RefineUI

Documentation - 1.0

Quick Navigation

you can view this documentation also through this [link](#)

Introduction

First of all, thank you for buying this asset!, RefineUI has been made with the version of unity **2022.3.0f1** using the native Unity UI, by opening the main scene (found in RefineUI/Scenes/Main Menu.unity) you'll find a complete game menu that has many different features each one easily customizable and integrated with any other component since it has been made with the native ui.

- RefineUI **requires TextMeshPro**

- You don't need any 3rd plugin. It uses the default Unity components or some components that I made.

- RefineUI supports all kinds of horizontal aspects. You can change the aspect ratio and it'll fit your screen automatically.

- If you need help on anything regarding this asset go to the Contact section and feel free to ask me anything.

Main Scene

The main scene contains basically the entire menu. Every object has been properly categorized in the scene, so you can find things easily, instead of having a video as a background you could just add an image by just disabling the component
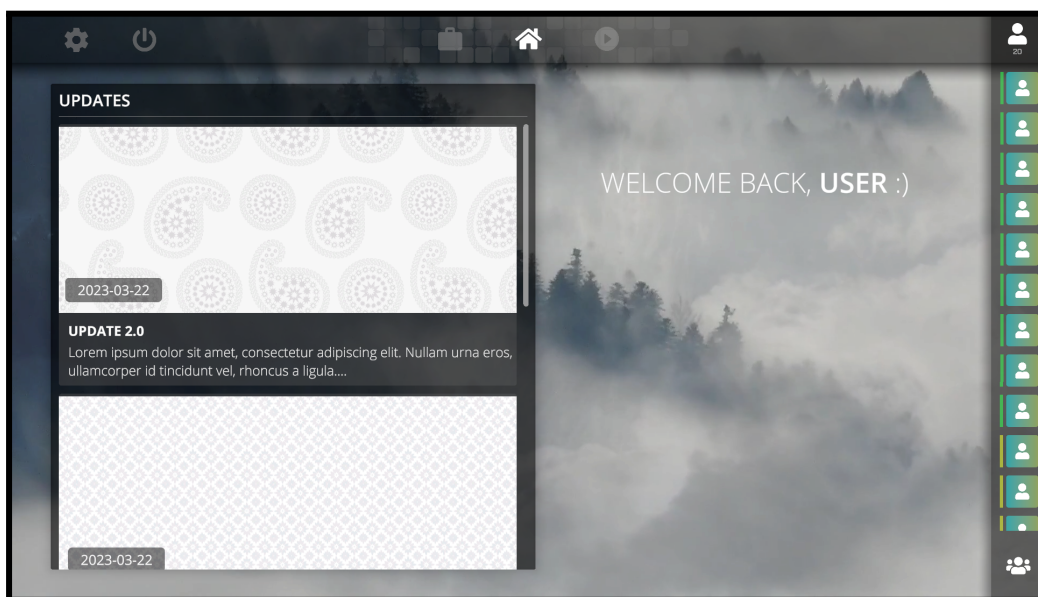

Every object is under its category
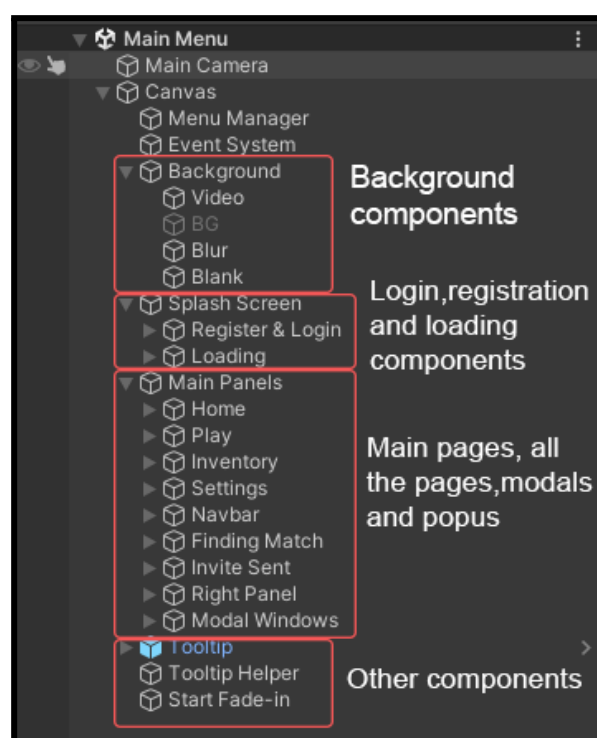
Menu Manager

You can add more interfaces and more buttons for the navbar and also the default opening panel, through this object, which is basically the controller for the interface that manages everything with also additional components.

