VISUAL NOVEL DETECTIVE THEME GUI

SCRIPT DOCUMENTATION v1

First of all, thank you for purchasing this asset through Unity Assets Store. This documentation will guide you through the usage of this asset package.

VISUAL NOVEL DETECTIVE THEME GUI

Visual Novel Detective Theme GUI is suitable for detective-themed visual novel games, while you can use it for whatever you're creating! This GUI pack is inspired by the "Murder on the Orient Express" movie.

Features:
- UI Elements
- UI Script Examples
- Demo Scenes
- Supports for multiple screen sizes
- Inkscape SVG File

Assets:
- 5 Demo scenes
- 98 PNG Assets part
- 3 Dummy items for evidence

All scenes and parts are easily customizable and can be adjusted for your needs.

SCRIPT EXAMPLES

Fading Menu Base Script

The scripts written in this asset package are intentionally made for demo purpose, to show how the UI supposed to behave in runtime. Any kind of custom improvements can be made whether to proceed using our scripts or by writing your own preferred scripts.

All menu scripts are derived from "FadingMenuBase.cs" script that basically just adds fading behaviour when showing or hiding the menu.

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using Calcatz.ArrivalGUI;

public class MenuExample : FadingMenuBase {

    private void Awake() {
        //Add all fade-able graphics
        List<Graphic> graphics = new List<Graphic>();
        graphics.AddRange(GetComponentsInChildren<Graphic>());
        InitializeGraphicAlphas(graphics);

