AIRY UI 2

EASY UI ANIMATION

Welcome to **AIRY UI 2** – your effortless solution for creating, managing, and controlling stunning UI animations.

Why Choose AIRY UI 2?

Key Features:

✨ **No-Code Animations** – Design smooth menus and popups without touching Unity's animation system—or writing a single line of code.

🎨 **Preset or Custom Animations** – Pick from ready-made animations or craft your own in seconds with **AIRY UI 2**'s intuitive tools.

⚡ **One-Click Anchors** – Perfectly position UI elements with just a single click—no manual tweaking needed.

🔙 **Smart Back Button & ESC Support** – Seamlessly close menus with built-in professional navigation handling.

⌛ **Save Time & Effort** – Focus on creativity while **AIRY UI 2** streamlines the tedious work, cutting development time dramatically.
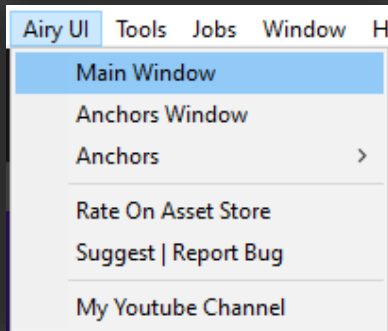
Build better UIs, faster—with AIRY UI 2.

For **Video** Tutorials

<u>Click Here</u>

AIRY UI 2 Main Window
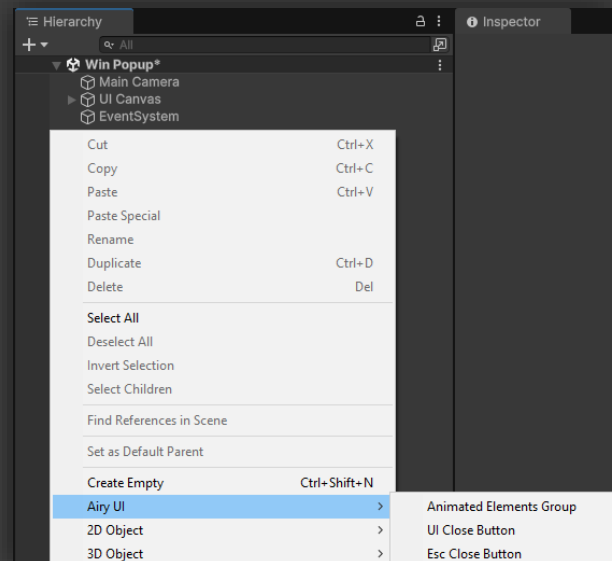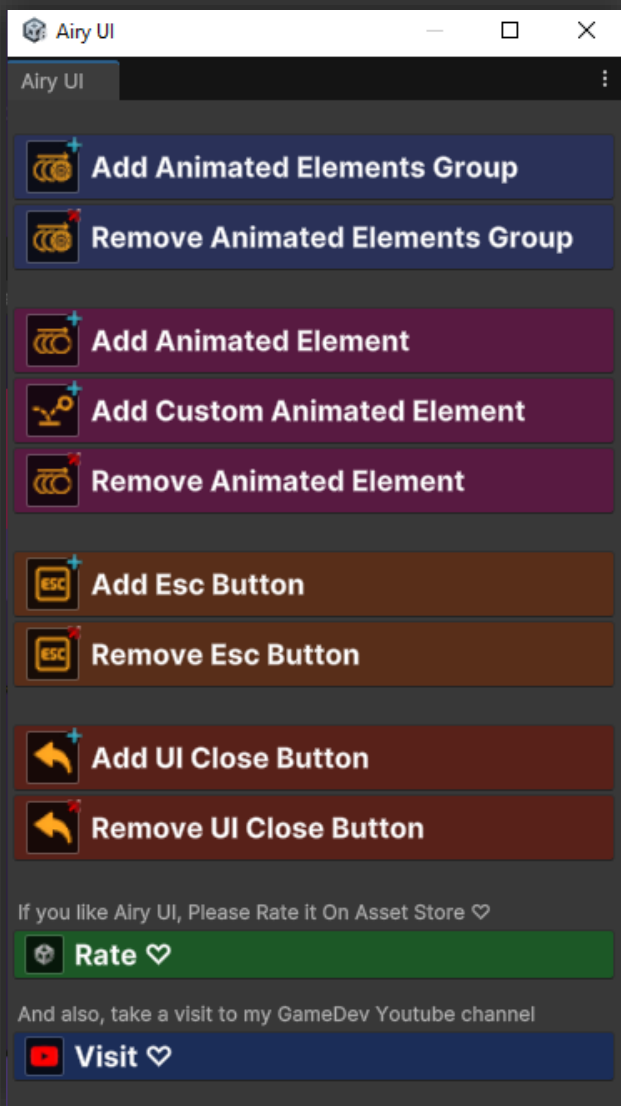
To Open **Main Window**, Go to
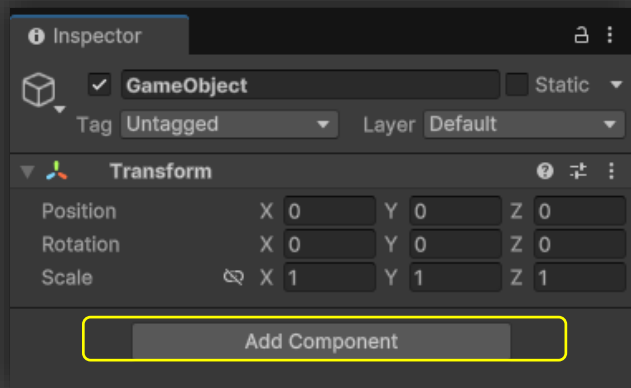**Top bar** -> **Airy UI** -> **Main Window**

