



Version 3

Emerald Digital Entertainment

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<http://gamestrapui.emerald-digital.com>

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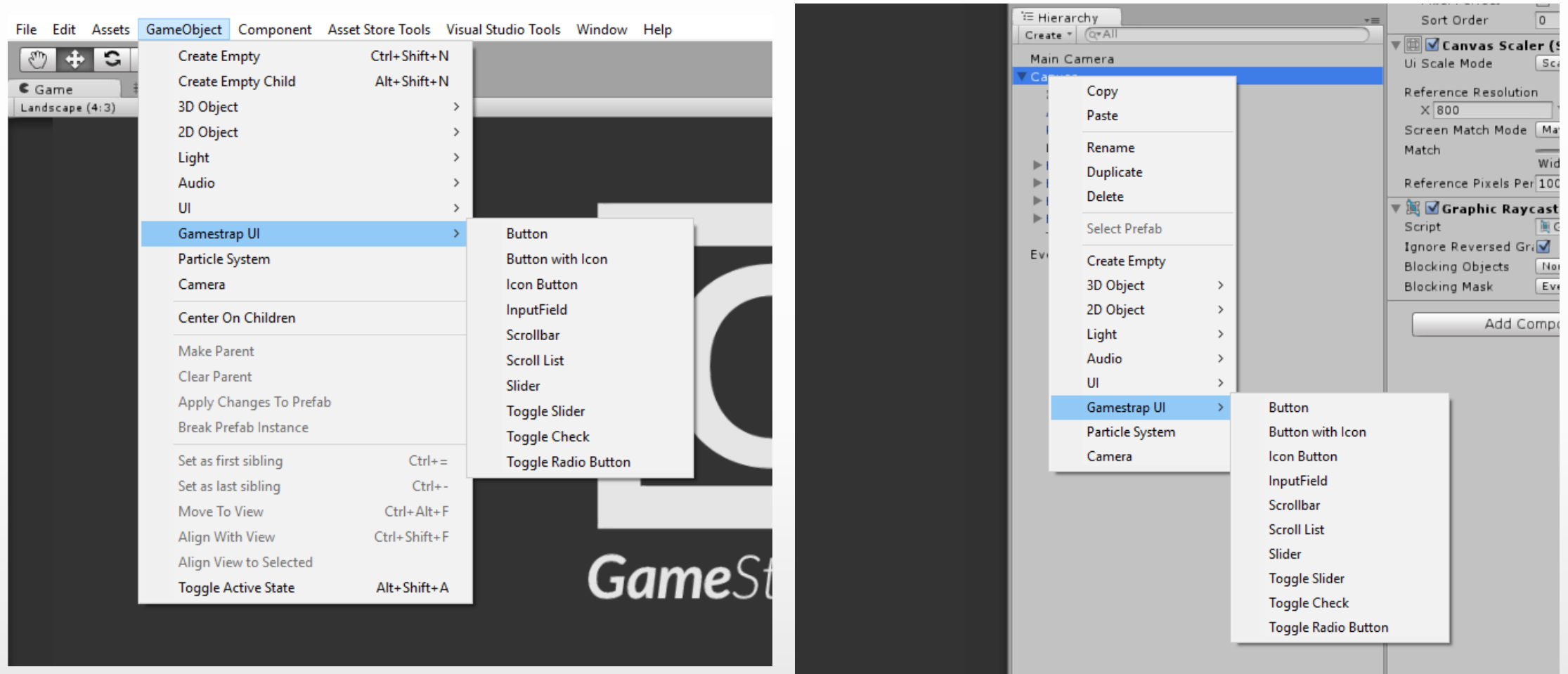
# Introduction

- is a user interface pack that allows you to create your UI designs faster with less effort.
- Features
  - 60+ Icons in PSD format
  - 70+ 9-sliced shapes and borders in PSD format
  - 10 fonts
  - Gamestrap Theme Toolkit
  - Supports Unity 4.6 and above
  - Complete project UI example
  - Examples of UI screens

# Structure

- **/Editor** – Custom editor and menu item scripts
- **/Effects** – Custom UI effects
- **/Examples** – Contains the complete UI project example, tag example and a group of scenes with UI examples you can play with
- **/Fonts** – Library of fonts
- **/Graphics** – All of the psd files with the base and icons
- **/Helper Scripts** – Scripts that are used in the examples
- **/Prefabs** – You will find all of the UI prefabs that have the default Gamestrap values implemented
- **/Showcase** – A set scenes that show all of the graphics, fonts and effects Gamestrap offers.