    }

    protected override void OnBeforeShow() {

    }

    protected override void OnAfterClose() {

    }

    protected override void Update() {
        base.Update();
    }
}
```
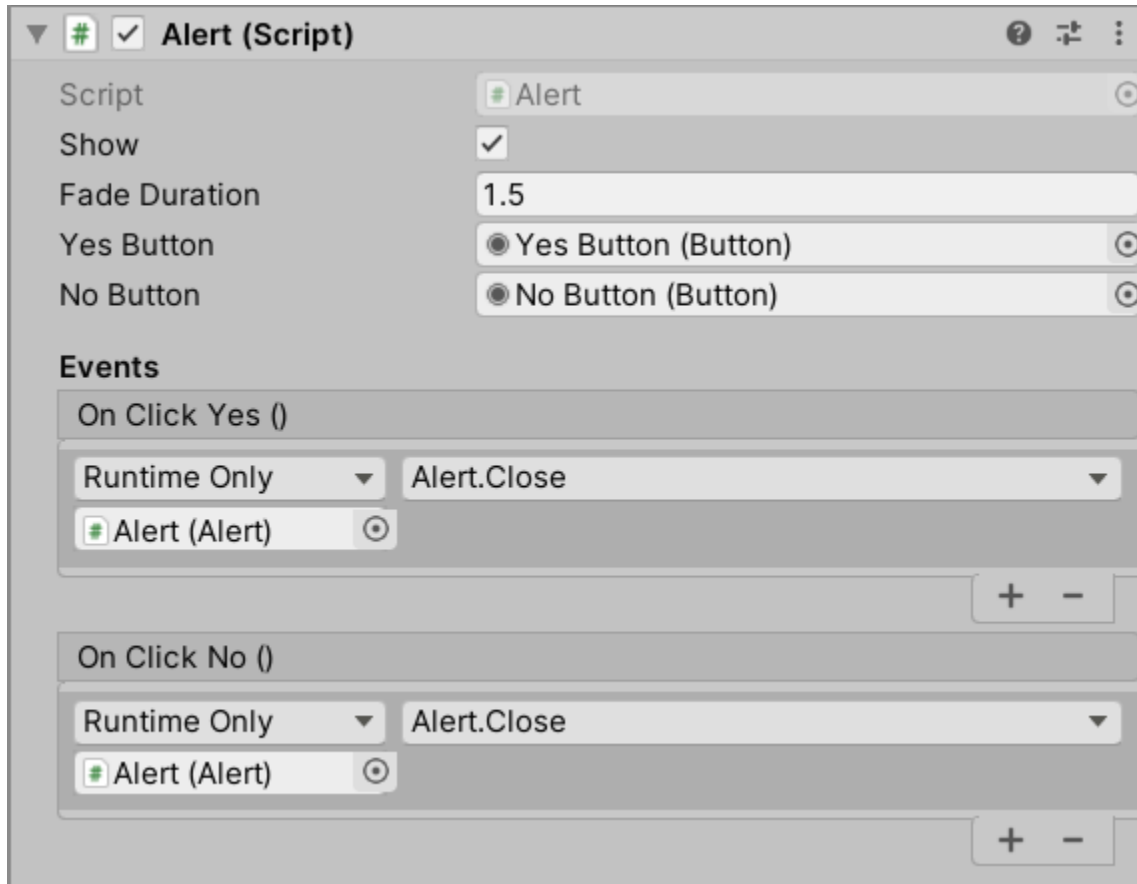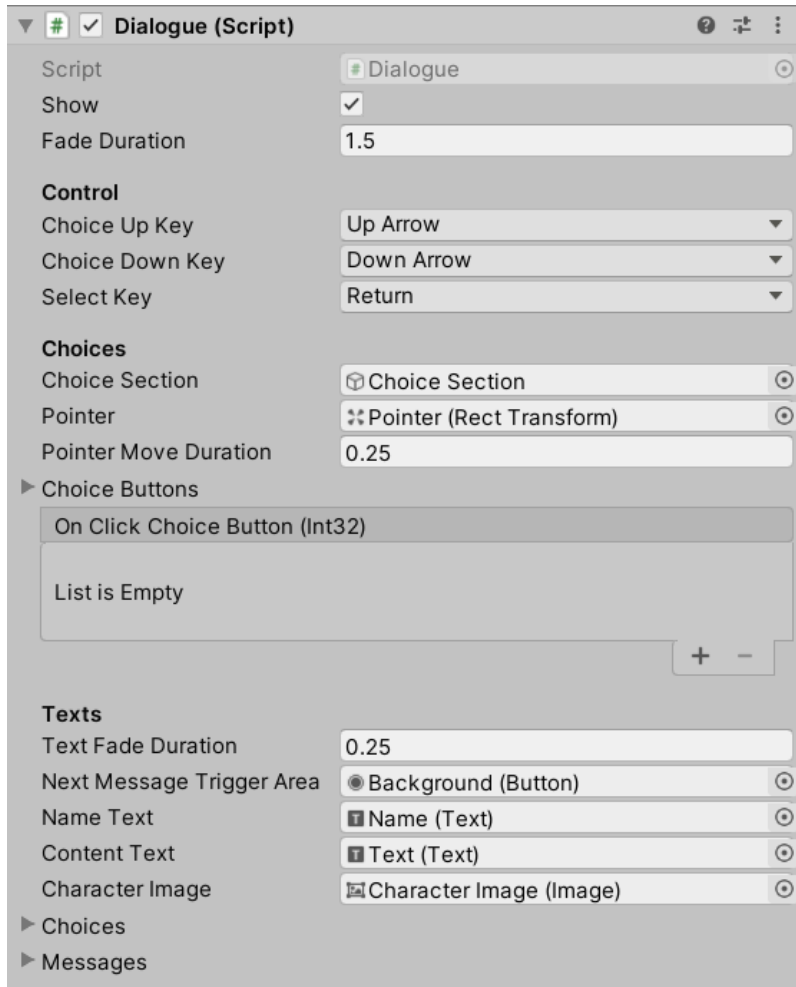
Alert

A dialog window with Yes and No buttons.

- **Show**: Toggles the showing state.
- **Fade Duration**: Fade duration when showing / hiding the UI elements.
- **Events**:
  - **On Click Yes**: Invoked when the Yes button is clicked.
  - **On Click No**: Invoked when the No button is clicked.

Dialogue

A dialogue conversation UI with branching choices.

▼ # ✓ **Dialogue (Script)**		❓ ⇄ ⋮
Script	# Dialogue	⊙
Show	✓	
Fade Duration	1.5	
Control		
Choice Up Key	Up Arrow	▼
Choice Down Key	Down Arrow	▼
Select Key	Return	▼
Choices		
Choice Section	⬡ Choice Section	⊙
Pointer	⠿ Pointer (Rect Transform)	⊙
Pointer Move Duration	0.25	
▶ Choice Buttons		
On Click Choice Button (Int32)		
List is Empty		
	+ −	
Texts		
Text Fade Duration	0.25	
Next Message Trigger Area	◉ Background (Button)	⊙
Name Text	🅣 Name (Text)	⊙
Content Text	🅣 Text (Text)	⊙
Character Image	🖾 Character Image (Image)	⊙
▶ Choices		
▶ Messages		

- **Show**: Toggles the showing state.
