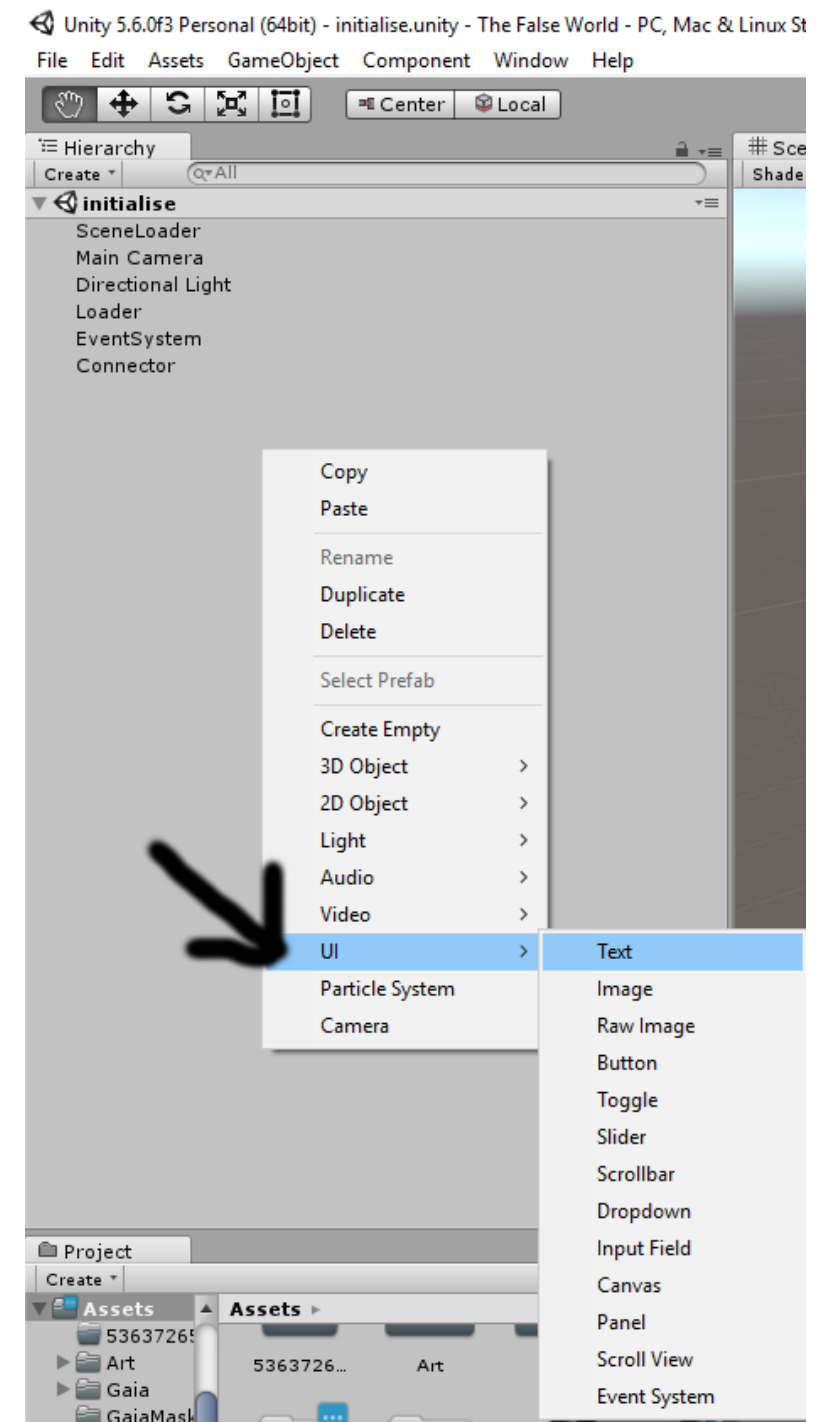


# UI!

AKA User Interface  
AKA Buttons and text

# What are first steps?

- 1.) Right click.
- 2.) Navigate to UI.
- 3.) Navigate to the UI piece you want.