You can use **Main Window** to Add or Remove **Airy UI** Game Objects and Components

You can also use **Hierachy** and **Inspector** to add and remove **Airy UI** Game objects and components

Right Click in the
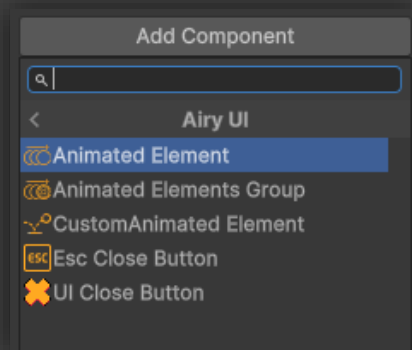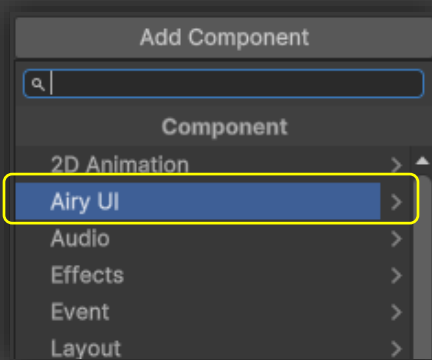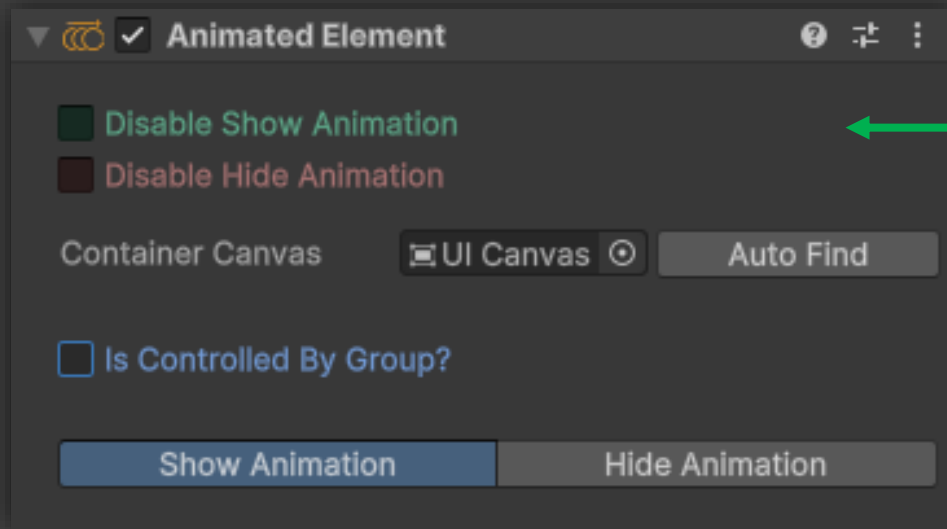**Hierachy** -> **Airy UI** -> Select **Airy UI** Game Object from the list

OR

Click

Add Component button
in the **Inspector** -> **Airy UI**
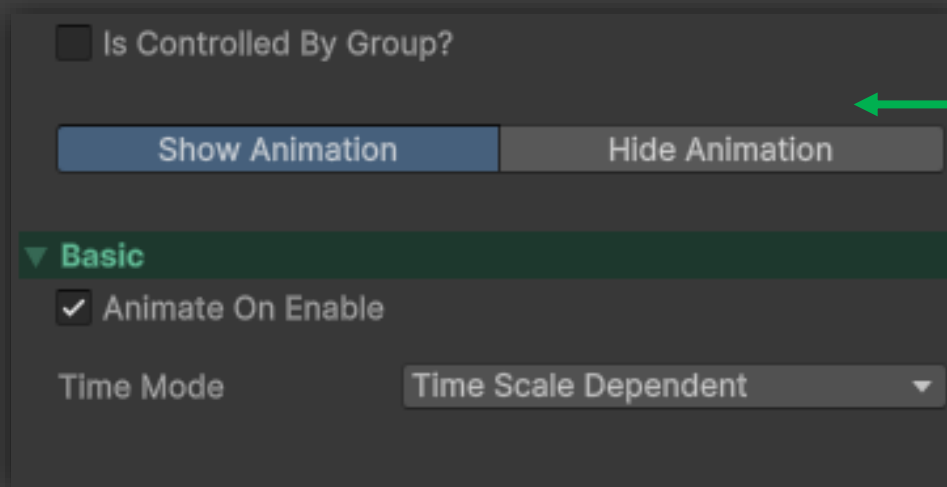-> Select **Airy UI**
component from the list

How to Animate UI

Animated Element

Animated Element is a component you can attach to any UI object—like Buttons, Text, Images, or Raw Images—to add smooth show and hide animations effortlessly.

Simply add it to your UI Game Object, customize its settings, and watch it animate seamlessly.

You can set up Show animation and Hide animation by switching between Show Animation and Hide Animation tabs.

