EZFPS

Getting Started

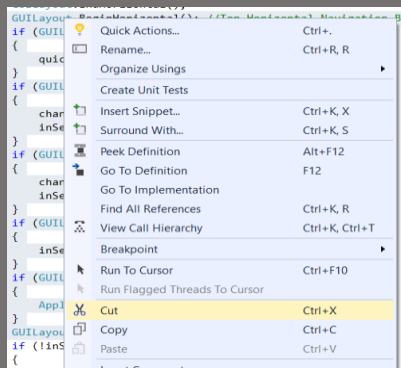10. Updating the GUI

Rearranging the GUI Elements

EZFPS uses Unity3d's "Legacy" GUI system, not the new Unity 4.6/5 UI system. That means you cannot just click, drag, and rearrange UI elements; all GUI is handled in **code**. EZFPS's menus use a system called GUILayout, which is a class in UnityEngine that allows for easy code-only GUI with automatic Layout adjustment. The decision to use this over the 4.6 UI was simply because it has less moving parts. This kit is designed to function out-of-box, and, in my opinion, having a clean Scene is very helpful, especially when this kit was designed with the Main Menu built into each scene, as opposed to a separate Main Menu scene. In the future, I may change this. When I first made this kit, multiple maps were not supported, so the idea was to just build one scene for the whole game. Now, that's obviously changed, so that ideology is obsolete. UI overhaul is on the Roadmap, and I plan to convert the Main Menu to Unity UI. However, as of now, the kit uses code based GUI. The next page will try to give a basic breakdown of the roomManager's GUI.

Rearranging the GUI Elements

To begin changing the layout, you need to understand the basic functions and methods of the GUILayout class. To begin, check out the [Unity Documentation](). Once you've reviewed that, open up the roomManager.cs script found in Assets/Aiden Studios/Scripts/_Room into Visual Studio, or your Text Editor of choice. The GUI begins at Line 242, and it contains four GUILayout Areas. The first Area, started at Line 261 and ended Line 362, is the Spawn Menu. You'll notice it only takes up half of the Screen's Horizontal axis, as set in the Rect created in the GUILayout.BeginArea() method on Line 261. The second Area is begun on line 370, ends on 378. This draws the "Killed By" screen, which is shown when you are killed. The third Area, begun at Line 396 and closed at 827, represents the *Main Menu*. The largest majority of the GUI is handled here. The final Area, located at 840-872, shows the "Round Over" screen. Within each area, there are Horizontals, Verticals, and ScrollViews. These are primarily what you will use to rearrange the layout. Every section has a "Begin" and "End" function. If you select a whole section, by selecting both the Beginning, End, and everything in between, you can cut & paste it to shuffle it around. The Pause Menu is located in the Character Controls script, on Line 355, and also uses GUILayout.
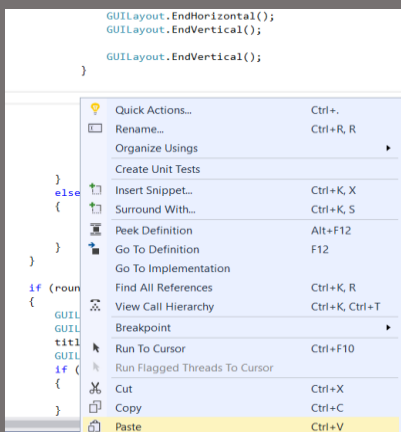
Demo:

Here is a quick example of how one would move a section of the GUI. In the roomManager class, I selected the whole Top Horizontal Navigation Bar, including both the BeginHorizontal() and EndHorizontal() methods. Then, I cut the section, scrolled down the bottom of the Main Menu Area, and pasted it before the EndVertical() and EndArea(). The results are shown below.

