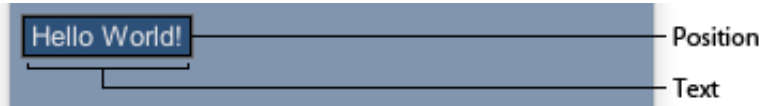


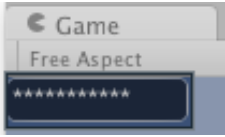
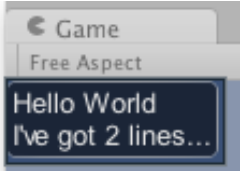
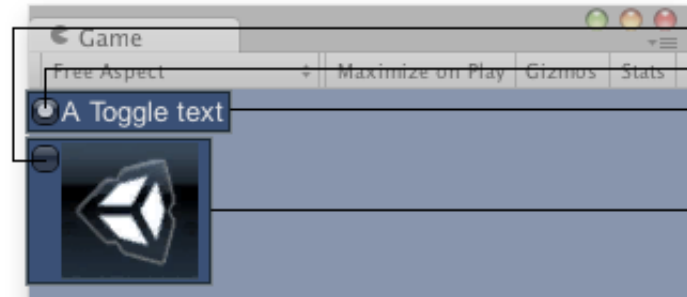
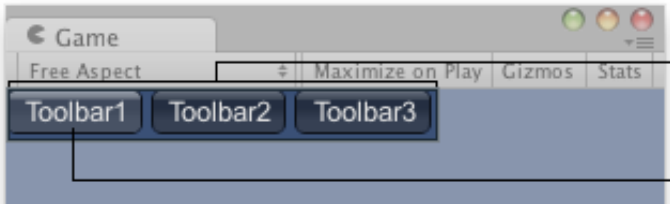
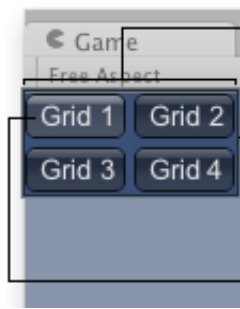
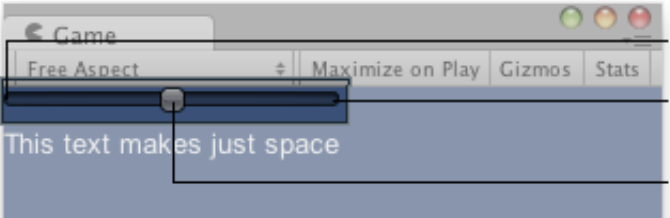
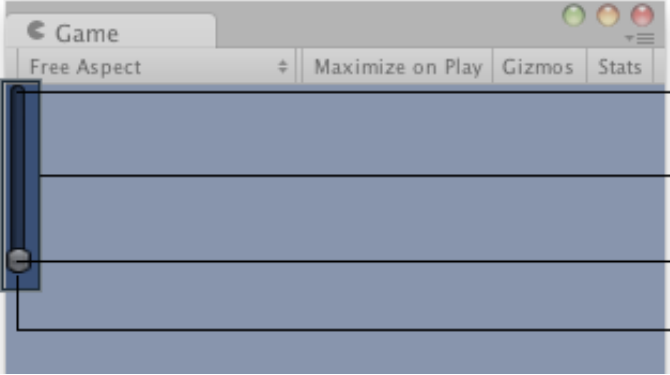
## Unity GUI,GUILayout,EditorGUI,EditorGUILayout Images

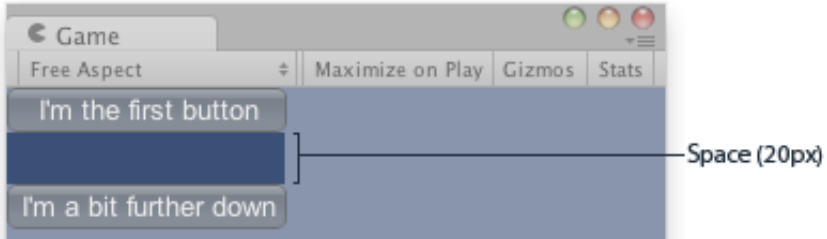
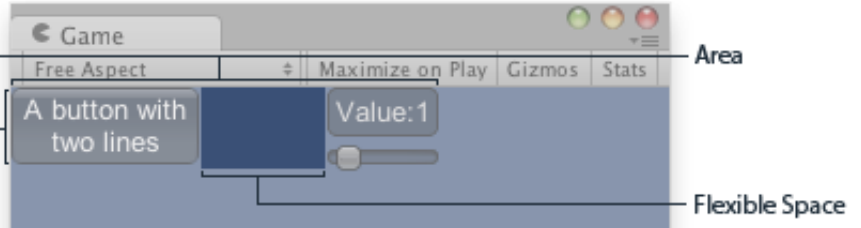
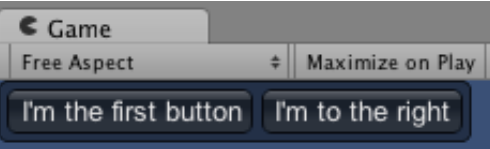
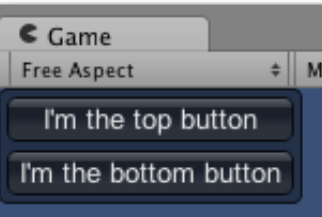
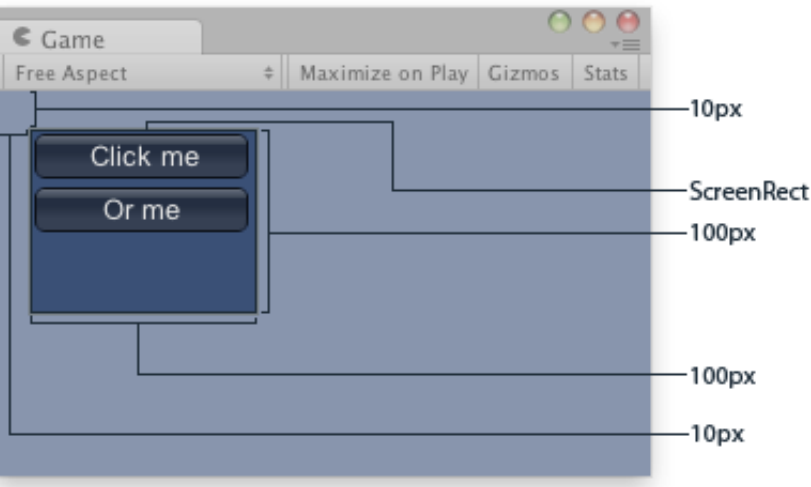
written by <http://www.udigram.com/>

