

# Case Details

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## Beginner's Guide Case

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### Path

The case scene for the Beginner's Guide is located at 【Assets>UX\_GUI>Samples>UIBeginnerGuide】 .

Note: Please run the case scenes at 2160\*1040 resolution to see the optimal results.

### Case I

Open the case scene UIBeginnerGuideSampleScene1 and run.



The scene shows the effect of strong, medium and weak guides. Editing details can be viewed or modified in the UI Beginner Guide Data List component of UXPanel.

### Case II

Open the case scene UIBeginnerGuideSampleScene2 and run.



The scene shows several common guide styles, using pre-defined resources and templates provided by the tool to configure three guide steps containing click, long press, drag gestures and skeleton, text, and highlight controls. Users can view or modify editing details in UXPanel's UI Beginner Guide Data List component and learn to quickly configure their own newbie guides.

## Case III

Open the case scene UIBeginnerGuideSampleScene3 and run.



This scene shows the display of the handle guide, configured with two guide steps with handle animations. Users can view or modify the editing details in the UI Beginner Guide Data List component of UXPanel.

## Localization Function Case

## Path

The case scene for the localization feature is located at 【Assets>UX\_GUI>Samples>Localization】 .

## Running Case

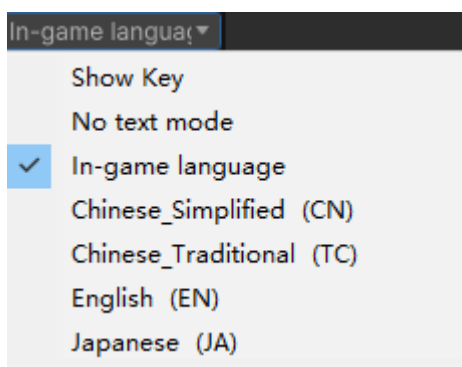
Open the case scene LocalizationSampleScene and run.



The scene contains three object types that support localization: image, static text and dynamic text, with a uniform response to language switching at runtime.

Use the four buttons at the bottom to quickly switch languages, here the in-game language is modified.

Use the drop-down menu in the upper right corner of the Game to switch the preview language, and also to see the effect of the textless mode and the text key value mode.



Preview languages have higher priority than in-game languages.

## Hierarchy Management Tool Case

### Path

The case scene of the hierarchy management tool is located in [Assets>UX\_GUI>Samples>HierarchyManage].

Where:

- HierarchyManage.unity is the test scene;
- Prefabs in Resources folder are used for testing;
- TestDataConfig.asset in Resources folder is the data that are needed at runtime (it can be regarded as the data in the package of the actual project);
- HierarchyManageDemo.cs in the Scripts folder is the MonoBehaviour file of the scene, used to display the data in the scene at runtime;
- TestDataConfig.cs in the Scripts folder is used to generate TestDataConfig.asset;
- The files under Scripts>Editor folder simulate the process of users initializing the hierarchy management tool in Editor mode. Detailed instructions on how to use it are shown in the code.

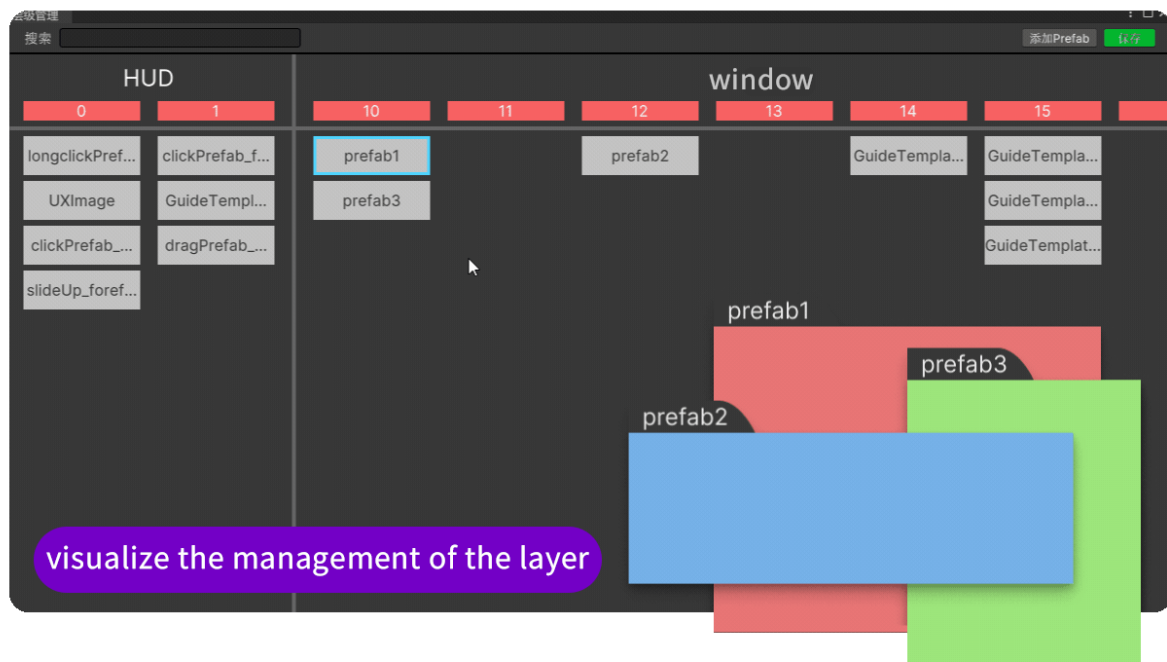
## Running Case

Open the HierarchyManage under Samples, [right-click] TestDataConfig.asset in the Samples folder, select [Open Hierarchy Manage Demo] (the only entrance), and the HierarchyManage panel will pop up. The rest of the content can be tested according to the method described above.

