

GUI PRO KIT

FANTASY RPG

USER DEVELOPMENT MANUAL

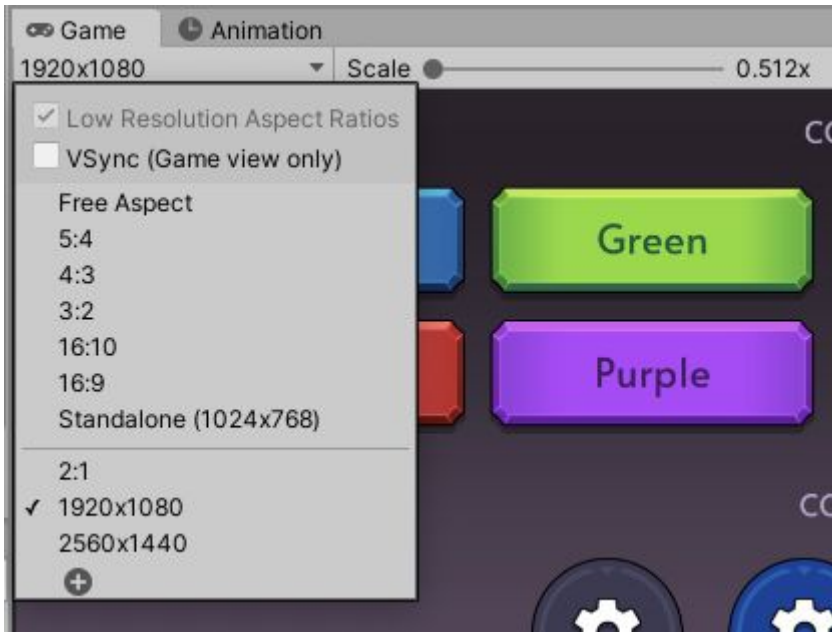
1. Package description

- The maximum supported resolution is **3840 x 2160**
- 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 BitMapFont** and the font used is free.
- The sample project is still unfinished and will **continue to be updated in the future**.
- **Unity UGUI** and **Sprite Atlas** was used.
- The background of all scenes is located in the '**00_Background_Images**' folder.