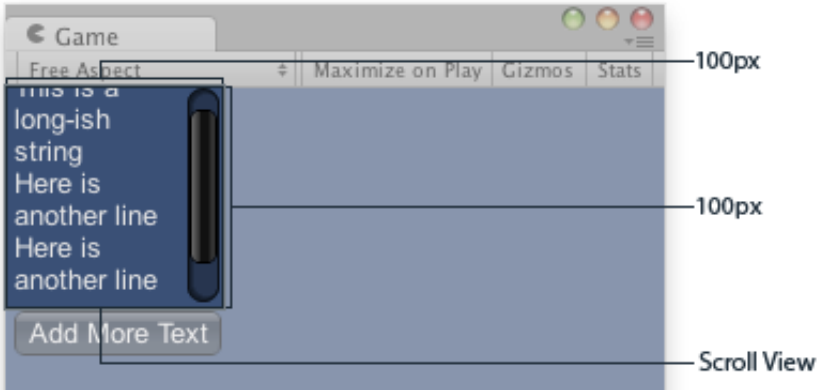
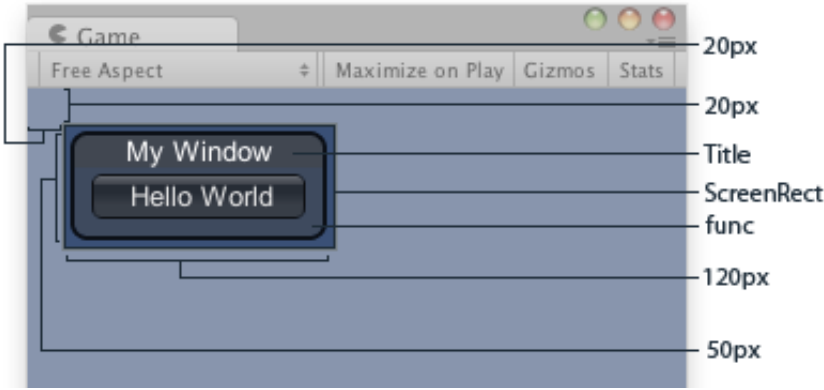
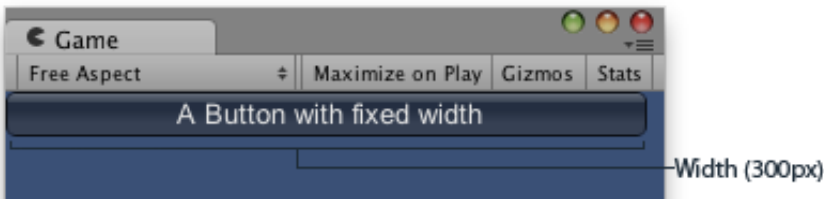
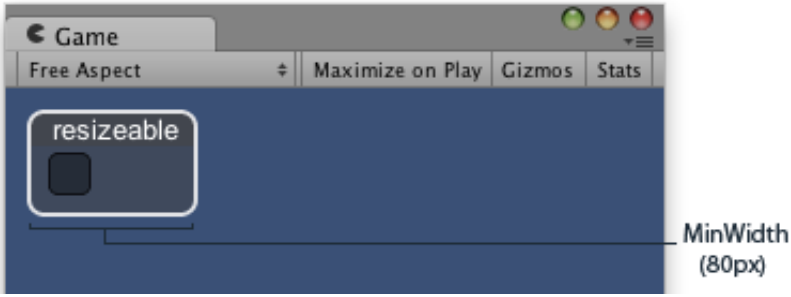
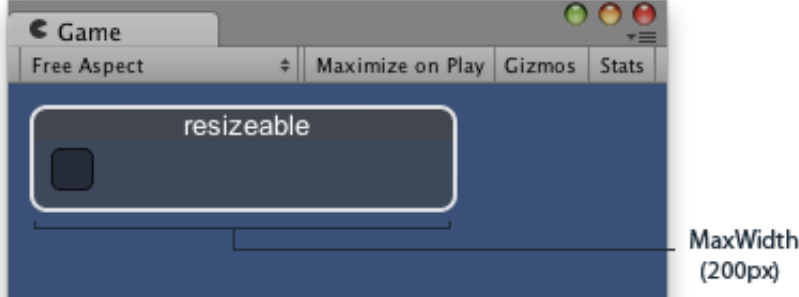
see also [Unity Script Reference](#)

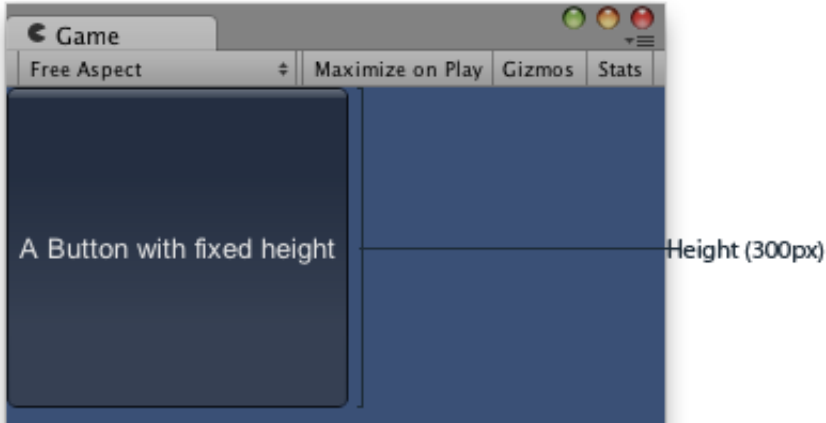
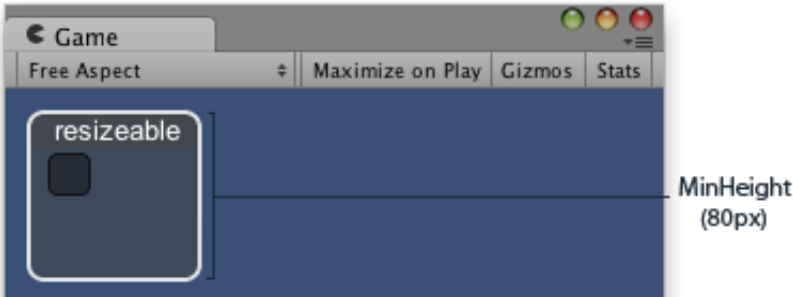
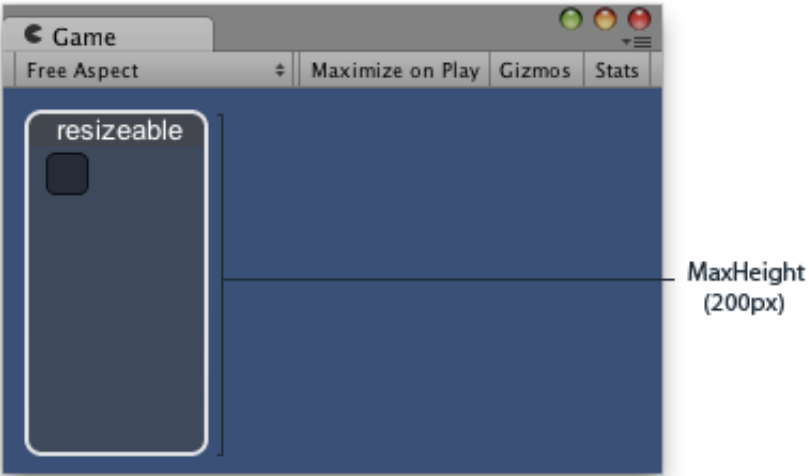
GUI	
GUI.Label	
GUI.DrawTexture	
GUI.DrawTextureWithTexCoords	
GUI.Box	
GUI.Button	
GUI.RepeatButton	
GUI.TextField	
GUI.PasswordField	
GUI.TextArea	
GUI.SetNextControlName	
GUI.GetNameOfFocusedControl	
GUI.FocusControl	
GUI.Toggle	
GUI.Toolbar	
GUI.SelectionGrid	
GUI.HorizontalSlider	
GUI.VerticalScrollbar	
GUI.BeginGroup	
GUI.EndGroup	
GUI.BeginScrollView	
GUI.EndScrollView	
GUI.ScrollTo	
GUI.Window	
GUI.DragWindow	
GUI.BringWindowToFront	
GUI.BringWindowToBack	

