

FROST UI

COMPLETE GAME UI DOCUMENTATION V1.0

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| QUICK START

First of all, thanks for purchasing the package!

There are a couple things you need to know before using the package.

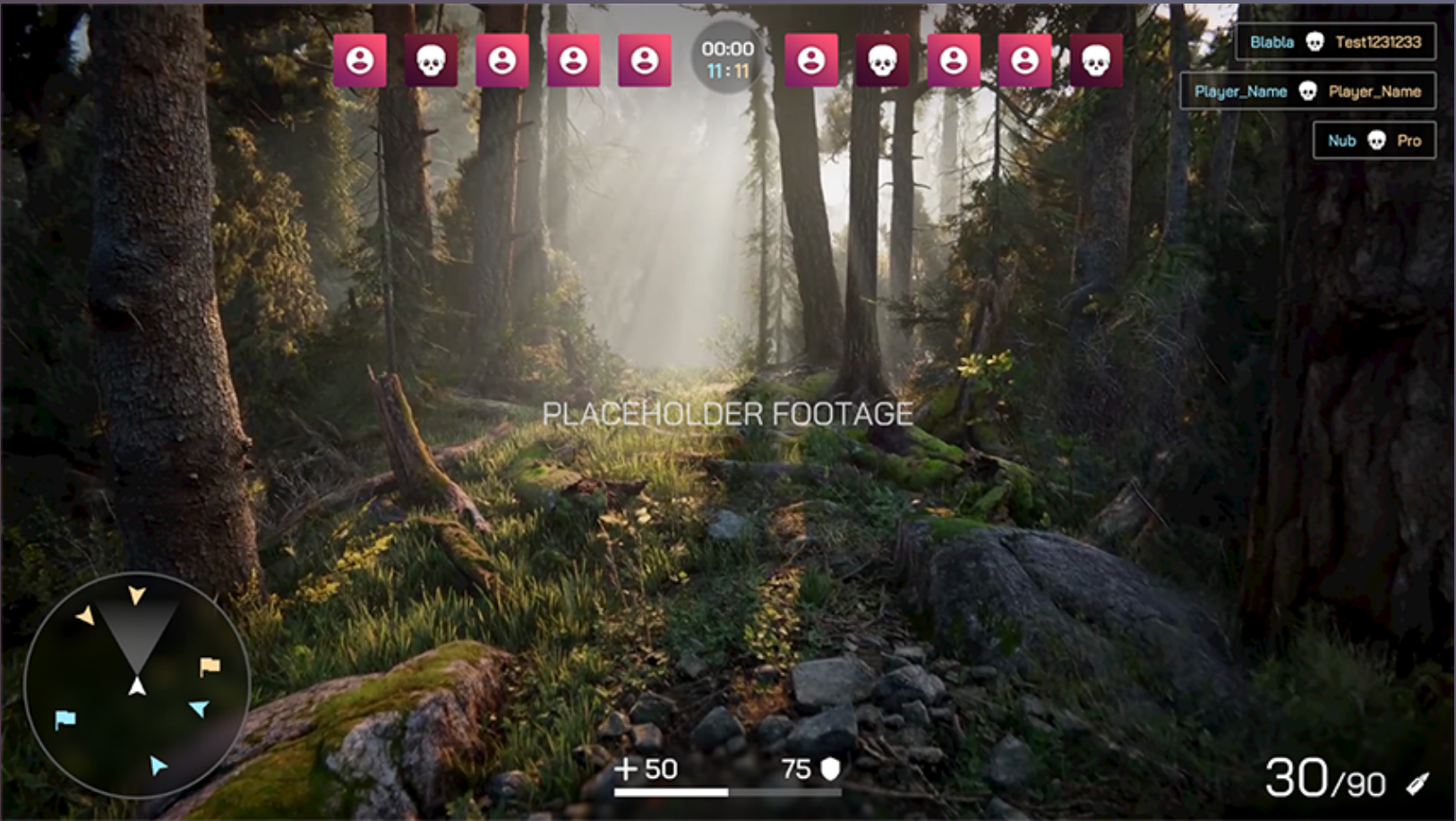
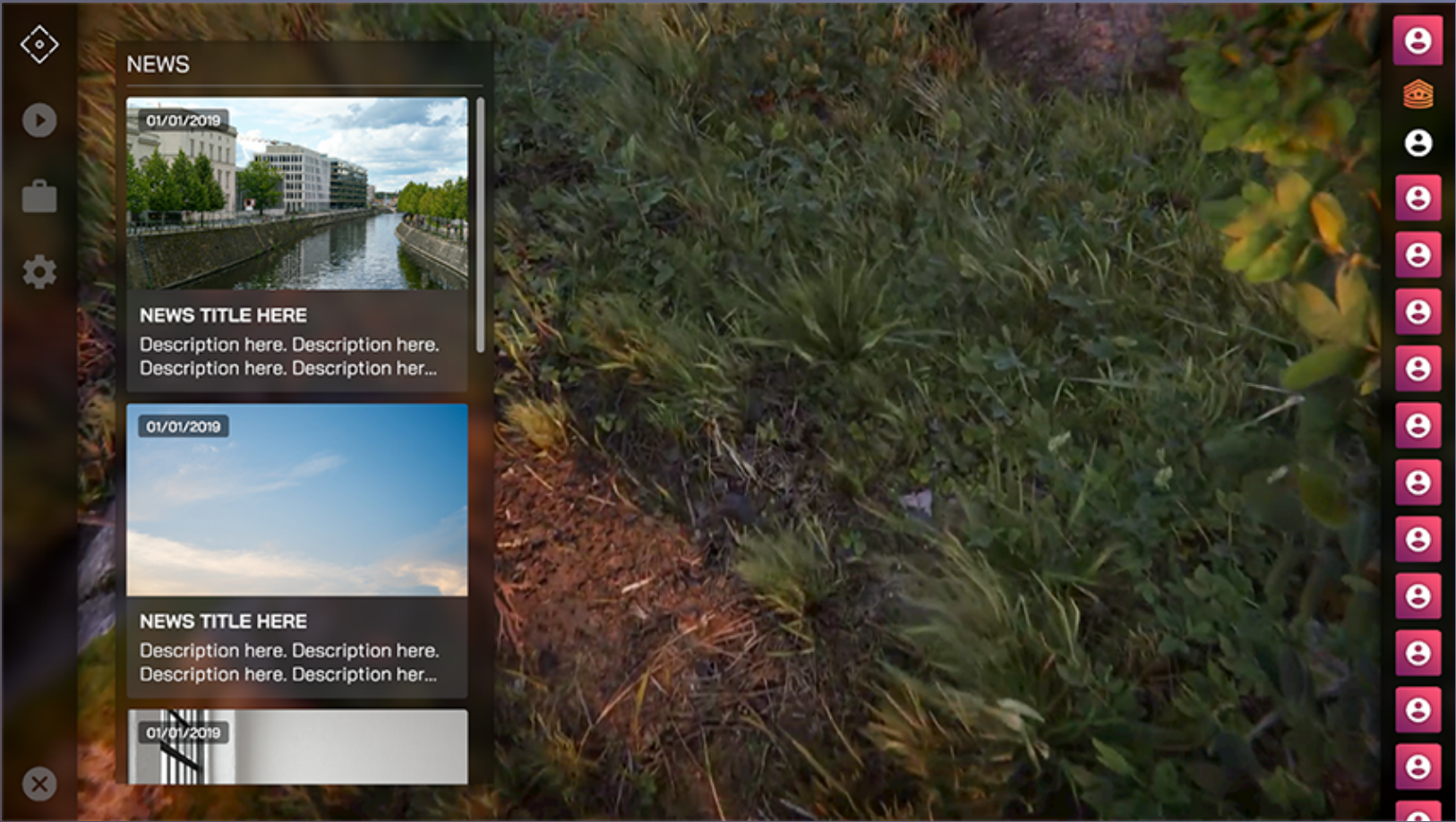
- This package requires Unity 2018.1 at the moment. It might be working on older versions as well, however, I'd not suggest to use it below 2018.
- You don't need any 3rd plugin. It all uses the default Unity components.
- Frost UI is specially made for Desktop platforms. It works on other platforms as well, but you might have to make some changes.
- This project specially made for Linear lighting mode. You can use with gamma as well, but alpha colors could be different.
- Frost UI is supporting all kind of horizontal aspects. You can change the aspect ratio and it'll fit your screen automatically.