# Prefab UI Elements



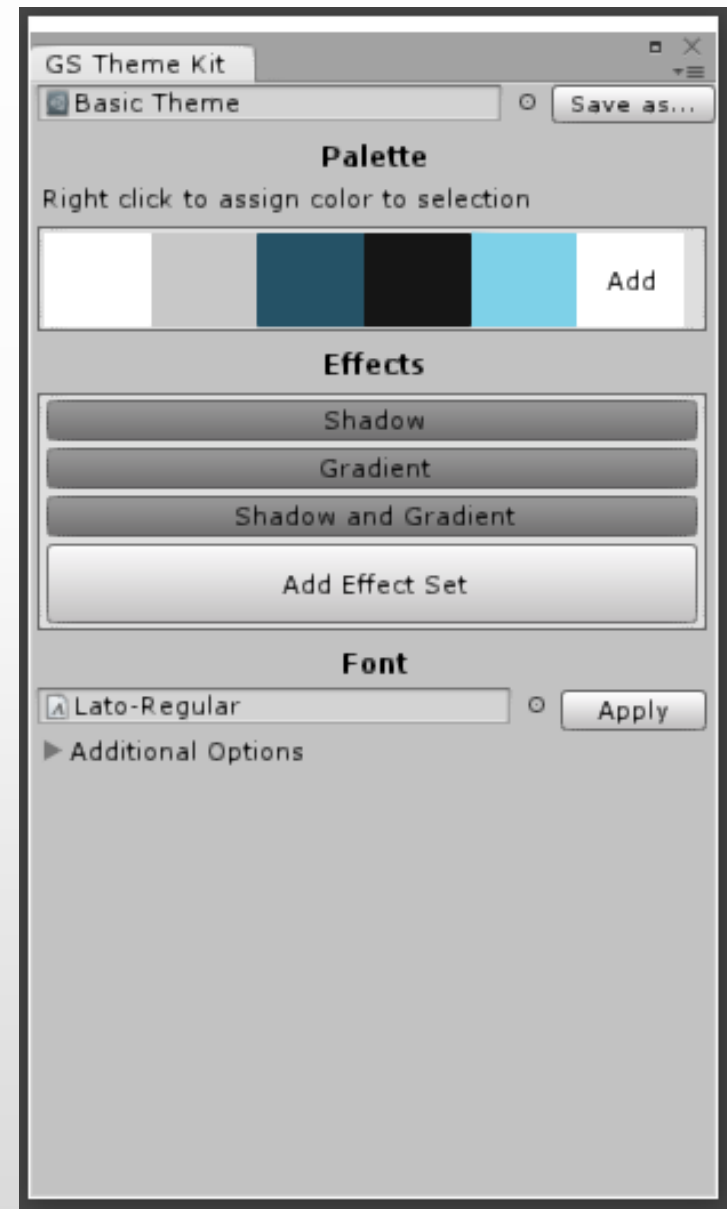
These are UI prefabs we created for you to start with, there are useful UI elements like the Scroll List which incorporates all of the Scroll list element so you don't have to do everything.

- In the main menu under "GameObject/"
- Right click in the context menu in the hierarchy window you'll see the same ""
- You can access directly to the folder "/Prefabs"

