



# User Development Manual

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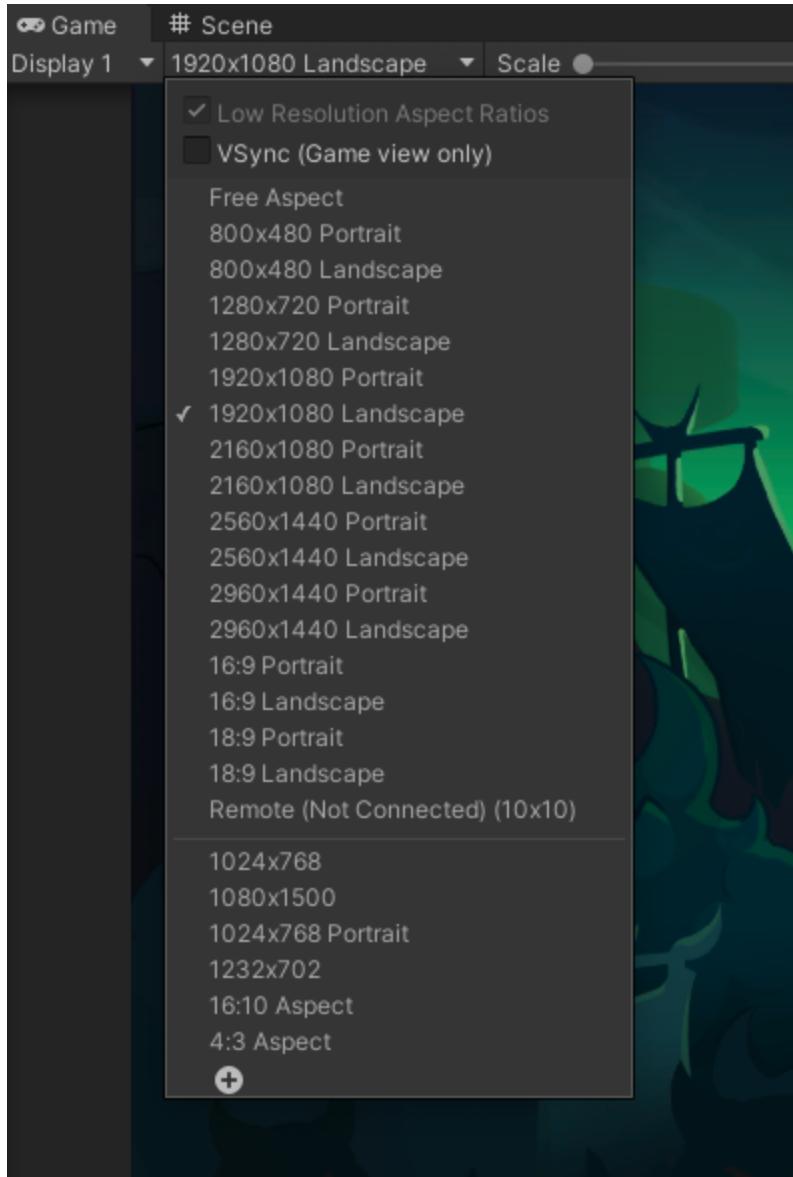
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## I. Package description

