

# ANIMATE UI PRO<sub>1.0</sub>

## Documentation

This package was developed by Wilgner Fábio

Contact

<https://www.wilgnerstudio.com/customersupport/>

Made with <3

# Sumário

Introduction .....	3
Features .....	3
What to do first? .....	5
Understanding the Animate UI Pro .....	6
Creating example animation .....	7
Conclusion .....	9
Credits & Contact .....	10

## Introduction

**Animate UI Pro** is a package that contains +40 animations to use in Unity's UI, easy to use, customized editor for better customer interaction and totally easy to edit, and each configuration of an animation / category does not interfere in other configurations.

All animations are made by codes, resulting in more speed, precision and easy editing (variables)  
Animations are made using math. (100% accurate)

## Features

- +40 Animations
- Custom Editor
- Easy to use and customize
- Organized structure
- All C# code
- Work with Unity +2017

### **ALL ANIMATIONS: (+40)**

#### **Miscellaneous Category**

- Bounce
- Pulse
- Flash
- ShakeX
- ShakeY
- RPGLTypingEffect

## **Zoom Category**

- Zoom In
- Zoom In Down
- Zoom In Up
- Zoom In Left
- Zoom In Right
- Zoom Out
- Zoom Out Down
- Zoom Out Up
- Zoom Out Left
- Zoom Out Right

## **Slide Category**

- Slide In Up
- Slide In Down
- Slide In Left
- Slide In Right
- Slide Out Up
- Slide Out Down
- Slide Out Left
- Slide Out Right
- Slide Out

## **Fade Category**

- Fade In
- Fade In Up
- Fade In Down
- Fade In Left
- Fade In Right
- Fade Out
- Fade Out Up

- Fade Out Down
- Fade Out Left
- Fade Out Right

### Flip Category

- Flip
- Flip In X
- Flip In Y
- Flip Out X
- Flip Out Y

### Roll Category

- Roll In
- Roll Out

## What to do first?

Before importing the Animate UI, I recommend you make a backup of your project.

Whether we do this or not, let's begin.

Let's start by adding the **Animate UI Pro script** to the element you want to add to the UI (example: text, image, and so on).

There are two ways to add:

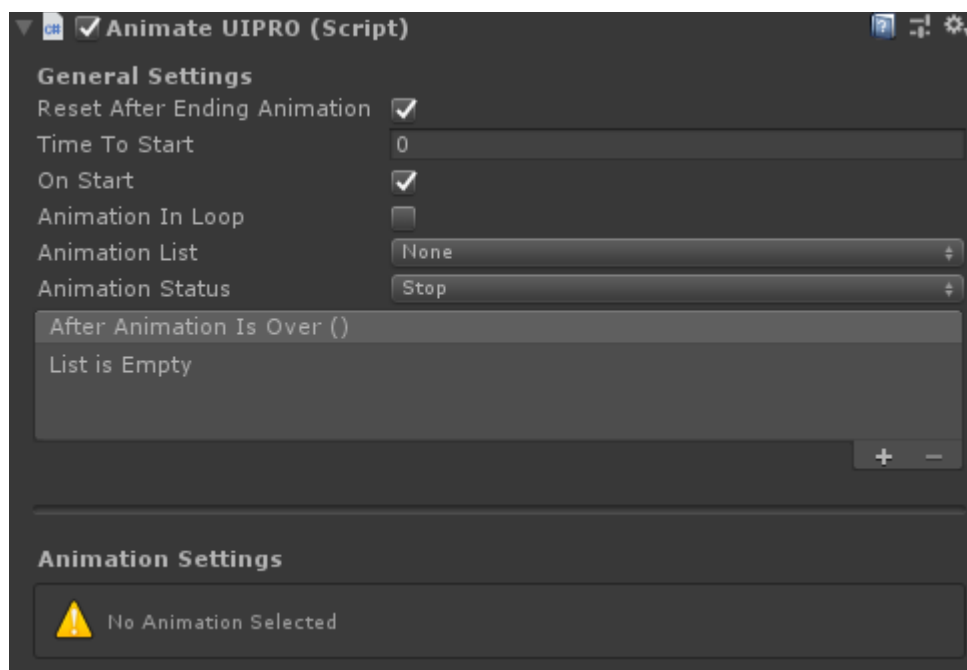
1 - In the directory, **WS\_ANIMATEUIPRO > scripts > AnimateUIPRO.cs** drag the script to the element to be animated.

