

GUI PRO KIT

FANTASY RPG

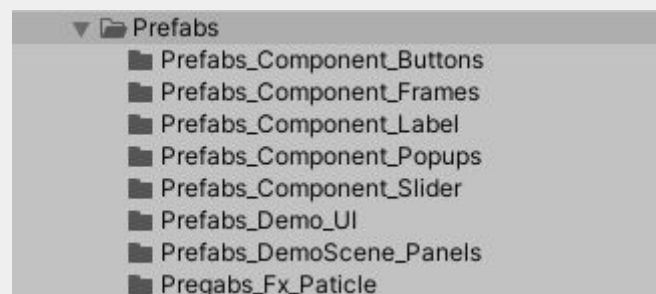
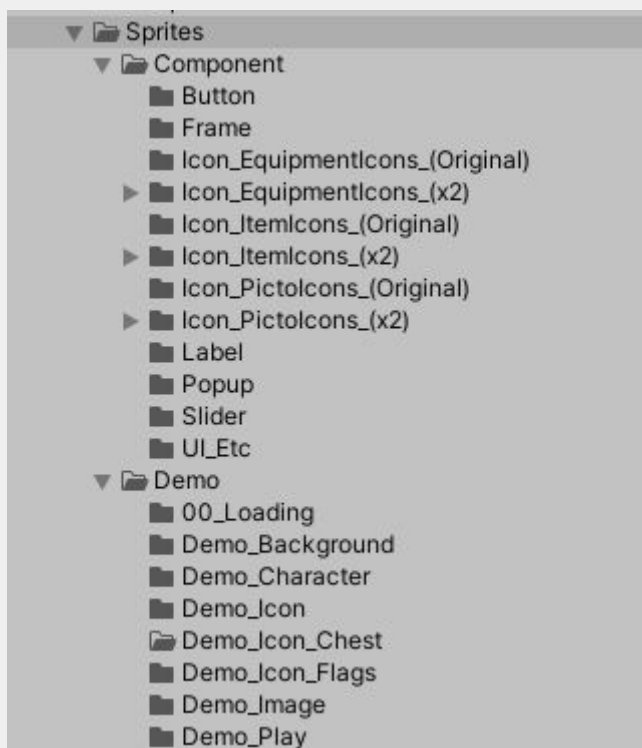
USER DEVELOPMENT MANUAL

1. Package description

- The maximum supported resolution is **1920 x 1080**
- The first production ratio is **16:9**, and all ratios such as **16:10, 2:1, and 4:3** are supported.
- It is **optimized for mobile**.
- The font was created with **TextMeshProUGUI** and The font used in the demo scene is free font.
- The sample project is still unfinished and will **continue to be updated in the future**.

v2.0 update

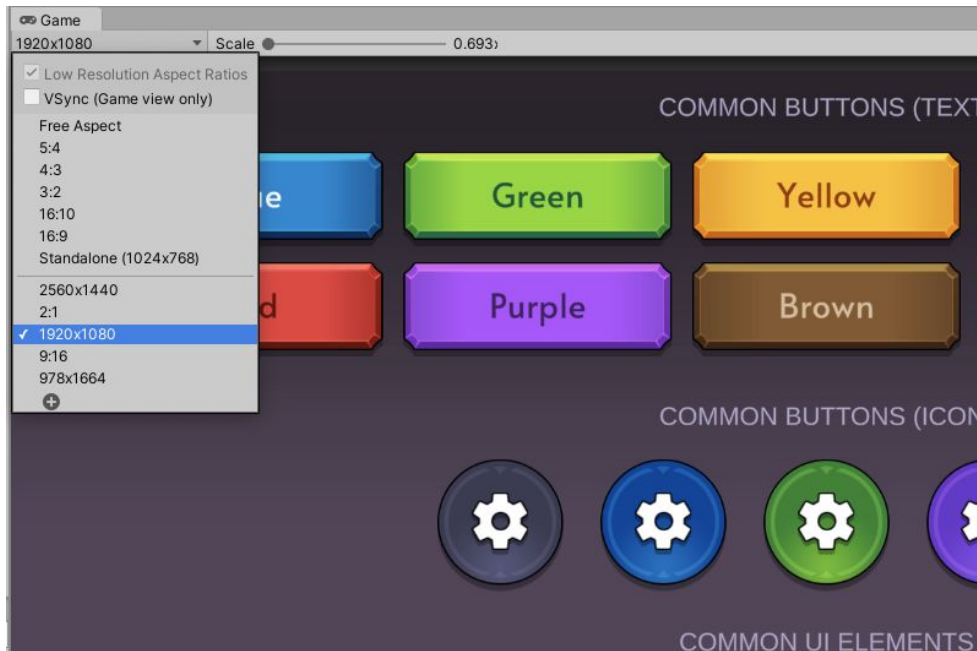
- In v2.0, you **relocated the sprite & Prefabs source** file to fit the component.



