



kissUI Manual

version 0.1.5

Table of contents

Welcome	3
Introduction	4
What's New	5
Features	6
Requirements	8
Quick Start guides	9
Installation	10
Show Toolbox	12
Camera setup	14
Layout basics	16
Advanced guides	17
Frequent Issues and Resolutions	18

Welcome

About:

kissUI is a user interface builder thats aimed at Beginners and tries to take the straightforward design approach of KeeP It Simple Silly*.

Differences:

- * kissUI tries to take the less is more approach when possible. So you might not see very many Components attached to a GameObject for it to work.
- * kissUI tries to make the Layout process more familiar to say.. how HTML table cells / elements are aligned.
- * kissUI uses the Parent to Hide / Clip / etc.. all the (grand)children under it, with the ability to override that option on certain (grand)children.

Introduction

What is it?

A plug-in Library build for Unity 3D, which allows users to create interesting User Interfaces very easily.

What does it do?

It uses a basic layout approach much like a HTML table might.

Who is it for?

Anyone new to Unity 3D that might or might not have some Web Design skill.

Why is this product being produced?

My hobby led me down this path, which is UI Design. Wanting to learn Unity 3D myself, little by little, I was making kissUI without knowing it. ;)

What's Novel about it?

Less is More approach, meaning fewer Component which handle more things. Ex: There is no separate Container. All 4 objects can be a Parent container. (this is excluding Text for the moment)

Does it Replace any Alternatives?

Time will Tell. At the moment, its kissUI is a work in progress. So, we will have to wait and see. ;)

What versions of Unity3D are supported?

kissUI was built with Unity 3D version 5.0. Hard to say if this will always be the case in the future. :p

What's New

New in version 0.1.5

W.I.P.

- ...
- ...
- ...
- ...

Features

W.I.P.

- Create your UI using...
 - Image, Text, Group, Layout, Camera objects
- Image State support for...
 - Normal, Pressed, Hover, Focused, Disabled
 - Toggle Off / On switching
- Image State Mirroring...
 - Pass the images State to other images / texts. (ex: text color can change when hovering over an image)
- Input Handling (w/ Reflection) for...
 - Mouse, Keyboard, Touch (WIP)
- Multiple Input Handling entries can be added from the Inspector...
 - Get values from Variables in any Components,
 - Alter those values, then
 - Set Variables to the new value.
 - As well as, Call Functions in any Components and passing in parameters, using values Saved from previous calls.
 - Simple operations can be performed All without needing to create a new User Script.
- Image Raycast option to allow the Raycast to Pass Through to the next Image right behind the currently hit image, after Handling the current Input Events.
- Image
 - 9 Sliced
- Text
 - Bitmap Font
 - RGB Fill Color FX
- Layout
 - Rows
 - Columns
 - First 2 last
 - Last 2 First
- Group
- Toolbox
 - New Controls saved and Reusable

Requirements

Can it run on my Target Platform?

kissUI.dll is a .Net assembly so all platforms that Unity supports should build fine. Should. :[

Quick Start guides

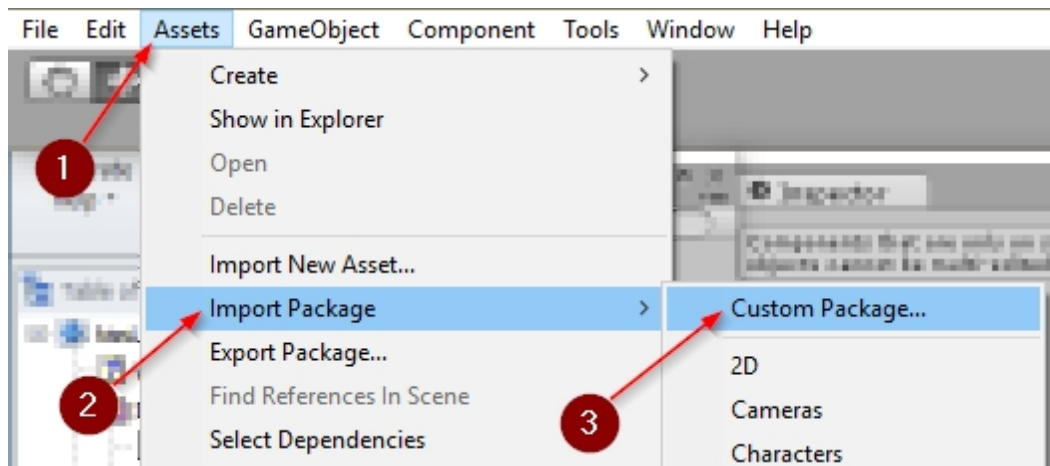
Just a few Quick Start guides that take you through the very basics. Short, fast, and simple to learn.