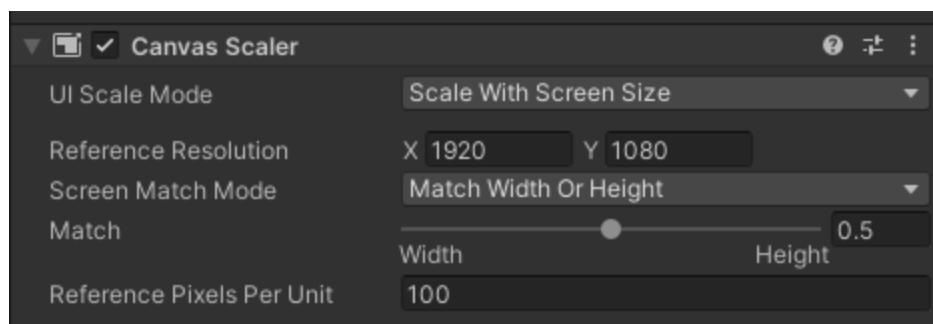
- The maximum supported resolution is **1920x1080**.
- Supported ratio: **16:9, 18:9, 16:10**.
- It is **optimized for mobile**.
- The font was created with **TextMeshProUGUI** and the fonts used in the demo scenes are free.
- 2D animation is created with **2D PSD Importer** and **2D Sprite** packages. Please import these packages before opening demo scenes.
- Shiny vfx is created using [\*\*ShinyEffectForUGUI\*\*](#) under **MIT & © UTJ/UCL** license, see **Third-PartyNotices.txt** file in package for details.
- UI Animations are made by [\*\*DOTween \(HOTween v2\)\*\*](#) under **Asset Store EULA**, see **Third-PartyNotices.txt** file in package for details.
- We'll improve the project in the future based on your feedback - so don't hesitate to drop us [an email](#) if you have any questions.

## II. Basic Setup

- GameView Resolution Setting
  - You can select desired resolution in the Game view to preview the demo



