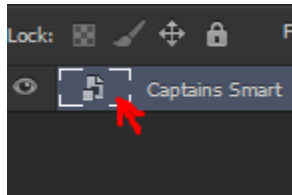


# Introduction

Welcome to the introduction of the Captain's GUI, I know you "love" reading this part as much as I "like" documenting it...

1. Basic information: This is version 2 – graphical and structure update for this particular GUI, those who have version 1, thanks for the purchase, I hope you like the new version update.
2. Folders and navigation: Version one is in a rar form, should you wish to use assets from there and it's in the version 1 folder – easy. Version 2 has it's needed components in Fonts, Sliced and of course the PSD files, which include the main ones and some that I made as resources. The resources are specially made for this UI and I decided to give 'em for a bonus.
3. Editing: Alright, before you do any editing, make sure you install all the fonts.
  - a. Pay attention to font color and shadow size and opacity when coding, it's important!
  - b. Smart Objects, you can edit those when you open them by double-clicking clicking here:



- c. Yes, you do need a Photoshop and I do always use these in most of my GUIs. As I always state in the description of my products. However if you do not have Photoshop, you can refer to the PNGs, but I strongly advice you to get one, since you are going to make a game or use these assets and for the future. Many artists use it and it's a MUST in my opinion.
4. Intentions for this GUI was to make it a trading/colonial themed, you have your four nations too, which player can choose nationality and so on. Trading panel so you can trade and mostly, the instruments. I was thinking this to be more oriented on trading and navigation, but with possible combat as well. Other than that, I hope this GUI helps you boost your projects, I am fully aware it's not a full project, but those are based on certain functionality, so lacking the specifics I am forced to just do somewhat basic UI elements.

5. Support: If you have questions about this GUI or need support, drop me an email at [warcl0ck@yahoo.com](mailto:warcl0ck@yahoo.com) or skype: vengeance.mark.1