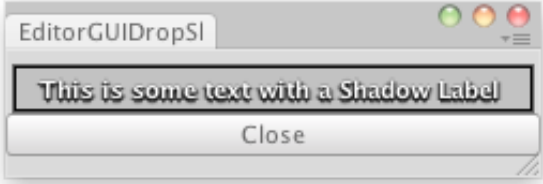
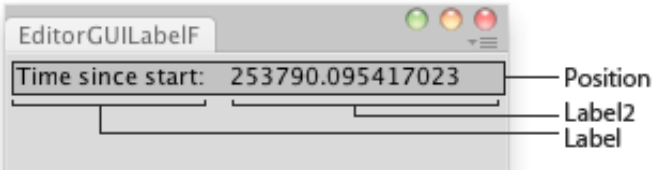
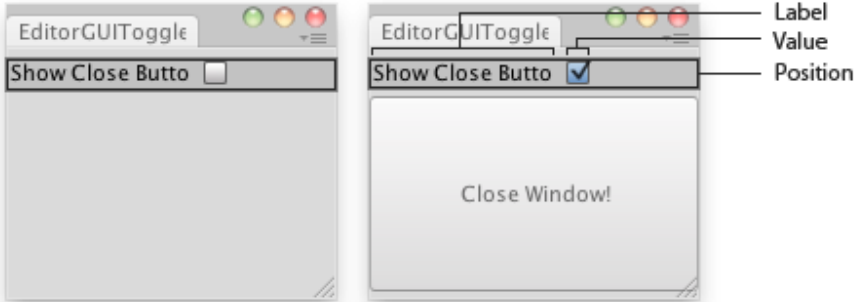
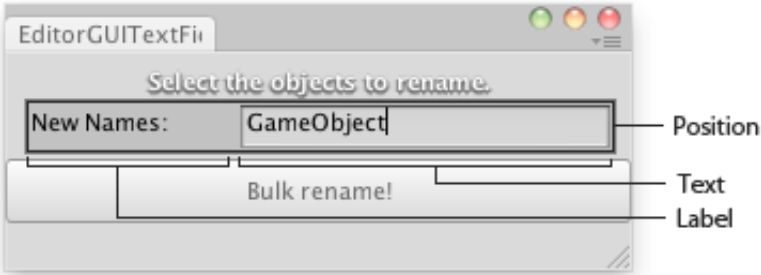
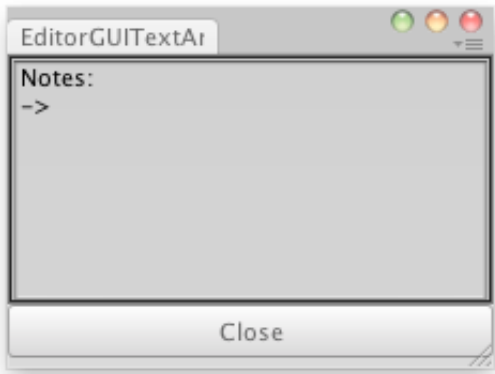
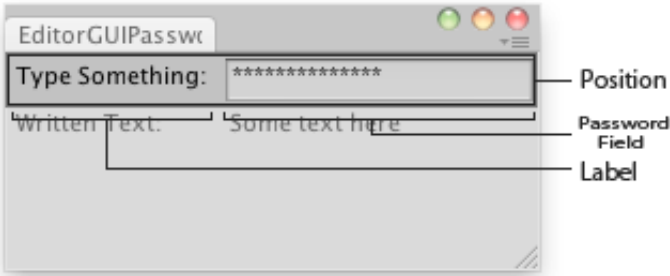
GUI.FocusWindow	
GUI.UnfocusWindow	
GUILayout	
GUILayout.Label	
GUILayout.Box	
GUILayout.Button	
GUILayout.RepeatButton	
GUILayout.TextField	
GUILayout.PasswordField	


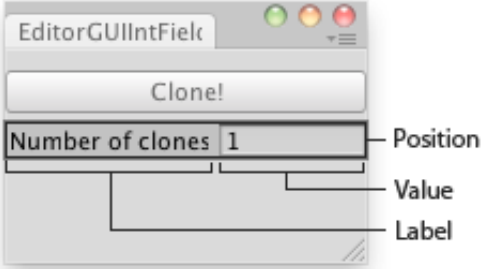
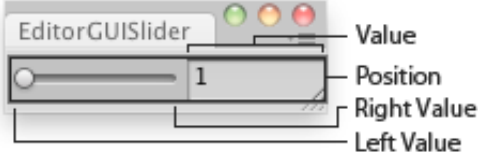
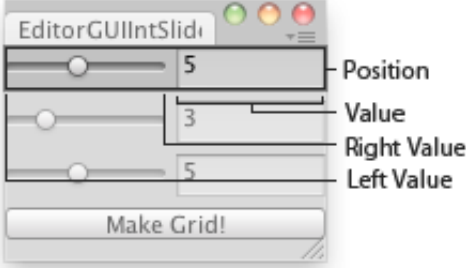
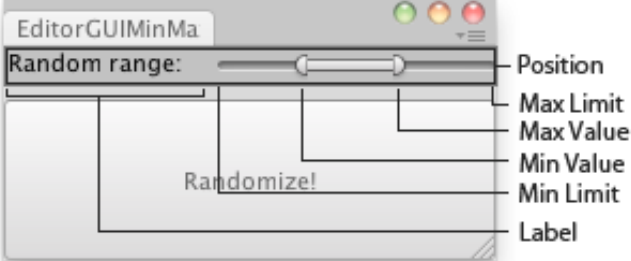
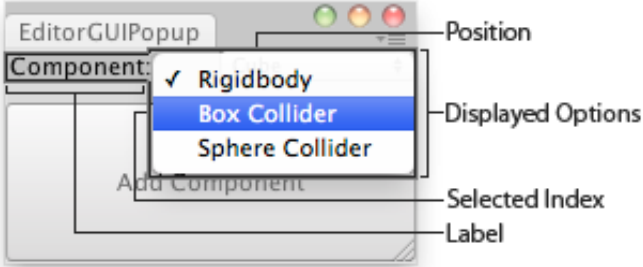
	
GUILayout.TextArea	
GUILayout.Toggle	 <p>Value (False)</p> <p>Value (True)</p> <p>Text Toggle</p> <p>Image Toggle</p>
GUILayout.Toolbar	 <p>Texts</p> <p>Selected (0)</p>
GUILayout.SelectionGrid	 <p>xCount (2)</p> <p>Selection Grid (Texts)</p> <p>Selected (0)</p>
GUILayout.HorizontalSlider	 <p>Left Value</p> <p>Right Value</p> <p>Value</p>
GUILayout.VerticalSlider	 <p>Top Value</p> <p>Vertical Slider</p> <p>Value</p> <p>Bottom value</p>

GUILayout.HorizontalScrollbar	
GUILayout.VerticalScrollbar	
GUILayout.Space	
GUILayout.FlexibleSpace	
GUILayout.BeginHorizontal	
GUILayout.EndHorizontal	
GUILayout.BeginVertical	
GUILayout.EndVertical	
GUILayout.BeginArea	
GUILayout.EndArea	
GUILayout.BeginScrollView	

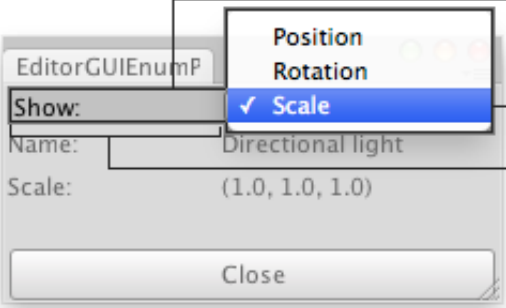
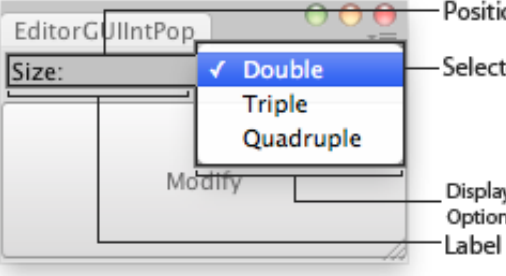
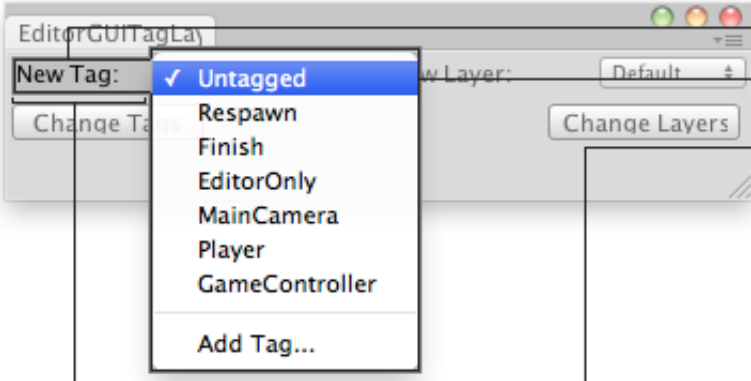
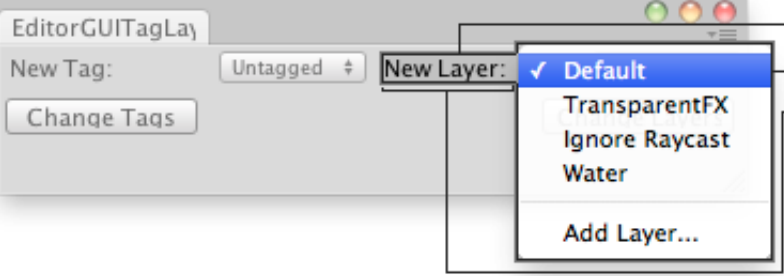
	
