

GUI PRO CASUAL GAME



LAYER LAB

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01 Package description



- The assets are **optimized for mobile** platforms.
- Demo scenes are designed at a resolution of **2560x1440**.

Sprite

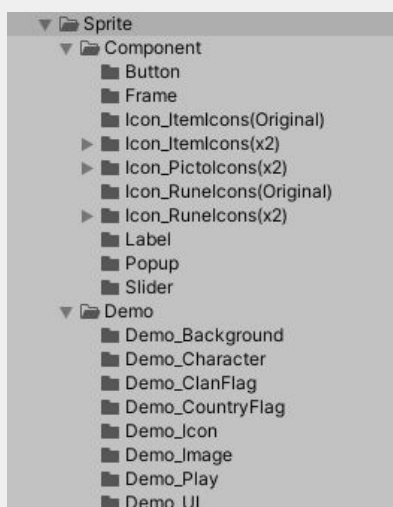
- Sprite UI images are provided 9-sliced at their original resolution.
- Some Sample images with large sizes are provided at reduced scale.
- Pictolcons, ItemIcons, and Runelcons are provided in various sizes, with offered at their original size and multiples of 2.
- Other Icons are provided at their original sizes as used in the demo scene.

Fonts

- The fonts are created using **TextMeshProUGUI**.
- Changed to Lilitha One font since v1.2.0 (The font was changed to a more global and refined font.)
- **Free fonts** were used in the demo scenes.
 - Please exercise **caution before use**.
It's essential to adhere to the font creator's copyright, so please make sure to confirm the original author's copyright before use.

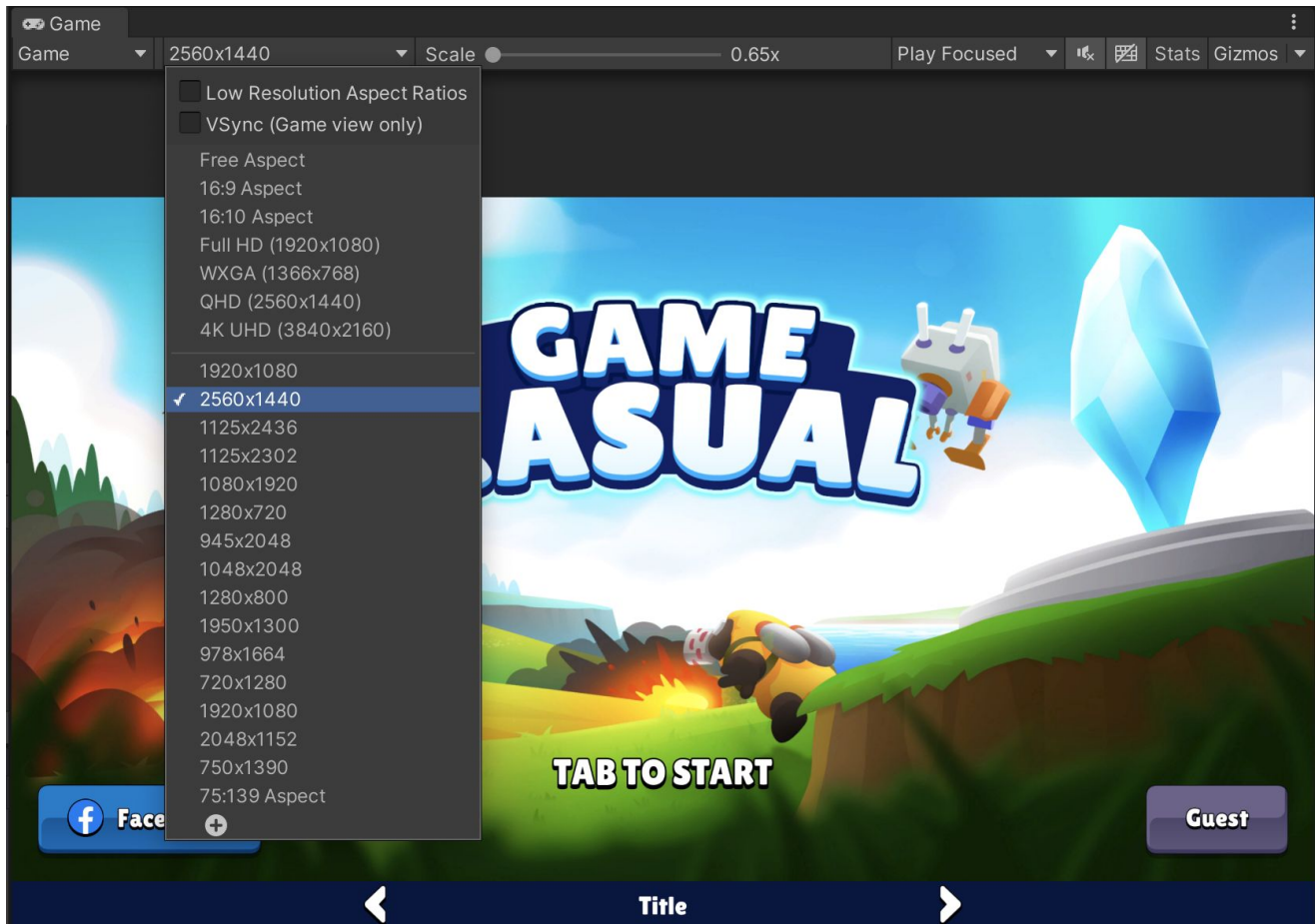
v2.0 update

In v2.0, you **relocated the sprite & Prefabs source** file to fit the component.

