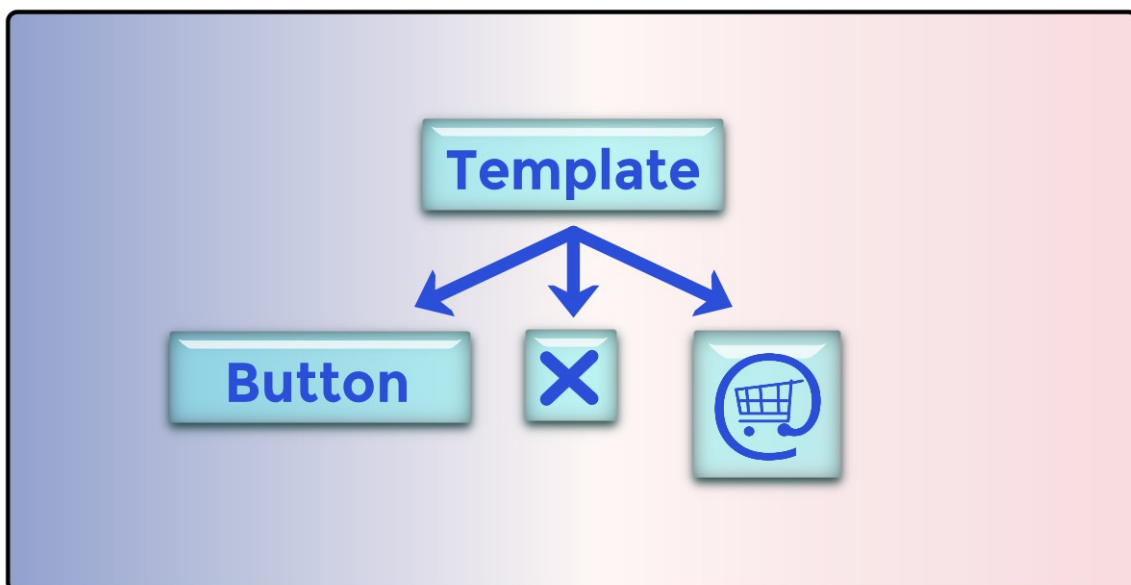




General concept:

UniStyle copies the look of a reference prefab to any number of newly created UI elements. Additionally you can configure which attributes of the given reference should be copied. Typically you create a setup scene that contains all elements of your style. This provides an overview over the look&feel and will help you to easily adapt and change elements at will. Those elements can then be used in any other scene and keep their consistent appearance.



Setup

1. (Import Textmesh Pro package)

If you wish to use Textmesh Pro (recommended) download it from the Asset Store and import the package.

2. Import the UniStyle package
3. Take a look at the two example scenes found in "UniStyle/ExampleStyle"

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Creating a CustomStyle

1. Create a **folder-structure** for your style

We recommend to create a separate folder for each style with sub-folders for images and style elements. You can take a look at the ExampleStyle folder as a reference.

2. Create a new scene

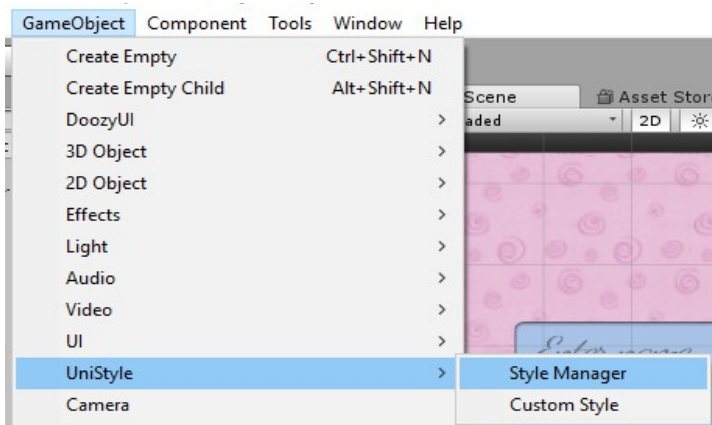
This setup scene will contain all UI elements for your style. It will not be part of your project but provide an excellent **overview** of all the elements that are available for your style and a convenient way to alter the look of any of those objects.

3. Setup a canvas and StyleManager

Select UI->Canvas from the GameObject menu to create your canvas and configure it as seen fit. Then create a StyleManager from UniStyle -> StyleManager. (Click the “Enable Textmesh Pro” button if you want to use TMP in your project.)

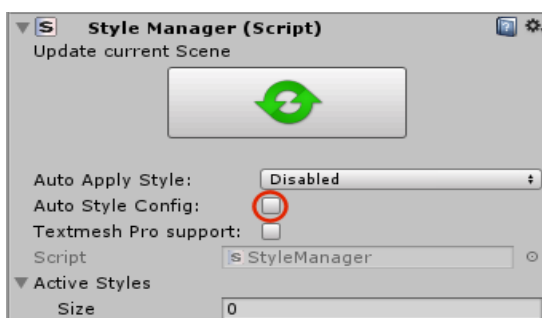
3. Create a Custom Style

Now select UniStyle -> Custom Style to create your own style. Rename the created GameObject to any name you want and drag it to your style-folder to create a prefab.



