



EASY FRONT END

Version: 1.0

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INTRODUCTION

Thank you for downloading '**Easy Front End**'. This package was designed to help speed up the initial development of games and applications by handling the menu stuff that resides outside of the gameplay.

With EFE you can get your front end up and running quickly. The advantages of 'EFE' include:

- All your front end a single scene for fast and easy editing.
- No delays between screen loads
- Easily create your own new and unique panels!
- Templates for both portrait and landscape modes.
- Overlays/Pop-Ups
- Tweens, transitions and screen fades
- Easy to use!
- Easy to customize!
- Saves you time!
- Clean and mess free!
- Optimized to not draw stuff that you don't need to.
- All C# source code included
- Fancy help document



INSTALLATION

Once you have downloaded EFE from the asset store ...

1. Click Assets>Import Package>Custom Package.
2. Point the file browser to the Easy Front End .unitypackage file and click open.
3. Check all item's check boxes and press import.

All the EFE files are placed under a RuleOfFun/EasyFrontEnd folder.

FIRST STEPS

To begin with, you should load one of the template scenes and press the play button.

You should use one of these template scenes as a foundation for your own custom front end. Have a look at each of them and choose which one is closest to your needs.

Once you have found something suitable, drag the associated prefab (from the prefabs folder) into your hierarchy window. This will place the canvas at 0,0,0.

Don't worry if there isn't an exact match for your requirements; you'll be easily able to add and remove elements to your own custom front end later.

Note: In future updates of EFE. We intend to create a wider variety of template front ends.



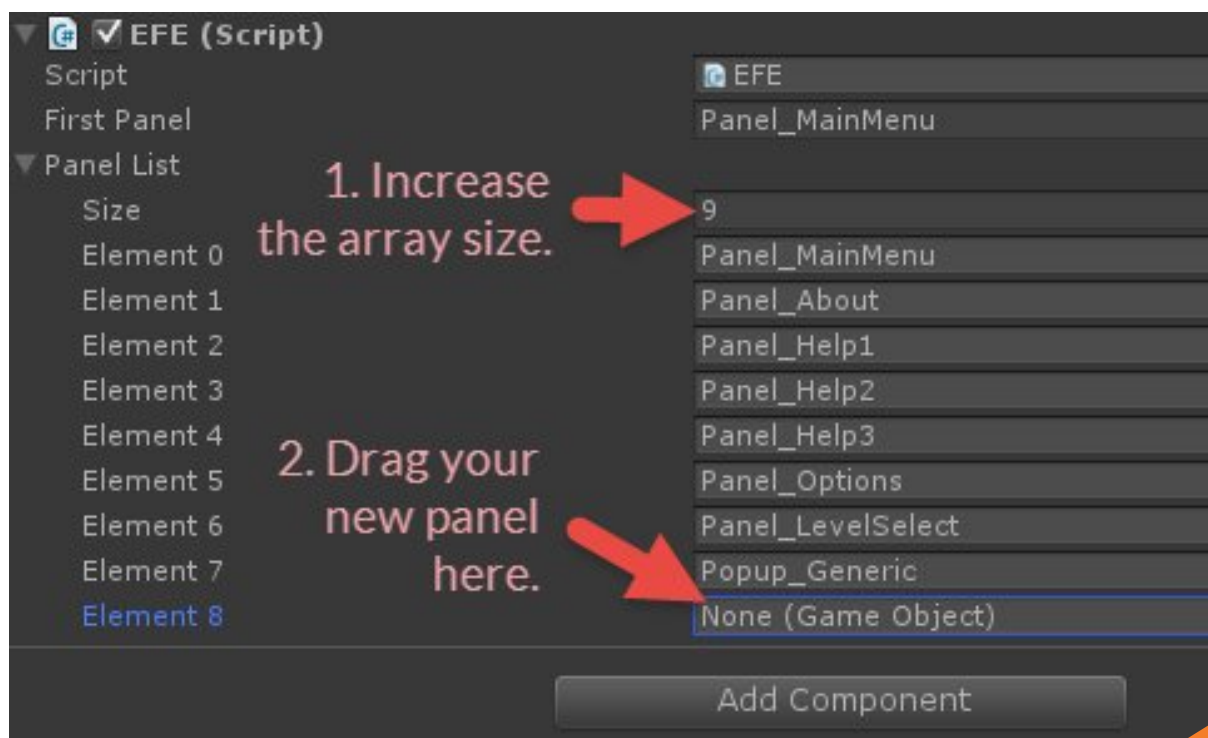
ADD NEW PANELS

On the EFE game object in your scene you will see in the inspector that it has a script called EFE.cs.

