

GUI KIT

MONO ROUND

USER DEVELOPMENT MANUAL

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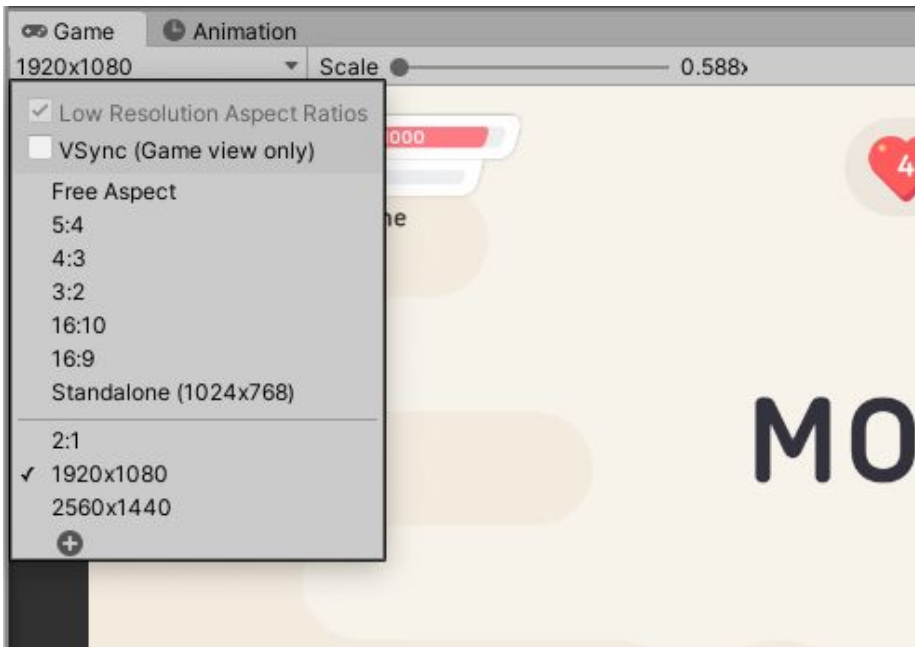
1. Package description

- The maximum supported resolution is **1920 x 1080**
- The first production ratio is **16:9**, and all ratios such as **16:10, 2:1, and 4:3** are supported.
- It is **optimized for mobile**.
- The font was created with **TextMeshProUGUI** and the font used is free.
- The sample project is still unfinished and will **continue to be updated in the future**.
- **Unity UGUI** and **Sprite Atlas** was used.

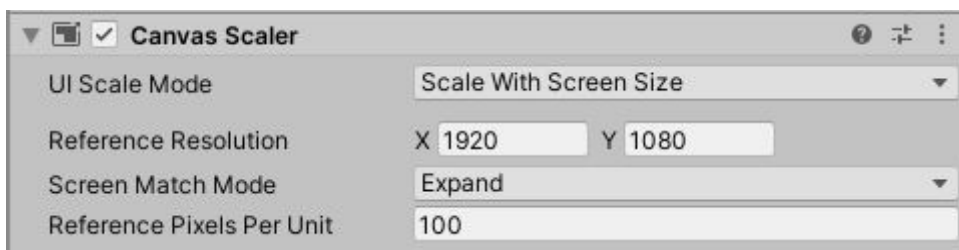
2. Basic Setup

2.1. GameView Resolution Setting

- If you set it to the desired resolution in the game view, you can preview it.