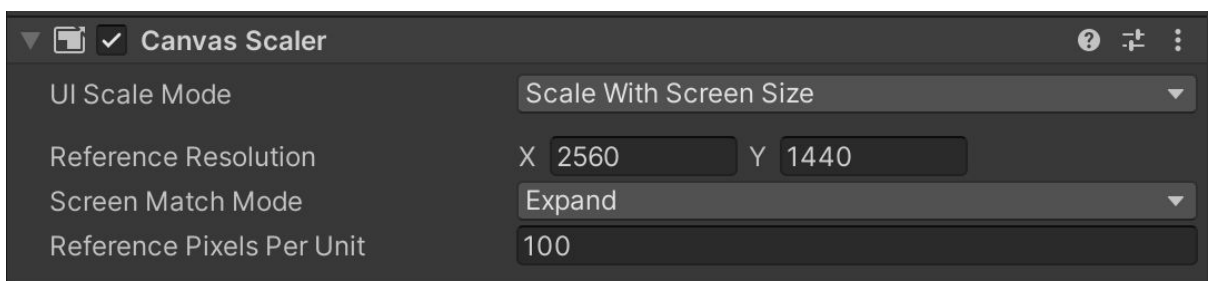


1. GameView Resolution Setting

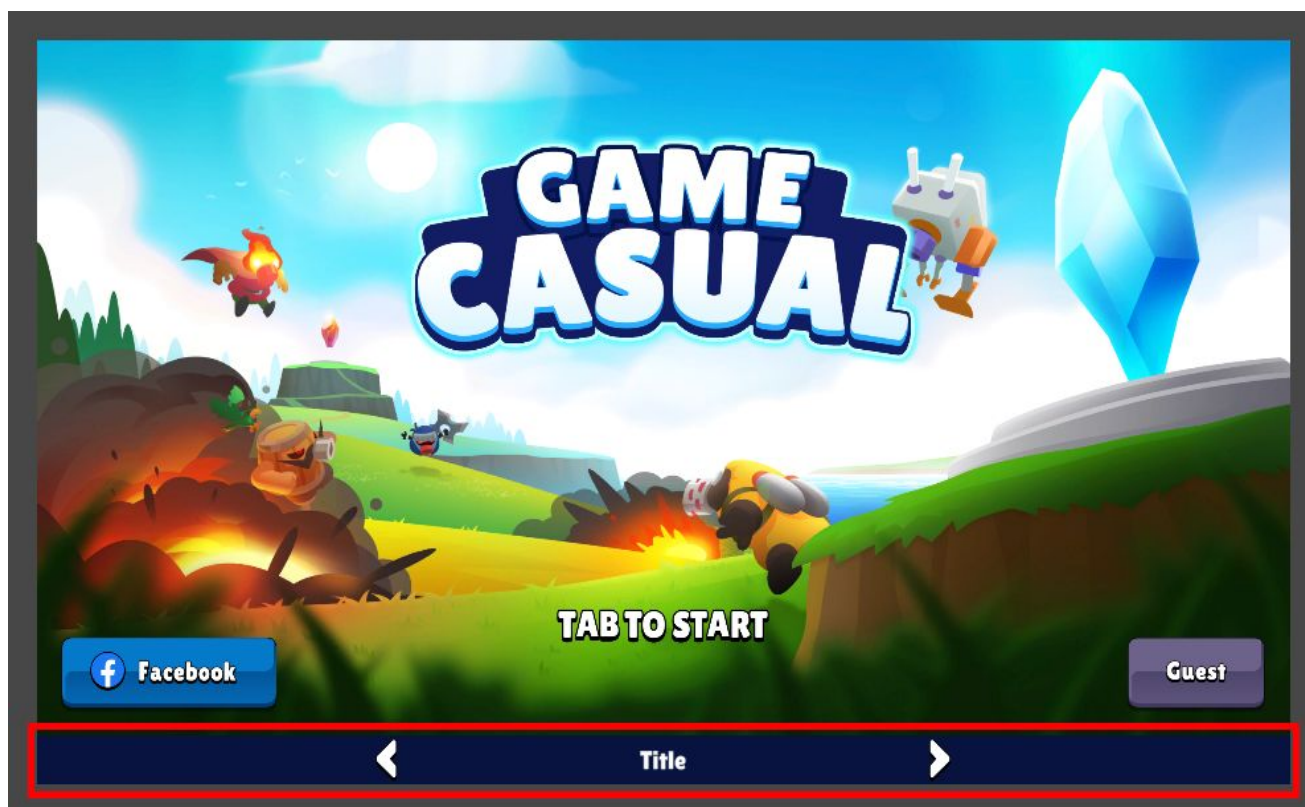
If you set it to the desired resolution in the game view, you can preview it.



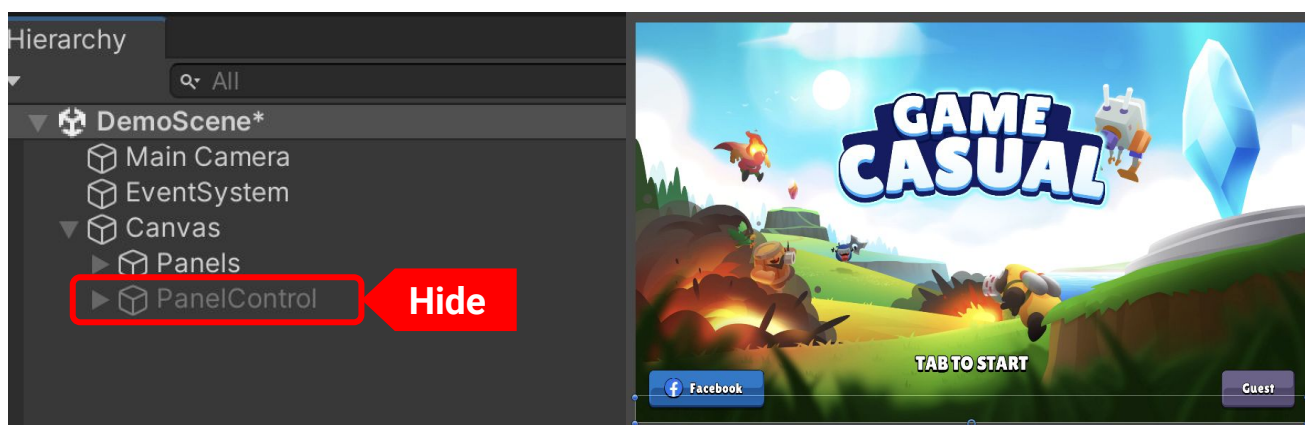
2. Canvas Scaler Settings



There is PanelControl in the demo scene.



you can hide it for your convenience.

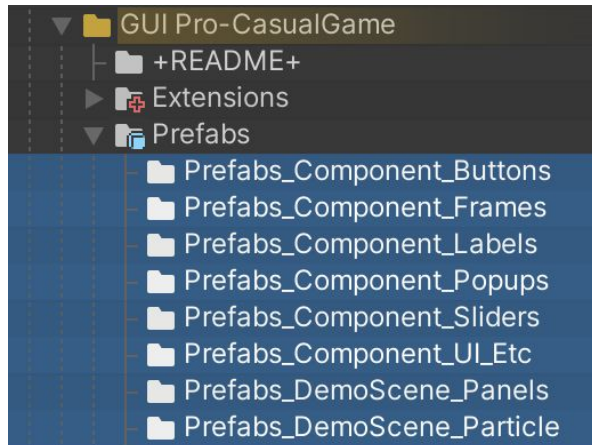


04 Prefabs

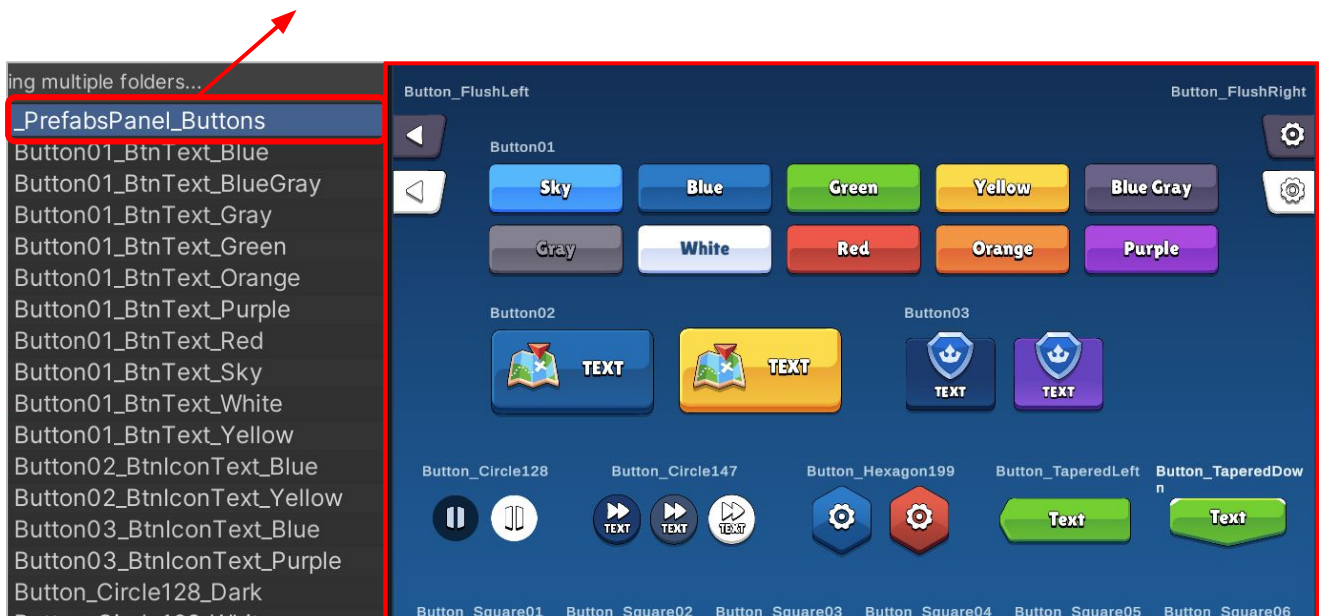


All UI prefabs are located in the path below.

- Components were classified as buttons, frames, labels, popups, sliders and UI_etc and saved as prefabs.
- Each demo scene was saved as a prefab in DemoScene_Panels.



Double-click on the “_PrefabsPanel_xx” to view a catalog of collected prefabs at a glance.

