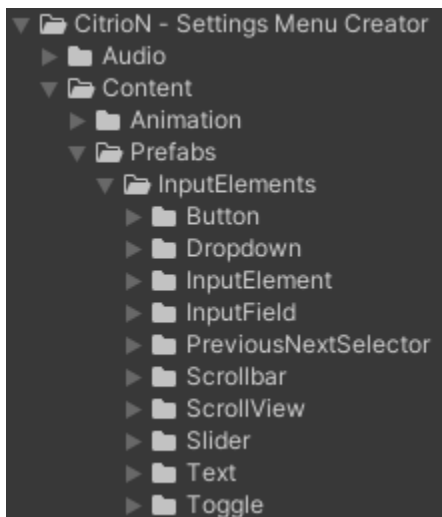# *Input Element Prefabs*

Overview

There are many Input Element Prefabs (UGUI) provided to get you started quickly.
You can create variants of any and customize them as you see fit for your settings menu.
You can find them in the project window at Packages/CitrioN - Settings Menu Creator/Content/Prefabs/InputElements.

Multiple prefabs (variants) for each input element (toggle, slider, dropdown etc) are provided to cover a wide range of use cases.
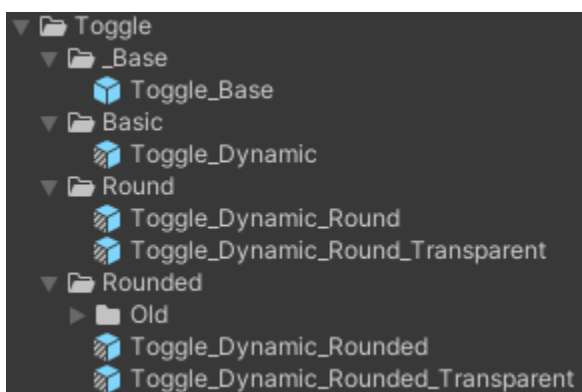
Recommended Usage

You can make prefab variants of the prefabs you want to use and modify your variants freely to adjust the look and function to fit your project's requirement without having to

worry about breaking anything on the source/original prefabs(s). This is also done automatically if you use the recommended ResourcesCreatorProfile based workflow for creating your menu resources. Learn more about the ResourceCreatorProfile workflow [here](). All prefabs are named carefully to make it easier to understand what their features are.

Prefab Namings

Base
This is one you typically don't want to use because it generally is missing some additional features to be fully functional.

Dynamic
Fully set up to work with the style profile system. Style listener scripts are attached to react to the various styles in the default style profile setup such as Primary Image or Primary Text styles.

Rounded
Variant using round/rounded corner images for the various images on the prefab.

Inverted
Uses inverted colors of the style profile like 'Primary Image Inverted' instead of 'Primary Image'.