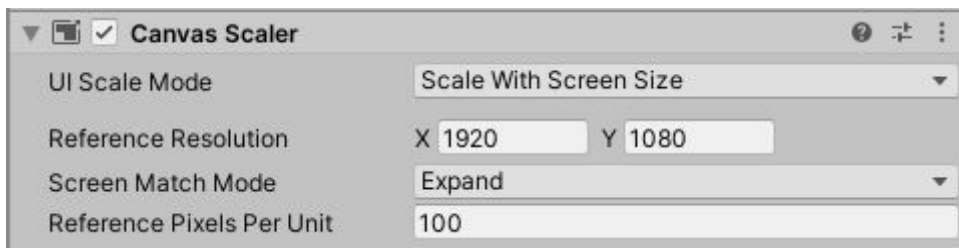
2. Basic Setup

GameView Resolution Setting

- If you set it to the desired resolution in the game view, you can preview it.

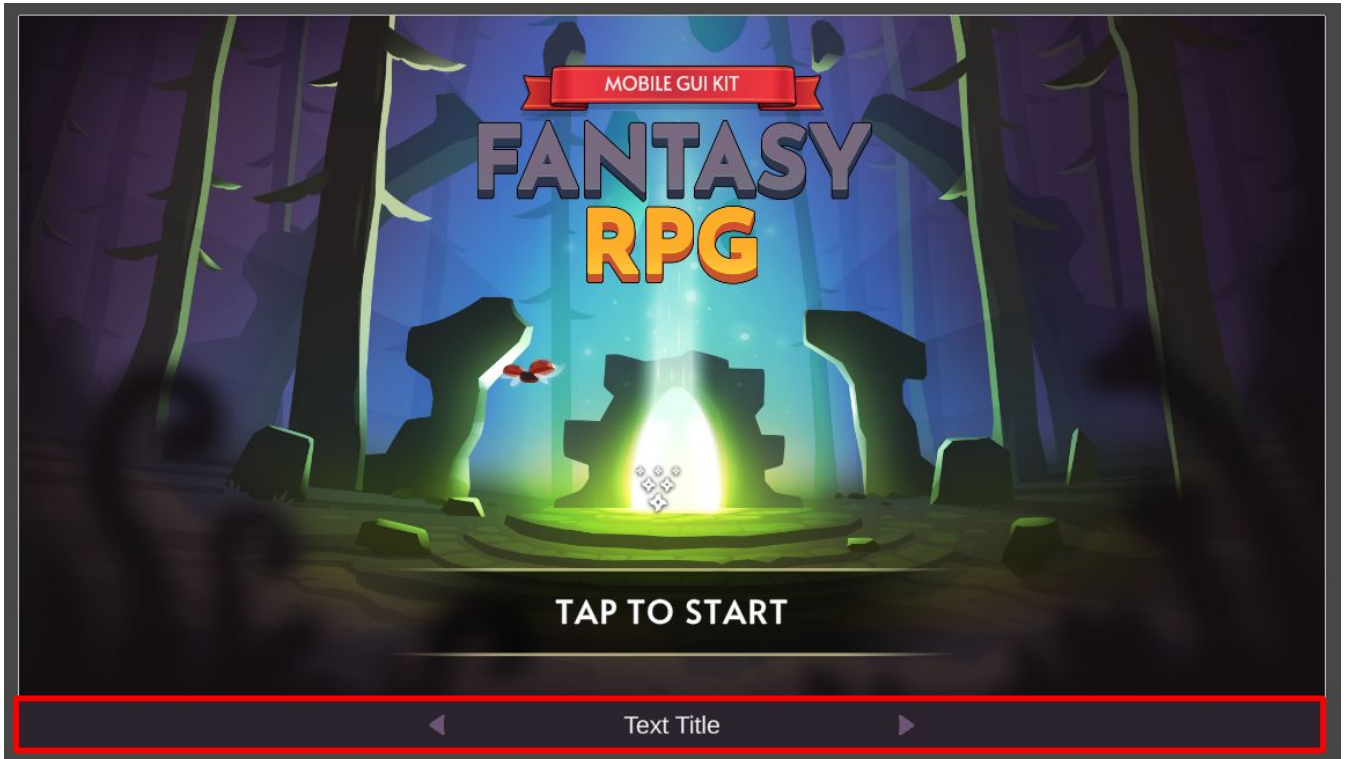


2.2. Canvas Scaler Settings

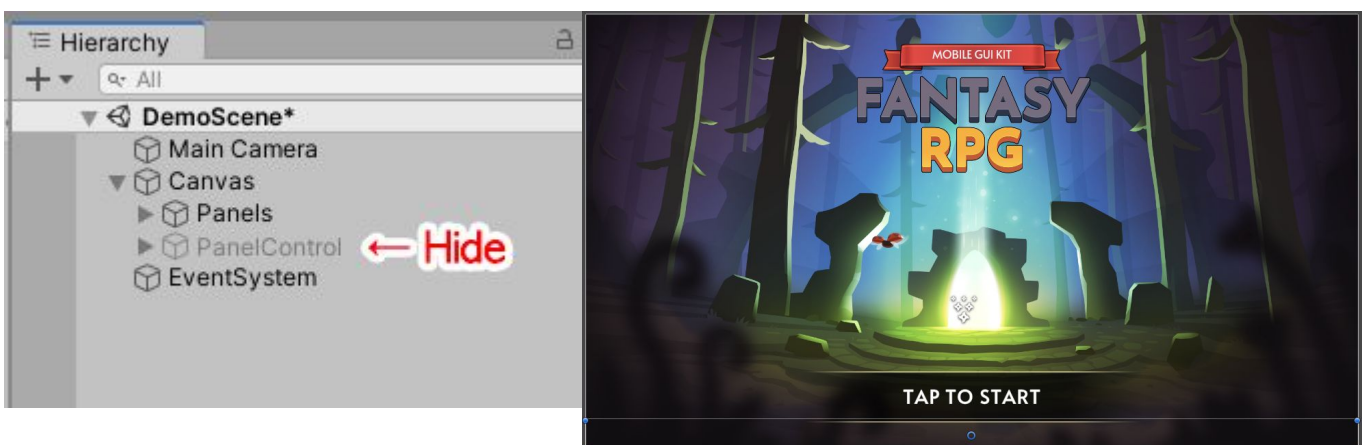


3. PanelControl

- There is PanelControl in the demo scene.