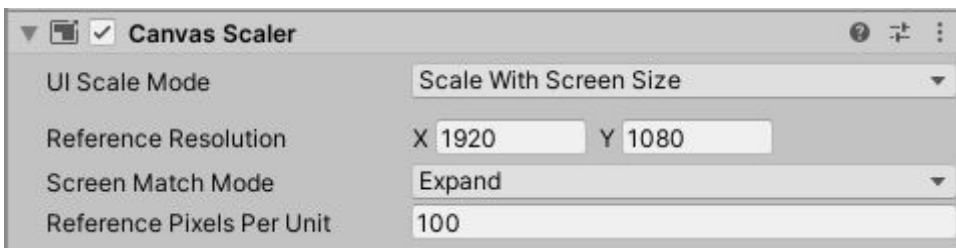
2. Basic Setup

2.1. GameView Resolution Setting

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



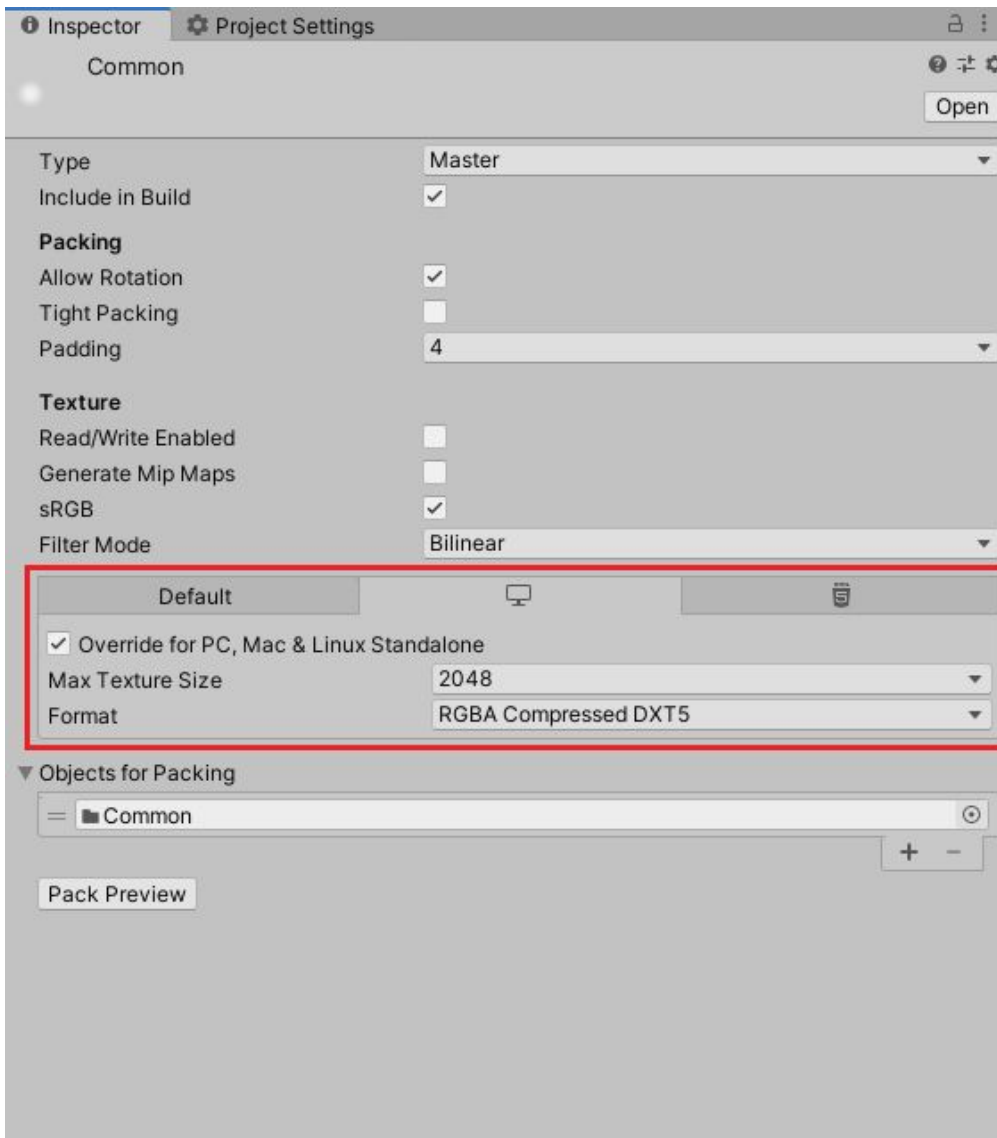
2.2. Canvas Scaler Settings



2. Basic Setup

2.3. Platform-specific image compression formats

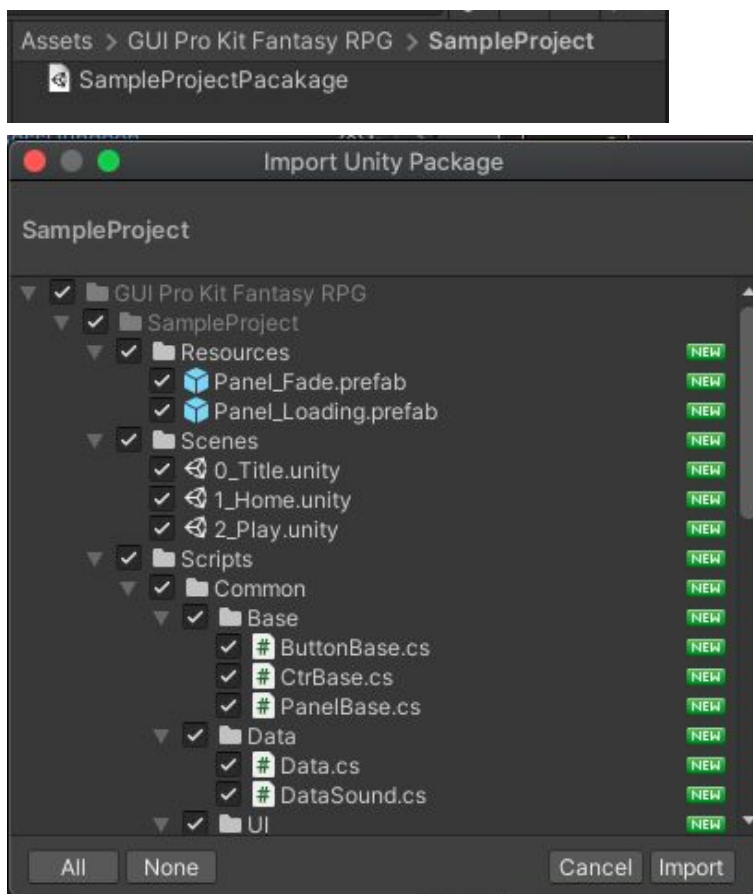
- This package was compressed to RGBA32 to create a high-definition web demonstration. Sprite Atlas should be selected and the image compression method should be changed to suit the platform.



