Link Labels

Label the missing links ↗

Link Labels

- ◆ **Price:** $8*
- ◆ **Category:** Tools/Utilities
- ◆ **License Agreement:** [Standard Unity Asset Store EULA](#)
- ◆ **License Type:** Extension Asset
- ◆ **File Size:** 0.8 MB
- ◆ **Latest Version:** 1.0
- ◆ **Original Unity Version(s):** Unity 2020.3.44f1 or higher

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*This is the base price of the asset.

✨Index✨

Click on one of the following items outlined below to quickly go to the desired topic referenced in this document.

🌎Overview

First of all, if you've purchased this asset, I personally want to say thank you for downloading the **Link Labels** asset!😃 Otherwise, the documentation is freely available for users to view through before making a purchase.

Introduction

Link Labels - *The missing links to your editor window toolkit are here.*

Link Labels is a lightweight asset which allows developers to easily create and display custom links in editor windows.

Linked Features

- Attach appropriate link(s) to label(s).
- Easily create custom link label(s) w/ just a few lines of code.
- Apply custom formatting options such as font styles, size, and more.
- Preview custom link labels + code blocks (C#) used to create link labels.

Who is it suitable for?

- Programmers
- Developers who create custom editor windows

If you enjoy this asset or have any helpful feedback, give your compliments to the chef and please like👍, comment💬, and rate⭐ this asset on the Unity Asset Store.

📦Import Package

If you want to learn more on how to import Asset Store Packages in general, check out this link: https://docs.unity3d.com/Manual/upm-ui-import.html

1. Upon importing this asset, the **Import Unity Package** window will pop up, which displays all the items already checked in the package.
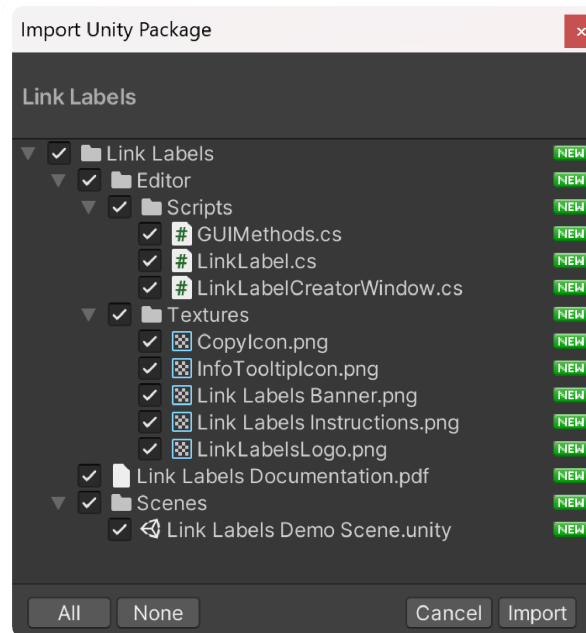
The **Import Unity Package** window.

2. Click **Import**!
3. Before moving on, make sure the **Link Labels** folder is imported directly under the **Assets** folder. This is so the custom banner and icons seen in the editor window are properly displayed.

📒**Note:** Moving the imported folder somewhere other than the **Assets** folder will not display the custom banner and icons in the editor window, but the editor window itself will work just fine.

🪟Link Label Creator Window

To open the **Link Label Creator** editor window, simply go to **Tools → Link Label Creator**.

Tools   Window   Help
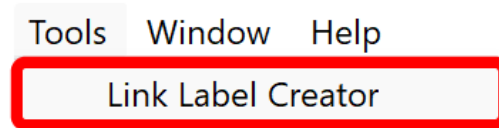
Link Label Creator

Clicking on the **Tools** tab shows one (1) menu item named **Link Label Creator**.
Click it to open the editor window.