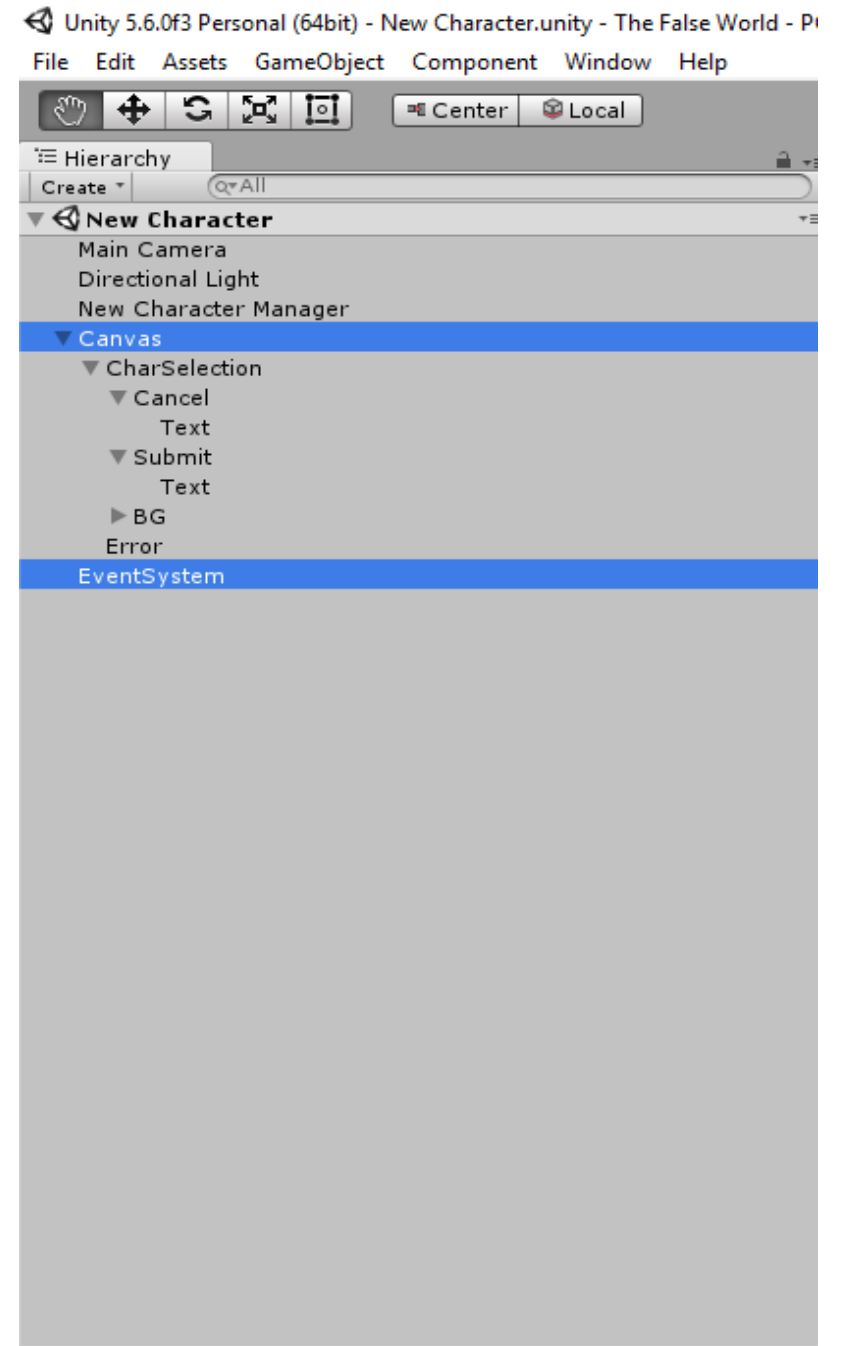
# DON'T FREAK OUT

You may notice that three objects were created, instead of one

## WHY IS THIS?

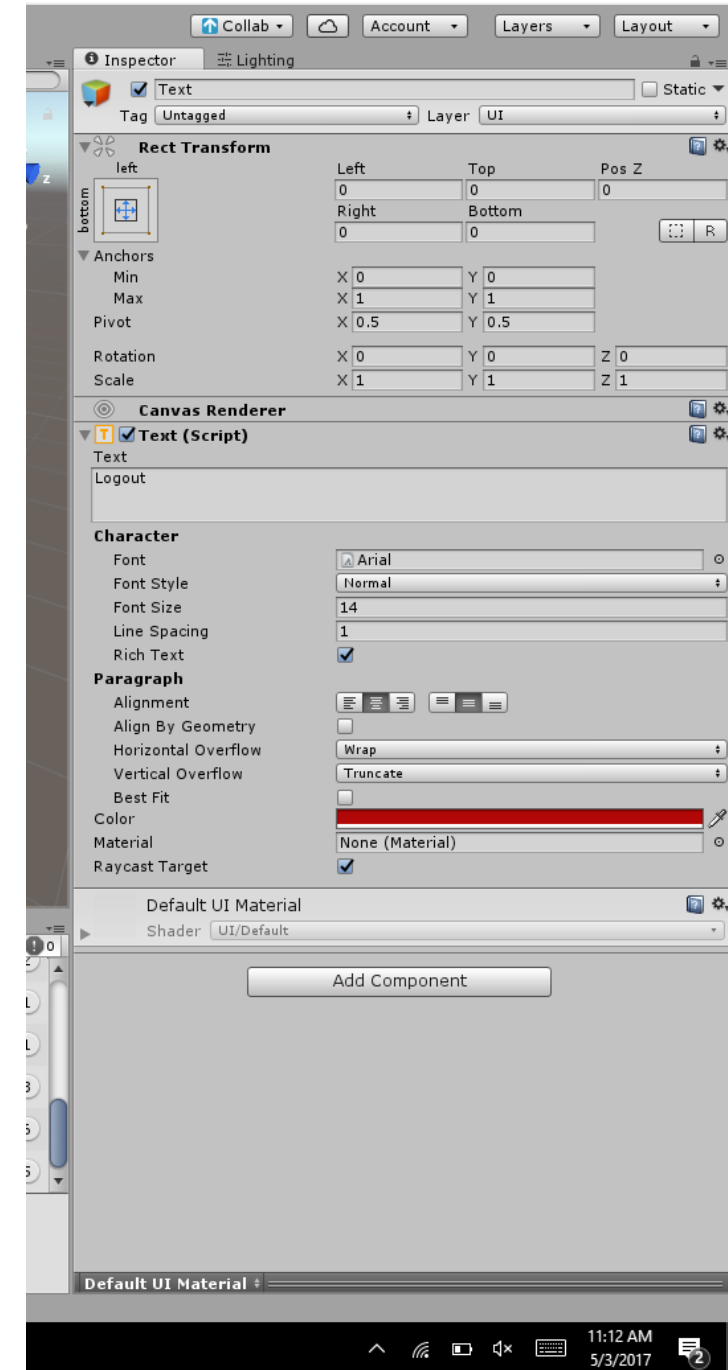
- One object is the one you wanted to create.
- One object is called “Canvas”, and is a parent for all UI.
- One object is called “EventSystem”, and handles any UI interactions, such as buttons.