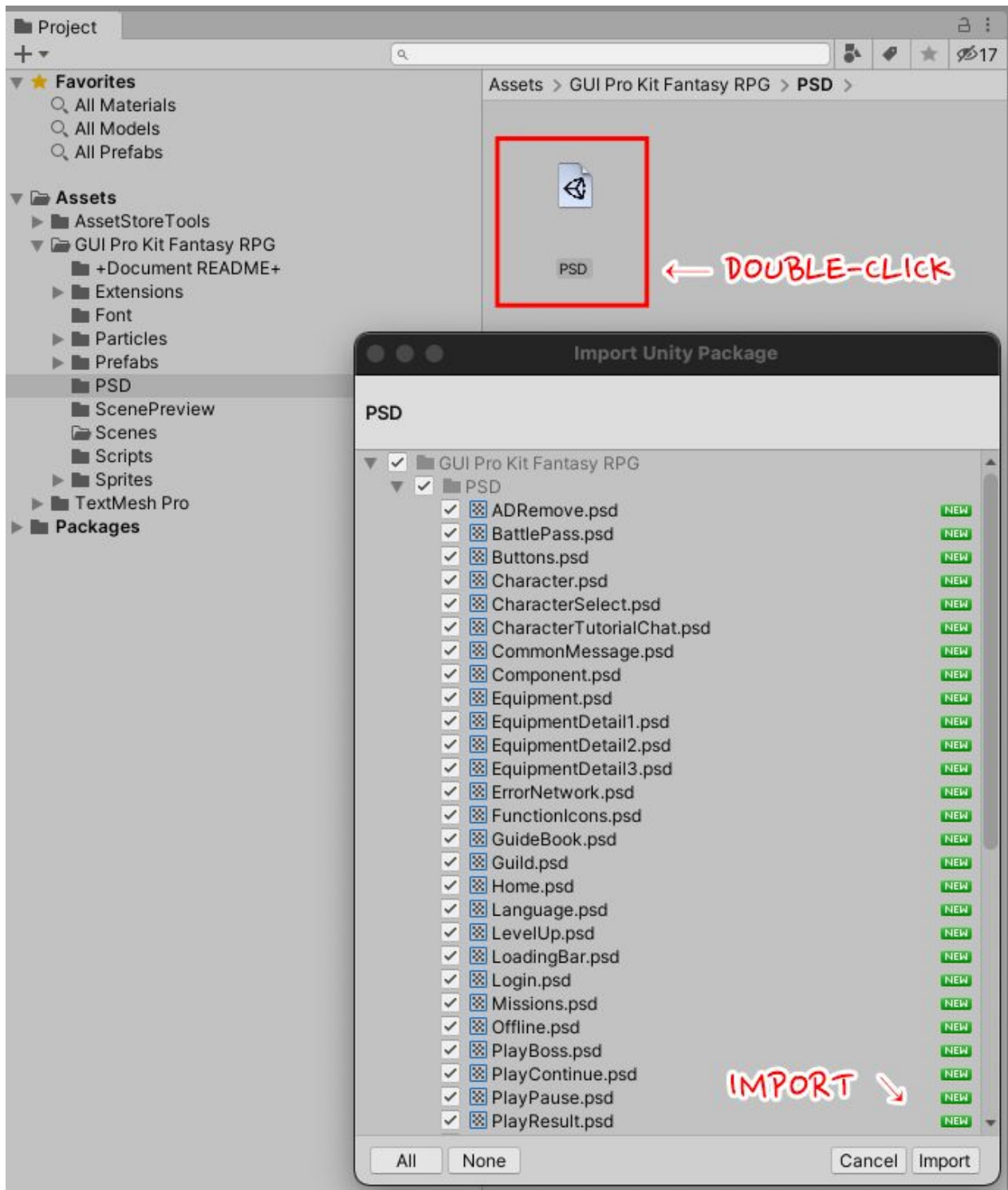
- You can hide it or make it visible, so adjust it according to your convenience.



4. Packaged Elements

PSD, some Icons is packaged.

- PSD and some icons have been packaged to speed up import.
- You can import a packaged file by Double-Clicking it.



5. Prefabs

All UI pre-fabs are located in the path below.

- **Common components** are categorized as Buttons, Frames, Labels, Popups, and Sliders.
- **Demo_UI** has a demo UI prefab that I use frequently.
- Each demo scene was saved as a prefab in **DemoScene_Panels**.
- Elements of some monochromatic designs can be **customized to different colors** using a white version.



6. Sprite 9-Patch

The Sprite elements except for some have been **sliced and can be resized**.

- Some designs only slice horizontally.
- 9-patch is not possible for complex gradation designs.
- Some elements have a minimum size depending on the design, such as tables, banners, and pop-up frames.

