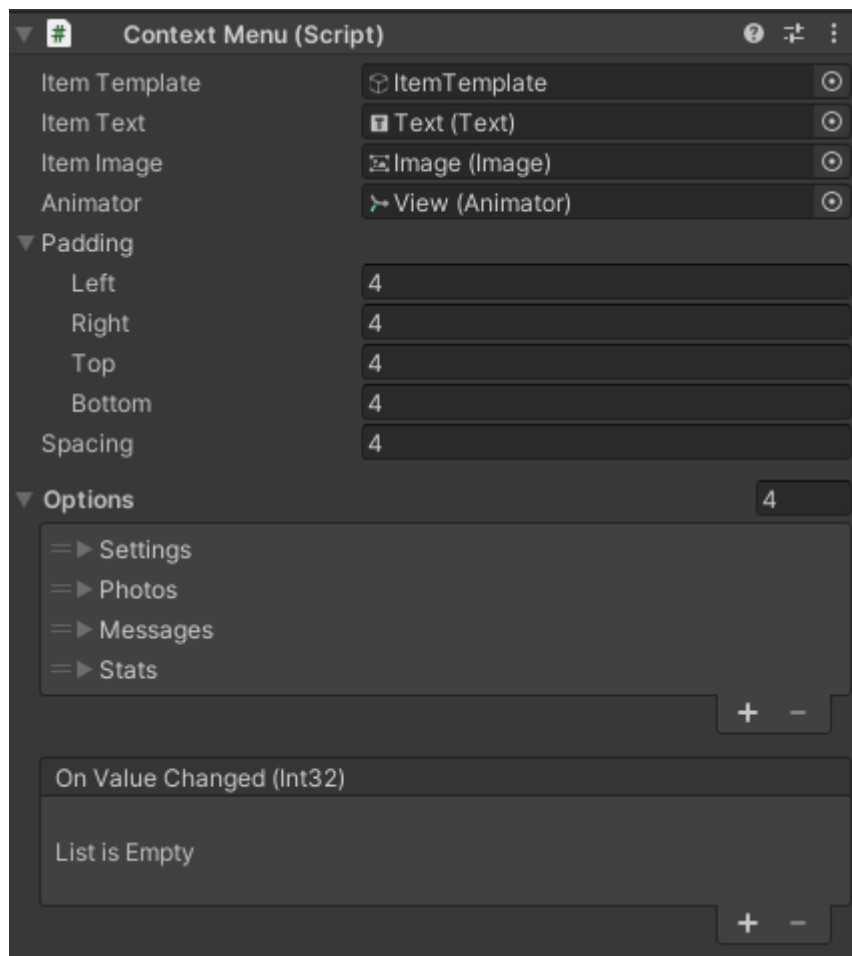
4) Options

It can be used to configure menu items of the Context Menu.

5) On Value Changed

This event can be used to notify the index of current selected menu item. The event parameter is the index of the menu item.

Example: ContextMenuBasic_Expand.prefab



The property 'Animator' of the component 'Notification' can be set 'None'. It provides a simple Context Menu.

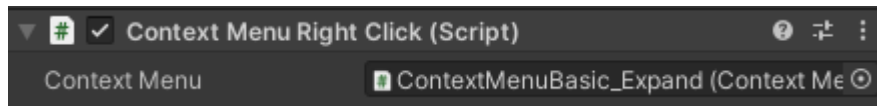
Example:

ContextMenuBasic_Simple.prefab

2.3.2 Context Menu Right Click

Context Menu Right Click can be used to popup Context Menu by right click on the window.

Example: ContextMenuRightClick Object



2.3.3 Context Menu Long Press

Context Menu Long Press can be used to popup Context Menu by long press on the object of the window.

Example: ContextMenuLongPressExpand Object



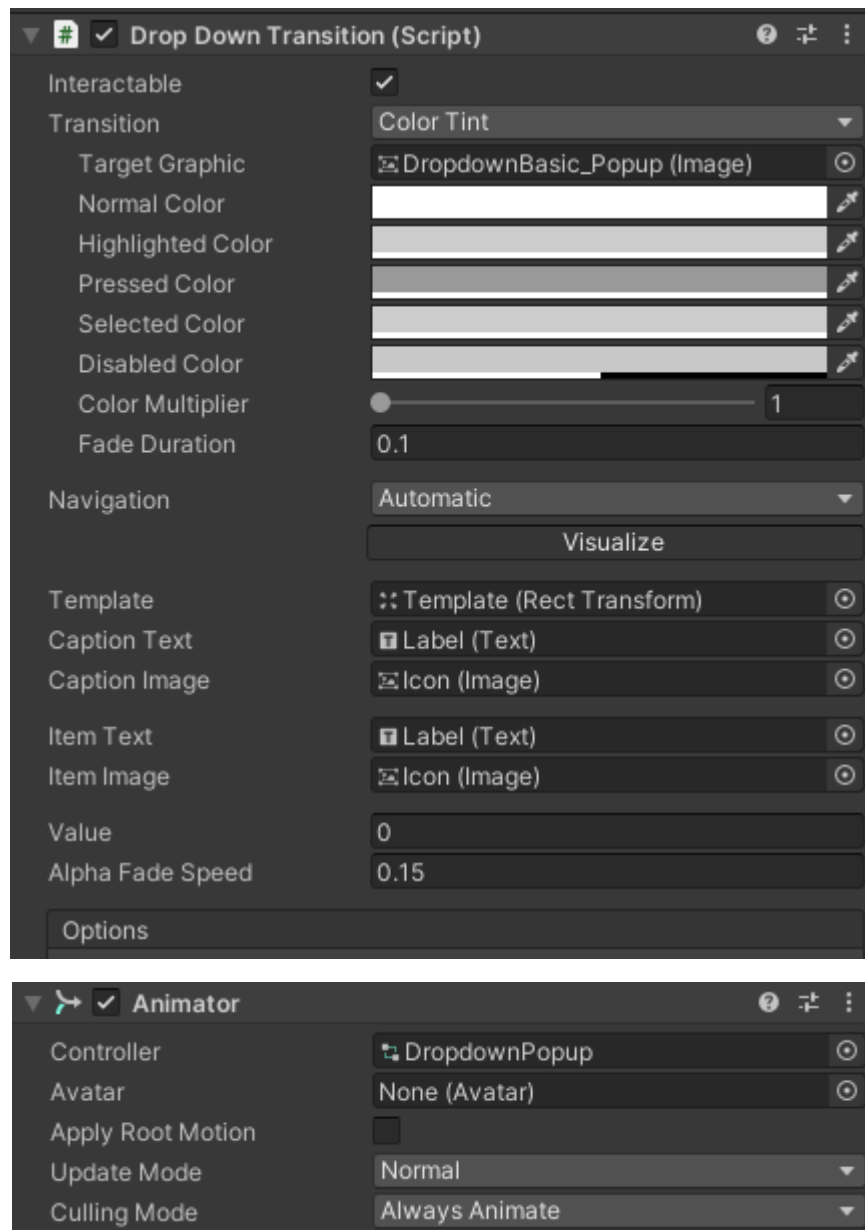
2.4 Drop Down

2.4.1 Drop Down Transition

Drop Down Transition extends the UGUI Dropdown component. It provides various animation effects when the Drop Down expands.

Select the Template object in the prefab, and find the Animator component. Set various animation effects by change the Controller in this Animator component.

Example: DropdownBasic_Popup.prefab



2.4.2 Drop Down Multi Check Transition

Drop down Multi Check Transition extends the UGUI Dropdown component. It provides for user selection of a single item or multiple items.

1) Selected Options

Initial multi-selected items.

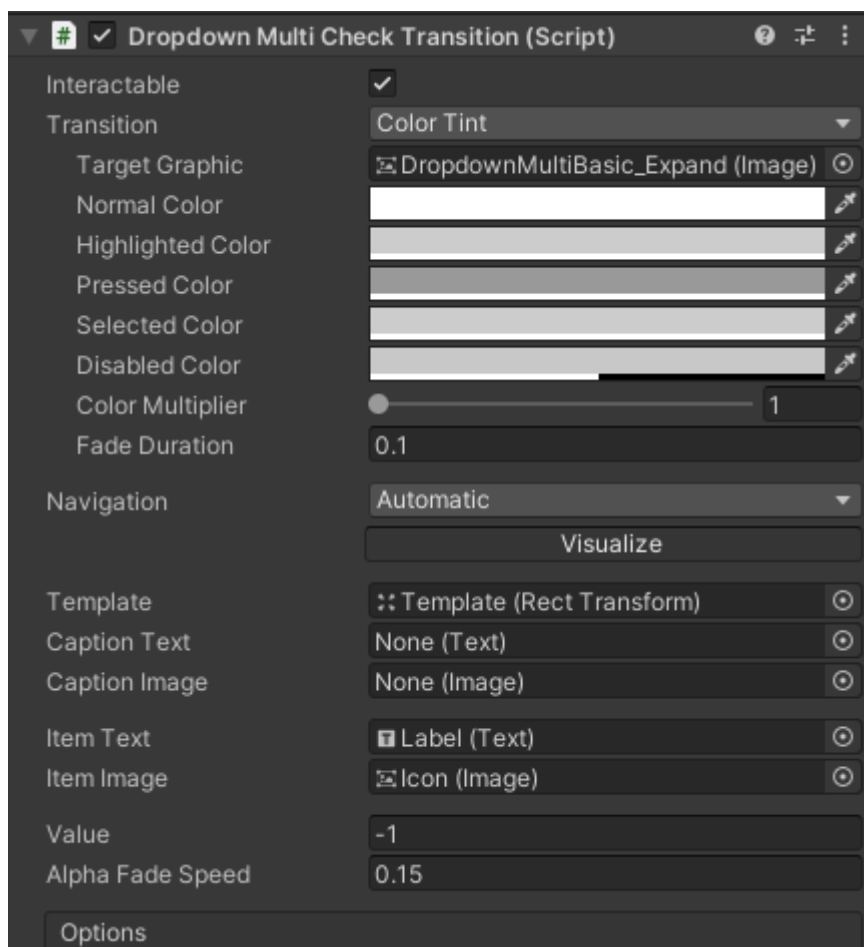
2) Animator

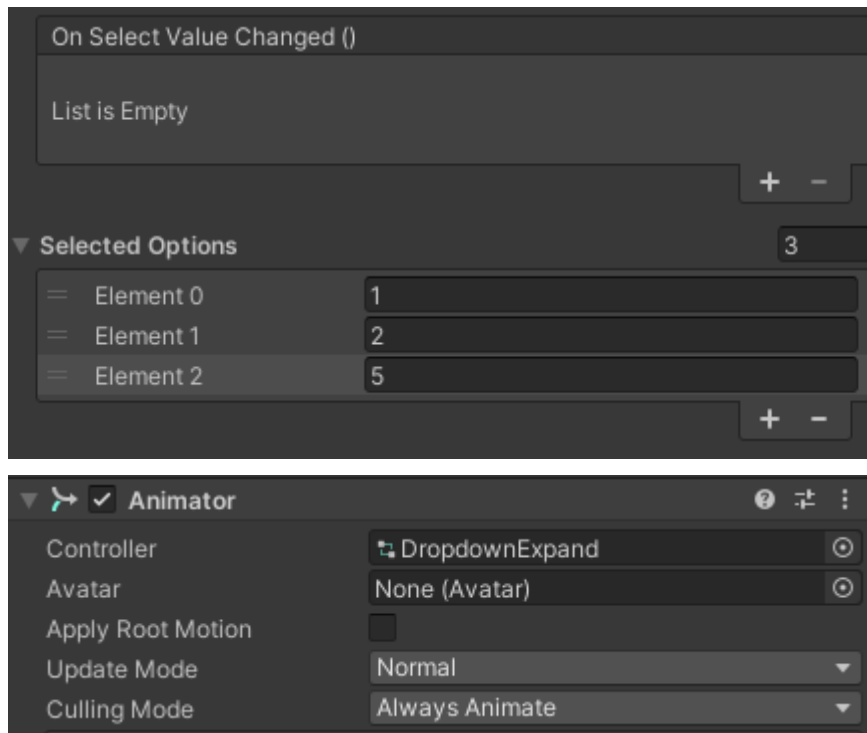
It can be used to set the animation effect. Select the Template object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

3) On Select Value Changed

This event can be used to notify the changes in selection.

Example: DropdownMultiCheckboxBasic_Expand.prefab





2.4.3 Drop Down Multi Check

Drop down Multi Check Transition extends the UGUI Dropdown component. It provides for user selection of a single item or multiple items.

6) Selected Options

Initial multi-selected items.

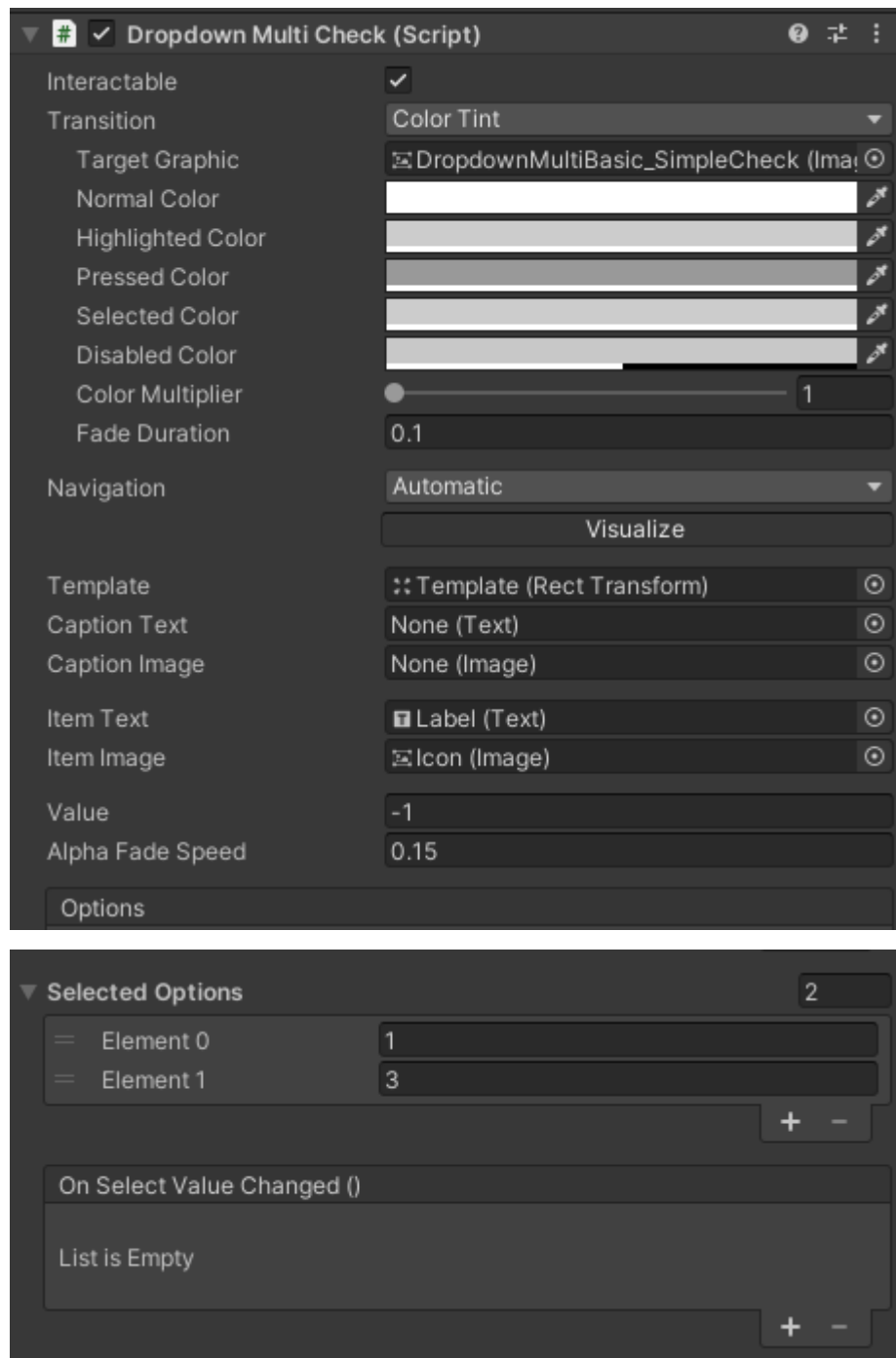
7) Animator

It can be used to set the animation effect. Select the Template object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

8) On Select Value Changed

This event can be used to notify the changes in selection.