Basic

☑ Animate On Enable

Time Mode   Time Scale Dependent ▾

Animation

Animation   Scale ▾

Show Duration   0.5

Delay

☑ Enable Delay

Delay   0.5

| <Auto Set> | <Randomize> |
| Show Delays In Children | Show Delays In Children |

Bounciness

☑ Add Bounciness

Bounciness Power   ——●—————————— 0.1

Bounciness Duration ——●—————————— 0.1

Customize the animation settings

Events

On Animation Start ()

List is Empty

+ −

On Animation Complete ()

= Runtime Only ▾   GameObject.SetActive ▾
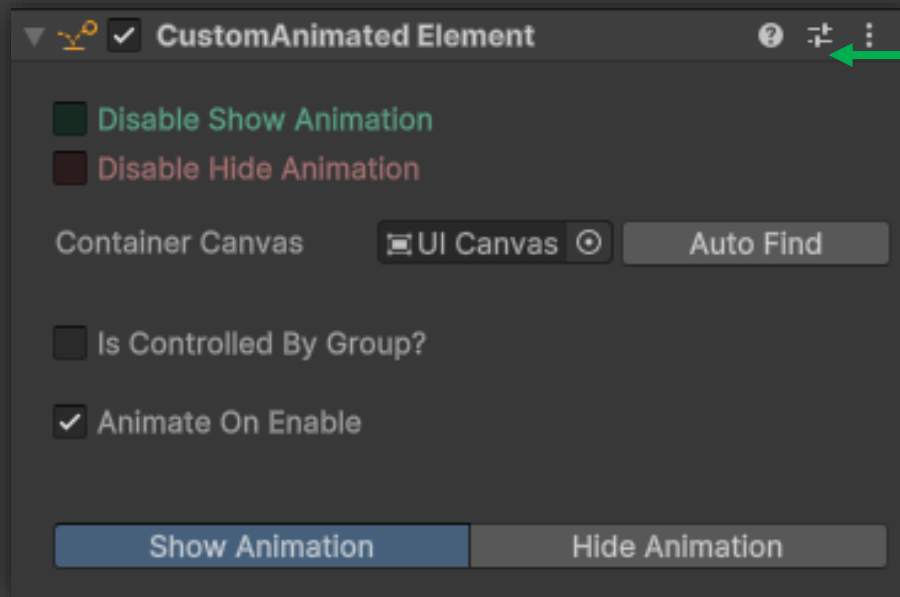
⬡ GameObje ⊙   ☑

+ −

You can Add Events to invoke when the animation starts and when it completes
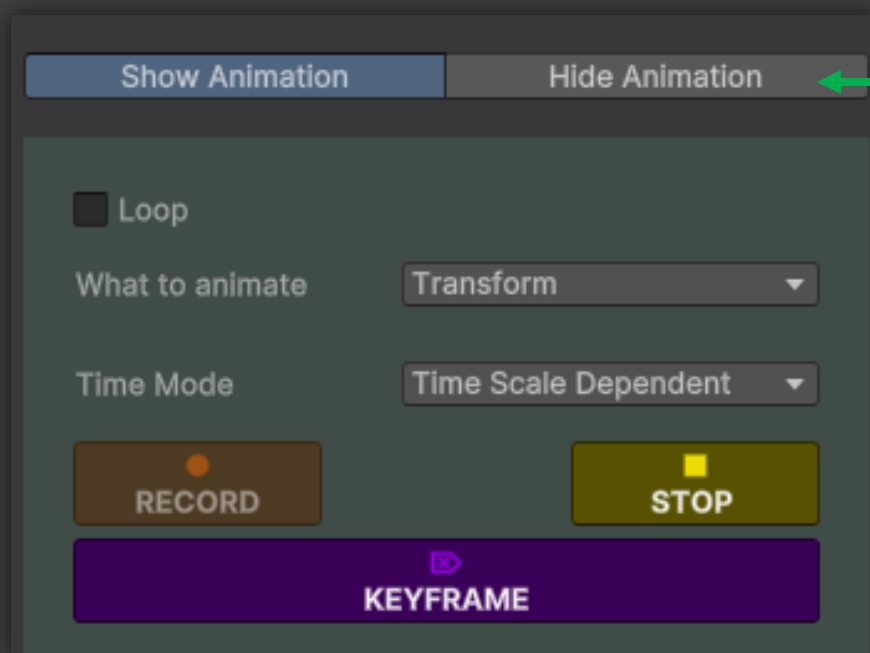
Custom Animated Element

Custom Animated Element is a component you can attach to any UI object—like Buttons, Text, Images, or Raw Images—to make your own custom animations.

Simply add it to any GameObject, customize its settings, and watch it animate seamlessly.

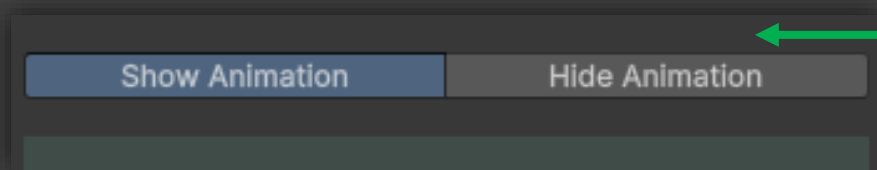**Simply add it to your UI Game Object, and customize its settings.**

