

GUI PRO FANTASY RPG



LAYER LAB

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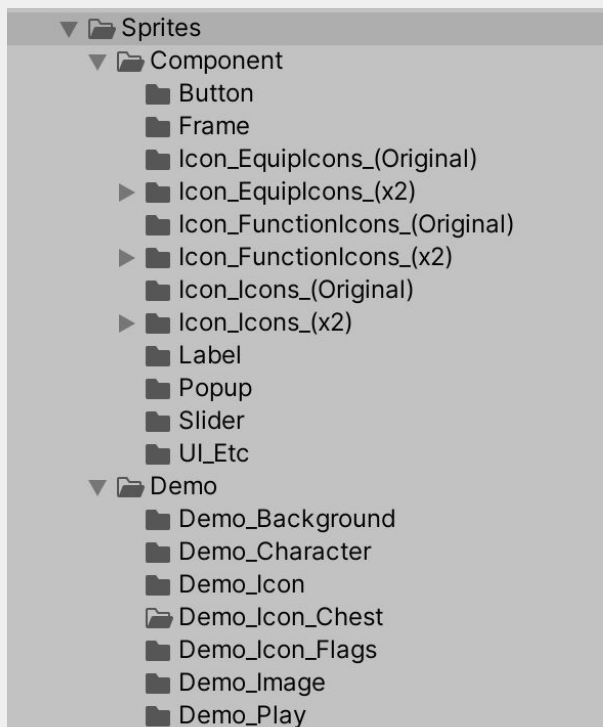
01 Package description



- 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**.

