Ultimate Sci-Fi UI Kit Pro

V1.1.2

Unity 2021.3.15f

Import Package Guide

Important packages you need to install before importing Unity Asset Package.

1: 2D Sprite.

2: Input System v1.0.2.

3: Rider Editor v1.1.4 November 22, 2019 verified.

4: Unity UI v1.0.0 November 12, 2019 verified.

5: Test Framework v1.1.18 October 09, 2020.

Q: How to import packages into unity editor?

A: You can import packages to unity editor by clicking on.

1. Windows>Package Manager.

2. Package Manager will open then click on the Project Dropdown button.

3. Select then click on Unity Registry.

4. Search on the search box for your packages.

5. Click install at bottom of the preview package.
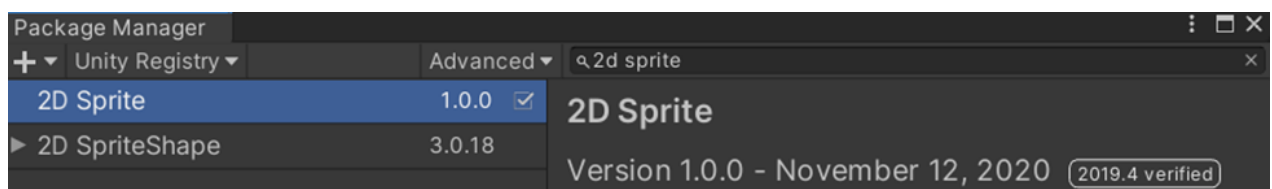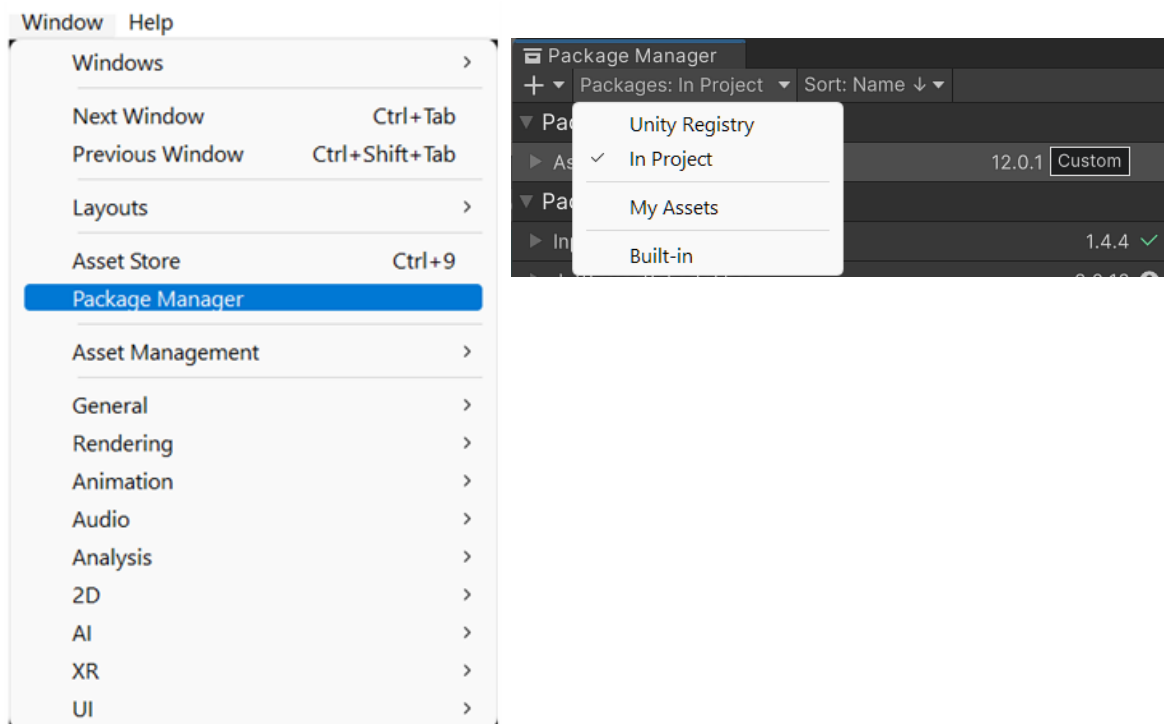
Q: How to avoid white placeholder images after import in this assets package?

A: Import all **blue color assets**.