HierarchyManagementOutSettingDemo.asset and HierarchyManagementSettingDemo.asset generated after right-clicking are the data used for tool testing.



"In the HierarchyManage panel, you can modify the prefab hierarchy of the current scene. Once you have saved your changes, you can run the scene to see the updated hierarchy. The display effect of the hierarchy can be viewed through the occlusion sequence of the four prefabs, as shown in the image below."



Note: The hierarchy structure in this case is independent of the hierarchy structure of the project itself. If users want to manage their own project prefabs using the hierarchy management tool, they can open it through the menu bar [ThunderFireUXTool -> HierarchyManage].

## Reddot System Case

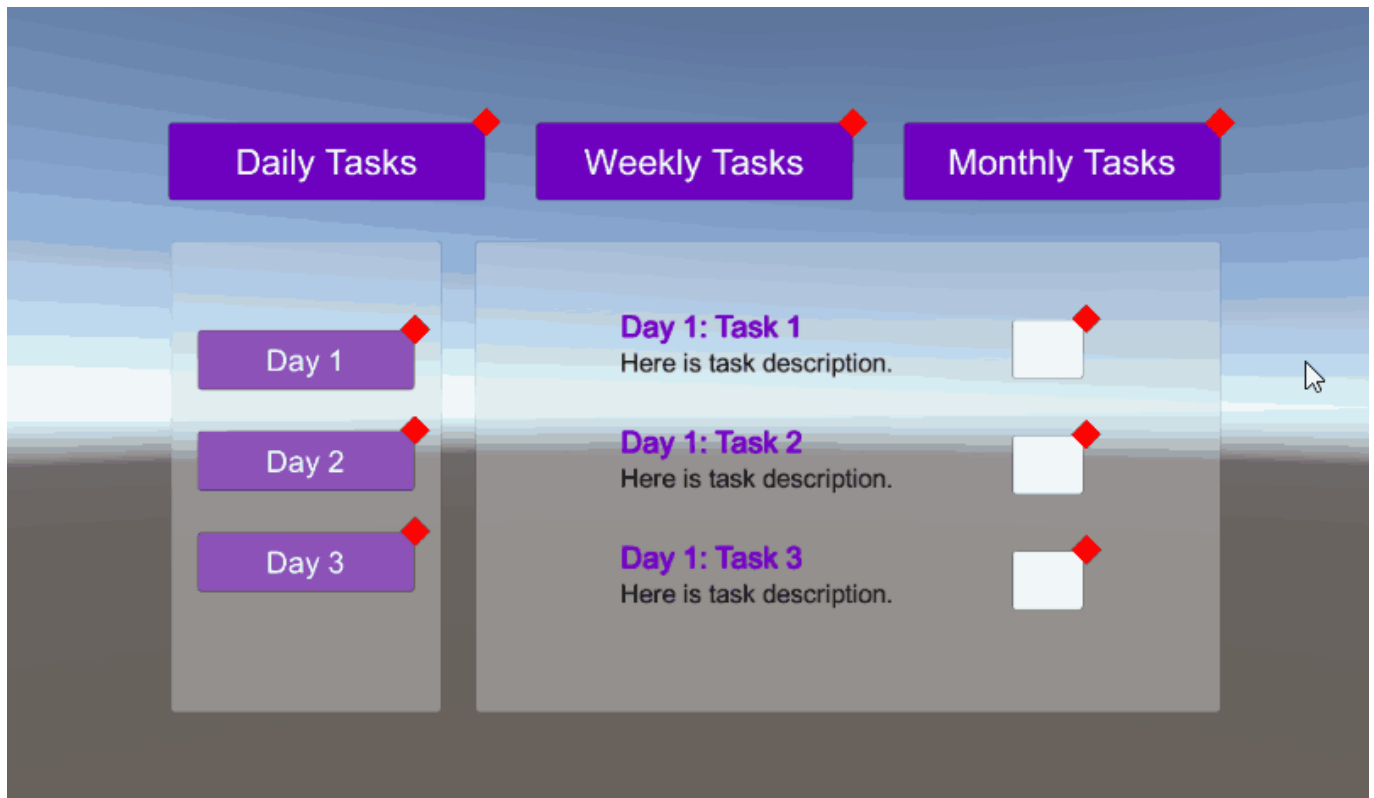
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### Path

The Reddot system case scene is located at 【Assets>UX\_GUI>Samples>Reddot】 .

### Running Case

Open the case scene ReddotSampleScene and run.



There are three tiers in the scene interface that simulate the mission system commonly found in games. Level one is the quest type tab at the top, and under each level one tab are three level two sub tabs, each with four level three quests.

The red dot of the task is determined by the status of the task, and the default is unfinished. (In this case, the button is a toggle control, which can be toggled between completed and incomplete multiple times to show the effect.)

The red dot display of a tab is determined by the red dot status of its child tabs or subtasks, and its own red dot disappears when all of its contained content has been eliminated from the red dot.