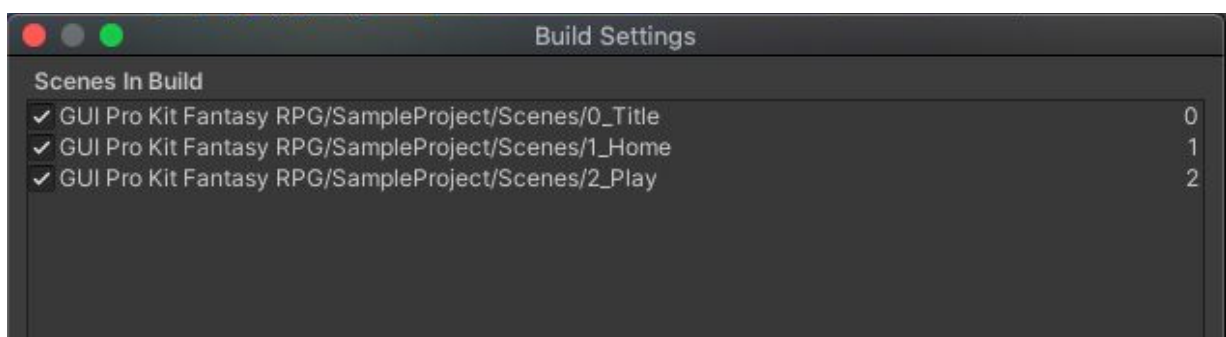
3. Importing a sample project

- **The sample project requires a DOTweenHOTween V2 Free version.**
- DotweenHOTween V2 FreeVersion AssetStore Link
<https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676>

