BEFORE READING

Thanks for purchasing Warzone UI. It means a lot for us. If you liked the asset, you could add a review. That makes us happy. 💖

FAQ

Which Unity versions does Warzone UI work with?

- Currently tested with 2023.2.3f1. But that doesn't mean it won't work with older versions. give it a try.

Can I use it in a commercial project?

- Yes, you can use any kind of Project you want.

SUPPORT

If you need any assistance, you can join our discord server for any questions you may have.

Join Discord Server

SETUP GUIDE

1.1 STARTING

To use Warzone UI, you need to download & import DoTween. It's just needed to use toggle. For more information, please have a look at:

DOTween Asset Store Link

DOTween Website Link

After that you need to import Unity's New Input System and TextMeshPro to Warzone UI work.

Now Warzone UI is working correctly. If you want to customize the asset, follow along.

1.2 TUTORIALS

You can watch the tutorial videos down blow to customize the UI as you want.

1- How to add new canvas?
2- How to use Inspector?
3- How to load a new scene?
4- How to use Credits?

1.3 USAGE OF UI ITEMS

Inside the Scenes folder, there is a "test items" scene about how you can use items. In that scene, you can test toggle, slider and horizontal selector.

1.3.1 SLIDER

Warzone UI uses default sliders. Check out the Unity Docs if you want to learn how to use it.

1.3.2 TOGGLE

Warzone UI uses default toggle. Check out the [Unity Docs](#) if you want to use it.

1.3.3 HORIZONTAL SELECTOR

If you want to check an example script, you can find it in the Scripts folder named "DemoItems.cs". or you can check out the "demotems" Scene.

1- Create a new script to control horizontal selector.
2- Add this code to your script to identify the item.

```
public HorizontalSelector hSelector;
public string value;
```

3- Write the code below to get the value of the horizontal selector.

```
value = hSelector.value;
```

And that's it. You can use that value for anything you want to use for.