Lastly, I'm not a good coder. I apologise for some of my poorly written codes :)

If you have any questions, [click here to contact me](#)

DEMO SCENE

There are two demo scenes in the project. Demo scene works out of the box, so you can start to work with them. Every object has been properly categorized in the scene, so you can find things easily!



| MENU MANAGER

You can manage the UI by changing / adding values on [Menu Manager](#) object. You can change main panel workflow from this object.

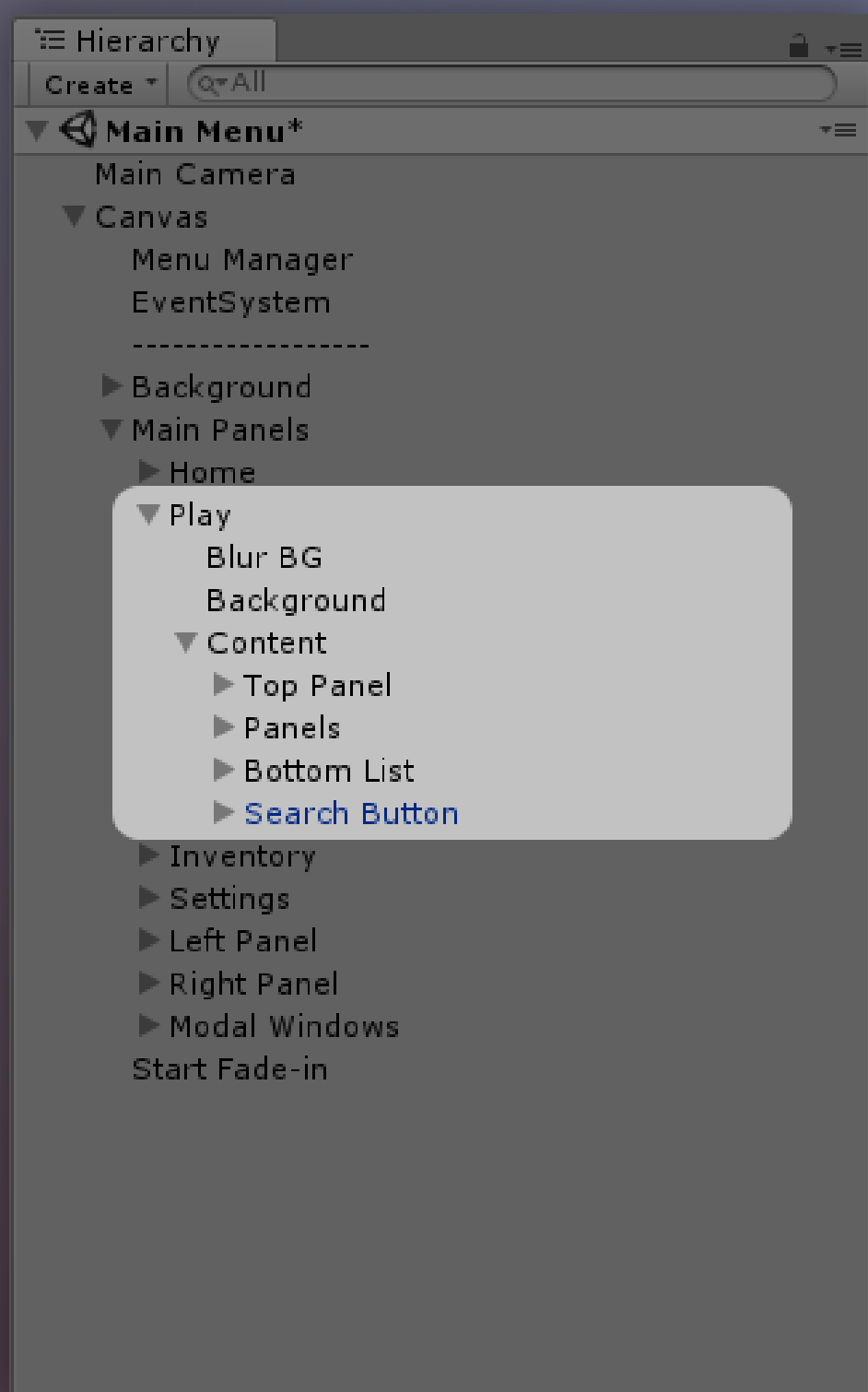


| EDITING PANELS

Do you want to add your own content to existing panels?