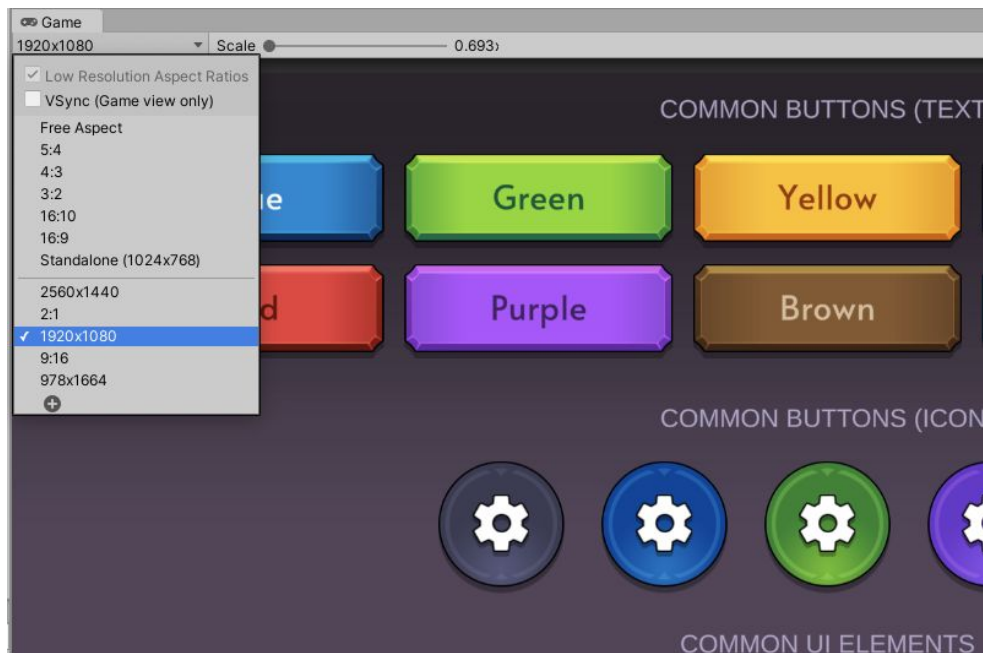
v2.0 update

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

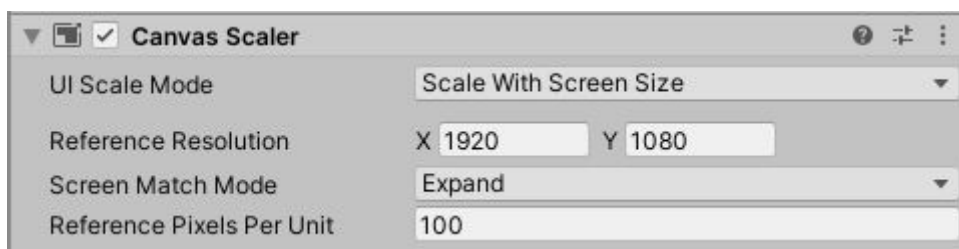


1. GameView Resolution Setting

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



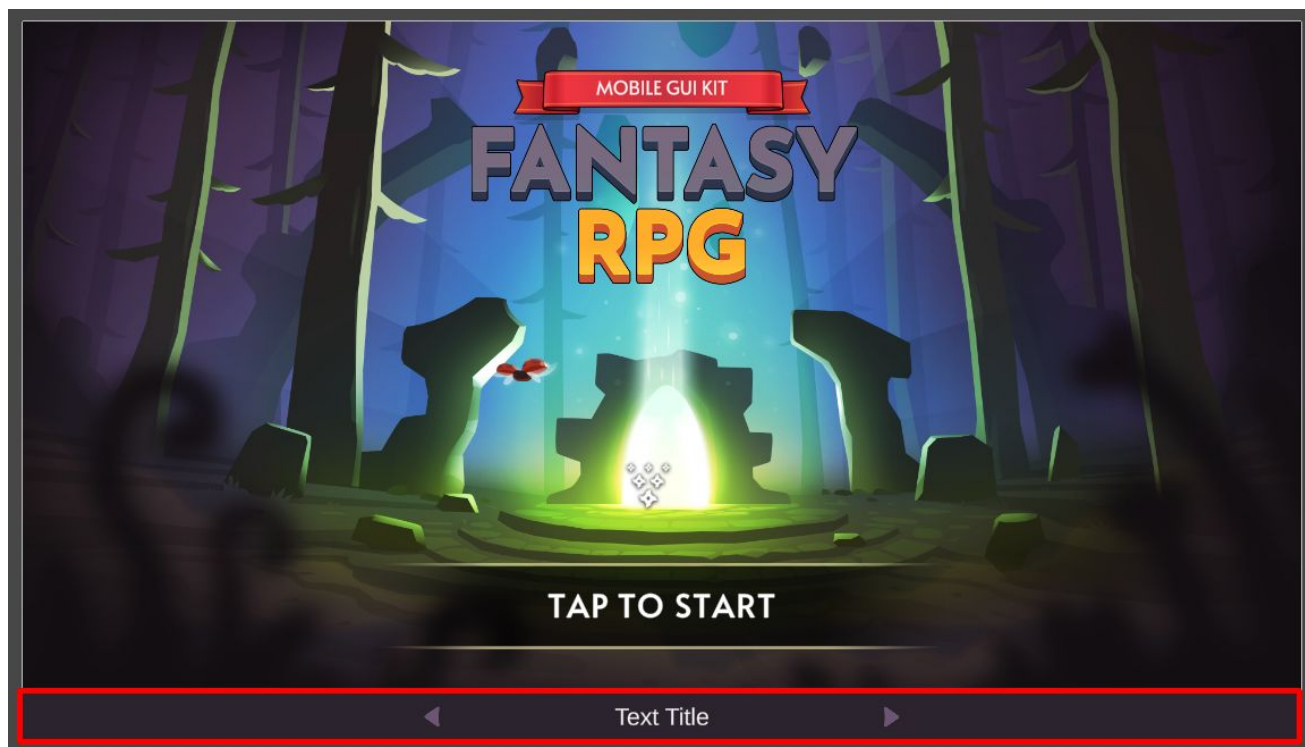
2. Canvas Scaler Settings



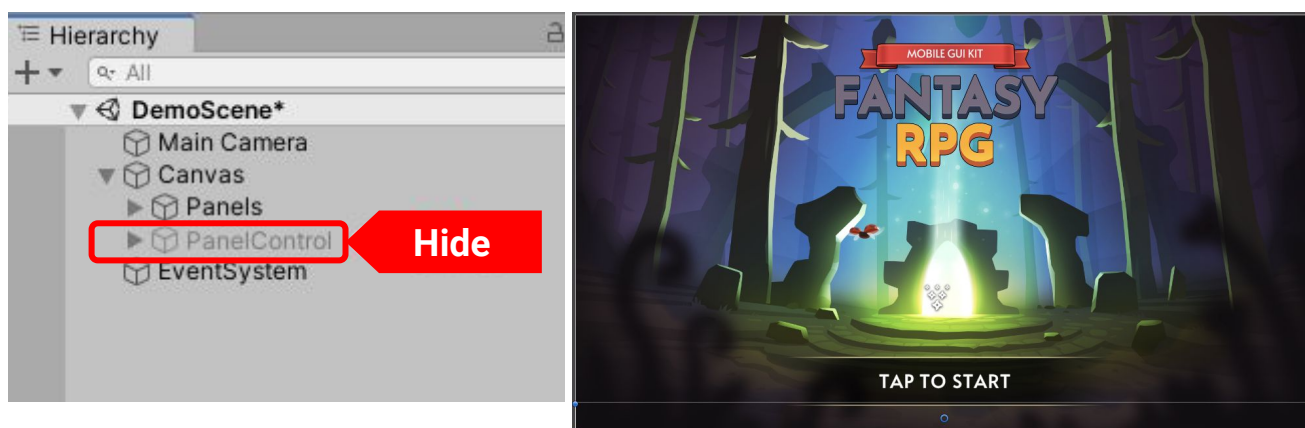
03 Package description



There is PanelControl in the demo scene.