 Things to Remember:

1: Make a **Backup** copy first.

2: Always import **Assets** in a **New Blank Scene**.

3: Check for errors in **Console** after import.

4: Add **Event System** in the scene if buttons are not clickable.

Q How to fix mouse click not working on this asset ?

A: To fix this issue make sure that the **Event System** is present in **Hierarchy.**

If the **Event System** is not present in **Hierarchy** then add it by right clicking in the **Hierarchy** window**.** A menu will popup then go to **UI>Event System** then Left Click on **Event System.** As shown in the image below.
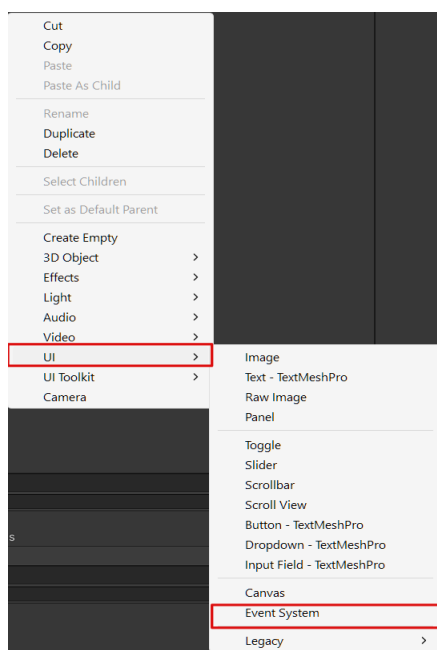
Frequently Asked Questions (FAQ)

· **What platforms can I build for?**

Ultimate Sci-Fi UI Kit Pro works in builds for all platforms that are listed in the Unity build window, but the demo scenes are working out of the box for only **Desktop**. The scenes can be used for other platforms with a bit of tweaking though.

· **I'm stuck and need help, what can I do?**

If you can't find a solution for your problem in this doc, **contact me!** I'd gladly help to solve your issue.

· **I'm getting errors, why and how can I fix it?**

It could be about anything. Make sure to install all the packages written in the **Import package guide section above**. Install all the packages in package manager and its essentials from **Window > Package Manager** if you're still having the issue, contact me with some details.


Quick Start Guide:

First of all thanks for purchasing the package! If you need some help to get started this is the right place.

Demo Scenes:

There are a couple of demo scenes included in the package. If you wish, you can start to work with them.

If you experience strange results, don't worry, it's just a Unity bug. Disable and enable the **Canvas** object to fix this problem (or just hit play, it'll be fixed automatically). This is happening because of **Layout Group** and **Content Size Fitter**.
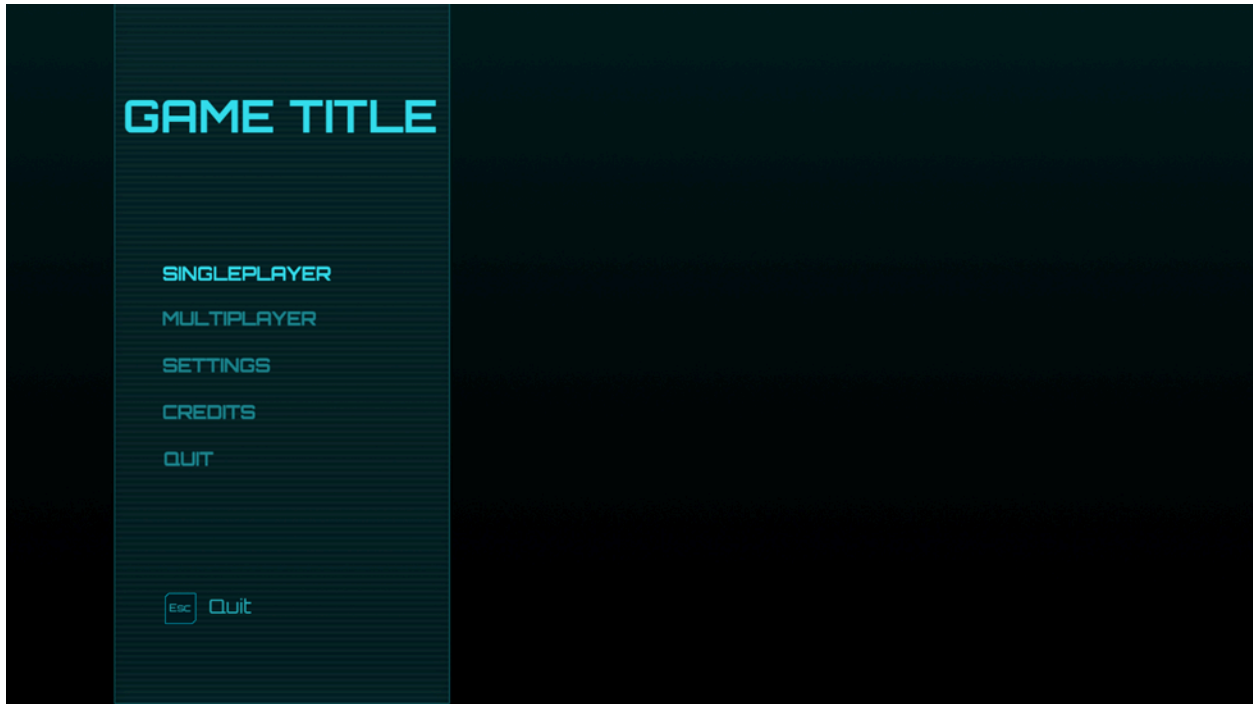
Note that there are lots of **Canvas Group** components in various panels. You'll have to set their alpha value to 1 in order to see them, and set 0 to make them invisible. So, basically, you have to maximize the alpha value while changing the content of a specific panel.

