★ GUI PRO KIT ★

SIMPLE

C A S U A L

USER DEVELOPMENT MANUAL

1. Package description

- The maximum supported resolution is **2560 x 1440**
- It is **optimized for mobile.**
- The font was created with **TextMeshProUGUI** and The font used in the demo scene is free font.
- Sprite images come in their original sizes.
- Function icons come in a variety of sizes (x2), and for item icons, they come in multipliers of their original size and 2.

- The sample project is still unfinished and will continue to be updated in the future.
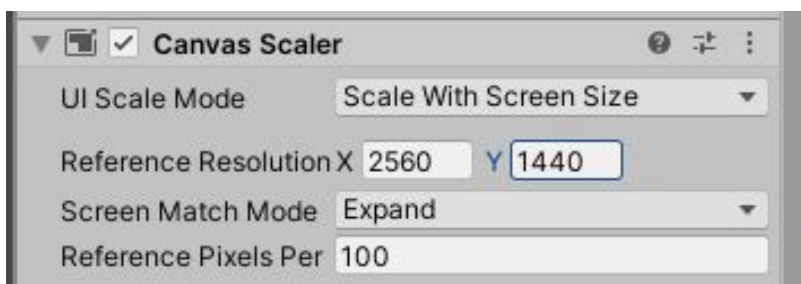
2. Basic Setup

