

OSK 1.0

Vancete.NET

Contact: vanceteo7@gmail.com

OSK is the lightest, fastest and most customizable On Screen Keyboard available for Unity.

It works out of the box, just drag the prefab to your scene and tune it to your needs or just start using it.

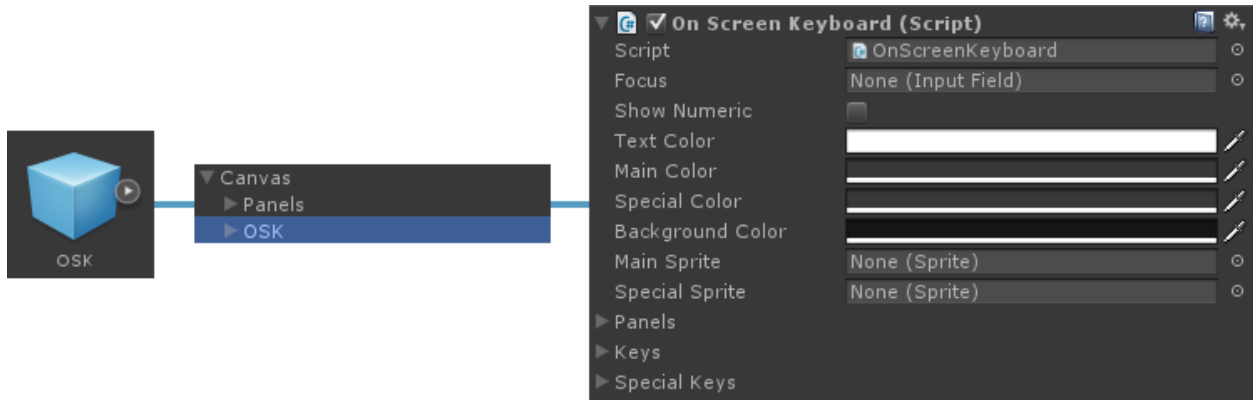
Customize the colors, key design and layouts in a visual way or programmatically with the included API.

OSK comes with Unifont for free!

Usage

Just drag the prefab into your Canvas and customize the OSK component.

Check OSK Scene and MyCustomKeyboard script for demo usage.



Focus: the InputField where OSK will write.

Show Numeric: show/hide the numpad at start.

Text Color: this color will be applied to the keys text at start.

Main Color: this color will be applied to the keys background at start.

Special Color: this color will be applied to the special keys background at start.

Background Color: this color will be applied to OSK background at start.

Main Sprite: this sprite will be applied to the keys background at start.

Special Sprite: this sprite will be applied to the special keys background at start.

Size and Scale

OSK keys size or scale can be changed without losing any feature.

Change the preferred size of every key or the entire keyboard size by changing the Canvas Scale.

Custom Layout and Localization

You can just set every standard key (no special keys) text to your needs, it will keep working as usual with your changes without doing anything else.

Variables

focus – InputField – get/set

The current InputField where OSK will write

isActive – bool – get

Is the keyboard visible?

capsEnabled – bool – get

True if caps are enabled (upper), false otherwise

showNumeric – bool – get

Is the numpad visible?

Methods

ShowNumeric(bool): show/hide the numpad

SetTextColor(Color32): sets the keys text color of all keys

SetMainColor(Color32): sets the keys background color of standard keys

SetSpecialColor(Color32): sets the keys background color of special keys

SetBackgroundColor(Color32): sets the background color of the keyboard

SetMainSprite(Sprite): sets the keys background sprite of standard keys

SetSpecialSprite(Sprite): sets the keys background sprite of special keys

SetFocus(InputField): sets the given InputField as focus

SetActiveFocus(InputField): sets the given InputField as focus and open OSK if it's hidden

SetActive(bool): show/hide OSK

SetCaps(bool): sets upper/lower

SwitchCaps(): switch between upper and lower

SetKeyboardType(int): 0: ABC, 1: symbols, 2: smiles