UI Elements:

Editing UI Element:

Every UI object was made with native Unity UI, so you can customize or change them as much as you want. All of the objects are regularly categorized, so, if you want to change a specific thing, just search for it. After you're done, you can **'Apply'** prefab changes to change all of the connected objects.
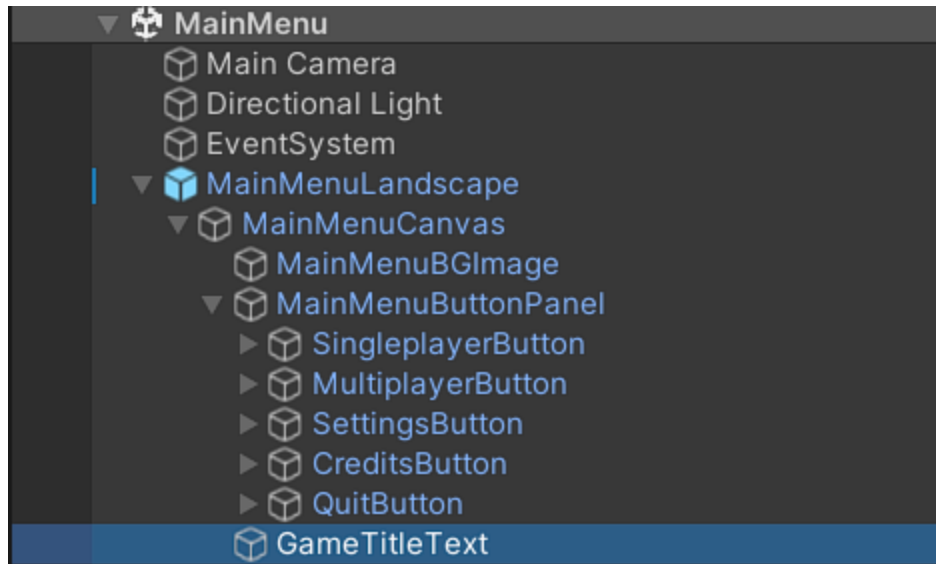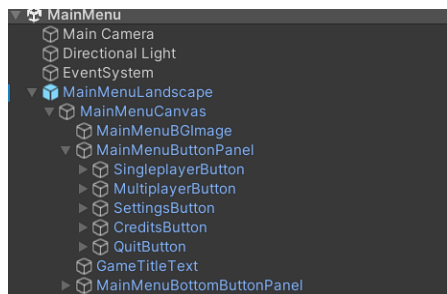
Panels and Windows:

Editing Panels:

How to add your own content to an existing panel? Well, it's pretty easy.

To add your own content to an existing panel, just drag your stuff under **[Panel Name].** It is as simple as that.


Adding Panels:

Duplicate an existing panel to create a new one. You'll also need a button to open the panel or a scene, so duplicate one of the existing buttons on the list. If you don't want to use a button, then you can give it a 'Dummy' (aka blank) object. After duplicating the objects, you can now assign the new one into the **Main Menu Button Panel**.