- **Fade Duration**: Fade duration when showing / hiding the UI elements.
- **Control**
  - **Choice Up Key**: The key to move the choice pointer up.
  - **Choice Down Key**: The key to move the choice pointer down.
  - **Select Key**: The key to select the choice.
- **Pointer Move Duration**: Move duration of pointer when the choice changes.
- **Text Fade Duration**: Fade duration of message text when the content changes.

Reorderable List

Choices

≡ ▼ greetings
      Id   `greetings`
     ▼ Choices
         Size   `3`
       ▼ How are you?
          Text   `How are you?`

On Select ()	
Runtime Only ▾	Dialogue.ChangeMessageIndex ▾
# Dialogue Sc ⊙	3

                  + −

       ▶ How's life?
       ▶ How do you do?

                  + −

Messages

≡ ▼ Andy
      Name   `Andy`
      Image   ▣ magnifying_glass ⊙
      Content   `Hi, Eddy!`
      Show Choice
≡ ▼ Eddy
      Name   `Eddy`
      Image   ▣ book_and_paper ⊙
      Content   `Hi, Andy!`
      Show Choice   `greetings`
≡ ▼ Andy
      Name   `Andy`
      Image   ▣ magnifying_glass ⊙
      Content   `How do you do!`
      Show Choice
≡ ▶ Andy

                  + −

- **Choices**
  - **Id**: Unique Id the be referred by Message
  - **Choice**