Like here as you can see the object gets called from other various components to manage for example the blur effect or the tooltip

TopPanelManager is basically the navbar where panels are the interfaces to show and buttons are the navbar buttons
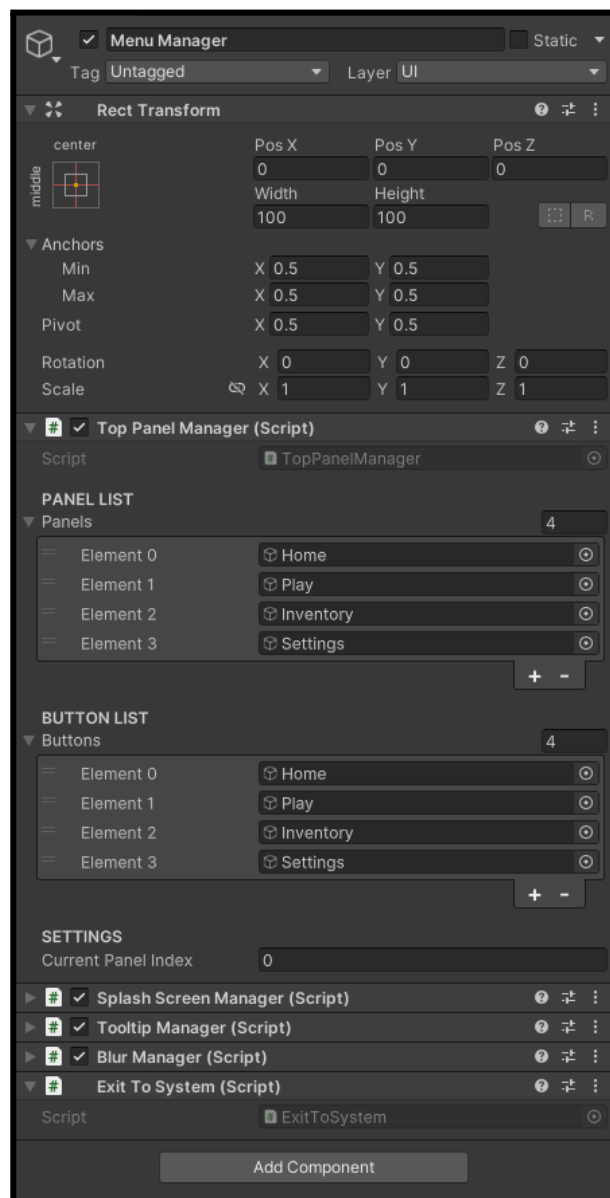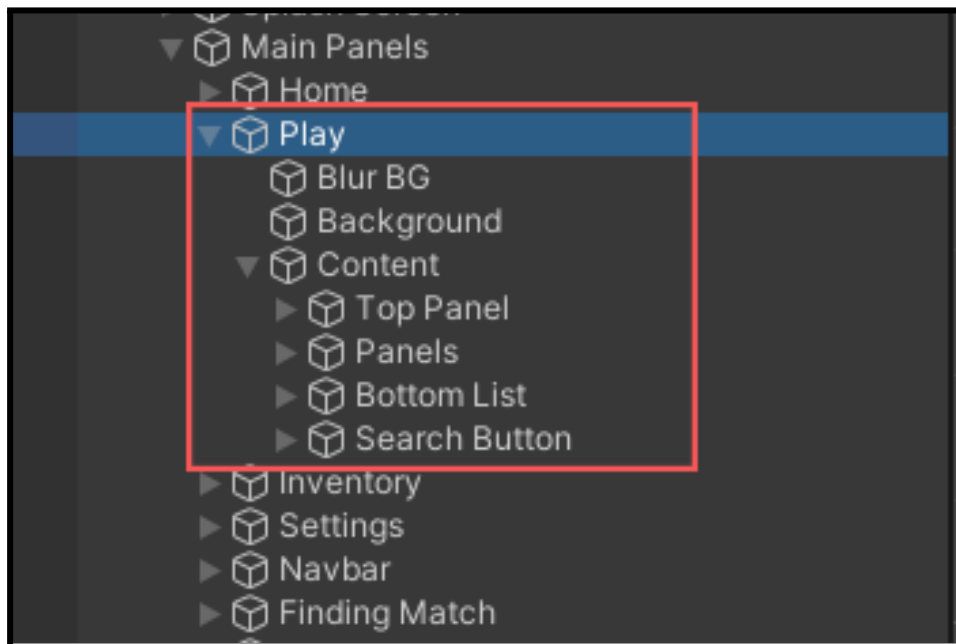
Editing interfaces