- Canvas Scaler Settings

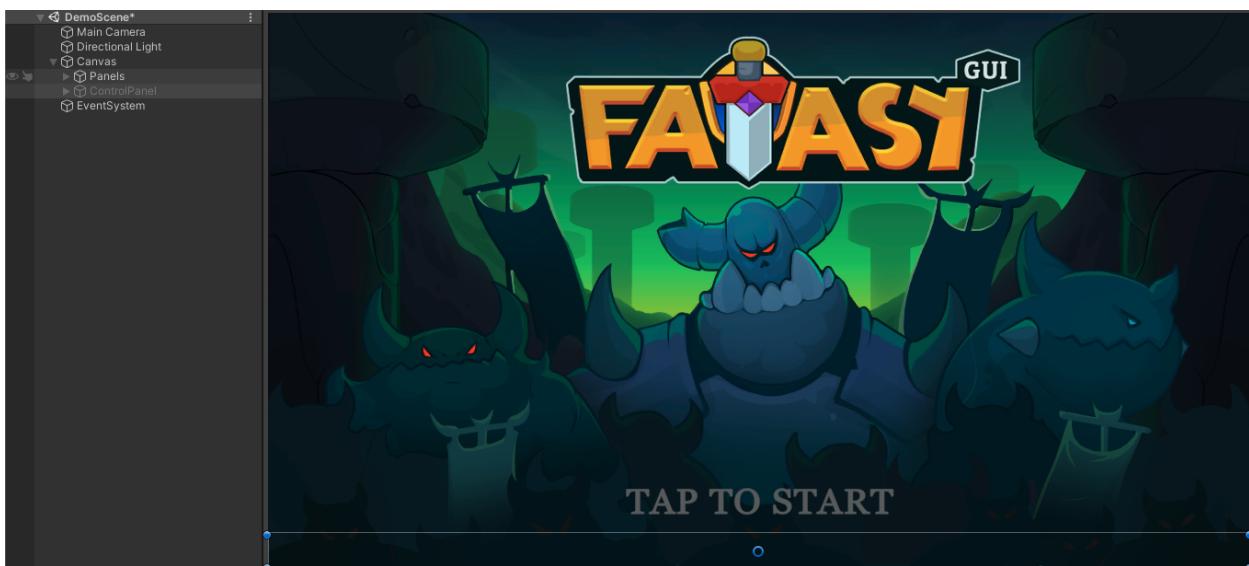


### III. ControlPanel

- There is a ControlPanel in the demo scene



- You can hide it to maximize the view of the demo



## IV. Clickable Scene

A demo scene with dummy code that let you **interact with preset UI elements**



## V. Prefabs

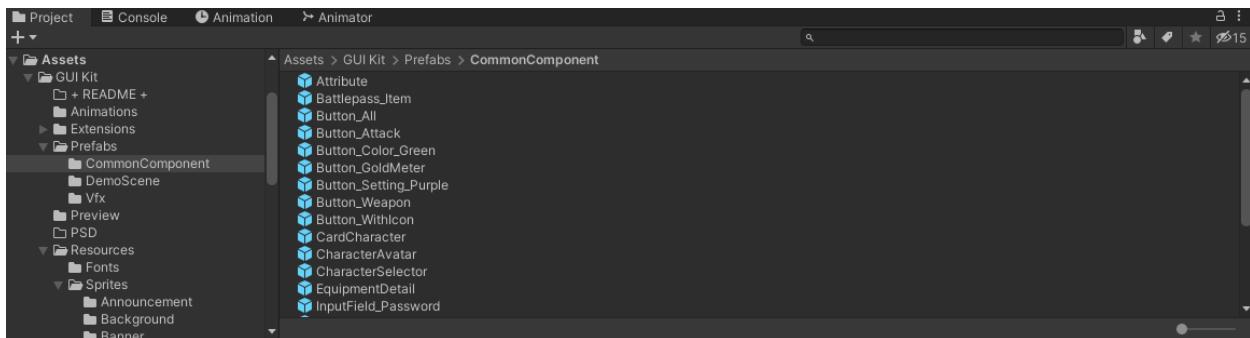