Or maybe create a new panel?

To add your own content to existing panel, just drag your object under **Content** object.

To create a new panel, duplicate an existing panel and delete the object under **Content** object.



ADDING NEW PANELS

First, create a new panel if you haven't already. You can check the previous page to see how you create a new panel.

Drag your panel to [TopPanelManager > Panels](#) on [Menu Manager](#).

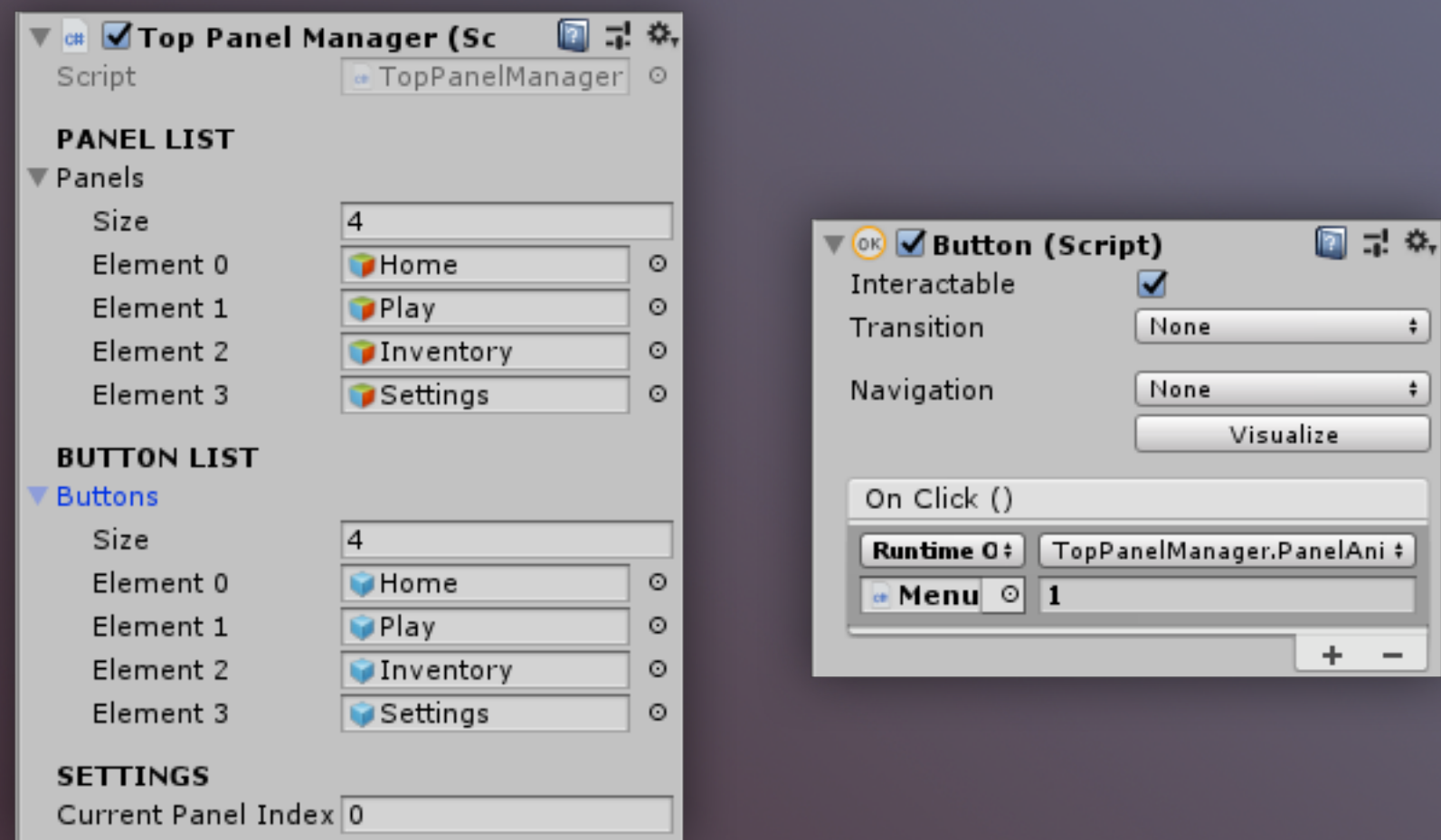
Then, you can call the new panel by typing the Index of new panel to [OnClick](#) function. You can call it with a single line as well.