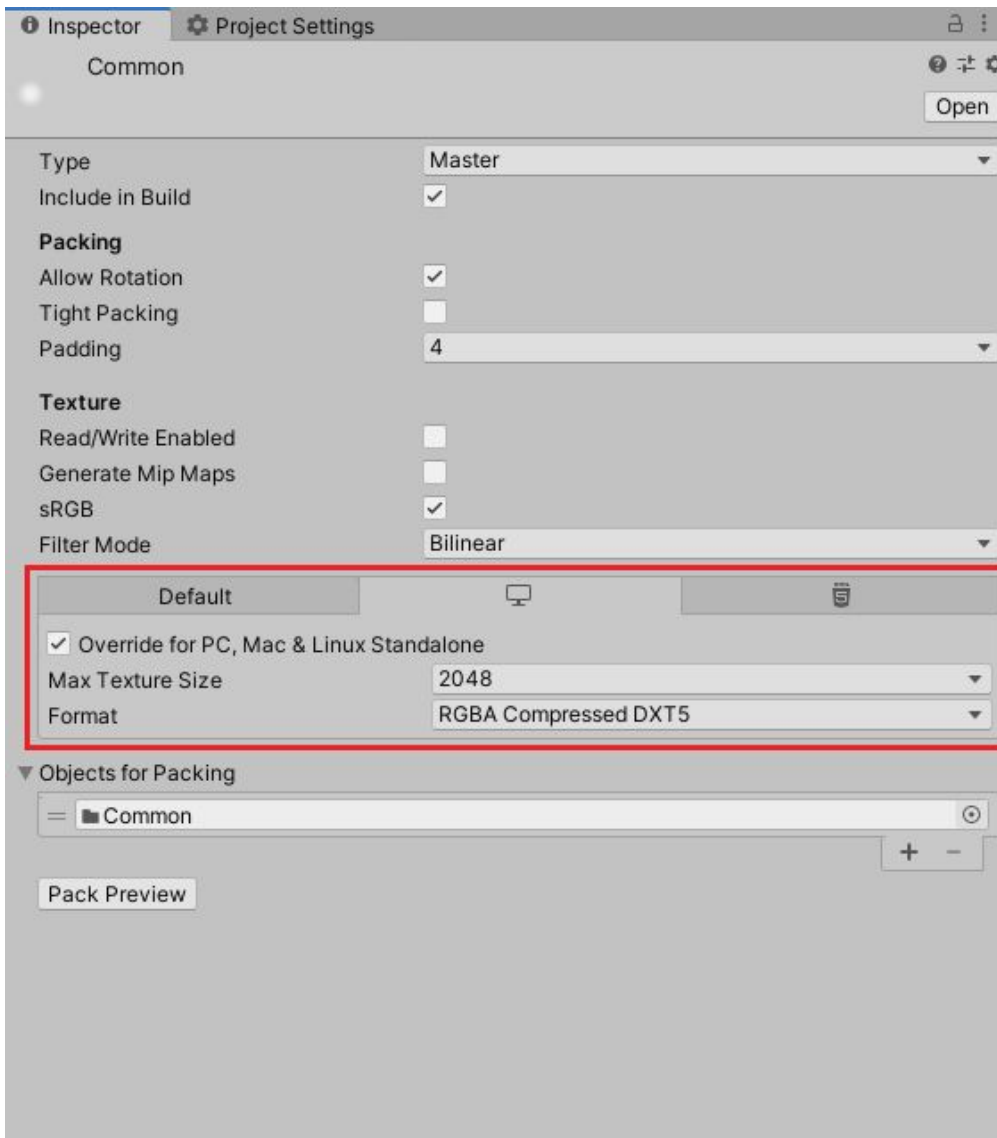
2.2. Canvas Scaler Settings



2. Basic Setup

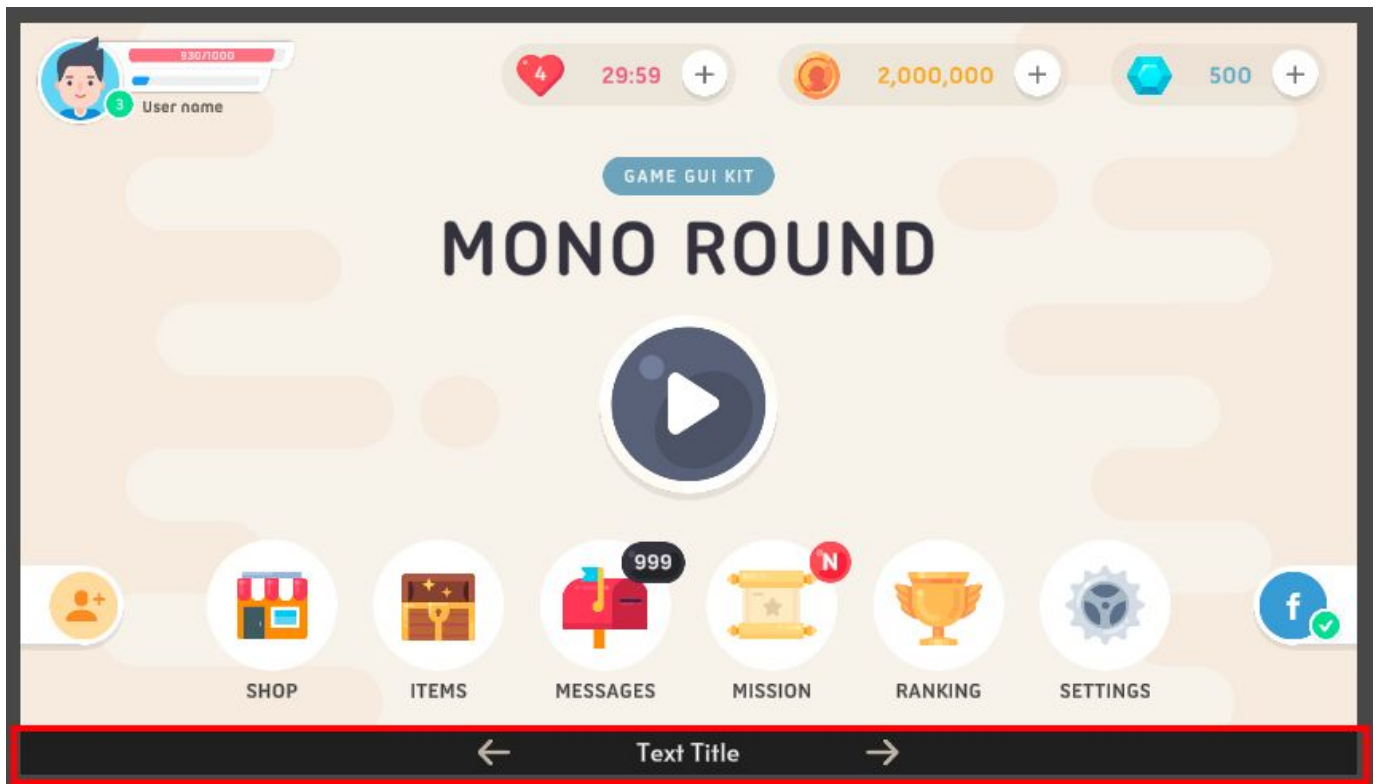
2.3. Platform-specific image compression formats

- This package was compressed to RGBA32 to create a