Example: DropdownMultiCheckBasic_Simple.prefab



2.4.4 Drop Down Simple

Drop Down Simple uses the UGUI Dropdown component.

Example: DropdownBasic_Simple.prefab

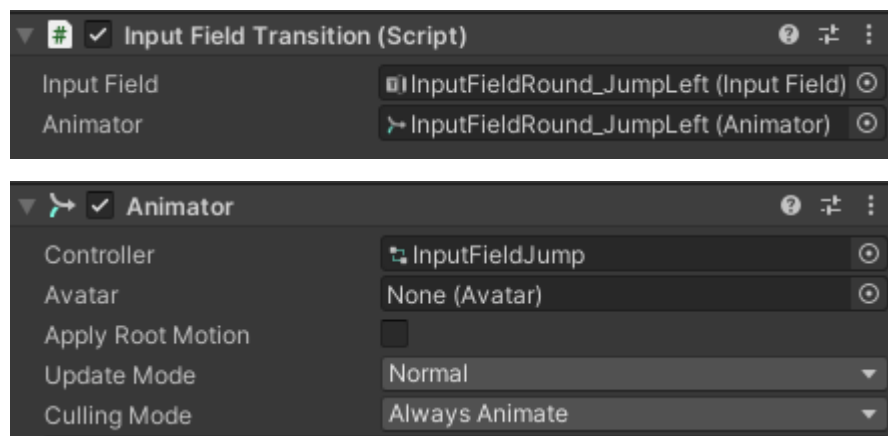
2.5 Input Field

2.5.1 Input Field Transition

Input Field Transition is based on UGUI Input Field and Animator. It provides rich animation effects when the Input Field is selected or lost focus and the length of the text in the input field is zero. The property 'Animator' can be used to set the animation effect.

Change the property 'Controller' in the Animator component to set rich animation effect.

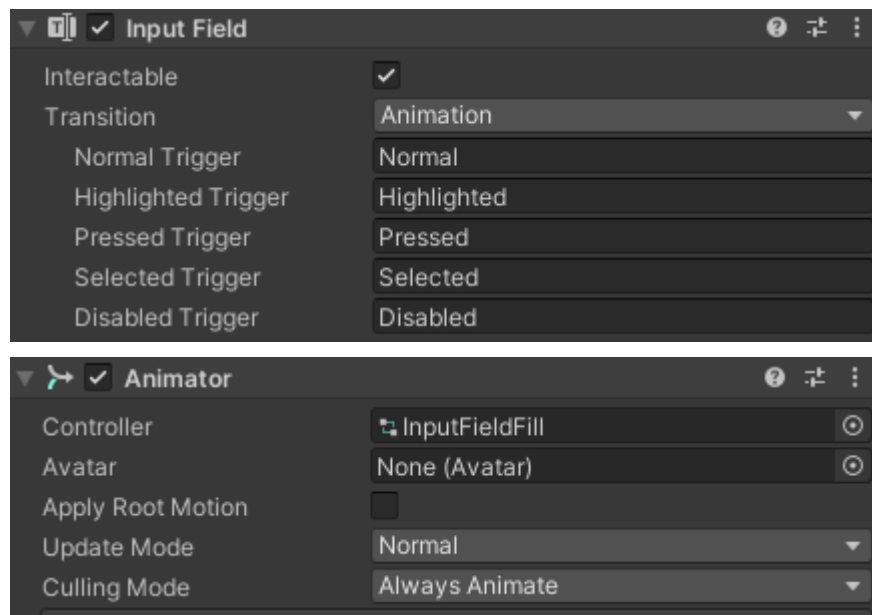
Example: InputFieldRound_JumpLeft.prefab



2.5.2 Input Field

Input Field is based on UGUI Input Field and Animator. It uses the UGUI Animation Transition to set rich animation effects.

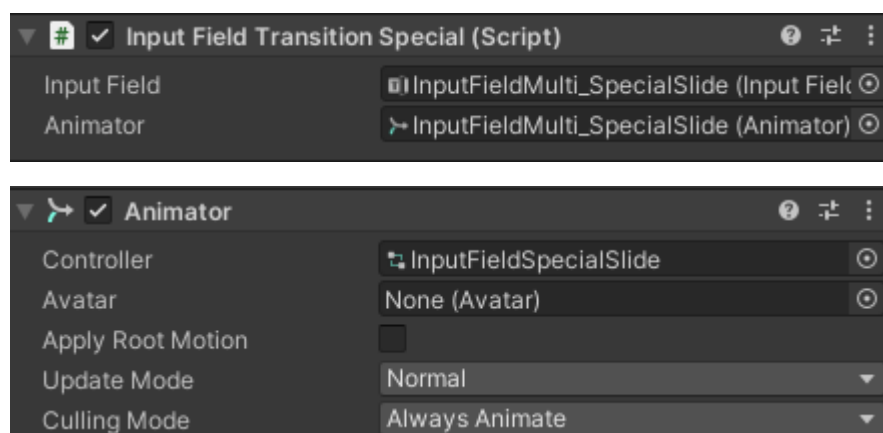
Example: InputFieldBasic_FillLeft.prefab



2.5.3 Input Field Transition Special

Input Field Transition Special is based on UGUI Input Field and Animator. It provides rich animation effects when the Input Field is selected or lost focus. The property 'Animator' can be used to set the animation effect. Change the property 'Controller' in the Animator component to set rich animation effect.

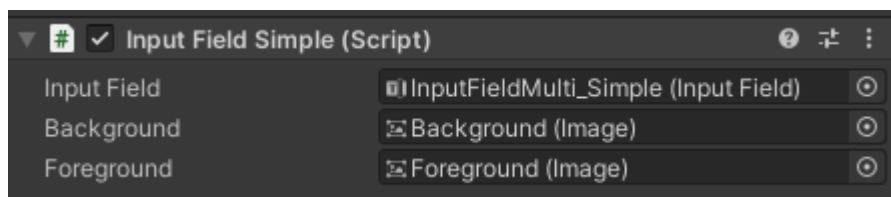
Example: InputFieldMulti_SpecialSlide.prefab



2.5.4 Input Field Simple

Input Field Simple is based on UGUI Input Field. It provides simple styles when the Input Field is selected or lost focus.

Example: InputFieldMulti_Simple.prefab



2.6 Modal Window

2.6.1 Modal Window

Model window is a modal dialog. The window size can be adaptive according to the size of the text content. It has rich animation effects when it shows, it hides, its confirm button is clicked, its cancel button is clicked or its closed button is clicked.

1) Animator

It can be used to set the animation effect. Select the View object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

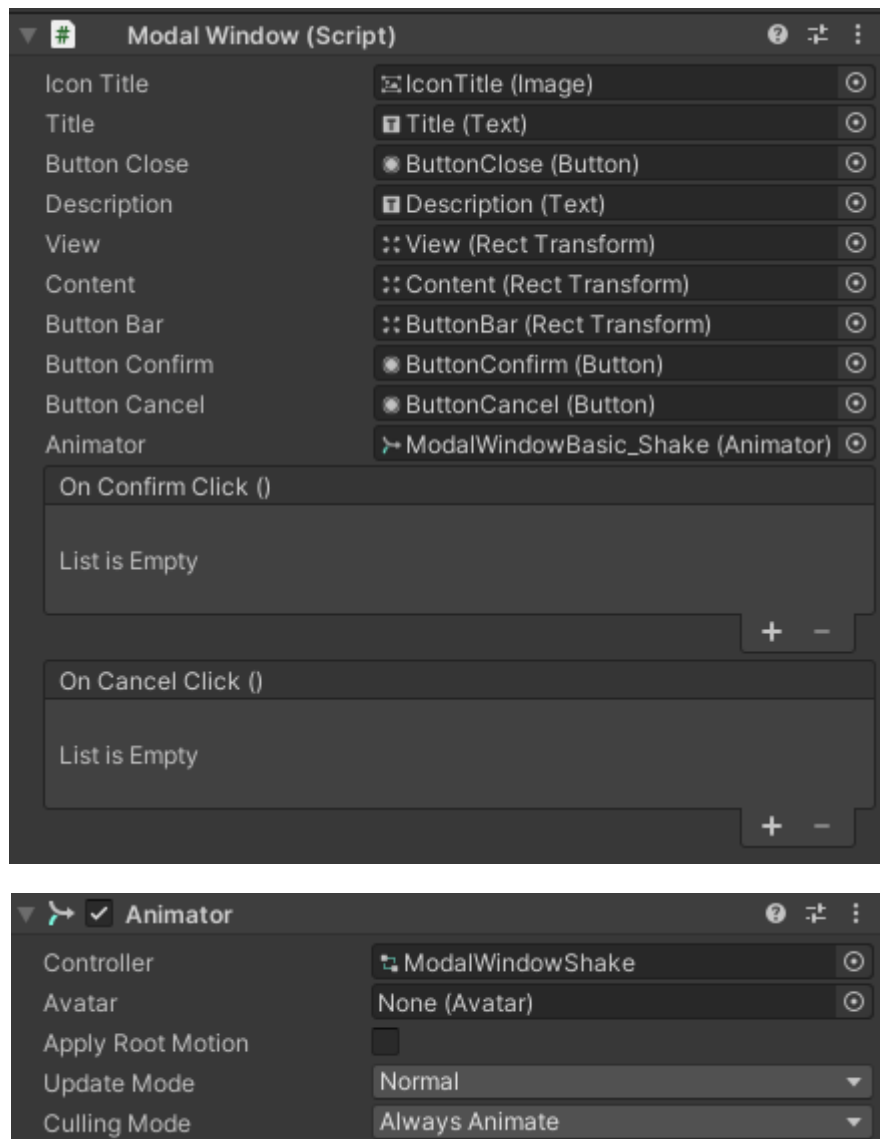
2) On Confirm Click

This event can be used to notify when the confirm button is clicked.

3) On Cancel Click

This event can be used to notify when the cancel button is clicked.

Example: ModalWindowBasic_Shake.prefab



The property 'Animator' of the component 'Modal Window' can be set 'None'. It provides a simple Modal Window.

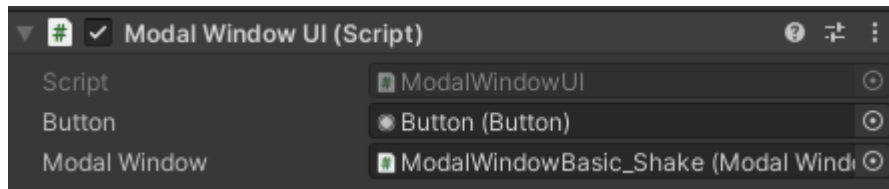
Example:

ModalWindowBasic_Simple.prefab

2.6.2 Modal Window UI

Modal window UI can be used to show a Modal Window.

Example: ModalWindowUIBasicShake object



2.7 Notification

2.7.1 Notification

Notification is a prompt for displaying brief text information. The window size can be adaptive according to the size of the text content. It has rich animation effects when it shows and it hides.

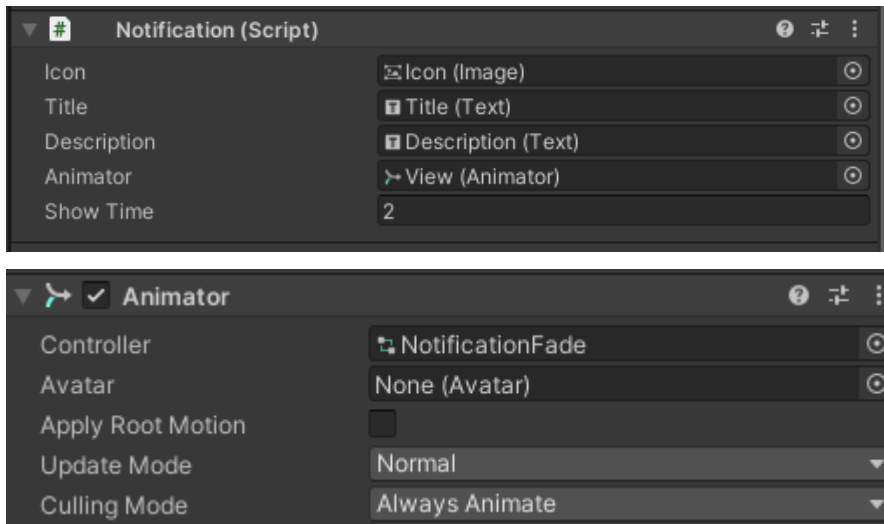
1) Animator

It can be used to set the animation effect. Select the View object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

2) Show Time

Duration time when it shows.

Example: NotificationBasic_Fade.prefab



The property 'Animator' of the component 'Notification' can be set 'None' . It provides a simple Notification.

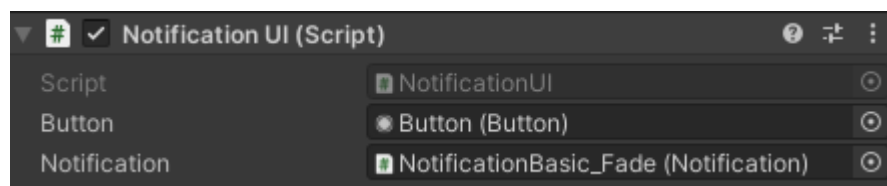
Example:

NotificationBasic_Simple.prefab

2.7.2 Notification UI

Notification UI can be used to show a Notification.

Example: NotificationBasicFadeUI object



2.8 Selector

2.8.1 Selector

Selector is a selected UI for a group of options. Click the left arrow and

the right arrow to get different option. Click the right arrow to display the option at the next index, and click the left arrow to display the option at the previous index. It has rich animation effects when it switches through these options.

1) Loop

If 'Loop' is true, then the Selector will show the options loop.

2) Has Indicator

Whether showing text value of the current index.

3) Start Index

When the Selector show firstly, it will show the option at Start Index.

