

# cGUI Reference Manual

---

*by cMonkeys*

*(Ward Dewaele and Deozaan)*

## A Brief Explanation

cGUI is an optional helper script used to manage and display the included GUIs of the cAudio, [cInput](#), and cVideo plugins for Unity.

If you want to use the GUI included with cInput, cAudio, or cVideo, set the skin first using [cSkin](#). Custom skins have been included in the cMonkeys/cGUI/Skins folder. You can also adjust the color (including alpha) of the skin with the [bgColor](#).

If you're making your own custom GUI for these plugins, you don't need to use cGUI, and you can optionally comment out the first line of each applicable plugin. This will prevent the GUI components from automatically being added to the scene. For example, if making your own GUI for cInput, comment out the following line from cInput.cs:

```
#define Use_cInputGUI // Comment out this line to use your own GUI instead of cInput's built-in GUI.
```

# Table of Contents

[A Brief Explanation](#)

[OnGUIToggled Event](#)

[Properties](#)

[bgColor](#)

[cAudioExists](#)

[cInputExists](#)

[cSkin](#)

[cVideoExists](#)

[showingAnyGUI](#)

[showingAudioGUI](#)

[showingInputGUI](#)

[showingVideoGUI](#)

[windowMaxSize](#)

[Methods](#)

[ShowAudioGUI](#)

[Description](#)

[Example](#)

[ShowInputGUI](#)

[Description](#)

[Example](#)

[ShowVideoGUI](#)

[Description](#)

[Example](#)

[ToggleGUI](#)

[Description](#)

[Example](#)

[Glossary](#)

[Color](#)

[Event](#)

[GUISkin](#)

[Vector2](#)

## OnGUIToggled Event

cGUI fires an [event](#) when [ToggleGUI\(\)](#) is called. This allows you to optionally subscribe to the event so that you can respond to the GUI being toggled. For example, if your game should pause or unpause when the player presses Escape to open up or close the menu, but the player clicks the close button instead of pressing Escape to close the menu, you can subscribe to OnGUIToggled to make sure your game unpauses when the menu is closed. One way to accomplish this is:

```
// subscribe to the OnGUIToggled event so we can pause/unpause when the cInput GUI is toggled
```

```
void OnEnable() {  
    cGUI.OnGUIToggled += TogglePause;  
}
```

```
// unsubscribe to the OnGUIToggled event so we don't cause errors
```

```
void OnDisable() {  
    cGUI.OnGUIToggled -= TogglePause;  
}
```

```
// pause or unpause the game depending on if any cGUI is showing
```

```
void TogglePause() {  
    bool pause = cGUI.showingAnyGUI;  
    if (pause) {  
        Time.timeScale = 0; // pause the game  
    } else {  
        Time.timeScale = 1; // unpause the game  
    }  
}
```

# Reference

## Properties

### **bgColor**

[Color](#)

#### **Description**

The color to tint the GUI.

### **cAudioExists**

*bool*

#### **Description**

Whether or not the cAudio Plugin is present. You should never set this manually. When cAudio is initialized it will set this variable to true.

### **cInputExists**

*bool*

#### **Description**

Whether or not the cInput Plugin is present. You should never set this manually. When cInput is initialized it will set this variable to true.

### **cSkin**

[GUISkin](#)

#### **Description**

The custom GUISkin to use.

### **cVideoExists**

*bool*

#### **Description**

Whether or not the cVideo Plugin is present. You should never set this manually. When cVideo is initialized it will set this variable to true.

### **showingAnyGUI**

*bool*, **Read-Only**

#### **Description**

Whether or not cGUI is displaying any GUI, whether it be the GUI for cAudio, cInput, or cVideo.

### **showingAudioGUI**

*bool*, **Read-Only**

#### **Description**

True if the cAudio GUI is currently being displayed.

### **showingInputGUI**

*bool*, **Read-Only**

**Description**

True if the cInput GUI is currently being displayed.

**showingVideoGUI**

*bool*, **Read-Only**

**Description**

True if the cVideo GUI is currently being displayed.

**windowMaxSize**

[Vector2](#)

**Description**

The maximum size of the menu window. If the menu window is bigger than the screen then the menu window will be fullscreen.

# Methods

## ShowAudioGUI

void ShowAudioGUI()

### Description

Displays the cAudio GUI if cAudio is in the project. Unless you're writing your own GUI, or specifically need to display the cAudio GUI, you should probably just use [ToggleGUI](#) instead.

### Example

```
cGUI.ShowAudioGUI();
```

## ShowInputGUI

void ShowInputGUI()

### Description

Displays the cInput GUI if cInput is in the project. Unless you're writing your own GUI, or specifically need to display the cInput GUI, you should probably just use [ToggleGUI](#) instead.

### Example

```
cGUI.ShowInputGUI();
```

## ShowVideoGUI

void ShowVideoGUI()

### Description

Displays the cVideo GUI if cVideo is in the project. Unless you're writing your own GUI, or specifically need to display the cVideo GUI, you should probably just use [ToggleGUI](#) instead.

### Example

```
cGUI.ShowVideoGUI();
```

## ToggleGUI

void ToggleGUI()

### Description

Toggles the GUI on or off. When toggling the GUI on, it attempts to display the GUI for cInput first, cAudio second, and cVideo last, if they exist.

### Example

```
cGUI.ToggleGUI();
```

# Glossary

This section provides a description of terms and jargon that may need some further clarification.

## **Color**

See Unity's documentation on [Color](#).

## **Event**

See Unity's instructional video on [Events](#).

## **GUISkin**

See Unity's documentation on [GUISkin](#).

## **Vector2**

See Unity's documentation on [Vector2](#).