high-definition web demonstration. Sprite Atlas should be selected and the image compression method should be changed to suit the platform.

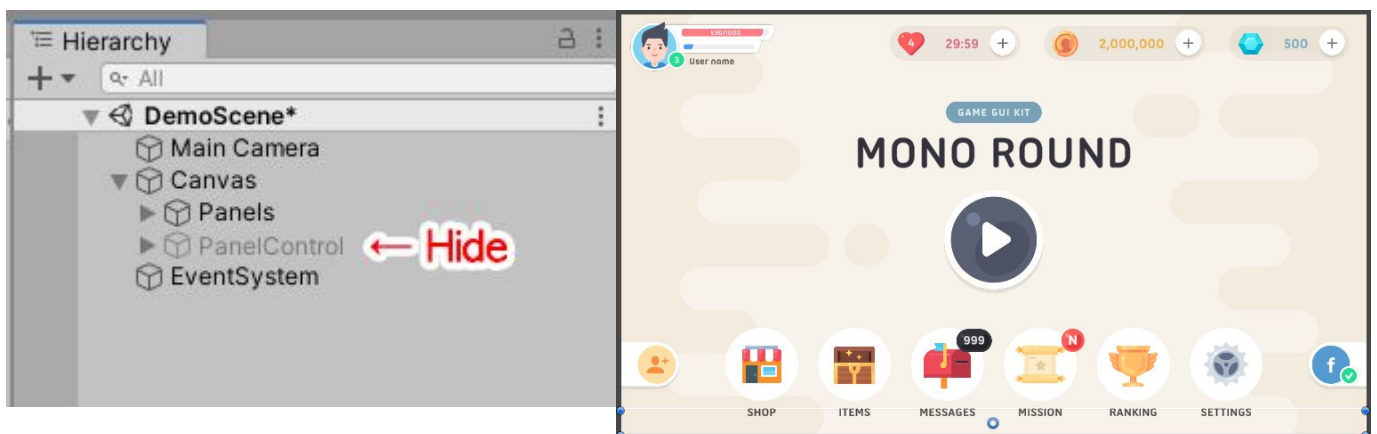


3. PanelControl

- There is PanelControl in the demo scene.