# Theme toolkit

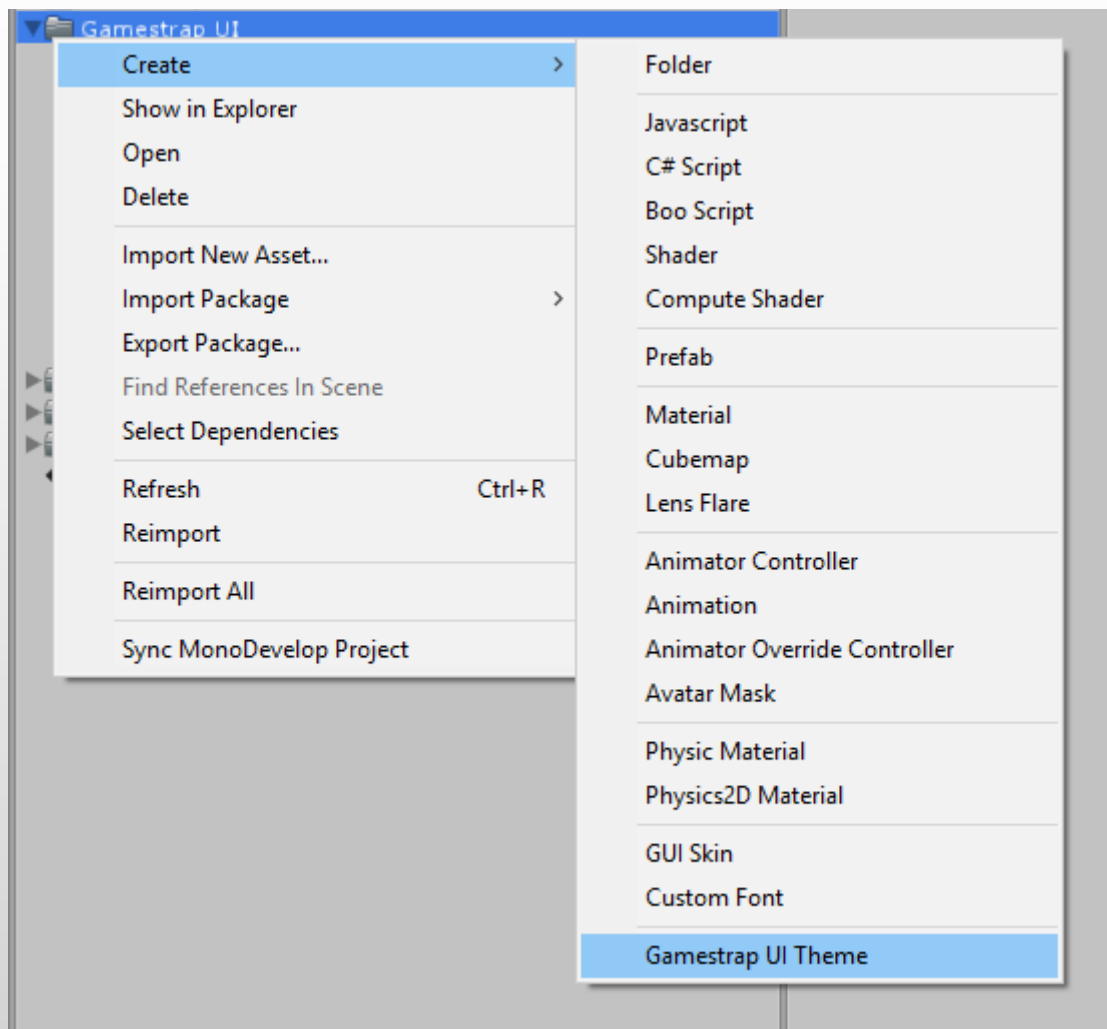
## Features

- Create themes in your project that contain sets of colors & effects.
- Save colors and effects you use to apply to the UI you want
- Apply fonts to selected Gameobjects and it's children quickly.
- Tag your UI and connect it to the colors and effects you want and apply them in one click.



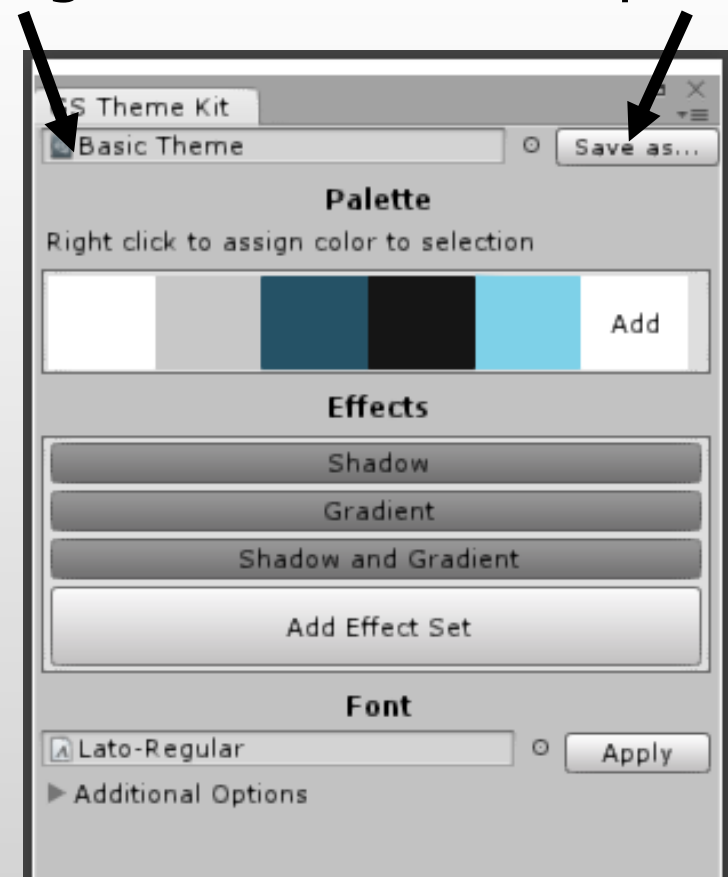
# Theme Asset

- The Theme Toolkit has to have a theme assigned which contains a set of colors and effects.
- You can create themes in your project by right clicking on the project window "Create/Gamestrap UI Theme"
- You can assign and also duplicate a theme in the top of the theme toolkit window.



