

# Airy UI - Easy UI Animation

Welcome to Airy UI where it's easy to create, manage, and control UI elements.

What are the features of Airy UI and why to use it?

- You can easily create menus and popups animations away from Unity animation system and without writing one line of code.
- You can select your animations from Airy UI presets or you can make your own custom animation using Airy UI very fast.
- You can set the UI elements' anchors with just a single click.
- Professional ESC and Back button functionality to hide and close the menus.
- Airy UI saves a lot of effort and a huge amount of time.

**For Video Tutorial:**

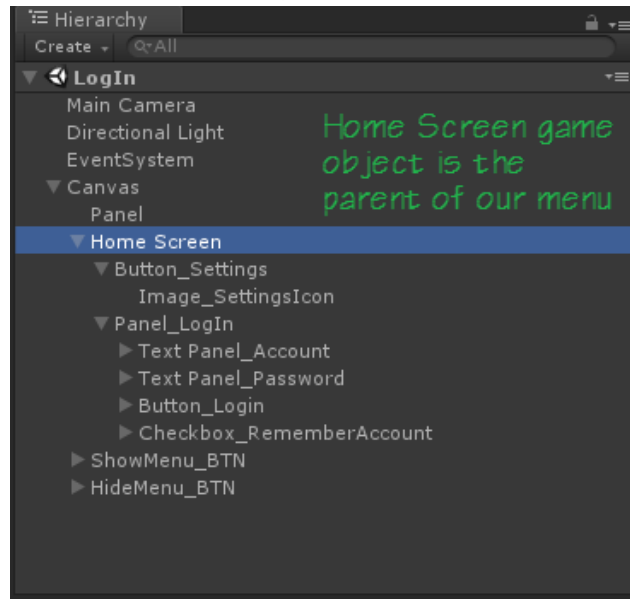
<https://goo.gl/DLV03a>

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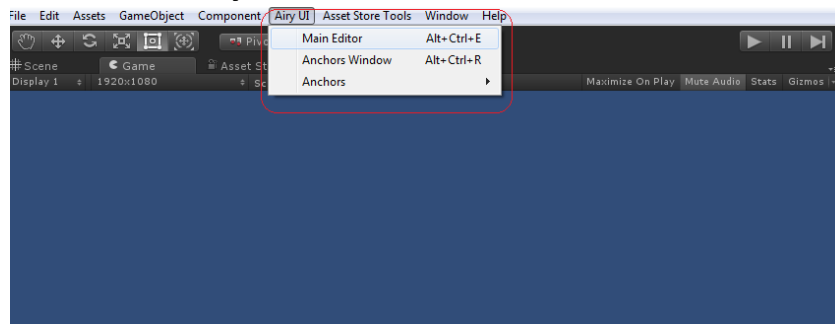
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# How to Animate UI

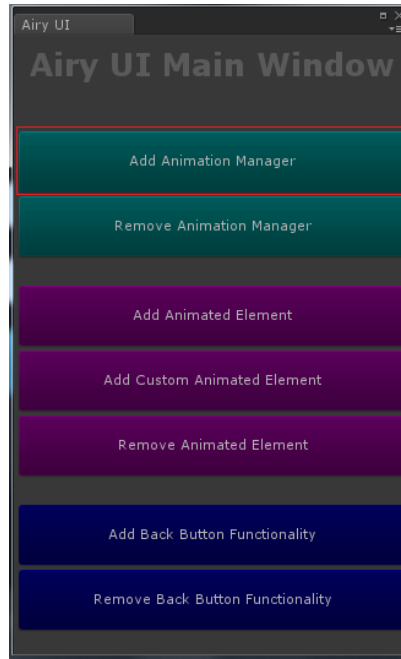
- First, select your menu from the hierarchy, and what is meant by menu here is the parent object of the UI elements you want to animate.



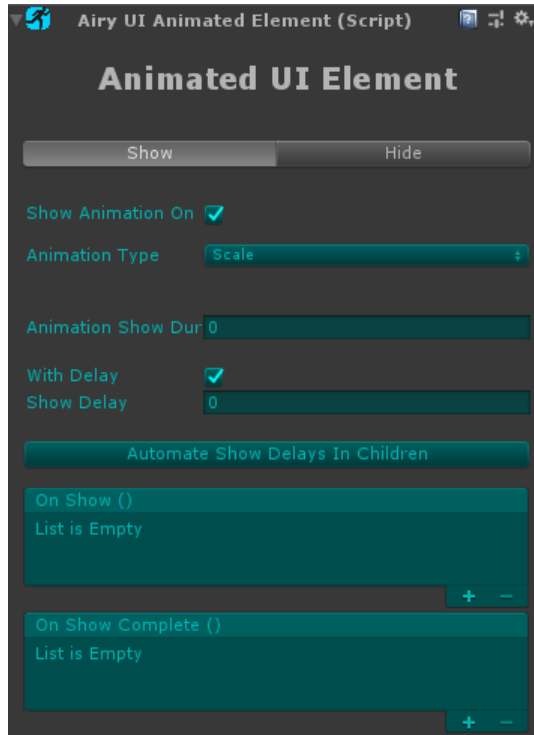
- From the top bar, select Airy UI -> Main Editor.