4) Animator

It can be used to set the animation effect. Select the Item object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

5) Options

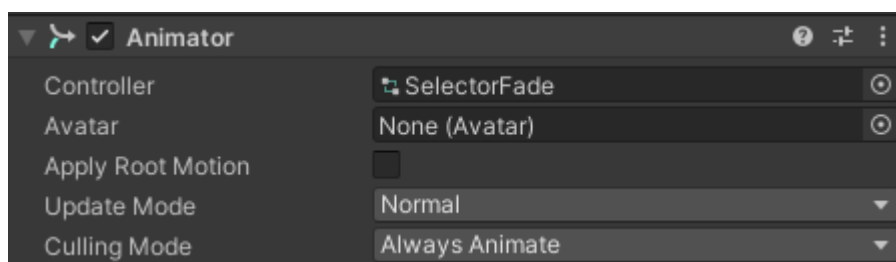
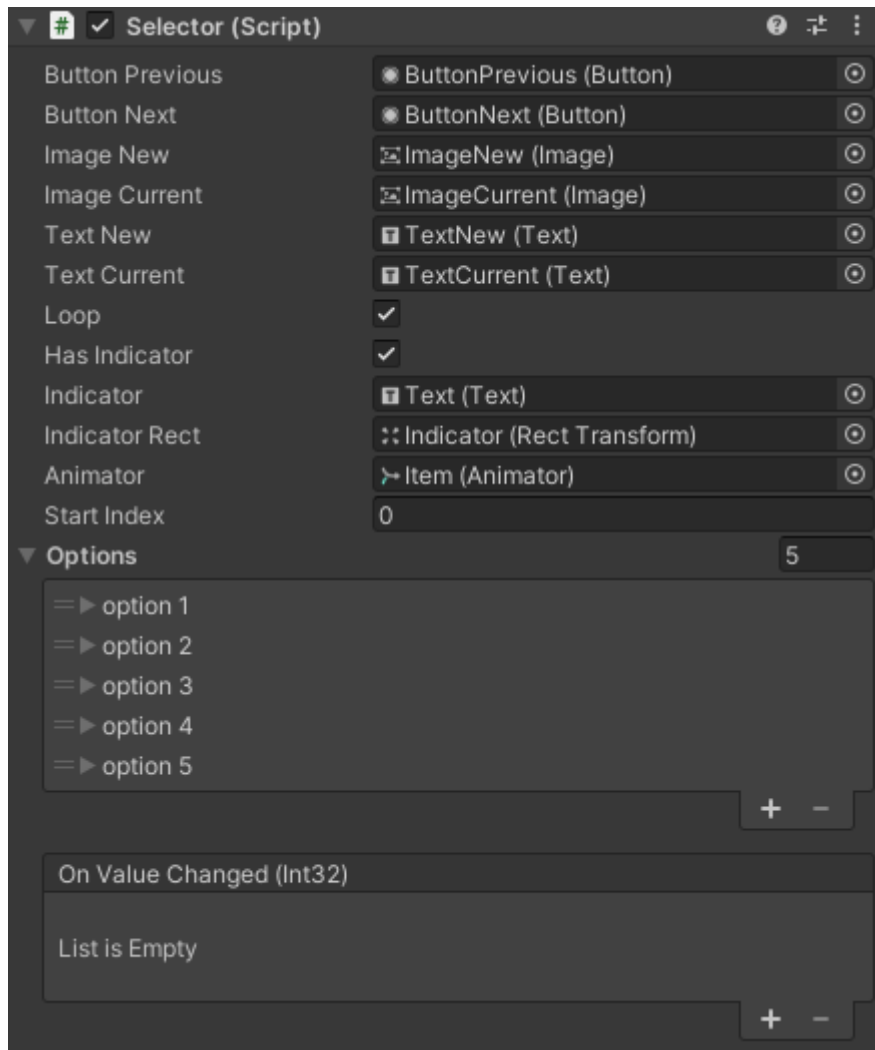
It can be used to configure items of the Selector.

6) On Value Changed

This event can be used to notify the index of current selected option.

The event parameter is the current index.

Example: SelectorBasic_Fade.prefab



2.8.2 Selector Simple

Selector Simple is a selected UI for a group of options. Click the left arrow and the right arrow to get different option. Click the right arrow to display the option at the next index, and click the left arrow to display the option

at the previous index.

1) Loop

If 'Loop' is true, then the Selector will show the options loop.

2) Has Indicator

Whether showing text value of the current index.

3) Start Index

When the Selector show firstly, it will show the option at Start Index.

4) Options

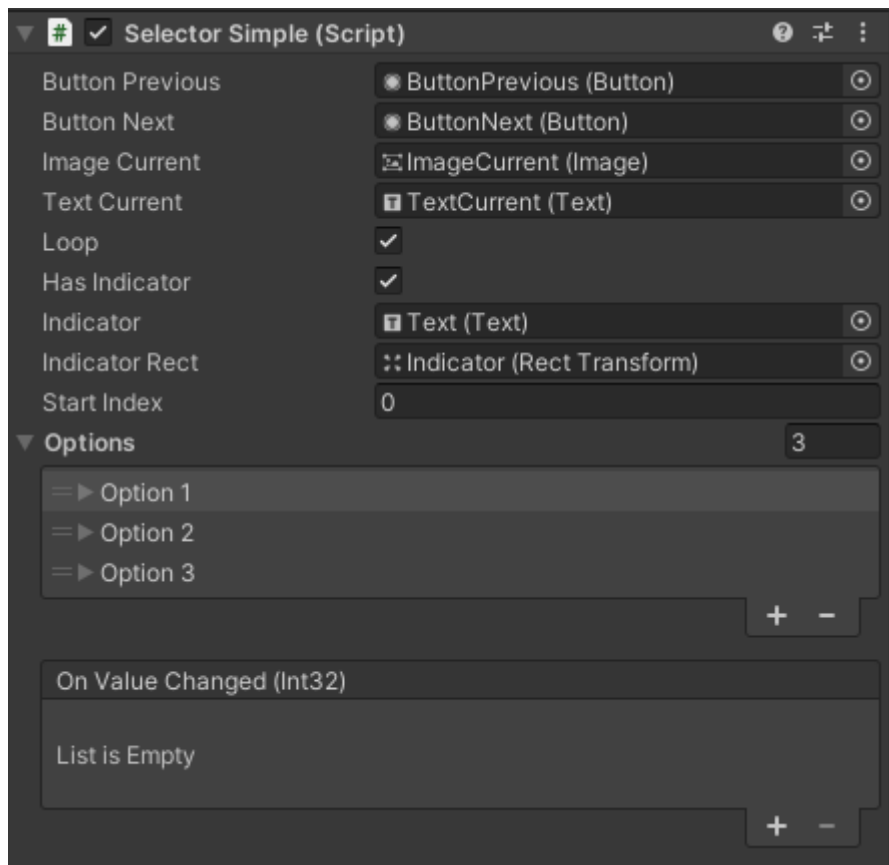
It can be used to configure items of the Selector.

5) On Value Changed

This event can be used to notify the index of current selected option.

The event parameter is the current index.

Example: SelectorBasic_Simple.prefab



2.9 Slider

2.9.1 Slider Transition

Slider Transition is based on UGUI Slider and Animator. It provides rich animation effects of the Slider.

1) Has Text

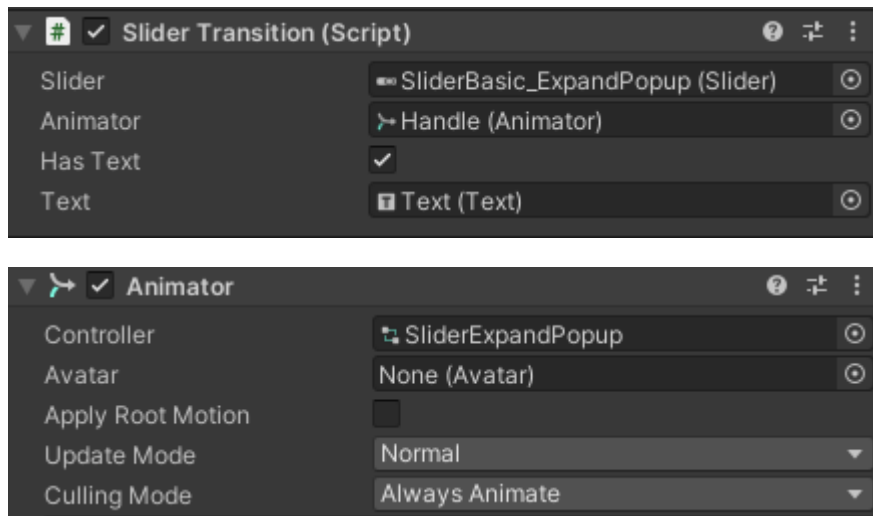
Whether showing text value of the slider.

2) Animator

It can be used to set the animation effect. Select the Handle object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation

effect.

Example: SliderBasic_ExpandPopup.prefab



The property 'Animator' of the component 'Slider Transition' can be set 'None'. It provides a simple Slider.

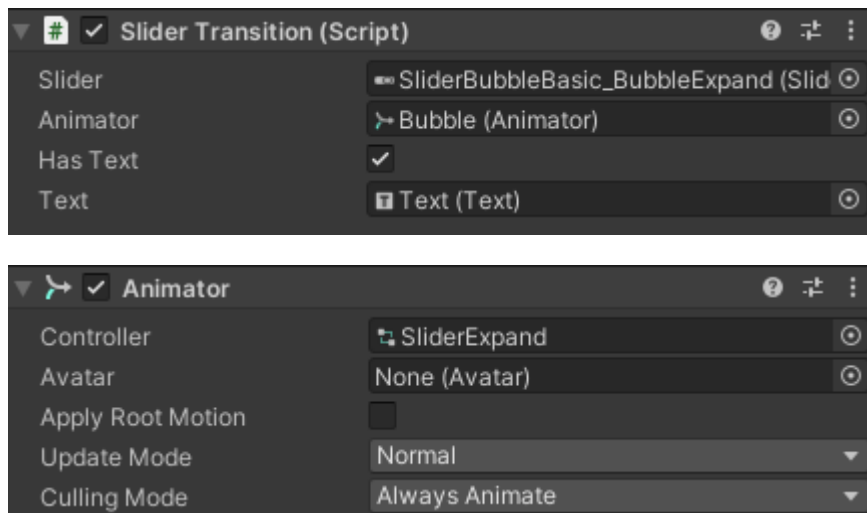
Example:

SliderBasic_Simple.prefab

2.9.2 Slider Bubble

Slider Bubble is based on UGUI slider and Animator, with a bubble upon the handle. Select the Bubble object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

Example: SliderBubbleBasic_BubbleExpand.prefab



The property 'Animator' of the component 'Slider Transition' can be set 'None'. It provides a simple Slider Bubble.

Example:

SliderBubbleBasic_Simple.prefab

2.9.3 Slider Circular

Slider Circular is a circular Slider, and the handler rotate around the center of the circle. It starts from a different starting point, in a clockwise or counterclockwise direction. Also it can add the Transition Down component to set rich animation effect.

1) Fill Origin

The start position of the slider which include four positions: Top, Bottom, Left, Right.

2) Value

The current value of the slider.

3) Min Value

The minimum value of the slider.

4) Max Value

The maximum value of the slider.

5) Whole Numbers

Should the value only be allowed to be whole numbers.

6) Clockwise

If 'Clockwise' is true, then the Slider will increase its current progress value clockwise.

If 'Clockwise' is false, then the Slider will increase its current progress value anticlockwise.

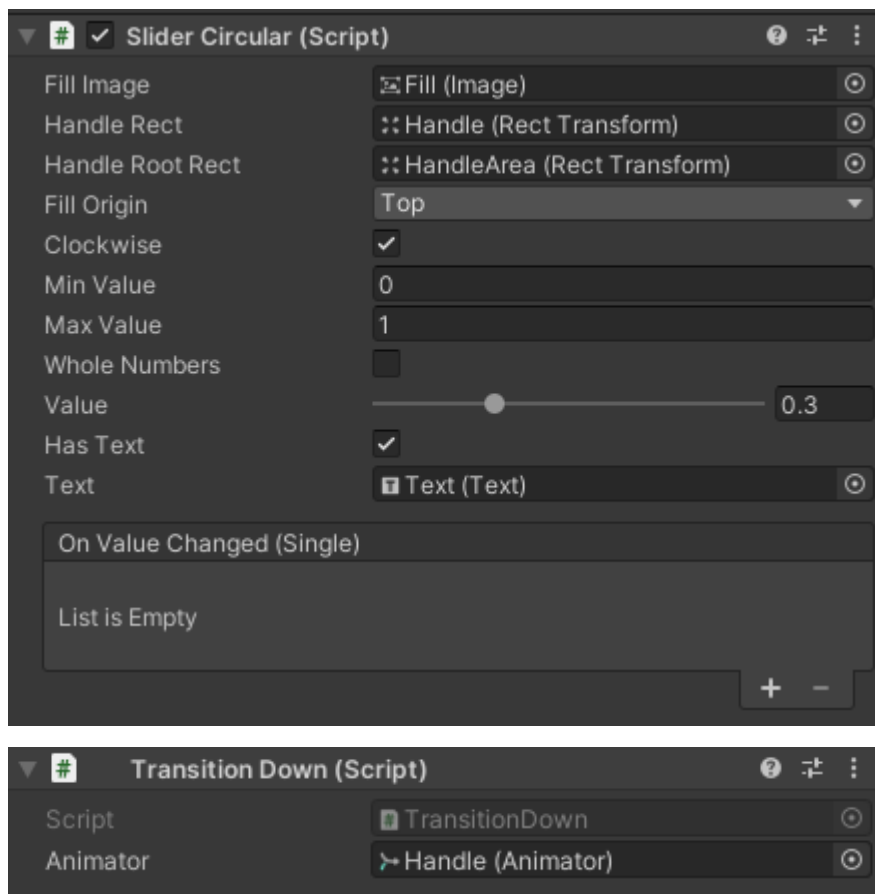
7) Has Text

Whether showing text value of the slider.

8) On Value Changed

This event will be sent when the value of the Slider is changed. The event parameter is the current value.

Example: SliderCircular_Flip.prefab



2.9.4 Slider Range Transition

Slider Range Transition have two handles, and it has two current values including value1 and value2. It can be used to set a range from value1 to value2. It provides rich animation effects of the Slider Range.

1) Axis

The direction of the slider which can be horizontal or vertical.

2) Value1

The current value1 of the slider.

3) Value2

The current value2 of the slider.

4) Min Value

The minimum value of the slider.

5) Max Value

The maximum value of the slider.

6) Whole Numbers

Should the value only be allowed to be whole numbers.

7) Has Text

Whether showing text value of the slider.

8) Animator Handle 1

It can be used to set the animation effect of the Handle1. Select the Handle1 object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component of the Handle1 to set animation effect.

9) Animator Handle 2

It can be used to set the animation effect of the Handle2. Select the Handle2 object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component of the Handle2 to set animation effect.

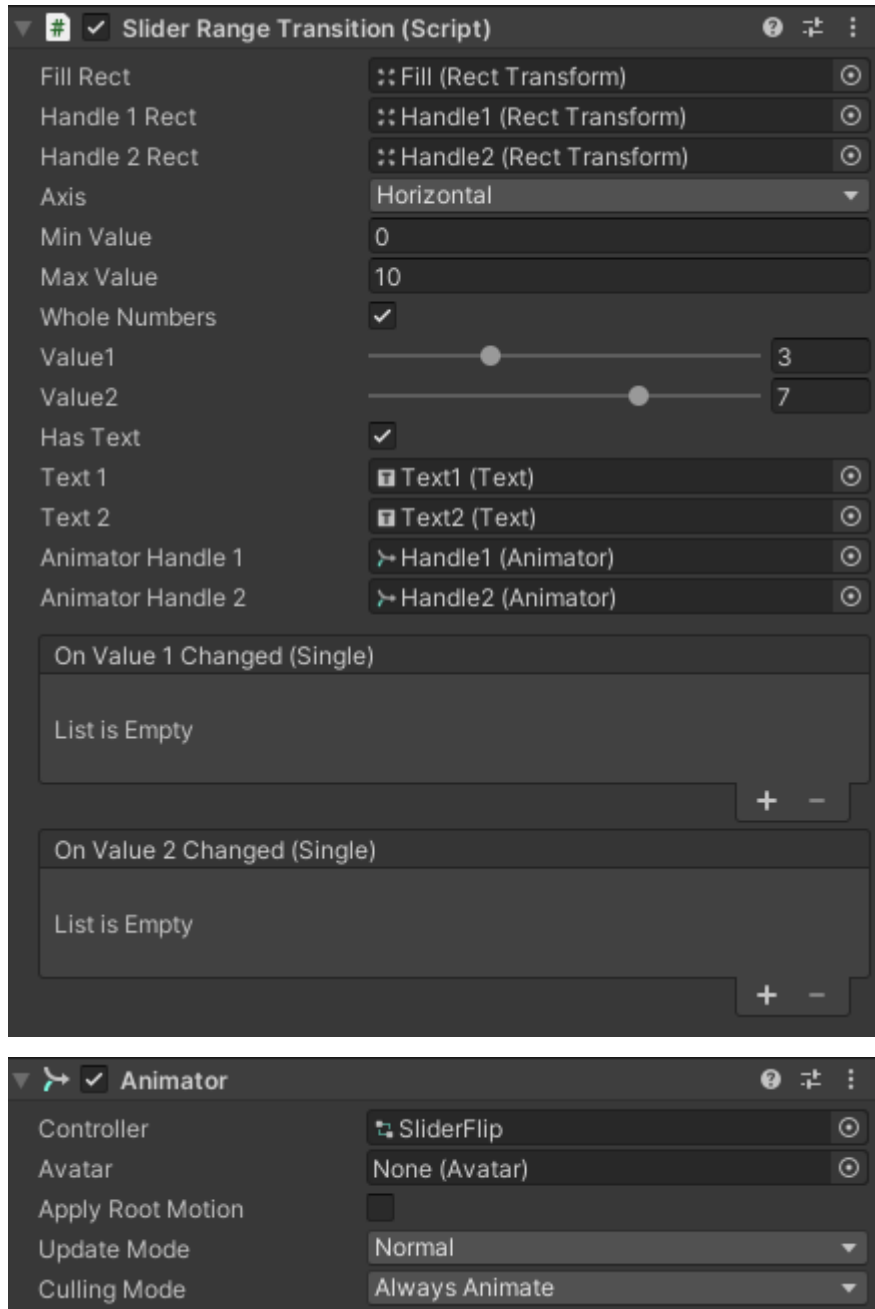
10) On Value1 Changed

This event will be sent when the value1 of the Slider changed. The event parameter is the current value1.