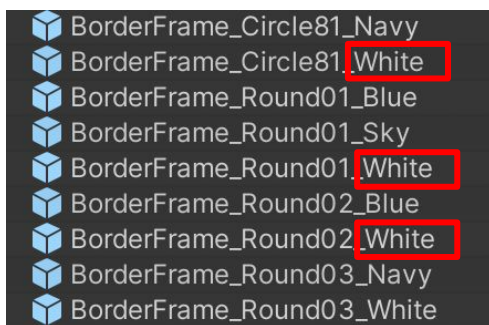


05 Prefabs White Elements

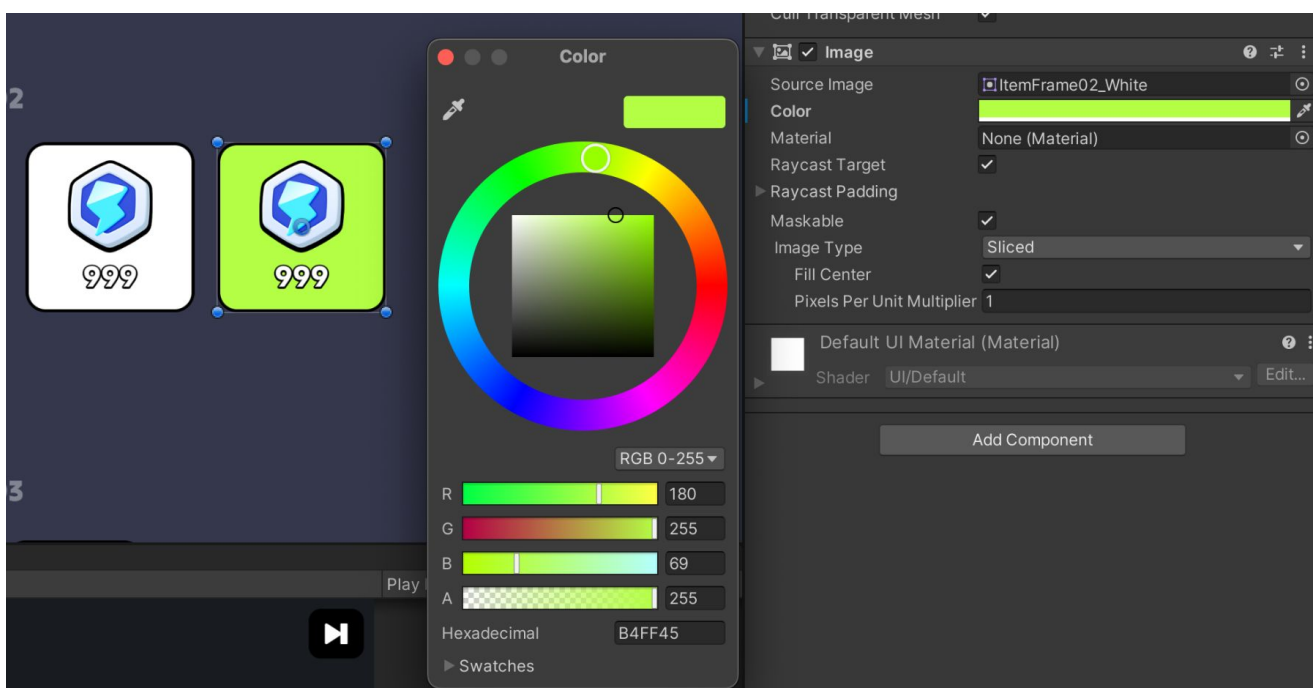


With the exception of some detail designed UIs, flat sprites that can be represented in white have been changed or added to white.

Component prefabs have **designated colors** and **customizable white versions** according to demo scenes. (Except for some carefully designed UI elements.)

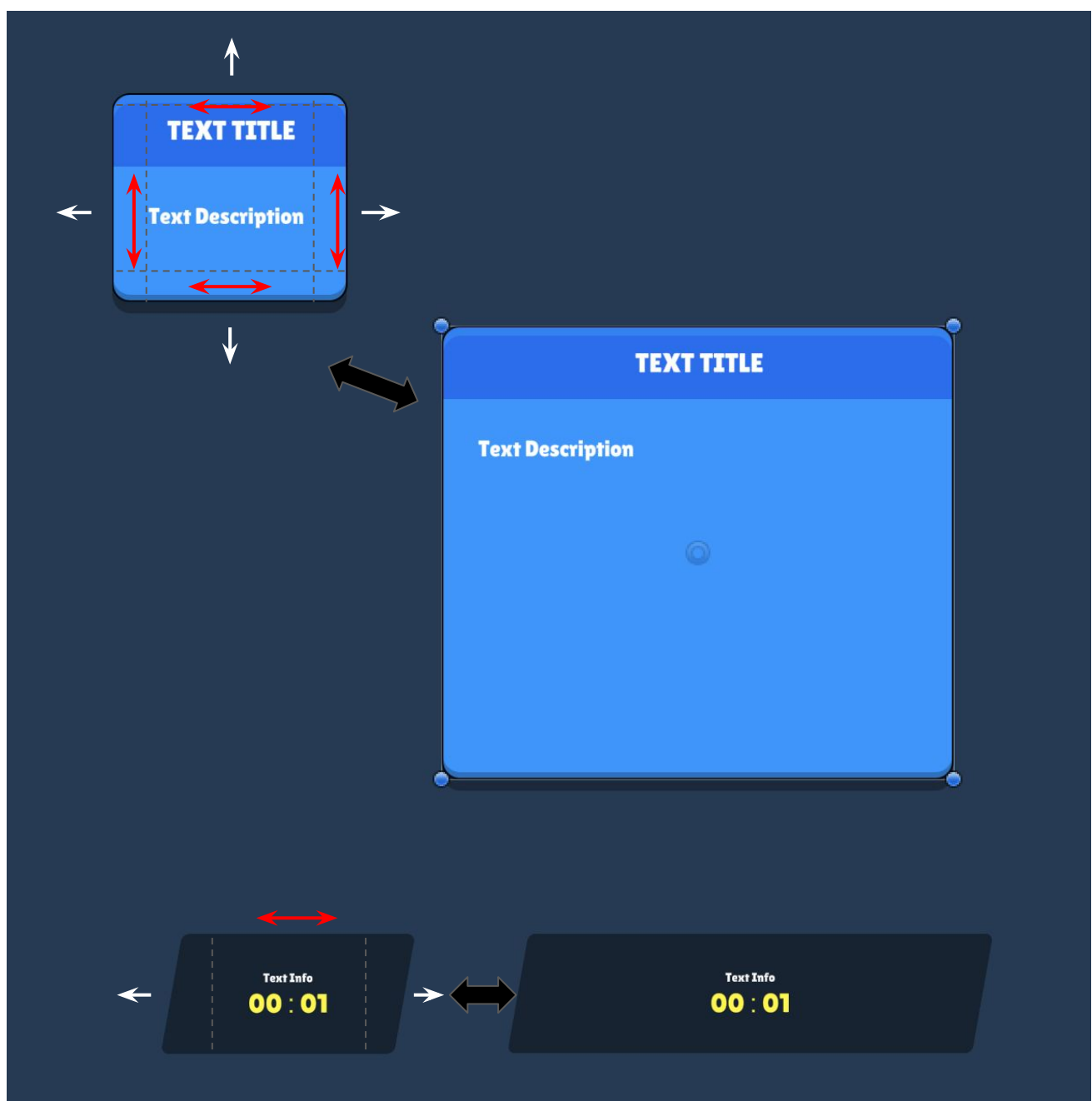


You can customize the color with **white sprites**.



The Sprite elements except for some have been sliced and can be resized.