3.1. Import Asset > GUI Pro Kit Fantasy RPG > SampleProject > SampleProject.unitypackage.

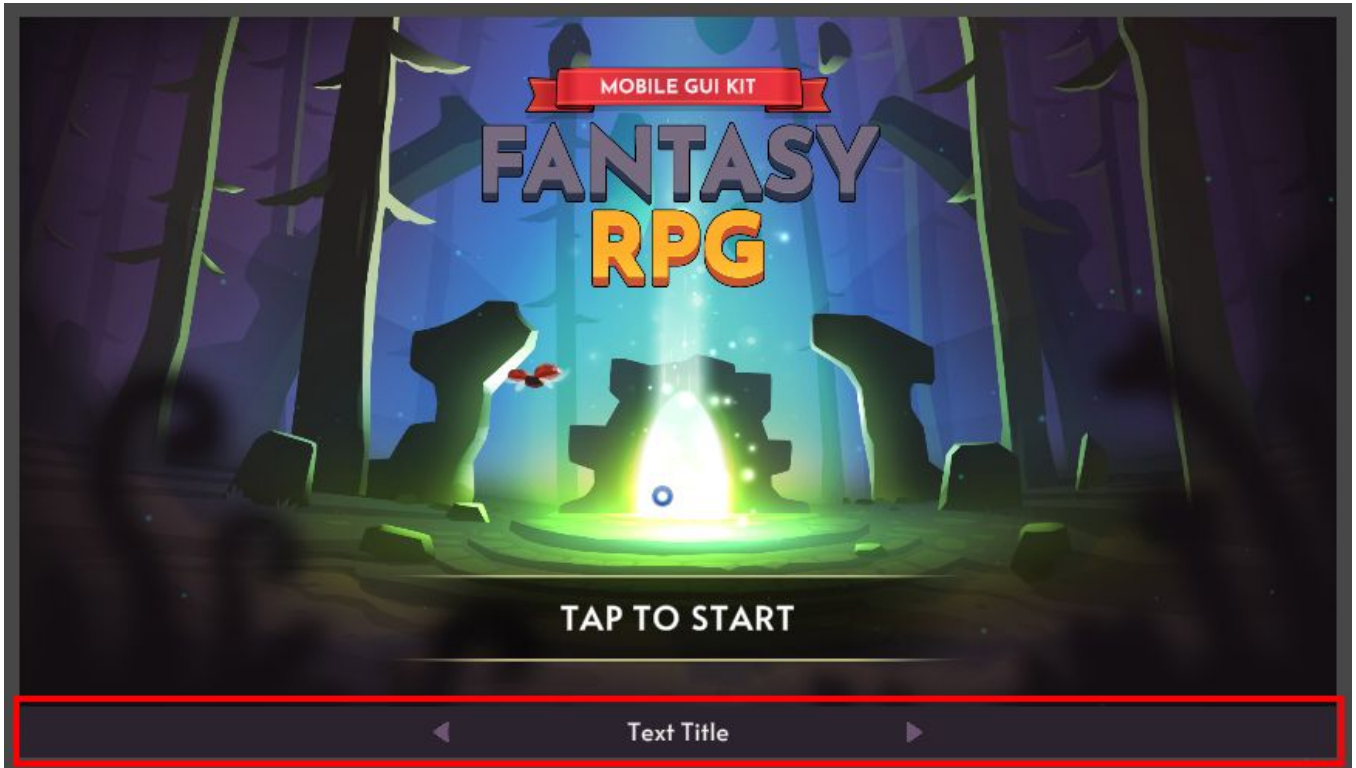


3.2. Add the Scene folder of Sample Proejct to Build Settings Scenes In Build.

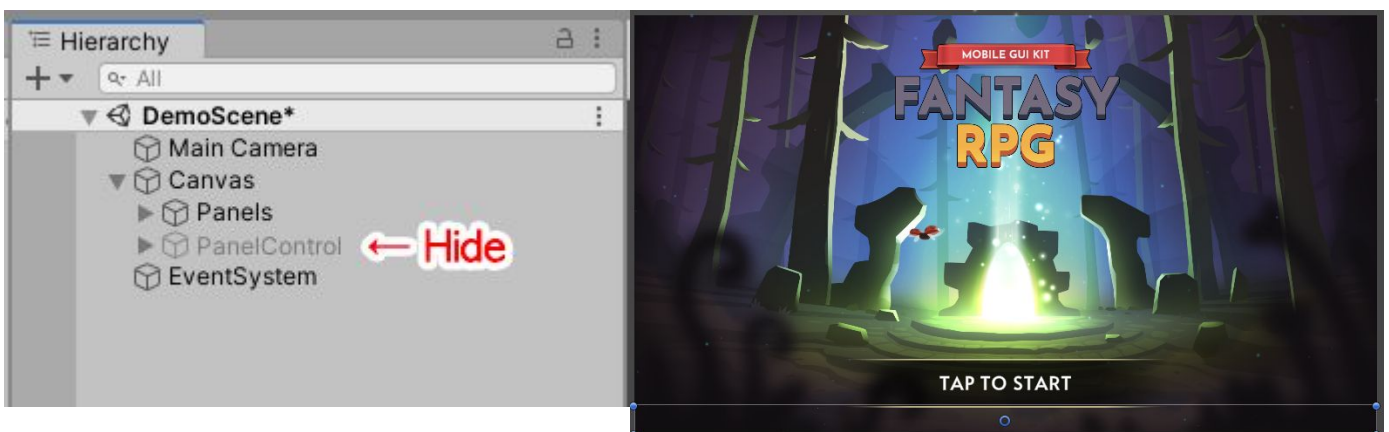


4. PanelControl

- There is PanelControl in the demo scene.



