

UI Editor

Overview

To activate the UI Editor simply go to Window\Interface to bring the new window up. Once the window is up you can now start creating and editing user interfaces without having to go to the scene view.

Panning

You can pan around the editor by holding the middle mouse button.

Selecting

You can select an object by simple clicking on it, you can add or subtract an object to the selection by holding control.

Parenting

You can change the parent of an object by holding control while you drag it over an element.

Moving

Once an object is selected you can move it normally if the move tool is activated.

Rotating

Once the rotate tool is selected you can use the gizmo to adjust its rotation

Scaling

You can scale the objects using its gizmo once the scale tool is selected.

Resize

You can resize an object at all times regardless of what tool you have selected by putting the cursor on the edges.

Toolbar

Background: Controls the background setting for the main UI window.

- Clear: Background is completely transparent
- White: White color background
- Light Gray: Light gray color background
- Gray: Gray color background
- Dark Gray: Dark gray color background
- Black: Black color background
- Camera: Allows you to select a camera from the scene, it will render the world.

Grid: The grid has 3 options that allow you to control it.

- You can control whether the cursor snaps to grid or not
- Visible/Hidden to control the grid lines visibility
- Grid line distance between each other

Zoom: Controls the current zoom level in the UI Editor, you can either select a zoom level from the drop down or use the mouse wheel or the +/- keys.

Scene UI: Completely hides all UI from the main scene, this is usefull as you no longer need to see the UI in the scene view since all UI editing now is done in the UI Editor.

Toolbox: You can set the toolbox visible to on or off. To use the controls simply drag them to the main editor to instantiate. This is the same as the GameObject\UI\ menu functionality

Context Menu

Duplicate: Clones the selected objects

Bring to Front: Brings the object on the top so it's rendered last on top of all other objects

Send to Back: Sends this object on the bottom of the hierarchy to be rendered first.

UI: Creates a UI element at the target location, this is the same functionality as the toolbox and GameObject\UI\ menu

Anchor: Sets the anchor for this object in one of the predefined locations

Pivot: Sets the center of this object in one of the predefined locations

Align Objects: Allows you to easily align multiple objects together using their left, top, right, bottom edges.

Reset: Resets the objects position, scale and rotation.

Notes

Screen Space Overlay is not "supported" at the moment.

UI Editor will convert any root canvas it finds using Overlay mode to Camera mode and pick up the first Camera in the scene that can render the UI layer and set it as active.

This is mandatory at this stage and completely transparent. It should not affect your normal workflow. If you find yourself that you really need to use Overlay mode in your final build then simply close the UI Editor and change the screen mode to overlay before building.