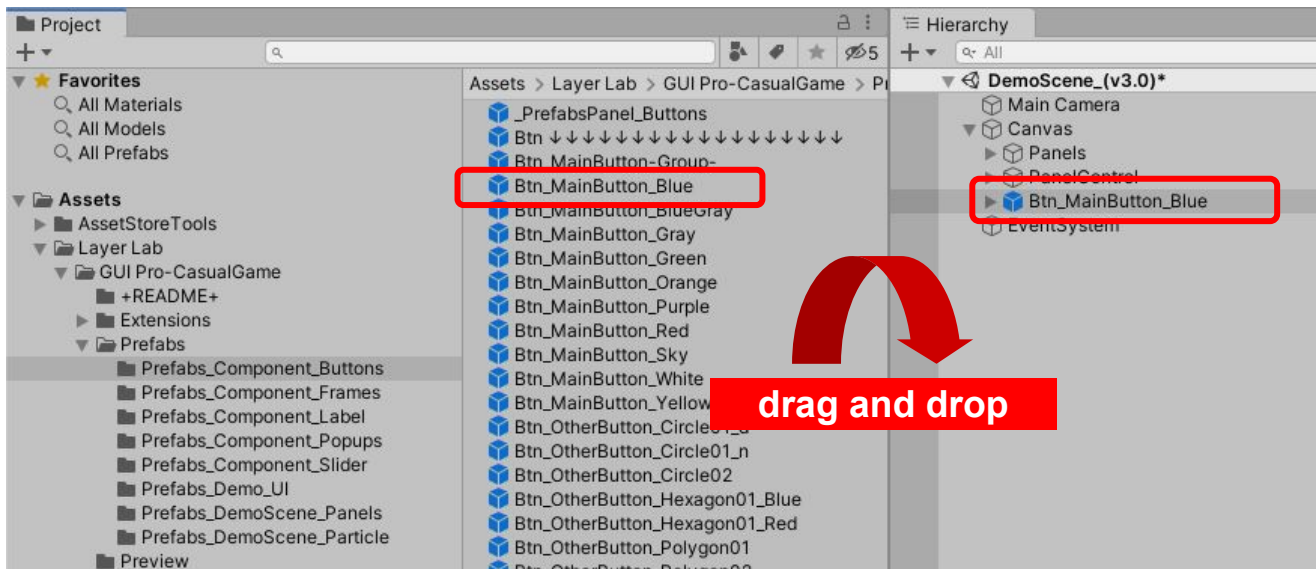
- Some UI elements can only expand horizontally depending on the design.
- 9-patch is not possible for complex gradation designs.
- Some elements have a minimum size depending on the design, such as tables, banners, and pop-up frames.



07 How to use Prefabs

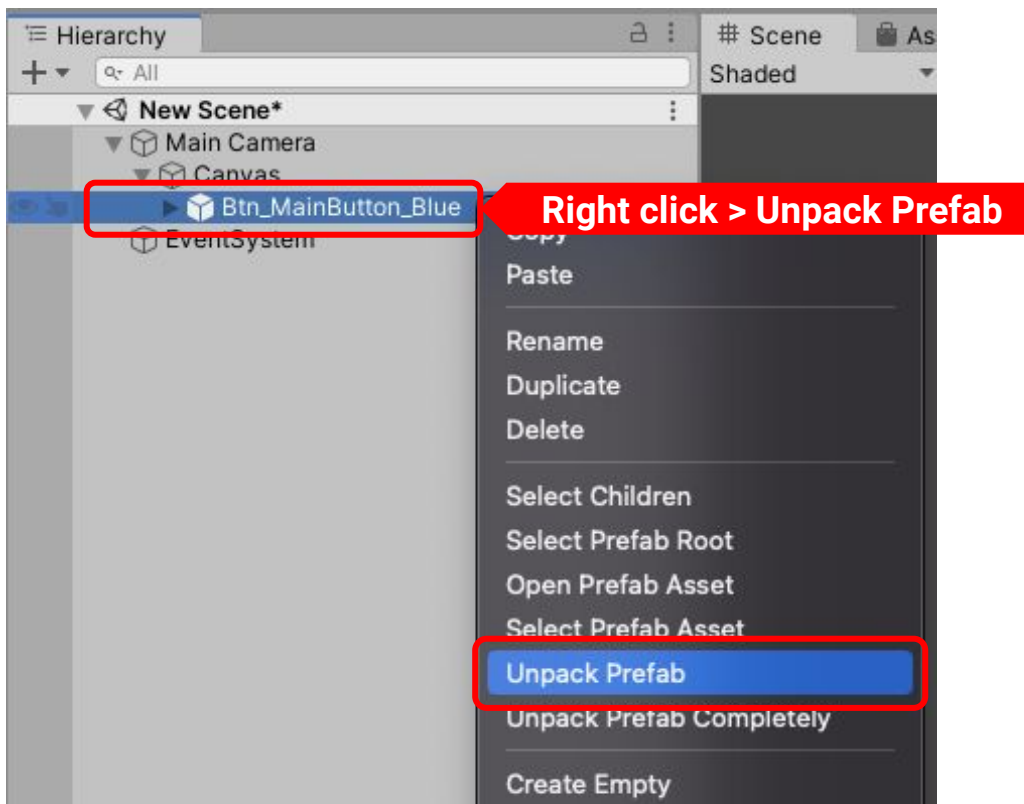


1. Drag and drop Prefab to import into canvas of hierarchy.



2. Bring it to canvas and use unpack prefab.

This will keep the original. And modify it as you want and use it.



08 Sample Fonts Outline



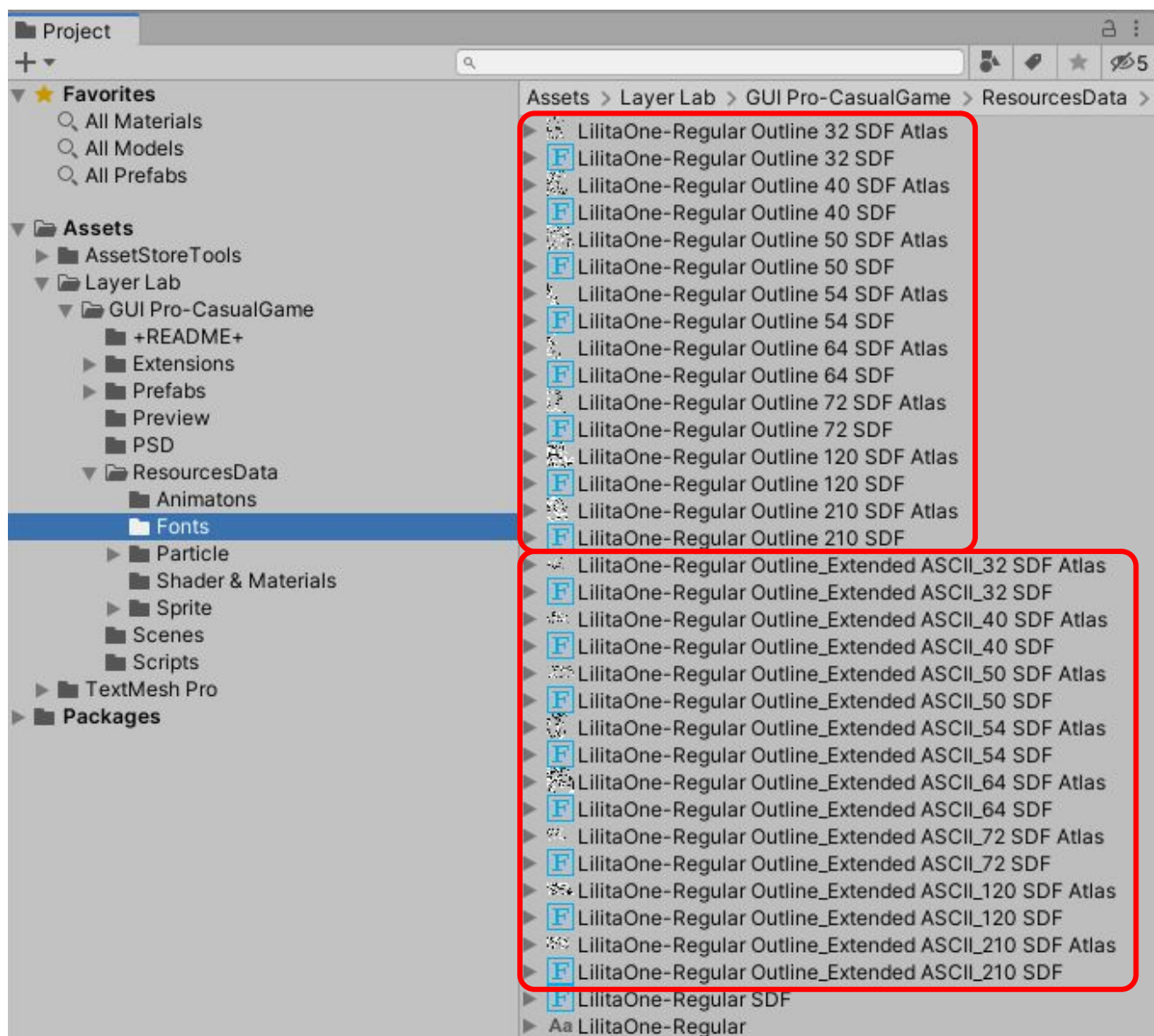
1. Outline Fonts

Because outline fonts are made of bitmaps, Larger text sizes may result in poor quality. Therefore, we make it in various sizes and provide it.