This section provides a detailed diagram of the **Link Label Creator** editor window user interface (UI) below, and how to make proper use of all of its features.
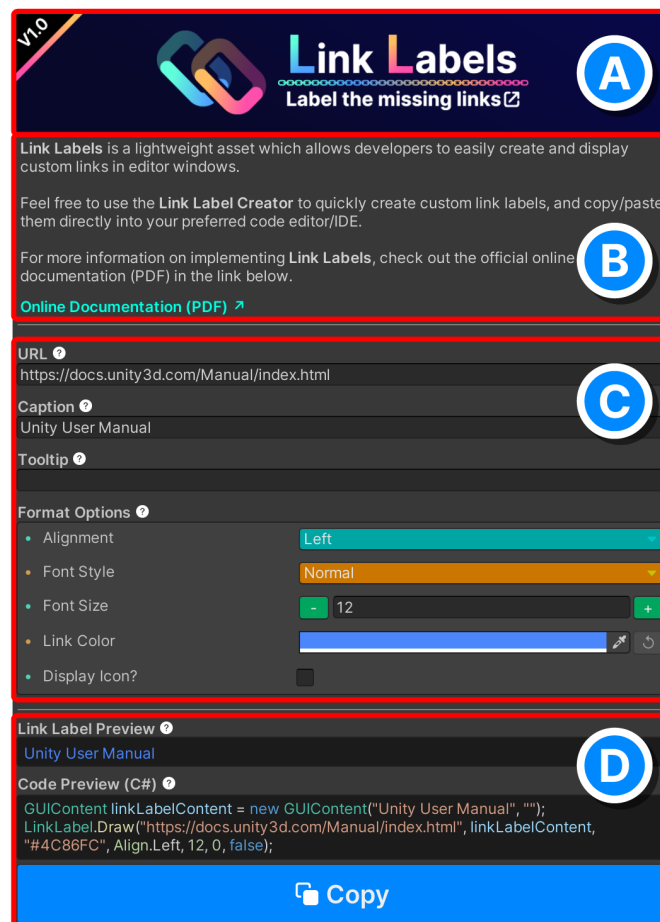
This is the user interface (UI) of the **Link Label Creator** editor window.

(A) Banner: This beautiful banner is displayed at the top of the editor window. The version number is also displayed at the top left corner, and it will be updated when this tool receives future patches/updates.

(B) Description: A brief description of what the Link Labels asset is, and how the Link Label Creator can be used to create custom link labels. There's a link which, upon clicking it, opens the official online documentation (PDF) for the Link Labels asset. If you're reading this, you've successfully opened the official documentation for the Link Labels. Congratulations!🤩.

(C) Link Label Options: Provides a list of options to customize the look of the link label. These settings are applied to the link label displayed in the Link Label Preview.

Feature:	Description:
URL	The URL (Uniform Resource Locator) used to attach to the link label. If a URL is not provided or invalid, a warning textbox will pop up to ask the user to provide a valid URL. ⚠️ Invalid URL address. Please provide a valid URL in the text field above to open the specified URL. Link labels with invalid URLs cannot be clicked on.
Caption	Replaces the URL with a readable caption. If a caption is not provided, the URL will be used as the name of the link label instead.
Tooltip	Provides information to the user about the link label. To properly display the tooltip, hover over the link label via the mouse cursor.
Format Options	
Alignment	Specify the alignment of the link label. Users can select from **three (3) alignments.** ● Left ● Center ● Right

Font Style	Specify the font style of the link label. Users can select from **five (5) font styles** and mix & match different font styles.
	• Normal
	• Everything
	• Bold
	• Italic
	• Underline
	📒**Note:** Selecting **Everything** enables the **Bold**, **Italic**, and **Underline** font styles.
Font Size	**[Range: 1 - 100]** Specify the font size of the link label.
Link Color	**[Default: ▆#4C86FC]** Specify the color of the link label. Click the Reset 🔄 button to reset the link label's color to the default color.
Display Icon?	When enabled, it displays an external link ↗ icon to the right of the link label.

(D) Preview Panel: Displays a preview of the custom link label, the C# code used to create the custom link label, and the Copy button.

Feature:	Description:
Link Label Preview	Displays a preview of the custom link label. If the link label has a valid URL, clicking it will open the specified URL.
Code Preview (C#)	Displays a preview of the C# code used to create the custom link in a code block.
Copy Button	Copies the C# code seen in the Code Preview to the Clipboard.

🖼️ Overloaded Methods

In C#, **method overloading** allows a class to declare multiple methods with the same name, but differ in the number, type, or order of the parameters.

Include the LinkLabels namespace to use any of the overloaded methods in your preferred code editor/IDE.

```
using LinkLabels;
```

This is a code block (C#) of the **LinkLabels** namespace. It's important to include this in your code editor/IDE to access overloaded **LinkLabel.Draw()** methods.