    - **Text**: The displayed text for the choice.
    - **On Select**: A callback that is called when the choice is selected.
- **Messages**
  - **Name**: The character name, actor of the message.
  - **Image**: The image of the actor character.
  - **Content**: The text displayed in the message box.
 - **Show Choice**: Choices Id that will be displayed. Leave blank if there's no choice dialog.

Evidence

A menu that shows clickable items, that shows a more detailed examination window on item click.

▼ # ✓ **Evidence (Script)**	❓ ⇄ ⋮
Script	# Evidence ⊙
Show	✓
Fade Duration	1.5
▼ Evidence Buttons	
Size	3
Element 0	◉ Item Placeholder (Button) ⊙
Element 1	◉ Item Placeholder (Button) ⊙
Element 2	◉ Item Placeholder (Button) ⊙
Examine Section	⬡ Examine Evidence ⊙
Examine Section Back Buttoı	◉ Back Button (Button) ⊙
▼ Evidence Section Items	
Size	1
Element 0	# Evidence Area (EvidenceSectionItem) ⊙
Control	
Left Key	Left Arrow ▾
Right Key	Right Arrow ▾
Select Key	Return ▾
Back Key	Escape ▾

- **Show**: Toggles the showing state.
- **Fade Duration**: Fade duration when showing / hiding the UI elements.
- **Control**
  - **Left Key**: The key to move the pointer left.
  - **Right Key**: The key to move the pointer right.
  - **Select Key**: The key to select the item.