Do you want to add your own content to existing interfaces? Or maybe create a new interface?

if you want to add content you can just create or drag and drop more objects under the "Content" object

To create a new Interface just duplicate an existing one and remove its content.

Adding a new interface

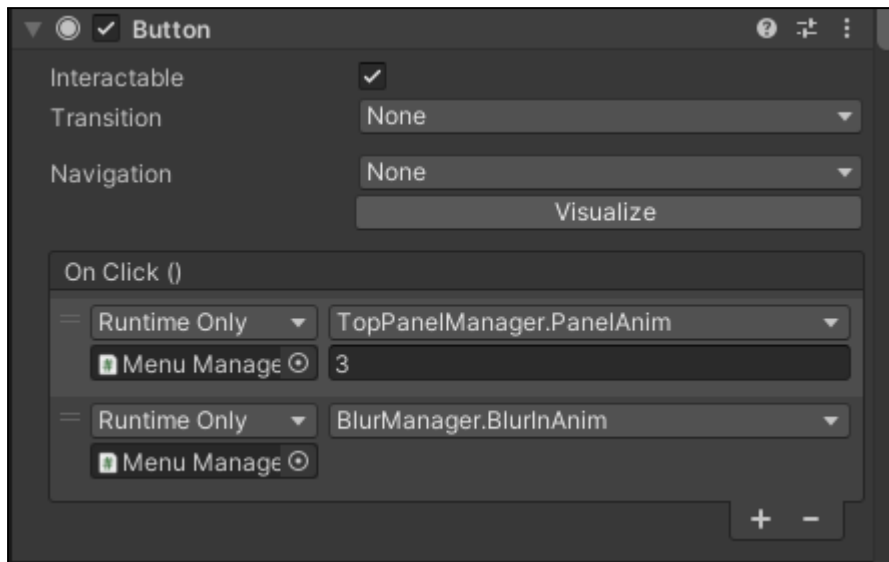First to create a new interface you can see the previous page on how to do it,
then drag the panel you just created inside the **array Panels** of the **TopPanelManager** component
Now you'd just need a button to open and animate the interface, you can open it through a normal button using the OnClick function or using of code

- Code

```
TopPanelManager.PanelAnim(index);
```

- OnClick

After setting up the button you just have to drag and drop it under the "**Buttons**" array of TopPanelManager component

Editing Animations

All the animations were made using the native unity animator, making them easily editable by just opening the animation window

But how do I change the timings of an animation?