GUILayout.EndScrollView	
GUILayout.Window	
GUILayout.Width	
GUILayout.MinWidth	
GUILayout.MaxWidth	

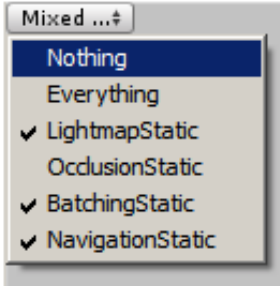
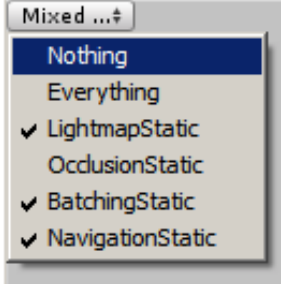
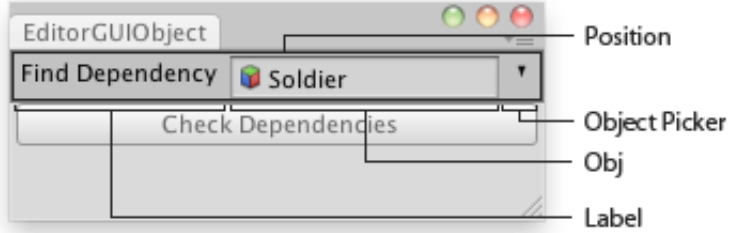
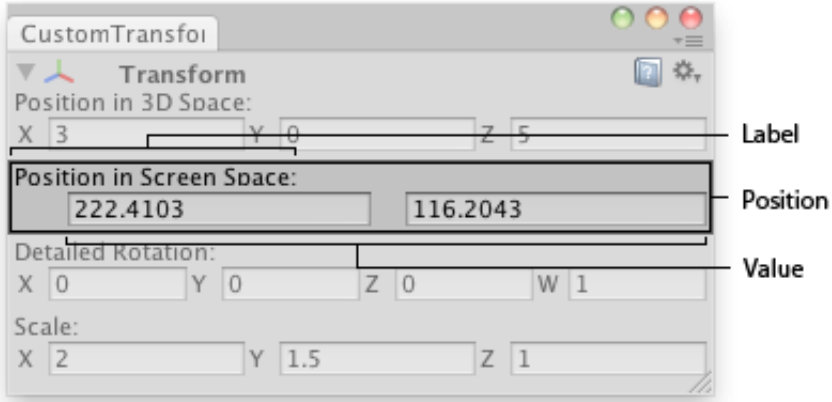
GUILayout.Height	 <p>A Button with fixed height</p> <p>Height (300px)</p>
GUILayout.MinHeight	 <p>resizeable</p> <p>MinHeight (80px)</p>
GUILayout.MaxHeight	 <p>resizeable</p> <p>MaxHeight (200px)</p>
GUILayout.ExpandWidth	
GUILayout.ExpandHeight	
EditorGUI	
EditorGUI.BeginDisabledGroup	
EditorGUI.EndDisabledGroup	
EditorGUI.BeginChangeCheck	
EditorGUI.EndChangeCheck	
EditorGUI.DropShadowLabel	

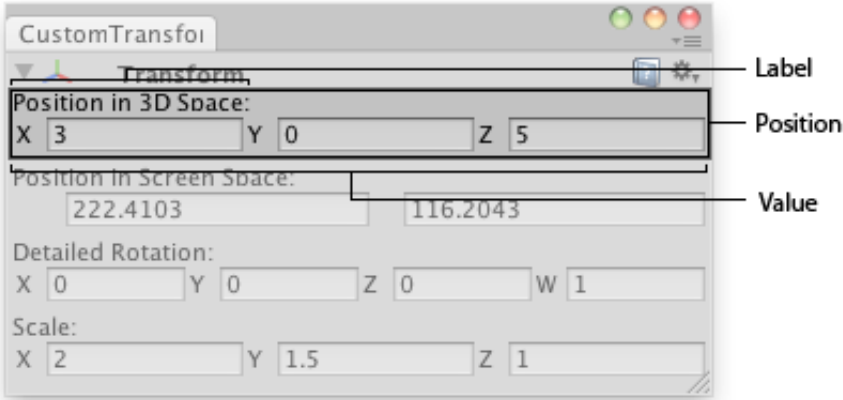
	
EditorGUI.LabelField	
EditorGUI.Toggle	
EditorGUI.TextField	
EditorGUI.TextArea	
EditorGUI.SelectableLabel	
EditorGUI.PasswordField	

EditorGUI.FloatField	 <p>Position</p> <p>Value</p> <p>Label</p>
EditorGUI.IntField	 <p>Position</p> <p>Value</p> <p>Label</p>
EditorGUI.Slider	 <p>Value</p> <p>Position</p> <p>Right Value</p> <p>Left Value</p>
EditorGUI.IntSlider	 <p>Position</p> <p>Value</p> <p>Right Value</p> <p>Left Value</p>
EditorGUI.MinMaxSlider	 <p>Position</p> <p>Max Limit</p> <p>Max Value</p> <p>Min Value</p> <p>Min Limit</p> <p>Label</p>
EditorGUI.Popup	 <p>Position</p> <p>Displayed Options</p> <p>Selected Index</p> <p>Label</p>
EditorGUI.EnumPopup	

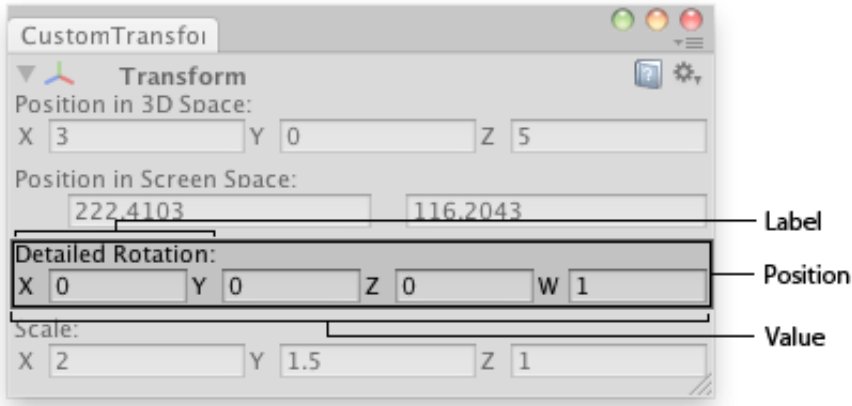


	 <p>Position</p> <p>EditorGUI.EnumP</p> <p>Show: <input checked="" type="checkbox"/> Scale</p> <p>Selected</p> <p>Name: Directional light</p> <p>Label</p> <p>Scale: (1.0, 1.0, 1.0)</p> <p>Close</p>
EditorGUI.IntPopup	 <p>Position</p> <p>EditorGUI.IntPop</p> <p>Size: <input checked="" type="checkbox"/> Double</p> <p>Selected Value</p> <p>Triple</p> <p>Quadruple</p> <p>Modify</p> <p>Displayed Options</p> <p>Label</p>
EditorGUI.TagField	 <p>Position</p> <p>EditorGUI.TagLay</p> <p>New Tag: <input checked="" type="checkbox"/> Untagged</p> <p>Tag</p> <p>Change Tags</p> <p>Change Layers</p> <p>Label</p>
EditorGUI.LayerField	 <p>Position</p> <p>EditorGUI.TagLay</p> <p>New Tag: Untagged</p> <p>New Layer: <input checked="" type="checkbox"/> Default</p> <p>Layer</p> <p>Label</p> <p>Change Tags</p> <p>TransparentFX</p> <p>Ignore Raycast</p> <p>Water</p> <p>Add Layer...</p>
EditorGUI.MaskField	