- If you want to work on DemoScene without creating a New Scene, you can hide it for your convenience.



5. Prefabs

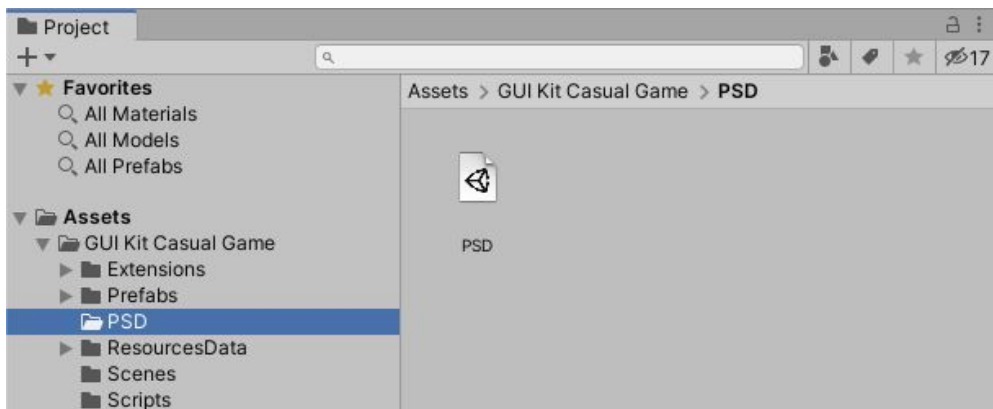
All UI pre-fabs are located in the path below.

- Each common button, common UI, common component, and other frequently used UI is stored as a prefab.
- Panels-All scenes are stored as prefabs.