In order for EFE to correctly optimize the enabling and disabling of panels and overlays, **each panel you intend to use MUST be added to this array.**

If you wish to add a new panel:

- First create your panel in the scene view (a copy/paste of an existing panel is often the best place to start)
- Next, simply add an additional amount to the size of the array and then drag your new panel from your Hierarchy into the new inspector element.



MAIN FUNCTIONS

There is nothing very clever about EFE, but it's beauty lies in its simplicity.

EFE utilizes the benefits of the Unity event system along with the raw power of DoTween (for it's tweens) and combines them into an easy to use and optimized drag and drop menu creation system.

You can call the following functions from Unity's event system. The main functions that EFE uses are as follows:

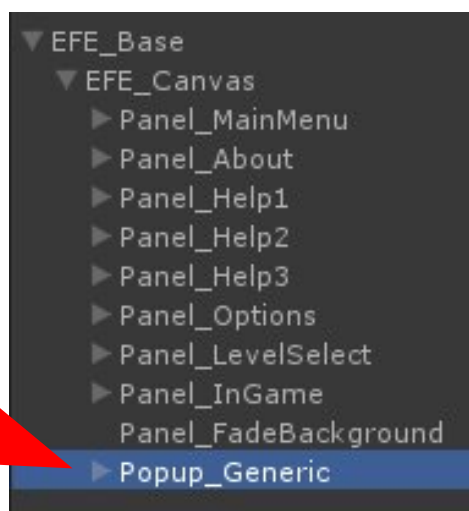
OpenPanel (GameObject panel)

This function will simply open one of the predefined panels that were added to the EFE array list in the EFE Base object. What's great is that it does all the repositioning and disabling of other panels for you, so you dont need to worry about a thing. You can use this function directly from the Unity events system (as in in all of our examples) or you could call this function directly from script.

OpenOverlayPanel (GameObject panel)

An overlay (or a popup) is a type of panel that can be opened on top of another panel. So, if you need to trigger a message hint or a confirmation warning it's common to use this command. Overlay panels must be added to the EFE panel list array just like any other panel. Just drag them in.

Note: In order for your popups to be visible, Unity requires that they are on top of your other panels. You do this by putting them **last** in the order of panels in the Hierarchy.



Utility Functions

In addition to the main functions you can call a few other functions from `EFE_Base` too. These are added for your convenience as part of the `EFE_Base` component. These are...

`OpenUrl(string url)`. Opens a web Url.

`LoadScene(string sceneName)`. Loads a scene/level by name. The `EFE_Base` will continue to exist inside this new scene. The `EFE_Base` object will never be destroyed.

`ReloadCurrentScene()`. Reloads the current scene. Helpful for refreshing or restarting the game/app.

EFE COMPONENTS

To make Easy Front End even easier to use, we have included the following helper components.

`EFE_Base`. The base component for Easy Front End. This should be added to a Game Object which is the parent of your canvas.

`EFE_PanelTransition`. Add this to any panel if you want to use transitions.

`EFE_ContentModifier` Add this to buttons. When the button is clicked it can modify text and images and even the `onClick` functionality of other objects and buttons. This is useful if you don't do much scripting yourself.

`EFE_BackgroundFade`. Drag this component onto a panel that you want to use as your background fade during overlay popups. In our examples which mainly just use a big black square but feel free to get creative.