The Link Labels namespace provides **21 overloaded methods** of the method **LinkLabel.Draw()**. Users can use any of the overloaded methods below to display custom link labels in editor windows.

```
private static void Draw(string url, GUIContent linkLabelContent, Color labelColor,
                         Align alignment, GUIStyle linkStyle, bool underlineLink,
                         bool displayIcon);
```

This is a code block (C#) of the main **LinkLabel.Draw()** method.

1. LinkLabel.Draw(string url)

```
public static void Draw(string url);
```

Parameter:	Description:
url	The URL to attach to the link label.

2. LinkLabel.Draw(string url, string caption)

```
public static void Draw(string url, string caption);
```

Parameter:	Description:
url	The URL to attach to the link label.
caption	Replaces the URL with a readable caption. If a caption is not provided, the URL will be used as the name of the link label instead.

3. LinkLabel.Draw(string url, GUIContent linkLabelContent)

```
public static void Draw(string url, GUIContent linkLabelContent);
```

Parameter:	Description:
url	The URL to attach to the link label.
linkLabelContent	The contents of the link label GUI element. A link label GUI element contains text and a tooltip.

4. LinkLabel.Draw(string url, Align align)

```
public static void Draw(string url, Align alignment);
```

Parameter:	Description:
url	The URL to attach to the link label.
alignment	The text alignment of the link label.

5. LinkLabel.Draw(string url, string caption, Color labelColor)

```
public static void Draw(string url, string caption, Color labelColor);
```

Parameter:	Description:
url	The URL to attach to the link label.
caption	Replaces the URL with a readable caption. If a caption is not provided, the URL will be used as the name of the link label instead.
labelColor	The color of the link label.

6. LinkLabel.Draw(string url, string caption, string hexColorCode)

```
public static void Draw(string url, string caption, string hexColorCode);
```

Parameter:	Description:
url	The URL to attach to the link label.
caption	Replaces the URL with a readable caption. If a caption is not provided, the URL will be used as the name of the link label instead.

hexColorCode	[Format: *#hhhhhh*] The hexadecimal color code of the link label.

7. LinkLabel.Draw(string url, GUIContent linkLabelContent, Color labelColor)

```
public static void Draw(string url, GUIContent linkLabelContent, Color labelColor);
```

Parameter:	Description:
url	The URL to attach to the link label.
linkLabelContent	The contents of the link label GUI element. A link label GUI element contains text and a tooltip.
labelColor	The color of the link label.

8. LinkLabel.Draw(string url, GUIContent linkLabelContent, string hexColorCode)

```
public static void Draw(string url, GUIContent linkLabelContent,
                        string hexColorCode);
```

Parameter:	Description:
url	The URL to attach to the link label.
linkLabelContent	The contents of the link label GUI element. A link label GUI element contains text and a tooltip.
hexColorCode	[Format: *#hhhhhh*] The hexadecimal color code of the link label.

9. LinkLabel.Draw(string url, string caption, Align alignment)

```
public static void Draw(string url, string caption, Align alignment);
```

Parameter:	Description:
url	The URL to attach to the link label.
caption	Replaces the URL with a readable caption. If a caption is not provided, the URL will be used as the name of the link label instead.
alignment	The text alignment of the link label.

10. LinkLabel.Draw(string url, GUIContent linkLabelContent, Align alignment)

```
public static void Draw(string url, GUIContent linkLabelContent, Align alignment);
```

Parameter:	Description:
url	The URL to attach to the link label.
linkLabelContent	The contents of the link label GUI element. A link label GUI element contains text and a tooltip.
alignment	The text alignment of the link label.

11. LinkLabel.Draw(string url, string caption, Color labelColor, Align alignment)

```
public static void Draw(string url, string caption, Color labelColor,
                        Align alignment);
```

Parameter:	Description:
url	The URL to attach to the link label.
caption	Replaces the URL with a readable caption. If a caption is not provided, the URL will be used as the name of the link label instead.
labelColor	The color of the link label.
alignment	The text alignment of the link label.

