

ProUI Documentation

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Button

This behavior can be applied to: Sprite, TiledBackground, 9patch.

isEnabled	If false the button will be disabled
Normal Frame Hover Frame Clicked Frame Disabled Frame <i>Only applicable when the object is sprite.</i>	Defines what frame and/or animation to show at each state of the button. Syntax : frame/anim For example, the hover state can take these values: 6 : will show frame 6 of current animation animHover : will play the animation named animHover 2/animHover : will show frame 2 of animation animHover
Click Sound Hover Sound <i>The audio object need to be present</i>	Sound to be played on click and hover Syntax: filename;volume
Click animation Hover animation	Animation to be applied on click and hover
Normal Color Hover Color Clicked color Disabled	Defines what color to apply at each state of the button. Syntax: r,g,b The value it takes is an rgb color like : 27, 207, 245
Ignore Input	Buttons are not clickable when : <ul style="list-style-type: none">• On a invisible layer• Invisible• Under an opened dialog box You can override this normal behavior with the "Ignore Input" property : No: the button will always be enabled. Yes: the button will always be disabled. Auto: normal behavior.

Checkbox

This behavior can be applied to: Sprite.

isChecked	If true the checkbox will be checked.
Normal Frame Hover Frame Clicked Frame Disabled Frame	<p>Defines what frame and/or animation to show at each state of the checkbox.</p> <p>Syntax : frame/anim,frame/anim The coma separates the unchecked and checked state.</p> <p>For example, the normal state can take these values:</p> <p>0,1 : will show frame 0 of the current animation when UNchecked and 1 when checked.</p> <p>animNormalU,animNormalC : will play the animation named animNormalU when unchecked and animNormalC when checked.</p> <p>2/animNormalU,5/animNormalC : will show frame 2 of animation animNormalU when unchecked and frame 5 of animNormalC when checked</p>
Normal Color Hover Color Clicked color Disabled	<p>Define what color to apply at each state of the button.</p> <p>Syntax: r,g,b;r,g,b The semicolon defines the unchecked and checked state.</p> <p>Example : 27, 207, 245 ; 20, 80, 125</p>

The rest of the properties are similar to those of the button.

Radio Button

This behavior can be applied to: Sprite.

name	The name of the radiobutton.
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The rest of the properties are similar to those of the checkbox.

Radio Group

This behavior can be applied to: Sprite,TiledBackground, 9patch.

value	The value of the radio group. It should be one the names given to its associated radio buttons.
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Progress Bar

This behavior can be applied to: TiledBackground, 9patch, or Sprite

Max Value	The maximum value of the progress.
Value	The initial value
Animation	How the progress animates when its value changes

Discrete Progress

This behavior can be applied to: Sprite,TiledBackground, 9patch.

value	The value of the discrete progress
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Discrete Progress Part

This behavior can be applied to: Sprite.

Index	The index of this part
0-frame 0.5-frame (optional) 1-frame	Define what frame and/or animation to show for the values: 0, 0.5 and 1. Syntax : frame/anim

Slider Bar

This behavior can be applied to: TiledBackground, 9patch, or Sprite

isEnabled	If false then the slider bar will be disabled
Value	The initial value of the slider bar
Minimum	The minimum value of the slider bar
Maximum	The maximum value of the slider bar
Step	The step value, giving the increment along the slider.

Dialog

This behavior can be applied to: TiledBackground, 9patch, or Sprite

Open Animation	Defines the opening animation
Open Animation tweening	Defines the tweening function of the opening animation
Open sound	The sound to be played when opening the dialog. Syntax: filename;volume
Close button name	The name of the game object attached to the close button.
isModal	If true, then no dialog can be opened when this dialog is.

Scroll View

This behavior can be applied to: TiledBackground, 9patch, or Sprite

Is Enabled	If false then the scroll view is disabled
Direction	Defines the direction of the scroll
Swipe Scroll	If true then swipe scroll is enabled
Mouse Wheel Scroll	If true then mouse wheel scroll is enabled
Inertia	Enables the momentum effect after touch ends
Movement type	Enables the elastic effect when dragging past the limits
Content name	The name of the game object attached to the content.
Vertical Slider Name	The name of the game object attached to the vertical slider
Vertical Scroll Bar Name	The name of the game object attached to the vertical scroll bar
Horizontal Slider Name	The name of the game object attached to the horizontal slider
Horizontal Scroll Bar Name	The name of the game object attached to the horizontal scroll bar

Grid View

This behavior can be applied to: TiledBackground, 9patch, or Sprite

Item Name	Name of the game object attached to the item
Max Columns	Number of columns. -1 if dynamic.
Max rows	Number of rows. -1 if dynamic.
Vertical spacing	Space in pixels between the columns
Horizontal spacing	Space in pixels between the rows
Vertical padding	Space between the right and left edge of the grid
Horizontal padding	Space between the top and bottom edge of the grid

Translation (behavior)

This behavior can be applied to: Text and SpriteFont.

key	Key in your json where the translation can be found. Could be nested too.
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Game Object

This behavior can be applied to any world object.

Name	Name of the game object
Parent name	Name of the game object acting as the parent
Parent layer	If checked, then all game objects on the layer will be children to this game object