2.1. GameView Resolution Setting

- If you set it to the desired resolution in the game view, you can preview it.
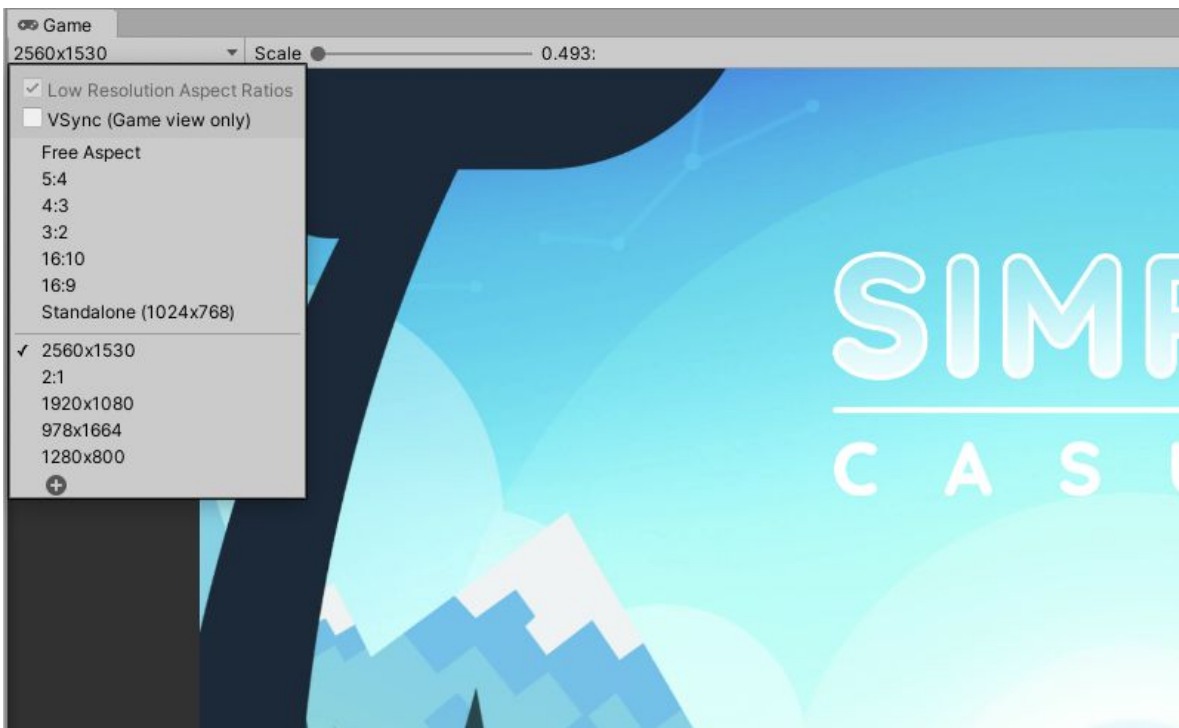
2.2. Canvas Scaler Settings
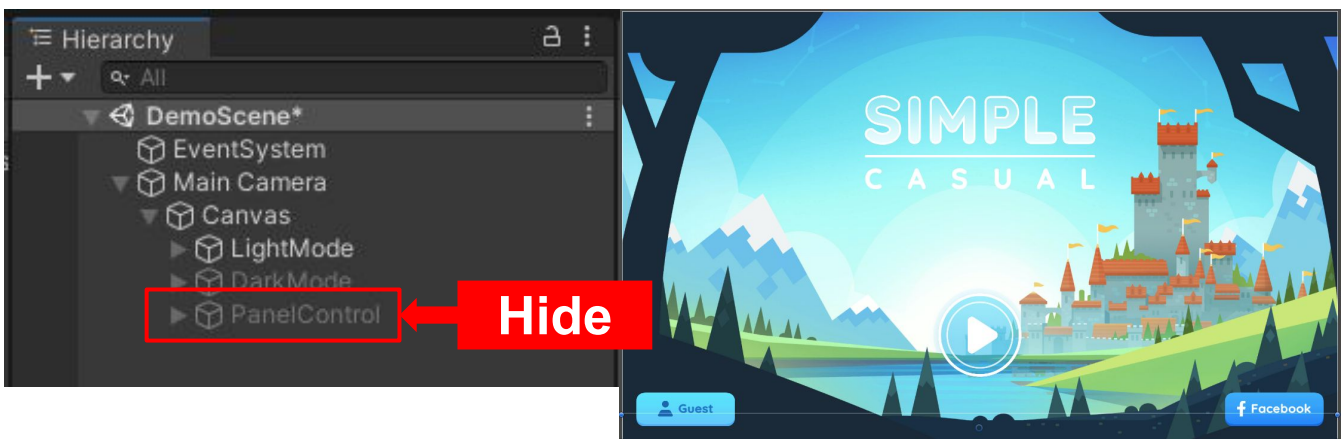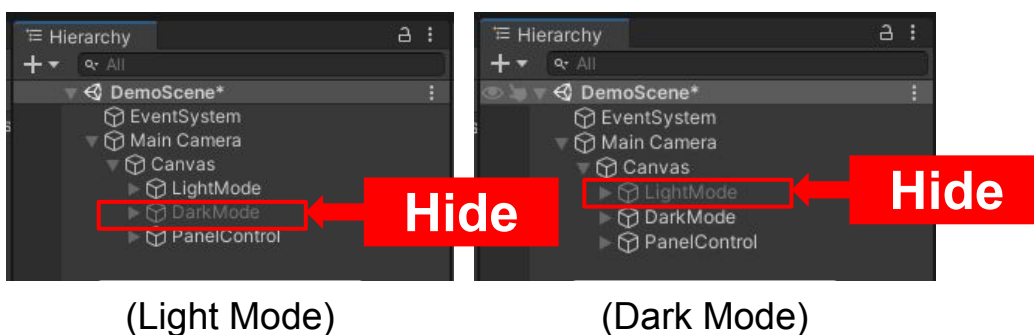
3. PanelControl

- There is PanelControl in the demo scene.