- Click 'Add Animation Manager' button.



- Now. An Animation Manager and Animated UI Element components have been added to your menu game object.
- After that, go to every UI element that you want to animate (button, text, image, etc) and click on 'Add Animated Element'.

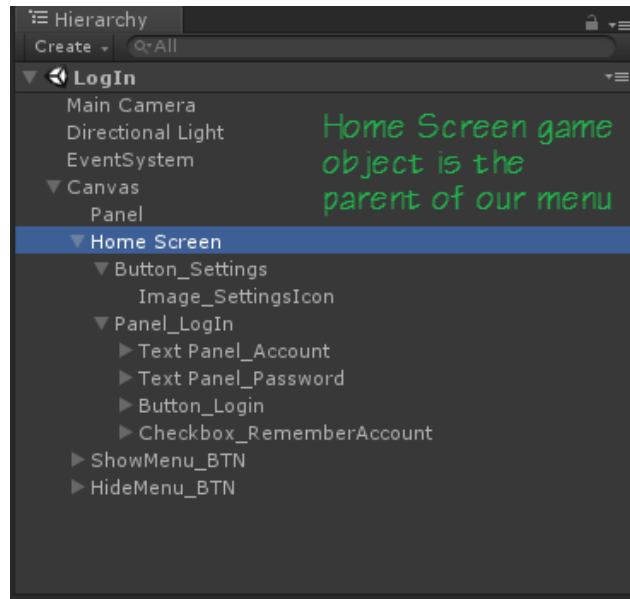


- Now, every UI element has Animated UI Element component, you can customize your animation for every element, it's very easy.
- Animated UI Element properties:

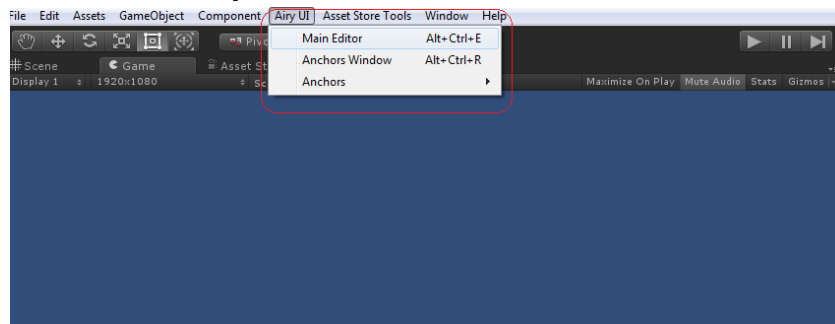
Property	Description
Show animation on enable	Shows the menu animation once the menu game object is activated.
Animation type	You can select how your animation looks like when it shows or hide
With delay	Show the animation after a delay or not

# How to make custom UI animation

- First, select your menu from the hierarchy, and what is meant by menu here is the parent object of the UI elements you want to animate.

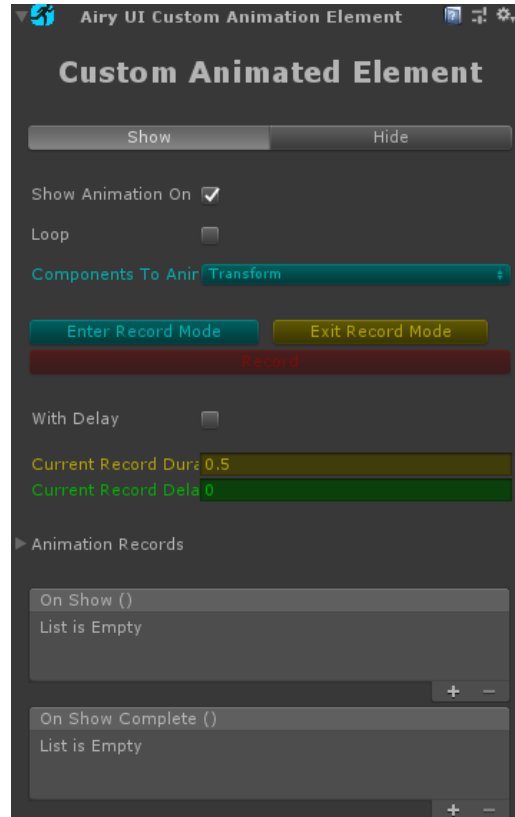


- From the top bar, select Airy UI -> Main Editor.



- Click 'Add Animation Manager' button.
- Now. An Animation Manager and Animated UI Element components have been added to your menu game object.

- After that, go to the UI element you want to make a custom animation for and add custom animated element.



- Now, click 'enter record mode', change your UI element properties like position, rotation, scale, etc. Click record and go on.
- After you finish, click exit record mode.