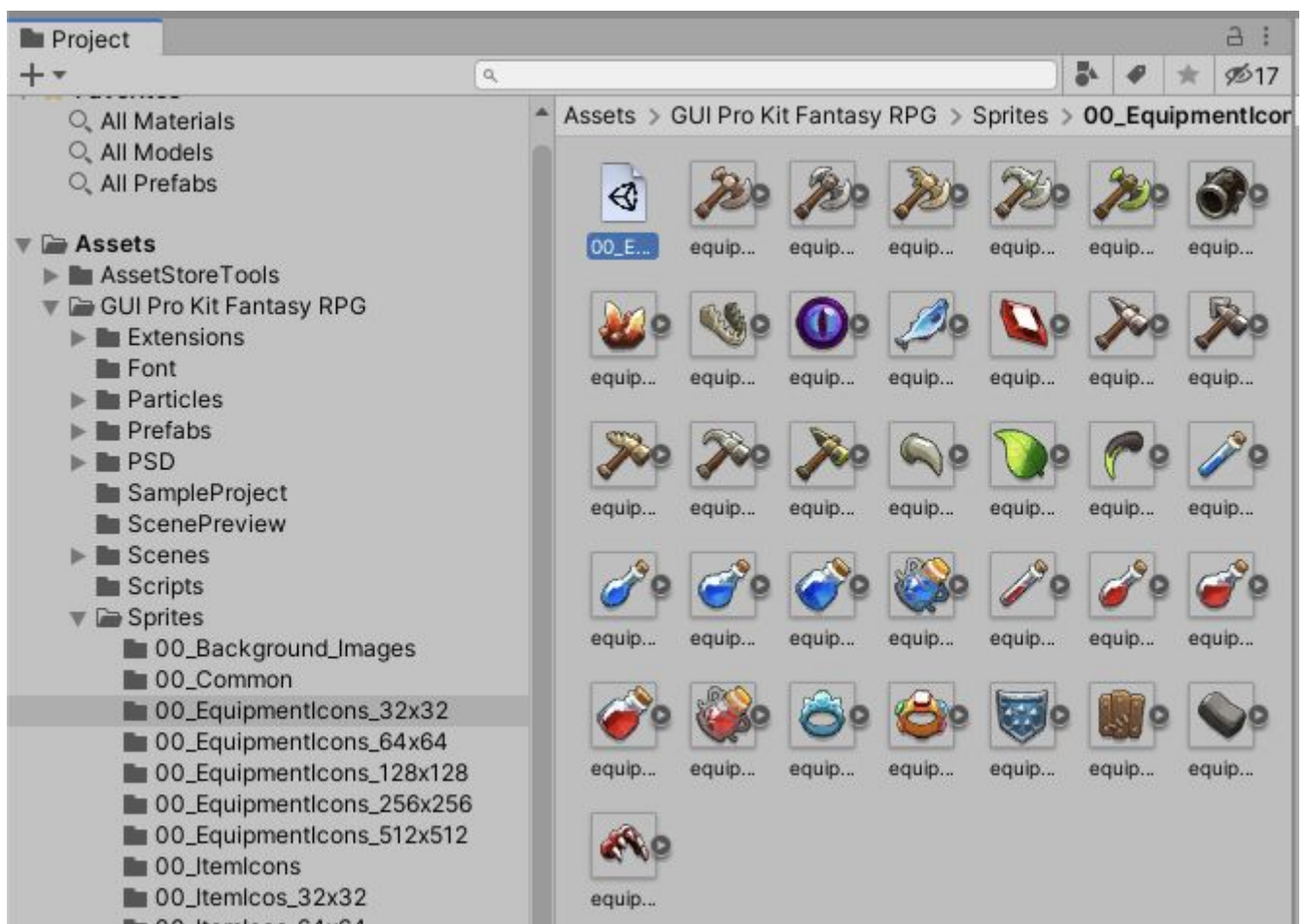
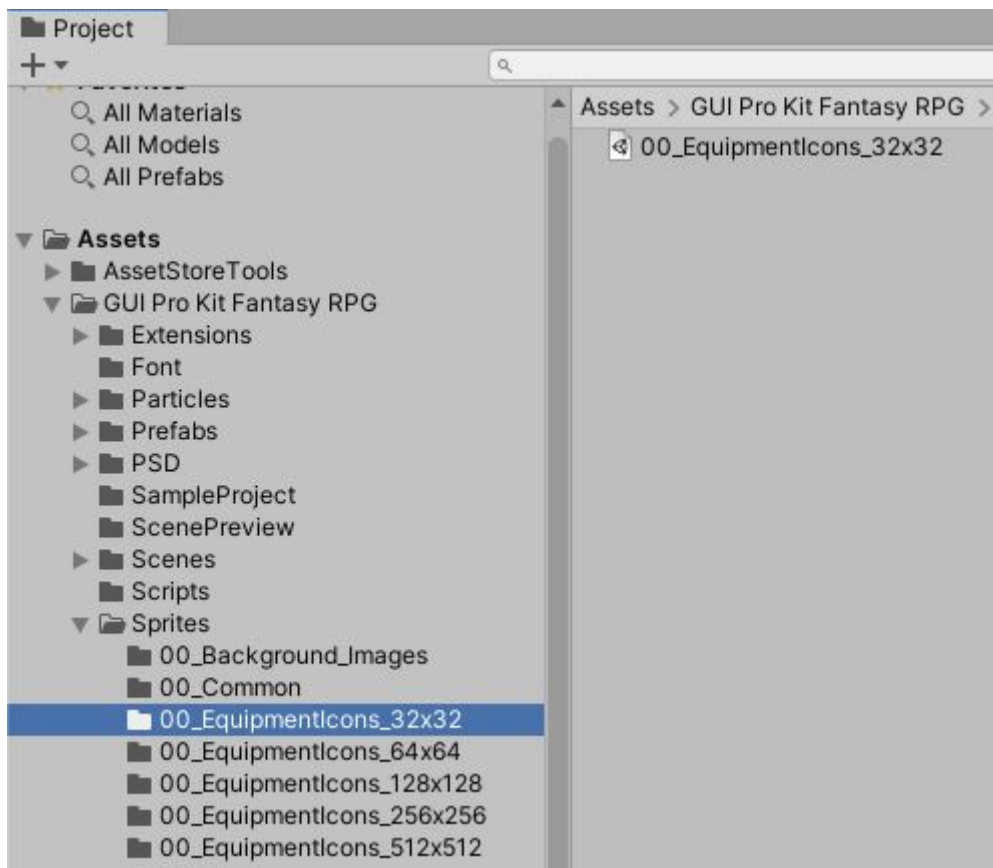
6. Packaged Elements Double-click to unpack the package.

