

Procedural UI Tool Quick Start Guide

Version 2.0 | By Roluplay | English

1. What is Procedural UI Tool?

Procedural UI Tool is a tool for Unity that lets you quickly and easily add visual effects to your UI components, such as Images and RawImages. Forget about creating complex images; with this tool, you can procedurally apply borders, rounded corners, and fill colors directly from the Unity Editor.

The system is **non-destructive**, **efficient** and automatically integrates with rendering pipelines **Built-in** and **URP**.

2. Quick Start: Your First Effect in 60 Seconds

1. **Open the Tool:** Ve al menú Window > Procedural UI Tool > Effects Window.
2. **Create a UI Element:** In your scene, create a new Image object (GameObject > UI > Image).
3. **Select it:** Make sure your new Image object is selected in the hierarchy.
4. **Start Preview:** In the Procedural UI Tool window, click the button **Start Preview**. You will see that the image in the scene changes.
5. **Modify the Parameters:** Play with the values in the section "**Effect Settings**". Change the Global Radius in the Corner Radius section or adjust the Width and Color in Border Settings. All changes will be reflected in real time.
6. **Apply the Effect:** Happy with the result? Click on **Apply to Selected**. This will create a new effect profile in your project and permanently assign it to your image.

Done! You've created your first procedural UI effect.

3. Understanding the Key Components

The tool works with two main elements:

- **ProceduralUIComponent:** This is the component that's added to your GameObject. It's responsible for taking an effect profile and rendering it on screen.
- **ProceduralUIProfile:** It's a *ScriptableObject* (an asset in your project) that stores all the settings for an effect: corner radius, border color, etc. The advantage is that you can reuse the same profile across dozens of objects to maintain a consistent visual style.

4. Exploring the Effects Window

The Effects Window is your hub. It's divided into several key sections:

Live Preview

- Allows you to view changes in real time on any selected UI object. It's the fastest way to design and experiment without having to enter Play mode.

Effect Settings

This is where the visual aspect is defined.

- **Corner Radius:**
 - **Unit:**Choose between Pixels (a fixed value) or Percent (a value adaptable to the size of the object).
 - **Individual Corners:**Activate this option to give each of the four corners a different fillet. If disabled, the Global Radius is used.
- **Border Settings:**
 - Defines the Width and Color of the border.
 - **Enable Progress Border:**Turns the border into a circular progress bar. Ideal for loading bars, avatars, etc.
 - **Progress:**The fill value (from 0 to 1).
 - **Start Angle:**The point where progress begins (0 is to the right).
 - **Direction:**The direction of filling (clockwise or counterclockwise).
- **Fill Settings:**
 - **Fill Color:**Defines the background color of the element.

Actions

- **Apply to Selected:**Saves the current settings as a new ProceduralUIProfile and applies it to the selected objects.
- **Reset Settings:**Returns all values in the window to their initial state.
- **Save Preset / Load Preset:**Allows you to save the current configuration as a reusable profile file or load an existing one for editing.

5. Performance and Optimization

This version of the tool is highly optimized. The corner and edge rounding effects are

extremely lightweight and won't have a noticeable impact on your app's performance, even on mobile devices.

6. Frequently Asked Questions (FAQ)

- **Why is my UI pink in a build?**
 - This happens if Unity excludes shaders from the build. To fix this, go to Project Settings > Graphics and add the ProceduralUITool/RoundedBorder_Builtin and ProceduralUITool/RoundedBorder_URP shaders to the "Always Included Shaders" list.
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7. Support and Contact

If you have any questions, find an error, or have any suggestions, please do not hesitate to contact:

Email: coldagsala@gmail.com