OnClick example:

MainMenuLandscape> MainMenuScript.Single()
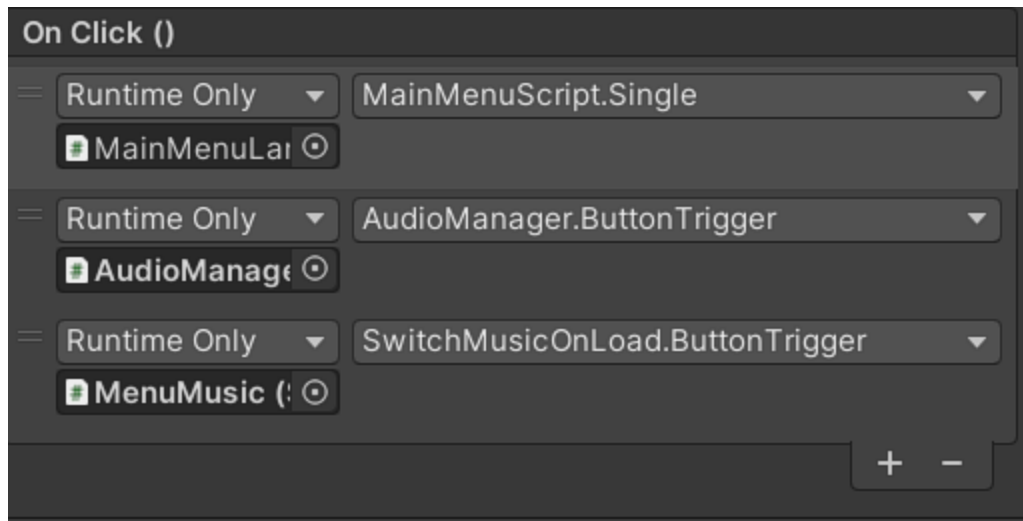
Script example:

MainMenuScript.Single()

Animations:

Ultimate Sci-Fi UI Kit Pro is using Unity Animation System, which is highly customizable. You can tweak the animations easily.

Editing Animations:

You can manage the animations from the '**Animator**' tab **(Window > Animation > Animator)**. Click an button object that has animations and you'll see the animation states. Now, you can select an animation and change or edit them as you want! You can learn more info about the animator on official Unity docs.

Ultimate Sci-Fi UI Kit Pro has an on hover animation script which you can use with Unity Animations to play on hover animations on a button and a panel.

You just need to add a **Hover Button Script** and **Animator** component and on the button or a panel. Drag the button to **Hover Button Script** Button slot and Drag the Animation of a button from folder **UltimateSci-FiUIKitPro>Animation**.