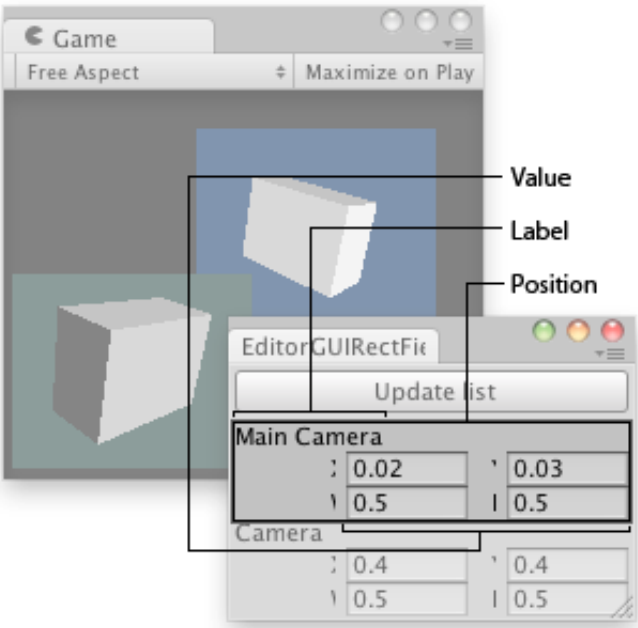
	
EditorGUI.EnumMaskField	
EditorGUI.ObjectField	
EditorGUI.Vector2Field	
EditorGUI.Vector3Field	



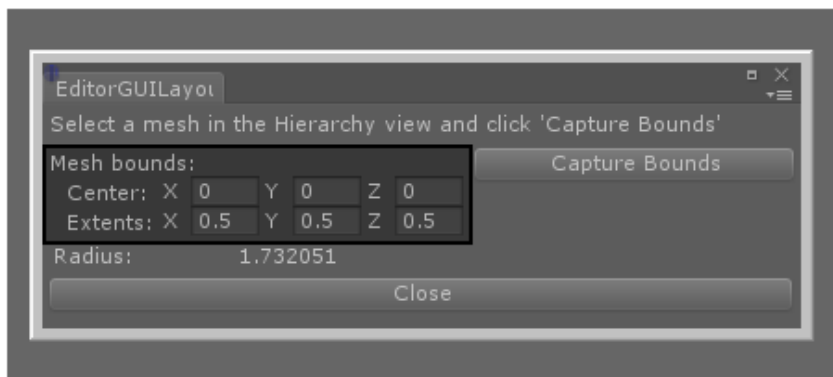
EditorGUI.Vector4Field



EditorGUI.RectField



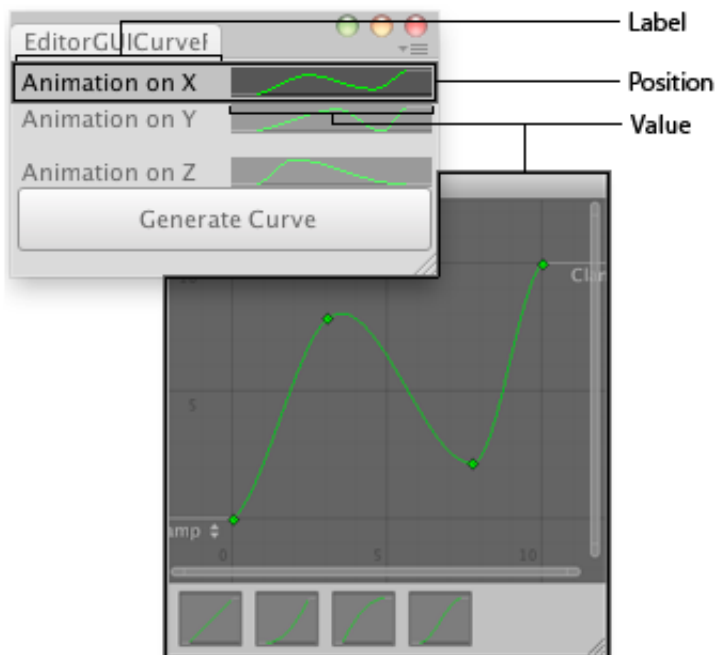
EditorGUI.BoundsField



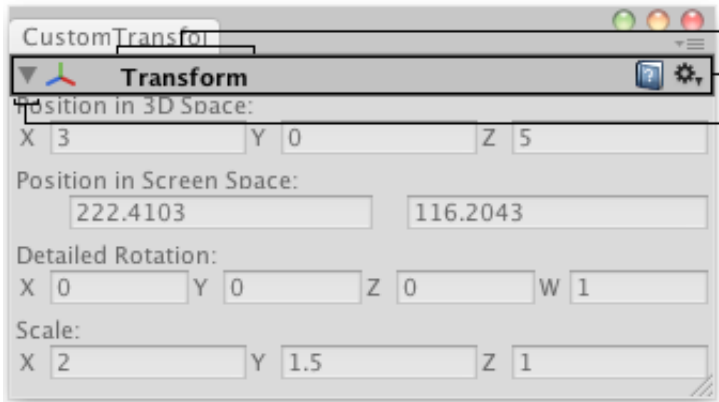
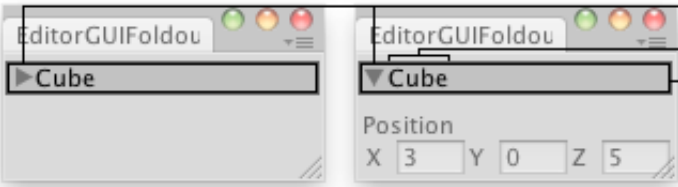
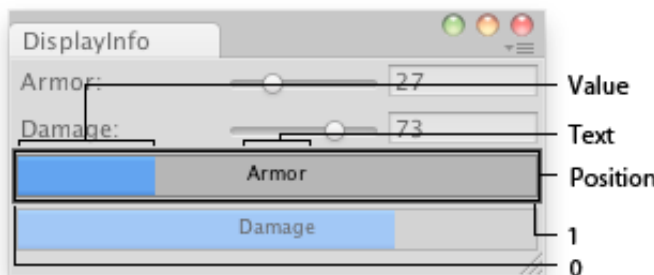
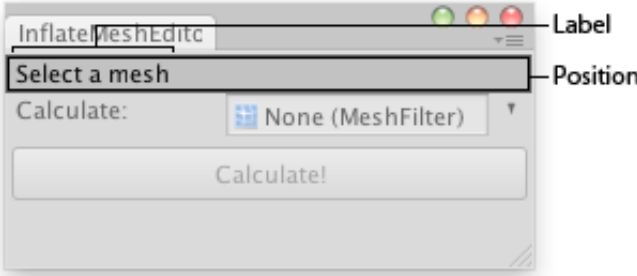
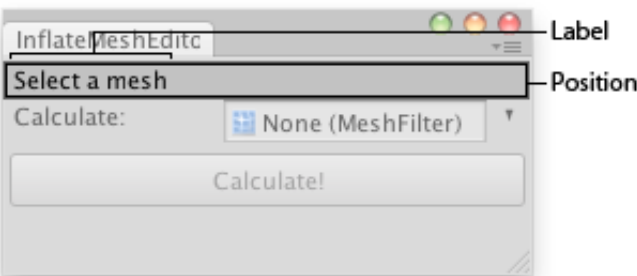
EditorGUI.ColorField