Installation

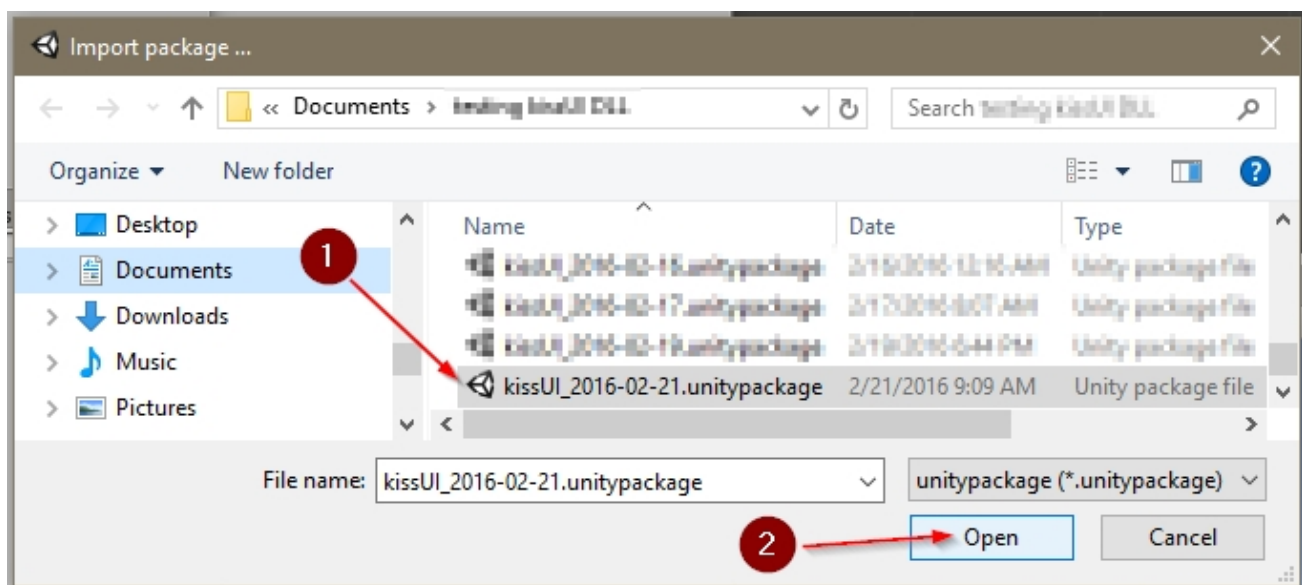
Overview:

Importing kissUI into your New Project.

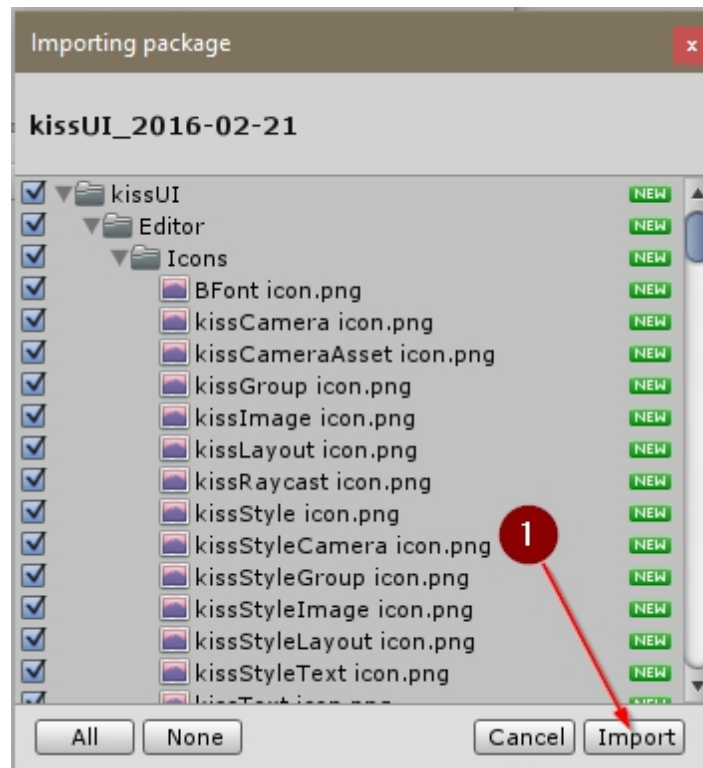
Step By Step:



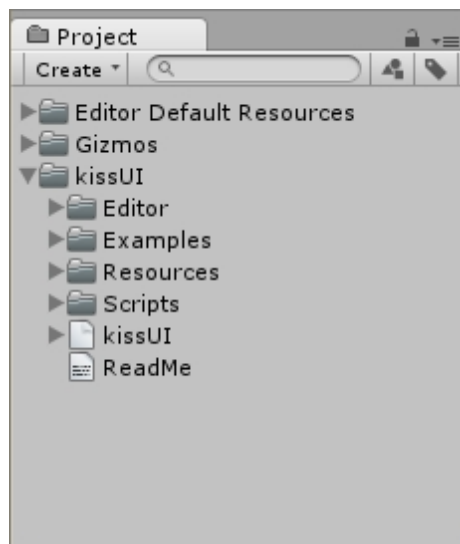
From the Unity Editors MenuBar, choose **Assets / Import Package / Custom Package...**



From the Open File Dialog, browse and select the latest **kissUI_*.unitypackage** and press **Open**.



Press **Import** to start the import process for kissUI into your project.



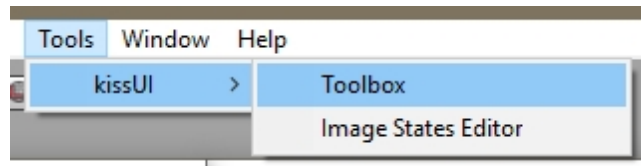
Once Importing is complete, you Project View should look a little like this.

Show Toolbox

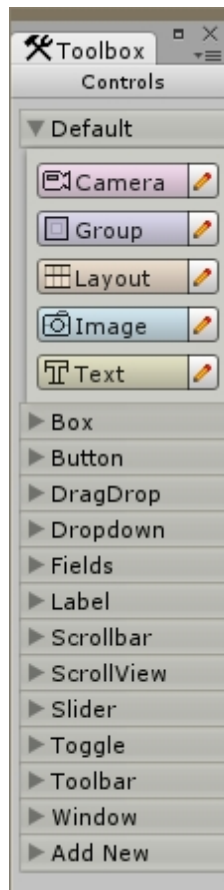
Overview:

Show the kissUI Toolbox.

Step By Step:



From Unity Editors MenuBar, select **Tools / kissUI / Toolbox**.



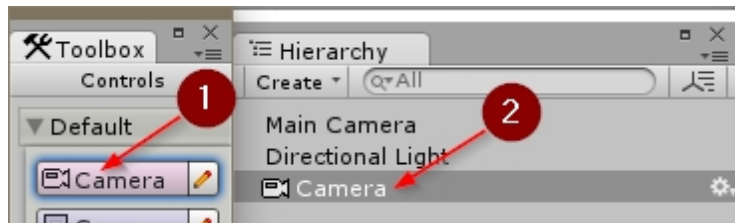
You will see a new Editor Window pop up. Reposition it close to the Hierarchy View if you find its more convenient.