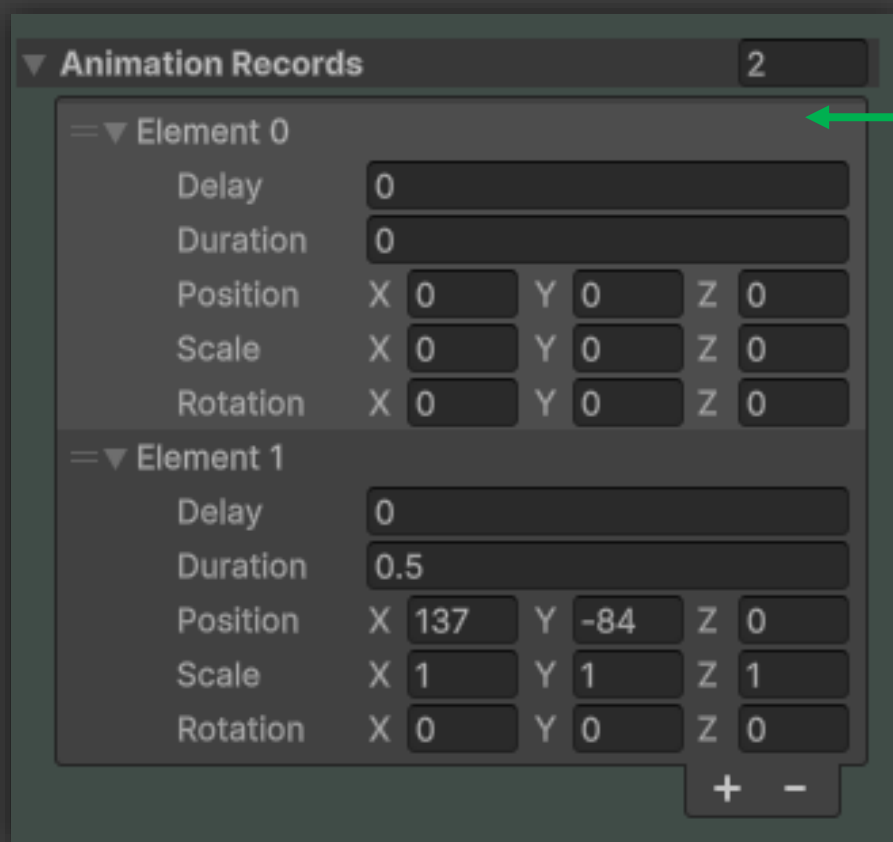**Click RECORD button to enter Record mode.**

Change Position, Scale, Rotation, and Click KEYFRAME button to record the new data in the animation.

Click Stop to exit Record Mode

If you want to animate the Graphical attributes, Change What to animate to Graphic.

Show Animation	Hide Animation

You can set up Show animation and Hide animation by switching between Show Animation and Hide Animation tabs.

▼ **Animation Records**   2

= ▼ Element 0

Delay	0				
Duration	0				
Position	X	0	Y	0	Z	0
Scale	X	0	Y	0	Z	0
Rotation	X	0	Y	0	Z	0

= ▼ Element 1

Delay	0				
Duration	0.5				
Position	X	137	Y	-84	Z	0
Scale	X	1	Y	1	Z	1
Rotation	X	0	Y	0	Z	0

+ −

You can see and edit the Animation Records from here

On Animation Start ()

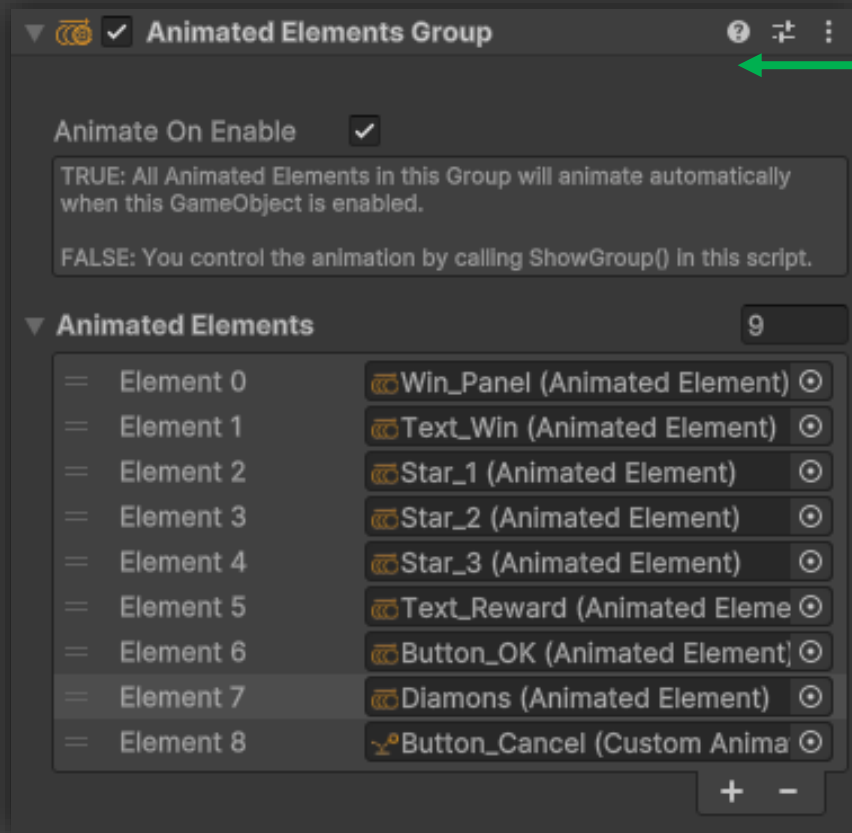List is Empty
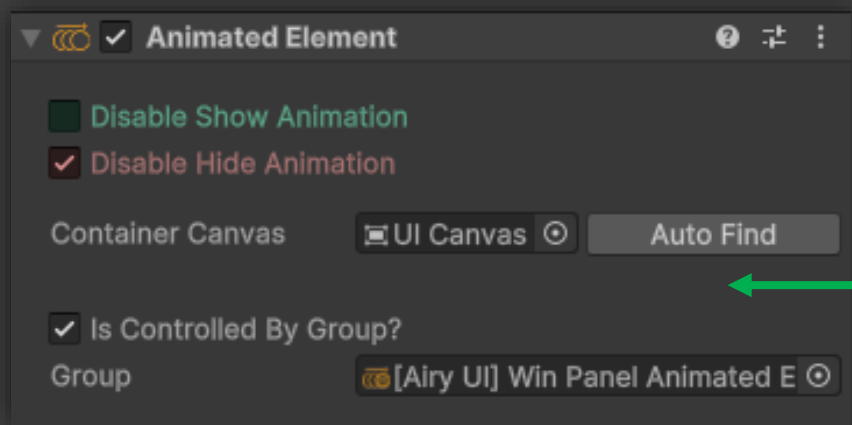
+ −

On Animation Complete ()

List is Empty

+ −

You can Add Events to invoke when the animation starts and when it completes

Animated Elements Group

Animated Elements Group component lets you control to show and hide multiple Animated Elements or Custom Animated Elements all at once.