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

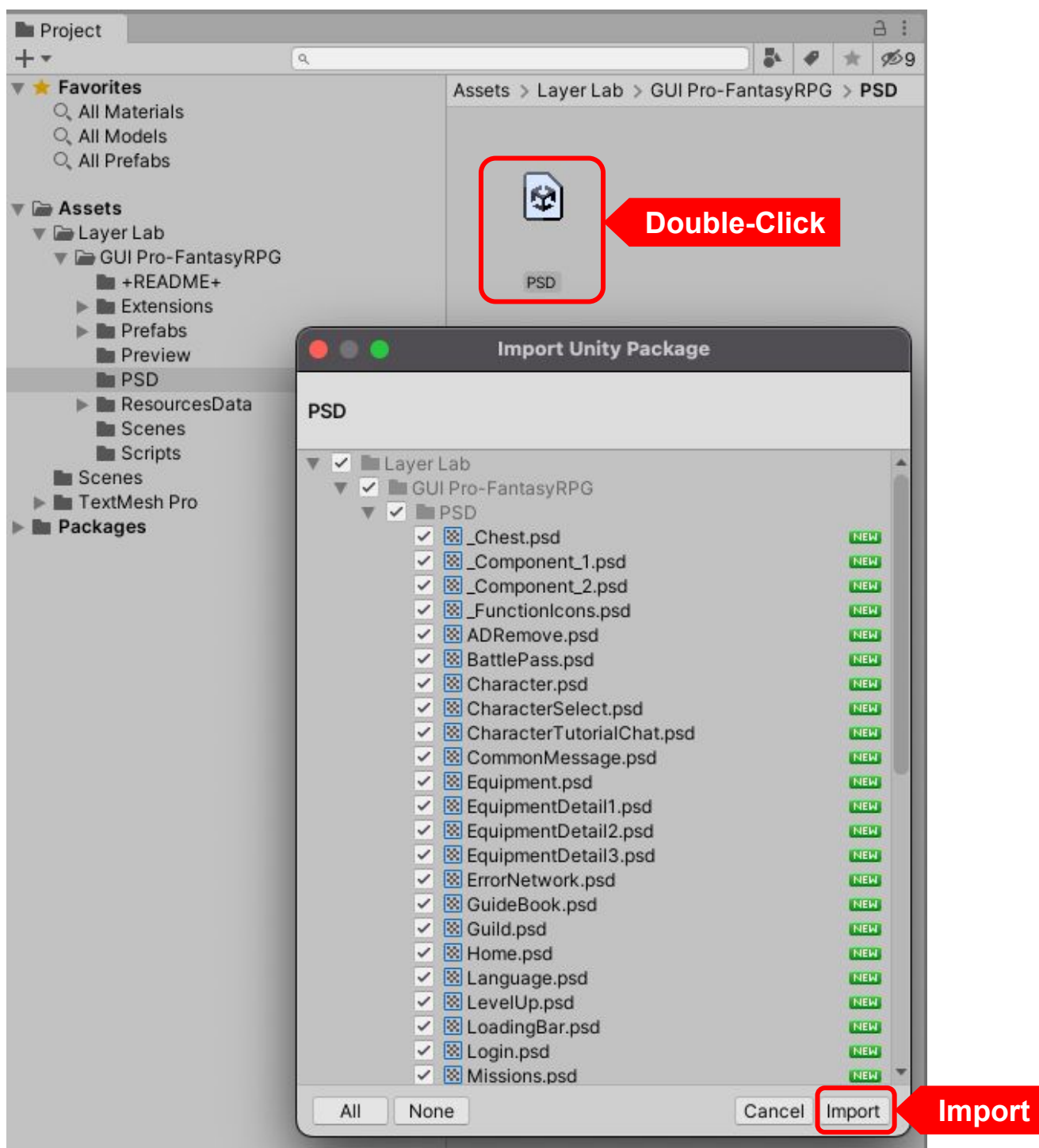


04 Packaged Elements



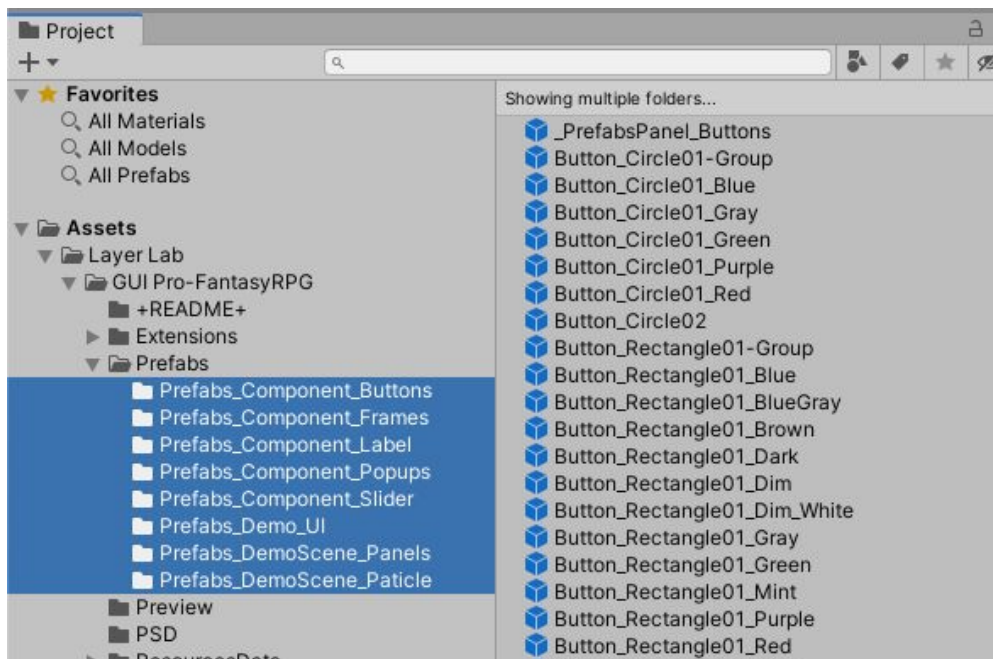
PSD have been packaged to speed up import.

You can import a packaged file by Double-Clicking it.

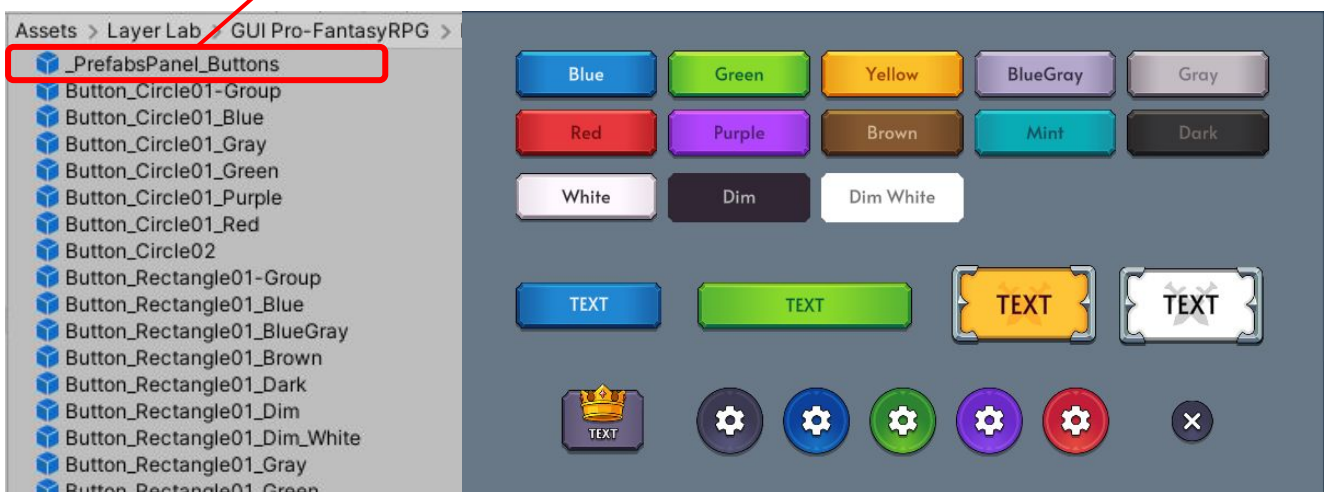


All UI prefabs are located in the path below.

- Components were classified as buttons, frames, labels, popups, sliders and UI_etc and saved as prefabs.
- Each demo scene was saved as a prefab in DemoScene_Panels.



Double-click on the “_PrefabsPanel_xx” to view the screen of a collection of prefabs at a glance.

