Crunch Engine

Support Documentation

Megabite Studios

V 1.00

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# User Interface

## Window

This is a class that can be assigned to UI Elements, more specifically a Canvas or Panel. This is established as the Root Object, and requires a Child Panel to be created. This child panel should follow the naming convention “Main\_Panel”, however is not required. “Main\_Panel” acts as the main element in this window, and is controlled (Enabled/Disabled) by the Root Object.

In the example shown, a Canvas is created initially, and holds no relation to the Window Class. The Window Class is then assigned to the Panel “New Window”. “Main\_Panel” is then created as a child, and is referenced by the Window Class.