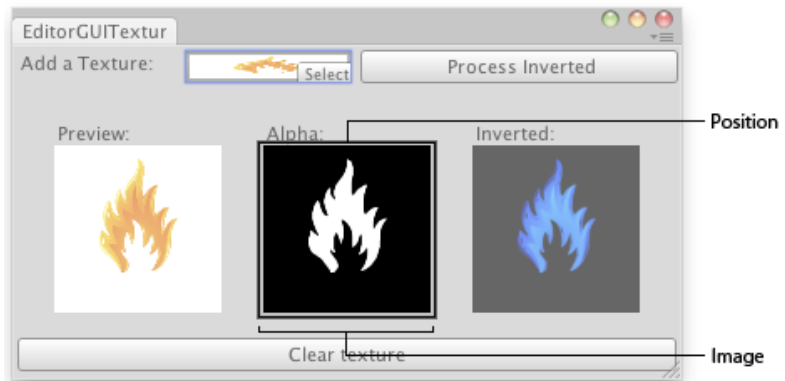


EditorGUI.CurveField

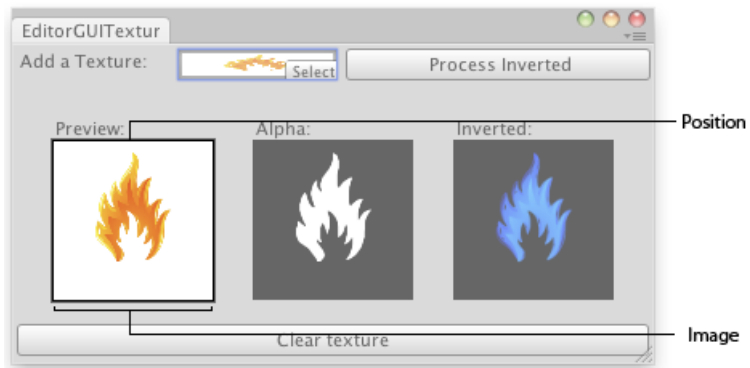


EditorGUI.InspectorTitlebar

	
EditorGUI.Foldout	
EditorGUI.ProgressBar	
EditorGUI.HelpBox	
EditorGUI.PrefixLabel	
EditorGUI.PrefixLabel	
EditorGUI.BeginProperty	
EditorGUI.EndProperty	
EditorGUI.DrawTextureAlpha	



EditorGUI.DrawPreviewTexture

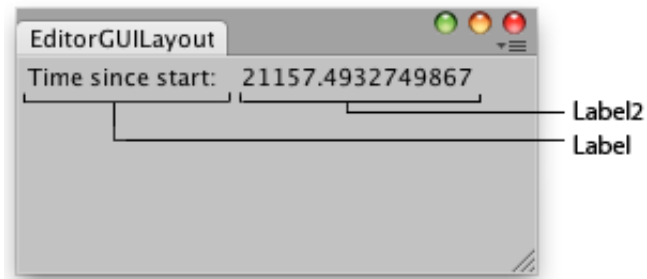


EditorGUI.GetPropertyHeight

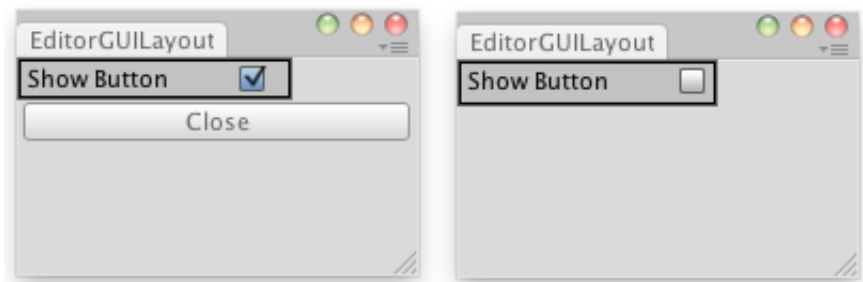
EditorGUI.PropertyField

EditorGUILayout

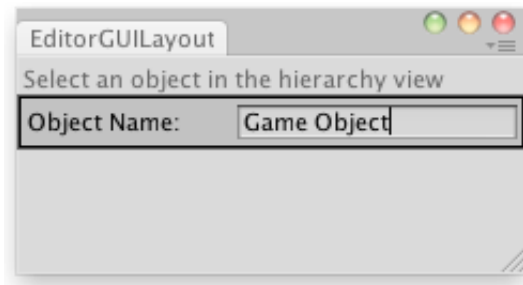
EditorGUILayout.LabelField



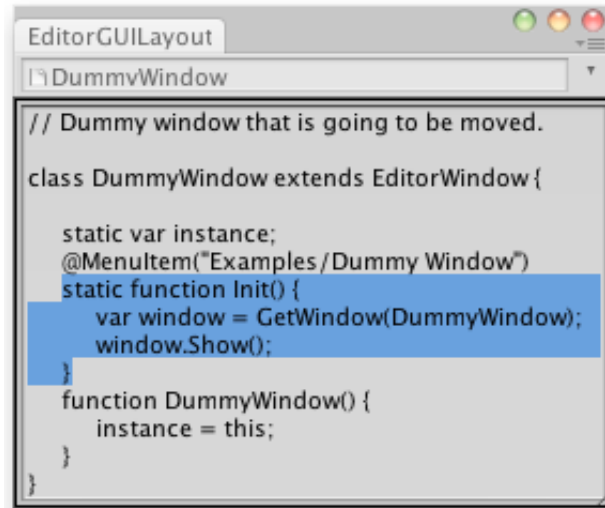
EditorGUILayout.Toggle



EditorGUILayout.TextField

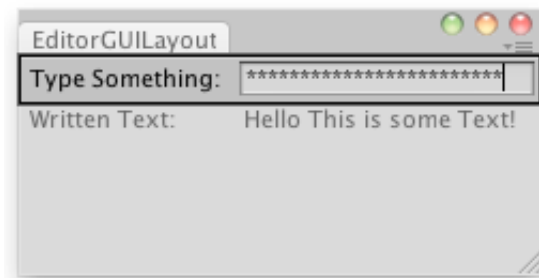


EditorGUILayout.TextArea

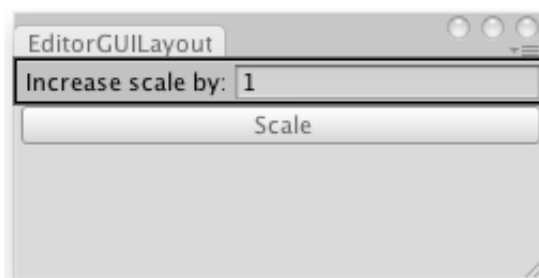


EditorGUILayout.SelectableLabel

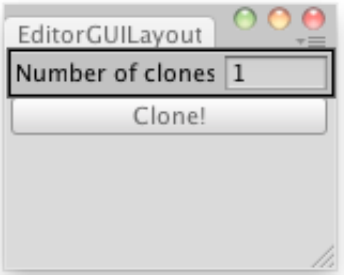
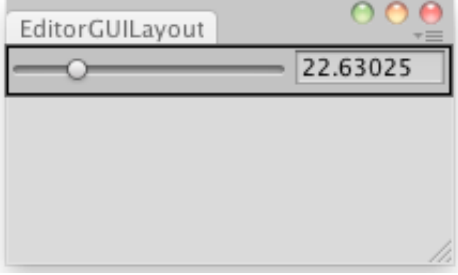
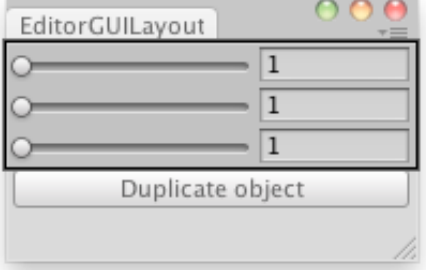
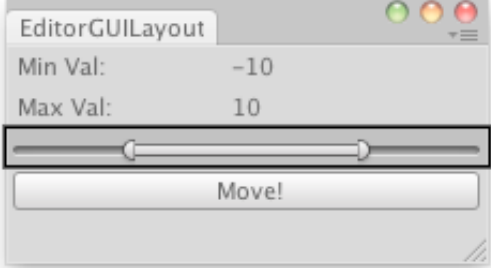
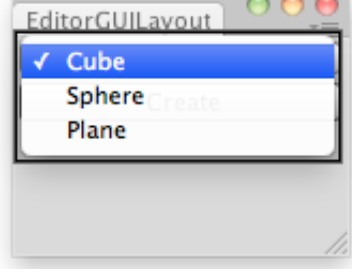
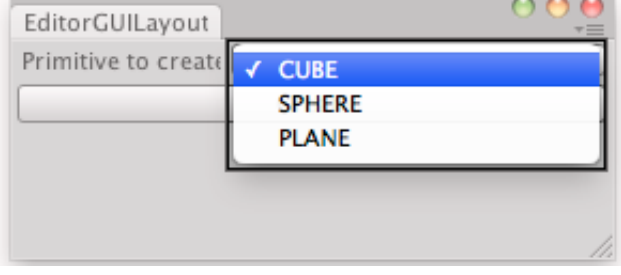
EditorGUILayout.PasswordField