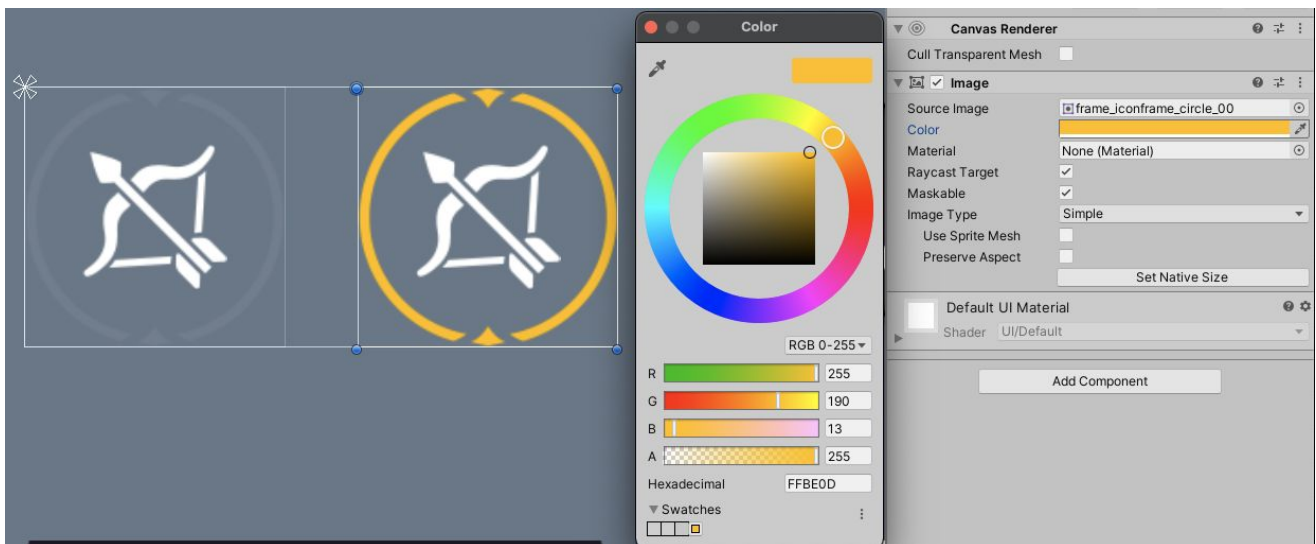


06 Prefabs White Elements

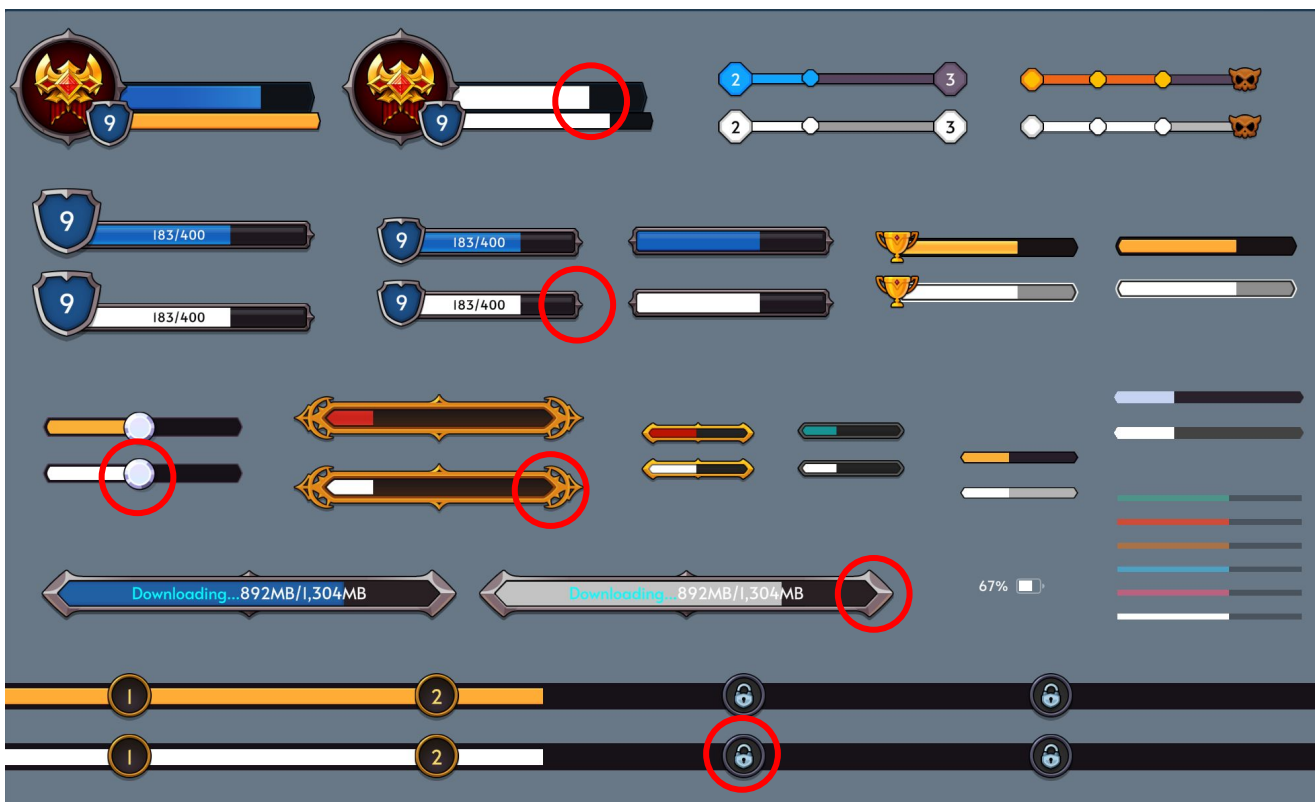


_Prefabs_Component_Label
Label_Flag_00
Label_Flag_00_Demo
Label_Flag_00_White
Label_Flag_01
Label_Flag_01_Demo_Blue
Label_Flag_01_Demo_Red
Label_Flag_01_White
Label_Flag_02

- Elements of some monochromatic designs can be customized to different colors using a white version.

