

# UI Effects Maker

Version 1.4



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## Documentation

First, we will learn how to use UI Effects Maker. Then, some additional tips about the plugin will be given.

### Table of Contents

1- Manager setup

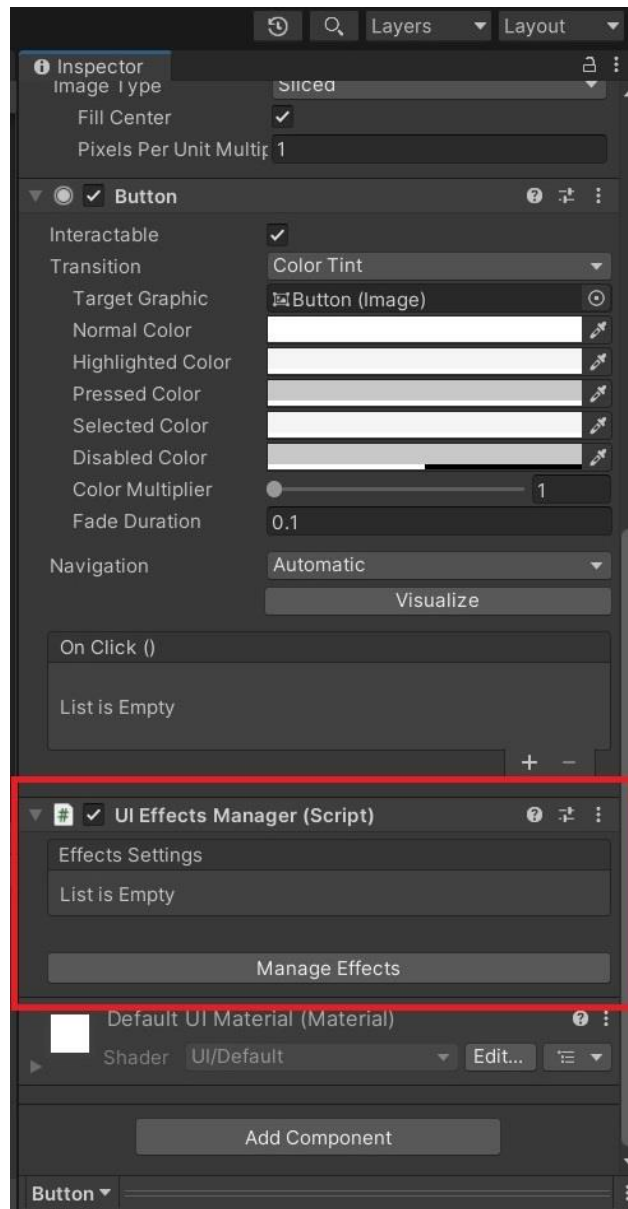
2- Node based editor

3- Effects Settings

4- Additional tips

# 1- Manager setup

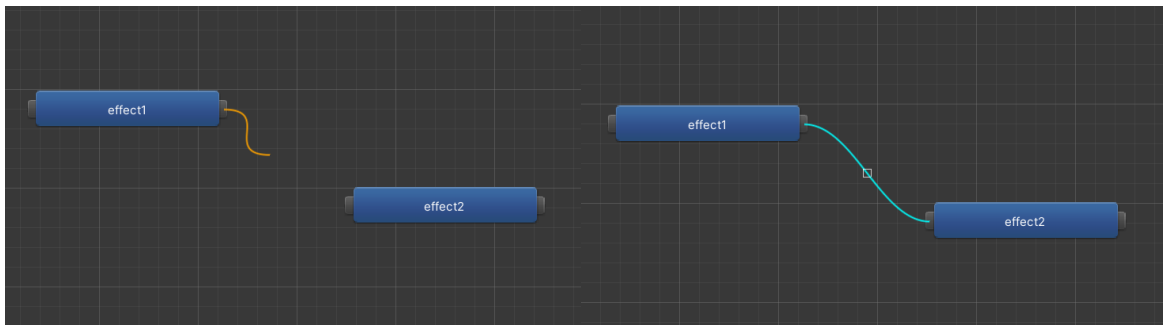
- Create an UI element.
- Assign UIEffectsManager.cs script from **UI Effects Maker/Scripts** folder to it.



## 2- Node based editor

- Click on “Manage Effects” button of **UIEffectsManager** component. Node Editor window will open.

- Right Click on a free space then Select “Add Effect”. A new effect will be added to your UI element.
- Right Click on a node. Here you can rename, duplicate, copy or delete the node.
- To create connections between nodes, Click on output/input point of a node, then Connect the curve to an input/output point of another node by clicking on that point.



When an effect ends, those effects whose input points are connected to the output point of the previous node, will be called.

- To remove a connection, Click on the middle of the corresponding curve.
- You can **copy/paste** effect nodes between different editors. In order to paste the copied node, Right Click on a free space then Select “Paste”.

### 3- Effects Settings

- On **UIEffectsManager** component, you can see and customize your created effects.