- Elements with a monochrome design can be **customized to different colors** using the **white version**



- Each demo scene was saved as a prefab in **DemoScene**



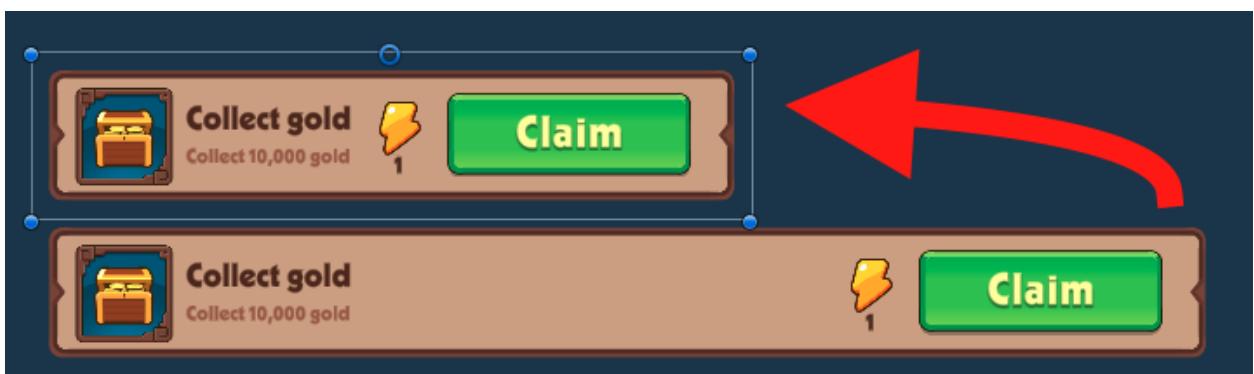
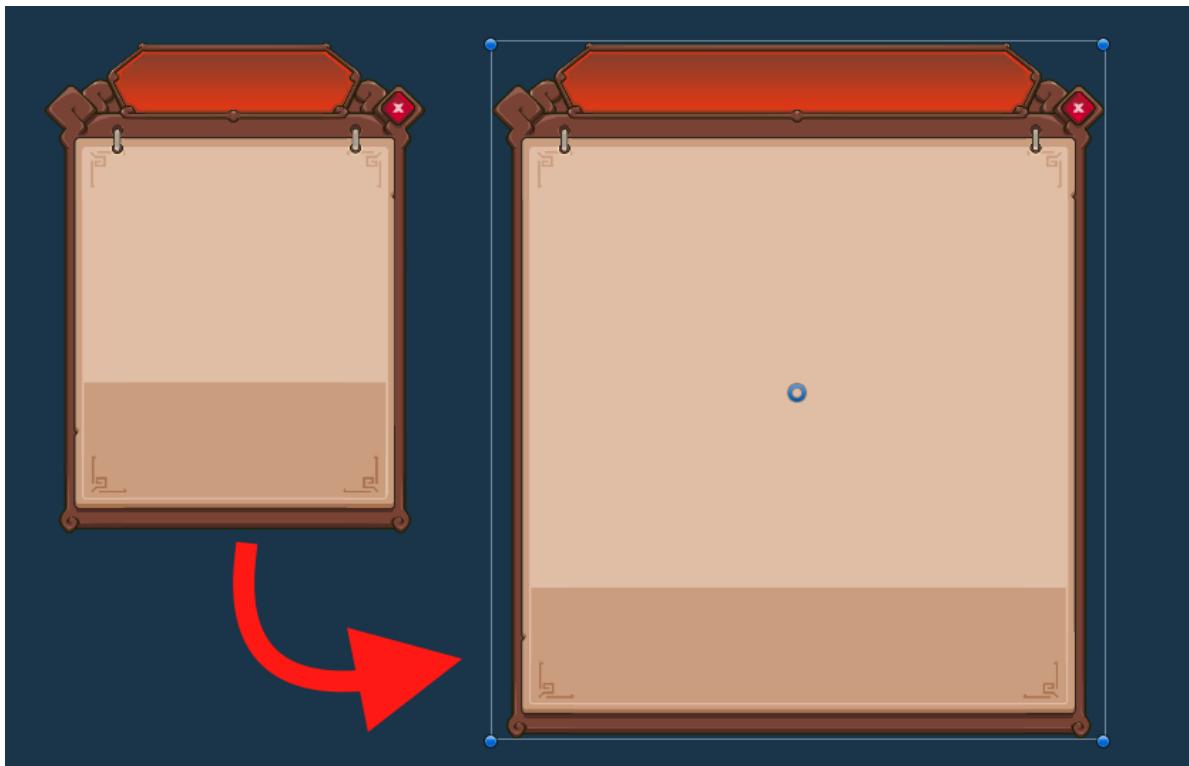
- Common components** has prefabs that i use frequently