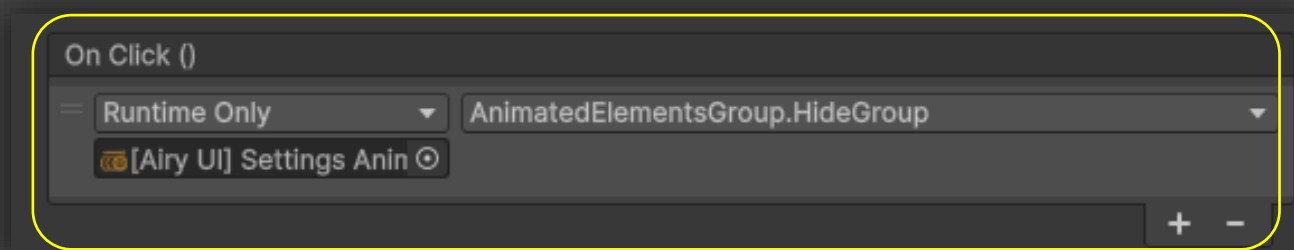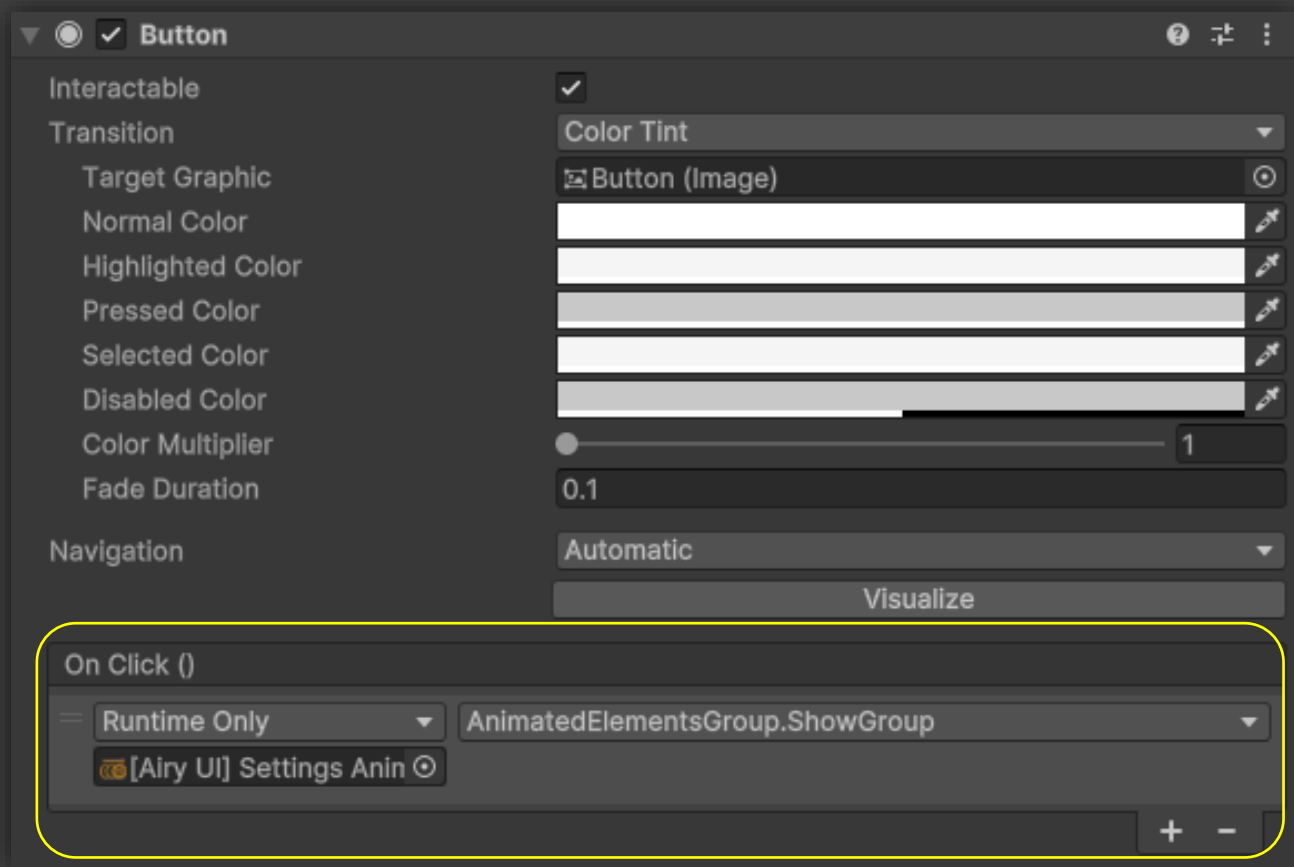Add all Animated Elements and Custom Animated Elements here