The number written after the font name is (32,40,50,54,64,72,120,210) font size.

Font with the same name is only different in size, and the included alphabet and symbols are all the same.

Please select and use the correct size for the text you are working on it.

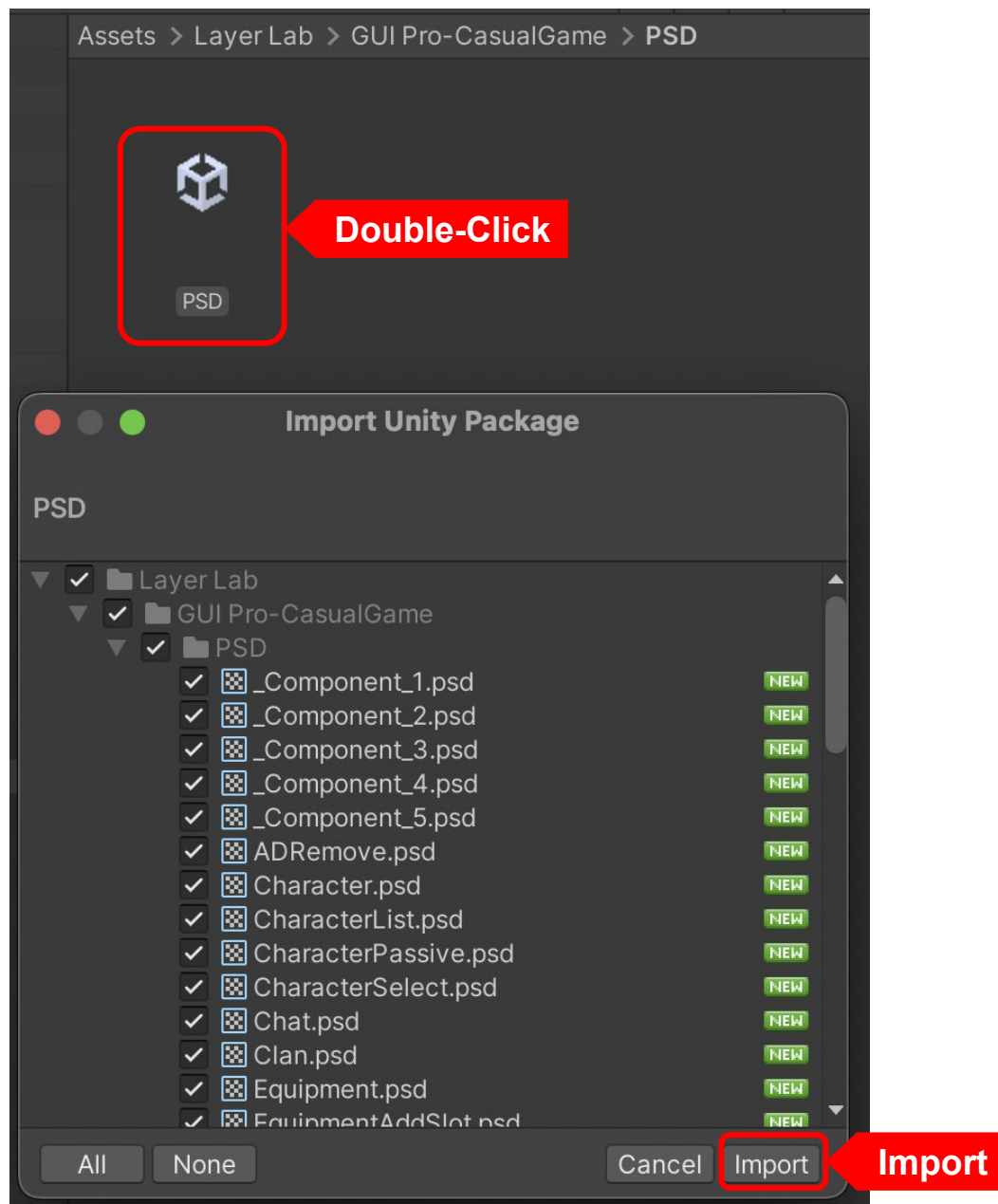


(+PSD) Pack User Guide



PSD is packaged.

PSD files have been packaged to speed up import.
You can import a packaged file by Double-Clicking it.



Q&A

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Q&A 1

To change the specified color of an element



Q. I want to change the designated color of the element.



A. You can edit it in Photoshop. (Edit PSD)

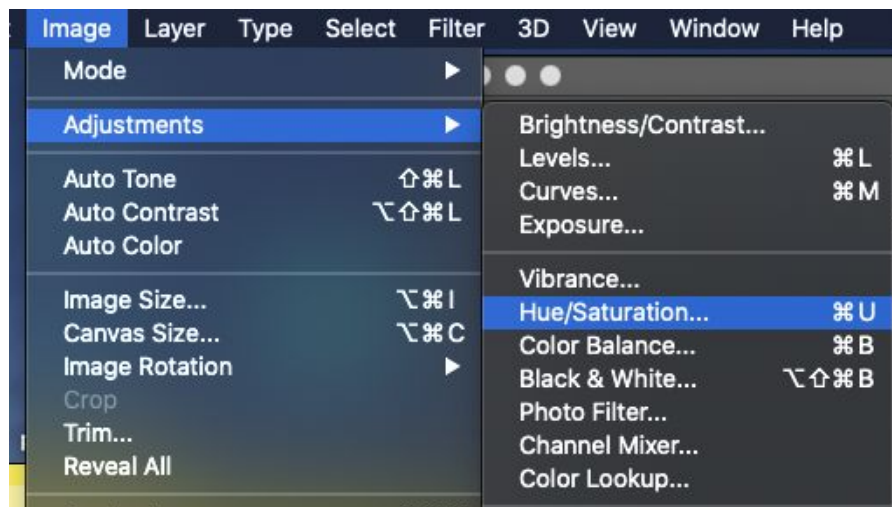
To modify the design and export the slice, you need to know how to use Photoshop.

It will be helpful to know the concept of layer and to learn how to use basic tools, how to use 'layer style', and how to 'export png'.

That way you can modify it to high quality, and you can do 9-slice as you like. And that will help you grow.

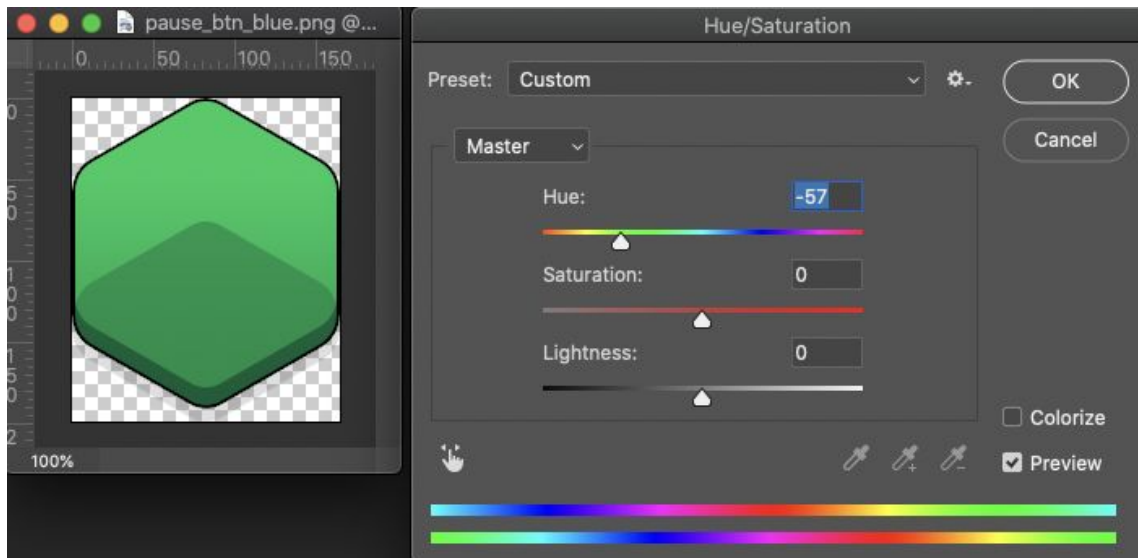
1) Easy way to change color

- Open the PNG in Photoshop and adjust it using 'Image > Adjustments ue Hue/Saturation'.