it's pretty simple, firstly open the animator, then select a state to view its details and change the speed of the animations, for fade-out animations you should add a minus
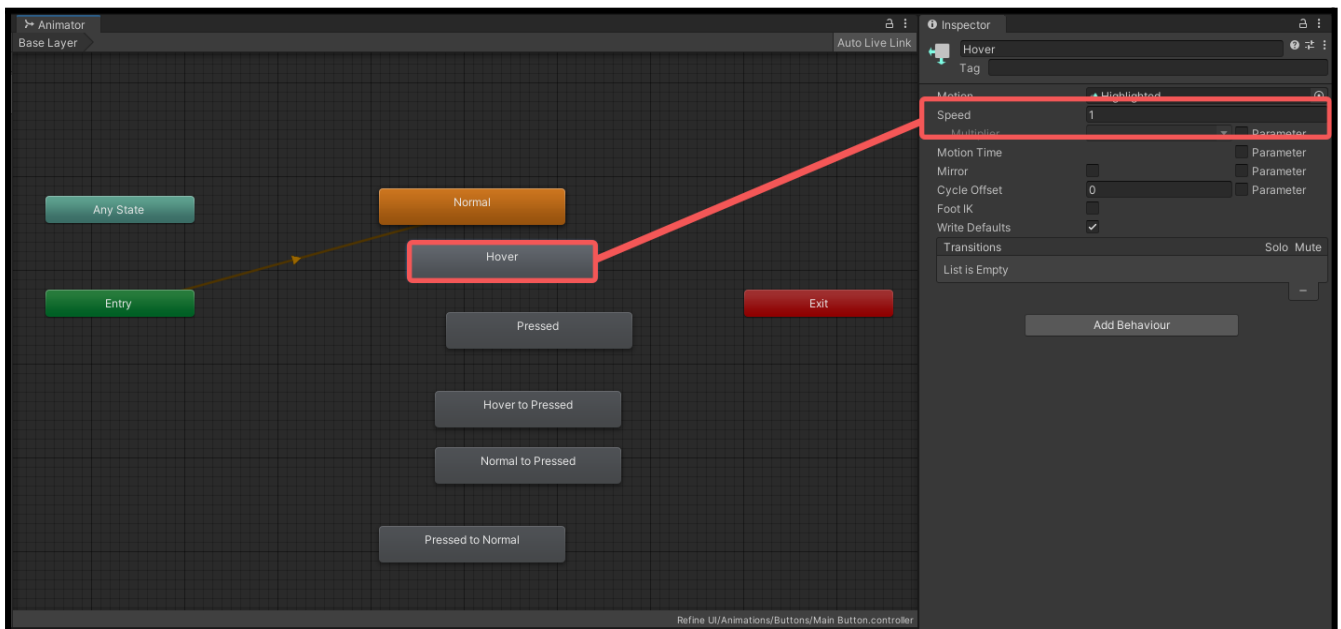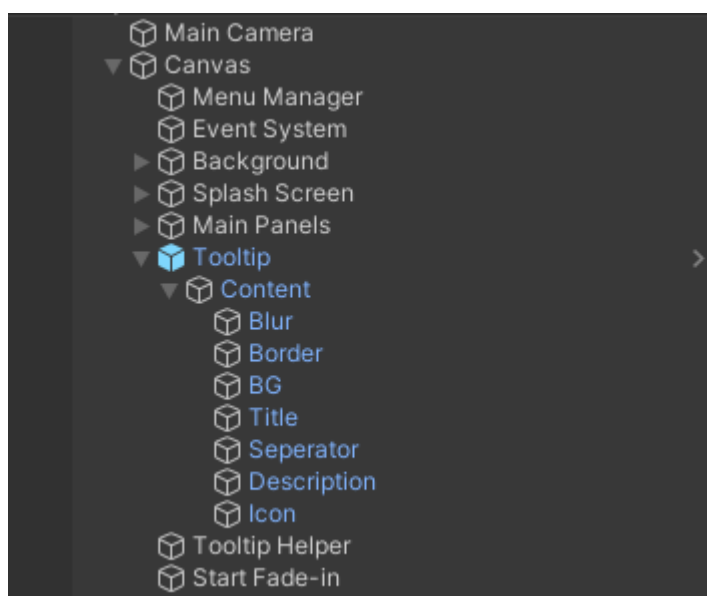
Tooltip

To create the tooltip first of all you have to add the script "TooltipManager" somewhere in your scene, preferably in the ui manager of your scene, like Menu Manager in RefineUI scene, it should look like this
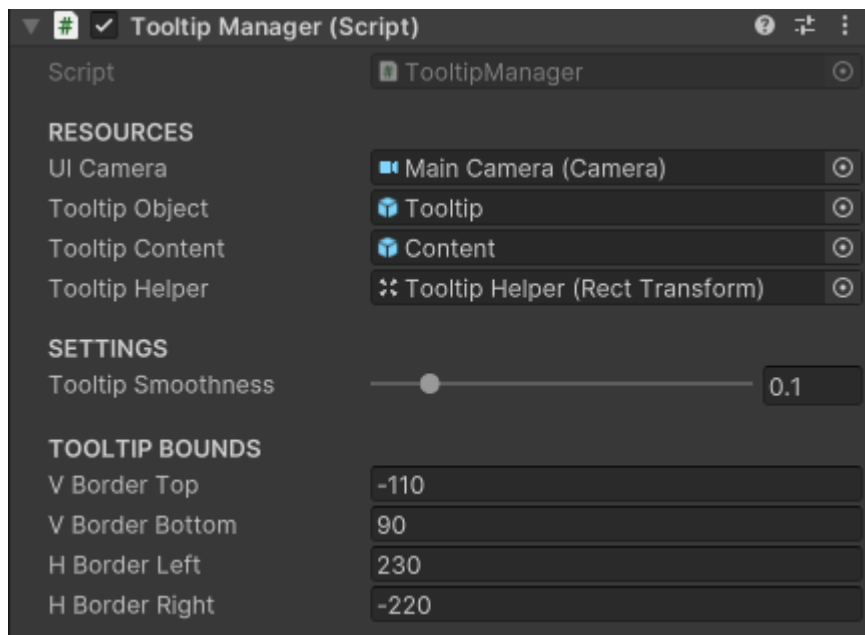
Usually the Tooltip gameobject should be the latest item on the hierarchy to not make it hidden from other objects like here