## VI. Sprite 9-Patch

Some Sprite elements can be **sliced and can be resized**

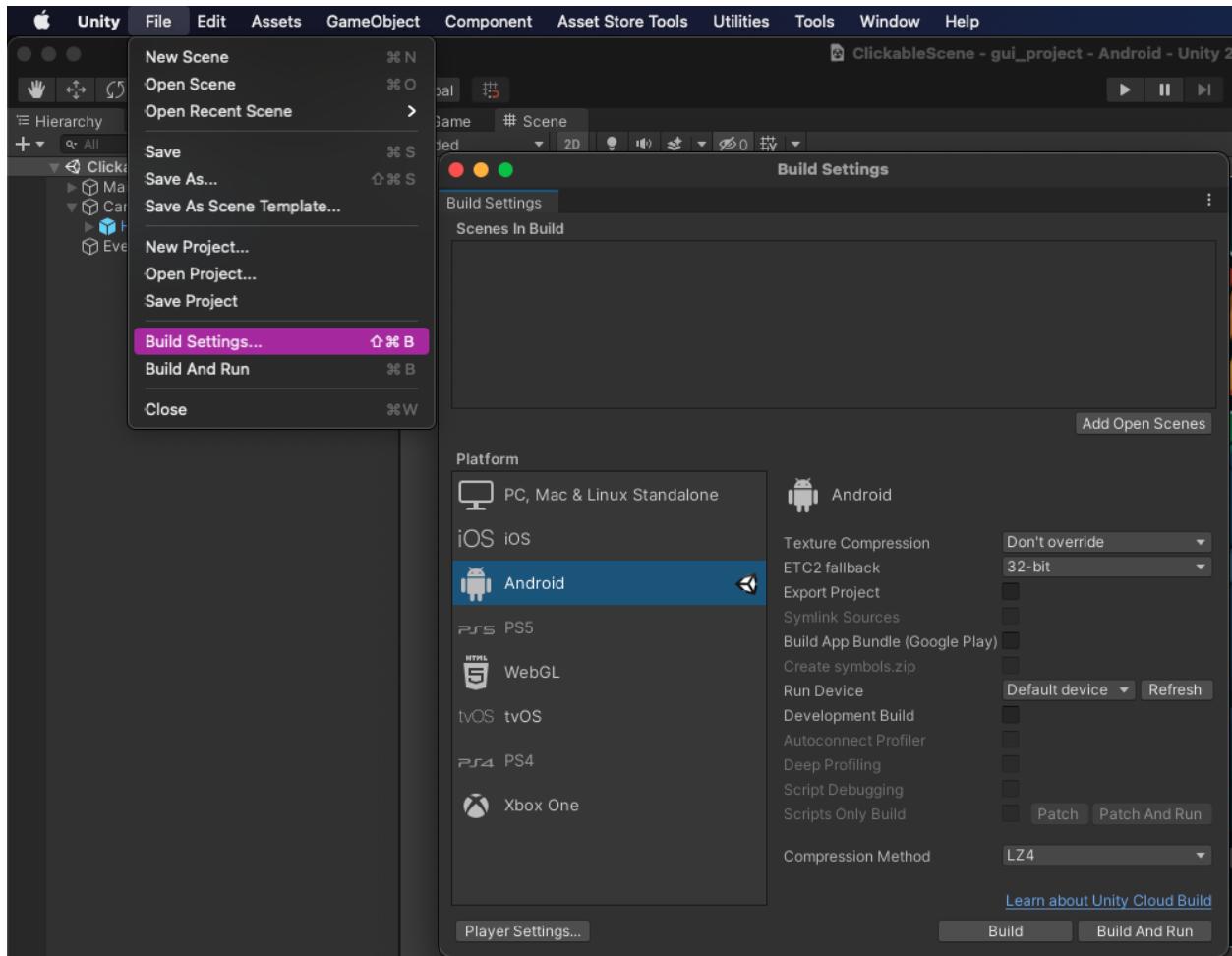
- Some designs can only slice horizontally.
- 9-patch is impossible for complex graduation designs.
- Some elements have a minimum size depending on their design, like popup frames, slider background bars, banners, buttons.