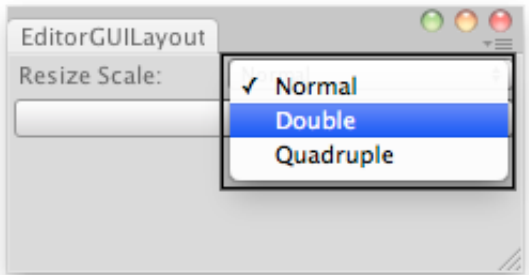
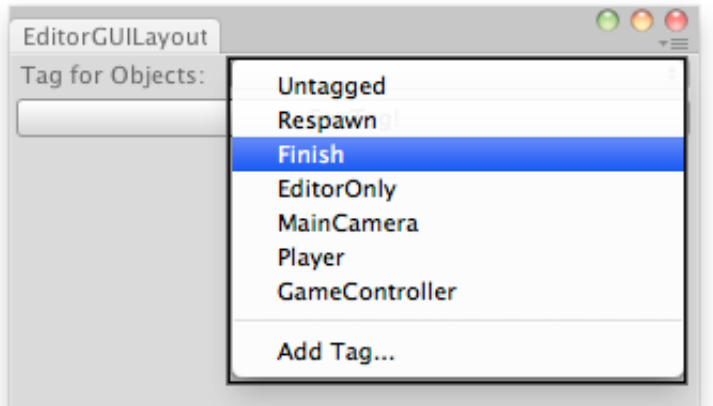
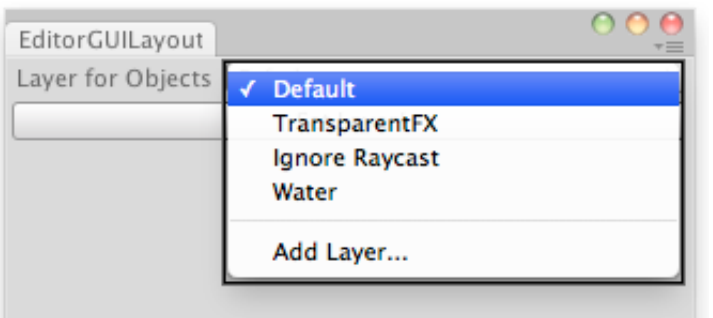
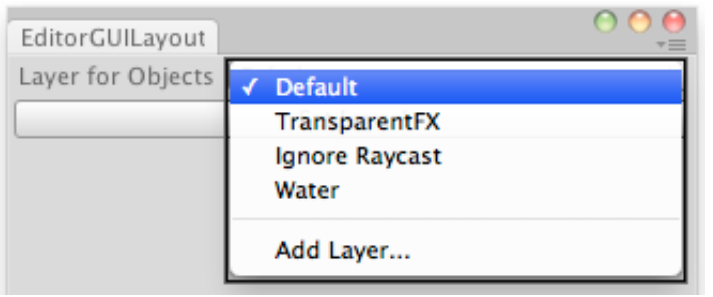
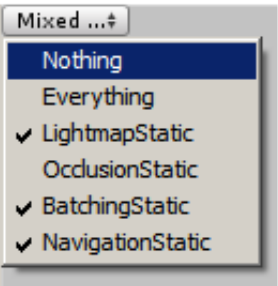
EditorGUILayout.FloatField


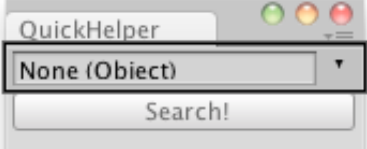
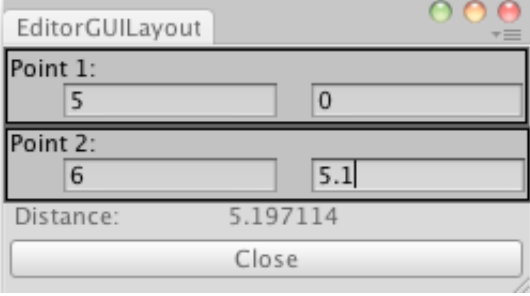
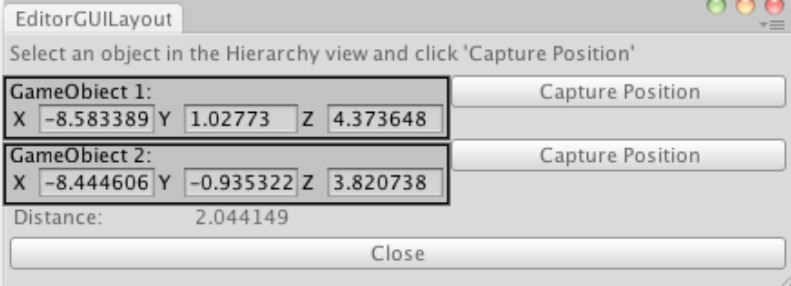
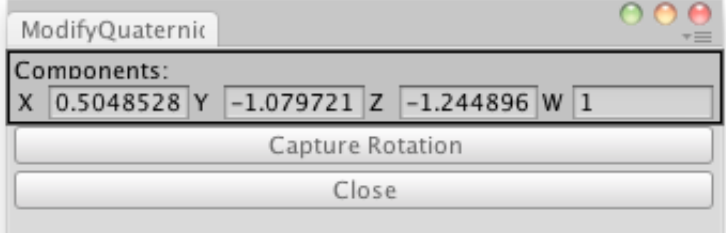
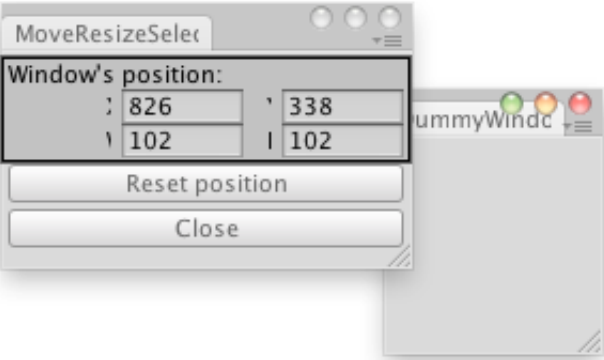