Q&A 1

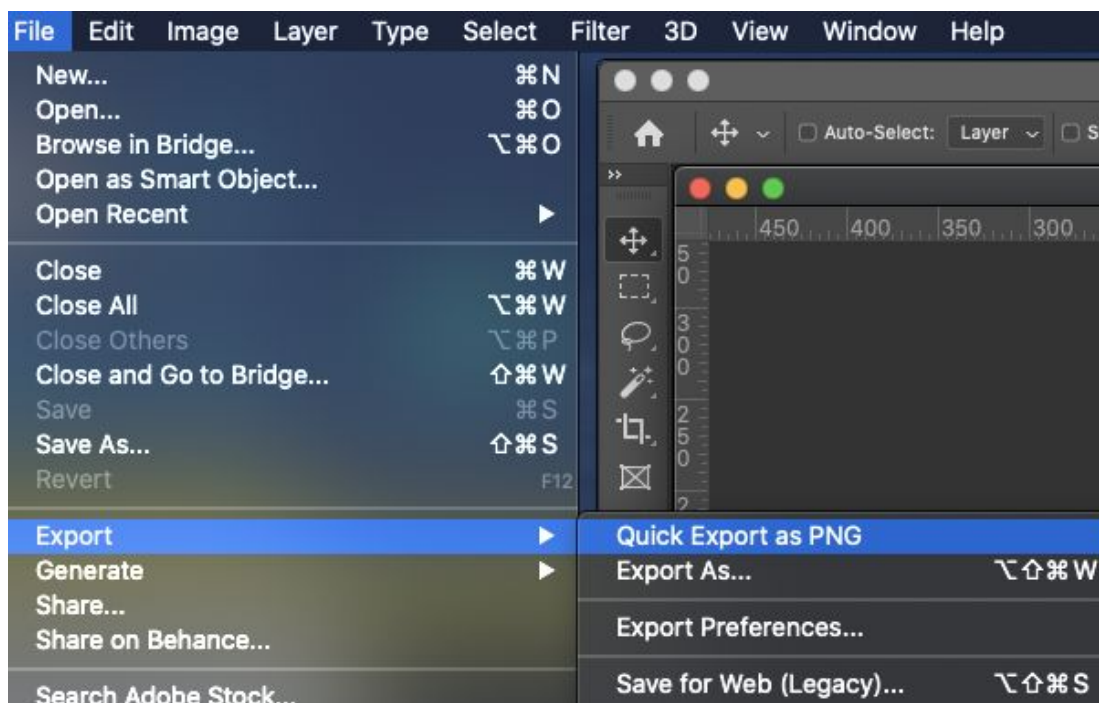
To change the specified color of an element



- You can change the color of the element in a simple way.
- However, but you can't adjust it in detail or do a high-quality design, so please refer to it.

2) Export to PNG

- The simple way to store PNG(9-slice) is to 'Export' with 'Quick Export as PNG'.



Q&A 2

Users before v1.2.0 / To replace a changed font



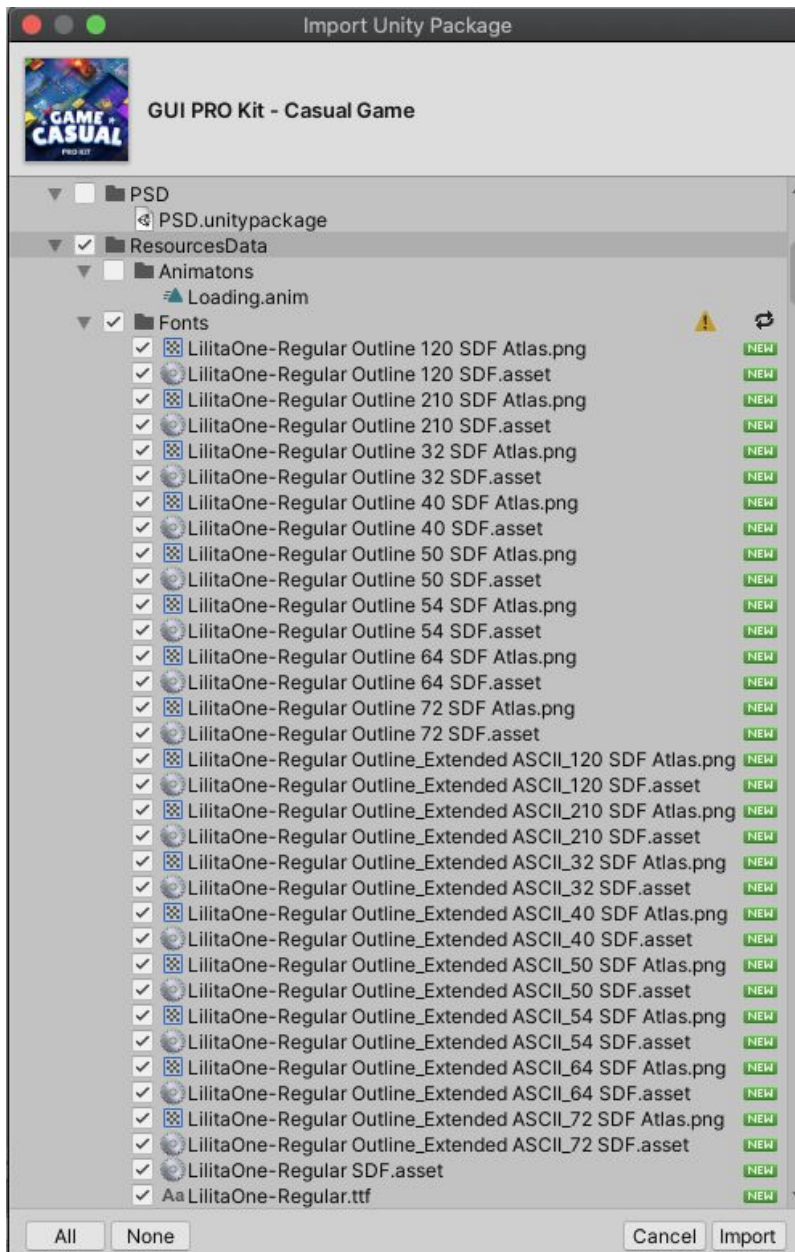
Q. Users before v1.2.0

How can I change the font easily?
is there any trick you have to change my font quickly?

A. Here's how to replace fonts.

< Existing Font (A) / New Font (B)>

1) Import the New font (B)



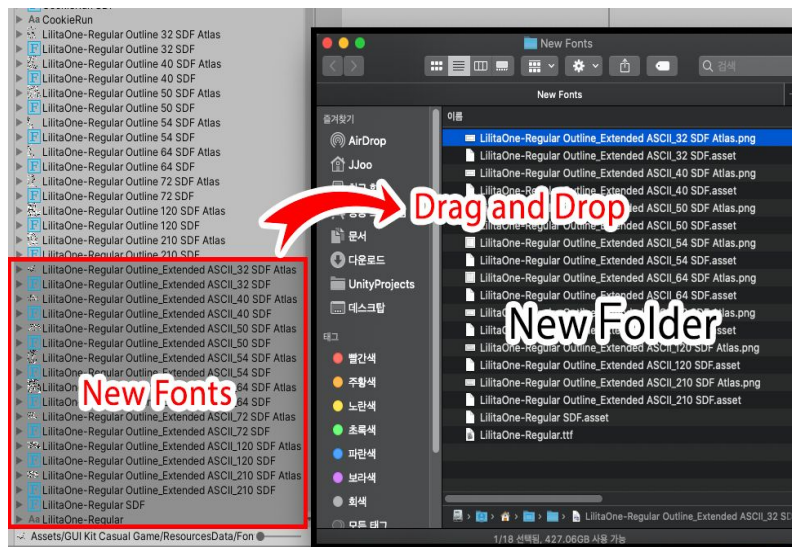
Q&A 2

Users before v1.2.0 / To replace a changed font



2-1) Create a new folder on the desktop.

