

Dark Pixel RPG UI

Script documentation

1. `ApplicationExit` - is used to quit the demo scene. Has one public method `Exit`.
2. `SliderTextValue` - adds a listener to the selected slider that changes the text of the attached `TMP_Text` component to show input value by format `CURRENT_VALUE/MAX_VALUE`.
3. `TooltipElement`. Attach it to the UI element to show `TooltipWindow` when the mouse pointer is above. `Header`, and `Description` properties will be shown in the tooltip window.
4. `TooltipWindow` is used to show tooltip information from `TooltipElement`.
5. `Item` is a class that represents concrete equipment. Can be in slots or be dragged by a mouse pointer. `Sprite` holds an image to show when placed in a slot or dragged.
6. `Slot` - holds an `Item` and displays its icon. Property `initialItem` is an object that holds an initial item stored in a slot on application start. `PlacedItemImage` is displayed as a background for non-empty slots.
7. `SlotItemDropTarget` - uses the unity event system to place an item into the attached slot.
8. `SlotItemGrab` - uses the unity event system to begin to drag an item that is placed in the attached slot.

9. Inventory collects all slots from children's game objects and provides slot sort. In combination with the InventorySlotItemDropTarget component allows dropping a new item into the first empty slot.
10. DragItemHolder singleton class that holds the current dragging item and places or removes an item from slots when the specific mouse event is executed.
11. DropdownHideCaptionBorder is a demo class that replaces an original image of the dropdown element with an extended one when it is open.
12. NullableSerializableField - classes provide a nullable serializable field functionality. With NullableSerializablePropertyDrawer add a button to set or reset a property in the editor. Has object version and a version for primitives.

Shader documentation

1. Sprite-Grayscale is used to make images colorless grayscale. Has a property `_Grayscale` - is the value of brightness where 0 is the black image and 1 is a very bright image. Recommended value - 0.4.

Support contact: ponetisup@gmail.com