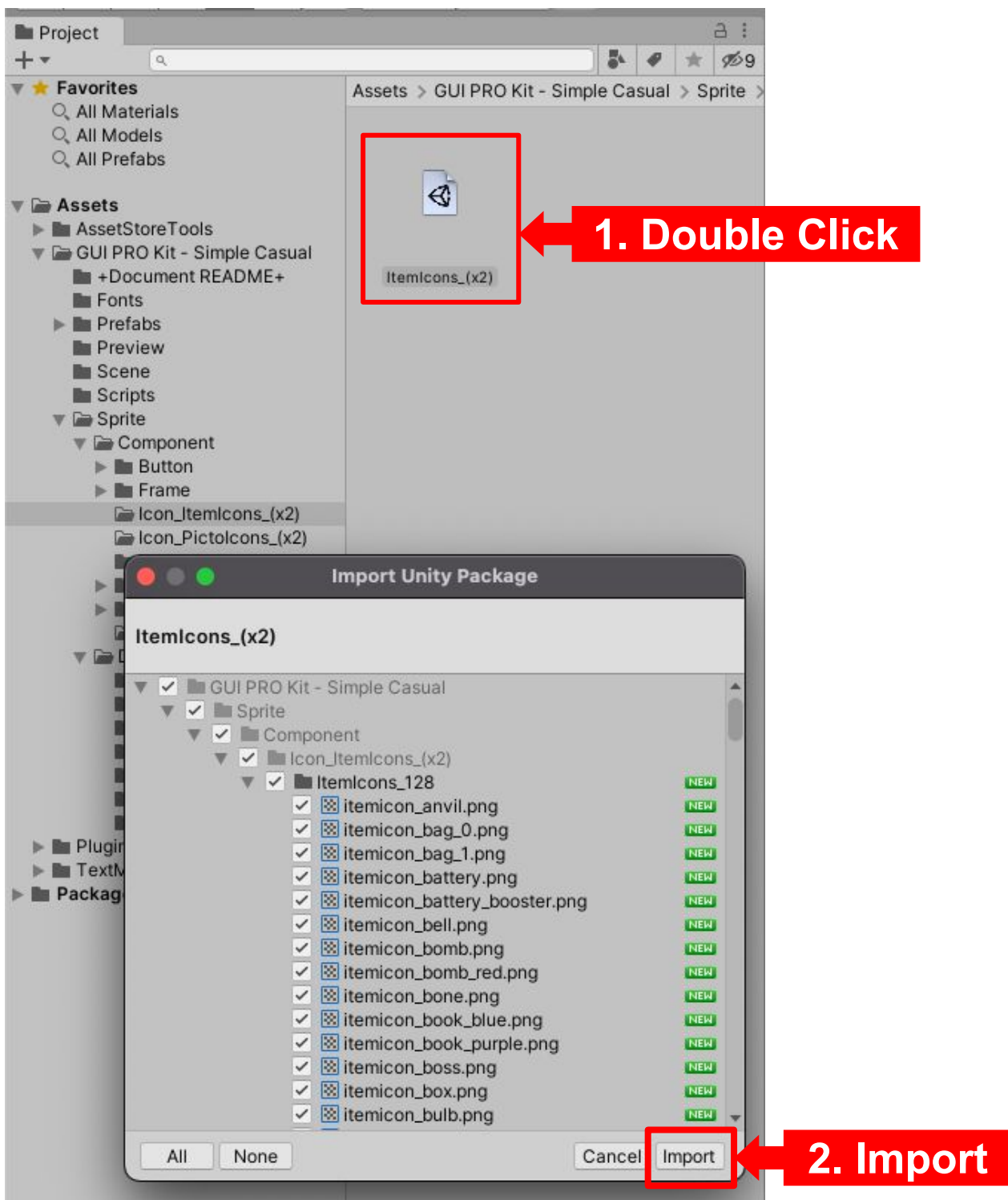- You can hide it or make it visible, so adjust it according to your convenience.

- Select Light Mode and Dark Mode respectively and use the panel controls.

(Light Mode)　　　　　(Dark Mode)

4. Packaged Elements

Some Icons is packaged.

- Some icons have been packaged to speed up import.
- You can import a packaged file by Double-Clicking it.