  - **Back Key**: The key to back from the detailed examination window.
- **Evidence Section Items** should not be more than **Evidence Buttons**. If **Evidence Section Items** is less then **Evidence Buttons**, then **Evidence Button** with no **Evidence Section Items** will do nothing when clicked.
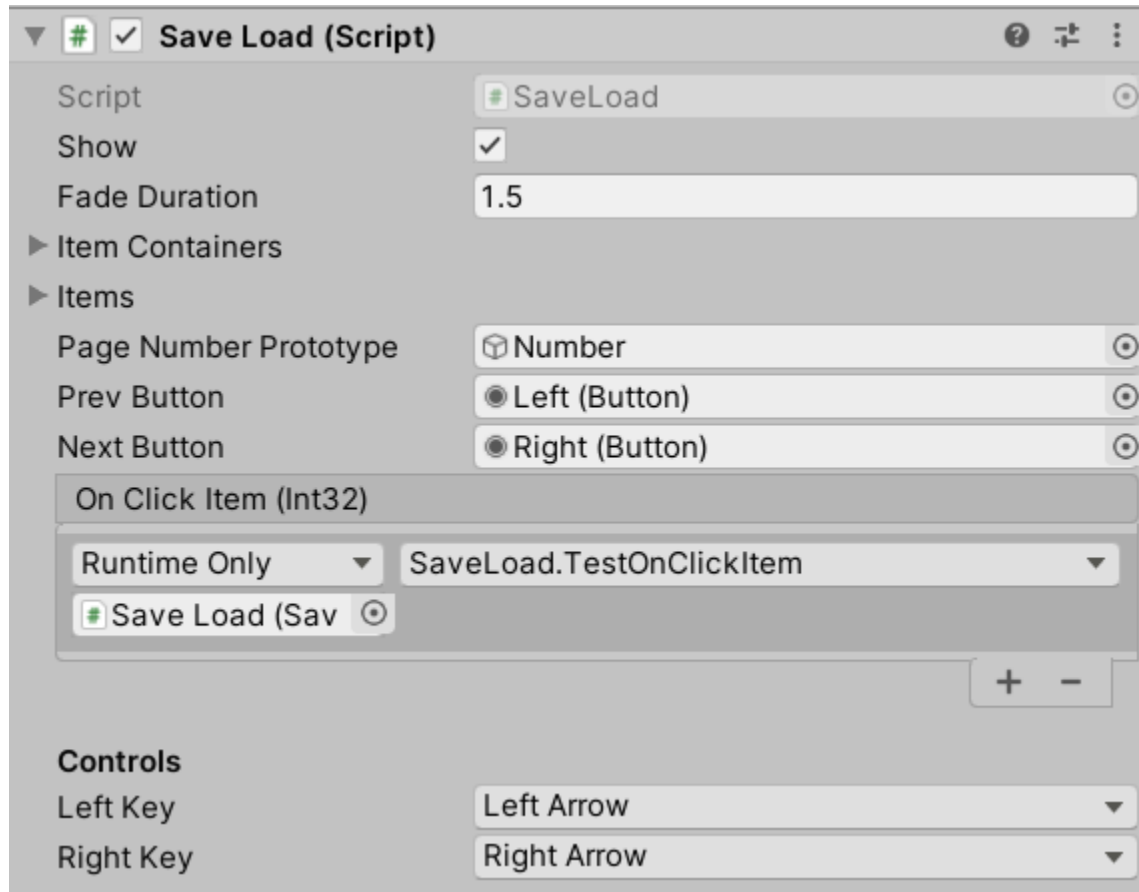
Gallery

A menu that shows unlockable items with pagination.
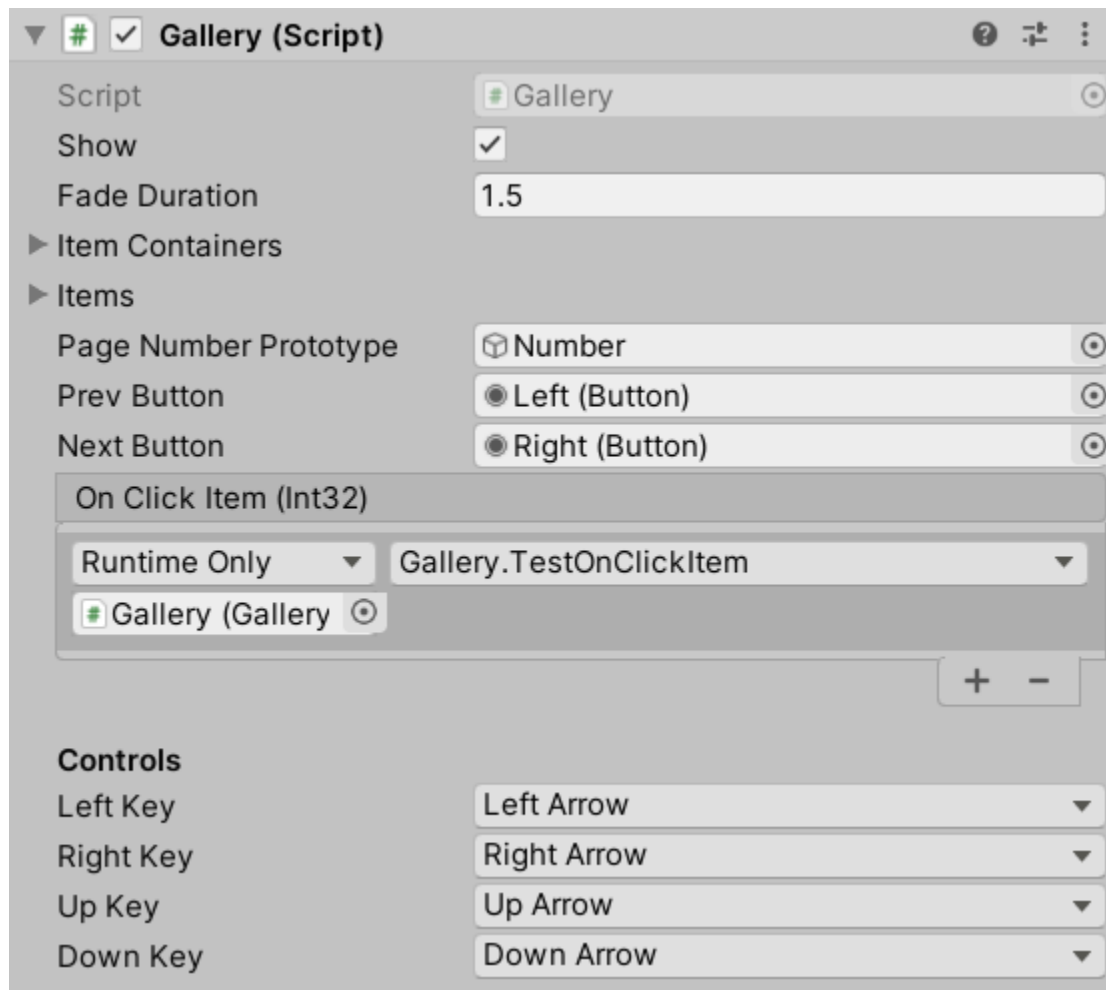
- **Show**: Toggles the showing state.
- **Fade Duration**: Fade duration when showing / hiding the UI elements.
- **Items**
  - **Sprite:** The item sprite to show.
  - **Locked:** Locked items will shows locked sprite instead. Please note that this currently can't be changed during runtime.
- **On Click Item:** A callback with parameter of item index, when the item is clicked.
- **Controls**
  - **Left Key**: The key to move the pointer left.
  - **Right Key**: The key to move the pointer right.
  - **Up Key**: The key to move the pointer up.
  - **Down Key**: The key to move the pointer down.

Save Load
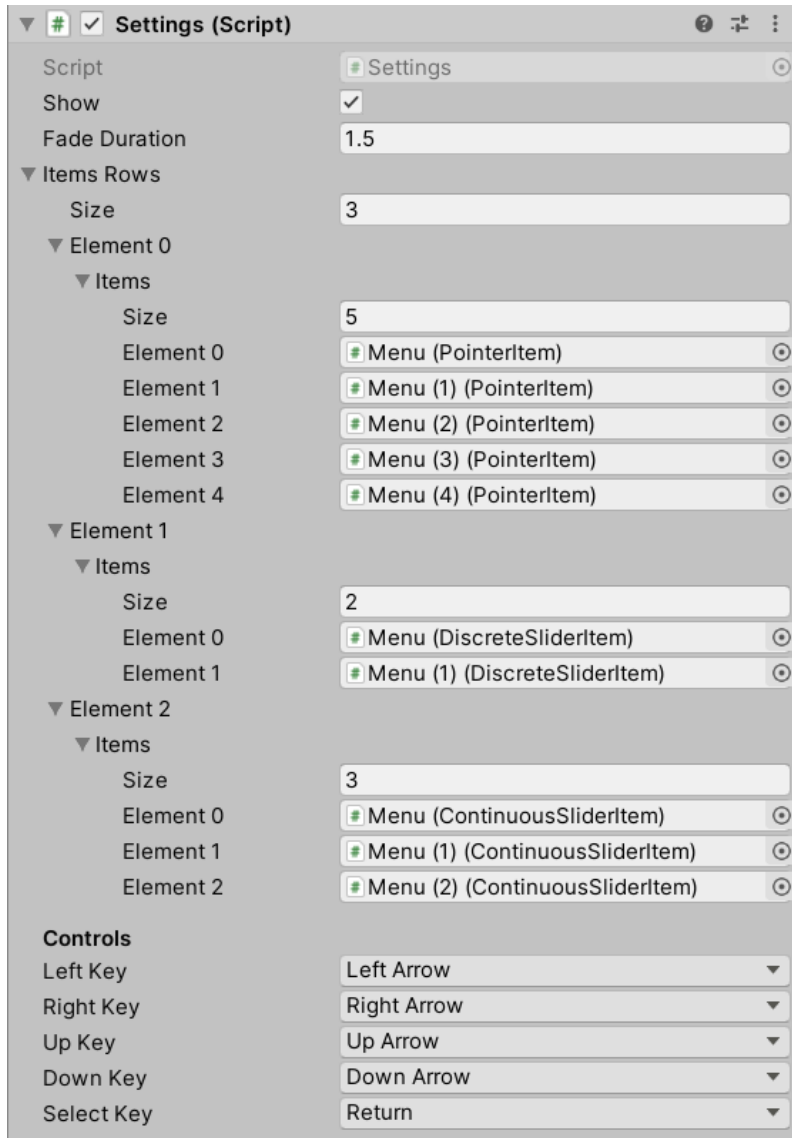
A menu that shows save data with pagination.

- **Show**: Toggles the showing state.