If you want further assistance, email me at aidenclore@gmail.com, or message me on the Unity Forums.
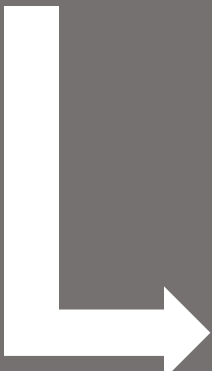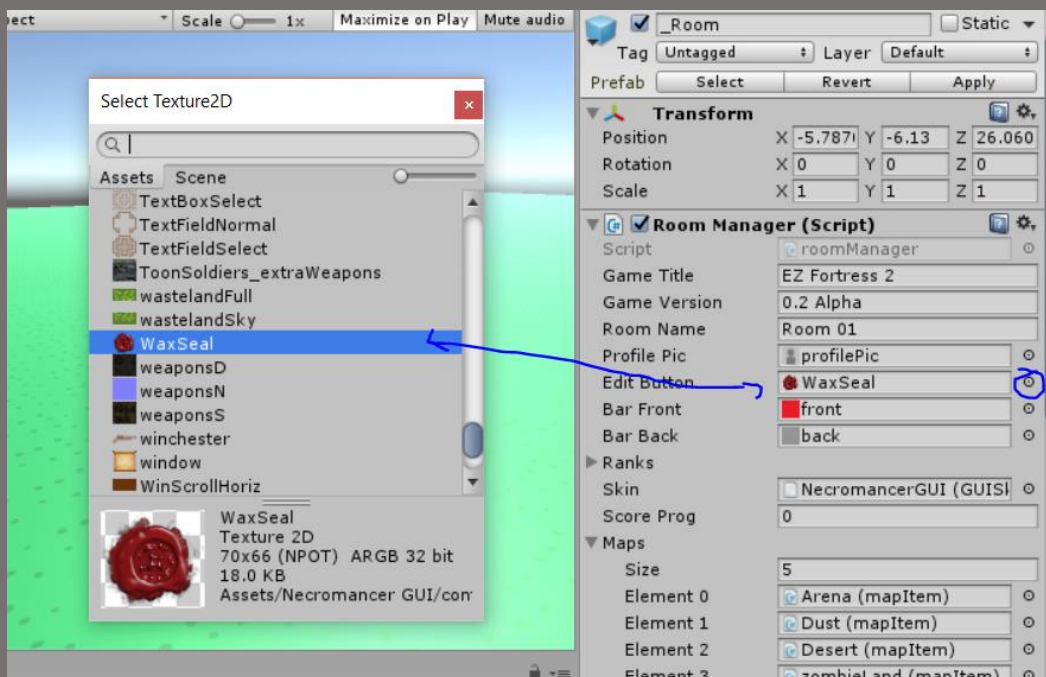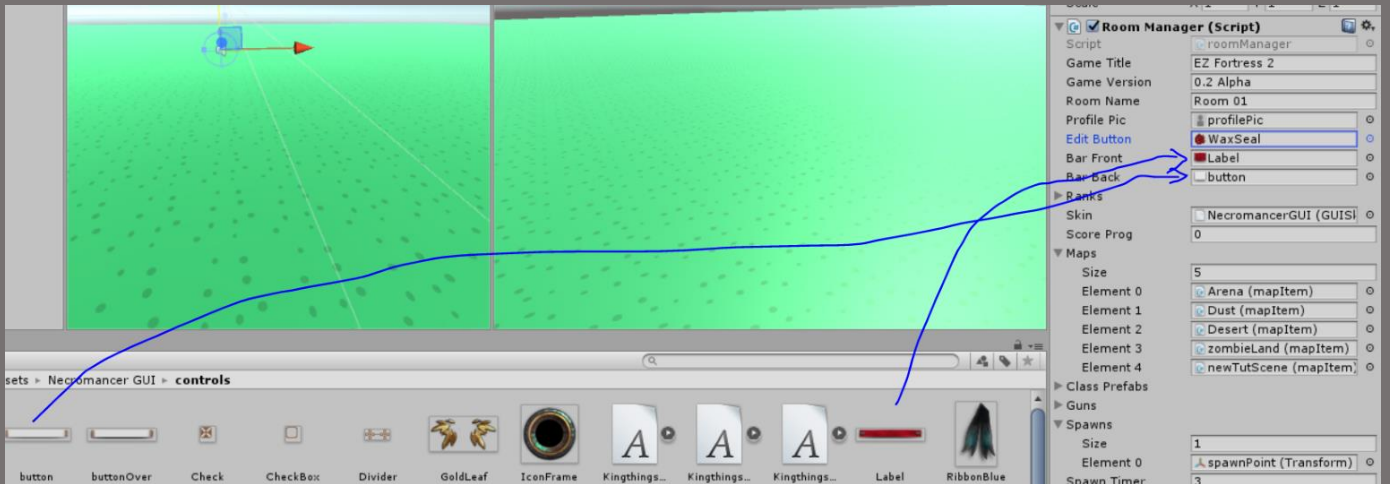
Reskinning the GUI
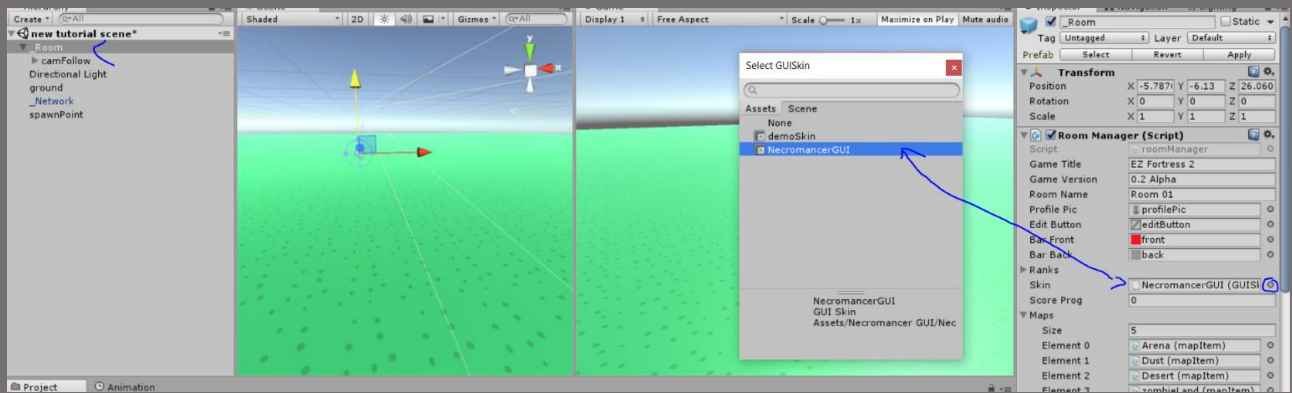
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1. In each of your scenes, change the "Skin" variable in the "_Room" game object's Room Manager component to your new custom Legacy GUI Skin
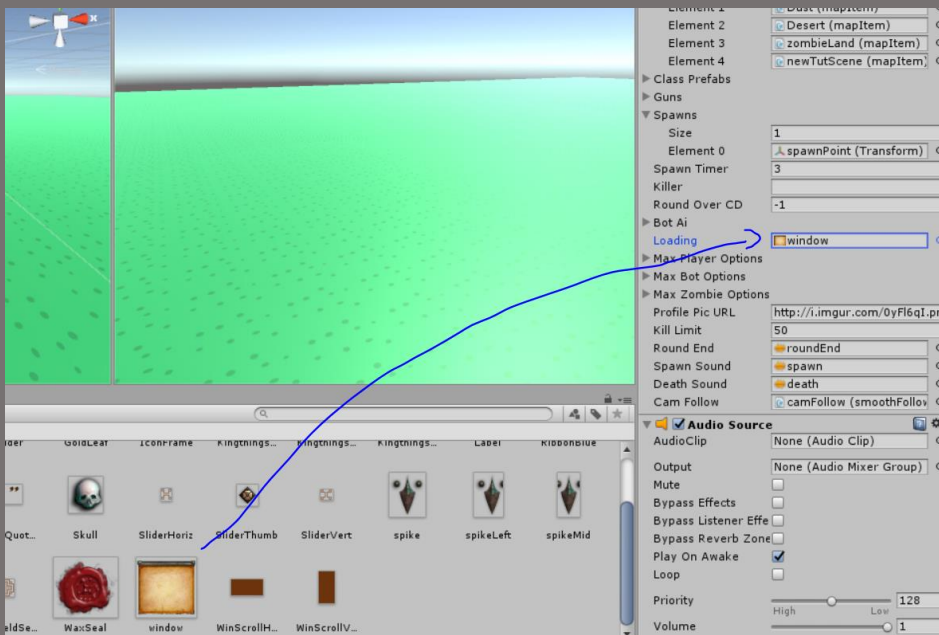