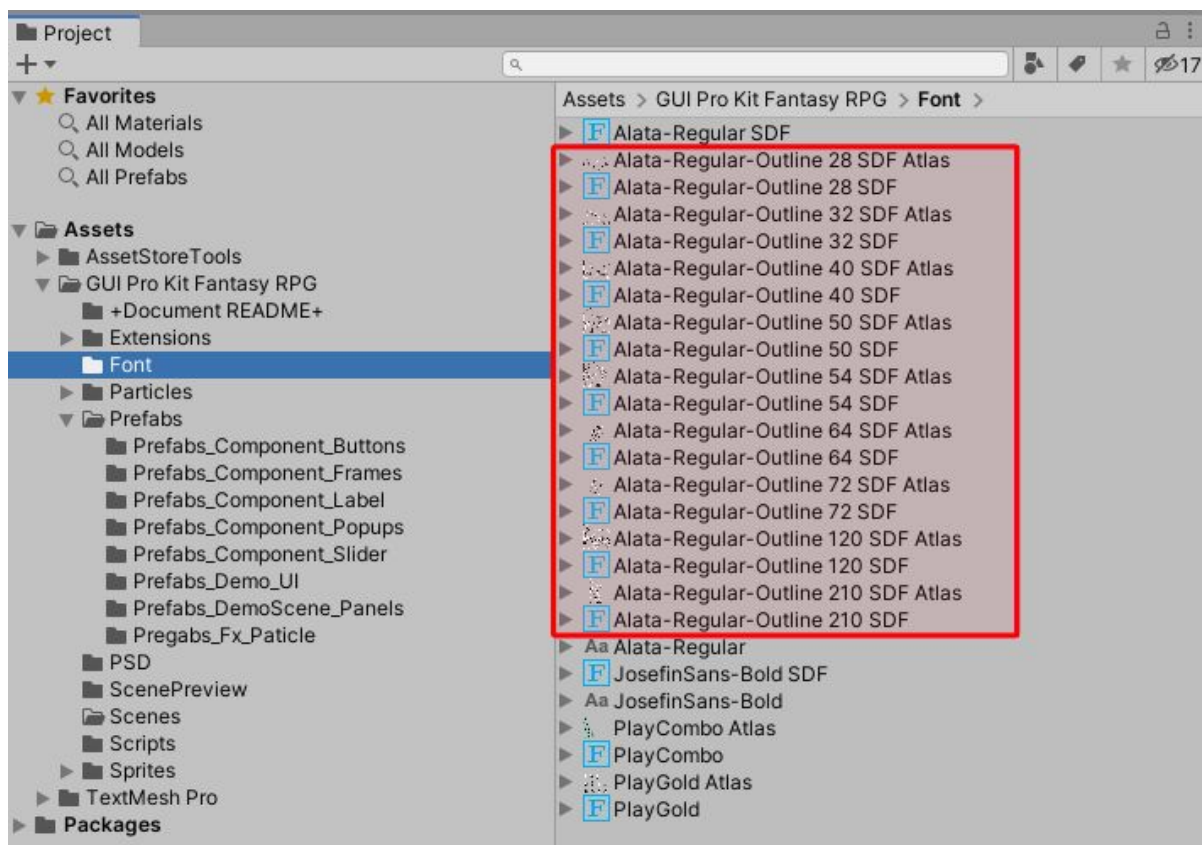


7. Outline Fonts

Because outline fonts are made of bitmaps, Larger text sizes may result in poor quality. Therefore, we make it in various sizes and provide it.

The number written after the font name is (32,40,50,54,64,72,120,210) font size. Font with the same name is only different in size, and the included alphabet and symbols are all the same.

Select and use a font similar to the size of the text you are working on.



8. Q&A

Q-1. I want to change the designated color of the element.



