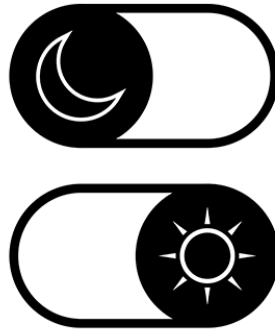# Documentation

Dark/Light Mode UI Builder

Supports Android/iOS/Windows/Mac/WebGL

It is a tool which you can create Dark mode and Light mode easily. Easy drag and drop scripts and then select color in Inspector, and Voila!

Usage

There are 3 Scripts

ImageContainer.cs → Attach this scripts to every Image
TextContainer.cs → Attach this scripts to every Text or Text Mesh Pro (Toggle TMPro in script)

SetupDarkMode.cs → Create an empty gameobject and attach this script, assign required 3 colors for dark mode and light mode in Inspector.

Tutorial Video https://www.youtube.com/watch?v=0mgQUSUXTCc

And then call Dark() and Light() from a button.
Any issue please Contact me at
cykodevtools@gmail.com