HEX UI

COMPLETE MAIN MENU
DOCUMENTATION V1.0

| QUICK START

First of all, thanks for purchasing the package!

There are a couple things you need to know before using the package.

• This package requires Unity 2018.1 at the moment. It might be working on older versions as well, however, I'd not suggest to use it below 2018.

• You don't need any 3rd plugin. It all uses the default Unity components.

• There are a couple scenes. Use Desktop scene for Standalone, Console (beta) for gamepad or gaming consoles, and Mobile for mobile devices.

• This project specially made for Linear lighting mode. You can use with gamma as well, but alpha colors could be different.

• Hexart UI is supporting all kind of horizontal aspects. You can change the aspect ratio and it'll fit your screen automatically.

Lastly, I'm not a good coder. I apologise for some of my poorly written codes :)

If you have any questions, click here to contact me

DEMO SCENE

There are a couple demo scenes in the package. You can choose one of them, and start to work with it. Everything is categorized in the scene, so you can find things easily!
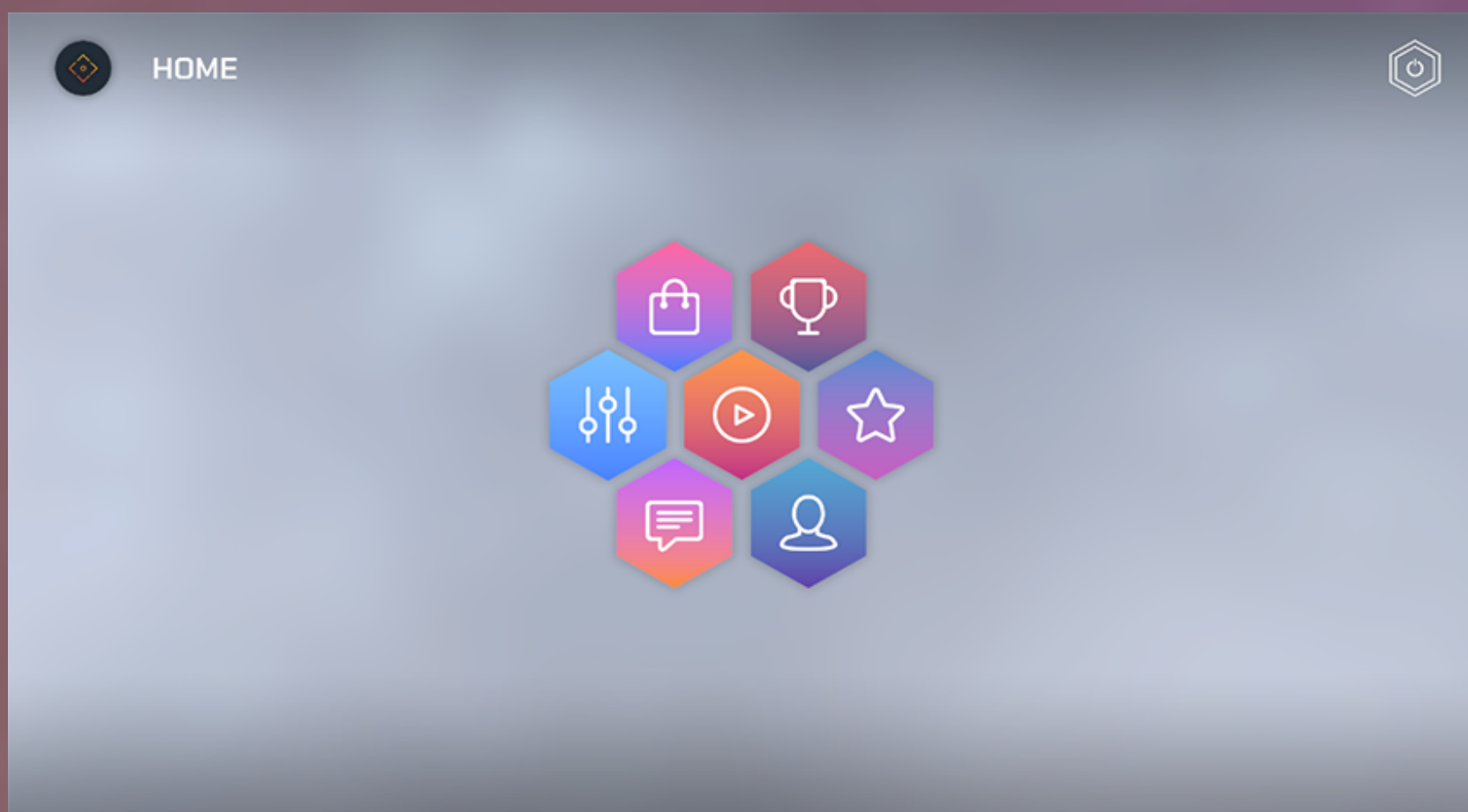
DESKTOP

The default demo scene that gives you all of the features.