2 - In the object / element to be added, **Add Component > Search: Animate UI**, click or press enter for it will be added.

The **Animate Ui Control** script is not required, it is only used for the sample screen.

## Understanding the Animate UI Pro

Let's understand how it works: just add the script (intro step), select the desired animation and settings and you're done.



**Reset After Ending Animation:** With this option enabled, the object returns to the initial settings (position, rotation, scale).

**Time to start:** When the object is instantiated (either at the beginning of the game or by another object) you can set a time (in seconds) to execute the animation.

**On Start:** If active, run the animation when the object is instantiated

**Animation in Loop:** Case active. at the end of the animation it is executed again in an infinite cycle

**Animation List:** List of all available animations (+40)

**Animation Status:** Variable responsible for controlling animation status (no need to tinker, just for the code and for you to see what's happening if you want to debug or see how it works)

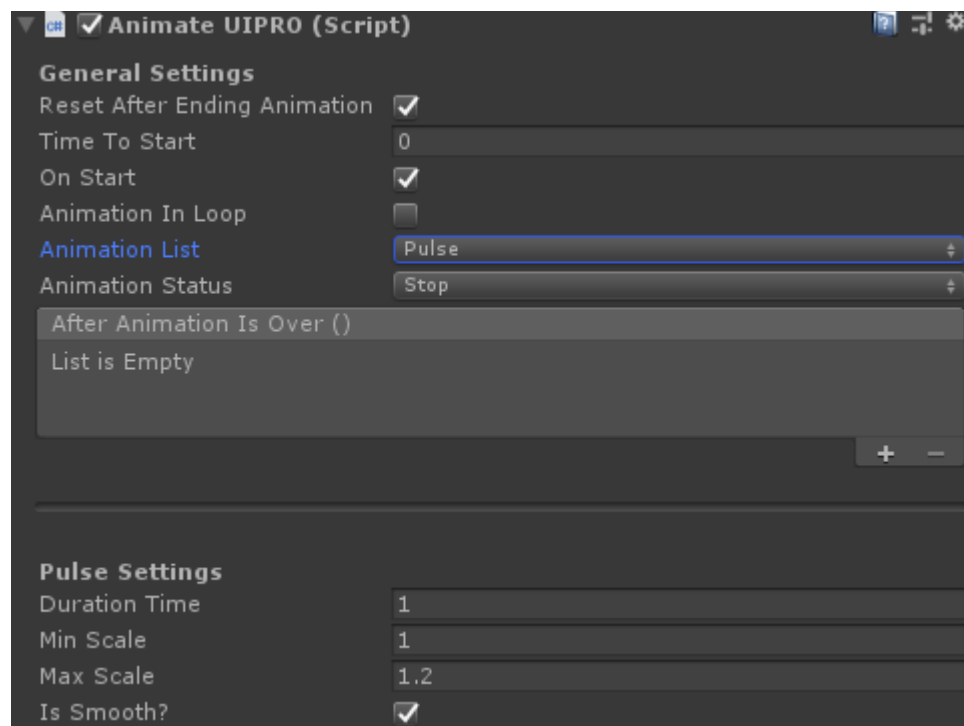
**Animation Settings:** According to the animation selected in the **Animation List** your settings will appear here to be configured to your liking

## Creating example animation

Let's create an example animation, the others animations are similar, just change your configuration variables, come on.

For this example I will create a pulsing animation.

Let's create a UI element of type text and add the script (as explained in the introduction), we will select the pulse animation on the Animation List, thus:





After this, the selected animation settings appear, all animations come with a default, and you can edit them as you want.

Note: the names of the variables are already very suggestive and I will not go into detail in each of the animations.

Let's make a small change in the settings of the animation, we leave the duration with 2 seconds and the maximum scale in 1.5

Just run the game and check the changes, very simple, for the rest of animations the process is basically the same.



## Conclusion

Basically this is as it is in the description it is extremely easy to use and edit and the settings for the other animation are extremely similar and with suggestive names.

Any doubts you can check in the topic Credits and Contact, thanks =)

# Credits & Contact

This package was developed by Wilgner Fabio and is just a package of something bigger.

Special thanks to you for buying and supporting me <3.

**Other assets:**

[Main Menu Kit](#)

<https://www.wilgnerstudio.com/customersupport/>

or

<https://www.wilgnerstudio.com/contact/>

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