

GUI Creator Documentation

Classes:

CreateGUI_Main

Contained in CreateGUI_Main:

CreateGUI_Element

CreateGUI_Page

Note! “ main ” in the examples refers to a CreateGUI_Main Script. This should be in the custom script:

JS

```
var main : CreateGUI_Main;
```

C#

```
CreateGUI_Main main;
```

The CreateGUI_Main Script should then be dragged onto this variable in the editor interface.

*functions and variables only needed for the editor interface, and functions that are called automatically are not included.



CreateGUI_Main

TargetPage : String

GetPage(Name : String)

GetElement(Name : String, Page : String)

GetValue(Name : String, Page : String)

WasClicked(Name : String, Page : String)

SwitchToPage(Name : String)

AddPage(Name : String)

AddElement(Name : String, Page : String)

DeletePage(Name : String)

DeleteElement(Name : String, Page : String)



CreateGUI_Element

Clone()

Show : boolean

Name : String

Type : GUIType

Text : String

rect : Rect

Page : String

scaleMode : ScaleMode

Clicked : boolean

Mask : Char

MouseOver : boolean

Slider : Vector4

Style : String

texture : Texture2D

Style2 : String

Editable : boolean

*not all variables are used in all GUI element types. (Style2 is not used in buttons, for example)



CreateGUI_Page

Name : String

Show : boolean

Skin : GUISkin

ScrollArea : boolean

ScrollAreaRect : Rect

ScrollAreaPosition : Vector2



CreateGUI_Element.Clone()

Description:

Returns: [CreateGUI_Element](#)

This returns a copy of the CreateGUI_Element.

Example:

```
var NewElement = main.AddElement(main.GetElement("Play" , "Main Menu").Clone(), "New  
Name");
```



CreateGUI_Element.Name

Description:

Returns: String

The name of the element



CreateGUI_Element.Text

Description:

Returns: String

The text this element can display

Example:

```
if(main.WasClicked("Play" , "Main Menu")){  
    print(main.GetElement("Play" , "Main Menu").Text+"Was Clicked!");  
}
```



CreateGUI_Element.Page

Description:

Returns: [CreateGUI_Page](#)

The name of the of page this element is on



CreateGUI_Element.Clicked

Description:

Returns: boolean

This is set to true when the mouse is clicked inside an element's rect
It is recommended to use the `CreateGUI_Main.WasClicked(name,page)` function instead. That way you don't have to set this to false after you check if something is clicked.



CreateGUI_Element.MouseOver

Description:

Returns: boolean

If the mouse is hovering inside the element Rect

Example:

```
var QuitButton : CreateGUI_Element = main.GetElement("Quit","MainMenu");
```

```
If(QuitButton.MouseOver) QuitButton.Text = "Really?";  
else QuitButton.Text = "Quit";
```



CreateGUI_Element.Style

Description:

Returns: String

The name of the custom style defined in the Page Skin that this element will use

Example:

```
var Play : CreateGUI_Element = main.GetElement("Play","MainMenu");
```

```
If(Play.MouseOver) Play.Style= "Red";  
else Play.Style = "Blue";
```



CreateGUI_Element.Style2

Description:

Returns: String

The name of the custom style defined in the Page Skin that this element will use
This style only applies to scrollbars and sliders.

Example:

```
var PowerLevel : CreateGUI_Element = main.GetElement("PowerLevel"," In Game");
```

```
If(PowerLevel.MouseOver) PowerLevel.Style2= "Red";  
else PowerLevel.Style2 = "Blue";
```



CreateGUI_Element.Show

Description:

Returns: boolean

If an element is visible

Example:

```
var Shoot : CreateGUI_Element = main.GetElement("Shoot","In Game");  
var ShootText = CreateGUI_Element = main.GetElement("ShootText"," In Game");
```

```
ShootText.Show = Shoot.MouseOver;  
//Only Shows Text when mouse is over "Shoot" button.
```



CreateGUI_Element.Type

Description:

Returns: GUIType (enum)

The type of CreateGUI_Element this element is

Example:

```
var SomeElement : CreateGUI_Element = main.GetElement("SomeElement","In Game");
```

```
SomeElement.Type = GUIType.Label;
```



CreateGUI_Element.rect

Description:

Returns: Rect

The x position, y position, width and height of this element

Example:

```
var SomeElement : CreateGUI_Element = main.GetElement("SomeElement","In Game");
```

```
SomeElement.rect.x = 40;
```



CreateGUI_Element.scaleMode

Description:

Returns: ScaleMode

How a texture is fit in it's area

This only applies to elements of the Texture type.