Assign

Duplicate



# Palette

**Button “Add”** - Adds a new color set

**Left-click** on color box to open the details

**Right-click** on color box to apply to selected UI

## Color Details Parameters

**Button “Delete”** - Deletes the color set

**Name:** Optional field to identify the color set

**Tag:** Optional field that allows you connect the color set to any UI that has that tag

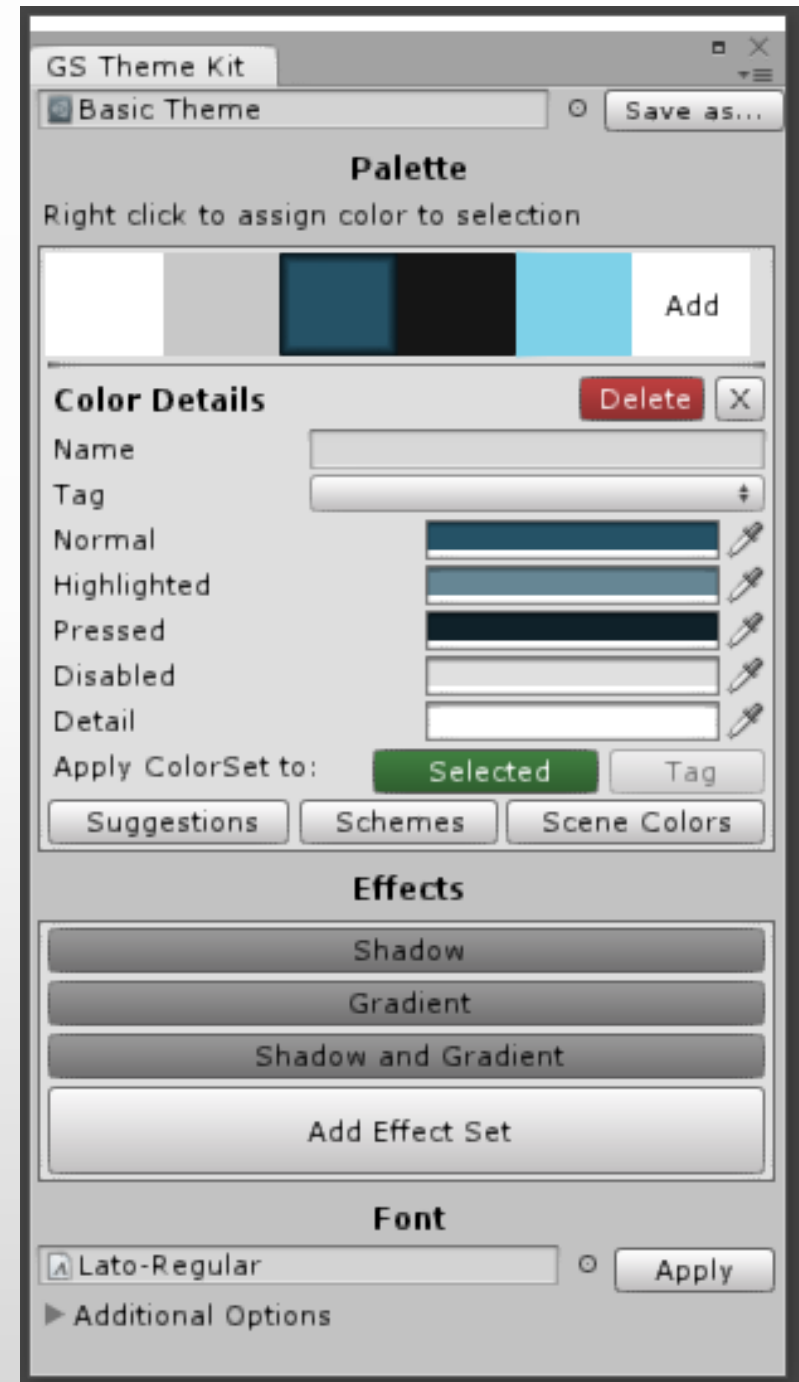
**ColorBlock** : Default colors in UI

Normal  
Highlighted  
Pressed  
Disabled

**Detail:** Color that is applied to the children of the selected UI

**Button “Selected”:** Applies the Color set to the selected UI in the scene

**Button “Tag”:** Applies the Colorset to the gameobjects in the scene that have the same tag.