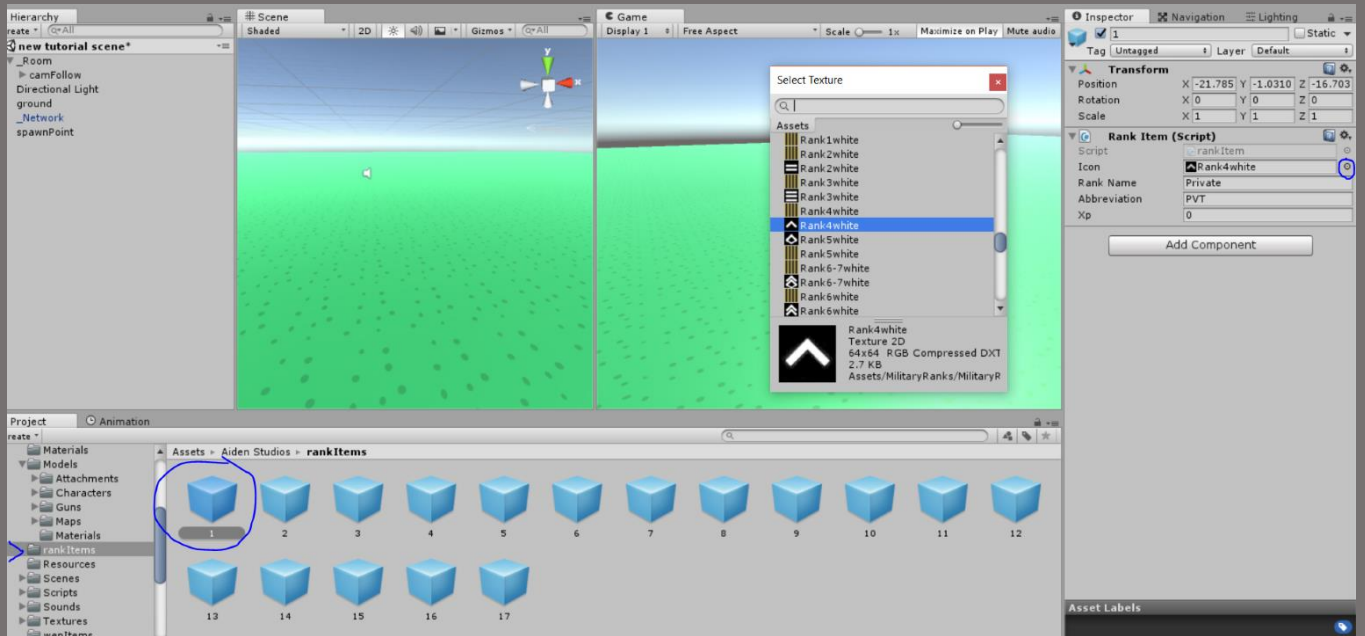2. Assign a new Texture to the Room Manager's "Edit Button" variable