6.1. PSD is packaged.



6. Packaged Elements Double-click to unpack the package.

6.2. Icons packaged by size.

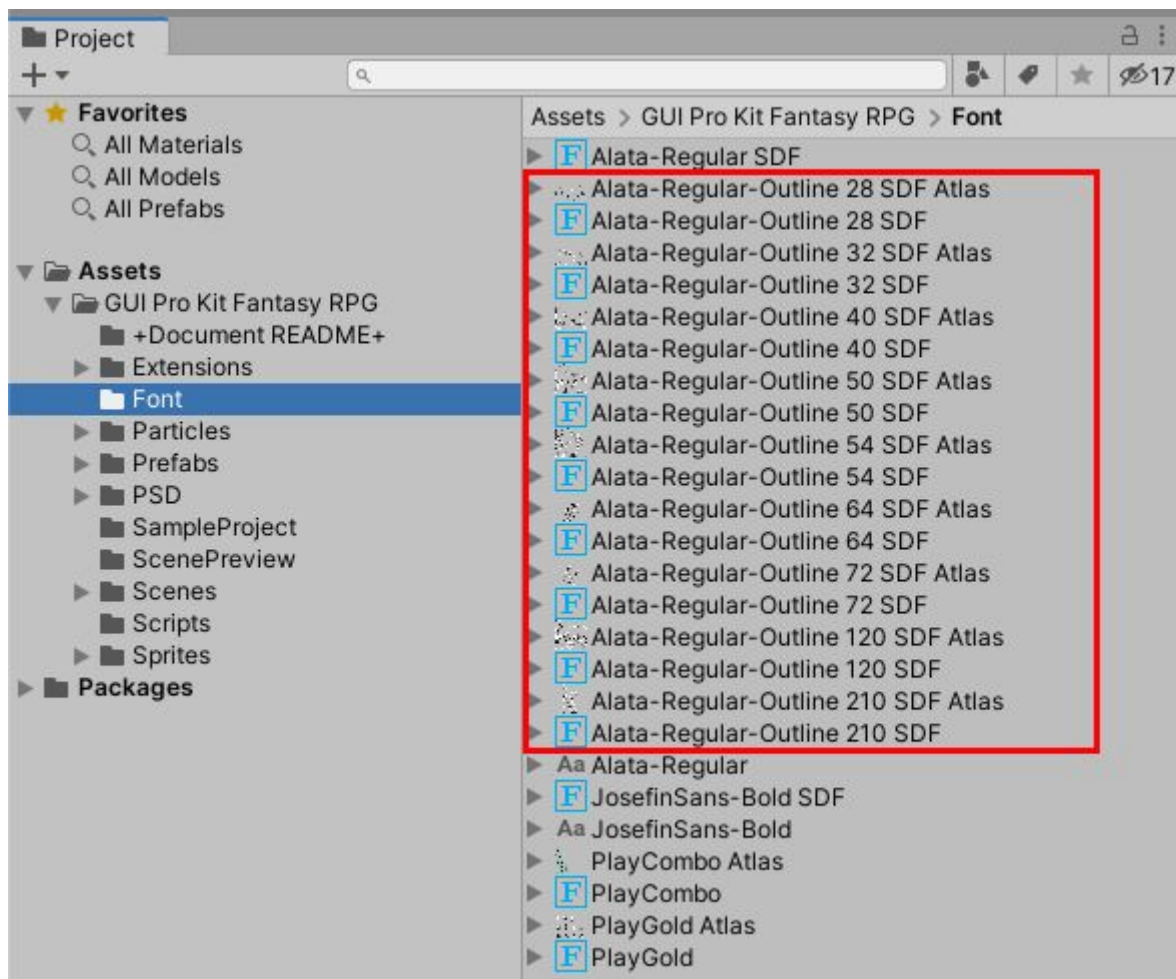


7. Outline Fonts

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.