### Eg. DeathmatchPanel to Controller slot.
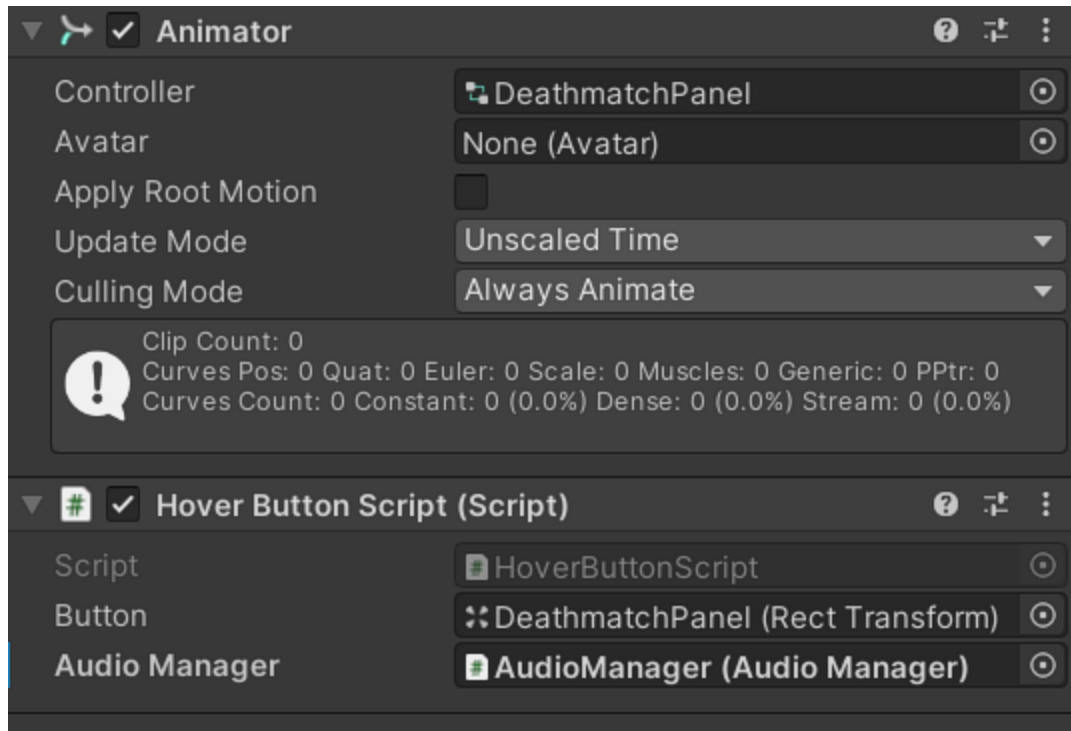
Input:

This package supports touch, keyboard and mouse events as it is using input system asset v1.0.2. You can update the input system asset to a new version as per your requirement.
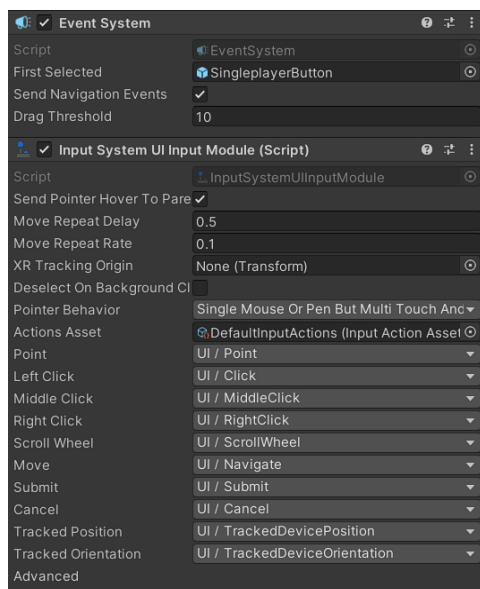

Audio Manager:

Audio settings are managed by an **Audio Mixer**. There are 3 states; Master, SFX and Music. You can assign one of the states to the '**Output**' field of your audio source and it'll take the values from the mixer.
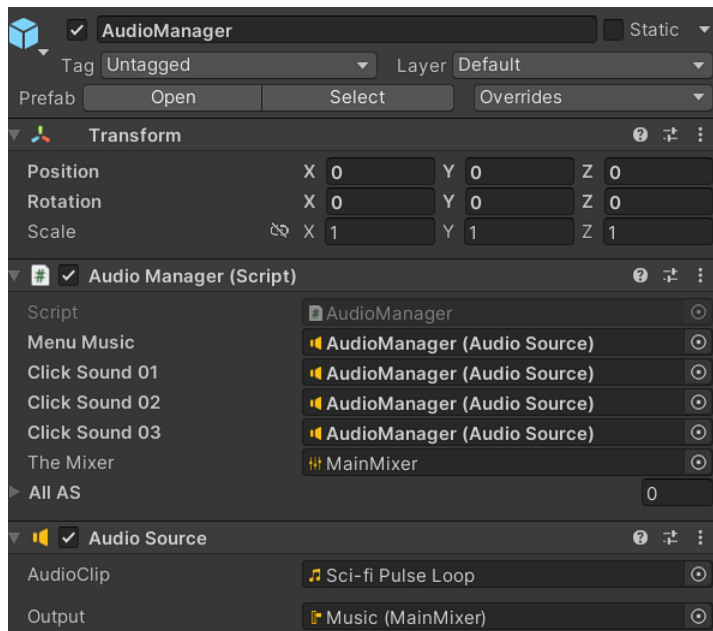

Adding Menu Music:

To add music to your menu first select **Audio Manager** Prefab in Hierarchy Tab then just drag your music file to first Audio Source components in **Audio Clip** Slot of Audio Manager Prefab and set output to music(MainMixer).
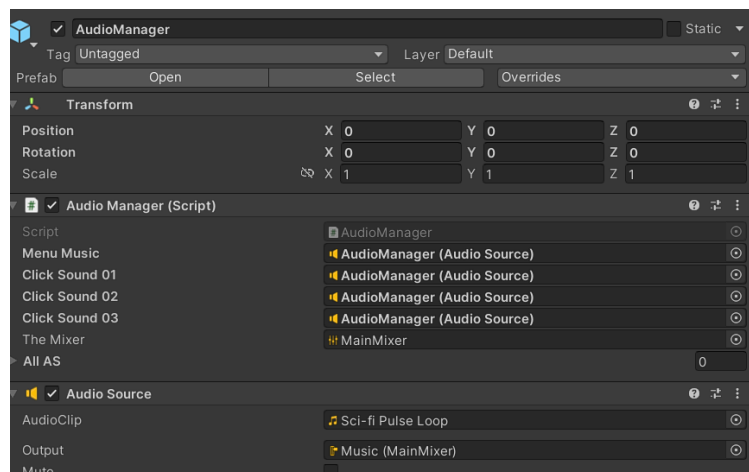

Adding Level Music:

To add music to your **Level Music** first select **Level Music** Prefab in Hierarchy Tab then just drag your music file to **Musiclvl** slot of **Switch Music On Load** script of **Level Music** Prefab and set output to music(MainMixer).
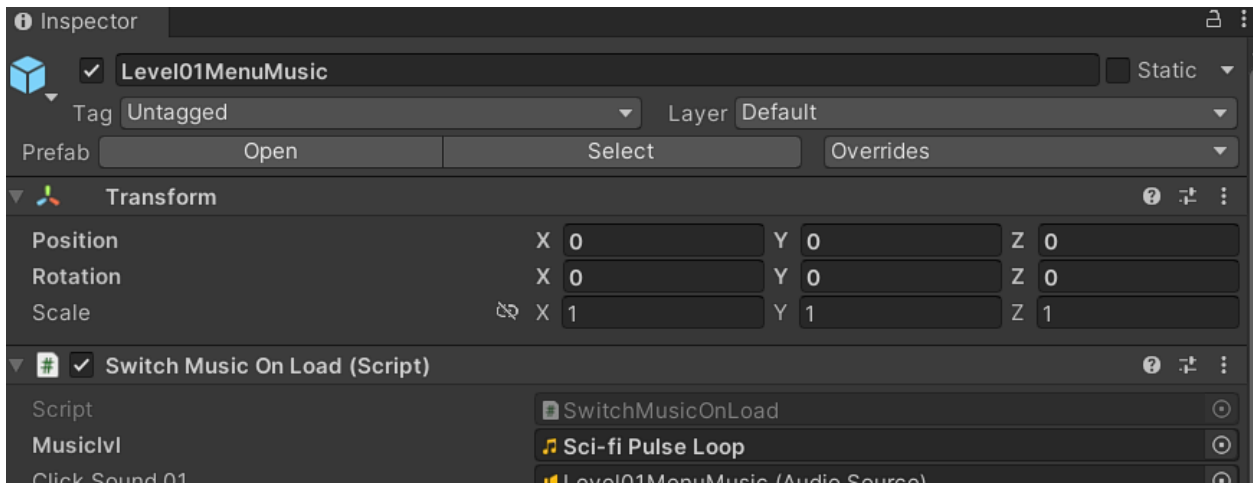

Adding SFX to buttons:

To add sfx to buttons first select the button then click on the **+** to add 2 **add list** slots then drag **Audio Manager Prefab** and **Level Music Prefab** to onclick available slots. Select **Audio Manager.ButtonTrigger** function and **Switch Music on Load.ButtonTrigger** function.
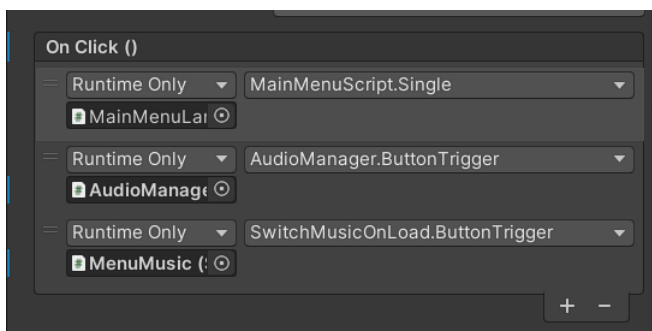
Troubleshooting Guide

Q How to fix IL2CPP PC build error in Unity?