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3. Assign the "Bar Front" and "Bar Back" variables to your new Textures. These represent the Score Progress Bar in-game.
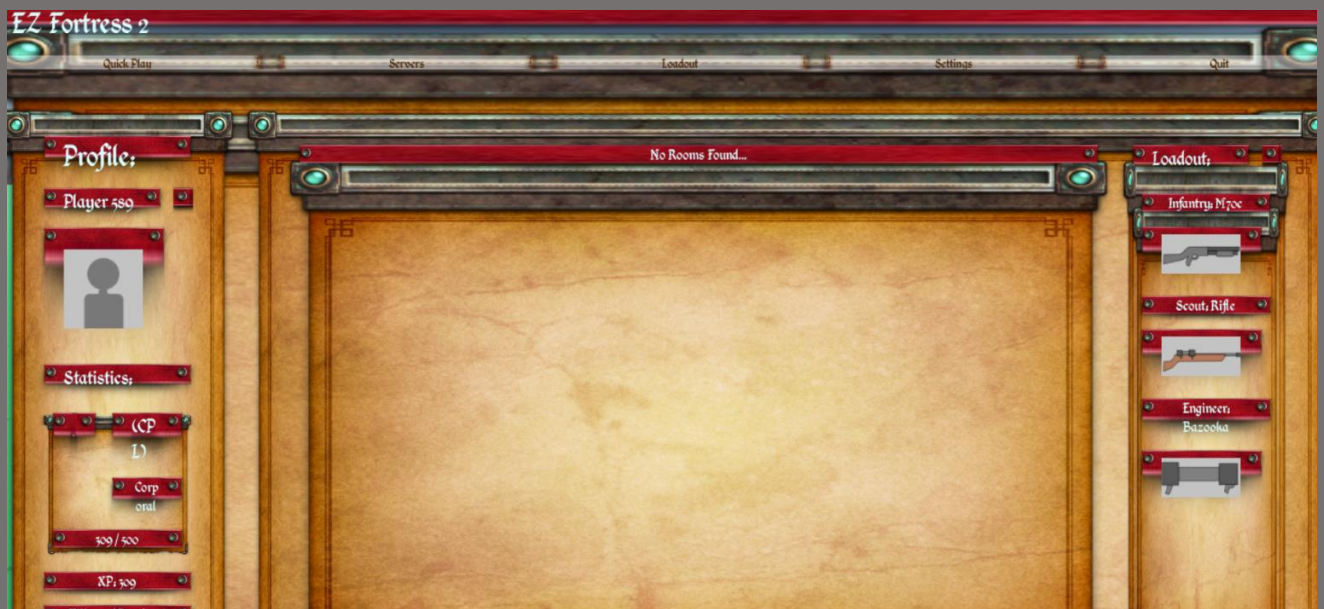

4. Set the "Loading" variable to your desired Loading Screen.

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5. In Aiden Studios/rankItems, change each of the rankItem's Icons with your desired textures.

6. Now you've reskinned the UI!