CONSOLE (BETA)

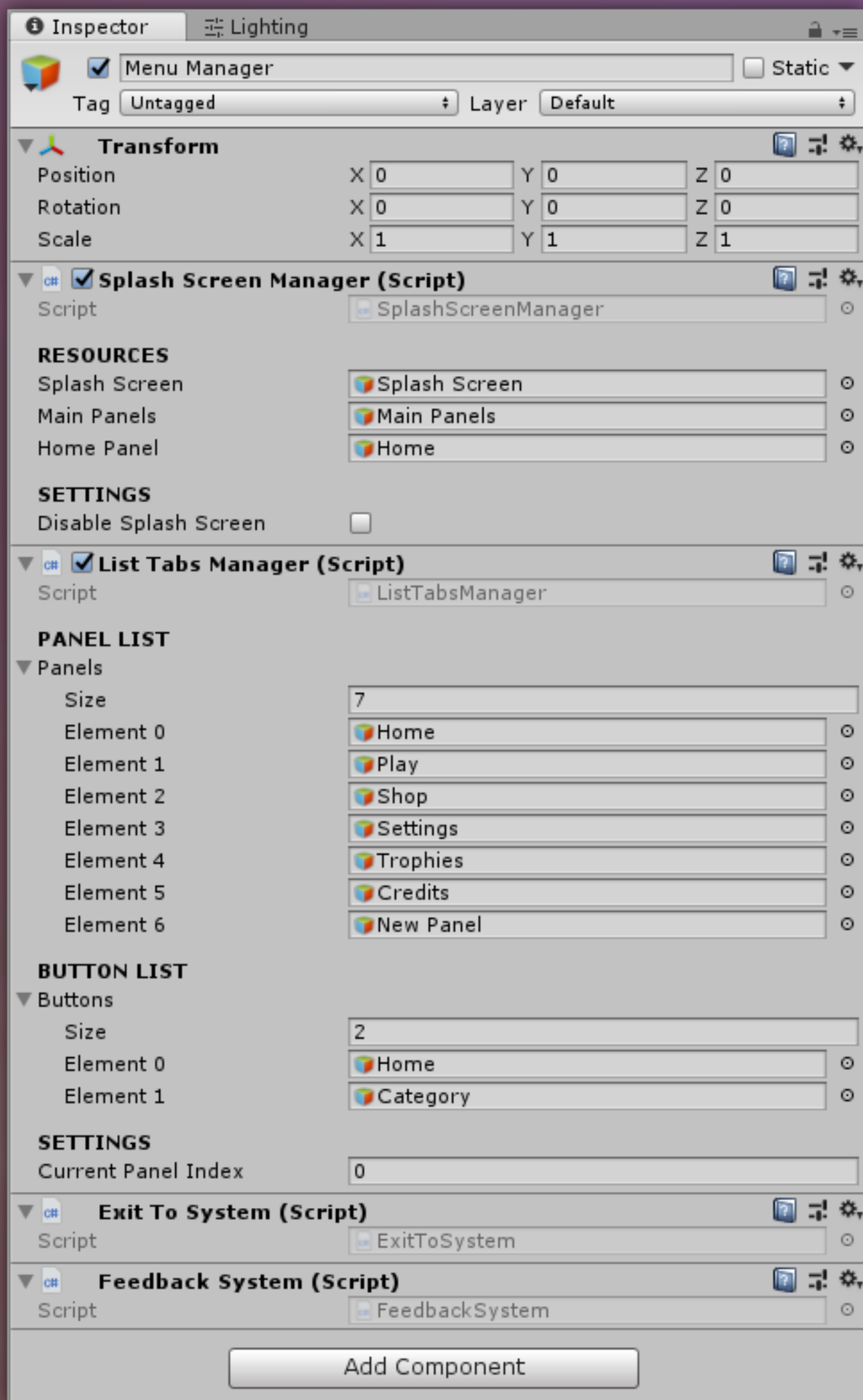The default demo scene but with gamepad support. It's under development at the moment.