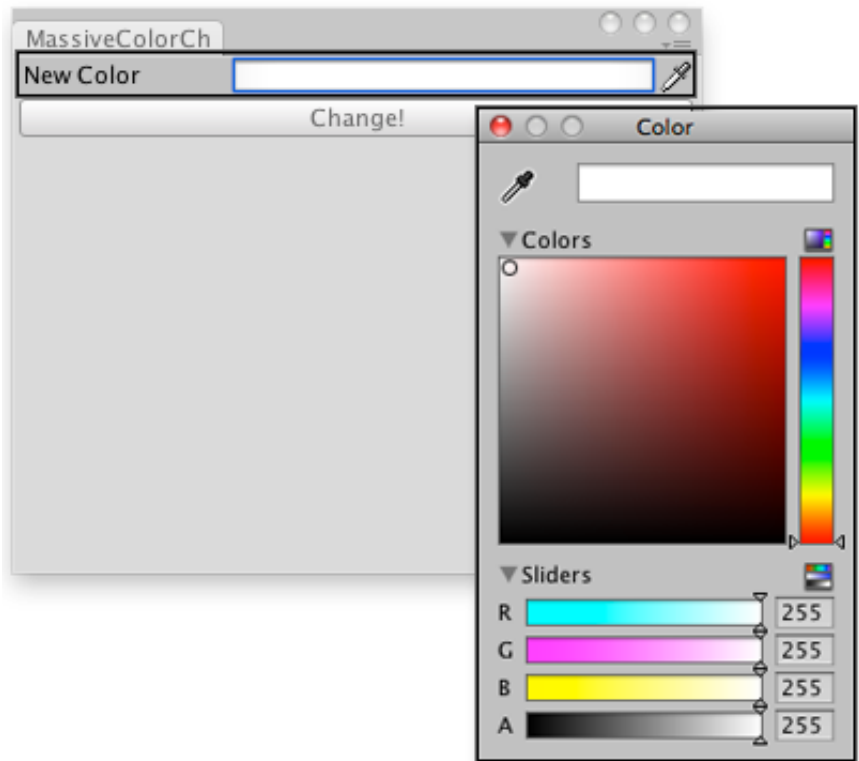
EditorGUILayout.IntField

	
EditorGUILayout.Slider	
EditorGUILayout.IntSlider	
EditorGUILayout.MinMaxSlider	
EditorGUILayout.Popup	
EditorGUILayout.EnumPopup	
EditorGUILayout.IntPopup	

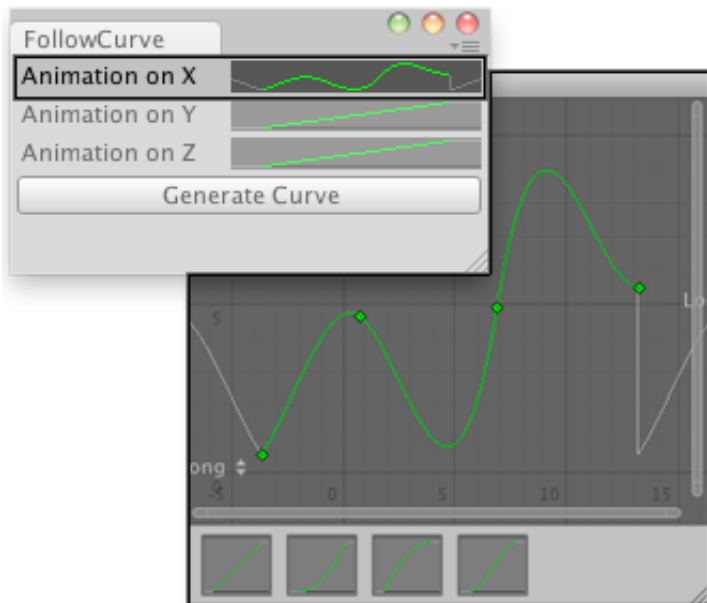


	
EditorGUILayout.TagField	
EditorGUILayout.LayerField	
EditorGUILayout.LayerField	
EditorGUILayout.MaskField	
EditorGUILayout.EnumMaskField	

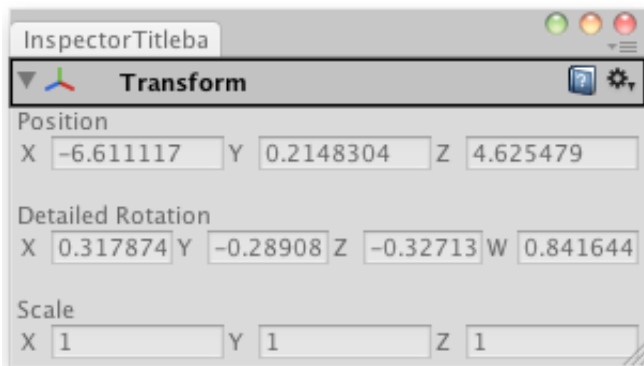
	
EditorGUILayout.ObjectField	
EditorGUILayout.Vector2Field	
EditorGUILayout.Vector3Field	
EditorGUILayout.Vector4Field	
EditorGUILayout.RectField	
EditorGUILayout.BoundsField	
EditorGUILayout.ColorField	



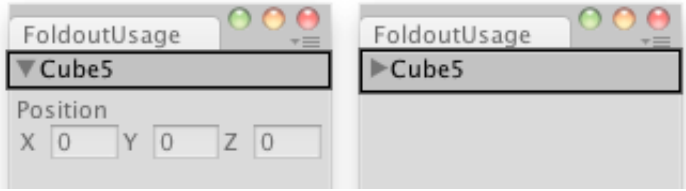
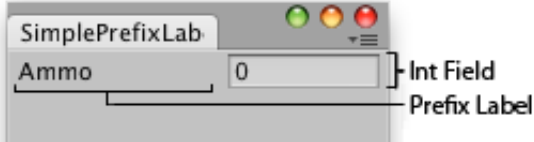
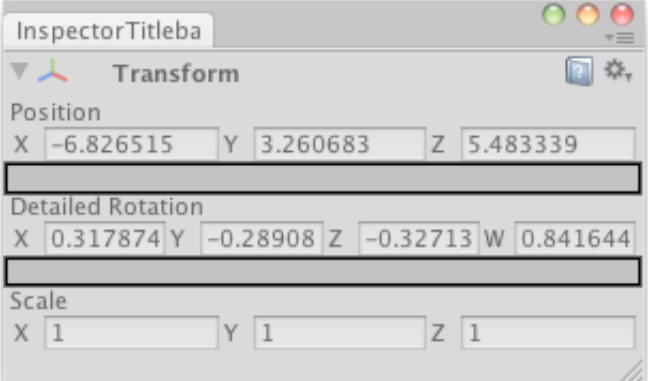
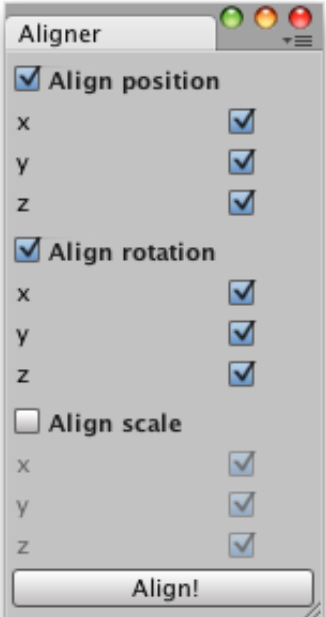
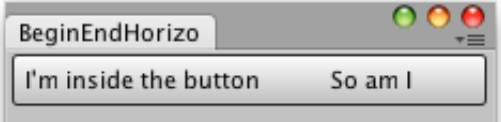
EditorGUILayout.CurveField

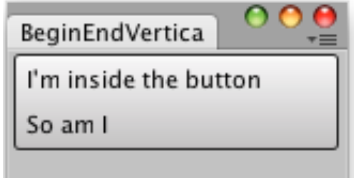
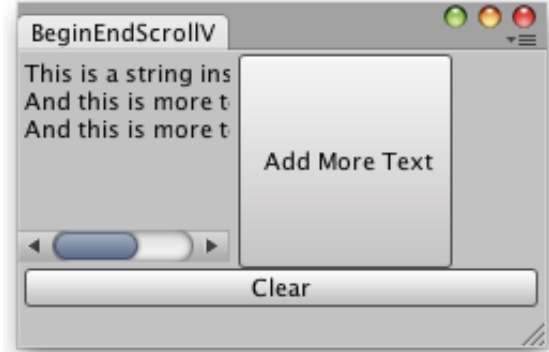


EditorGUILayout.InspectorTitlebar



EditorGUILayout.Foldout

	
EditorGUILayout.HelpBox	
EditorGUILayout.PrefixLabel	
EditorGUILayout.Space	
EditorGUILayout.BeginToggleGroup	
EditorGUILayout.EndToggleGroup	
EditorGUILayout.BeginHorizontal	
EditorGUILayout.EndHorizontal	
EditorGUILayout.BeginVertical	

	
EditorGUILayout.EndVertical	
EditorGUILayout.BeginScrollView	
EditorGUILayout.EndScrollView	
EditorGUILayout.PropertyField	

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