OR go to your Animated Element, enable

Is Controlled By Group and assign the Group

Showing and Hiding Animated Elements and Animated Elements Group

You can control when to show and hide an **Animated Elements** Group by calling `ShowGroup` and `HideGroup` functions.

```csharp
public AnimatedElementsGroup my_group;

0 references | ⬡Unity Message
private void Update()
{
    if (Input.GetKeyDown(KeyCode.Space))
        my_group.ShowGroup();

    if (Input.GetKeyDown(KeyCode.LeftControl))
        my_group.HideGroup();
}
```
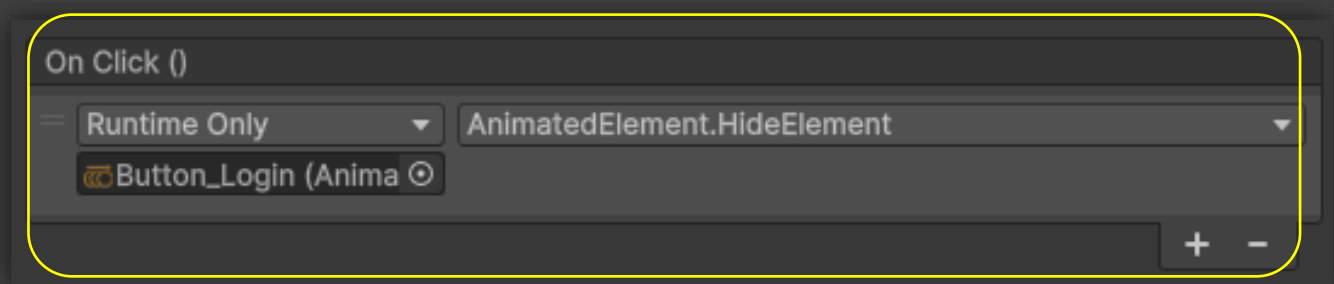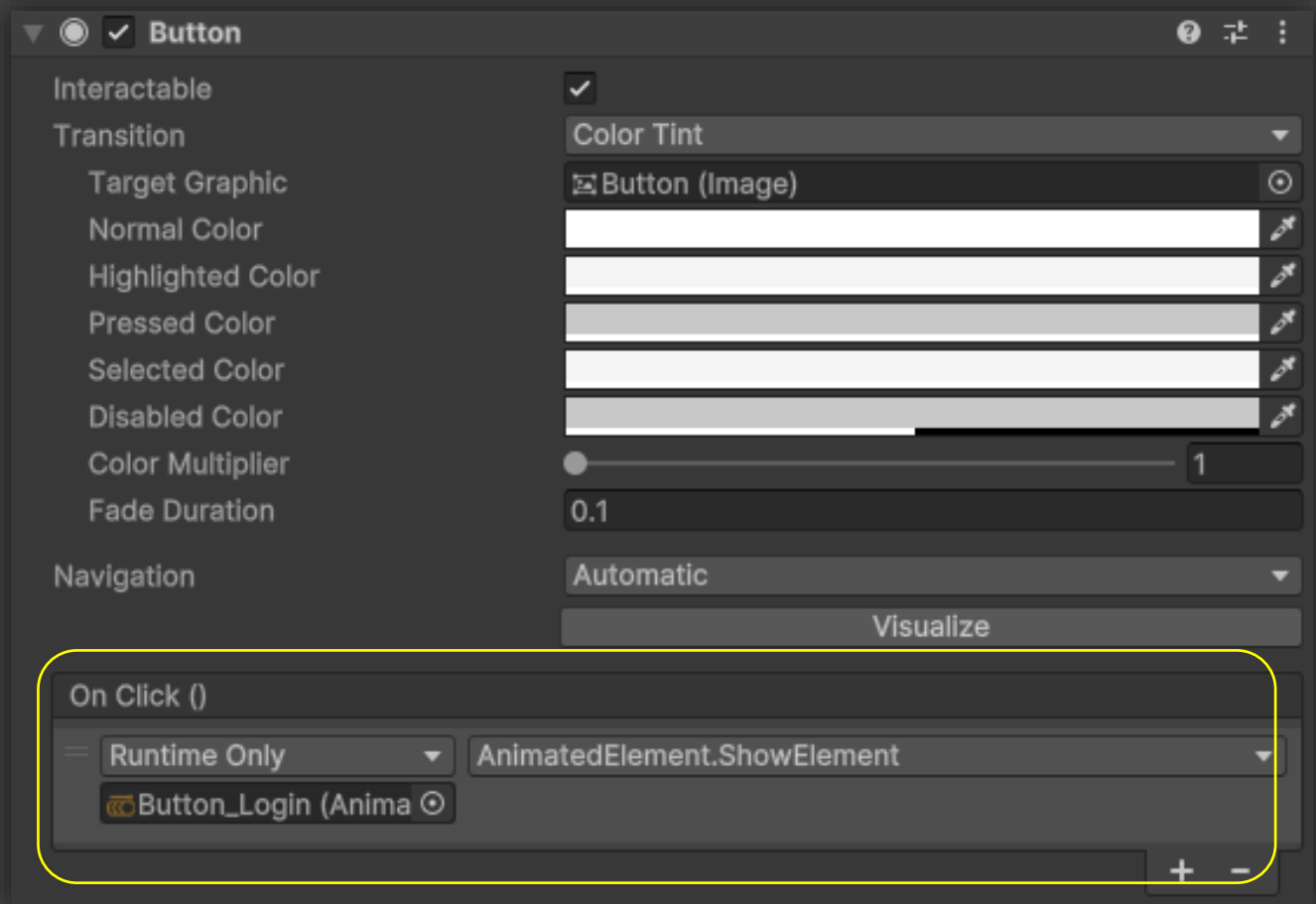
```csharp
using AiryUI;
```