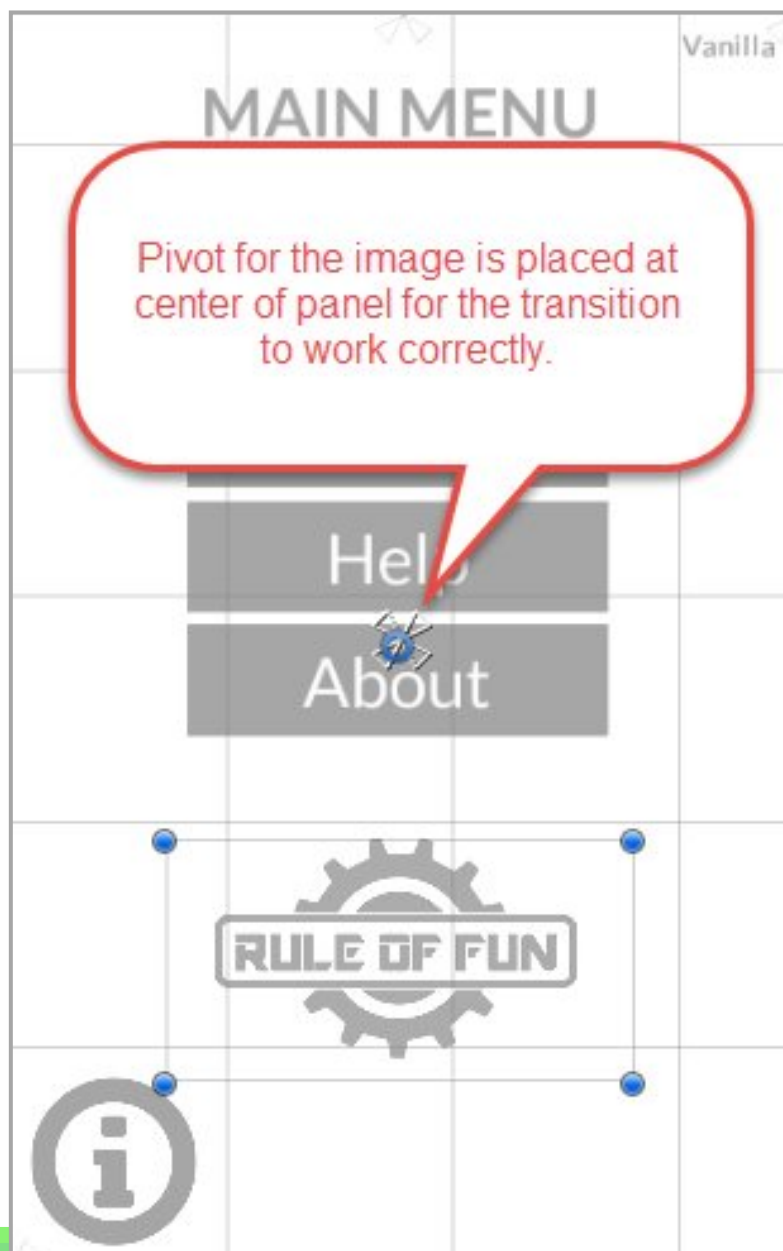
ELEMENT TRANSITIONS

Element Transitions

As well as transitions for full panels EFE now lets you transition in additional elements (buttons, images etc). You can even choose to have these elements arrive on screen after a set amount of time.

To use this feature simply add an EFE_Transition component to the element you wish to transition and fill out the transition and delay parameters.

Currently you will also need to modify the pivot of your object so that it matches the centre of your panel. See below...