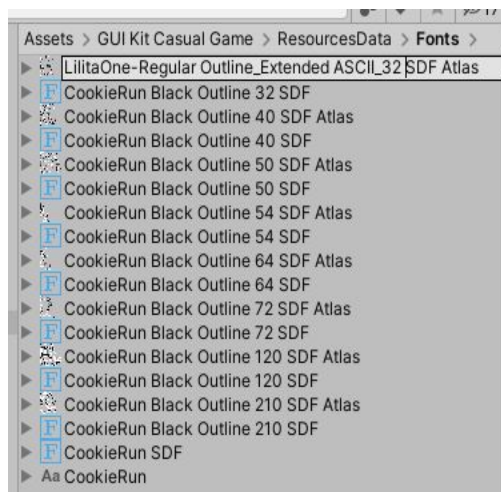
2-2) Move the New font (B) into the new folder on the desktop.



3) After confirming that a New Font has been moved, delete the New Fonts from the Unity Project window.

4) In the Unity Editor "Project" window,

Rename all Existing Fonts (A) by matching them with New Fonts (B).



(For example)

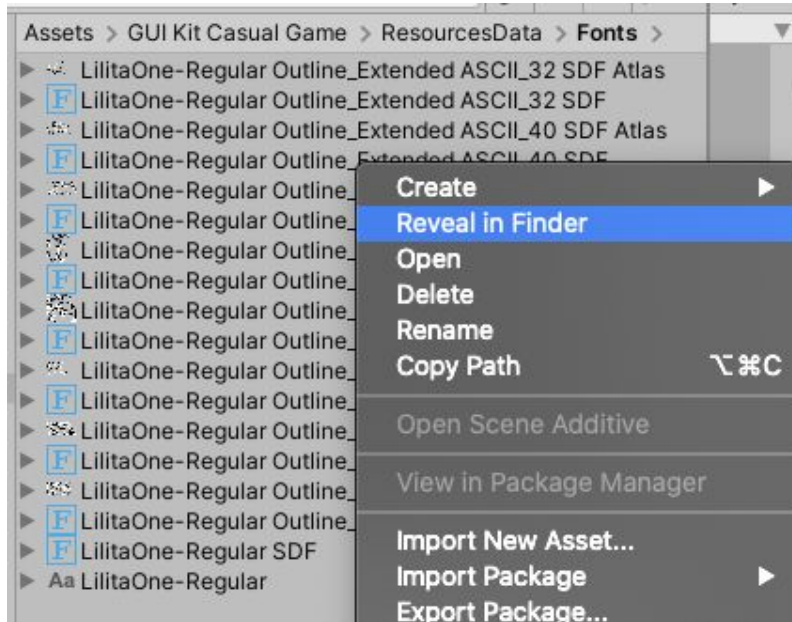
- CookieRun Black Outline 32 SDF Atlas -> LilitaOne-Regular Outline_Extended ASCII_32 SDF Atlas
- CookieRun Black Outline 32 SDF -> LilitaOne-Regular Outline_Extended ASCII_32 SDF

Q&A 2

Users before v1.2.0 / To replace a changed font

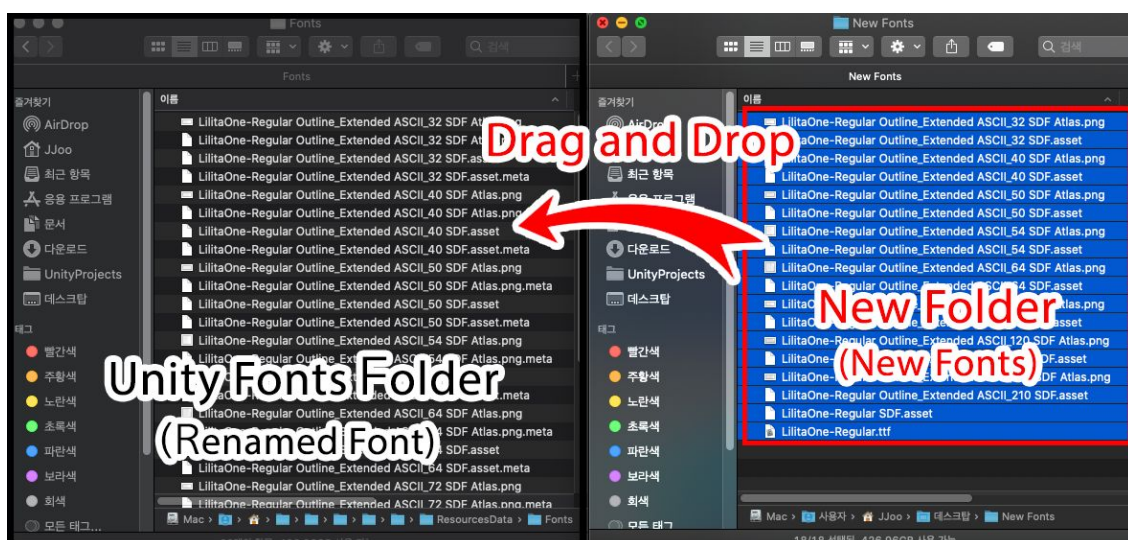


5) Open the folder of the Existing Font (A).



6) Open the folder for the New Font (B).

7) **Overwrite** the New Font (B) by dragging it into the folder of the Existing Font (A).



*Caution

"Overwrite from Folder to Folder" must be done.

Do not move the added new font (B) directly to Unity editor!