# Color helpers

## Scene Colors

The colors that are currently on the scene

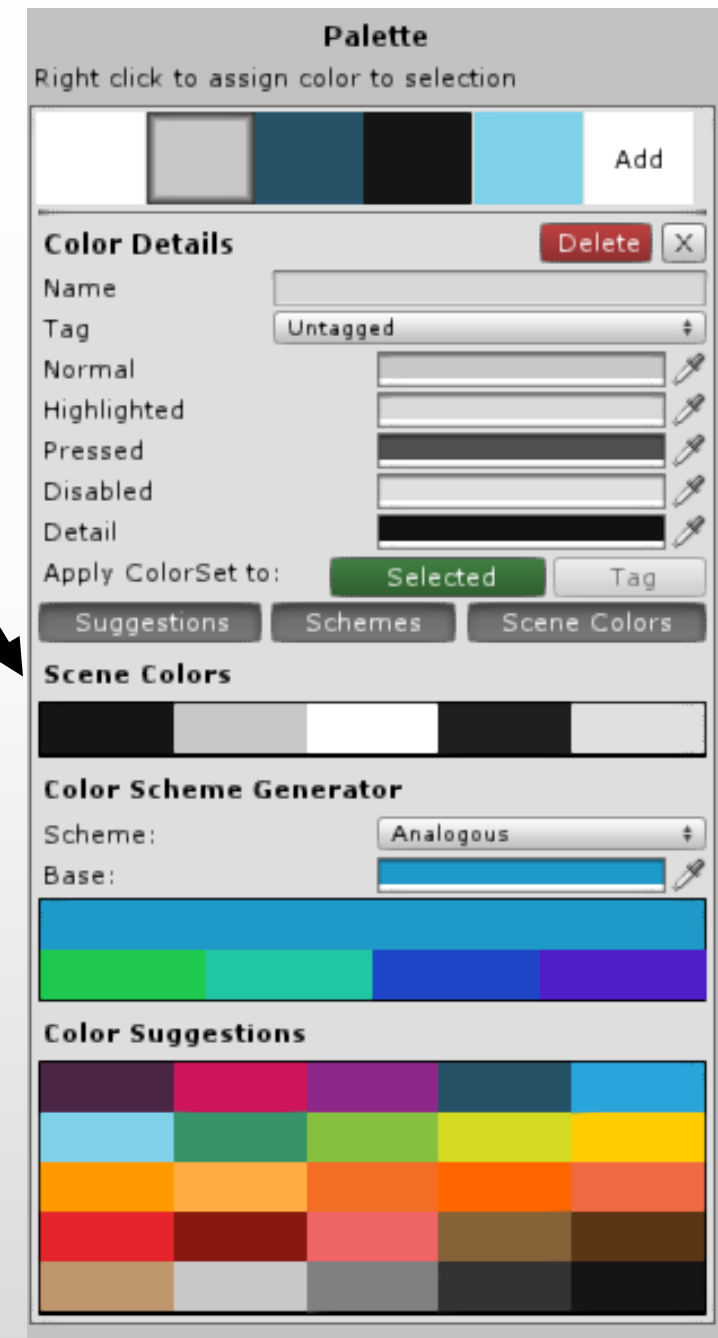
## Schemes

Color theory algorithms to help you choose new colors based on one

- Analogous
- Triadic
- Complement
- Split Complement
- Monochromatic

## Suggestions

A set of colors for you to choose from



# Effects

**Button “Add Effect Set”** : Adds a new effect set

**Left-click** on buttons to open the details

**Right-click** on buttons to apply to selected UI

## Effect Details Parameters

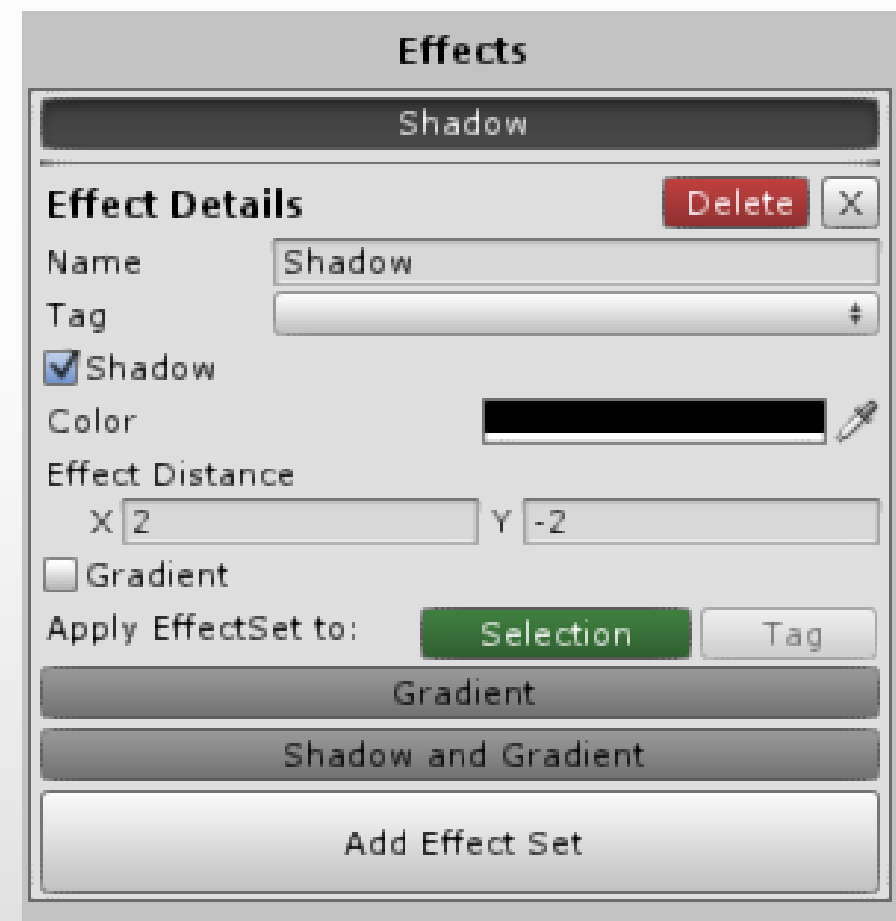
**Button “Delete”** - Deletes the effect set