For the most part, ignore  
Canvas and EventSystem



# Text

- Right click and create text.
- Navigate to the object
- Under the inspector, you'll notice a new component, called "Text(Script)"
- The top variable, "Text", is what the client sees.  
You edit many variables of the text component.
- Set Horizontal Overflow and Vertical Overflow to "Overflow"

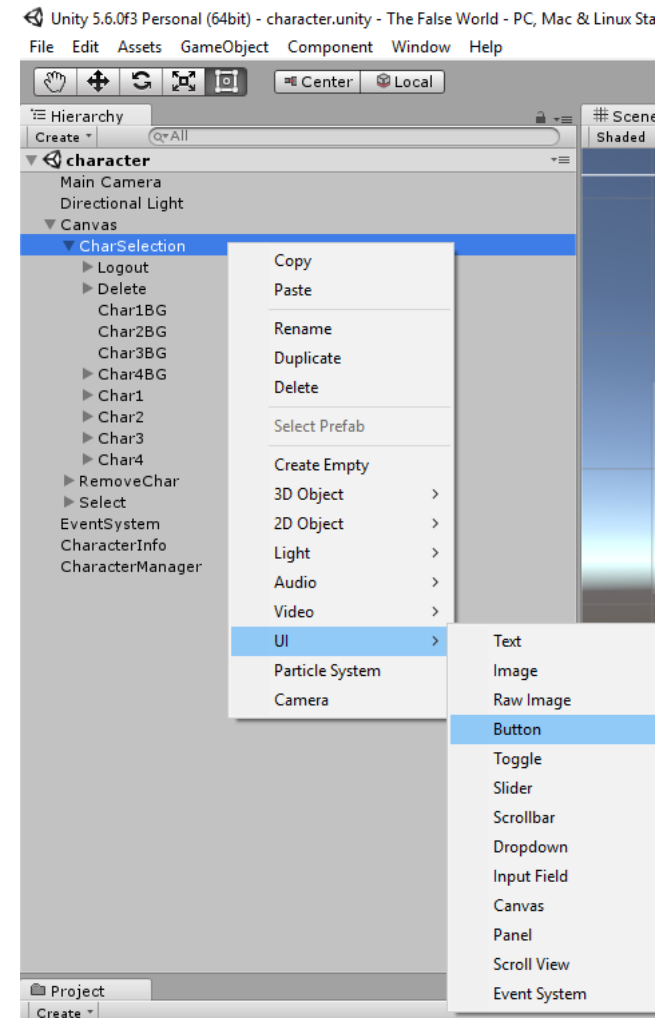


# Preparing code for buttons

- When you want to use a button, you need to prepare your code to do something when the button is pressed.
- Create a new method, and call it whatever you want.
- Make sure to declare it as public  
EX: `public void genericMethodName()`
- This is the method we'll use when the button is pressed.

# Actually creating the button.

- Right click and create a button
- Navigate to the object
- Under the inspector, you'll notice a new component, called "Button(Script)"
- The child object, "Text", is what the client sees.  
You edit many variables of the text component in the child object.



# Making the button do what you want

- Find the On Click() window under the Button component
- Click the plus button in the bottom right.
- Drag the Game Object that contains the script into the “None(Object)” box.
- Find the “No Function” dropdown box, and find your scripts name. Then, look for your public method.

