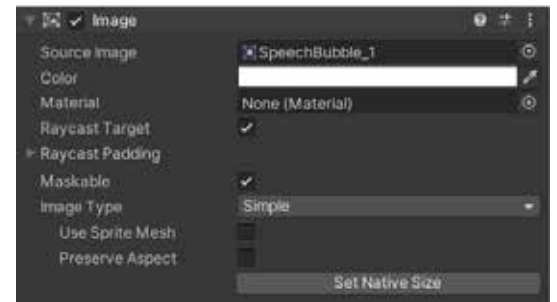


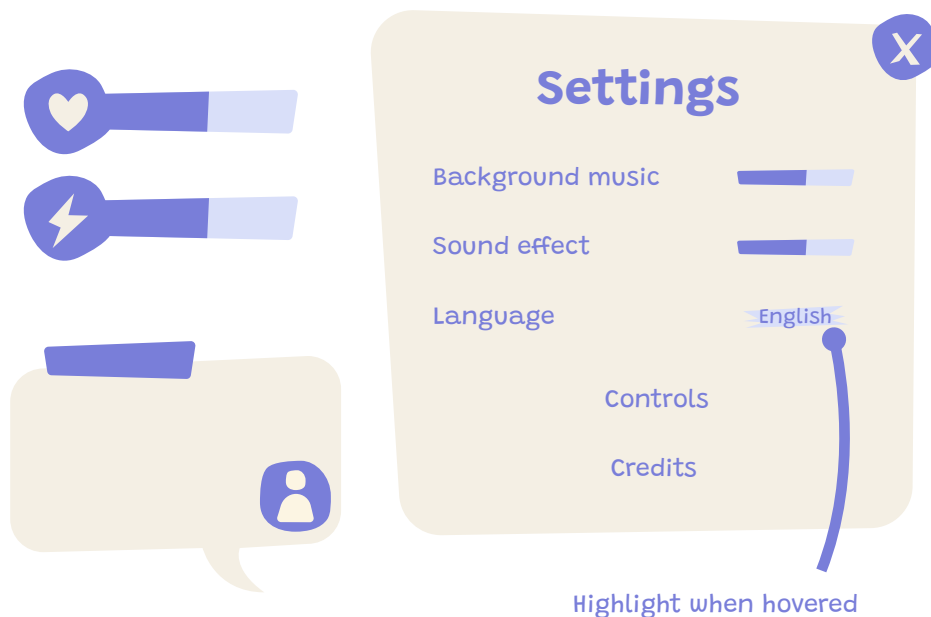
# Documentation

Assets are made for 4K resolution but they use generated mipmaps, meaning you can resize all of them by dividing them by 2, 4 or 8.

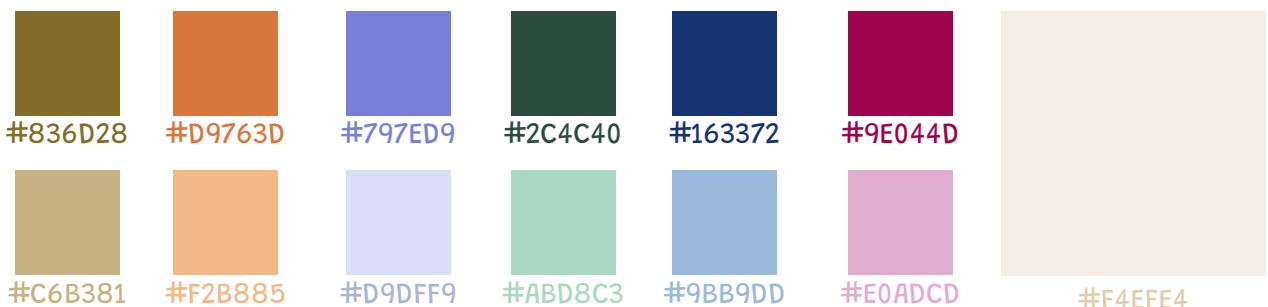
Use Image Component's « Set Native Size » to keep the original aspects. Then, in the inspector, scale the width and height by 0.5, 0.25 etc.



## Other UI exemples





## Color palettes you can use











# Documentation

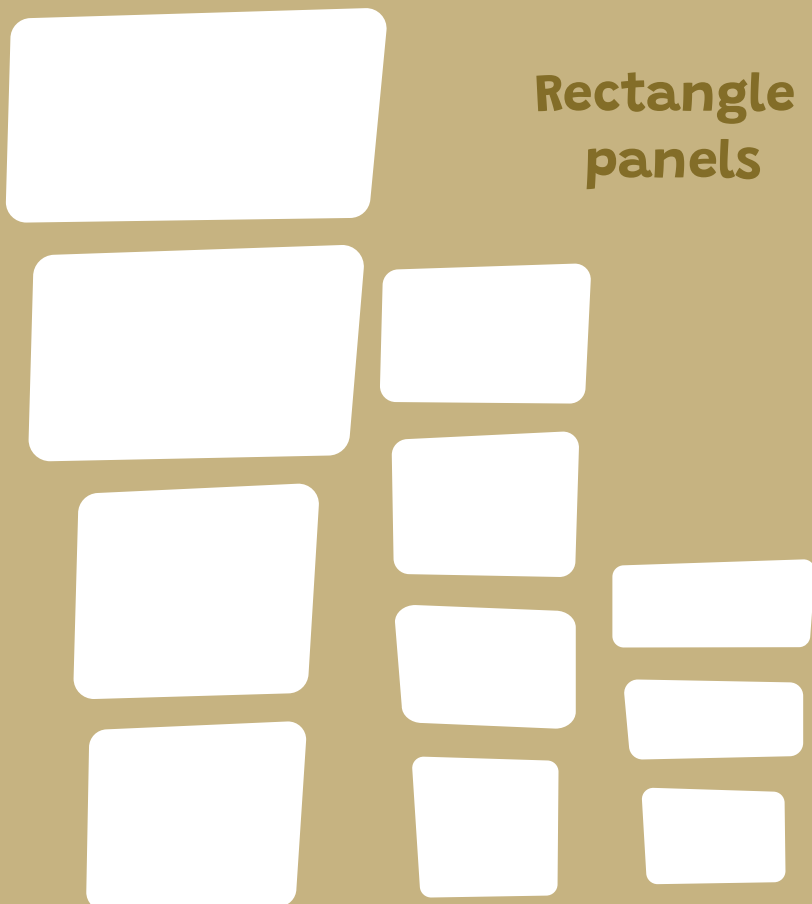
## Buttons names

|   | XL  | L   | M  | S   | XS  | XXS   |
|---|---|---|--|---|---|---|
| A |  |  |  |  |  |  |
| B |  |  |  |  |  |  |
| C |  |  |  |  |  |  |
| D |  |  |  |  |  |  |
| E |  |  |  |  |  |  |

## Highlighters names

|   | XL  | L  | M   | S   |
|---|---|--|---|---|
| A |  |  |  |  |
| B |  |  |  |  |

## Rectangle panels



## Square panels