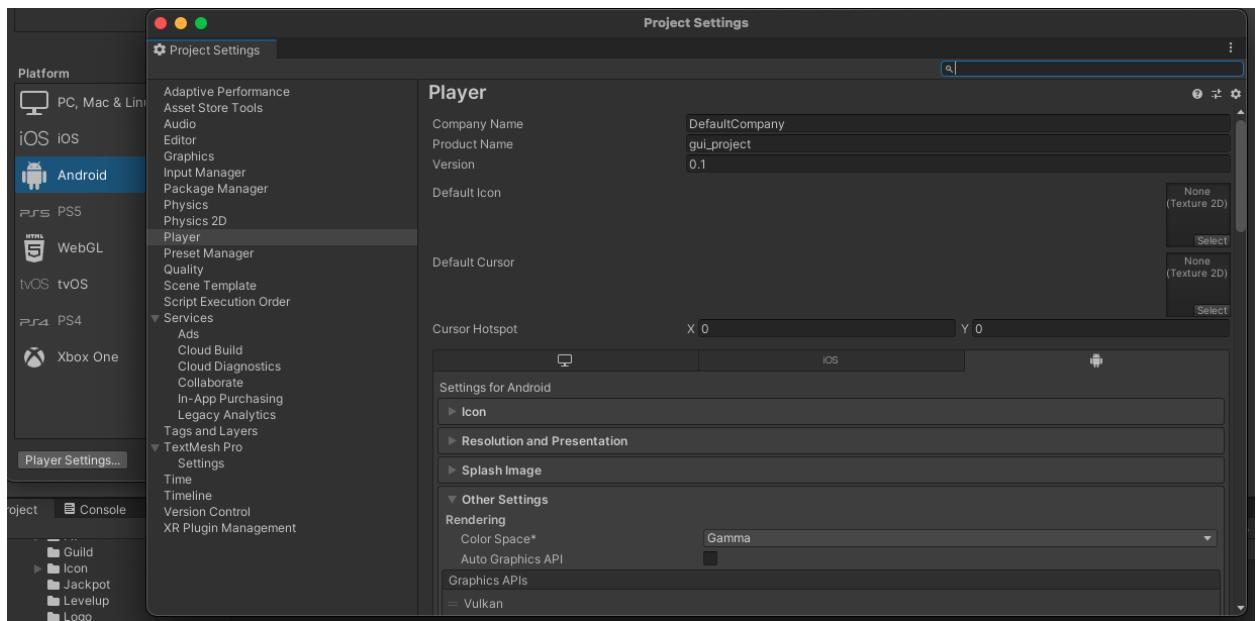
## VII. DoTween flag setting

If you want to **use DoTween for some of the UI animations** provided in the package then do the following: (We are using Unity 2020.3.34f1)

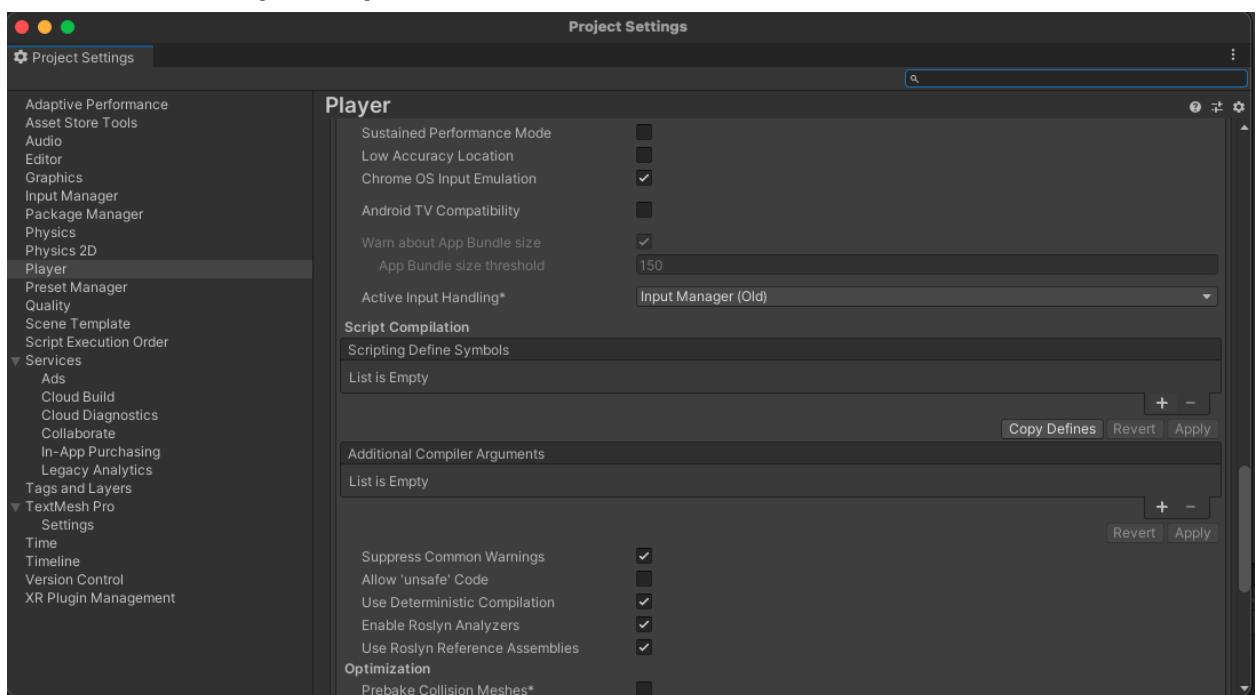
### 1. File > Build Settings



## 2. Click Player Settings



## 3. Scroll down to Script Compilation section then click the "+" button



4. Enter "DOTWEEN", after that **click apply** then **wait for Unity to compile** the code again. Done.