11) On Value2 Changed

This event will be sent when the value2 of the Slider changed. The event parameter is the current value2.

Example: SliderRangeBasic_Flip.prefab



2.9.5 Slider Range

Slider Range have two handles, and it has two current values including value1 and value2. It can be used to set a range from value1 to value2.

1) Axis

The direction of the slider which can be horizontal or vertical.

2) Value1

The current value1 of the slider.

3) Value2

The current value2 of the slider.

4) Min Value

The minimum value of the slider.

5) Max Value

The maximum value of the slider.

6) Whole Numbers

Should the value only be allowed to be whole numbers.

7) Has Text

Whether showing text value of the slider.

8) On Value1 Changed

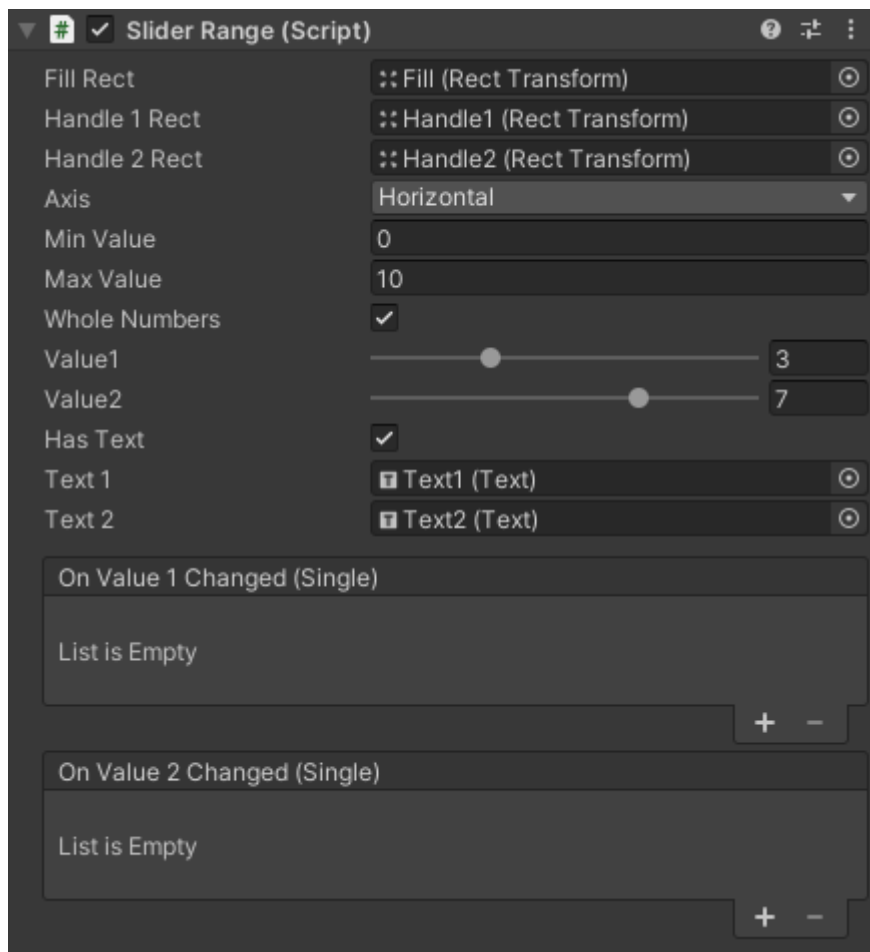
This event will be sent when the value1 of the Slider changed. The event parameter is the current value1.

9) On Value2 Changed

This event will be sent when the value2 of the Slider changed. The

event parameter is the current value2.

Example: SliderRangeBasic_Simple.prefab



2.9.6 Slider Bubble Range Transition

Slider Bubble Range Transition have two bubble handles. It has two bubble handles, and it has two current values including value1 and value2. It can be used to set a range from value1 to value2. It provides rich animation effects of the Slider Bubble Range.

1) Axis

The direction of the slider which can be horizontal or vertical.

2) Value1

The current value1 of the slider.

3) Value2

The current value2 of the slider.

4) Min Value

The minimum value of the slider.

5) Max Value

The maximum value of the slider.

6) Whole Numbers

Should the value only be allowed to be whole numbers.

7) Has Text

Whether showing text value of the slider.

8) Animator Handle 1

It can be used to set the animation effect of the Handle1. Select the Bubble1 object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component of the Handle1 to set animation effect.

9) Animator Handle 2

It can be used to set the animation effect of the Handle2. Select the Bubble2 object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component of the Handle2 to set animation effect.

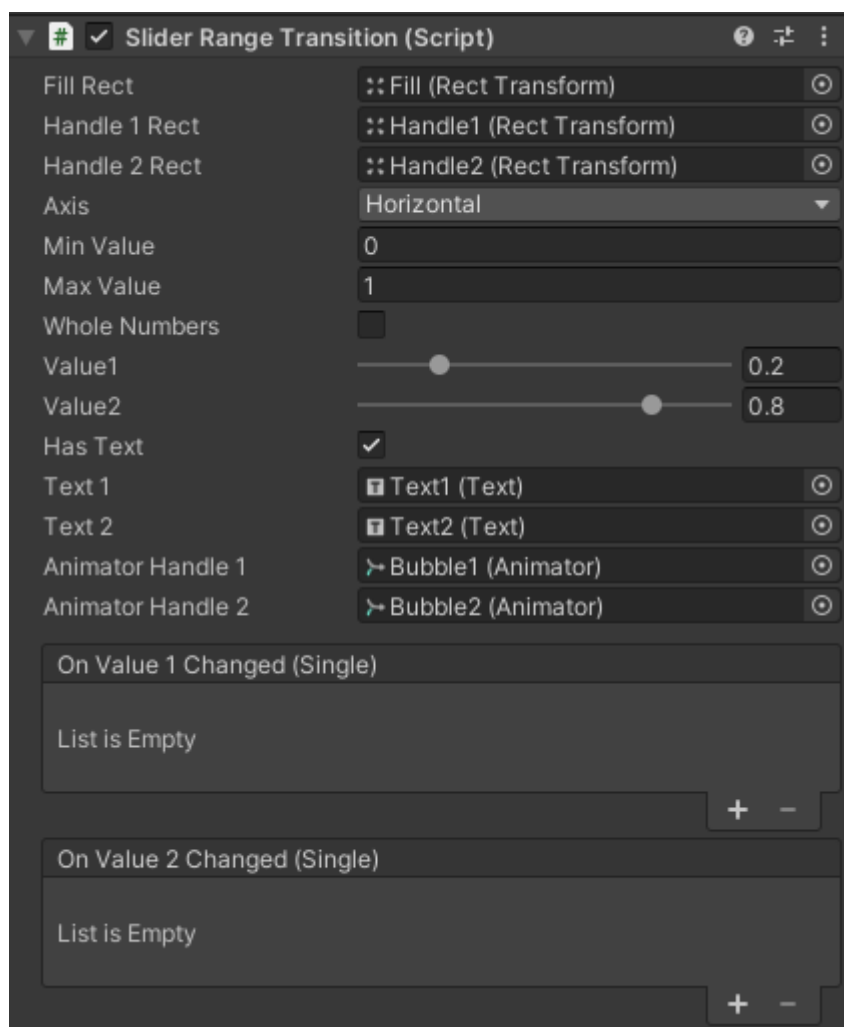
10) On Value1 Changed

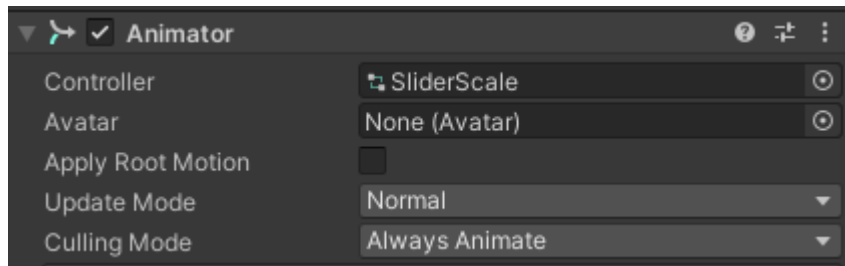
This event will be sent when the value1 of the Slider changed. The event parameter is the current value1.

11) On Value2 Changed

This event will be sent when the value2 of the Slider changed. The event parameter is the current value2.

Example: SliderBubbleRangeBasic_BubbleShake.prefab





2.9.7 Slider Bubble Range

The Slider Bubble Range has two bubble handles. It has two bubble handles, and it has two current values including value1 and value2. It can be used to set a range from value1 to value2.

1) Axis

The direction of the slider which can be horizontal or vertical.

2) Value1

The current value1 of the slider.

3) Value2

The current value2 of the slider.

4) Min Value

The minimum value of the slider.

5) Max Value

The maximum value of the slider.

6) Whole Numbers

Should the value only be allowed to be whole numbers.

7) Has Text

Whether showing text value of the slider.

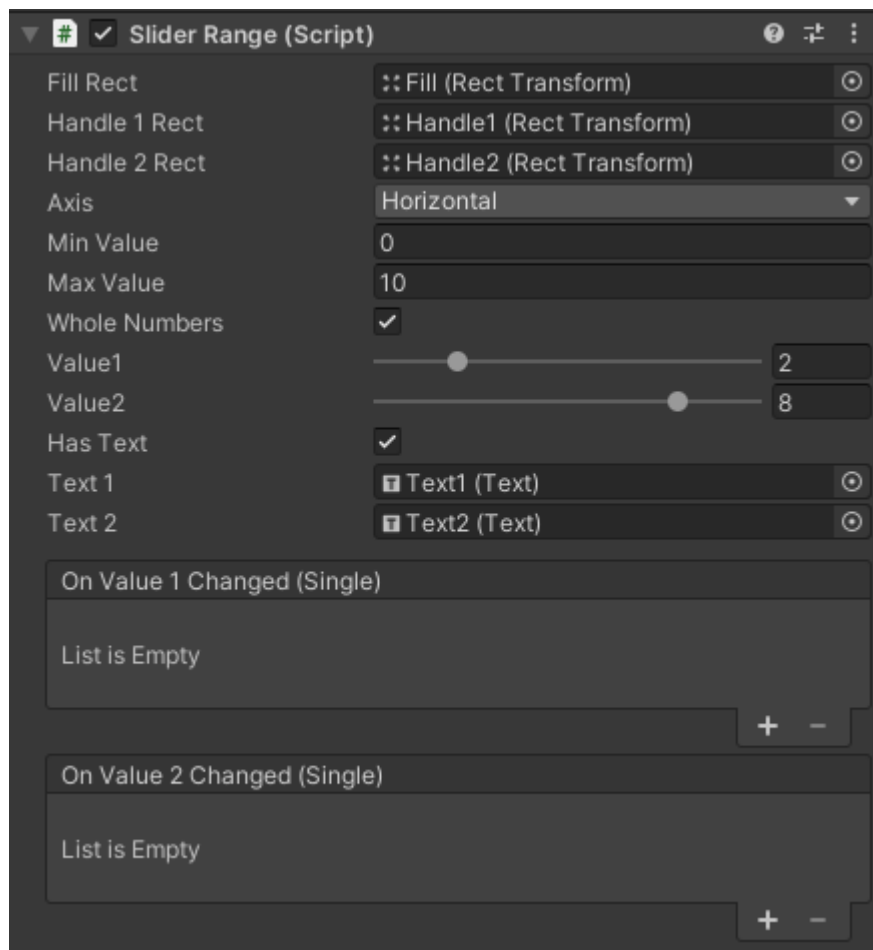
8) On Value1 Changed

This event will be sent when the value1 of the Slider changed. The event parameter is the current value1.

9) On Value2 Changed

This event will be sent when the value2 of the Slider changed. The event parameter is the current value2.

Example: SliderBubbleRangeBasic_Simple.prefab



2.10 Switch

2.10.1 Switch

Switch is a two-state toggle widget. Users can drag the switch handle back and forth to select either of two options or simply tap the switch to toggle between options. It provides very rich switching animation effects.

1) Is On

If 'Is On' is true, then the Switch is turned on.

If 'Is On' is false, then the Switch is turned off.

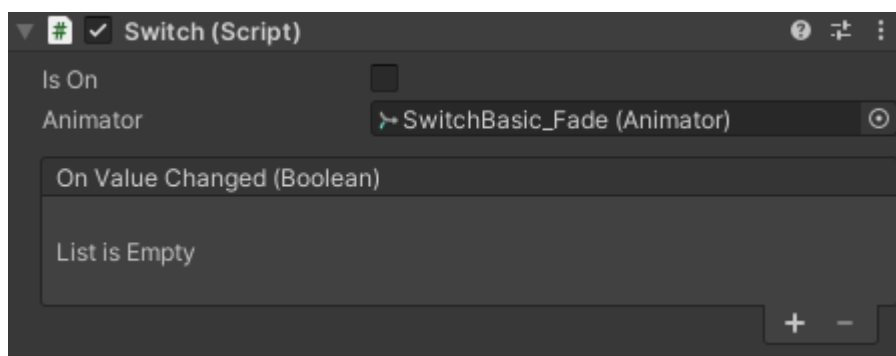
2) Animator

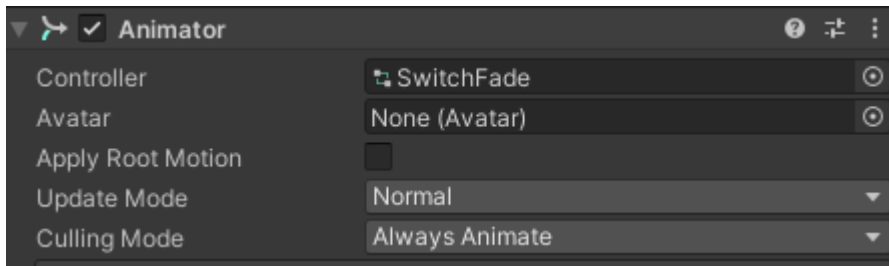
It can be used to set the animation effect. Change the property 'Controller' in the Animator component to set rich animation effect.

3) On Value Changed

This event will be sent when the value of the Switch changed. The event parameter is the current value.

Example: SwitchBasic_Fade.prefab





2.10.2 Switch Simple

Switch Simple is a two-state toggle widget. Users can drag the switch handle back and forth to select either of two options or simply tap the switch to toggle between options.

1) Is On

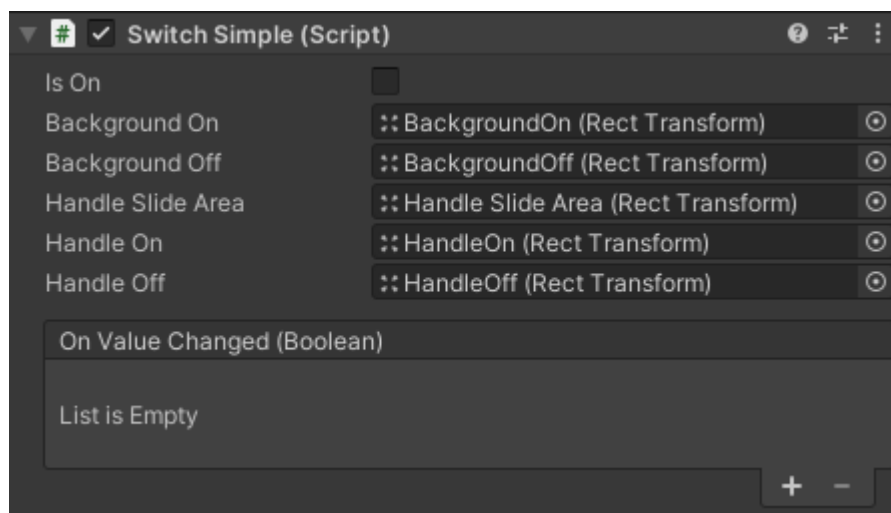
If 'Is On' is true, then the Switch is turned on.

