

## GUI Creator

### GUI Template

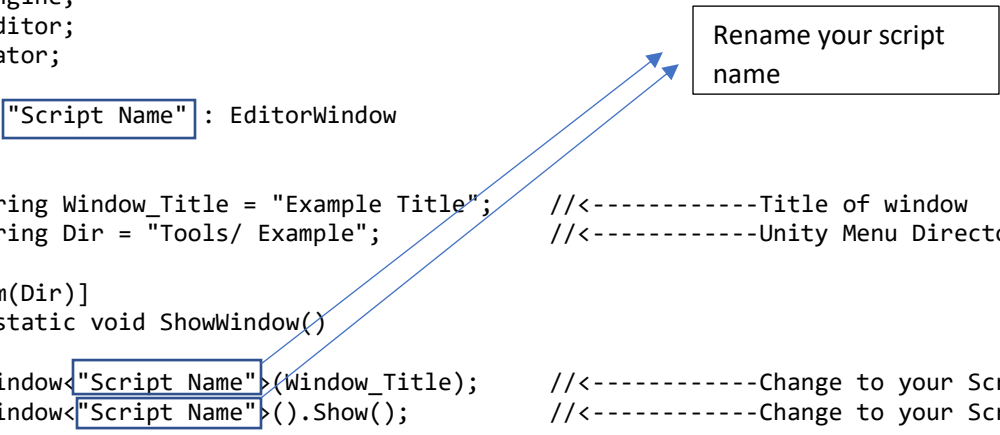
The template creates a blank GUI window. The “GetWindow” type will need to be renamed to name of the script.

```
#if UNITY_EDITOR
using UnityEngine;
using UnityEditor;
using GUICreator;

public class "Script Name" : EditorWindow
{
    const string Window_Title = "Example Title";    //<-----Title of window
    const string Dir = "Tools/ Example";           //<-----Unity Menu Directory

    [MenuItem(Dir)]
    private static void ShowWindow()
    {
        GetWindow<"Script Name">(Window_Title);    //<-----Change to your Script name
        GetWindow<"Script Name">().Show();          //<-----Change to your Script name
    }

    void OnGUI()
    {
        //GUI Items
        GUI_Module.END();                          //<-----//IMPORTANT!/////
    }
}
#endif
```



A diagram with a box containing the text "Rename your script name". Two blue arrows originate from this box. One arrow points to the string literal "Script Name" in the line `GetWindow<"Script Name">(Window_Title);`. The other arrow points to the string literal "Script Name" in the line `GetWindow<"Script Name">().Show();`. Both instances of "Script Name" are also enclosed in blue rectangular boxes.

## Classes

Add Button  
`new Items.Button(int PositionX, int PositionY, string Title = "", float Width = 50, float Height = 50, GUIStyle GStyle = default(GUIStyle))`

Add Label  
`new Items.Label(int PositionX, int PositionY, string text, float Width, float Height, GUIStyle GStyle = default(GUIStyle))`

Add TextField  
`new Items.TextField(int PositionX, int PositionY, float Width, float Height, GUIStyle GStyle = default(GUIStyle))`

Add TextArea  
`new Items.TextAreaField(int PositionX, int PositionY, float Width, float Height, GUIStyle GStyle = default(GUIStyle))`

Add FloatField  
`new Items.FloatField(int PositionX, int PositionY, bool Delayed, float Width, float Height, GUIStyle GStyle = default(GUIStyle))`

Add IntField  
`new Items.IntField(int PositionX, int PositionY, bool Delayed, float Width, float Height, GUIStyle GStyle = default(GUIStyle))`

Add Vector2Float new Items.Vector2FloatField(int PositionX, int PositionY, float Width, float Height, GUIStyle GStyle = default(GUIStyle))
Add Vector2Int new Items.Vector2IntField(int PositionX, int PositionY, float Width, float Height, GUIStyle GStyle = default(GUIStyle))
Add Vector3Float new Items.Vector3FloatField(int PositionX, int PositionY, float Width, float Height, GUIStyle GStyle = default(GUIStyle))
Add Vector3Int new Items.Vector3IntField(int PositionX, int PositionY, float Width, float Height, GUIStyle GStyle = default(GUIStyle))
Add ColorField new Items.ColorField(int PositionX, int PositionY, float Width, float Height, GUIStyle GStyle = default(GUIStyle))
Add ObjectField new Items.ObjectField(int PositionX, int PositionY, string ObjectType, float Width, float Height, GUIStyle GStyle = default(GUIStyle))
Add Toggle new Items.Toggle(int PositionX, int PositionY, string Title, float Width, float Height, GUIStyle GStyle = default(GUIStyle))
Add SelectionGrid new Items.SelectionGrid(int PositionX, int PositionY, string[] selectionStrings, float Width, float Height, GUIStyle GStyle = default(GUIStyle))
Add HorizontalSlider new Items.HorizontalSlider(int PositionX, int PositionY, float min, float max, float Width, float Height, GUIStyle GStyle = default(GUIStyle))
Add VerticalSlider new Items.VerticalSlider(int PositionX, int PositionY, float min, float max, float Width, float Height, GUIStyle GStyle = default(GUIStyle))

## Other

SpriteToTexture GUI_Module.SpriteToTexture(Sprite sprite)
Draw Color GUI_Module.DrawTexture(int PositionX, int PositionY, float Width, float Height, Color color)
Draw Texture GUI_Module.DrawTexture(int PositionX, int PositionY, float Width, float Height, Texture2D texture)

Example:

```
#if UNITY_EDITOR
using UnityEngine;
using UnityEditor;
using UnityEngine.UI;
using GUICreator;

public class Example : EditorWindow
{
    const string Window_Title = "Example Title";
    const string Dir = "Tools/ Example";

    [MenuItem(Dir)]
    private static void ShowWindow()
    {
        GetWindow<Example>(Window_Title);
        GetWindow<Example>().Show();
    }

    void OnGUI()
    {
        Items.Button Bt = new Items.Button(0, 0, "Click", 150, 50, null);

        if(Bt.OnClick){Debug.Log("CLICKED!");}
        GUI_Module.END(); // End of Items
    }

}
#endif
```