

Manager interface mobile game

1. Adding a new custom button to the interface.
2. Setting and saving (default schemes) buttons in the Unity editor.
3. Setting buttons in the game.

1. Adding a new custom button to the interface.

To create a new button you need (Video instruction - <https://youtu.be/JpDHNTCi5is>):

- 1) Add the name of the new button to the enum “ButtonsGame” in the class “MIMG_settings”, Figure 1 (for example, add the jump “Jump”).

```
10 public enum ButtonsGame
11 {
12     Stick,
13     Attack,
14     Settings,
15     Jump
16 }
17
18 public class MIMG_settings
19 {
```

Figure 1.

- 2) We create a button in the game menu and add the “MIMG_button_game” class to the button and select “Buttons Game”, Figure 2 (for example, “Jump” is selected in the demo scene and a class is added to catch clicking the button and execute the necessary event in the game).

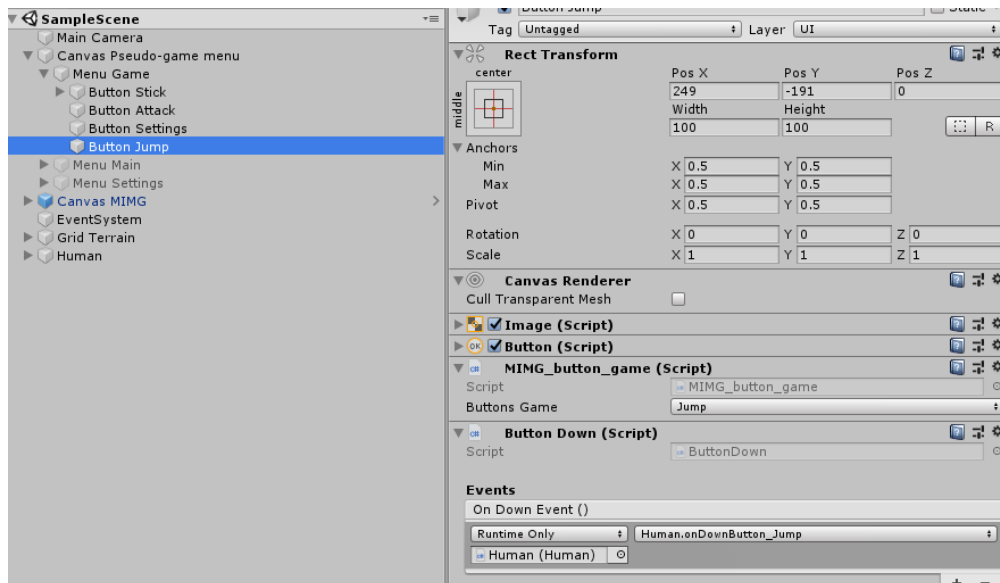


Figure 2.

It is also necessary that the class “MIMG_game” be added on the parent panel with buttons, Figure 3.

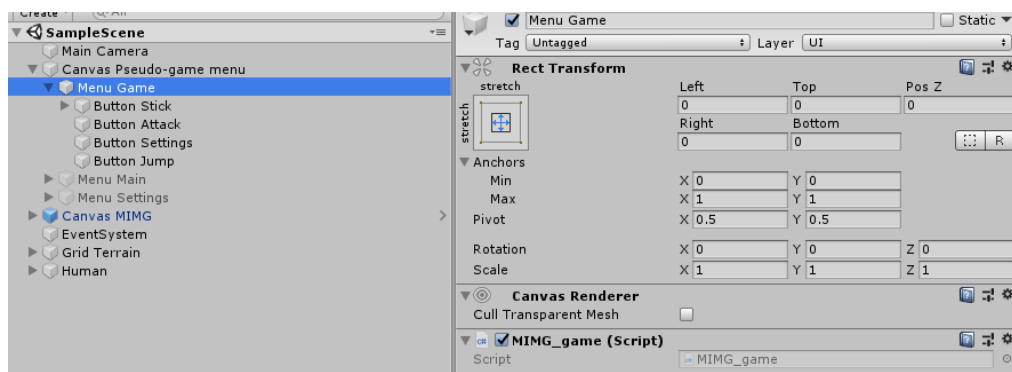


Figure 3.

3) In the “Canvas MIMG” canvas prefix added to the scene in “Panel Settings -> Panel Buttons” we add the “MIMG_button” prefab, select the “Buttons Game” and add the “Select Sprite” (when selected for editing) and “Unselect Sprite” (when not selected), Figure 4 (for example, select “Jump” and add the sprite of the jump button).