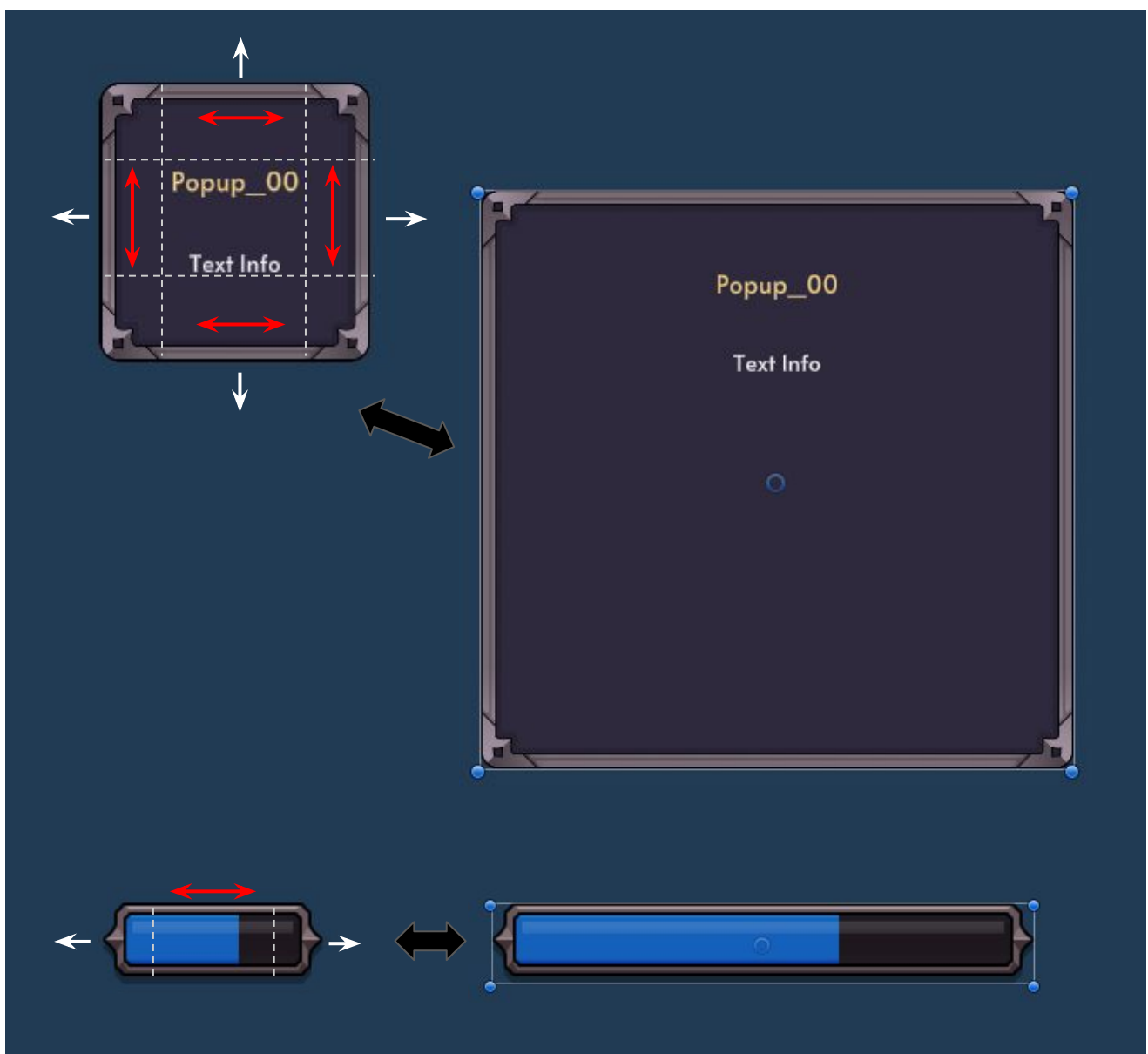


- Please understand that it is impossible to color customize carefully designed elements.



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.



