# Mobile Aqua GUI

Thank you for purchasing the package Mobile Aqua GUI! This is a breif description what is in the package (Assets/UETools/AquaGUI folder) and what you can do with it.

## Animations
Contains animations for buttons, windows, ... (low priority content at the time of publishing, will be updated within next few releases)

## Demo
Contains scripts and playable scene as you have seen in the Web Player (there could be problems with cursor texture, you can turn it off directly in demo scene - see game object named "Demo")

## Documentation
Always read docs! Reserved also for tutorials.

## Fonts
Atlasses with stylized bitmap fonts. They are fast and will grow if I have enough time.

## Graphics
Important one! All sources are here.

### Atlas
There are images used to create the texture atlas, Texture Packer project files included so you can build your own recolor skins very fast (files path will be probably broken, you have to re-drop icons to TP).

### Composites
Final buttons in aqua style (just a little speed-up for you if you want just a few buttons somewhere in image processor).

### Source
Contains full sized image elements, vector PSD files included!

## Materials
Materials with translucent shader are used by default. Materials with additive shader are used for highlights.

## Meshes
There is a mesh for background.

## Prefabs (sorted by complexity)
Always use prefabs for inserting anything into scene. And be careful, especially if you work with pivots.

### Sprites
Just images and their prefabs.

### Buttons
All buttons from atlas with aqua style (lime border, blue button, orange icon).

*Elements*

More complex prefabs (generic button, text, mostly dynamic elements in aqua style).

*Components*

Very complex elements with scripts, fully functional (group of Radio buttons, Scroll view, animated buttons, ...)

*Scenes*

Final views which can be used in games.

There are some bonus images in source directories, check them (I don't wanted to include all bombs in the base atlas texture, it would be waste of space).

This section will grow the most along with scripts. I want to provide very high-level, ready to use components with focus on gameplay logic, users flow etc.

## Scenes

Five scenes with all prefabs for easy editing, automatic testing, repairs, ... whatever you want.

## Scripts

Reserved for future updates.

## Sounds

This package should be really complex. Not just graphics.

## Textures

Atlasses, skins, background, ...

If you want to save your own assets (e.g. prefabs) inside my folders, please make a new folder named "Custom". I will never make any "Custom" folder so your content won't be accidentally overwritten by update.

If you have any **questions**
If you have any **troubles**
If you want any **feature** (specific elements, icons, shaders, tutorial, whatever)
If you want to say Hi!

This is the way:

support@uetools.com

www.facebook.com/uetools

## Thanks! :)

PS.
Please type "FEATURE REQUEST" to email subject field if you want a feature and I will do it. If you like this package, please rate it on the Asset Store (I'm not asking for 5 stars...give me a real review).