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

- Components were classified as buttons, frames, labels, popups, sliders and UI_etc and saved as prefabs.
- Component prefaps have **designated colors** and **customizable white versions** according to demo scenes.
- Each demo scene was saved as a prefab in DemoScene_Panels.
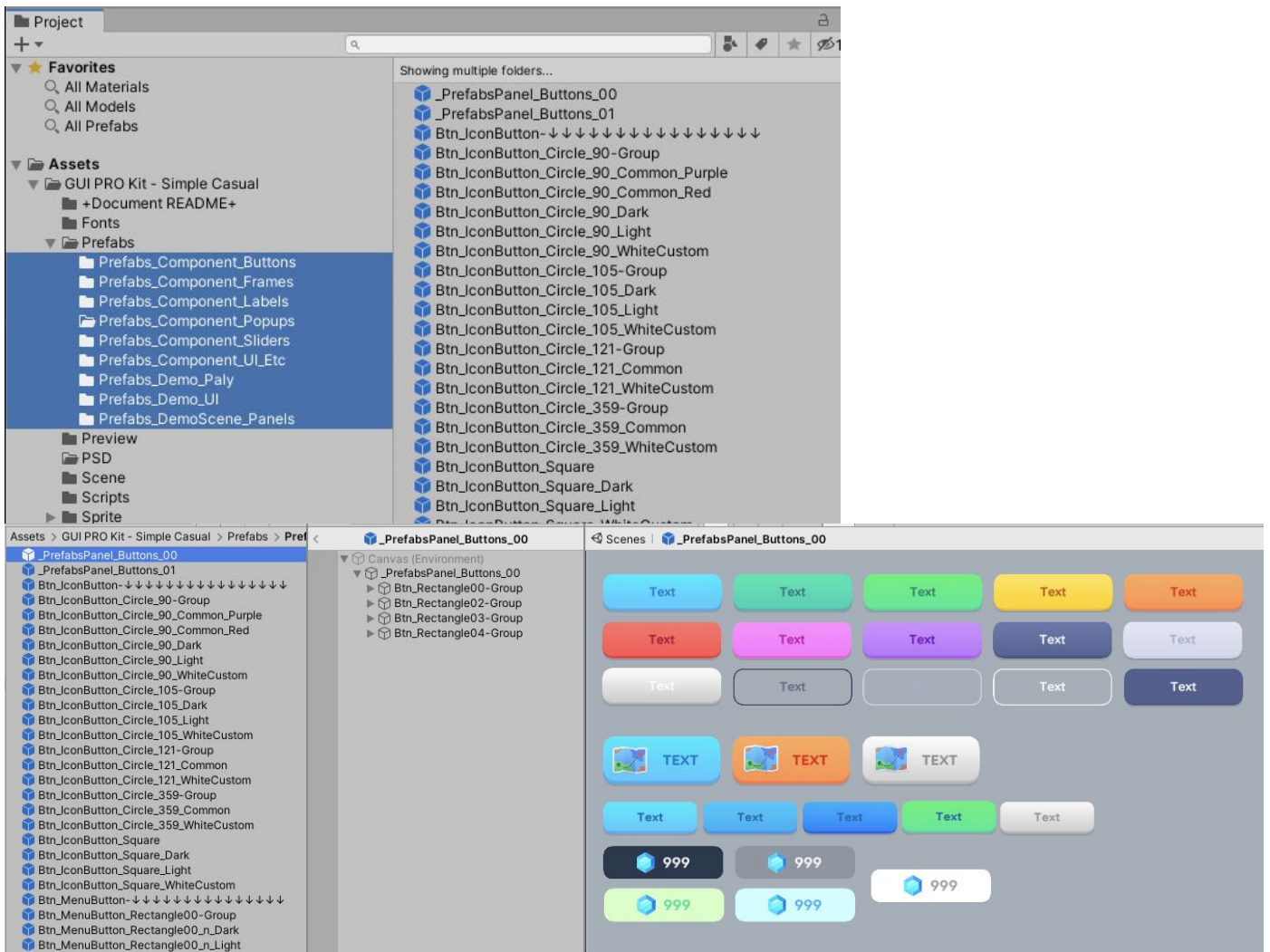
6. Sprite 9-Patch

The Sprite elements except for some have been **sliced and can be resized**.

- Obliquely inclined elements can only be resized horizontally or vertically depending on the design.
- 9-patch is not possible for complex gradation designs.
- Some elements have a minimum size depending on the design, such as tables, banners, and pop-up frames.