where the tooltip gameobject is the latest on the
canvas,
then to make the tooltip appear you just have to attach
the script TooltipContent to a button, then automatically
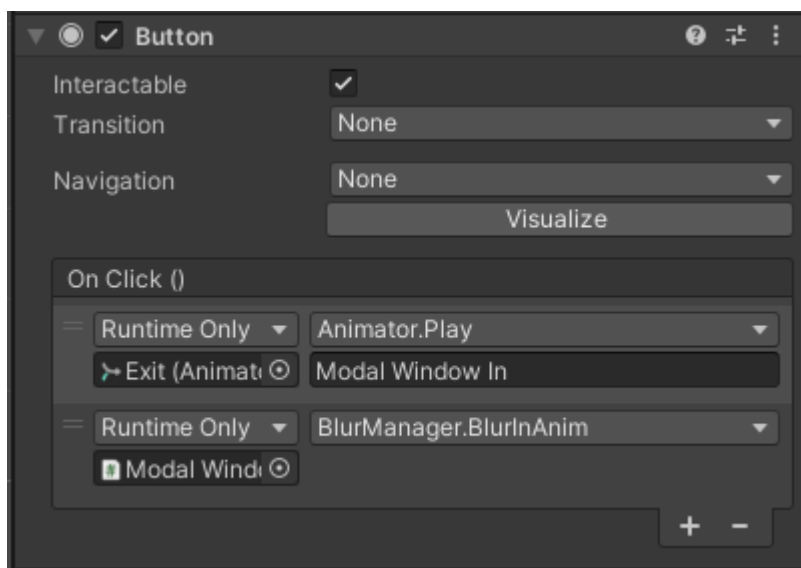after hovering the button the tooltip appears
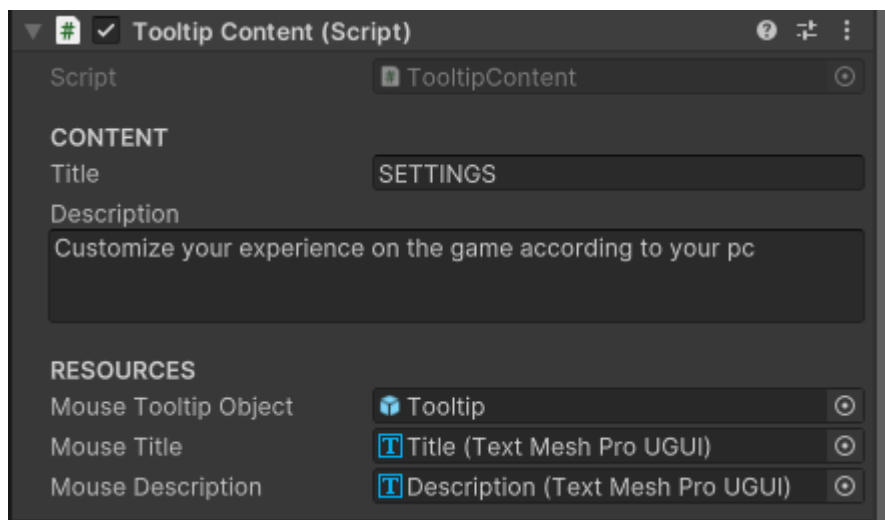
Open modals