If 'Is On' is false, then the Switch is turned off.

2) On Value Changed

This event will be sent when the value of the Switch changed. The event parameter is the current value.

Example: SwitchBasic_Simple.prefab

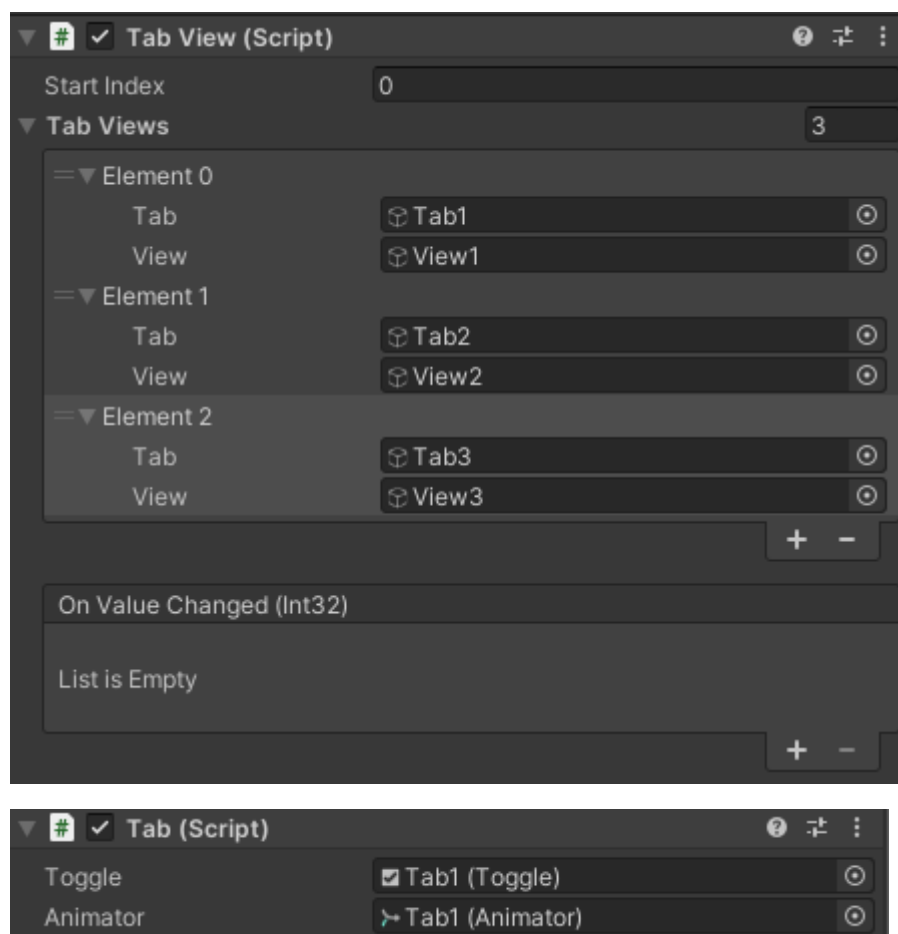


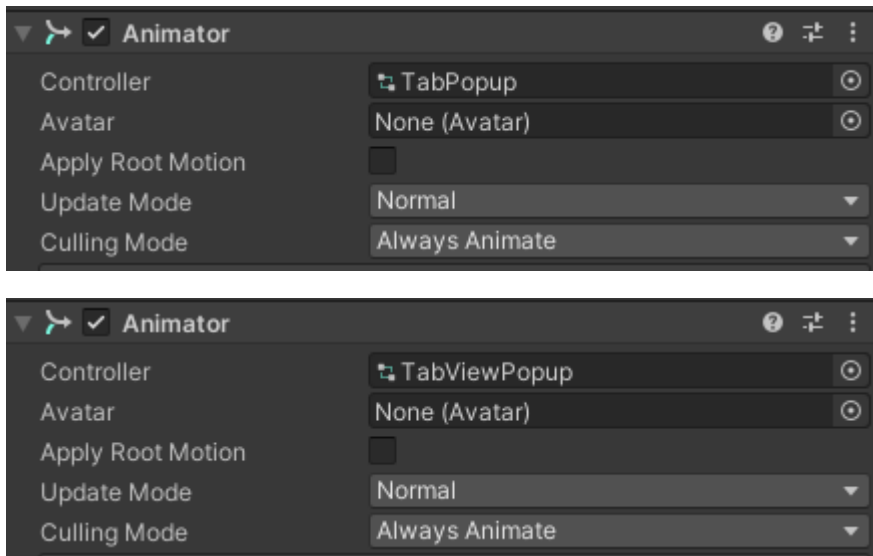
2.11 Tab View

2.11.1 Tab View

Tab View can be used to manage the switching of multiple tabs. Tab View include two parts, tabs and views. Select the Tab object in the prefab, and find Tab component and the Animator component. Set various animation effects by change the Controller in this Animator component. Also select the View object in the prefab, and find the Animator component and change the Controller in this Animator component.

Example: TabViewBasic_Popup.prefab



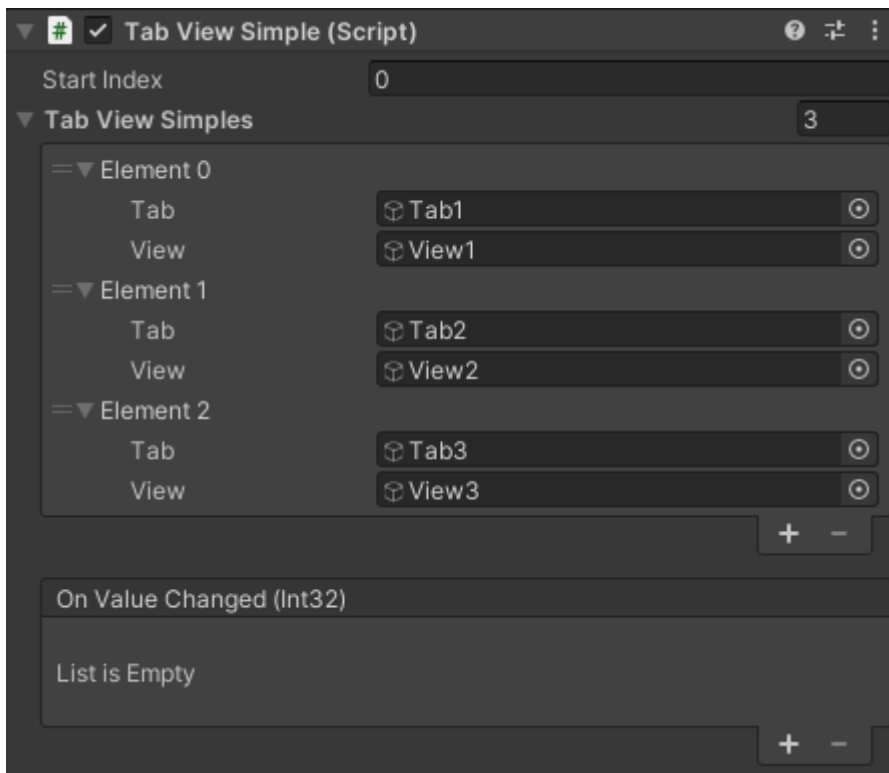


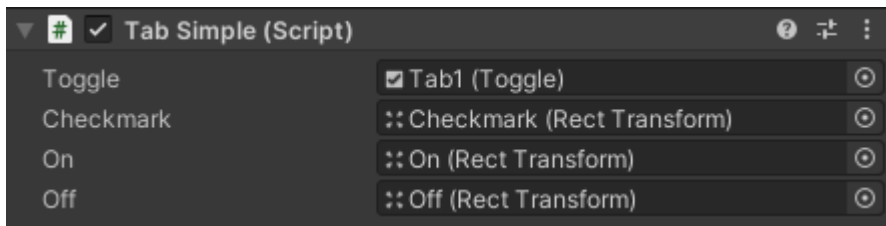
2.11.2 Tab View Simple

Tab View Simple can be used to manage the switching of multiple tabs.

Tab View Simple include two parts, tabs and views.

Example: TabViewBasic_Simple.prefab



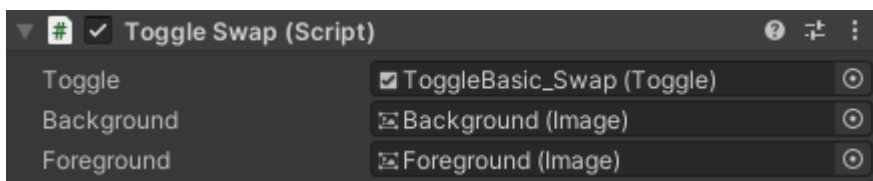


2.12 Toggle

2.12.1 Toggle Swap

Toggle Swap is based on UGUI toggle and Animator. It can be used to change the background and foreground when the toggle is turned on or the toggle is turned off.

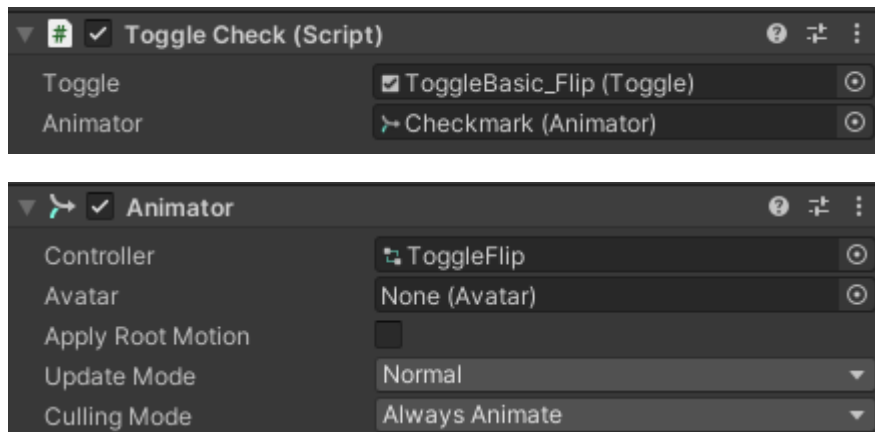
Example: ToggleBasic_Swap.prefab



2.12.2 Toggle Check

Toggle Check is based on UGUI toggle and Animator. It provides rich animation effect of the checkmark when the toggle is turned on or the toggle is turned off. Select the Checkmark object in the prefab, and find the Animator component. Set various animation effects by change the Controller in this Animator component.

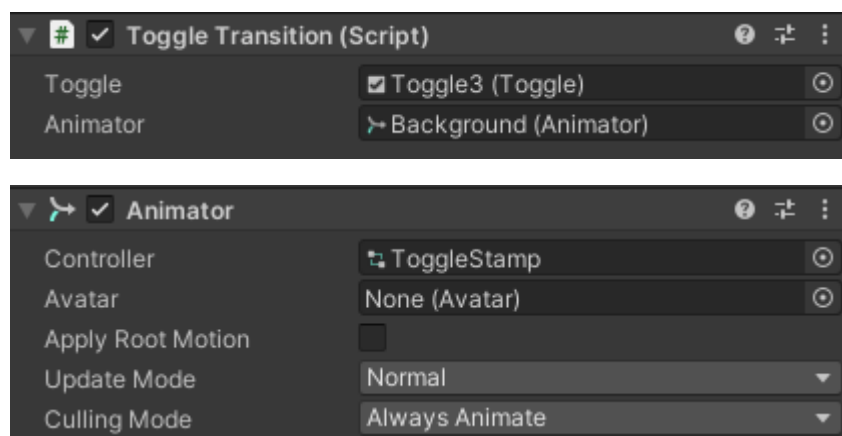
Example: ToggleBasic_Flip.prefab



2.12.3 Toggle Transition

Toggle Transition is based on UGUI toggle and Animator. It provides rich animation effect of the background when the toggle is turned on or the toggle is turned off. Select the Background object in the prefab, and find the Animator component. Set various animation effects by change the Controller in this Animator component.

Example: ToggleBasicGroup_Stamp.prefab



2.12.4 Toggle Simple

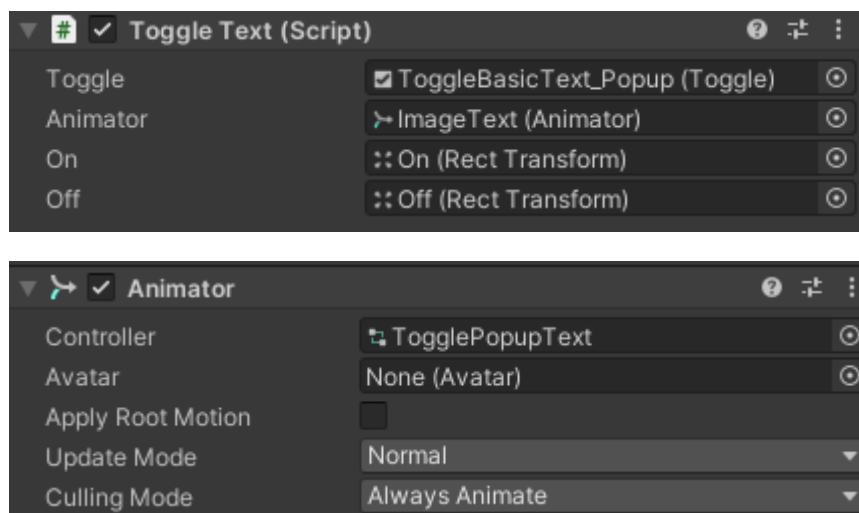
Toggle Simple is based on UGUI toggle.

Example: ToggleBasic_Simple.prefab

2.12.5 Toggle Text

Toggle Text is based on UGUI toggle and Animator. Its text can be changed between the 'On' text and the 'Off' text. It provides rich animation effect of the text when the toggle is turned on or the toggle is turned off. Select the ImageText object in the prefab, and find the Animator component. Set various animation effects by change the Controller in this Animator component.

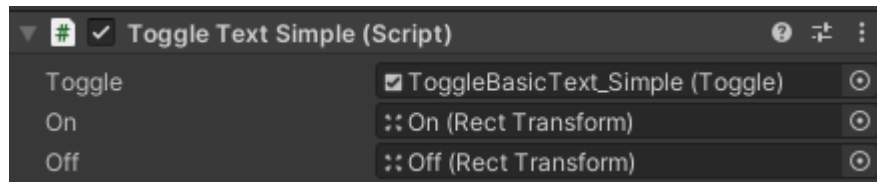
Example: ToggleBasicText_Popup.prefab



2.12.6 Toggle Text Simple

Toggle Text Simple is based on UGUI toggle. Its text can be changed between the 'On' text and the 'Off' text.

Example: ToggleBasicText_Simple.prefab



2.12.7 Toggle Group

Toggle Group is based on UGUI toggle group. It has multiple toggle items. If one toggle is turned on, then other toggles will be turned off.

Example: ToggleRoundGroup_Swap.prefab

2.13 Tooltip

2.13.1 Tooltip

Tooltip is a small descriptive message that appears near a view when users hover their mouse over it. It appears at the specified position of this view.

1) Origin

The appearing position of the Tooltip relative to the hovered view, which include four positions: Top, Bottom, Left and Right.