MOBILE

If you want bigger elements, you can change Canvas Scaler values from Canvas.

| MENU MANAGER

You can manage the UI by changing / adding values on Menu Manager object. You can manage most things on the UI with this object.
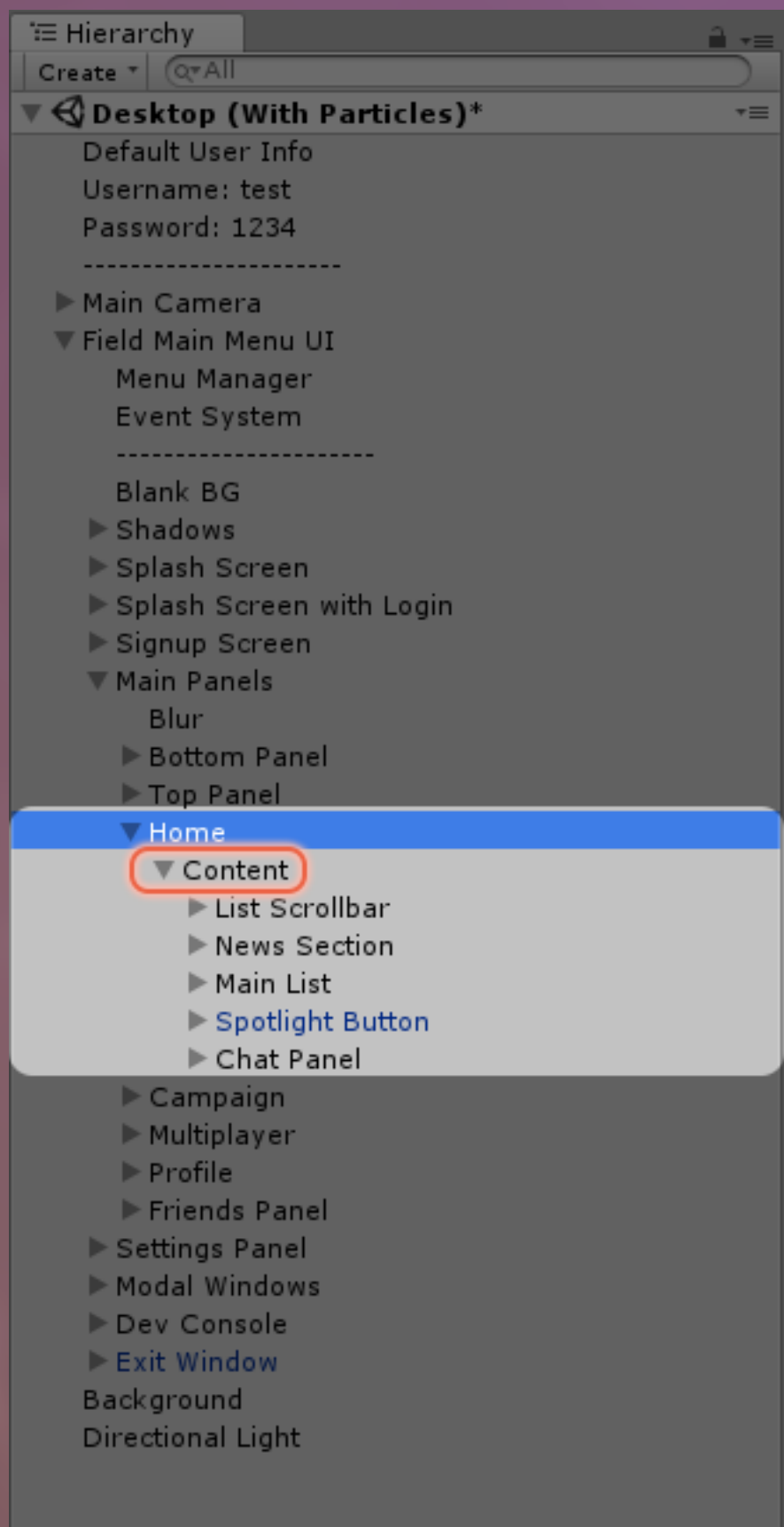
| EDITING PANELS

Do you want to add your own content to existing panels? Or maybe create a new panel?

To add your own content to existing panel, just drag your object under Content object.

To create a new panel, duplicate an existing panel and delete the object under Content object.

| ADDING NEW PANELS

First, create a new panel if you haven't already. You can check the previous page to see how you create a new panel.