**Name**: Optional field to identify the effect set

**Tag**: Optional field that allows you connect the effect set to any UI that has that tag

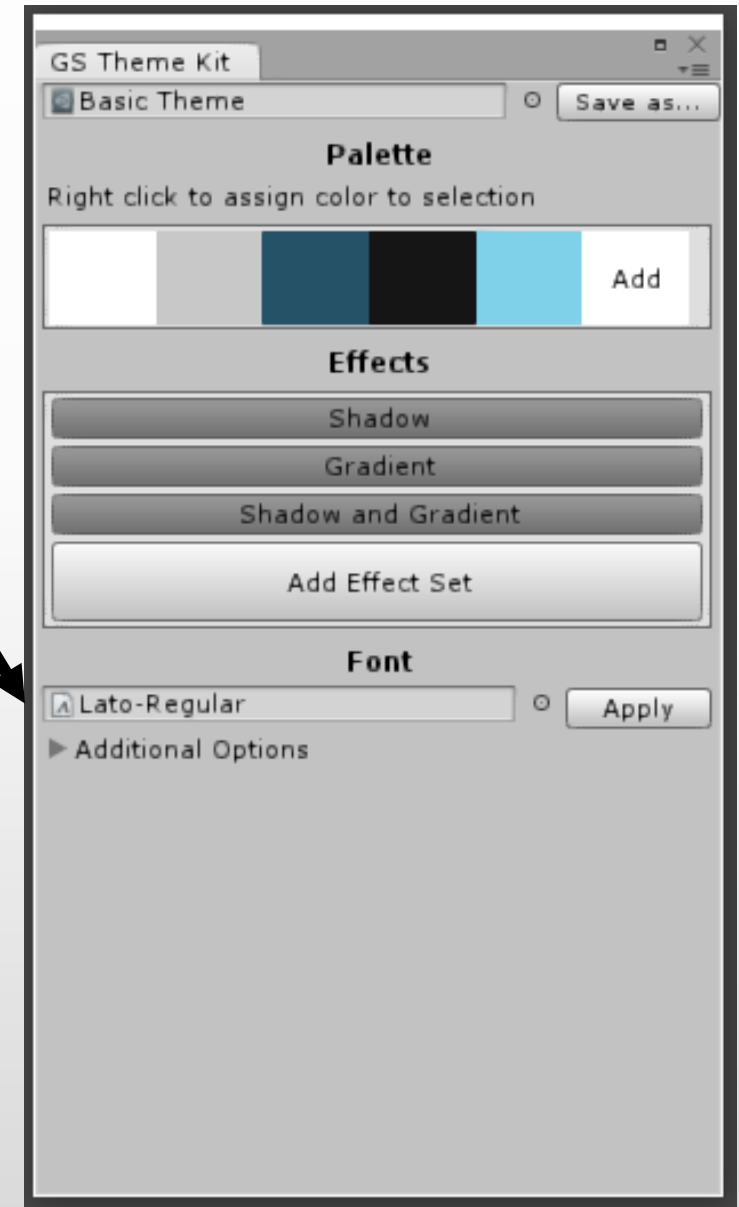
**Button “Selected”**: Applies the effect set to the selected UI in the scene

**Button “Tag”**: Applies the effect set to the gameobjects in the scene that have the same tag.



# Font

- Just select the UI you want to apply the font and click the “Apply” button
- Gamestrap will then run through all of the selected UI and its children recursively assigning the font to any text component it finds.