A: Download all blue ticked workloads in Visual Studio Installer by clicking modify in the image below to successfully build in IL2CPP.
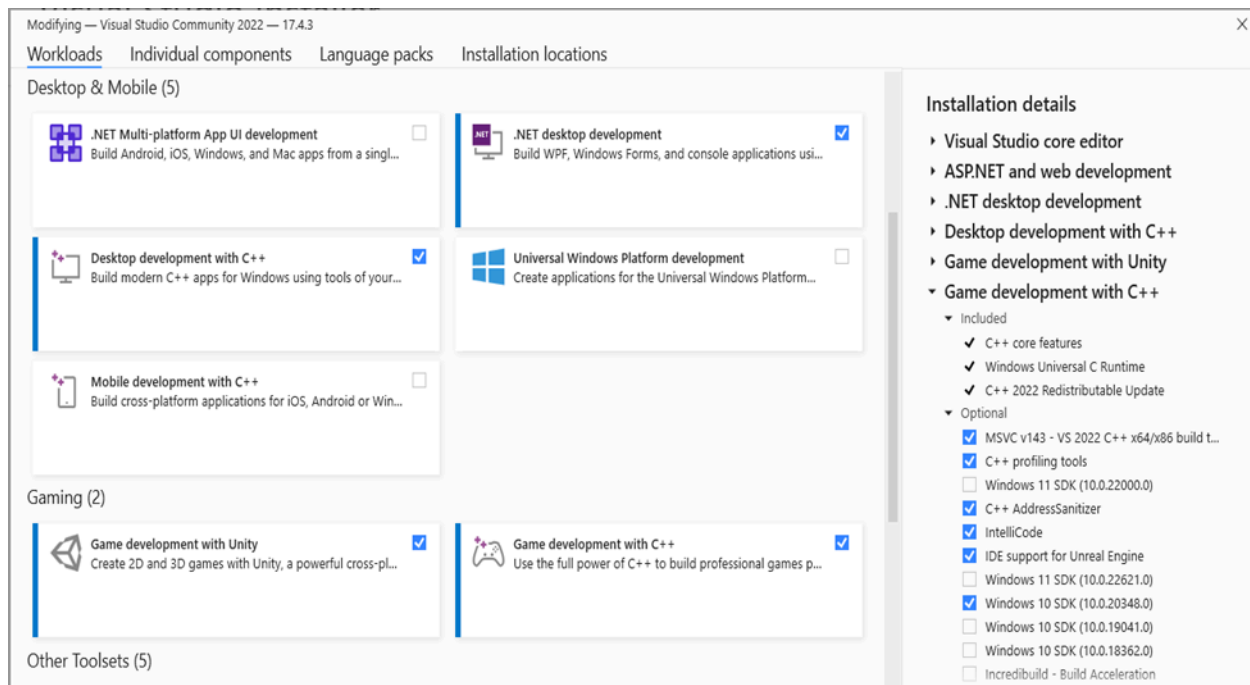
Q How to fix audio errors on Unity version update?

Eg:

NullReferenceException: Object reference not set to an instance of an object

AudioManager.ButtonClick () (at Assets/Minimalist UI/Scripts/AudioManager.cs:88)

UnityEngine.Events.InvokableCall.Invoke () (at <685c48cf8f0b48abb797275c046dda6a>:0)

UnityEngine.Events.UnityEvent`1[T0].Invoke (T0 arg0) (at <685c48cf8f0b48abb797275c046dda6a>:0)

UnityEngine.UI.Toggle.Set (System.Boolean value, System.Boolean sendCallback) (at Library/PackageCache/com.unity.ugui@1.0.0/Runtime/UI/Core/Toggle.cs:284)

UnityEngine.UI.Toggle.set_isOn (System.Boolean value) (at Library/PackageCache/com.unity.ugui@1.0.0/Runtime/UI/Core/Toggle.cs:247)