- If you want to work on DemoScene without creating a New Scene, you can hide it for your convenience.



4. Prefabs

All UI pre-fabs are located in the path below.

- Each common button, common UI, common component, and other frequently used UI is stored as a prefab.

The image displays the Unity Hierarchy and Hierarchy windows, showing the structure of the GUI Kit Mono Round Prefabs. The Hierarchy window on the left shows the project structure, while the Hierarchy window on the right shows the list of prefabs.

Hierarchy Window (Left):

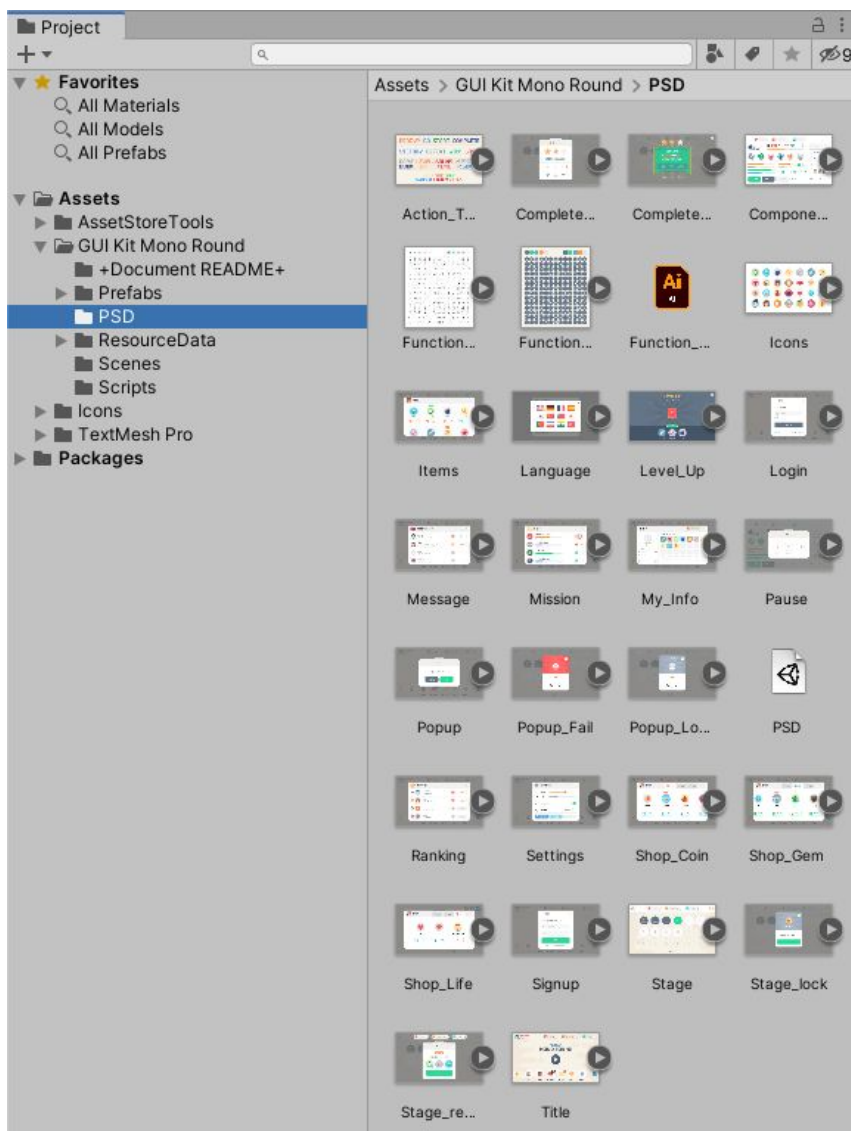
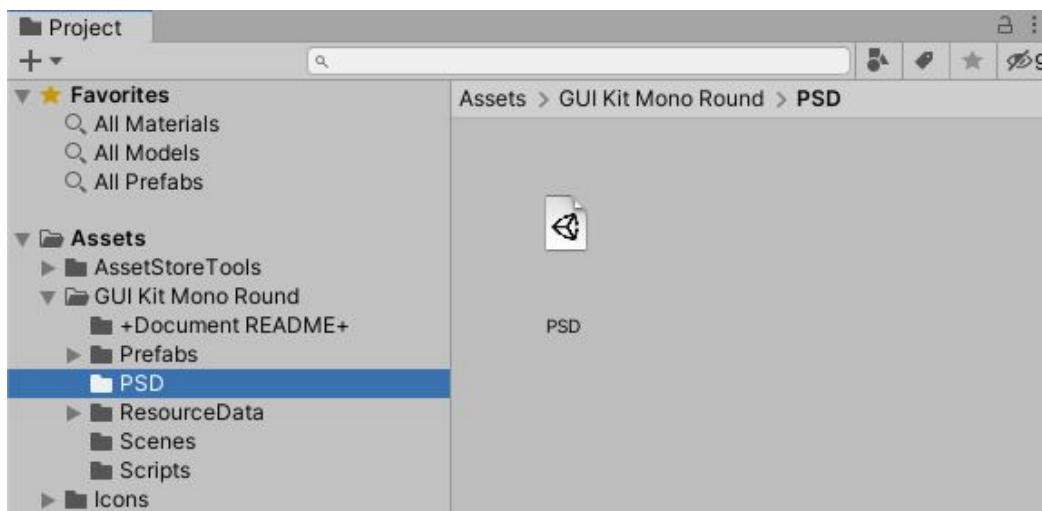
- GUI Kit Mono Round
 - +Document README+
 - Prefabs
 - Button
 - CommonUI
 - InputField
 - Skill
 - SliderBar
 - Status