Modals are another useful feature that is easy to implement, to create one you can just duplicate an existing one and delete everything under content, or by creating it manually by adding these components and animations
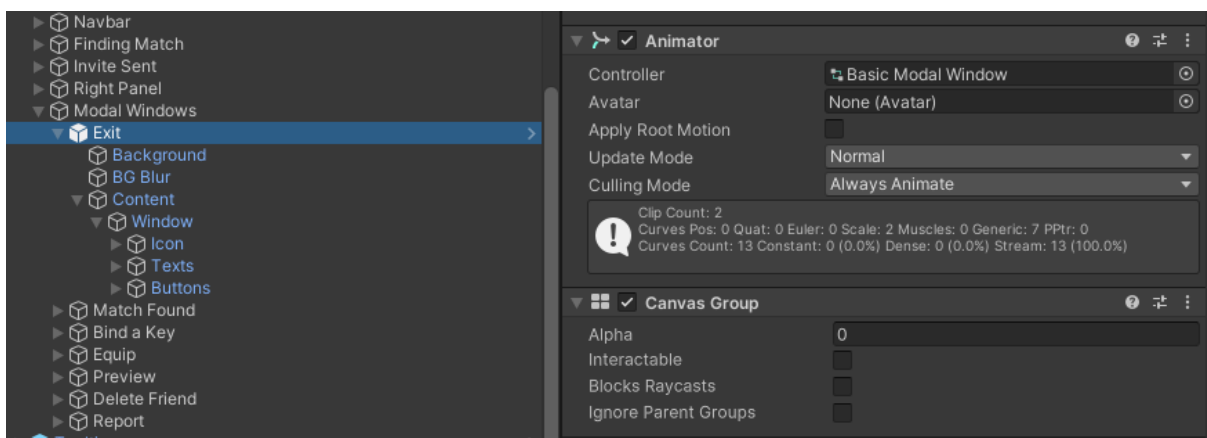

Then to open a modal you just have to play an animation and optionally also run a blur animation, like here, you can place all of this inside the OnClick event of a button or by using code and manually calling the animator

Close modals

Closing modals is pretty simple it's just the same thing as opening them but with a different animation, place a button inside the modal not outside
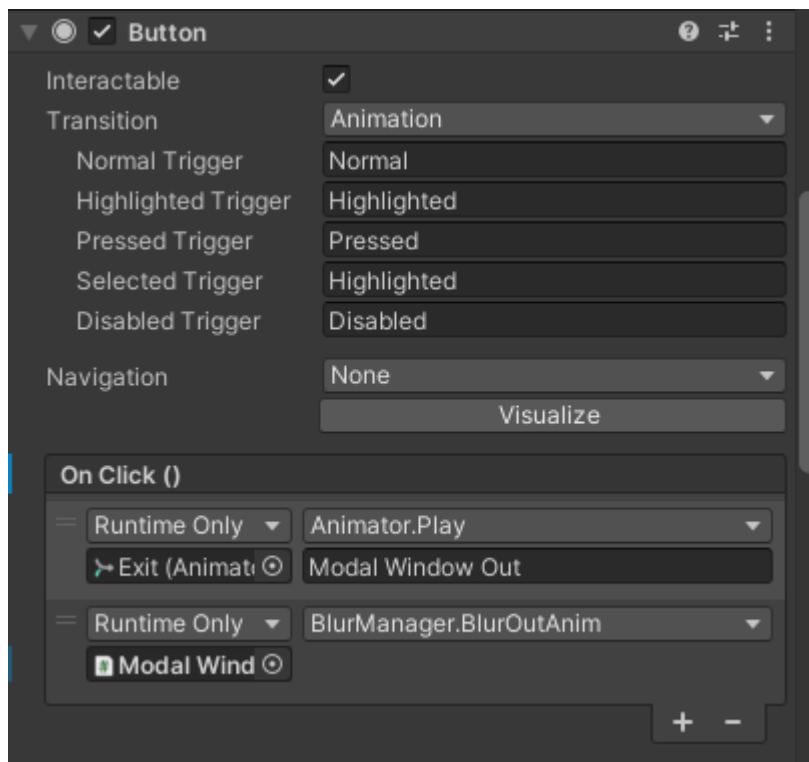
Contact

you can feel free to contact me through these links below if you have any issues or questions regarding this asset:

Email : rayan@r4yan.com or yessou.rayan@gmail.com
Discord : **R4yan#5921** or **r4yan**
Website : https://r4yan.com
Youtube : youtube.com

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