

# 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:** Go to the menu 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](mailto:coldagsala@gmail.com)