Hierarchy Window (Right):

- Assets > GUI Kit Mono Round > Prefabs > **CommonUI**
 - Group_MyInfo_Infomation
 - Group_MyInfo_Inventory
 - Group_Stage
 - Icon_Medal_Bronze
 - Icon_Medal_Gold
 - Icon_Medal_Silver
 - Label_Default_Blue
 - Label_Default_DarkBlue
 - Label_Default_LightGreen
 - Label_Default_Oragne
 - Label_Panel_Green
 - Label_SpeechBubble_Green
 - Label_SpeechBubble_Orange
 - Notify_Black
 - Notify_Exclamation
 - Notify_New
 - Page_navi
 - Switch_OnOff
 - Toggle_Check_Large_1
 - Toggle_Check_Large_2
 - Toggle_Check_Large_3
 - Toggle_Check_Small
 - Top_User_Info
 - TopBar1
 - TopBar2
- Assets > GUI Kit Mono Round > Prefabs > **InputField**
 - Group_InputField_Apply
 - InputField_Apply_Email
 - InputField_Apply_Password
 - InputField_Apply_UserName
 - InputField_Style_Error
 - InputField_Style_Normal
 - InputField_Style_Required
 - InputField_Style_Typing
- Assets > GUI Kit Mono Round > Prefabs > **Skill**
 - Group_Skill
 - Skill_Attack
 - Skill_Bomb
 - Skill_Defense
 - Skill_Energy
 - Skill_Hammer
 - Skill_Potion
- Assets > GUI Kit Mono Round > Prefabs > **Status**
 - Group_Complete_Status
 - Group_Status
 - Group_Status_Bright
 - Status_Bright_Coin
 - Status_Bright_Gem
 - Status_Bright_Life
 - Status_Coin
 - Status_Gem
 - Status_Life
 - Status_Star
- Assets > GUI Kit Mono Round > Prefabs > **Button**
 - Button_Color_DarkGray
 - Button_Color_Gray
 - Button_Color_Green
 - Button_Color_IconText_Blue
 - Button_Color_IconText_Gray
 - Button_Color_IconText_SkyBlue
 - Button_Color_Line_Blue
 - Button_Color_Line_Gray
 - Button_Color_Line_Green
 - Button_Color_Line_Orange
 - Button_Color_Line_Yellow
 - Button_Disable_MissionClear
 - Button_Disable_TimeRemaining
 - Button_Function_Line_Black_Home
 - Button_Function_Line_Black_Restart
 - Button_Function_Line_Black_Resume
 - Button_Function_Line_White_Home
 - Button_Function_Line_White_Restart
 - Button_Function_Line_White_Rsume
 - Button_Function_Small_Close
 - Button_Function_Small_Delete
 - Button_Function_Small_Line_Close
 - Button_Function_Small_Line_Pause
 - Button_Function_Small_Square_Home
 - Button_Get_Coin
 - Button_Get_Gem
 - Button_Get_Potion
 - Button_Page_Next
 - Button_Page_Prev
 - Button_Price_Coin
 - Button_Price_Coin_Sale
 - Button_Price_Dollar
 - Button_Price_Gem
 - Button_Social_Facebook_Connect
 - Button_Social_Friend_Add
 - Group_Menu_Buttons
- Assets > GUI Kit Mono Round > Prefabs > **SliderBar**
 - SliderBar_Exp
 - SliderBar_Graduation_Blue
 - SliderBar_Graduation_Gray
 - SliderBar_Graduation_Green
 - SliderBar_Graduation_Orange
 - SliderBar_Handle_Gary
 - SliderBar_Handle_Orange
 - SliderBar>Loading