And make sure to add
using AiryUI

You can control when to show and hide an **Animated Element** by calling `ShowElement` and `HideElement` functions.

```csharp
public AnimatedElement my_element;

0 references | ⬡Unity Message
private void Update()
{
    if (Input.GetKeyDown(KeyCode.Space))
        my_element.ShowElement();

    if (Input.GetKeyDown(KeyCode.LeftControl))
        my_element.HideElement();
}
```
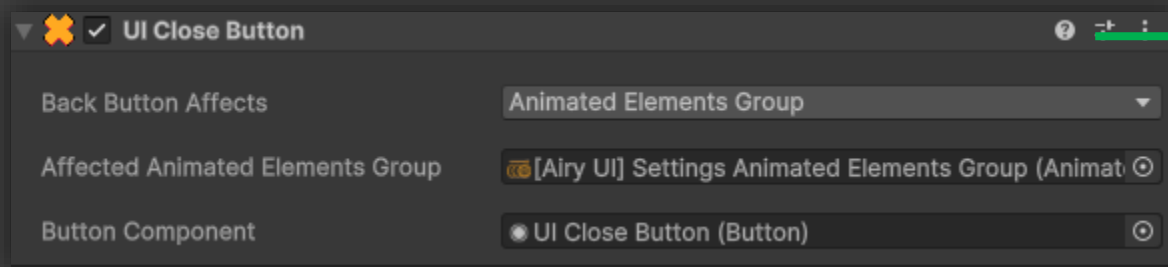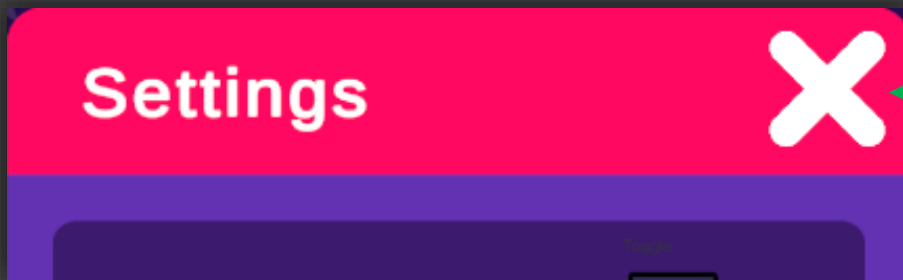
```csharp
using AiryUI;
```

And make sure to add
`using AiryUI`

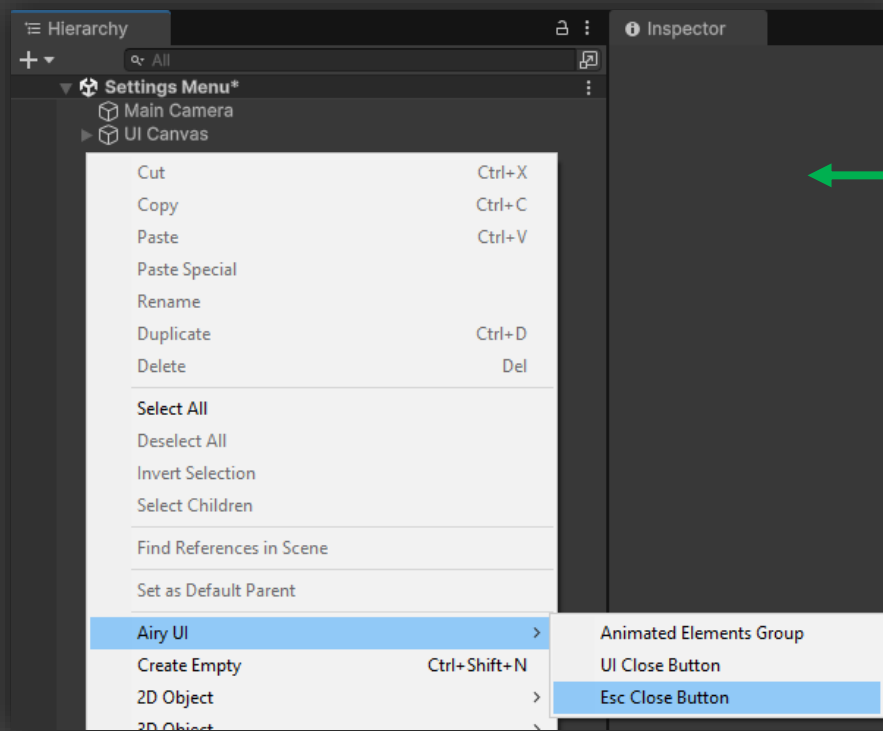# Implementing Dual Close Methods (UI Button + ESC)

UI Close Button

If you have a button in your scene that you want Hide a menu when you click it.

Add **UI Close Button** component to your button, assign the **Affected Animated Element** or **Affected Elements Group**, and assign your button component.
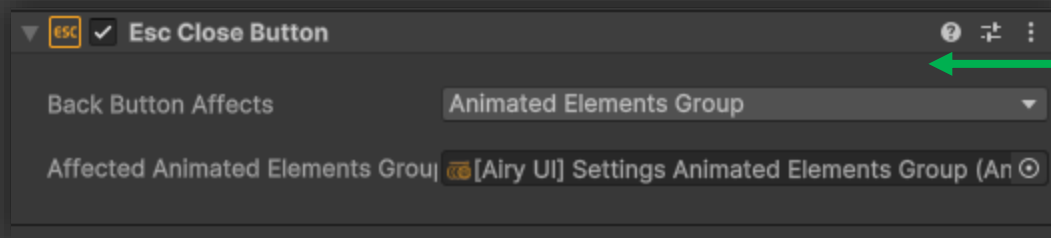
ESC Close Button