Drag your panel to ListTabsManager > Panels on Menu Manager.
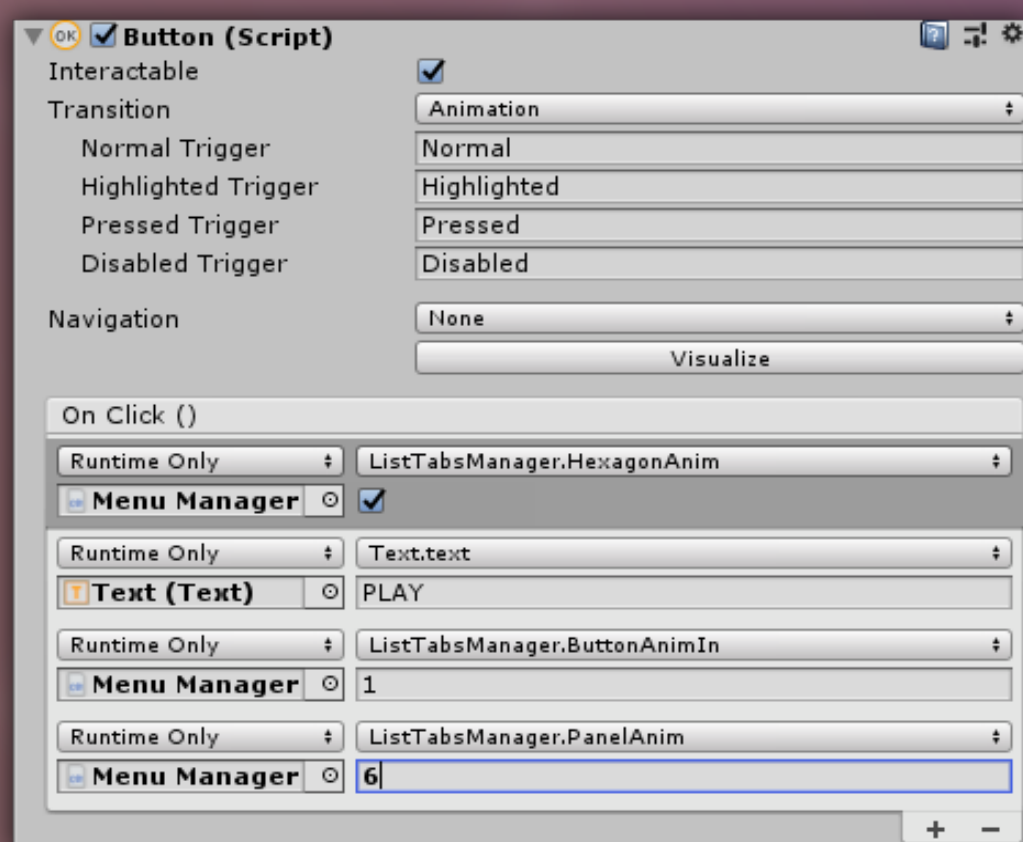
Then, you can call the new panel by typing the Index of new panel to OnClick function. You can call it with a single line as well.

Script:

Michsky.UI.Hexart.ListTabsManager.PanelAnim(int 1);

OnClick:

Menu Manager > ListTabsManager > Panel Anim

| EDITING UI ELEMENTS

Every UI object named properly.
So, if you want to change the text,
just find Text object and change
the values. You can edit the
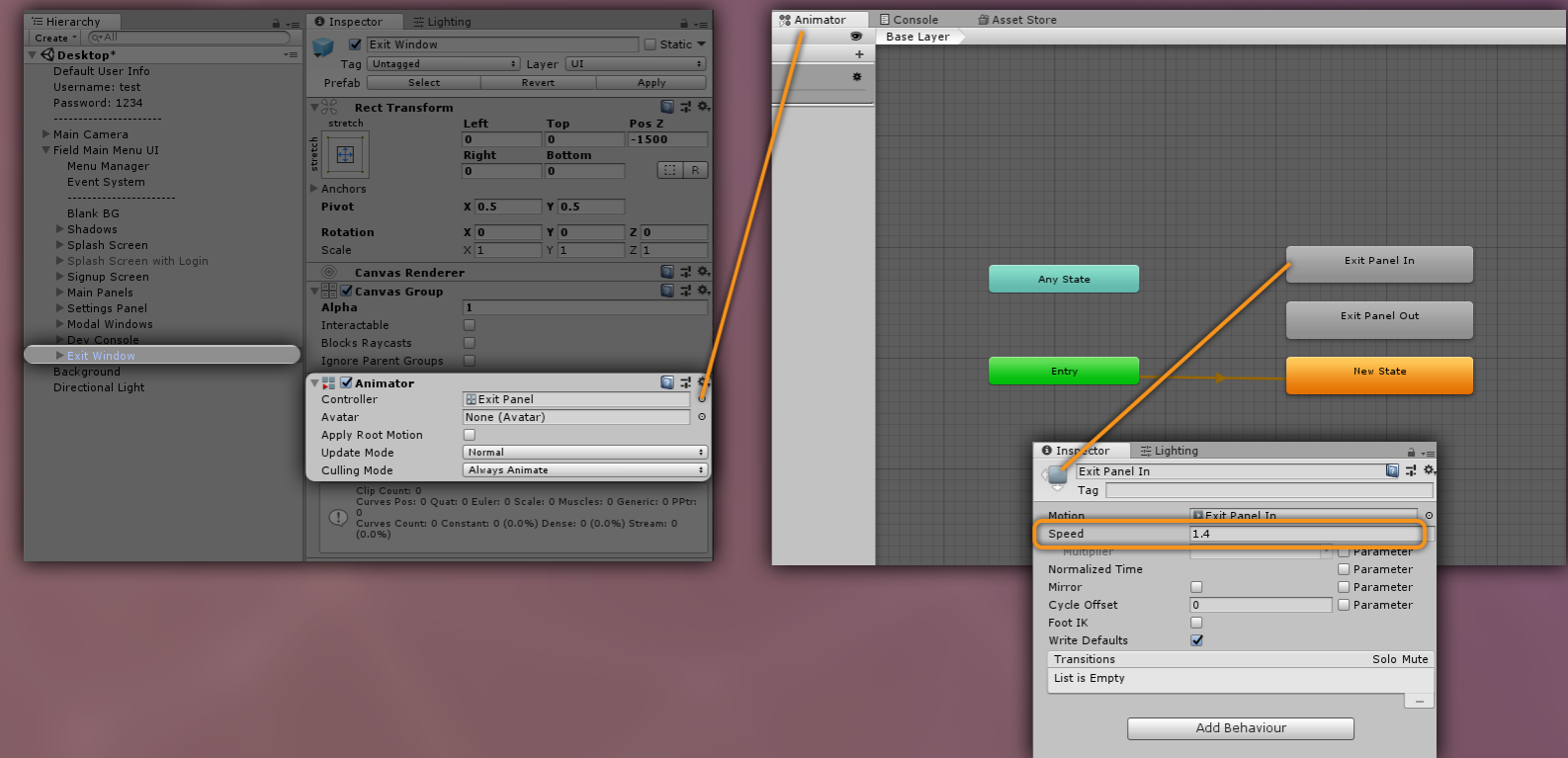animations by opening Animation
window.

| ANIMATION TIMINGS

Do you want to make the animations faster? Well, you
can do it with a few clicks.

First, click an object and open Animator window.
Then select a state and you'll see details of state.

You can change the speed of animations here. In some
cases, you need to add minus (for Fade-out animations).

SPLASH SCREEN

You can fully customize splash screen. Just change some UI elements and values of Press Key / Timed Action.

PRESS KEY

When this key is pressed, splash screen will fade-out and main menu will fade-in. You can add as much as event you want.

TIMED ACTION

Loading time between Splash Screen and Main Menu. When the seconds equals Timer, it'll start to do listed Events. You can add as much as event you want.

F.A.Q.

• Colors are weird, why?

Make sure you're using Linear lighting. You can use it with gamma too, but you have to change alpha colors.

• I'm getting errors, why?

I can't be sure until I see your project, but it could be about script classes. Contact me in this case.

• I'm getting low frame rate, why?

Blur shader it's not lightweight so if your graphic cards is old, that's probably the issue. You can disable all of the Blur objects. Click Feedback button in this case.

• Can I use this package for commercial use?

Of course! That's the whole point of asset store. Scroll for more information about licence.

• Are you going to continue to support the package?

Of course! There'll be update support for a while, and all of the updates will be free who already bought it.

• I don't like it, I want to refund it.

Since you already have access to the source files, I can't give you a refund of it. I made a playable demo of it just because you can try it first before the purchasing.

CONTACT ME

You can find me at:

🎮 DISCORD

✉ E-MAIL

▶ YOUTUBE

For faster support, I'd suggest you to join our Discord server.

LICENCE

This package uses the default asset store licence & terms of use.

https://unity3d.com/legal/as_terms