Please select and use the correct size for the text you are working on it.



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)

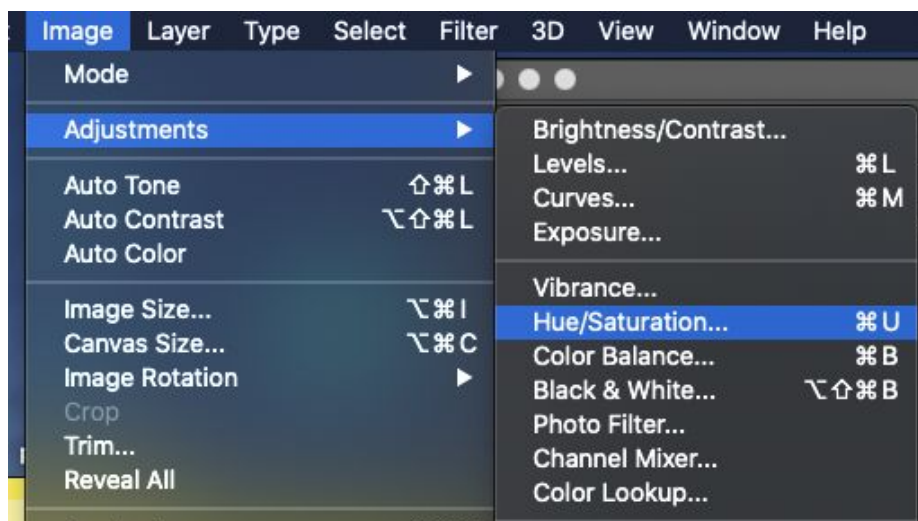
- To modify the design and export the slice, you need to know how to use Photoshop.

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'.

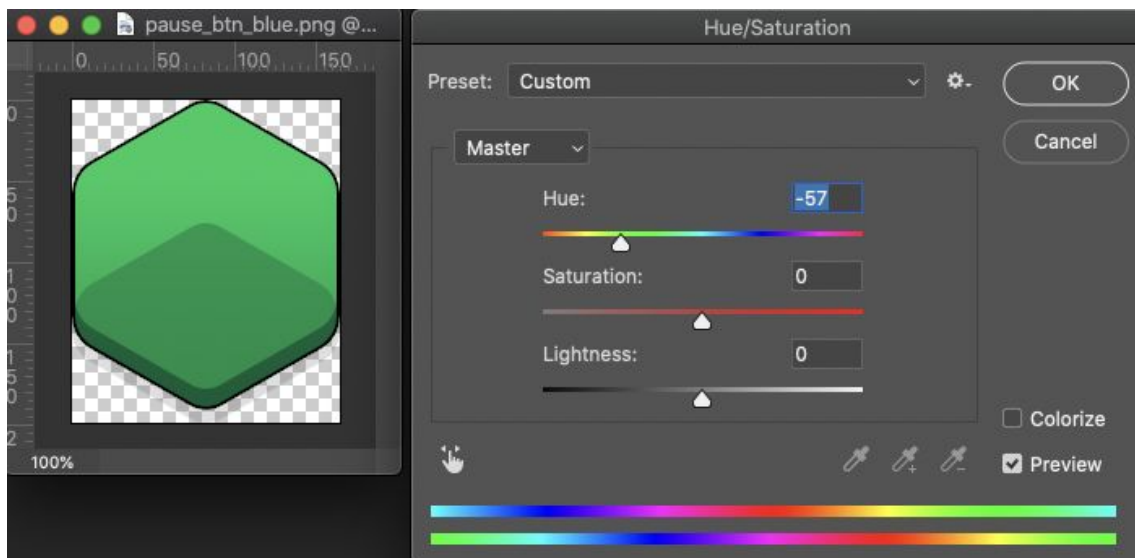
That way you can modify it to high quality, and you can do 9-slice as you like. And that will help you grow.

1. Easy way to change color

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



6. 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'.