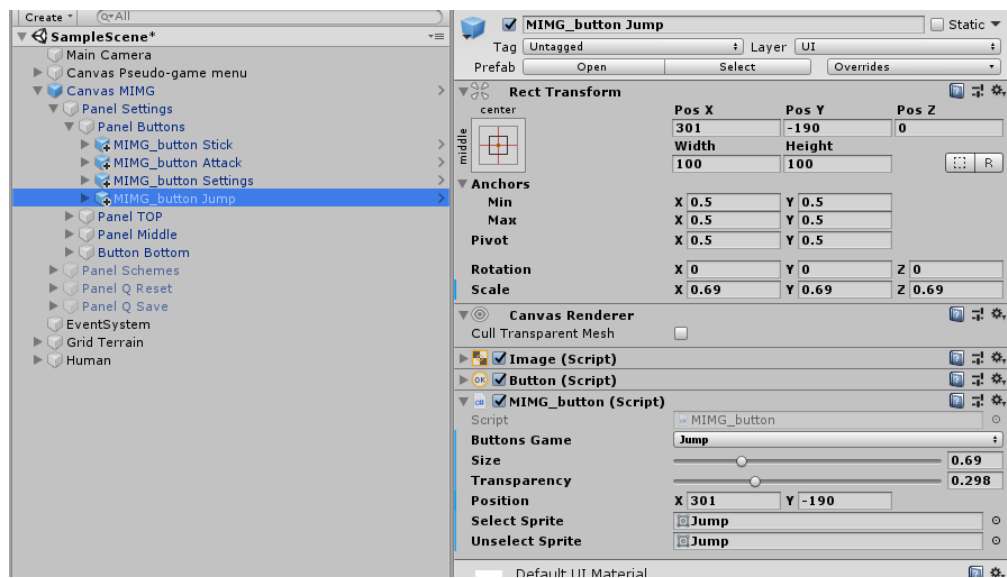


Figure 4.

2. Setting and saving (default schemes) buttons in the Unity editor.

In the “Canvas MIMG” canvas prefix added to the scene in “Panel Settings -> Panel Buttons”, select the desired button to change it, change its position in Rect Transform or in “Position”, the size is changed using the “Size” slider or in Rect Transform “Scale”, change the transparency using the “Transparency” slider, Figure 5 (for example, the jump button).

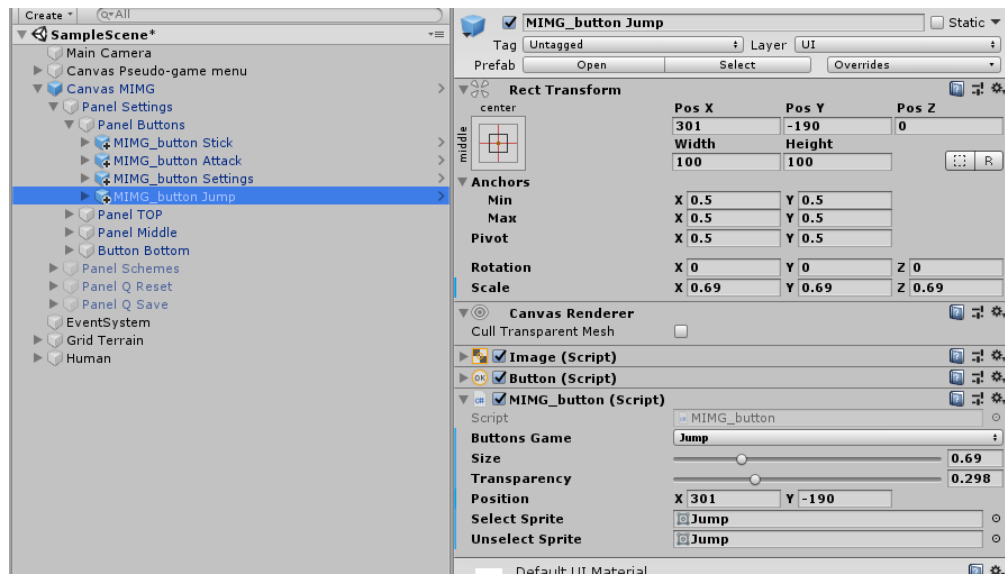


Figure 5.

In order to save the default scheme, you need to select “Canvas MIMG” in the “MING_settings” on the stage, click on the “Save Scheme #” button of the scheme number you want to change, you can also load the locations of the saved schemes by clicking on the “Load Scheme #” button (for example, to edit it or just look), Figure 6.

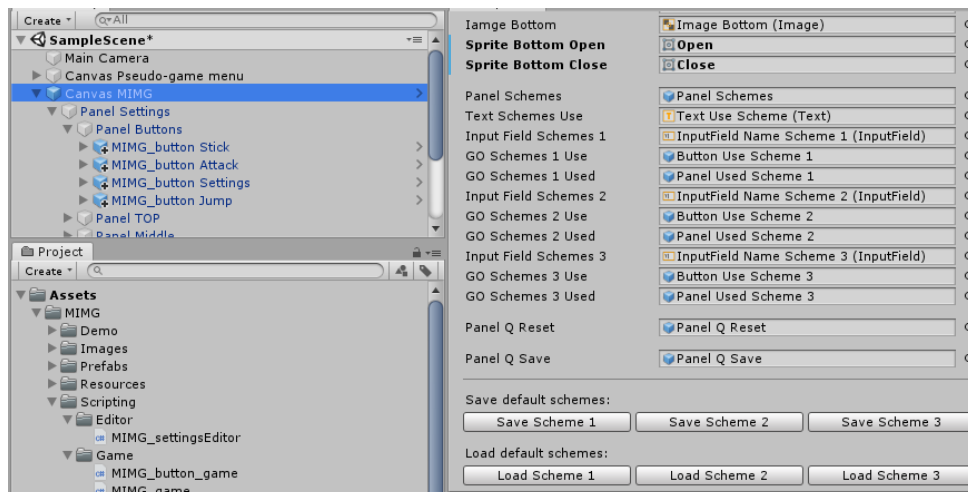


Figure 6.

3. Setting buttons in the game.

In the game, editing buttons is very simple, you need to open the menu with editing buttons, Figure 7 is an example of a demo scene. Having pressed the necessary button, you can move it around the screen, clicking on the button select it (yellow outline around) and use the sliders to change the size and transparency. After all changes, click the “SAVE” button. The “RESET” button resets to default the location of the selected circuit, then you must also press the “SAVE” button.



Figure 7.

By clicking on the button next to the name of the scheme, you will open a window with a choice of other schemes, Figure 8.



Figure 8.