12. LinkLabel.Draw(string url, string caption, string hexColorCode, Align alignment)

```
public static void Draw(string url, string caption, string hexColorCode,
                        Align alignment);
```

Parameter:	Description:
url	The URL to attach to the link label.
caption	Replaces the URL with a readable caption. If a caption is not provided, the URL will be used as the name of the link label instead.
hexColorCode	[Format: #hhhhhh] The hexadecimal color code of the link label.
alignment	The text alignment of the link label.

13. LinkLabel.Draw(string url, GUIContent linkLabelContent, Color labelColor, Align alignment)

```
public static void Draw(string url, GUIContent linkLabelContent, Color labelColor,
                        Align alignment);
```

Parameter:	Description:
url	The URL to attach to the link label.
linkLabelContent	The contents of the link label GUI element. A link label GUI element contains text and a tooltip.
labelColor	The color of the link label.
alignment	The text alignment of the link label.

14. LinkLabel.Draw(string url, GUIContent linkLabelContent, string hexColorCode, Align alignment)

```
public static void Draw(string url, GUIContent linkLabelContent,
                        string hexColorCode, Align alignment);
```

Parameter:	Description:
url	The URL to attach to the link label.
linkLabelContent	The contents of the link label GUI element. A link label GUI element contains text and a tooltip.
hexColorCode	**[Format: *#hhhhhh*]** The hexadecimal color code of the link label.
alignment	The text alignment of the link label.

15. LinkLabel.Draw(string url, GUIContent linkLabelContent, Color labelColor, Align alignment, int fontSize)

```
public static void Draw(string url, GUIContent linkLabelContent, Color labelColor,
                        Align alignment, int fontSize);
```

Parameter:	Description:
url	The URL to attach to the link label.
linkLabelContent	The contents of the link label GUI element. A link label GUI element contains text and a tooltip.
labelColor	The color of the link label.
alignment	The text alignment of the link label.
fontSize	The font size of the link label.

16. LinkLabel.Draw(string url, GUIContent linkLabelContent, string hexColorCode, Align alignment, int fontSize)

```
public static void Draw(string url, GUIContent linkLabelContent,
                        string hexColorCode, Align alignment, int fontSize);
```

Parameter:	Description:
url	The URL to attach to the link label.
linkLabelContent	The contents of the link label GUI element. A link label GUI element contains text and a tooltip.
hexColorCode	**[Format: *#hhhhhh*]** The hexadecimal color code of the link label.
alignment	The text alignment of the link label.
fontSize	The font size of the link label.

17. LinkLabel.Draw(string url, string caption, Color labelColor, Align alignment, int fontSize, CustomFontStyle fontStyle, bool displayIcon)

```
public static void Draw(string url, string caption, Color labelColor,
                        Align alignment, int fontSize, CustomFontStyle fontStyle,
                        bool displayIcon);
```

Parameter:	Description:
url	The URL to attach to the link label.
caption	Replaces the URL with a readable caption. If a caption is not provided, the URL will be used as the name of the link label instead.
labelColor	The color of the link label.
alignment	The text alignment of the link label.
fontSize	The font size of the link label.
fontStyle	The font style of the link label.
displayIcon	When enabled, it displays an external link ↗ icon to the right of the link label.

18. LinkLabel.Draw(string url, string caption, string hexColorCode, Align alignment, int fontSize, CustomFontStyle fontStyle, bool displayIcon)

```
public static void Draw(string url, string caption, string hexColorCode,
                        Align alignment, int fontSize, CustomFontStyle fontStyle,
                        bool displayIcon);
```

Parameter:	Description:
url	The URL to attach to the link label.
caption	Replaces the URL with a readable caption. If a caption is not provided, the URL will be used as the name of the link label instead.
hexColorCode	**[Format: *#hhhhhh*]** The hexadecimal color code of the link label.
alignment	The text alignment of the link label.
fontSize	The font size of the link label.
fontStyle	The font style of the link label.
displayIcon	When enabled, it displays an external link ↗ icon to the right of the link label.