Camera setup

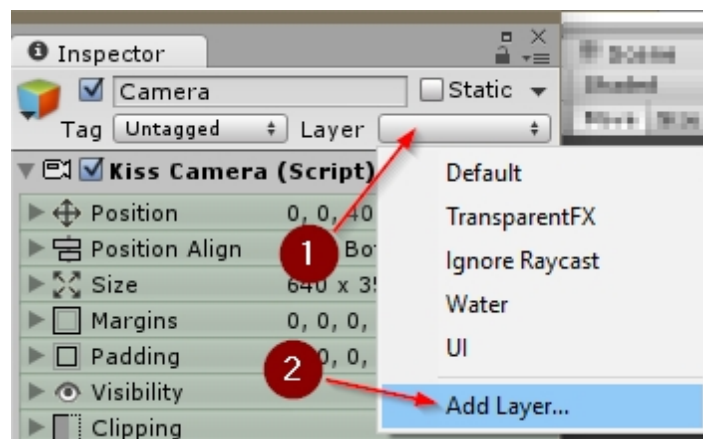
Overview:

Create a kiss Camera object as the root, and setup the Layer Mask.

Step By Step:



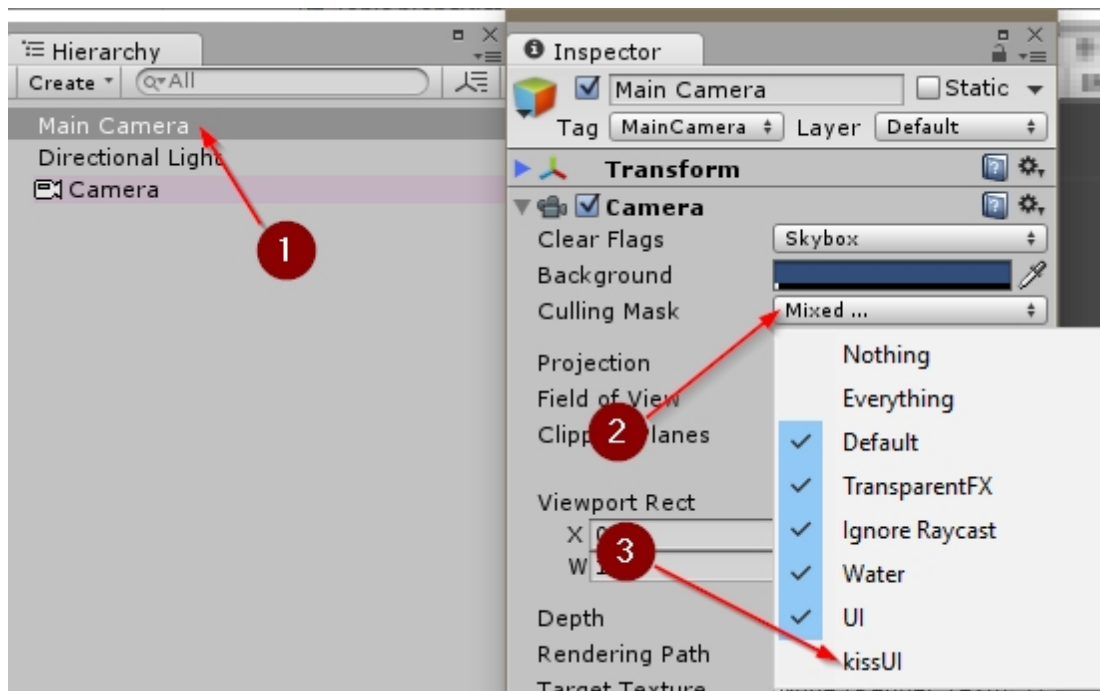
- 1) With nothing selected in the Scenes Hierarchy view, click **Camera** once in the Toolbox.
- 2) A new kiss Camera is created for you in the scenes Hierarchy view.



- 1) To add a new Layer, click the **Layer Drop-down** once.
- 2) And click **Add Layer...**



Enter "kissUI" for user Layer 10, the Default Layer for kissUI. You can change to one of the others, no problem.



- 1) Unity's Camera can see kissUI's object, which we don't want right now. So... select the **Main Camera** from the scenes Hierarchy view.
- 2) Click on the Culling Mask Drop-down.
- 3) Click on "kissUI" once to UnCheck it. Thats All. We are done. ;)

Layout basics

W.I.P.

...

Advanced guides

W.I.P.

...

Frequent Issues and Resolutions

Online Support:

FAQ's: <http://kissUI.izzysoft.com/QnA/>