Script:

```
Michsky.UI.Frost.TopPanelManager.PanelAnim(int 1);
```

OnClick (check Left Panel for main buttons):

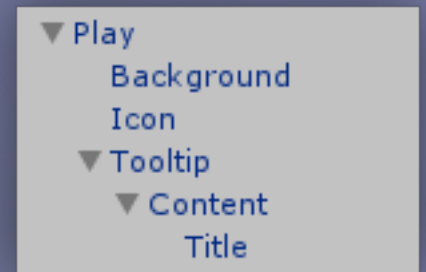
[Menu Manager > TopPanelManager > Panel Anim](#)



EDITING UI ELEMENTS

Every UI object has been named properly.

So, if you want to change the text, just find Text object and change the values. You can edit the animations by opening [Animation](#) window (shortcut: CTRL / CMD + 6).

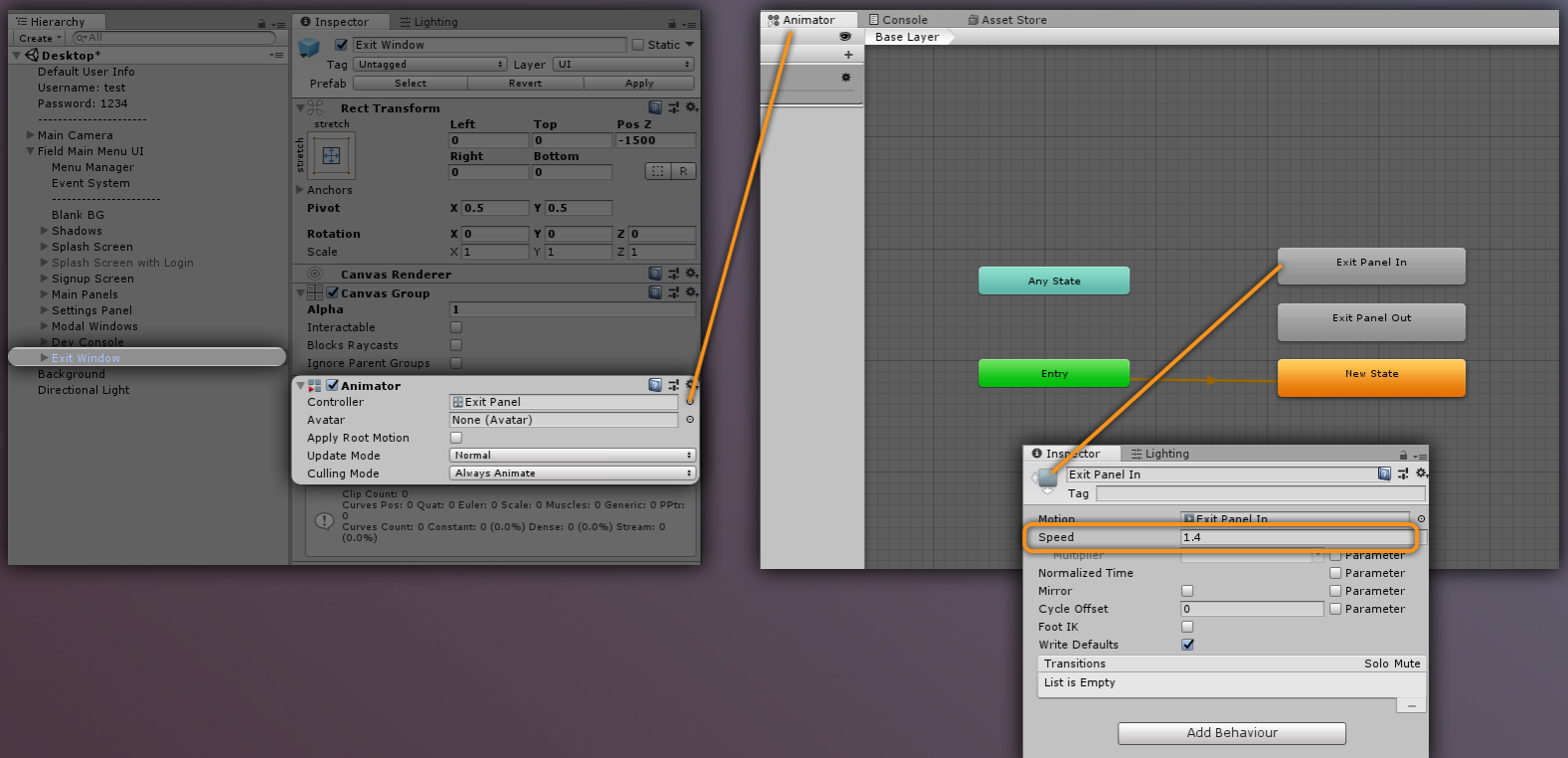


ANIMATION TIMINGS

Do you want to make the animations faster? Well, you can do it with a few clicks.

First, click an object and open [Animator](#) window. Then select a [state](#) and you'll see details of state.

You can change the speed of animations here. In some cases, you need to add [minus](#) (for Fade-out animations).