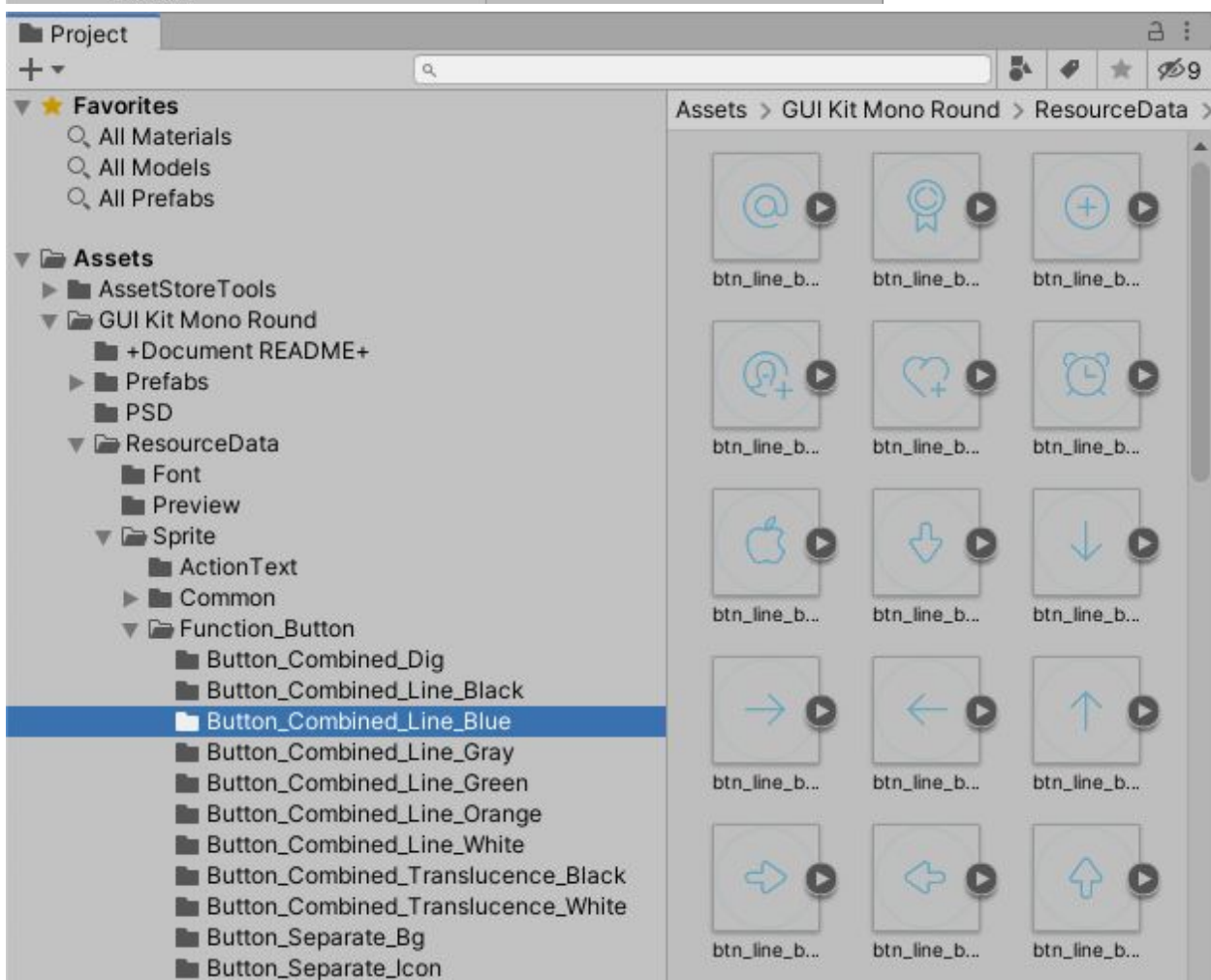
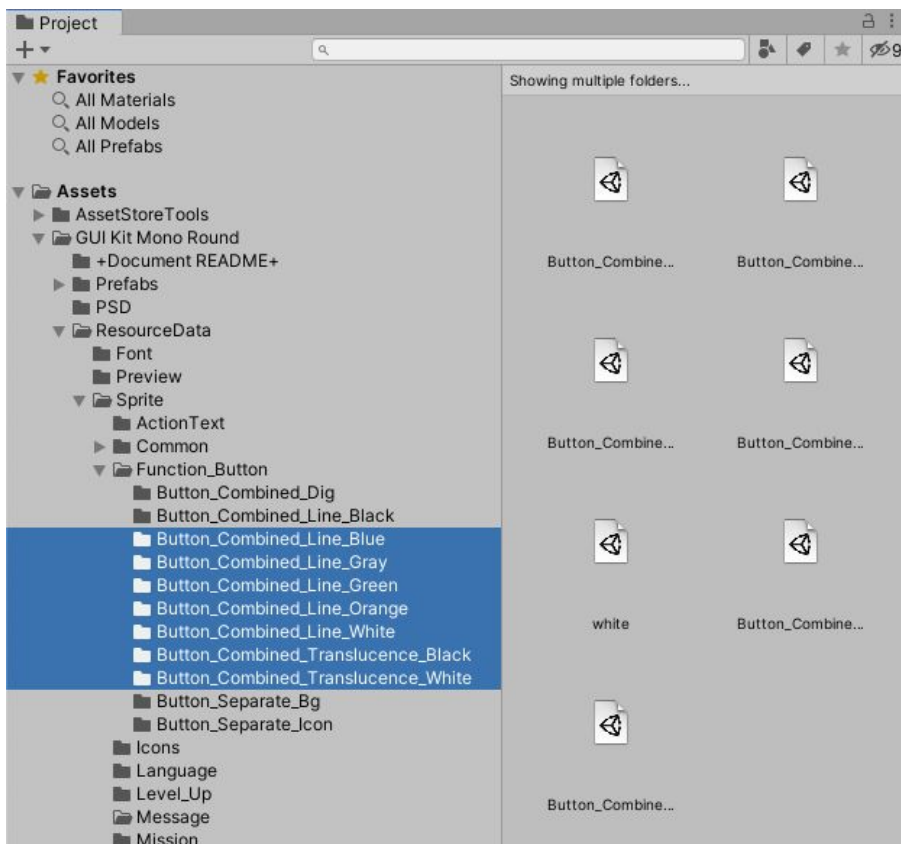
5. Packaged Elements Double-click to unpack the package.

