cGUI Reference Manual

by cMonkeys

A Brief Explanation

cGUI is an optional helper script used to manage and display the included GUIs of the cAudio, cInput, and cVideo plugins for Unity.

If you want to use the GUI included with cInput, cAudio, or cVideo, set the skin first using cSkin. Custom skins have been included in the Assets/cMonkeys/cGUI/Skins folder. You can also adjust the color (including alpha) of the skin with the bgColor.

If you're making your own custom GUI for these plugins, you don't need to use cGUI, and you can optionally comment out the first line of each applicable plugin. This will prevent the GUI components from automatically being added to the scene. For example, if making your own GUI for cInput, comment out the following line from cInput.cs:

#define Use_cInputGUI *// Comment out this line to use your own GUI instead of cInput's built-in GUI.*

Table of Contents

Reference

Properties

bgColor

Color

Description

The color to tint the GUI.

cAudioExists

bool

Description

Whether or not the cAudio Plugin is present. You should never set this manually. When cAudio is initialized it will set this variable to true.

cInputExists

bool

Description

Whether or not the cInput Plugin is present. You should never set this manually. When cInput is initialized it will set this variable to true.

cSkin

GUISkin

Description

The custom GUISkin to use.

cVideoExists

bool

Description

Whether or not the cVideo Plugin is present. You should never set this manually. When cVideo is initialized it will set this variable to true.

showingAnyGUI

bool, **Read-Only**

Description

Whether or not cGUI is displaying any GUI, whether it be the GUI for cAudio, cInput, or cVideo.

showingAudioGUI

bool, **Read-Only**

Description

True if the cAudio GUI is currently being displayed.

showingInputGUI

bool, **Read-Only**

Description

True if the cInput GUI is currently being displayed.

showingVideoGUI

bool, **Read-Only**

Description

True if the cVideo GUI is currently being displayed.

windowMaxSize

Vector2

Description

The maximum size of the menu window. If the menu window is bigger than the screen then the menu window will be fullscreen.

Methods

ShowAudioGUI

void ShowAudioGUI()

Description

Displays the cAudio GUI if cAudio is in the project. Unless you're writing your own GUI, or specifically need to display the cAudio GUI, you should probably just use [ToggleGUI](#) instead.

Example

cGUI.ShowAudioGUI();

ShowInputGUI

void ShowInputGUI()

Description

Displays the cInput GUI if cInput is in the project. Unless you're writing your own GUI, or specifically need to display the cInput GUI, you should probably just use [ToggleGUI](#) instead.

Example

cGUI.ShowInputGUI();

ShowVideoGUI

void ShowVideoGUI()

Description

Displays the cVideo GUI if cVideo is in the project. Unless you're writing your own GUI, or specifically need to display the cVideo GUI, you should probably just use [ToggleGUI](#) instead.

Example

cGUI.ShowVideoGUI();

ToggleGUI

void ToggleGUI()

Description

Toggles the GUI on or off. When toggling the GUI on, it attempts to display the GUI for cInput first, cAudio second, and cVideo last, if they exist.

Example

cGUI.ToggleGUI();

Glossary

This section provides a description of terms and jargon that may need some further clarification.

Color

See Unity's documentation on [Color](#).

GUISkin

See Unity's documentation on [GUISkin](#).

Vector2

See Unity's documentation on [Vector2](#).