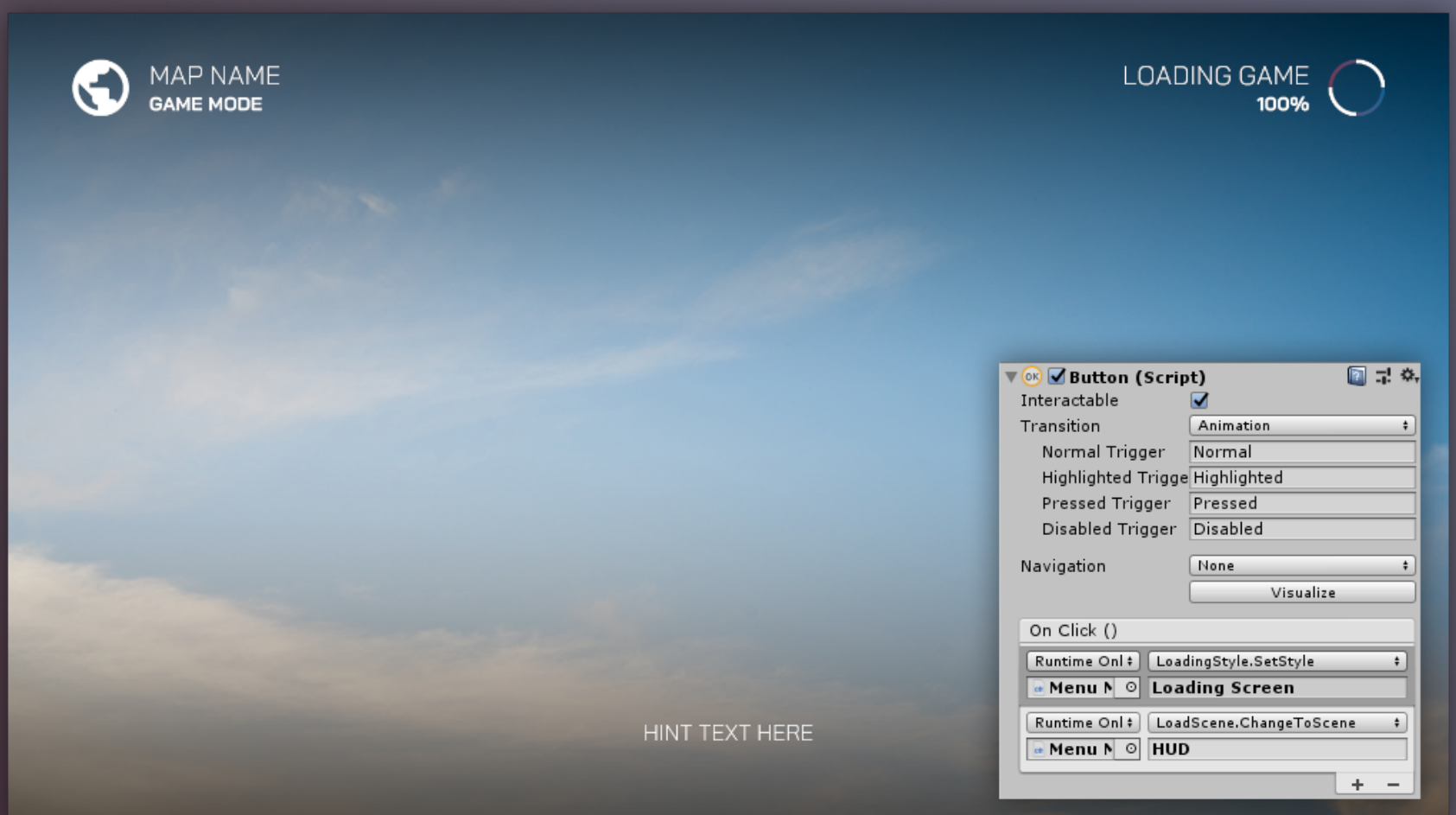
| LOADING SCREEN

There's a smooth loading screen feature in the package. You can go to [Frost UI > Resources](#) to see available loading screens. Drag them into the scene if you want to edit loading screen.

HOW DOES IT WORK?

- 1 - First of all, add your scenes to the [Build Window](#).
- 2 - Add two [OnClick](#) funtions to the button.
- 3 - Add [Menu Manager > Loading Style > SetStyle](#) for first [OnClick](#) function (type your loading Prefab name).
- 4 - Add [Menu Manager > Load Scene > Change To Style](#) for second [OnClick](#) function (type your scene name).

That's it! You're good to go.



| F.A.Q.

- Colors are weird, why?

Make sure you're using Linear lighting. You can use it with gamma too, but you have to change alpha colors.

- I'm getting errors, why?

I can't be sure until I see your project, but it could be about script classes. Contact me in this case.

- I'm getting low frame rate, why?

Blur shader on modal window is not lightweight, so if your graphic cards is old, that's probably the issue. You can disable all of the modal window Blur objects.

- Can I use this package for commercial use?

Of course! That's the whole point of asset store. Scroll for more information about licence.

- Are you going to continue to support the package?

Of course! There'll be update support for a while, and all of the updates will be free for those who already bought it.

- I don't like it, I want to refund it.

Since you already have access to the source files, I can't give you a refund of it. I made a playable demo of it just because you can try it first before the purchasing.

| CONTACT ME

You can find me at:

 DISCORD

 E-MAIL

 YOUTUBE

For faster support, I'd suggest you to join our Discord server.

LICENCE

This package uses the default asset store licence & terms of use.

https://unity3d.com/legal/as_terms