- **Fade Duration**: Fade duration when showing / hiding the UI elements.
- **Items**
  - **Sprite:** The item sprite to show.
  - **Locked:** Locked items will show empty image. Please note that this currently can't be changed during runtime.
- **On Click Item:** A callback with parameter of item index when the item is clicked.
- **Controls**
  - **Left Key**: The key to move the pointer left.
 - **Right Key**: The key to move the pointer right.

Settings

A menu that consists of UI controls, including choice and sliders.

▼ # ✓ **Settings (Script)**	⊘ ⇄ ⋮
Script	# Settings ⊙
Show	✓
Fade Duration	1.5
▼ Items Rows	
Size	3
▼ Element 0	
▼ Items	
Size	5
Element 0	# Menu (PointerItem) ⊙
Element 1	# Menu (1) (PointerItem) ⊙
Element 2	# Menu (2) (PointerItem) ⊙
Element 3	# Menu (3) (PointerItem) ⊙
Element 4	# Menu (4) (PointerItem) ⊙
▼ Element 1	
▼ Items	
Size	2
Element 0	# Menu (DiscreteSliderItem) ⊙
Element 1	# Menu (1) (DiscreteSliderItem) ⊙
▼ Element 2	
▼ Items	
Size	3
Element 0	# Menu (ContinuousSliderItem) ⊙
Element 1	# Menu (1) (ContinuousSliderItem) ⊙
Element 2	# Menu (2) (ContinuousSliderItem) ⊙
Controls	
Left Key	Left Arrow ▼
Right Key	Right Arrow ▼
Up Key	Up Arrow ▼
Down Key	Down Arrow ▼
Select Key	Return ▼

- **Show**: Toggles the showing state.