# Additional Options

## Apply theme to Tags in scene

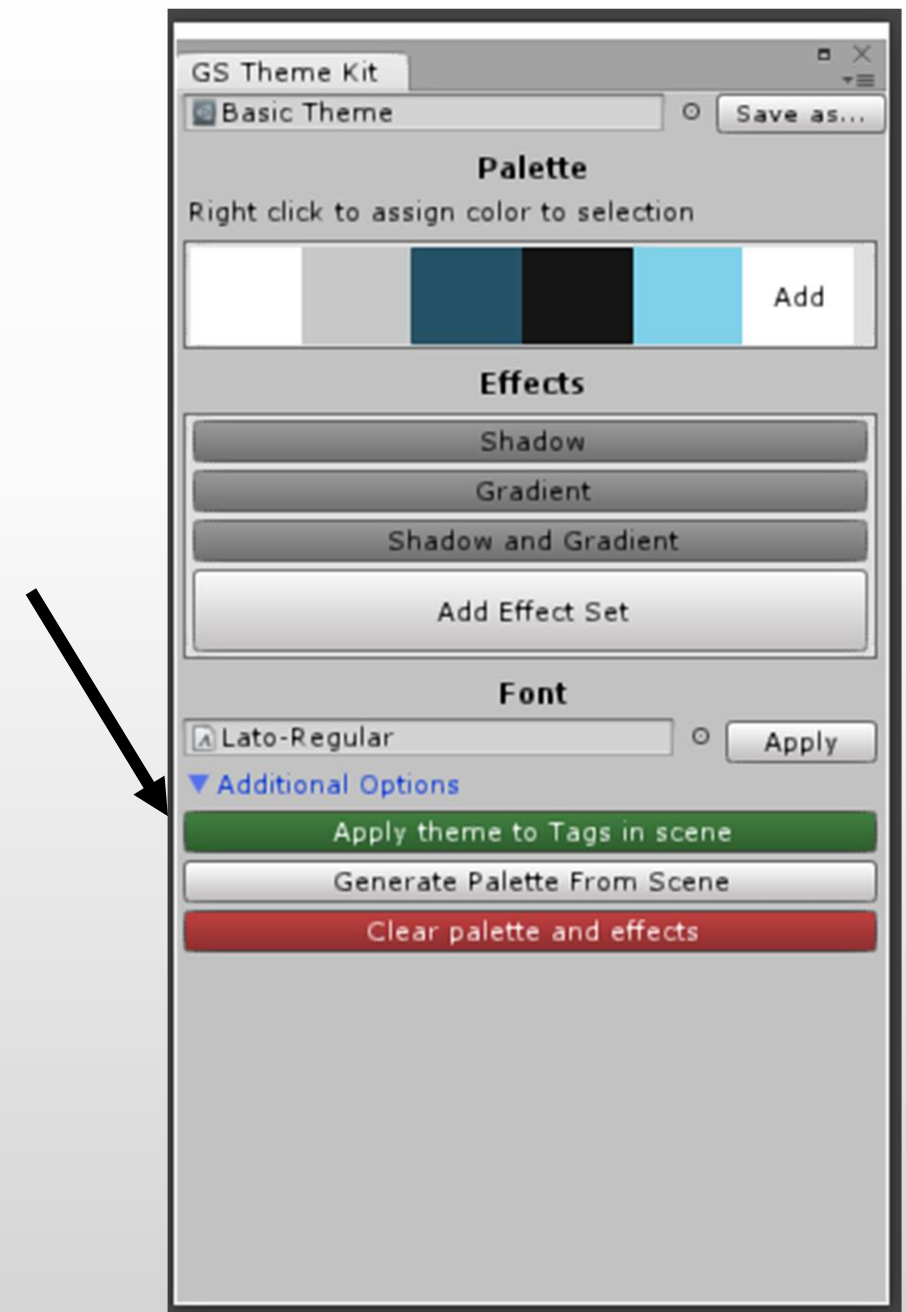
Gamestrap goes through the scene and applies color and the effects to any game object with the same tags as the palette and effects created.

## Generate Palette from Scene

Gamestrap goes through the scene and creates a palette based on the colors in the scene