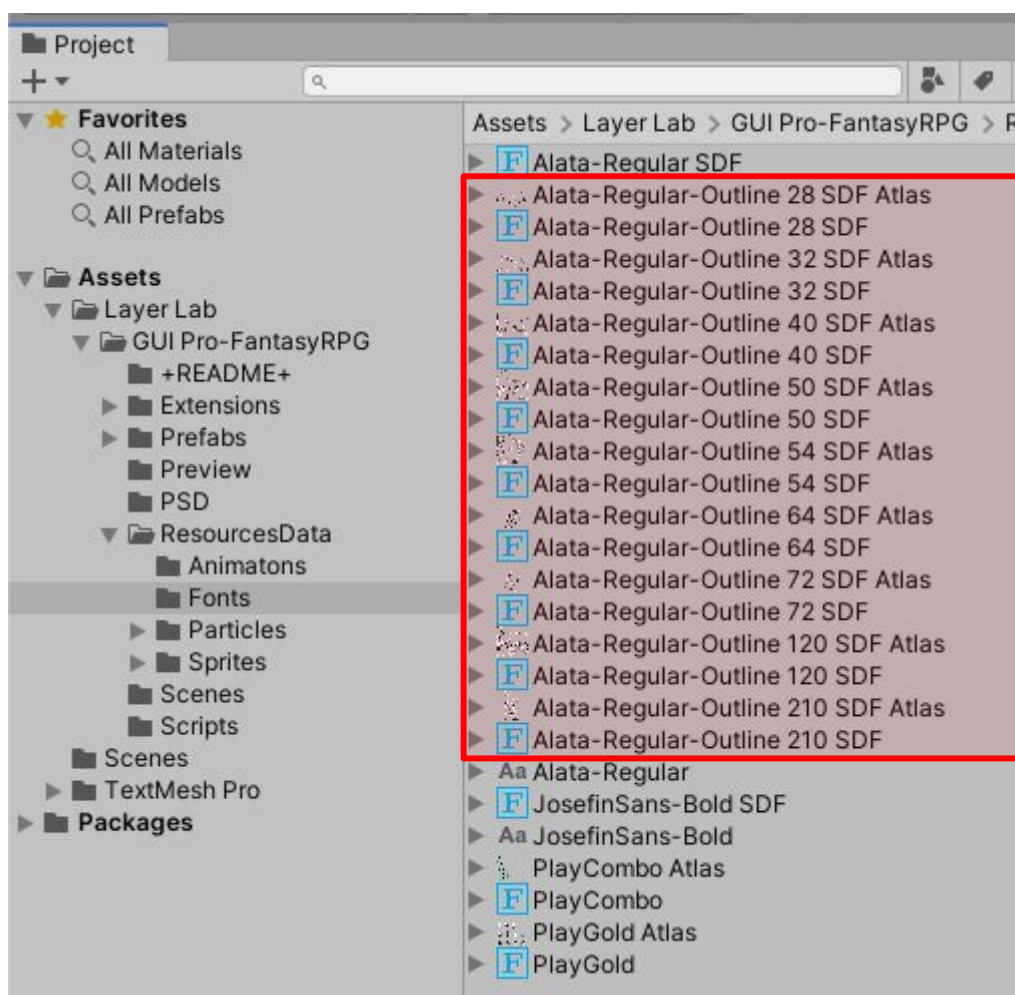
08 Sample Fonts Outline



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.



Q&A

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Q&A

To change the specified color of an element



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



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

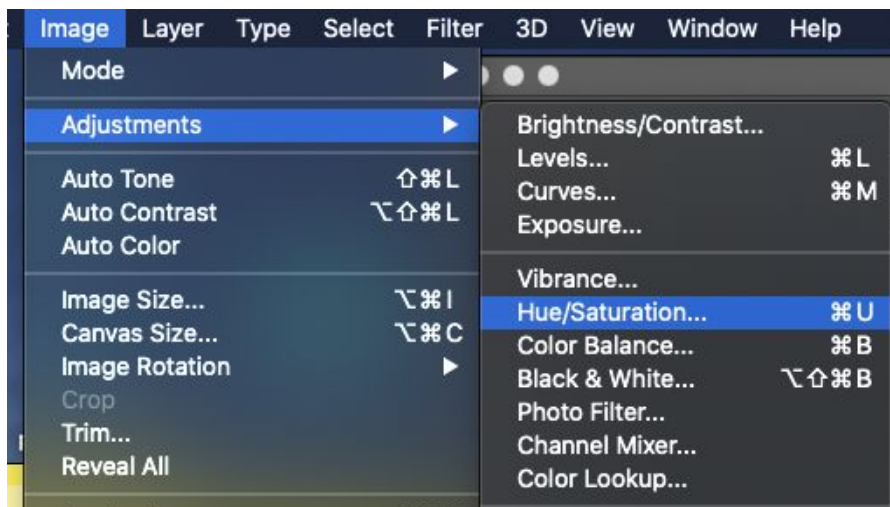
To modify the design and export the slice, you need to know how to use Photoshop.