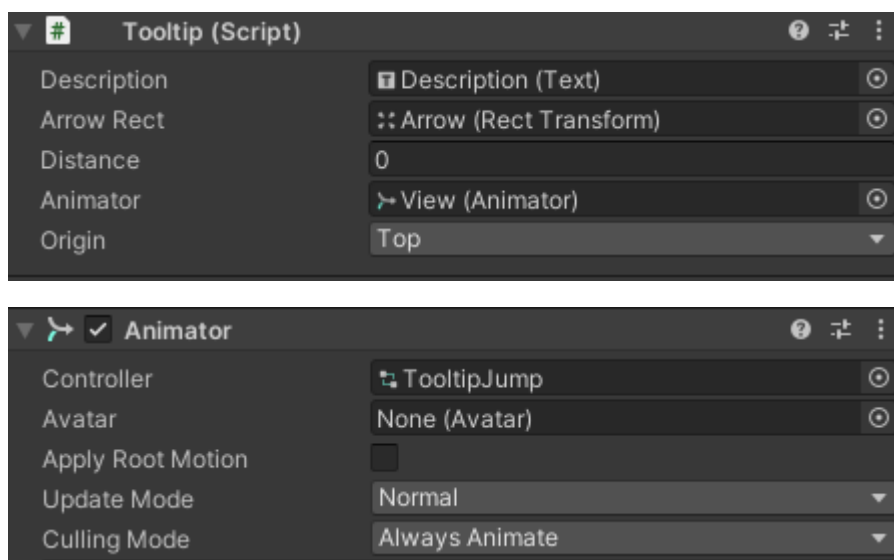
2) Distance

The additional position offset of the Tooltip.

3) Animator

It can be used to set the animation effect. Select the View object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

Example: TooltipBasicTop.prefab



The property 'Animator' of the component 'Tooltip' can be set 'None' . It provides a simple Tooltip.

Example:

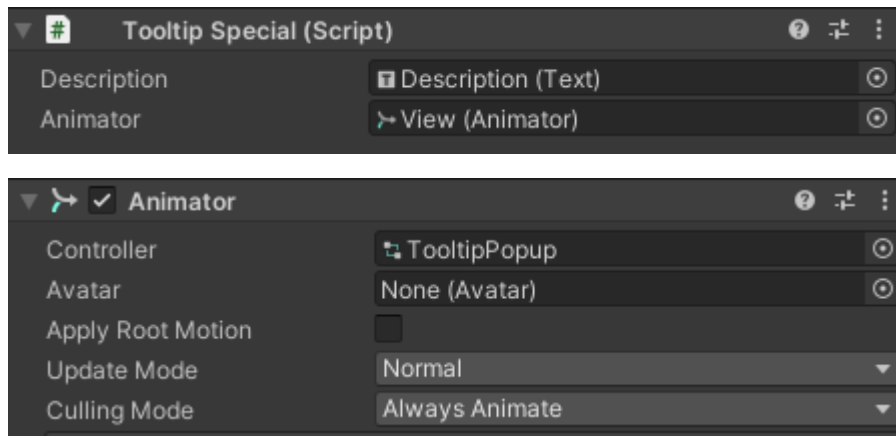
TooltipBasicSimpleTop.prefab

2.13.2 Tooltip Special

Tooltip is a small descriptive message that appears near a view when users hover their mouse over it. It moves following the mouse. The size

of the window is adapted to the content. Select the View object in the prefab, and find the Animator component. Change the property 'Controller' in the Animator component to set rich animation effect.

Example: TooltipSpecialRound.prefab



The property 'Animator' of the component 'Tooltip Special' can be set 'None'. It provides a simple Tooltip Special.

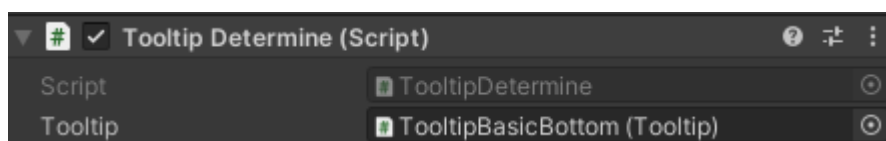
Example:

TooltipSpecialSimpleRound.prefab

2.13.3 Tooltip Determine

Tooltip in Determine can be used to show the Tooltip object at a fixed position.

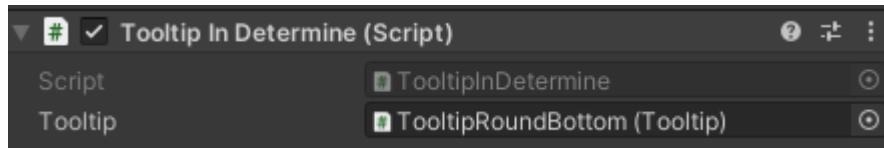
Example: TooltipDetermineBottom object



2.13.4 Tooltip In Determine

Tooltip in Determine can be used to show the Tooltip object at an unfixed position.

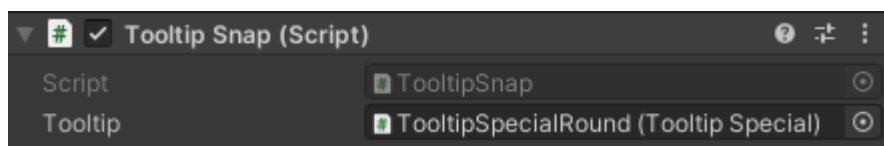
Example: TooltipDetermineBottom object



2.13.5 Tooltip Snap

Tooltip Snap can be used to show the Tooltip object following the mouse.

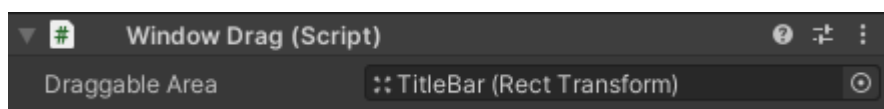
Example: TooltipSnapRound object



2.14 Window Drag

Window Drag can be used to change the position of the window by holding down the top of the window and move the mouse.

Example: WindowDragBasic.prefab



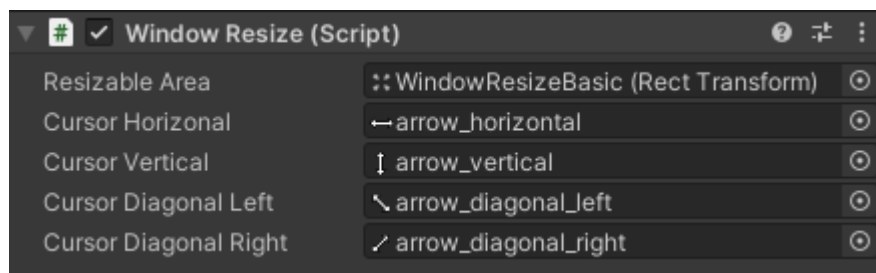
2.15 Window Resize

2.15.1 Window Resize

Window Resize can be used to change the size of the window by dragging the edge of the window. When the mouse is placed on the edge of the window, it becomes a cursor with a specific moving shape. Moving the cursor allows you to resize the window.

When the mouse is placed on the top and bottom window edges, the window can be resized vertically. When the mouse is placed on the left and right window edges, the window can be resized horizontally. When the mouse is placed on one of the four corners of the window, the window can be resized both horizontally and vertically.

Example: WindowResizeBasic.prefab



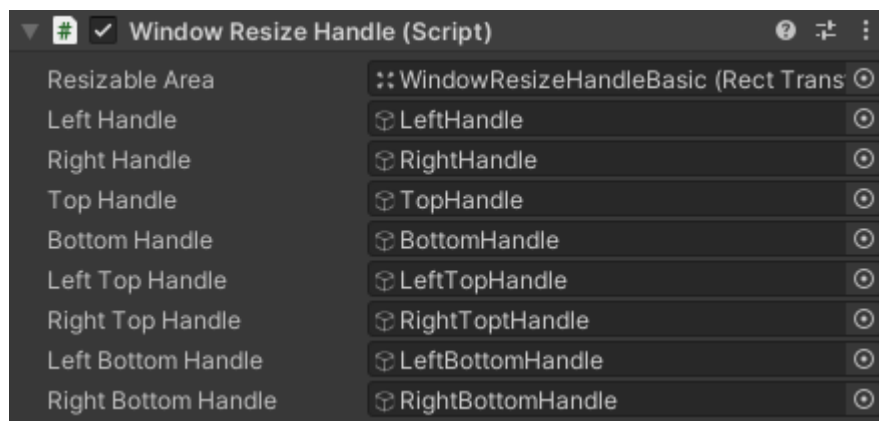
2.15.2 Window Resize Handle

Window Resize Handle can be used to change the size of the window by dragging one of the eight handles. Place the mouse on a handle and drag

the handle to resize the window.

When the mouse is placed on the top or the bottom handle, the window can be resized vertically. When the mouse is placed on the left or the right handle, the window can be resized horizontally. When the mouse is placed on the one of the four corners handles, the window can be resized both horizontally and vertically.

Example: WindowResizeHandleBasic.prefab



2.16 Progress Bar

2.16.1 Progress Bar

Progress Bar is an UI element that indicates the progress of an operation.

1) Current Value

The current value of the Progress Bar.

2) Max Value

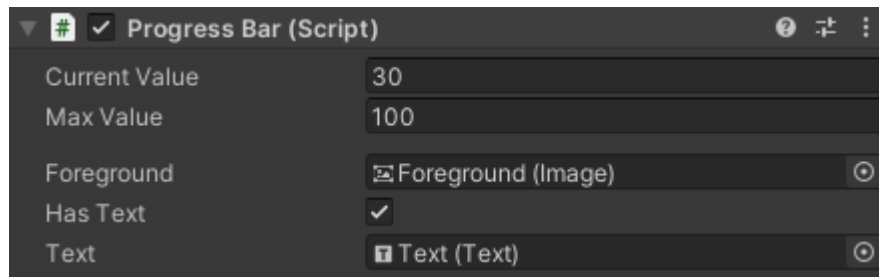
The maximum value of the Progress Bar.

3) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBar_Round.prefab



2.16.2 Progress Bar Auto

Progress Bar Auto is a progress bar which can auto change its progress.

1) Min Value

The minimum value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Load Speed

The speed of the Progress Bar auto changing its current progress value.

4) Forward

If 'Forward' is true, then the Progress Bar will auto increase its current progress value.

If 'Forward' is false, then the Progress Bar will auto decrease its

current progress value.

5) Loop

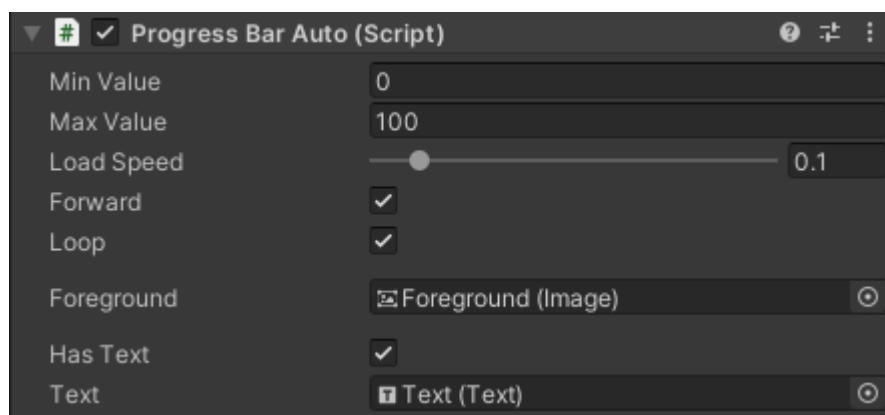
If 'Loop' is true, then the Progress Bar will restart from the start value.

6) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarAuto_Round.prefab



2.16.3 Progress Bar Bubble

Progress Bar Bubble is a progress bar with a bubble.

1) Current Value

The current value of the Progress Bar.

2) Max Value

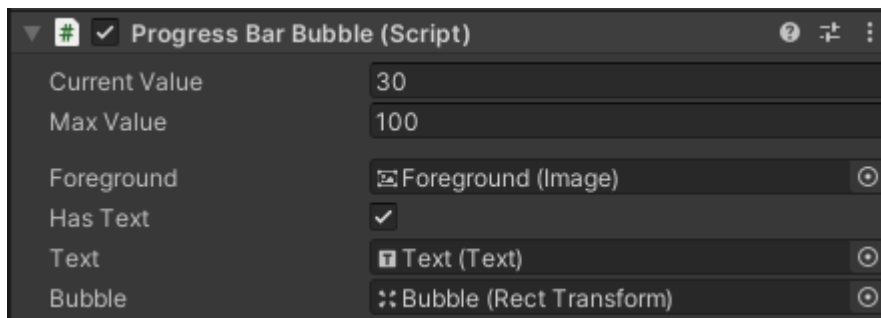
The maximum value of the Progress Bar.

3) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarAuto_Round.prefab



2.16.4 Progress Bar Bubble Auto

Progress Bar Bubble Auto is an auto progress bar with a bubble.

1) Min Value

The minimum value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Load Speed

The speed of the Progress Bar auto changing its current progress value.

4) Forward

If 'Forward' is true, then the Progress Bar will auto increase its current progress value.

If 'Forward' is false, then the Progress Bar will auto decrease its

current progress value.

5) Loop

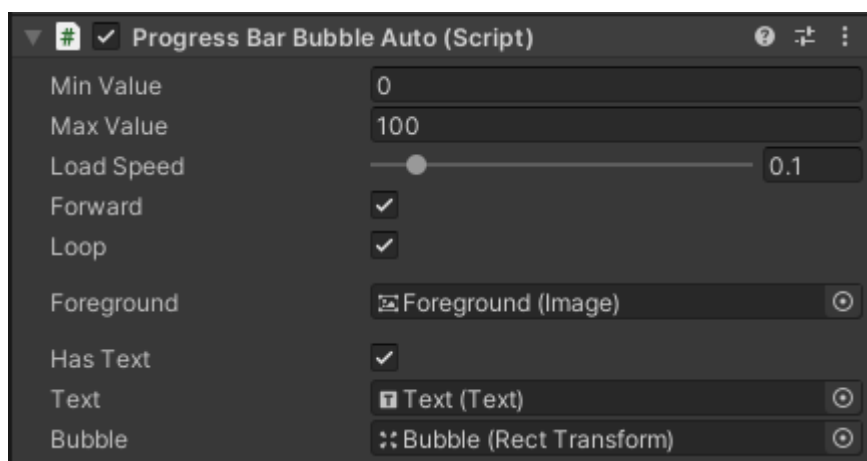
If 'Loop' is true, then the Progress Bar will restart from the start value.

6) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressbarBubbleAuto_Round.prefab



2.16.5 Progress Bar Circular Round

Progress Bar Circular Round is a circular progress bar with round head.

1) Current Value

The current value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Origin

The start position of the Progress Bar which include four positions such as Top, Bottom, Left, Right;

4) Clockwise

If 'Clockwise' is true, then the Progress Bar will auto increase its current progress value clockwise.

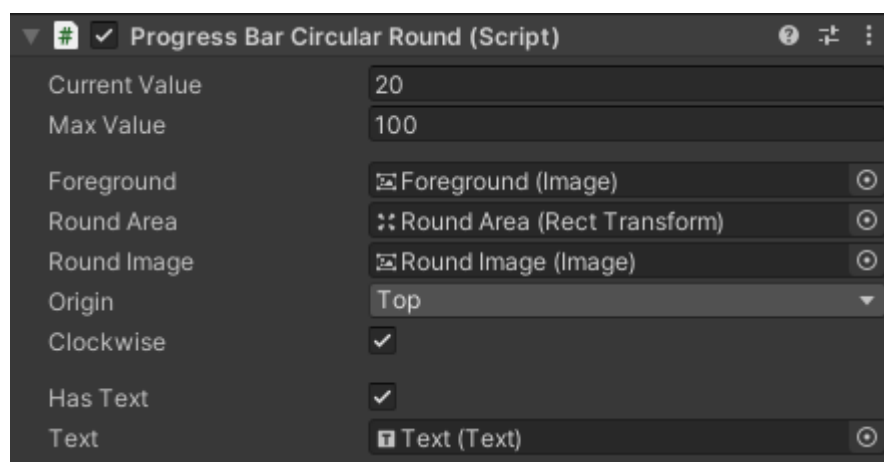
If 'Clockwise' is false, then the Progress Bar will auto decrease its current progress value anticlockwise.

5) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarCircularIRound_Top.prefab



2.16.6 Progress Bar Circular Round Auto

Progress Bar Circular Round Auto is an auto circular progress bar with

round head.

1) Min Value

The minimum value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Load Speed

The speed of the Progress Bar auto changing its current progress value.

4) Forward

If 'Forward' is true, then the Progress Bar will auto increase its current progress value.

If 'Forward' is false, then the Progress Bar will auto decrease its current progress value.

5) Loop

If 'Loop' is true, then the Progress Bar will restart from the start value.

6) Origin

The start position of the Progress Bar which include four positions such as Top, Bottom, Left, Right;

7) Clockwise

If 'Clockwise' is true, then the Progress Bar will auto increase its current progress value clockwise.

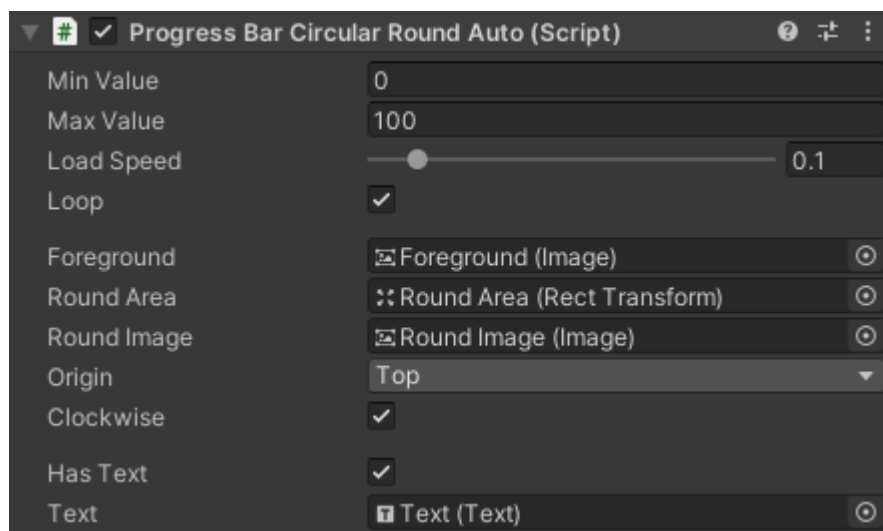
If 'Clockwise' is false, then the Progress Bar will auto decrease its current progress value anticlockwise.

8) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarCircularRoundAuto_Top.prefab



2.16.7 Progress Bar Grid Circular

Progress Bar Grid Circular is a circular progress bar with multiple items.

1) Current Value

The current value of the Progress Bar.

2) Max Value

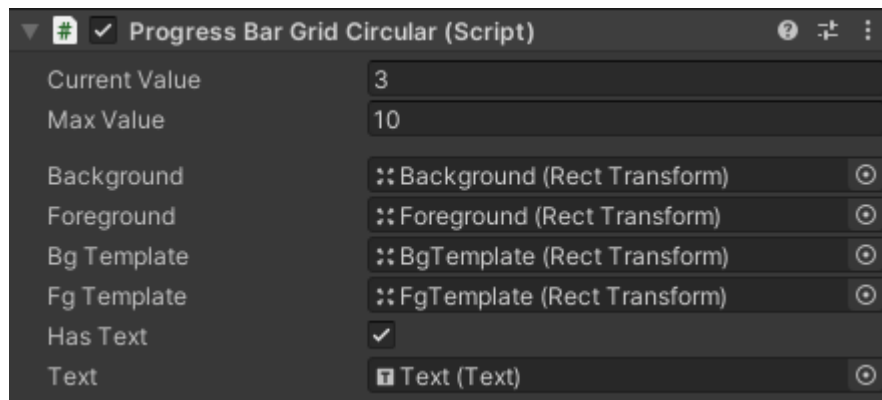
The maximum value of the Progress Bar.

3) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarGridCircular_Circle.prefab



2.16.8 Progress Bar Grid Circular Auto

Progress Bar Grid Circular auto is an auto circular progress bar with multiple items.

1) Min Value

The minimum value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Load Speed

The speed of the Progress Bar auto changing its current progress value.

4) Forward

If 'Forward' is true, then the Progress Bar will auto increase its

current progress value.

If 'Forward' is false, then the Progress Bar will auto decrease its current progress value.

5) Loop

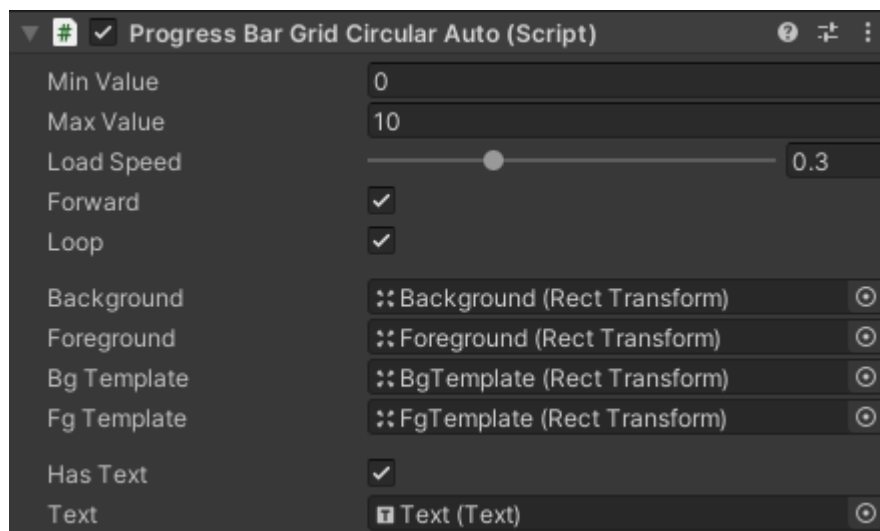
If 'Loop' is true, then the Progress Bar will restart from the start value.

6) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarGridCircularAuto_Circle.prefab



2.16.9 Progress Bar Grid Linear

Progress Bar Grid Linear is a linear progress bar with multiple items.

1) Current Value

The current value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Spacing

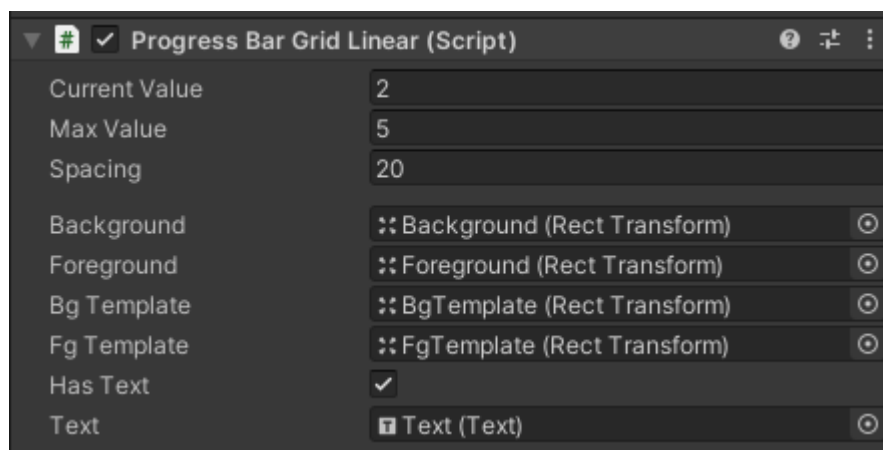
The spacing of each Progress Bar item.

4) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarGridLinear_Round.prefab



2.16.10 Progress Bar Grid Linear Auto

Progress Bar Grid Linear auto is an auto linear progress bar with multiple items.

1) Min Value

The minimum value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Load Speed

The speed of the Progress Bar auto changing its current progress value.

4) Forward

If 'Forward' is true, then the Progress Bar will auto increase its current progress value.

If 'Forward' is false, then the Progress Bar will auto decrease its current progress value.

5) Loop

If 'Loop' is true, then the Progress Bar will restart from the start value.

6) Spacing

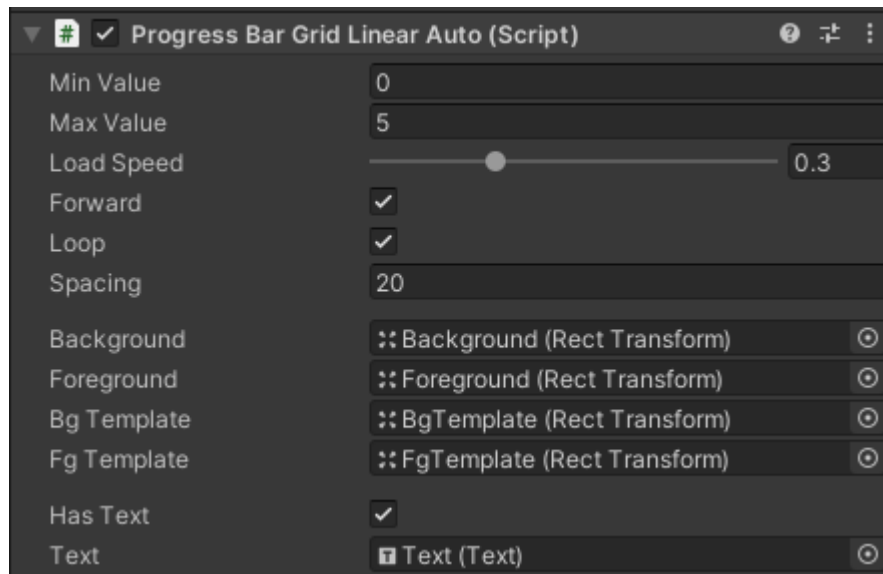
The spacing of each Progress Bar item.

7) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarGridLinearAuto_Round.prefab



2.16.11 Progress Bar Loop

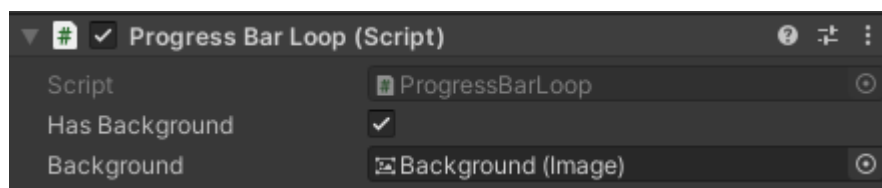
Progress Bar Loop is an infinite loop progress bar.

1) Has Background

Whether showing the background of the Progress Bar progress.

If 'Has Background' is true, then showing the background, else not showing the background.

Example: ProgressBarLoop_Fill.prefab



2.16.12 Progress Bar Pattern

Progress Bar Pattern is a progress bar with the pattern scrolling.

1) Current Value

The current value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Pattern Play

Whether showing the pattern scrolling.

If 'Pattern Play' is true, then showing the pattern scrolling on the Progress Bar, else not showing the pattern.

4) Pattern Speed

The speed of the pattern scrolling.

5) Pattern Forward

If 'Pattern Forward' is true, then the pattern scrolling direction is the same as the progress bar direction;

If 'Pattern Forward' is false, then the pattern scrolling direction is reversed with the progress bar direction.

6) Pattern Scale

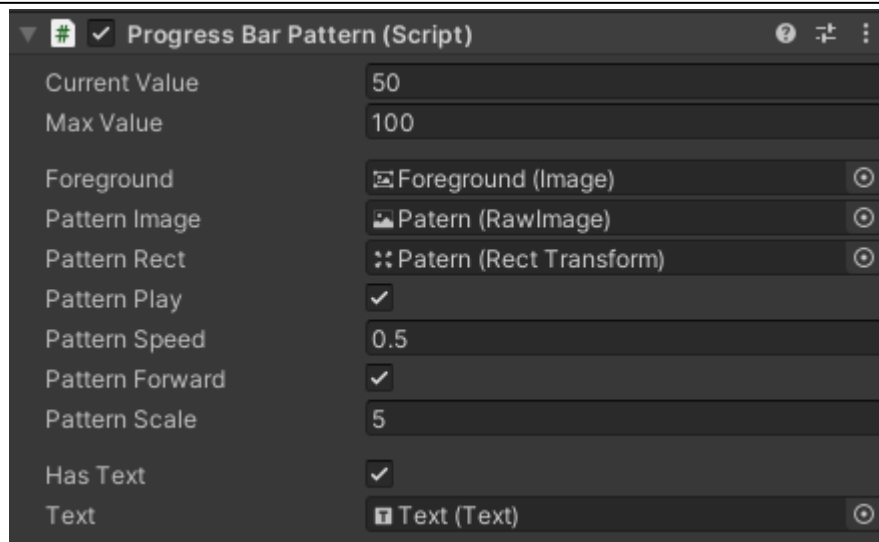
The scale of the pattern scrolling.

7) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarPattern_Round.prefab



2.16.13 Progress Bar Pattern Auto

Progress Bar Pattern Auto is an auto progress bar with the pattern scrolling.

1) Min Value

The minimum value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Load Speed

The speed of the Progress Bar auto changing its current progress value.

4) Forward

If 'Forward' is true, then the Progress Bar will auto increase its current progress value.

If 'Forward' is false, then the Progress Bar will auto decrease its

current progress value.

5) Loop

If 'Loop' is true, then the Progress Bar will restart from the start value.

6) Pattern Play

Whether showing the pattern scrolling.

If 'Pattern Play' is true, then showing the pattern scrolling on the Progress Bar, else not showing the pattern.

8) Pattern Speed

The speed of the pattern scrolling.

9) Pattern Forward

If 'Pattern Forward' is true, then the pattern scrolling direction is the same as the progress bar direction;

If 'Pattern Forward' is false, then the pattern scrolling direction is reversed with the progress bar direction.

10) Pattern Scale

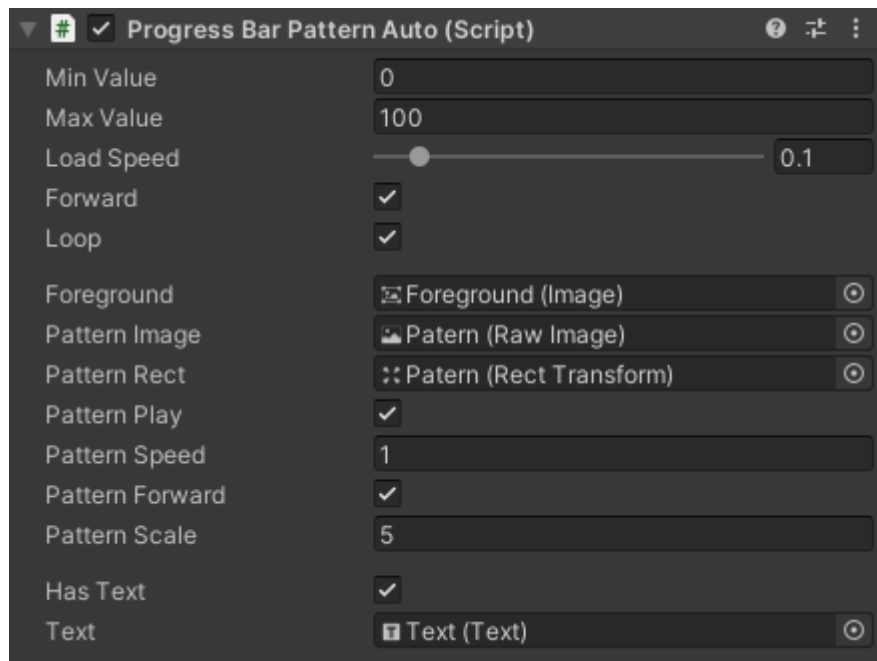
The scale of the pattern scrolling.

11) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarPatternAuto_Round.prefab



2.16.14 Progress Bar Pattern Circular

Progress Bar Pattern Circular is a circular progress bar with the pattern scrolling.

1) Current Value

The current value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Pattern Play

Whether showing the pattern scrolling. If 'Pattern Play' is true, then showing the pattern on the Progress Bar, else not showing the pattern.

