**Simple UI Prompt**

Thanks for downloading! I’m sure most of you hate reading documentation, I’ll keep this short and simple.

**Requirements:**

* Unity 2018.1 and above
* Half a brain to read this writeup

To start using it right away

Add **using SUPERLASER;** in your script and call SimpleUIDialog.ShowDialog(); You do not need to any prefab on the scene, it will be auto loaded by the script itself and assigned to do not be destroyed.

These are the parameters you can set in ShowDialog()

* Title
* Content
* Buttons (Delegates and Button Text)
* Show “X” Button
* Highlighted Button

After any button is clicked, the dialog will automatically close

Additional Parameters that is set on the dialog prefab at **Assets/Resource/SUPERLASER/SimpleUIPrompt/SimpleUIPromptCanvas**

* Accent Color (Highlight color)
* Dialog Scale (Size of the dialog)
* Animation Spd