5.1. PSD is packaged.



5. Packaged Elements Double-click to unpack the package.

5.2. Some Icons packaged by size.



6. Q&A

Q-1. I want to change the designated color of the element.



A-1. You can edit it in Photoshop. (Edit PSD)

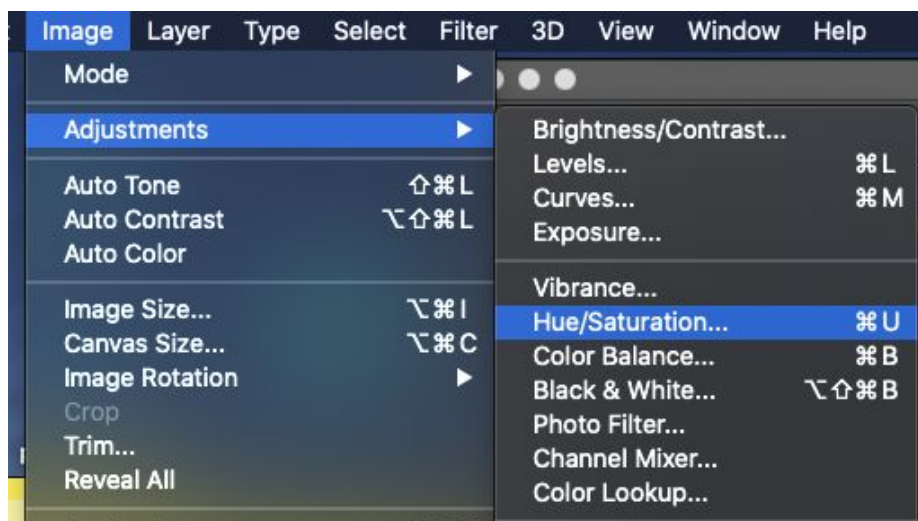
- To modify the design and export the slice, you need to know how to use Photoshop.

It will be helpful to know the concept of layer and to learn how to use basic tools, how to use 'layer style', and how to 'export png'.

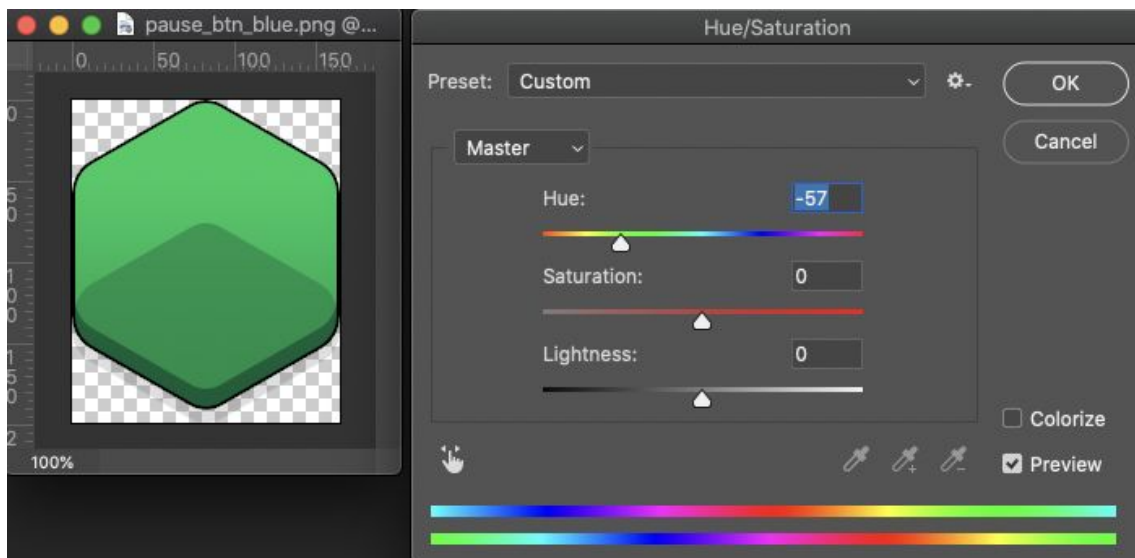
That way you can modify it to high quality, and you can do 9-slice as you like. And that will help you grow.

1. Easy way to change color

- Open the PNG in Photoshop and adjust it using 'Image > Adjustments ue Hue/Saturation'.



6. Q&A



- You can change the color of the element in a simple way.
- However, but you can't adjust it in detail or do a high-quality design, so please refer to it.

2. Export to PNG

- The simple way to store PNG(9-slice) is to 'Export' with 'Quick Export as PNG'.