- **Fade Duration**: Fade duration when showing / hiding the UI elements.
- **Item Rows**: UI control items, can be filled with any gameobject that has a component derived from SettingsItem.
- **Controls**
  - **Left Key**: The key to move the pointer left.
  - **Right Key**: The key to move the pointer right.
  - **Up Key**: The key to move the pointer up.
  - **Down Key**: The key to move the pointer down.
  - **Select Key**: The key to select the menu item.
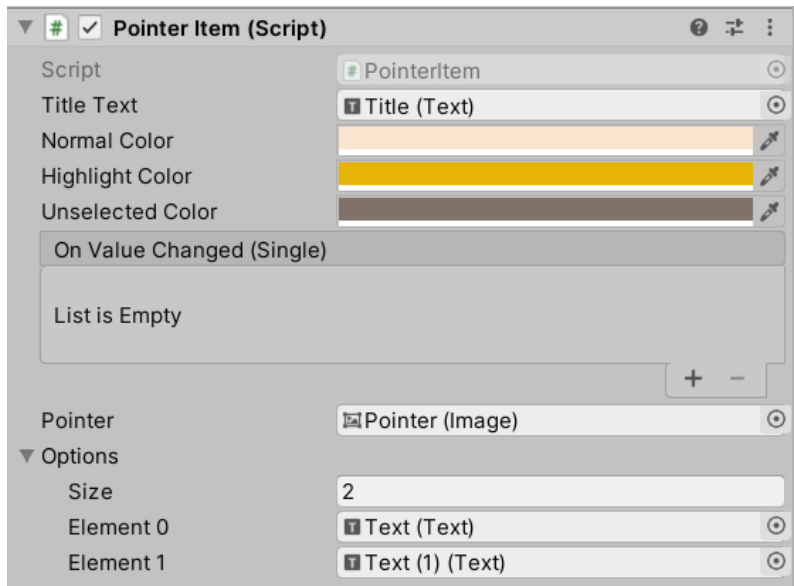
- **Normal Color**: The color when the menu item is not selected.
- **Highlight Color**: The color when the menu item is selected.
- **Unselected Color**: The color when the sub menu item is not selected.
- **On Value Changed**: A callback when the value is changed.
- **Options**: List of selectable options.
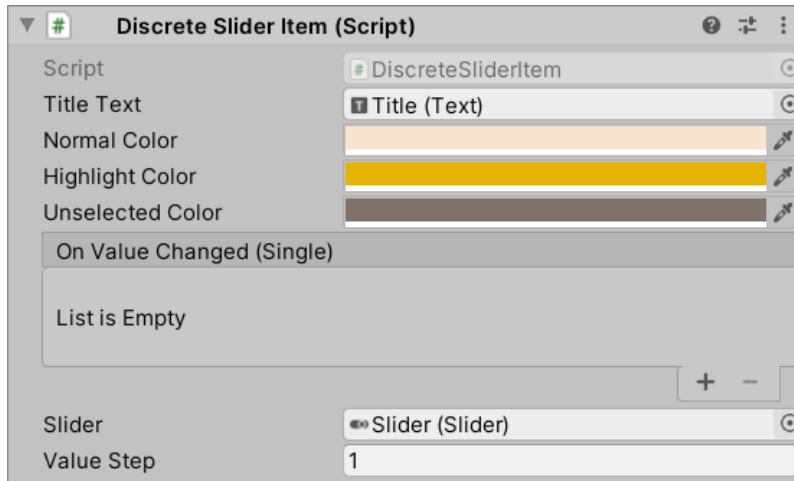
- **Value Step**: Value step when right/left key is being pressed (must be a whole number).
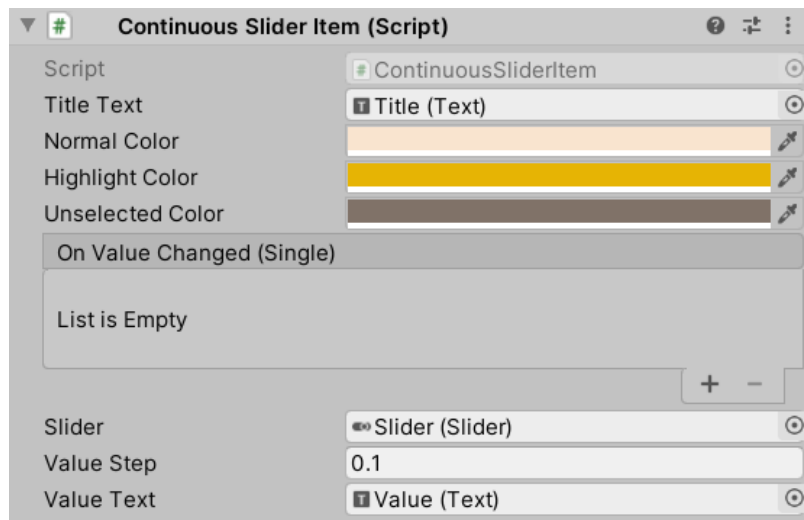
- **Value Step:** Value step when right/left key is being pressed.

SUPPORT

If you have any questions or difficulties regarding this asset package, you can send an email to affan@calcatz.com. Thank you for having this asset, cheers!