Example:

```
var SomeTexture : CreateGUI_Element = main.GetElement("SomeTexture","In Game");
```

```
SomeTexture.scaleMode = ScaleMode.ScaleToFit;
```




CreateGUI_Element.Mask

Description:

Returns: char

Letters in a password field appear as this character. This only applies to elements of the Password type.



CreateGUI_Element.Slider

Description:

Returns: Vector4

This only applies to elements of the Slider or Scrollbar type.

Slider.x is the value of the slider.

Slider.y is first limit.

Slider.z is second limit.

Slider.w is only for scrollbars and defines the size of the moving part of the scroller.



CreateGUI_Element.texture

Description:

Returns: Texture

This only applies to elements of the Texture type. It tells the element which texture to display.



CreateGUI_Element.Editable

Description:

Returns: boolean

This only applies to elements of the TextField and TextArea type. If it is set to true, CreateGUI_Element.Text can be edited by typing something in the TextField or TextArea.



CreateGUI_Page.Name

Description:

Returns: String

The name of the page



CreateGUI_Page.Show

Description:

Returns: boolean

If this is enabled, elements on this page will be shown.
(Ones that aren't hidden)



CreateGUI_Page.ScrollArea

Description:

Returns: boolean

if this page is functioning as a scroll area



CreateGUI_Page.ScrollAreaRect

Description:

Returns: Rect

The x position, y position, width and height of this element

Example:

```
var SomePage : CreateGUI_Page = main.GetPage("In Game");
```

```
SomePage.ScrollAreaRect.x = 40;
```




CreateGUI_Page.ScrollAreaPosition

Description:

Returns: Vector2

The x and y scroll position

Example:

```
var SomePage : CreateGUI_Page = main.Page("In Game");
```

```
SomePage.ScrollAreaPosition.x += 10;
```



CreateGUI_Page.Skin

Description:

Returns: GUISkin

If this is enabled, elements on this page will be shown.
(Ones that aren't hidden)

Example:

```
var GreenSkin : GUISkin;  
var PinkSkin : GUISkin;
```

```
var InGame : CreateGUI_Page = main.GetPage("In Game");
```

```
if(main.WasClicked("Green","InGame")) InGame.Skin = GreenSkin;  
if(main.WasClicked("Pink","InGame")) InGame.Skin = PinkSkin;
```



CreateGUI_Main.GetPage()

GetPage(Name : String)

Returns: [CreateGUI_Page](#)

Description:

Searches for a page with this name



CreateGUI_Main.TargetPage

GetPage(Name : String)

Returns: [CreateGUI_Page](#)

Example:

With TargetPage:

```
main.TargetPage = "Main Menu";
```

```
if(main.WasClicked("Play")) print("Start the Game!");
```

Without TargetPage:

```
if(main.WasClicked("Play","Main Menu")) print("Start the Game!");
```



CreateGUI_Main.GetElement()

GetElement(Name : String, Page : String)

Returns: [CreateGUI_Element](#)

GetElement(CreateGUI_Element, NewName : String)

Description:

Searches for an element with this name and page

Example:

```
var SomeElement : CreateGUI_Element = main.GetElement("SomeElement","In Game");
```

```
SomeElement.Text = "Click Here!";
```



CreateGUI_Main.GetValue()

GetValue(Name : String, Page : String)

Returns: float

Description:

The value of a slider or scrollbar

Example:

```
var power : float = main.GetValue ("Powerlevel","In Game");
```



CreateGUI_Main.WasClicked()

WasClicked(Name : String, Page : String)

Returns: boolean

Description:

Searches for an element with the specified name and page and if an element is found, returns element.Clicked and then sets element.Clicked to false afterwards.

Example:

```
if(main.WasClicked("Quit","Main Menu"){  
    Application.Quit();  
}
```



CreateGUI_Main.SwitchToPage()

SwitchToPage(Name : String)

Description:

Makes the page with this name visible and makes all other pages invisible

Example:

```
If(main.WasClicked("Options","Main Menu")){  
    main.SwitchToPage("Options");  
}
```




CreateGUI_Main.AddPage()

AddPage(Name : String)

Returns: [CreateGUI_Page](#)

Description:

Creates a page with the specified name



CreateGUI_Main.AddElement()

AddElement(Name : String)

Returns: [CreateGUI_Element](#)

Description:

Creates an element with the specified name

Example:

```
var NewElement = main.AddElement("New Name","Target Page");
```

```
var NewElement = main.AddElement(main.GetElement("Play" , "Main Menu").Clone(), "New  
Name");
```



CreateGUI_Main.DeletePage()

DeletePage(Name : String)

Description:

Removes the specified page



CreateGUI_Main.DeleteElement()

DeleteElement(Name : String, Page : String)

Description:

Removes the specified element