GUI
LIFE
GAME

LAYER LAB
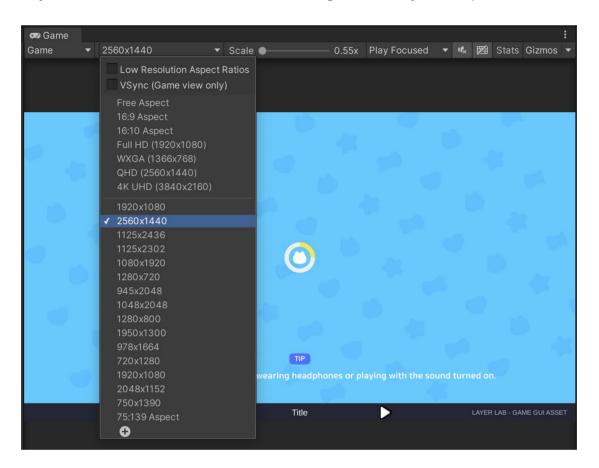
01 Package description

- The assets are **optimized for mobile** platforms.
- Preview images and demo scenes are designed at a resolution of **2560x1440**.
- Sprite UI images are provided 9-sliced at their original resolution.
- Some Sample images with large sizes are provided at reduced scale.
- Item icons are provided in various sizes, with item icons offered at their original size and multiples of 2.
- Other Icons are provided at their original sizes as used in the demo scene.

- The fonts are created using **TextMeshProUGUI**.
- **Free fonts** were used in the demo scenes.
  - Please exercise **caution before use.**
    It's essential to adhere to the font creator's copyright, so please make sure to confirm the original author's copyright before use.
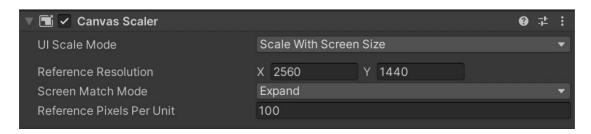
02 **Basic Setup**

GameView Resolution Setting
If you set it to the desired resolution in the game view, you can preview it.

Canvas Scaler Settings

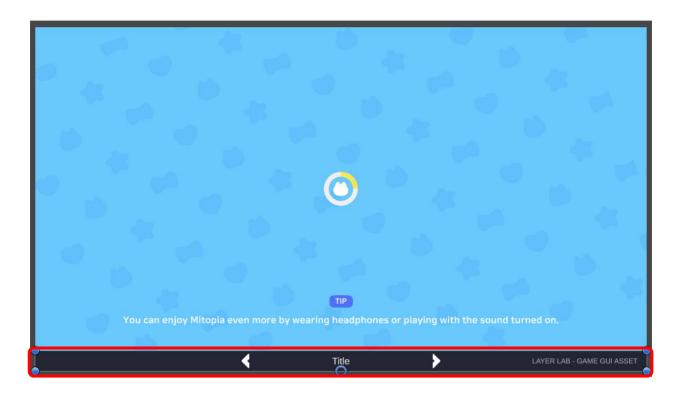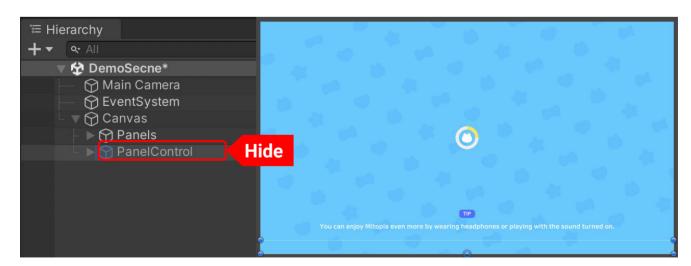# 03 PanelControl

There is PanelControl in the demo scene.

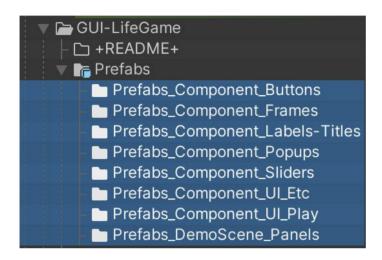You can preview the demo panels with the left and right buttons in play mode.

You can hide it or make it visible, so adjust it according to your convenience.
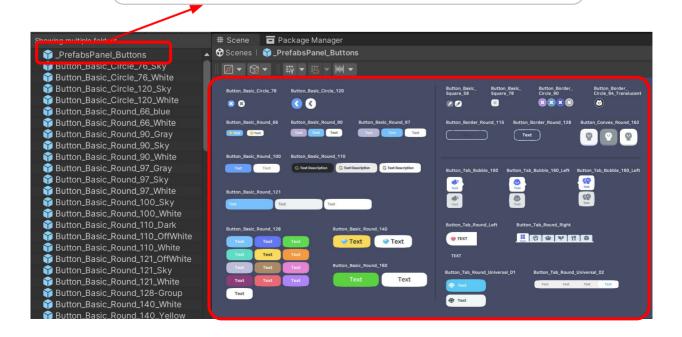
04 Prefabs

All UI prefabs are located in the path below.