A-1. You can edit it in Photoshop. (Edit PSD)

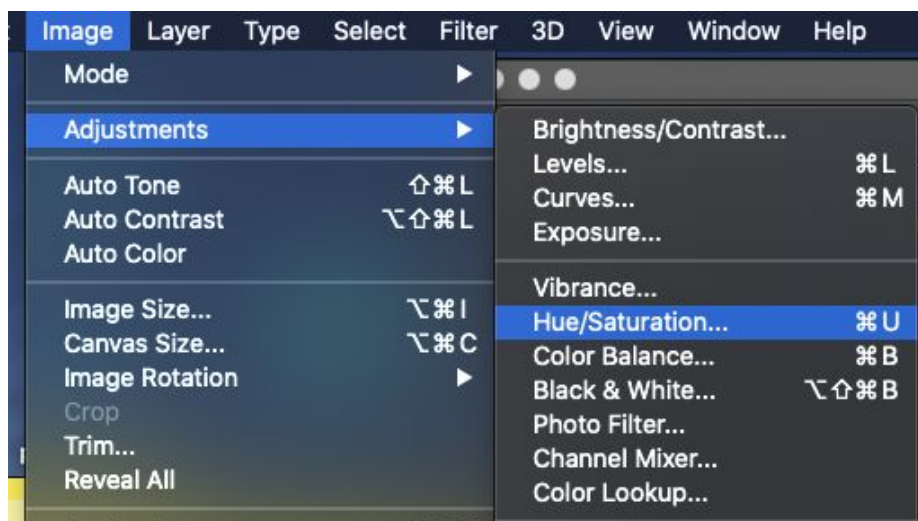
- To modify the design and export the slice, you need to know how to use Photoshop.

It will be helpful to know the concept of layer and to learn how to use basic tools, how to use 'layer style', and how to 'export png'.

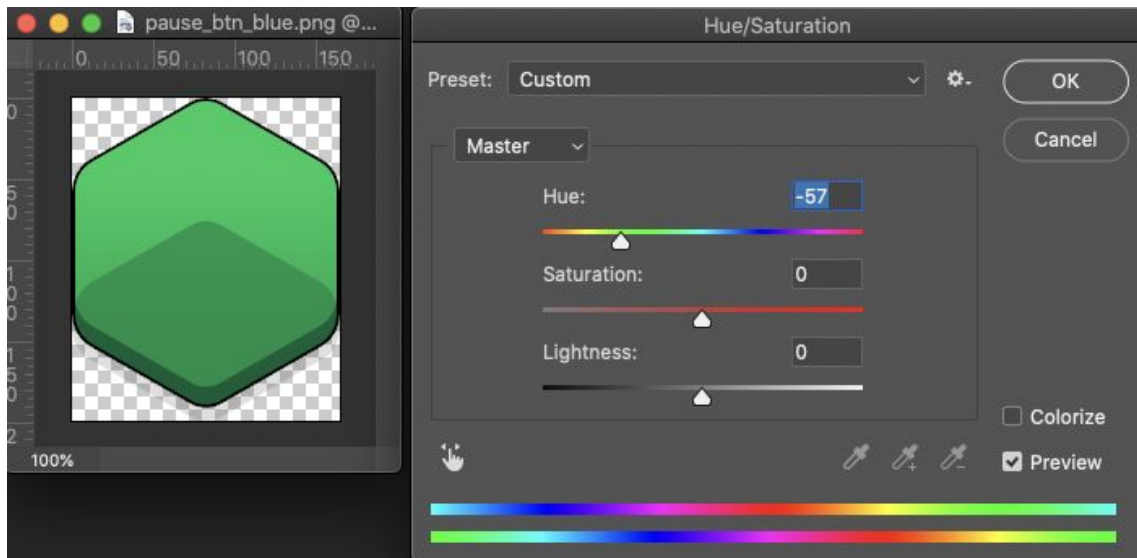
That way you can modify it to high quality, and you can do 9-slice as you like. And that will help you grow.

1) Easy way to change color

- Open the PNG in Photoshop and adjust it using 'Image > Adjustments ue Hue/Saturation'.



8. Q&A



- You can change the color of the element in a simple way.
- However, but you can't adjust it in detail or do a high-quality design, so please refer to it.

2) Export to PNG

- The simple way to store PNG(9-slice) is to 'Export' with 'Quick Export as PNG'.