NEW : SCREEN FADE TRANSITIONS

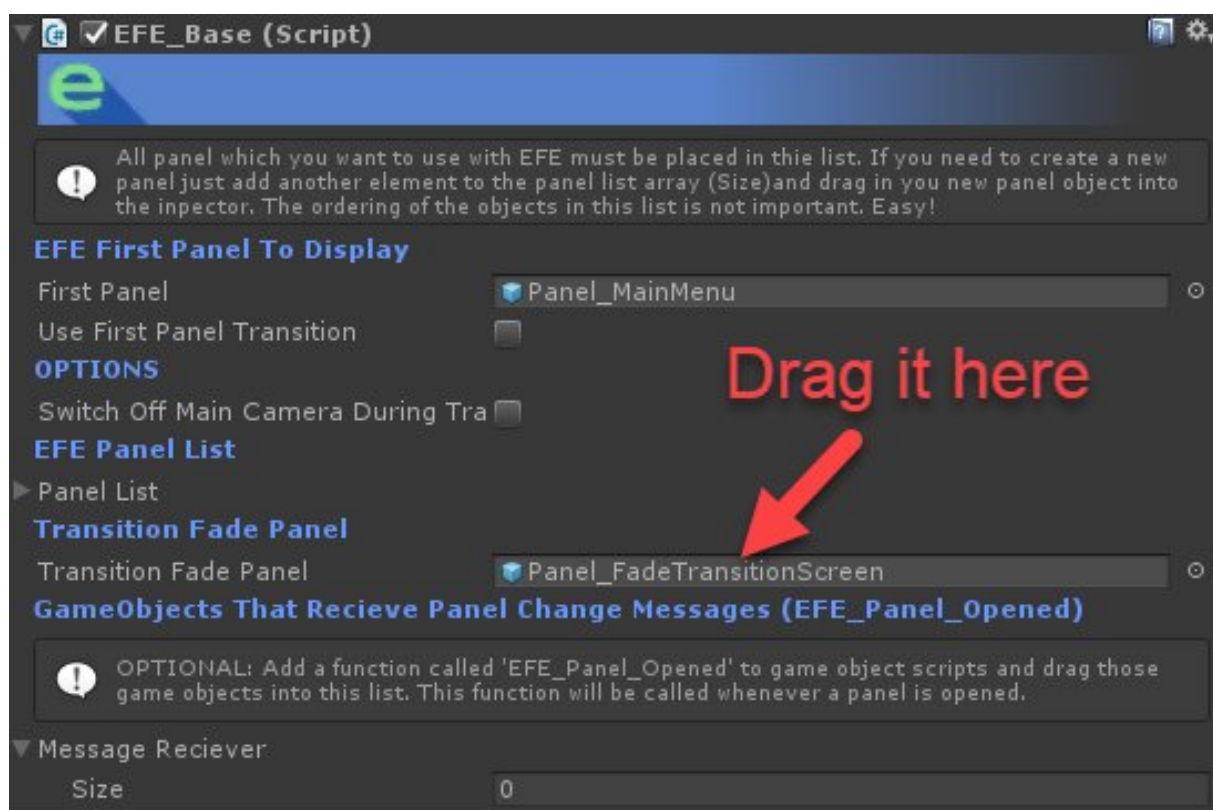
A sorely missing feature during beta was a screen to screen fade transition. But now (Sept 2017 update) EFE includes this as well. A screen fade example is included in the 'Vanilla' template but, like everything else, it's easy to add your own.

First, and most importantly your scene will need some kind of panel that the screen will use as the fade. We've made a boring black one for you in the prefabs folder (Panel_FadeTransitionScreen) but you can change the look to whatever you want.

A 'fade transition screen' in EFE is essentially just a gameObject with a canvas renderer and canvas component that has it's sorting overridden so that it is positioned in front of all your other panels.

The final step is simply to add this panel to your EFE_Base as indicated in this diagram. From this point on, you can use the 'Transition Fade' transition on any of your panels as you would normally use any other transition.

NOTE: This panel does **NOT** need to be added to your regular panel list.