- Components were classified as buttons, frames, labels, popups, sliders and UI_etc and saved as prefabs.
- Each demo scene was saved as a prefab in DemoScene_Panels.

Double-click on the **"_PrefabsPanel_xx"** to view the screen of a collection of prefabs at a glance.

05 Prefabs White Elements

Component prefaps have **designated colors** and **customizable white versions** according to demo scenes.

The **white prefabs** may be difficult to express the detailed design shown in the demo version, but it has the advantage of being able to customize the color directly from the engine.
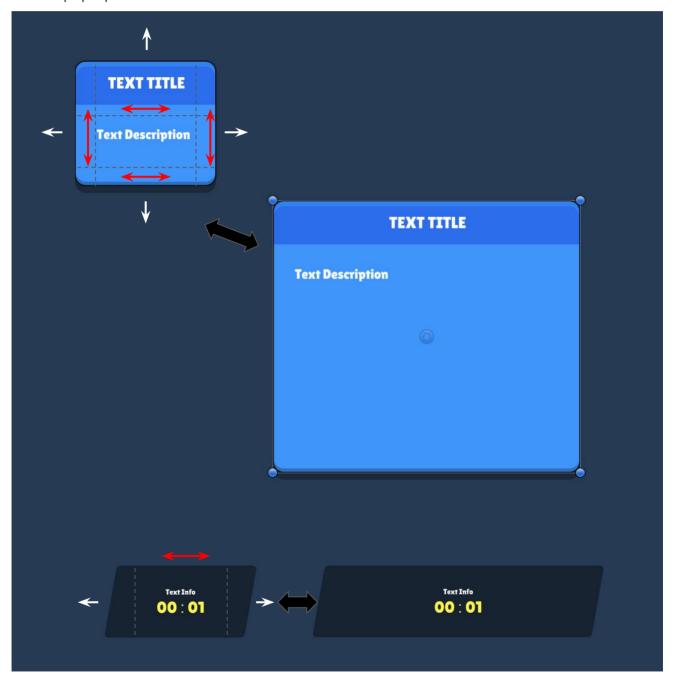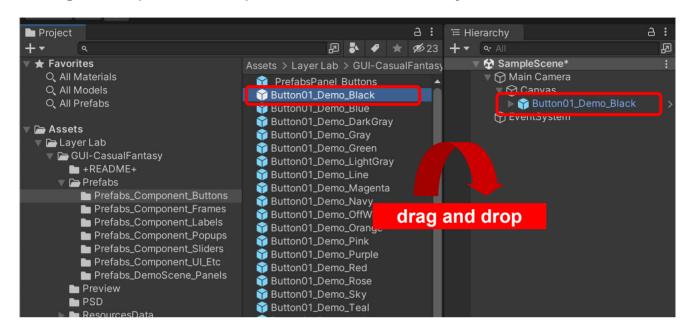
06 Sprite 9-Patch

The Sprite elements except for some have been sliced and can be resized.

- Some designs only slice horizontally.
- 9-patch is not possible for complex gradation designs.
- Some elements have a minimum size depending on the design, such as tables, banners, and pop-up frames.
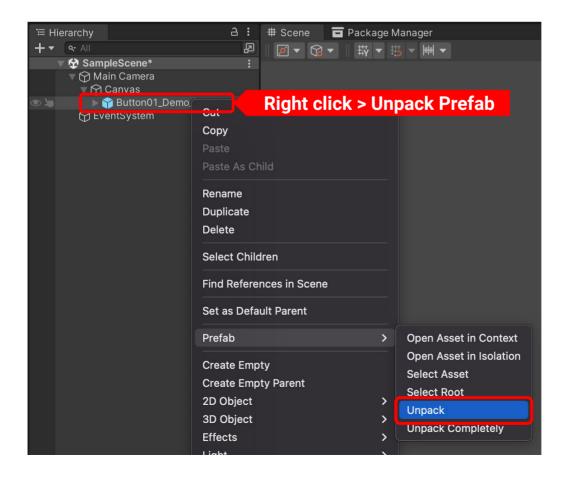
07 How to use Prefabs

1. Drag and drop Prefab to import into canvas of hierarchy.

drag and drop

2. Bring it to canvas and use unpack prefab.

This will keep the original. And modify it as you want and use it.

Right click > Unpack Prefab

(+PSD) Pack User Guide

PSD is packaged.

PSD files have been packaged to speed up import.

You can import a packaged file by Double-Clicking it.

THANK YOU