Chat UI

目录

Chat UI Version: V1.2

http://www.maything.com

Thank you very much for purchasing this package.

This guide will tell you how to use Chat UI!

What is Chat UI?

This UI is Unity GUI(UGUI) component!

The component simulates the chat interface of wechat. You can input text chat content like wechat and view other people's chat content!

The new version support emoji and picture messages!

Components support IOS and Android platforms

Component support multiple languages

Note: this component only contains the GUI interface, not include the code of the communication part!

Version information

Version 1.2

1. Support OpenAI/ChatGPT API
2. Support for multiple lines of text

Version 1.1.1

1. Fixed the problem that when there are 3-5 Chinese characters, the text will be cut
2. Fixed that when scrolling for the first time, the interface will not automatically scroll down
3. Support Unity 2020

Version 1.1

1. Add toolbar to change input mode
2. Add Emoji message
3. Add Photo message
4. Add notice tag.
5. Fixed size error when anchor presets is set stretch!
6. Fixed sometimes scrolling position error
7. Change default datetime tag style to smooth.
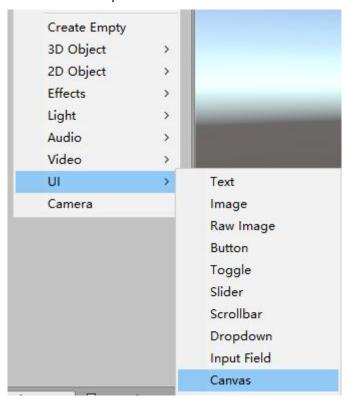
Import Chat UI Package

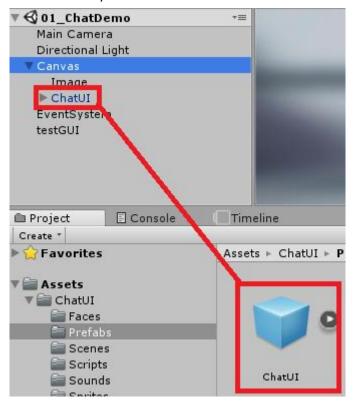First you need import Chat UI package for your project!You can see:

And now you can use Chat UI!

How To add Chat UI to Scene?

- You need add UI Canvas on your scene node:

- Drap "ChatUI" Prefab on your canvas scene node!

Tags Chat UI properties:

[Controls Properties]
Content Transform: The content game object transform.

Input Field: Input field component.

[Sprite Properties]
Left Face Sprite: Set left message box face sprite.

Right Face Sprite: Set right message box face sprite.

[Message Box Properties]
Date Time Tag: Date time tag prefab.

Chat Left Message Box: Left message box prefab.

Chat Left Message Sound: Set sound when left message comes

Chat Right Message Box: Right message box prefab.

Chat Right Message Sound: Set sound when right message comes

Prefabs

ChatUI: Complete Chat UI.

ChatViewUI: Chat View UI.Not include input field.

DateTimeTag: Date time tag prefab(Binding "**Date Time Tag**" property)

NoticeTag: Notice tag prefab(Binding "**Notice Tag**" property)

MessageLeft: Left Message box prefab(Binding "**Chat Left Message Box**" property)

MessageRight: Right Message box prefab(Binding "**Chat Right Message Box**" property)

MessageCustomLeft: Custom left Message box prefab(Binding "**Chat Left Message Box**" property)

MessageCustomRight: Custom right Message box prefab(Binding "**Chat Right Message Box**" property)
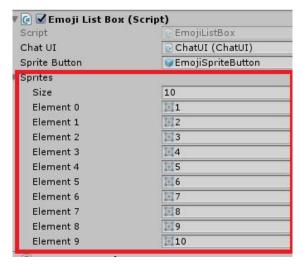
EmojiSpriteButton: Emoji list button prefab.

How to add custom emoji sprites?

You click "ChatUI" -> "EmojiListBox" -> "ScrollListBox" at scene node!like this:

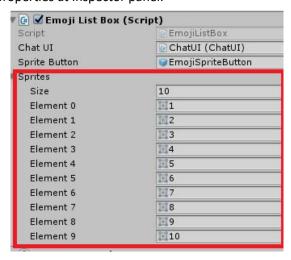You can see Sprites properties at Inspector panel:

You can add your own pictures here!

How to add custom photo sprites?

You click "ChatUI" -> "PhotoListBox" -> "ScrollListBox" at scene node!like this:
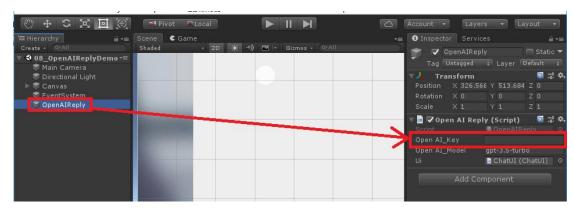

You can see Sprites properties at Inspector panel:

You can add your own pictures here!

How to use OpenAI/ChatGPT

First, you need visit https://openai.com/ website to register and obtain the OpenAI key.

Next, open"**08_OpenAIReplyDemo**" scene.

And click "OpenAIReply",enter your OpenAI Key on here:

Now,you can run the demo!

Demo Scenes

01_ChatDemo: First preview demo

02_FullScreenDemo: Full screen chat window demo.

02_CustomMessageBox: Custom style message box demo.

03_AutoReplyDemo: Auto reply message demo.

04_MobileStyleDemo: Mobile style demo.

05_ChatViewOnly: Only chat view demo.

06_PrefabsDemo: View prefabs demo.

07_PrefabsDemo: Custom message style demo.

08_OpenAIReplyDemo: OpenAI/ChatGPT demo!

Public module

`public void` `AddDateTimeTag()`

Add new date time tag.

`public void` `AddChatMessage(string text, enumChatMessageType messageType)`

Add new message.

`public void` `ClearChatItems()`

Clear all chat message.

`public ChatItem GetChatItem(int index)`

Get chat message by index.

`public List<ChatItem> GetChatItems()`

Get all chat message list.

More question?

If you have more problems in the process of using.You can content me.

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