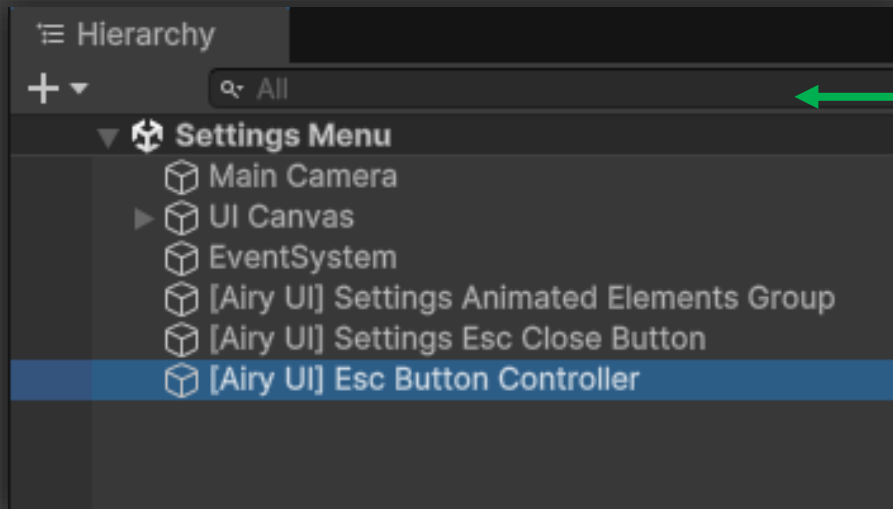If you want to hide a menu by clicking **ESC** button on your keyboard

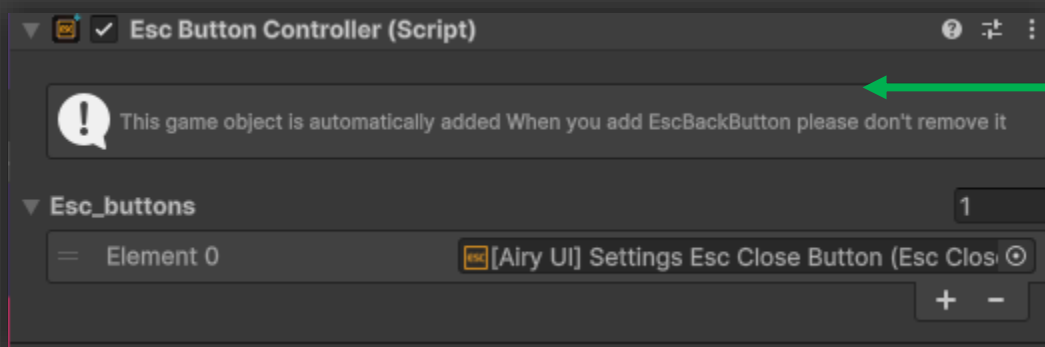**Right click in the Hierarchy -> Airy UI -> ESC Close Button**

A Game object will be added that has **ESC Close button** component on it.

Select the Animated Element or Animated Elements Group that it affects.

A game object called [Airy UI] Esc Button Controller will automatically be instantiated, please DO NOT DELETE this game object.
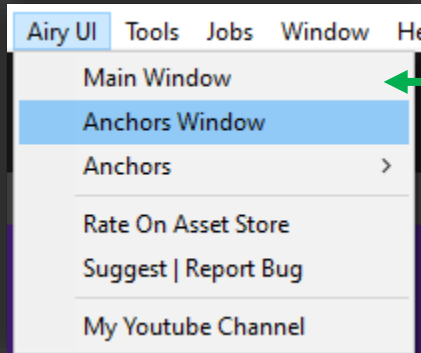

[Airy UI] Esc Button Controller game object has ESC Button Controller component on it.

And now, Play the game and Click **ESC** button on your keyboard to see it happens.

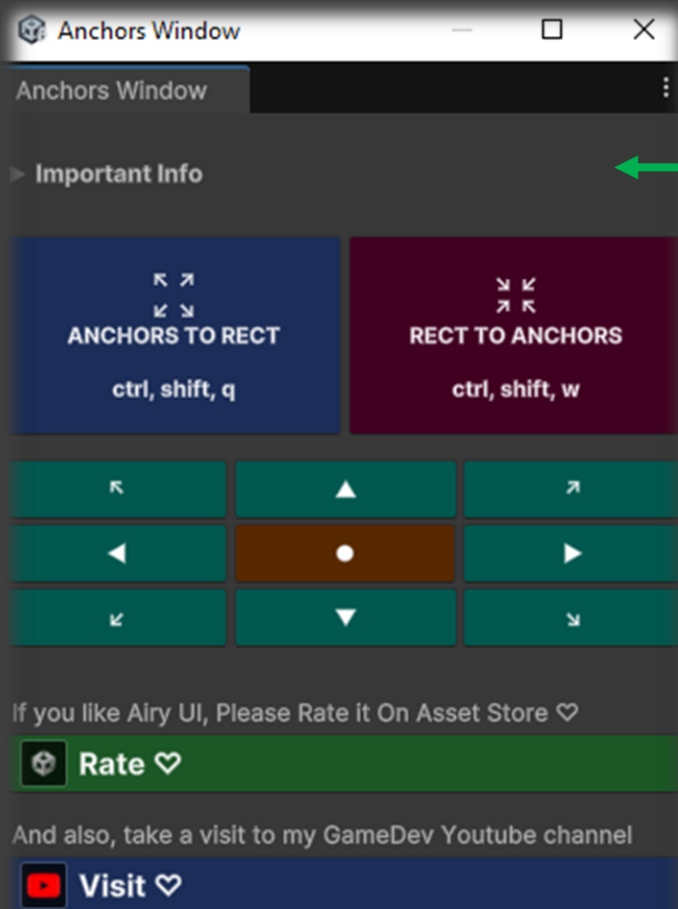# Smart Anchor Presets: Perfect UI Positioning

Anchors Tool

Anchors tool allows you to set anchors of any UI Game Object very easily.

Open Anchors Windows from

Top bar -> Airy UI -> Anchors Window

Select any UI Game Object/s and set its anchors

The best part? Anchors Tool lets you perfectly fit anchors to any **Rect** in just one click.

Simply select your Game Objects and press **Ctrl + Shift + Q** - your anchors will snap into perfect alignment instantly.