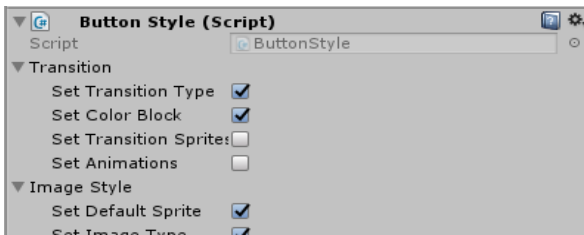
4. Enable the “Auto Style Config” checkbox in the StyleManager

Now every UI element in the scene will get a style config component added automatically.



5. Create a new UI elements (e.g. a button)
6. Set properties in (Button) Style component

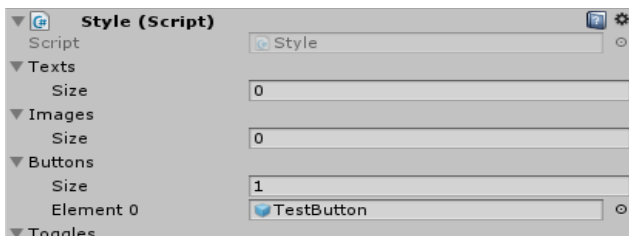
These properties define which parts of your UI element should be part of the style and later be applied to other UI elements.



7. Drag the elements to create prefabs and name them accordingly

If you later chose to modify a style element don't forget to hit the “Apply” button to update the prefab and not only the object in the setup scene itself.

8. Drag the created style prefabs onto the respective categories of your Custom Style prefab



9. Recommended: Disable the “Auto Style Config” option

This will improve the performance in the editor slightly and you won't add style configs to elements by accident.

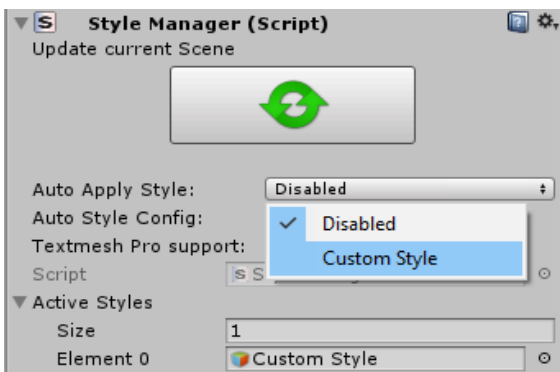
10. Save the scene

Using a Style

1. Load or create a scene
2. Setup a canvas and StyleManager

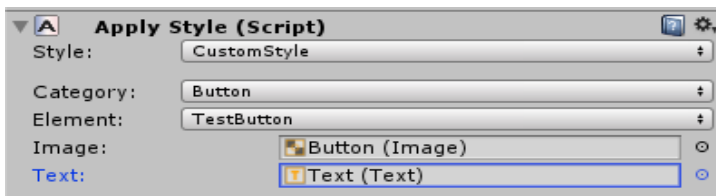
Select UI->Canvas from the GameObject menu to create your canvas and configure it as seen fit. Then create a StyleManager from UniStyle -> StyleManager. (Click the “Textmesh Pro support” toggle if you want to use TMP in your project. This will take some seconds to re-compile.)

3. Drag your style prefab on the “Active Styles” field in the Style Manager
4. Select the style from the “Auto Apply Style” dropdown



5. Create UI element
6. Select a style reference from the “ApplyStyle” component on that element

Note: If you change the style prefab you'll have to push the **refresh** button on the Style Manager to see the changes.



7. Recommended: Disable the “Auto Apply Style” option

This will improve the performance in the editor slightly and you won't add “ApplyScripts” to elements by accident.

8. Save the scene

F.A.Q.

- Q: I've change the appearance of a style element but it doesn't show up.
A: Make sure to apply the changes to the prefab and click the Refresh button on the Style Manager. If that doesn't work check if the object fields in the ApplyStyle scripts are set to the correct components of your UI element.
- Q: I used the Undo function on a slider and now it's all messed up.
A: Because the handle size is defined via the parent rect transform undo doesn't work correctly on sliders. You can remove the image component from the handle and create a child gameobject with an image. Then drag that image to the "Handle" field in the style config and apply style scripts. This way the handle size is independent from its parents and should work fine with undo.
- Q: What's the Unistyle_TMPPro define symbol?
A: It's used to exclude code related to Textmesh Pro to avoid compiler errors when TMP is not imported to the project. It will be added or removed by toggling the TMP support from the Style Manager.
- Q: Can I remove the ApplyStyle components when I'm finished with creating my UI?
A: Yes you can safely remove those afterwards but keep in mind that you won't be able to refresh the scene when you do changes in your style.
- Q: Can I change the default values for the style configurations?
A: Yes you can simply open the scripts in the "StyleTypes" subfolder and set the boolean default values how ever you see fit. Different default values for different styles are currently not supported.

Imprint

Evil Grog Games GmbH, Germany

Online- Streitbeilegung

Die Europäische Kommission stellt eine Plattform für die außergerichtliche Online-Streitbeilegung (OS-Plattform) bereit, die unter dem folgenden Link aufrufbar ist. Unsere E-Mail-Adresse finden Sie unter "Contact/Impressum". Evil Grog Games GmbH ist nicht zur Teilnahme verpflichtet und nimmt an dem Streitschlichtungsverfahren nicht teil.

<http://ec.europa.eu/consumers/odr/>

Angaben gemäß § 5 T:

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