Q&A 3

When it looks like a regular UI/default shader

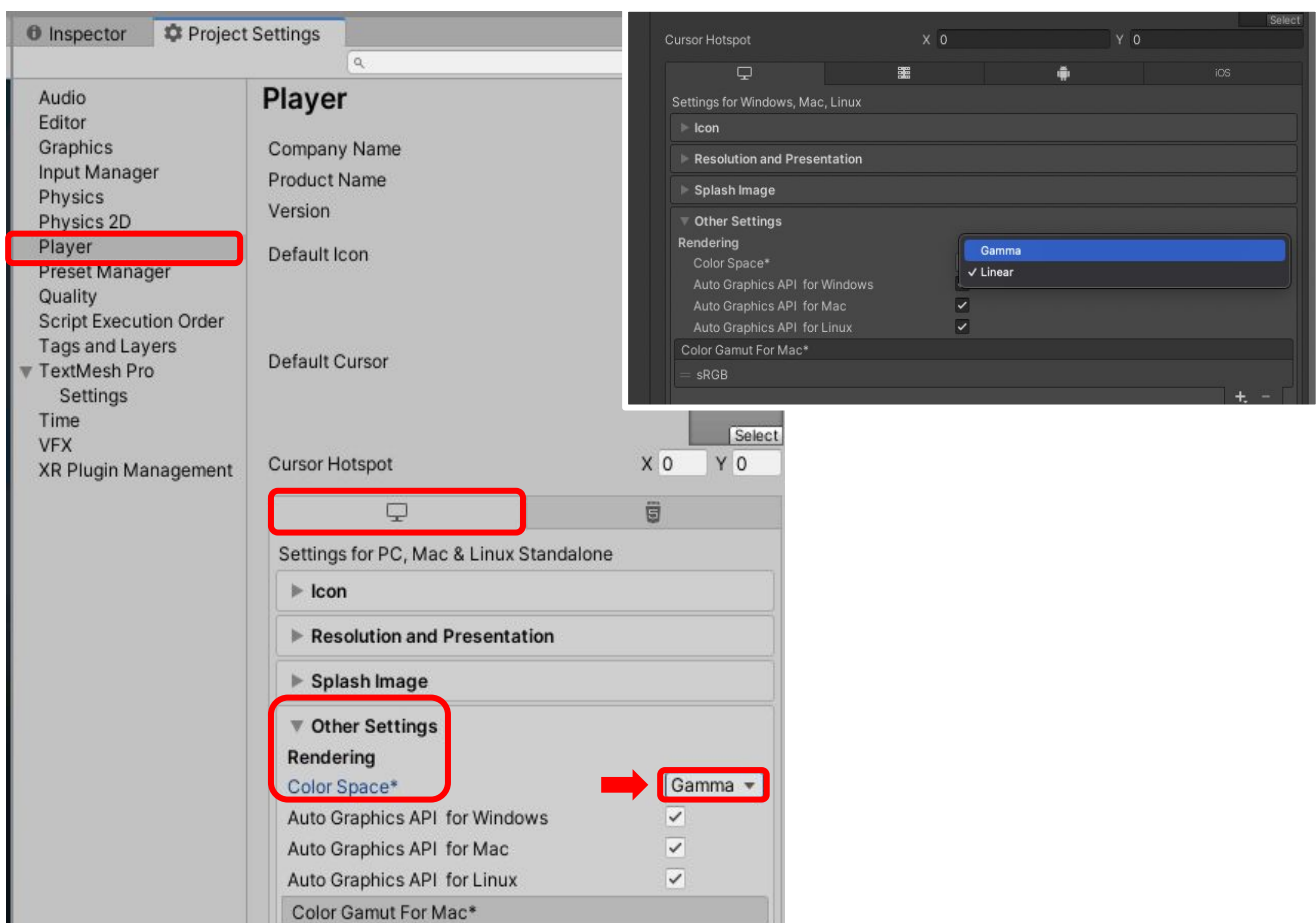


Q. Material UIA Didiatte does not function properly, It looks like usual UI/Default shader.



A. Set rendering, color space to gamma.

Project Settings > Player > Settings for PC, Mac & Linux Standalone > Other Settings > Rendering, Color Space > Gamma choose



Q&A 4

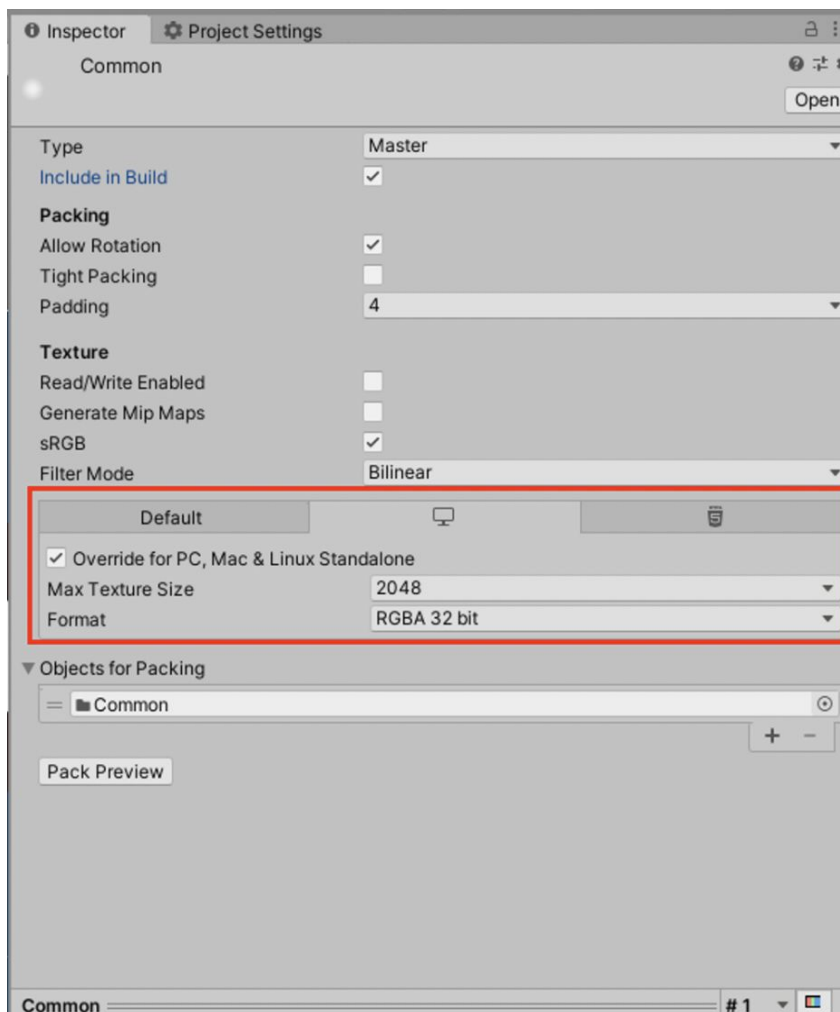
When the quality of the image appears to be deteriorating



Q. Image quality looks low in the scene.



A. Try changing the format of the Sprite Atlas to fit your platform.

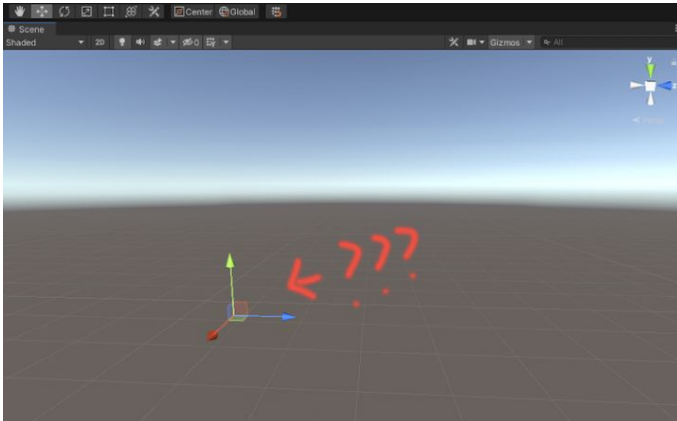


Q&A 5

Took out the prefab, but when I couldn't see it in the editor's scene

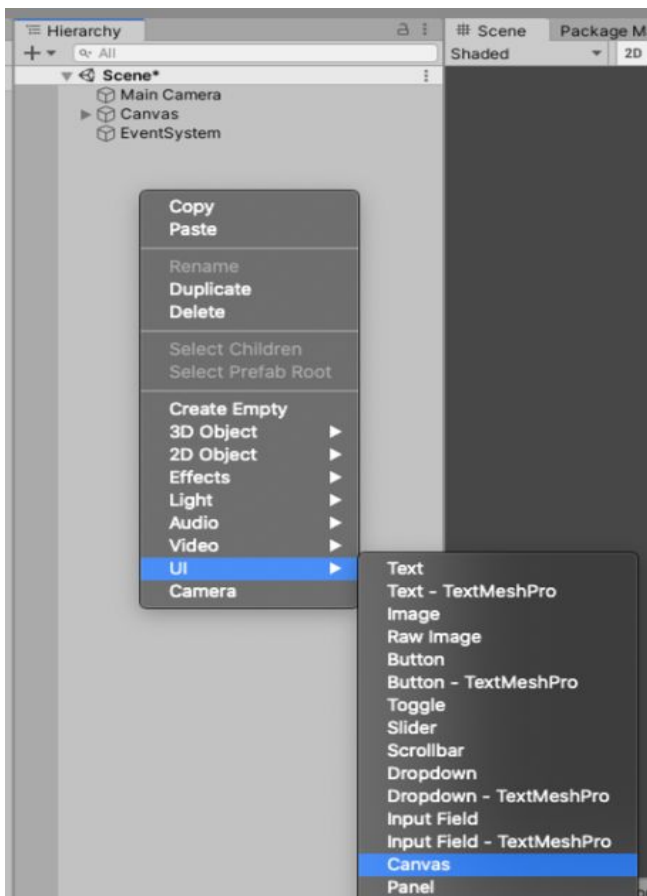


Q. I pulled out some of the Prefab, but I can't see it in the Unity Editor view
Do I need other settings to use the asset?



A. All UIs must be in Canvas.

In the Hierarchy window, right-click > Create Canvas.
And then move the prefab to a child of the canvas and put it in.





**THANK
YOU**

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