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.

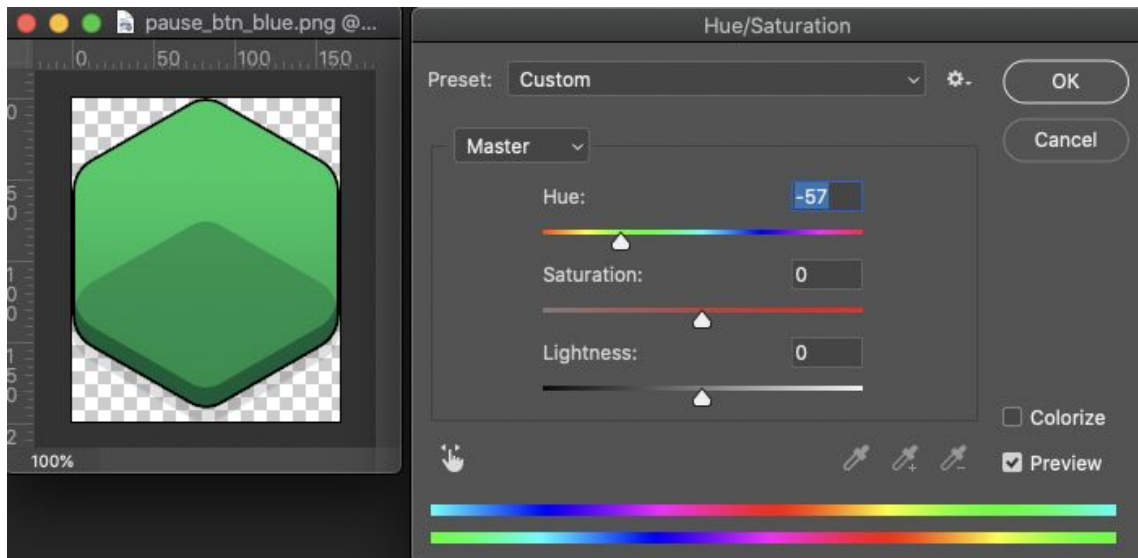
1) Easy way to change color

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



Q&A

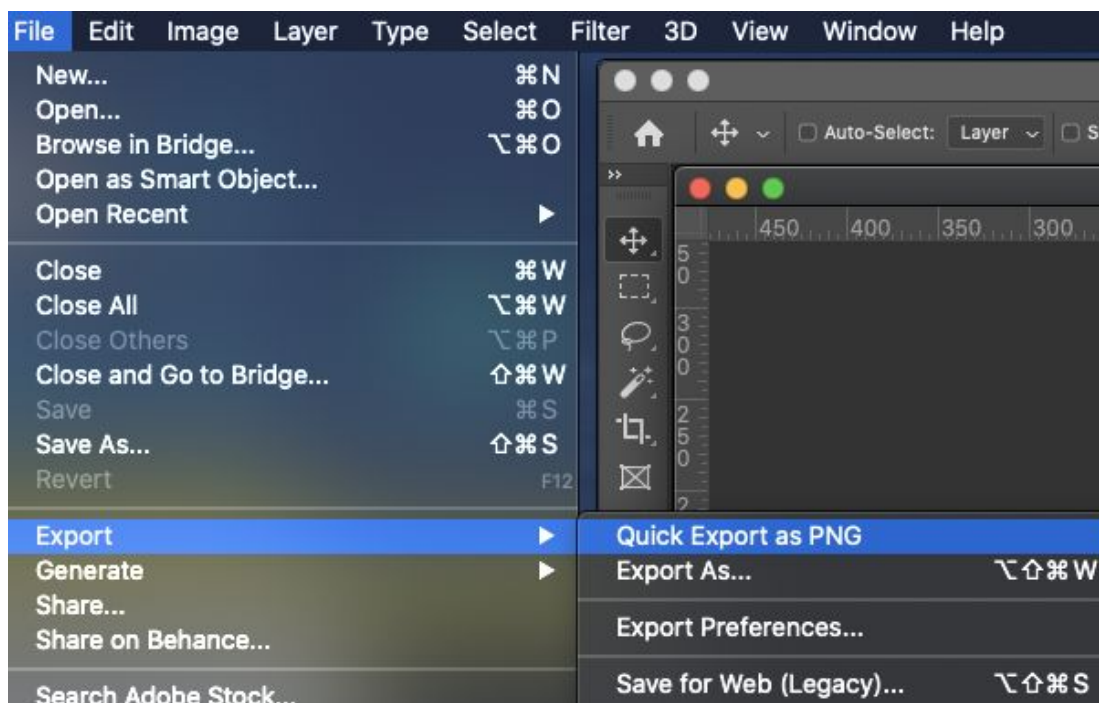
To change the specified color of an element



- 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'.





**THANK
YOU**

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