# Show() Hide() functions

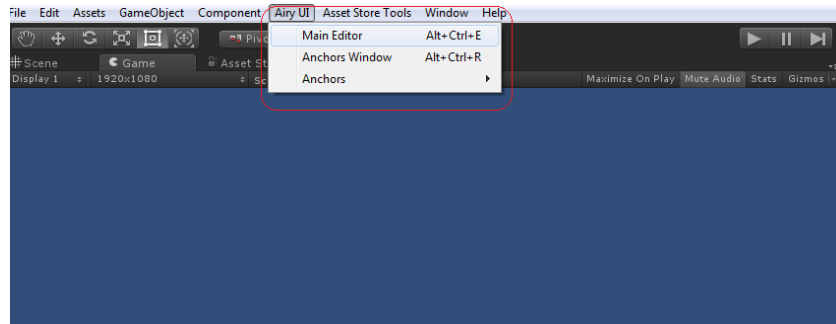
- To show or hide a menu from code, make a reference from it and use ShowMenu() or HideMenu()

```
public AiryUIAnimationManager AnimationManager;  
  
0 references | 0 changes | 0 authors, 0 changes  
private void Update()  
{  
    if (Input.GetKeyDown("z"))  
    {  
        AnimationManager.ShowMenu();  
    }  
    if (Input.GetKeyDown("x"))  
    {  
        AnimationManager.HideMenu();  
    }  
}
```

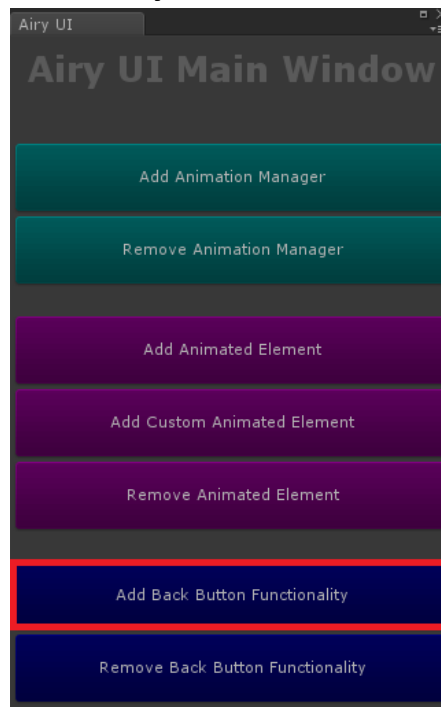


# ESC and Back button

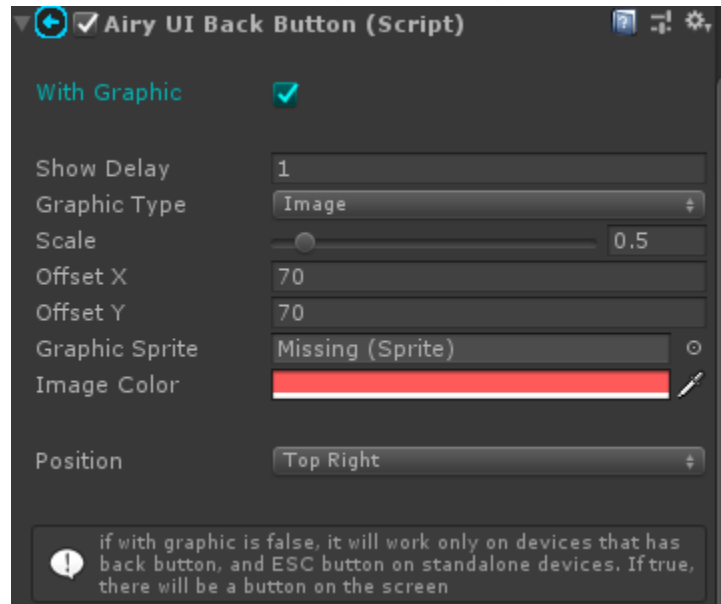
- First, select your menu from the hierarchy, and what is meant by menu here is the parent object of the UI elements you want to animate.
- From the top bar, select Airy UI -> Main Editor.



- Click 'Add Back Button Functionality' button.

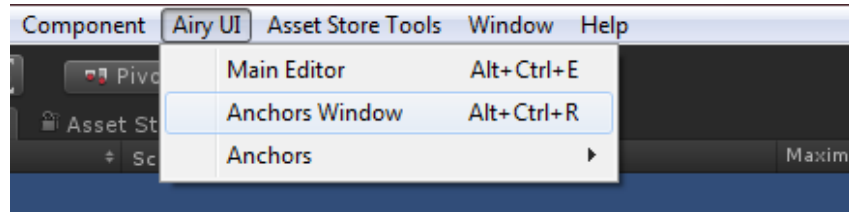


- Now, a back button component added to the menu, you can control whether it's with graphic or not, control scale, position, sprite, or text.



# Anchors Tool

- From the top bar, select Airy UI -> Open Anchors Window.



- Select your suitable anchor from these presets