#### Explanations of settings:

- **Effect Type:** The type of the effect.

- **Run At Start:** Make the effect run at the beginning of the scene.
- **Loop:** Make the effect run itself again when it ends.
- **Delay:** Desired delay before the effect run.
- **Speed:** Speed of the effect.
- **Rotation Type:** The rotation mode.
  - **Direct:** Rotate object smoothly to the target rotation.
  - **Constant:** Rotate object constantly till the desired duration.
- **Duration:** Duration of the effect.
- **Brightness Duration:** Duration of the initial brightness, once shining effect started.
- **OnStart:** When the effect starts, functions added to this event will be called.
- **OnFinished:** When the effect ends, functions added to this event will be called.

## 4- Additional tips

### - Programming:

- To run an effect through your own scripts, Use the below code:

```
UIEffectsManager myEM =
GetComponent<UIEffectsManager>();
myEM.Run ("Effect_Name_Here");
```

- To totally kill the process of an ongoing effect, Use the following method:

```
myEM.Kill ("Effect_Name_Here");
```

- If you want to change the value of a property of an effect through your own scripts, Use the below code:

```
myEM.SetProperty ("Effect_Name_Here",
"Property_Name_Here", valueToSet);
```

To get the correct name of a property, Check the [UIEffect.cs](#) script located in **UI Effects Maker/Scripts** folder.

- To find out which effects are currently running, Use the following method as it gives you a list of running effects:

```
List<string> runningEffectsList =  
myEM.runningEffects();
```

More information about C# Lists:

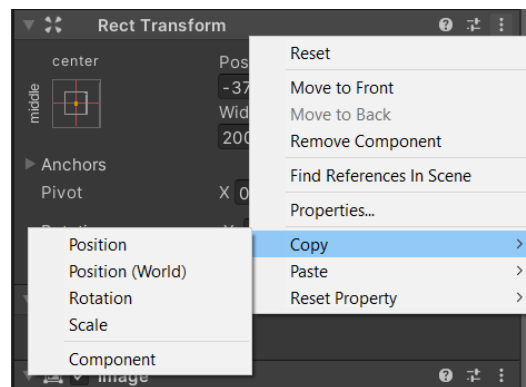
<https://learn.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1>

To check if a specific effect is running, Use the following code:

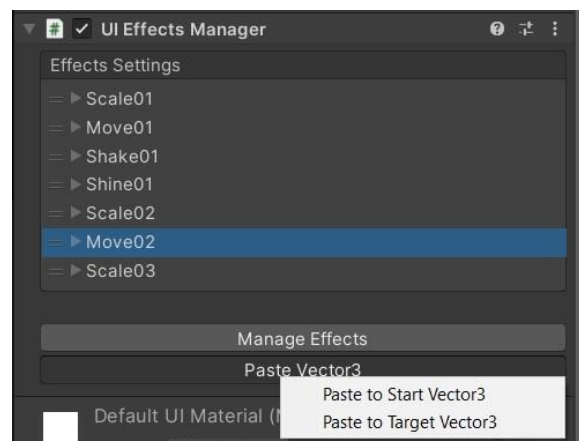
```
if (myEM.runningEffects().Contains("Effect_Name_Here")) {  
    // do something  
}
```

## - Copying and Pasting position/rotation/scale of objects

Copy position/rotation/scale of a game object as shown below:

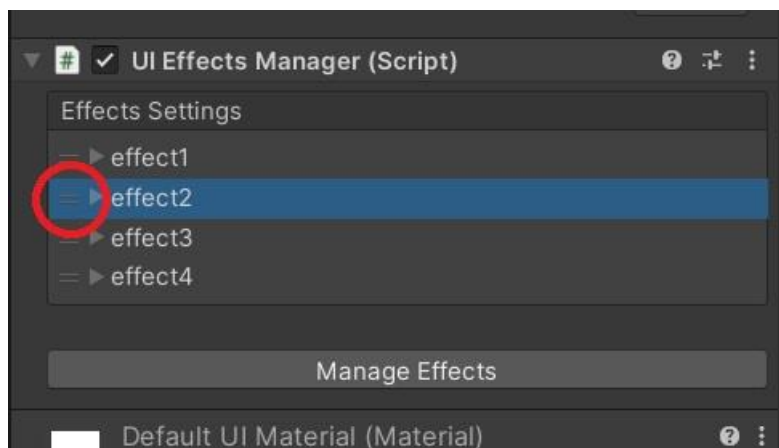


On your UI Effects Manager, Select an effect, Then Click on “Paste Vector3” button. Here you can paste the copied value to the Start position/rotation/scale or to the Target position/rotation/scale.



- **Reordering effects view:** You can reorder the view of your effects on **UIEffectsManager** component. **But, Don't do this when the node editor is open.** It may cause problems.

Note: In order to change the view order of your effects, Select an effect by clicking on the two dashes drawn before the name of the effect. Then Drag and Drop it.



- **Information on nodes:**