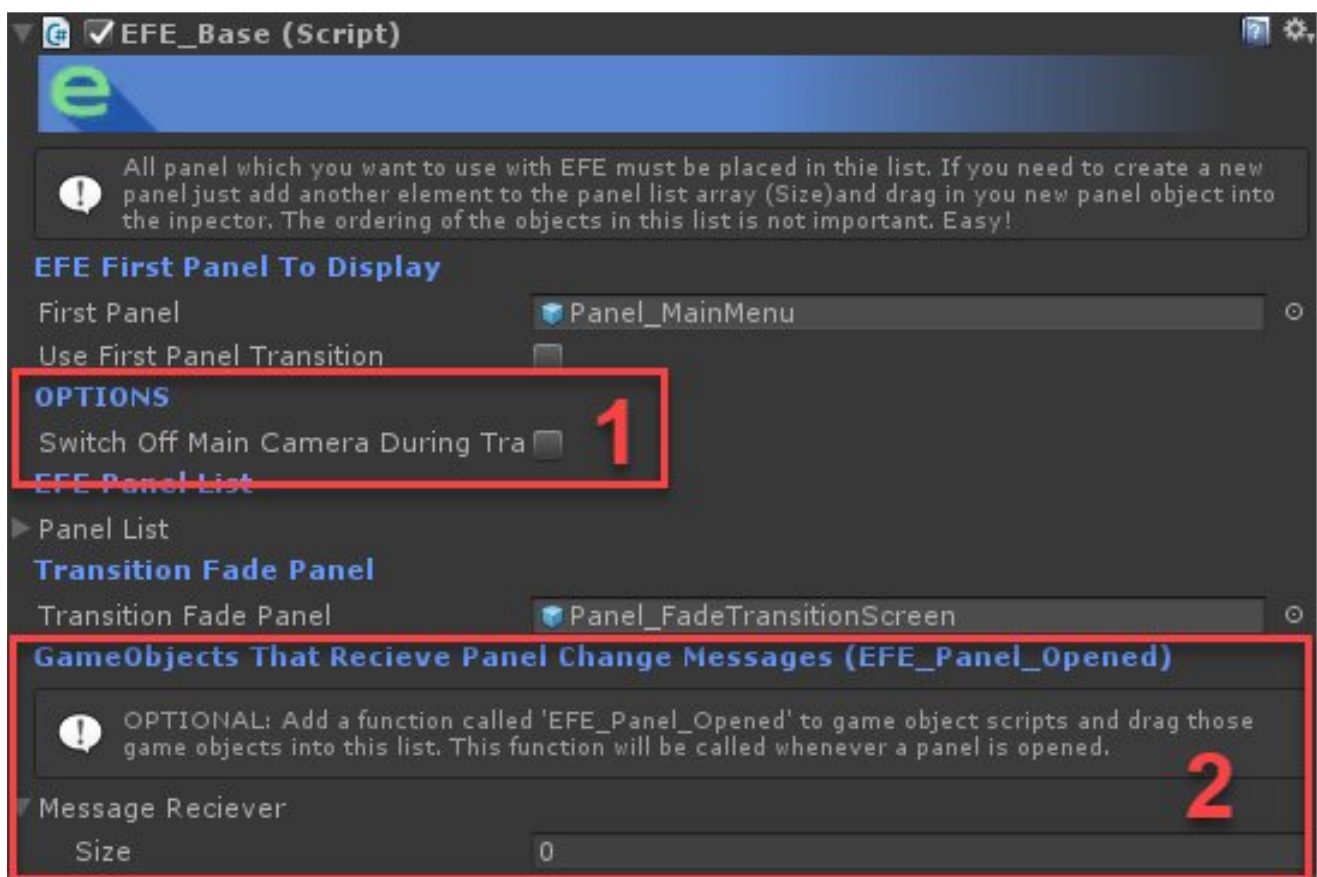
NEW : OTHER IMPROVEMENTS

1. Switch Off Main Camera During Transitions.

This feature will prevent the drawing of objects behind your UI such as a 3d scene as you transition from screen to screen. Sometimes useful.

2. EFE_Panel_Opened Receivers

You can drag game objects into this list that you explicitly want to receive a message whenever a panel is opened. Sometimes can be useful. Just add a script to your game object with a function called EFE_Panel_Opened, and this will get called each time a panel is opened.



HINT: Most things have tooltips when you mouse over, so be sure to read them carefully!



ROADMAP

We'd love to hear what you want to see in future updates to Easy Front End, but at the moment our pointy bits are heading in the following directions:

- Fade Transitions (Completed Sept 2017)
- Scale Transitions
- Pattern Transitions
- More templates! (If you have a template that you feel could be incorporated into the package, let us know and we'll give you a credit.

Let us know what you want and we'll do our best to get it in there.

Oh and don't forget to give us a glowing review on the asset store if you find Easy Front End useful. Enjoy!