## Clear palette and effects

All of the color sets and effect sets from the theme are deleted



# Complete Project Example

## Instructions

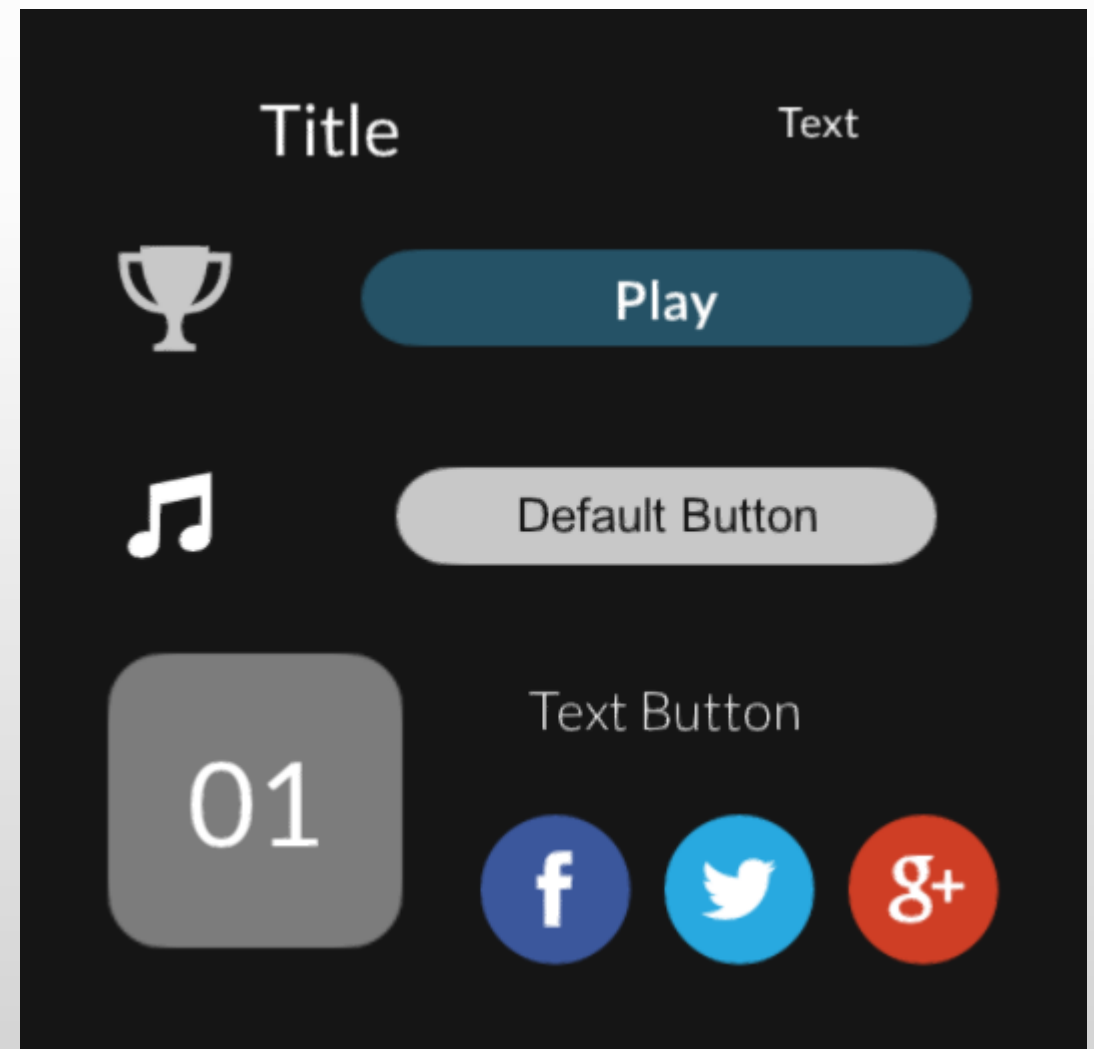
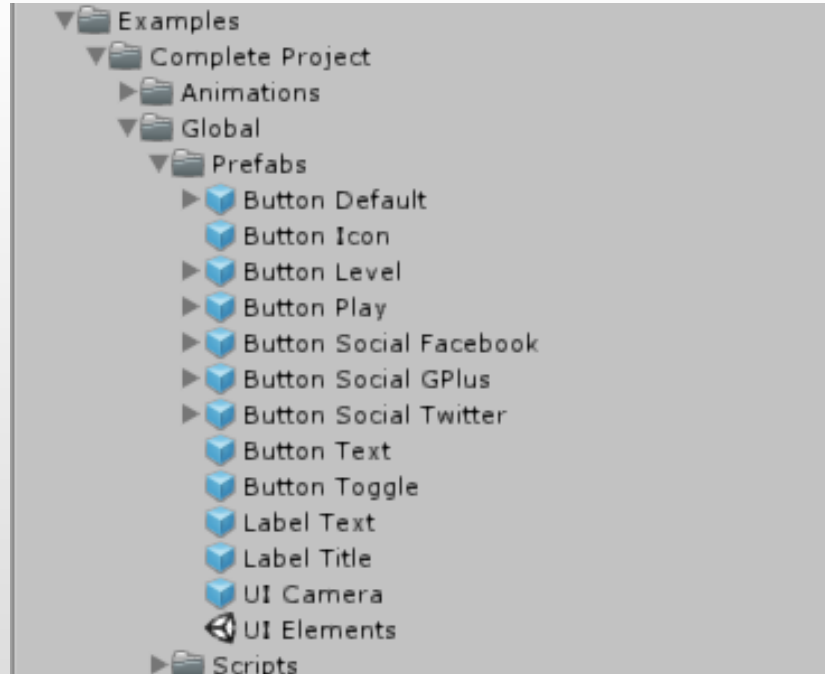
- Add the three scenes of the Complete Project Example to the "Scenes In Build" under "Build Settings"
- The scenes are located in "Assets/Examples/Complete Project/Screens/"
- Open the Main Menu Scene and press play.

## Folder Structure

- Complete Project
  - Animations – Folder contains transition animations
  - Global – It has the assets that are used throughout the whole project
  - Screens – Contains the scenes and unique scripts that each scene requires.

# UI Prefabs

- All the UI elements the project uses in every scene are made of these prefabs
- There is a scene "UI Elements" with all of the prefabs if you want to change the UI look and feel.
- They are located at "Examples/Complete Project/Global/Prefabs"



# Additional Assets

- Application Control Prefab
  - Singleton Gameobject that is in charge of scene transitions and any other global logic/data.
  - It is present in every scene for testing purposes, but the only one that should matter is the one that is in the starting screen since it doesn't get destroyed when you load a new scene.
  - It contains it's own canvas for the scene transitions
- Global Scripts
  - ESceneNames: Enum with all of the project scene names to handle scene transitions easier
  - SceneTransitionButton: Generic UI script that you can assign to a button which will then do a scene transition when the button is clicked. You only need to assign it to the GameObject and set the scene you want to do the transition to.
- Example theme
  - theme will all of the colors and effects the project handles
- Control Gameobject in each scene
  - Gameobject that should handle the main logic of the scene
  - All of the control gameobjects have a script assigned to handle any specific UI logic

# Tag Example

- The Tag Example scene comes with 3 different Gamestrap Themes for you to use
- Open Theme Toolkit
- Assign one of the themes you want
- Expand Additional Options
- Click on Apply theme to Tags in scene and see the change of the UI right away
- Please note that we use default tags due to compatibility issues with your projects, you should use new tags based on how you want the UI to work.





# Support & Feedback

Feel free to contact us!

Suggestions: [Trello board](#)

\*Vote on the cards you would like to have in the asset and comment if you would like to suggest new features, if enough votes are in a card we'll work on it!

Email: [info@emerald-digital.com](mailto:info@emerald-digital.com)

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