4) Pattern Speed

The speed of the pattern scrolling.

5) Pattern Forward

If 'Pattern Forward' is true, then the pattern scrolling direction is the same as the progress bar direction;

If 'Pattern Forward' is false, then the pattern scrolling direction is reversed with the progress bar direction.

6) Pattern Scale

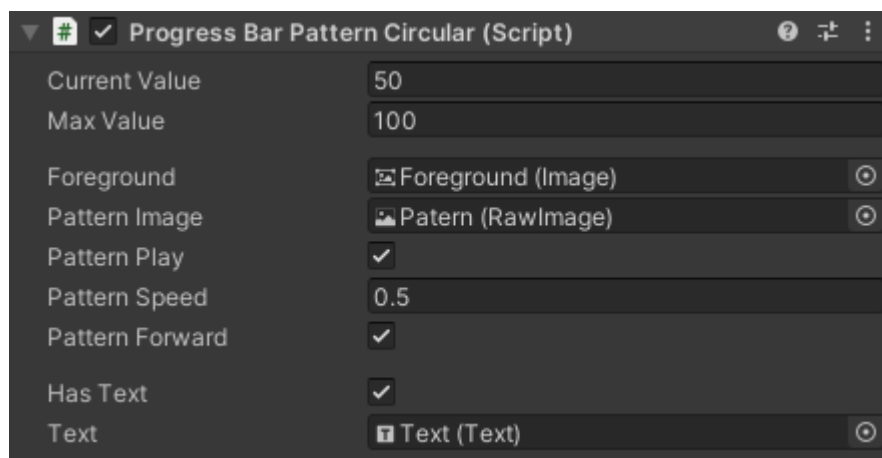
The scale of the pattern scrolling.

7) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarPatternCircular_FillBottom.prefab



2.16.15 Progress Bar Pattern Circular Auto

Progress Bar Pattern Circular Auto is an auto circular progress bar with the pattern scrolling.

1) Min Value

The minimum value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Load Speed

The speed of the Progress Bar auto changing its current progress value.

4) Forward

If 'Forward' is true, then the Progress Bar will auto increase its current progress value.

If 'Forward' is false, then the Progress Bar will auto decrease its current progress value.

5) Loop

If 'Loop' is true, then the Progress Bar will restart from the start value.

6) Pattern Play

Whether showing the pattern scrolling.

If 'Pattern Play' is true, then showing the pattern scrolling on the Progress Bar, else not showing the pattern.

8) Pattern Speed

The speed of the pattern scrolling.

9) Pattern Forward

If 'Pattern Forward' is true, then the pattern scrolling direction is

the same as the progress bar direction;

If 'Pattern Forward' is false, then the pattern scrolling direction is reversed with the progress bar direction.

10) Pattern Scale

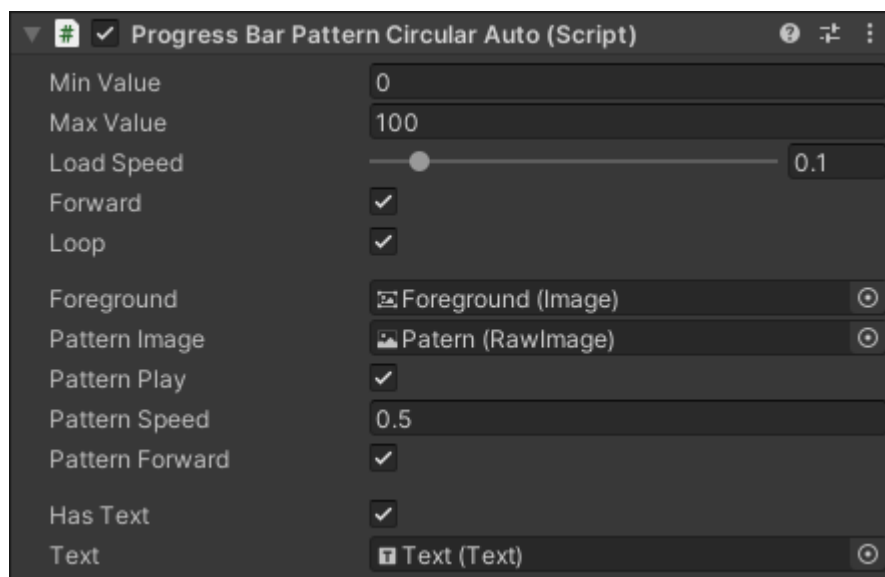
The scale of the pattern scrolling.

11) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarPatternCircularAuto_FillBottom.prefab



2.16.16 Progress Bar Circular Move

Progress Bar Circular Move is a circular progress bar with the pattern moving.

1) Current Value

The current value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Origin

The start position of the Progress Bar which include four positions such as Top, Bottom, Left, Right;

4) Pattern Play

Whether showing the pattern scrolling.

If 'Pattern Play' is true, then showing the pattern scrolling on the Progress Bar, else not showing the pattern.

5) Pattern Speed

The speed of the pattern scrolling.

6) Pattern Origin

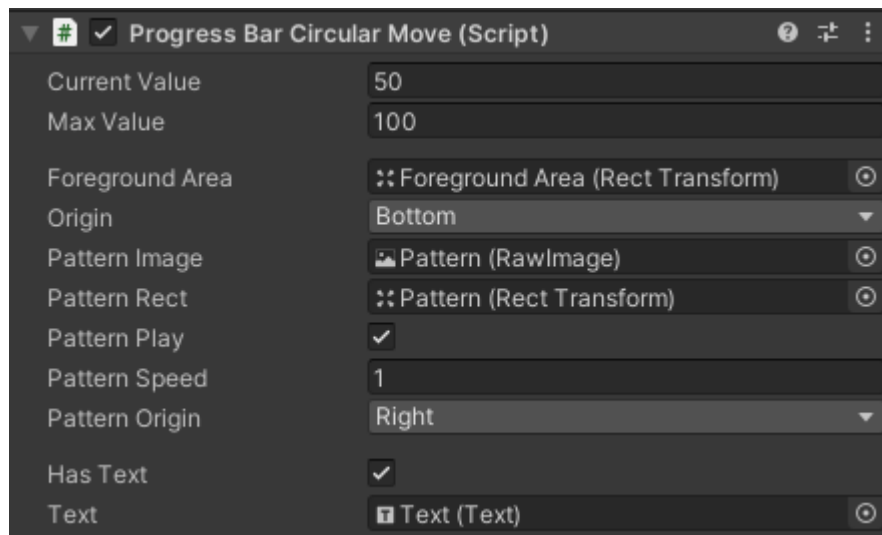
The direction of the pattern moving.

7) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarPatternCircular_FillBottom_MoveRight.prefab



2.16.17 Progress Bar Circular Move Auto

Progress Bar Circular Move Auto is an auto circular progress bar with the pattern moving.

1) Min Value

The minimum value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Load Speed

The speed of the Progress Bar auto changing its current progress value.

4) Forward

If 'Forward' is true, then the Progress Bar will auto increase its current progress value.

If 'Forward' is false, then the Progress Bar will auto decrease its

current progress value.

5) Loop

If 'Loop' is true, then the Progress Bar will restart from the start value.

6) Origin

The start position of the Progress Bar which include four positions such as Top, Bottom, Left, Right;

7) Pattern Play

Whether showing the pattern scrolling.

If 'Pattern Play' is true, then showing the pattern scrolling on the Progress Bar, else not showing the pattern.

8) Pattern Speed

The speed of the pattern scrolling.

9) Pattern Origin

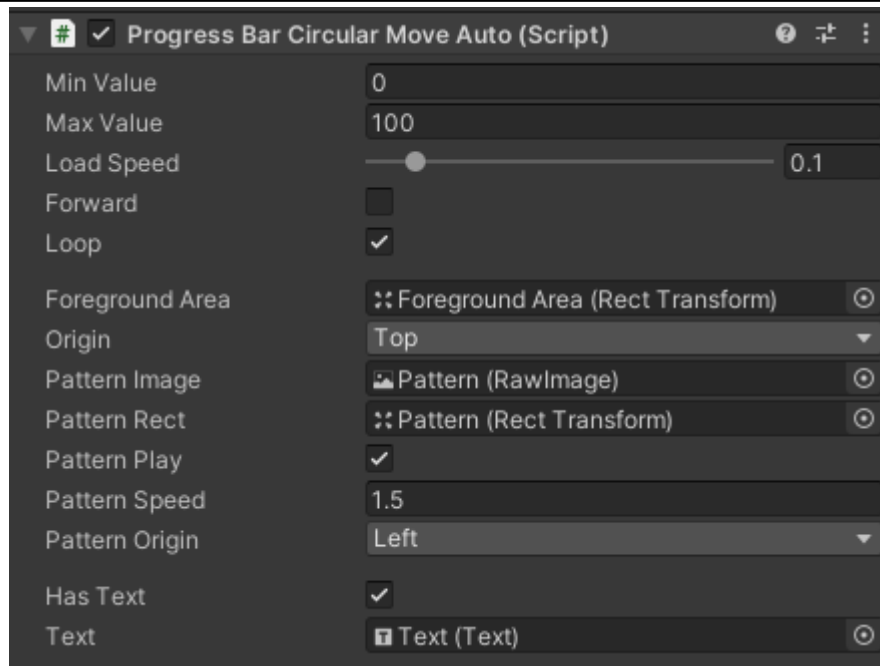
The direction of the pattern moving.

10) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: `ProgressBarPatternCircularAuto_FillTop_MoveLeft.prefab`



2.16.18 Progress Bar Special

Progress Bar Special is a progress bar which has the round head.

1) Current Value

The current value of the Progress Bar.

2) Max Value

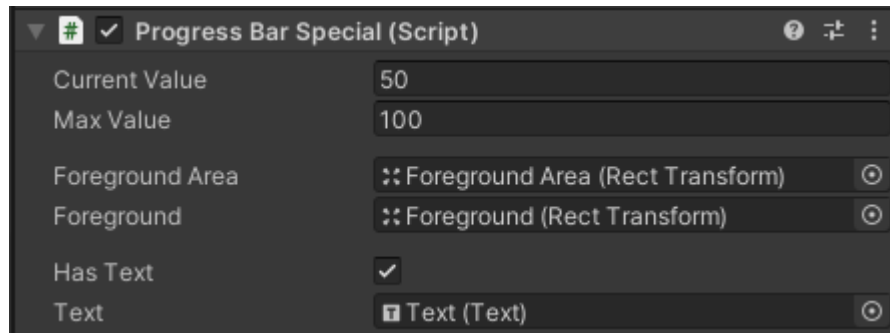
The maximum value of the Progress Bar.

3) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarSpecial_Round.prefab



2.16.19 Progress Bar Special Auto

Progress Bar Special Auto is an auto progress bar which has the round head.

1) Min Value

The minimum value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Load Speed

The speed of the Progress Bar auto changing its current progress value.

4) Forward

If 'Forward' is true, then the Progress Bar will auto increase its current progress value.

If 'Forward' is false, then the Progress Bar will auto decrease its current progress value.

5) Loop

If 'Loop' is true, then the Progress Bar will restart from the start

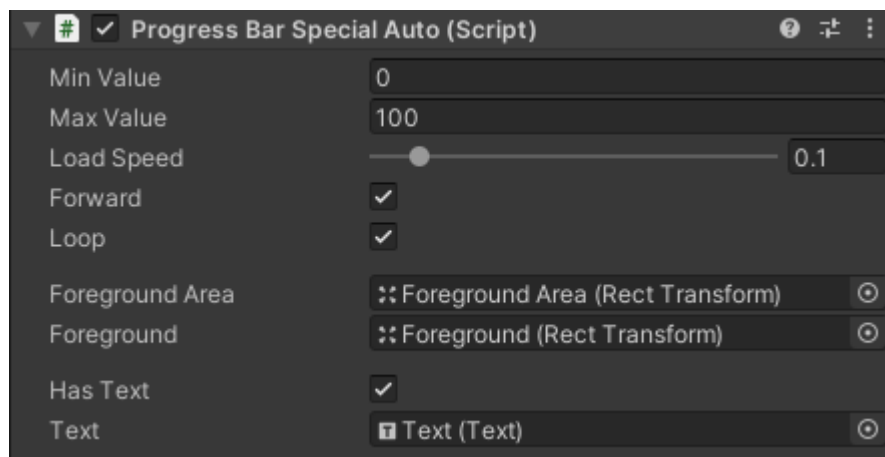
value.

6) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarSpecialAuto_Round.prefab



2.16.20 Progress Bar Special Pattern

Progress Bar Special Pattern is a progress bar which has round head and has pattern scrolling.

1) Current Value

The current value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Pattern Play

Whether showing the pattern scrolling.

If 'Pattern Play' is true, then showing the pattern scrolling on the Progress Bar, else not showing the pattern.

4) Pattern Speed

The speed of the pattern scrolling.

5) Pattern Forward

If 'Pattern Forward' is true, then the pattern scrolling direction is the same as the progress bar direction;

If 'Pattern Forward' is false, then the pattern scrolling direction is reversed with the progress bar direction.

6) Pattern Scale

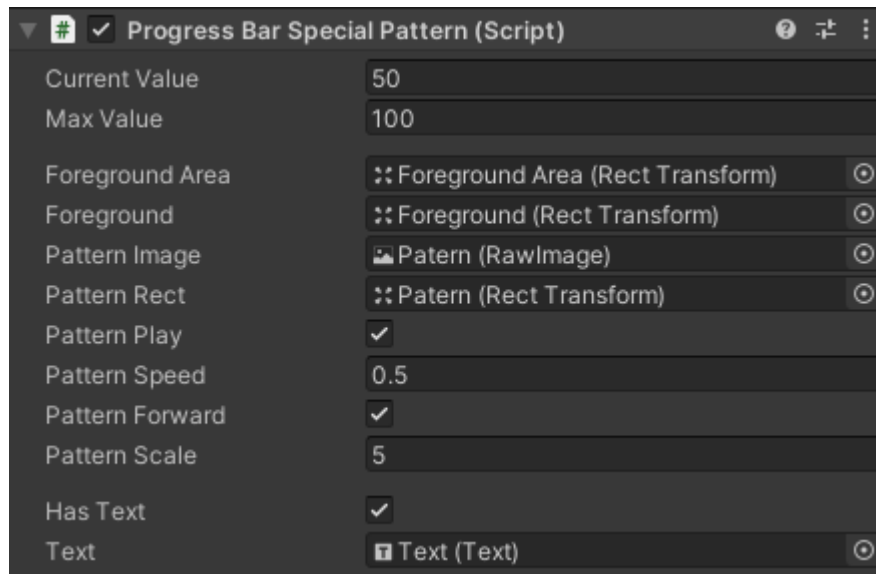
The scale of the pattern scrolling.

7) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarSpecialPattern_Round.prefab



2.16.21 Progress Bar Special Pattern Auto

Progress Bar Special Pattern Auto is an auto progress bar which has round head and has pattern scrolling.

1) Min Value

The minimum value of the Progress Bar.

2) Max Value

The maximum value of the Progress Bar.

3) Load Speed

The speed of the Progress Bar auto changing its current progress value.

4) Forward

If 'Forward' is true, then the Progress Bar will auto increase its current progress value.

If 'Forward' is false, then the Progress Bar will auto decrease its

current progress value.

5) Loop

If 'Loop' is true, then the Progress Bar will restart from the start value.

6) Pattern Play

Whether showing the pattern scrolling.

If 'Pattern Play' is true, then showing the pattern scrolling on the Progress Bar, else not showing the pattern.

8) Pattern Speed

The speed of the pattern scrolling.

9) Pattern Forward

If 'Pattern Forward' is true, then the pattern scrolling direction is the same as the progress bar direction;

If 'Pattern Forward' is false, then the pattern scrolling direction is reversed with the progress bar direction.

10) Pattern Scale

The scale of the pattern scrolling.

11) Has Text

Whether showing text value of the Progress Bar progress.

If 'Has Text' is true, then showing the text value, else not showing the text value.

Example: ProgressBarSpecialPatternAuto_Round.prefab

