Advanced Scrolling Panel Instructions

Description:

The **Advanced UI Panel Message** package is a powerful GUI system that allows you to display a text message into a nice UI Panel with a smooth opening, scrolling and closing animation.

It is very simple and easy to integrate in a project. This package offers you various panels' styles such as medieval, classic or science fiction. Just place the prefabs in your scene and have your texts messages displayed in an animated beautiful panel.

This asset is very useful to enhance your game or project experience by displaying control instructions and nice UI messages.

All UI Panels are easy to use and fully customizable prefabs.

UI panel and text alignment can be parameterized in both horizontal and vertical layout.

In addition you can:
- insert any custom icon into the displayed text – show a 3D controller (GamePad, Keyboard or Mouse) with a highlight effect on the desired button(s).
- Control the speed of the scrolling text
- Fully customize text and panel style

Package includes:
- 1 lowpoly GamePad model with textures
- 1 lowpoly Keyboard model with texture (qwerty)
- 1 lowpoly Mouse model
- 5 Medieval style UI Panels
- 4 Classic style UI Panels
- 2 Bubble style UI Panels
- 2 Sci-Fi style UI Panels
- 2 Demo Scenes
- 1 Playable mini game scene
- 80+ icons (56x56 png format)
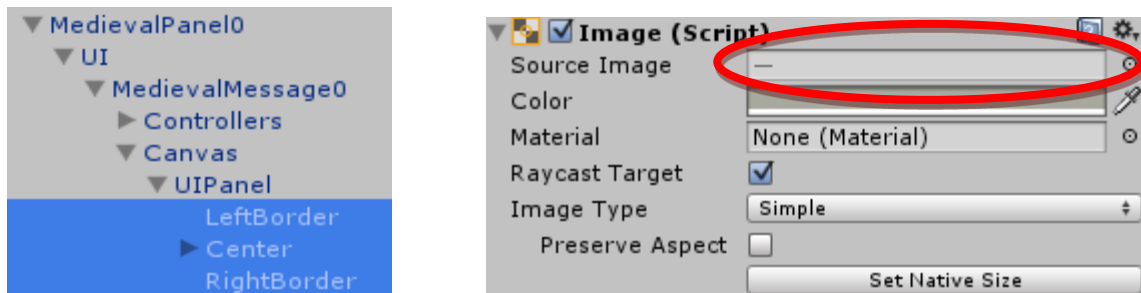- 7 fonts (medieval, horror, handwritten, sci-fi)
- Instructions file

Demonstration Scenes:

Three demonstration scenes are available in the "LunarCatsStudio\AdvancedScrollingPanel\Scenes" folder of this asset:
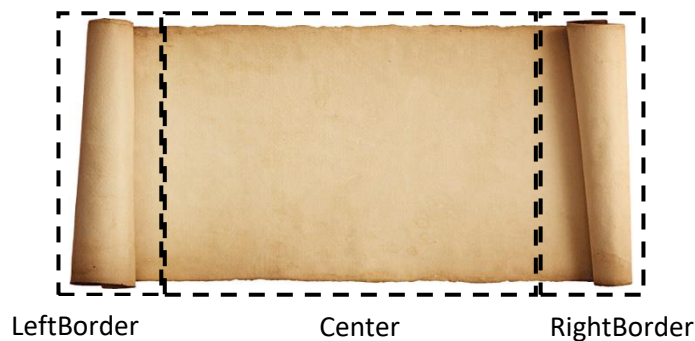
- AllPanels
- DemoScene
- GameScene

Using your own panel picture:

You can use your own panel picture by changing the Source Image of the "LeftBorder", "Center" and "RightBorder" GameObjects.
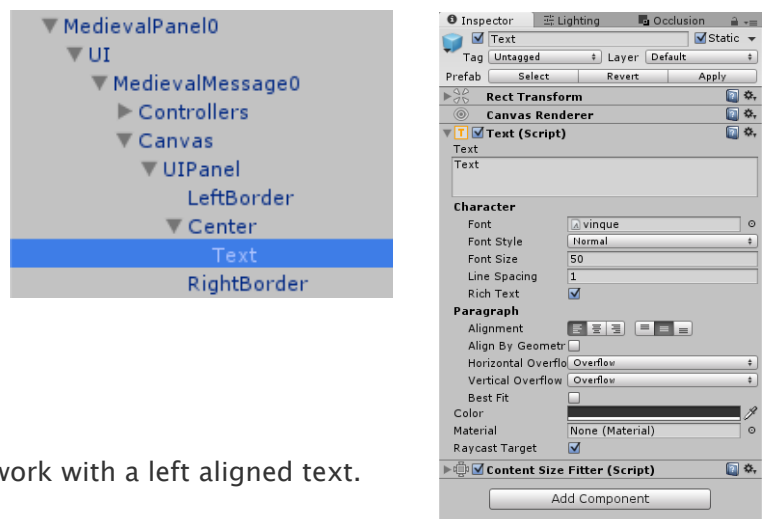

Your image must be divided in 3 parts, like the following example:

LeftBorder   Center   RightBorder

Edit Text Style:

You can edit the text style by changing parameters on the "Text" GameObject.

Please note that this asset is optimized to work with a left aligned text.

Text commands:

- **#XX**: display the icon number XX
- **#GXX**: display the GamePad icon number XX and the 3D model of GamePad with the button XX highlighted if "Link With Controller" is activated.
- **#KXX**: display the Keyboard icon number XX and the 3D model of Keyboard with the button XX highlighted if "Link With Controller" is activated.
- **#MXX**: display the Mouse icon number XX and the 3D model of Mouse with the button XX highlighted if "Link With Controller" is activated.
- **#WXX**: Wait during XX time * Text scrolling speed
- **#P**: Pause the message until a call on "Unpause()" function is done.

Where 'XX' represents a number with two digits (00 to 99).

Don't forget to add the 'EventSystem' GameObject in your scene (in Prefabs folder) to enable Mouse interaction with UI panels.

How to display a message by script:

Have a script with a reference to the PanelMessageBox component (let's call it 'panel').

If you want to display a single message, simply call the *'DisplayMessage'* method which takes a string as parameter:

panel.DisplayMessage("Hello!");

If you want to display a several messages, you have to first set the list of messages by calling the *'SetMessageList'* method and then call *'StartMessageDisplay'* which will initiate the display of your messages.

List<string> myMessageList = new List<string>();
myMessageList.add("Hello !");
panel. SetMessageList' (myList);
panel.StartMessageDisplay();

Contact and support:

If you have any question or if you need support, please contact us at: lunar.cats.studio@gmail.com