19. LinkLabel.Draw(string url, GUIContent linkLabelContent, Color labelColor, Align alignment, int fontSize, CustomFontStyle fontStyle, bool displayIcon)

```
public static void Draw(string url, GUIContent linkLabelContent, Color labelColor,
                        Align alignment, int fontSize, CustomFontStyle fontStyle,
                        bool displayIcon);
```

Parameter:	Description:
url	The URL to attach to the link label.
linkLabelContent	The contents of the link label GUI element. A link label GUI element contains text and a tooltip.
labelColor	The color of the link label.
alignment	The text alignment of the link label.
fontSize	The font size of the link label.

fontStyle	The font style of the link label.
displayIcon	When enabled, it displays an external link ↗ icon to the right of the link label.

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20. LinkLabel.Draw(string url, GUIContent linkLabelContent, string hexColorCode, Align alignment, int fontSize, CustomFontStyle fontStyle, bool displayIcon)

```
public static void Draw(string url, GUIContent linkLabelContent,
                        string hexColorCode, Align alignment, int fontSize,
                        CustomFontStyle fontStyle, bool displayIcon);
```

Parameter:	Description:
url	The URL to attach to the link label.
linkLabelContent	The contents of the link label GUI element. A link label GUI element contains text and a tooltip.
hexColorCode	**[Format: *#hhhhhh*]** The hexadecimal color code of the link label.
alignment	The text alignment of the link label.
fontSize	The font size of the link label.
fontStyle	The font style of the link label.
displayIcon	When enabled, it displays an external link ↗ icon to the right of the link label.

21. LinkLabel.Draw(string url, GUIContent linkLabelContent, string hexColorCode, int fontSize, int fontStyleID, bool displayIcon)

```
public static void Draw(string url, GUIContent linkLabelContent,
                        string hexColorCode, int fontSize, int fontStyleID,
                        bool displayIcon);
```

Parameter:	Description:
url	The URL to attach to the link label.
linkLabelContent	The contents of the link label GUI element. A link label GUI element contains text and a tooltip.
hexColorCode	**[Format: *#hhhhhh*]** The hexadecimal color code of the link label.
fontSize	The font size of the link label.
fontStyleID	The font style ID of the link label. **Font Styles** ● **Everything:** -1 ● **Normal:** 0 ● **Bold:** 1 ● **Italic:** 2 ● **Bold & Italic:** 3 ● **Underline:** 4 ● **Bold & Underline:** 5 ● **Italic & Underline:** 6
displayIcon	When enabled, it displays an external link ↗ icon to the right of the link label.

🎨Link Label Examples

This section showcases multiple images of custom link labels and the code blocks (C#) used to create the link labels.

Unity User Manual 2021.3 (LTS)

```csharp
GUIContent linkLabelContent = new GUIContent("Unity User Manual 2021.3 (LTS)", "");
LinkLabel.Draw("https://docs.unity3d.com/Manual/index.html", linkLabelContent,
"#4C86FC", Align.Left, 12, 0, false);
```

Google
Opens a web page to Google!

```csharp
LinkLabel.Draw("https://www.google.com/", new GUIContent("Google", "Opens a web
page to Google!"), "#4FA1FF", Align.Left, 20, 5, false);
```

Unity Asset Store ↗
Let's go to the Unity Asset Store and buy
high-quality assets.

```csharp
GUIContent assetStoreContent = new GUIContent("Unity Asset Store", "Let's go to the
Unity Asset Store and buy high-quality assets.");
LinkLabel.Draw("https://assetstore.unity.com/", assetStoreContent, "#FF4FB4",
Align.Left, 24, 5, true);
```

https://assetstore.unity.com/

```
LinkLabel.Draw("https://assetstore.unity.com/");
```

Unity (game engine)

```
LinkLabel.Draw("https://en.wikipedia.org/wiki/Unity_(game_engine)", "Unity (game
engine)", "#A6FF4F", Align.Left, 16, CustomFontStyle.Bold | CustomFontStyle.Italic
| CustomFontStyle.Underline, false);
```

itch.io

```
LinkLabel.Draw("https://itch.io/", "itch.io", "#EC5D5E");
```

YouTube ↗

Enjoy the videos and music you love, upload
original content, and share it all with friends, family,
and the world on YouTube.

```
GUIContent youTubeContent = new GUIContent("YouTube", "Enjoy the videos and music
you love, upload original content, and share it all with friends, family, and the
world on YouTube.");
LinkLabel.Draw("https://www.youtube.com/", youTubeContent, "#FF0003", Align.Left,
32, 1, true);
```