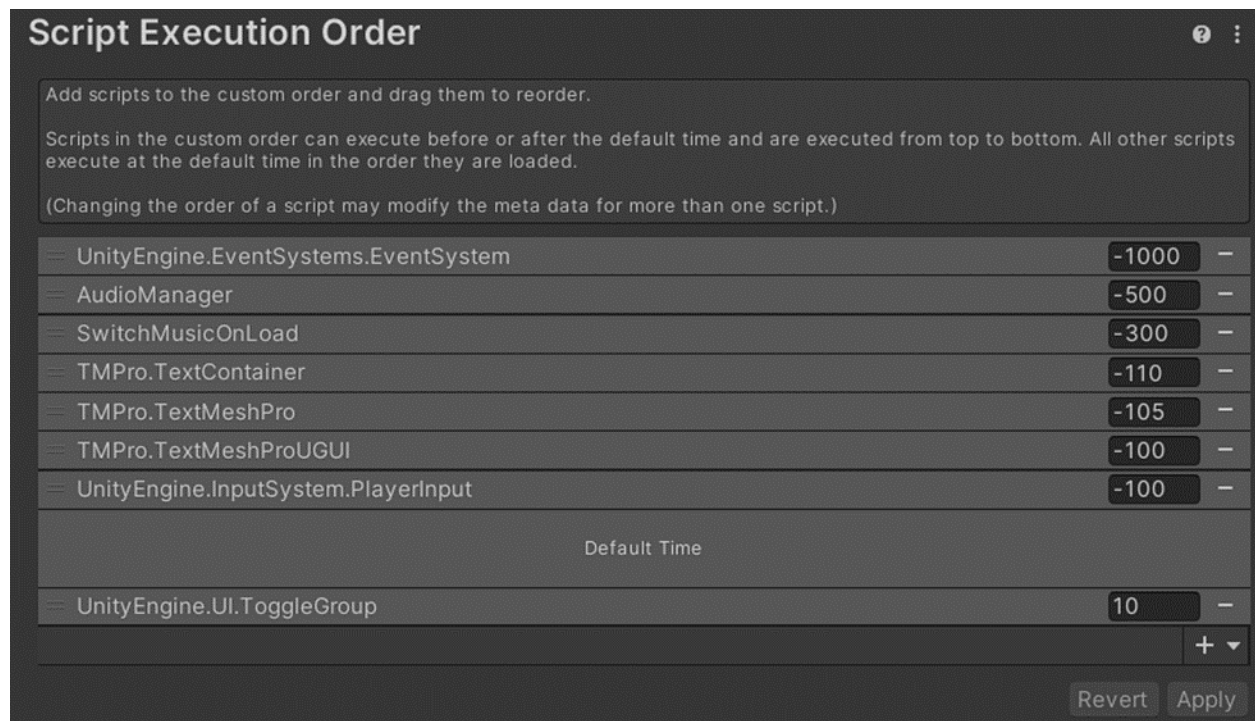LoadPrefs.Awake () (at Assets/Minimalist UI/Scripts/LoadPrefs.cs:50)

A: Select **Script Execution Order** from **Project Settings** Panel as shown in the image below.
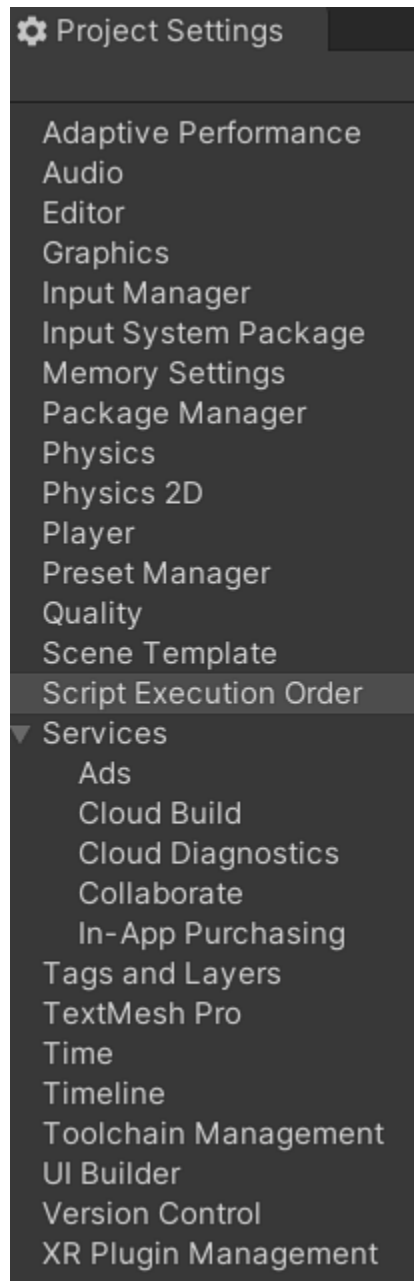
On **Script Execution Order** click on the **Plus Dropdown Button** as shown in the image below.
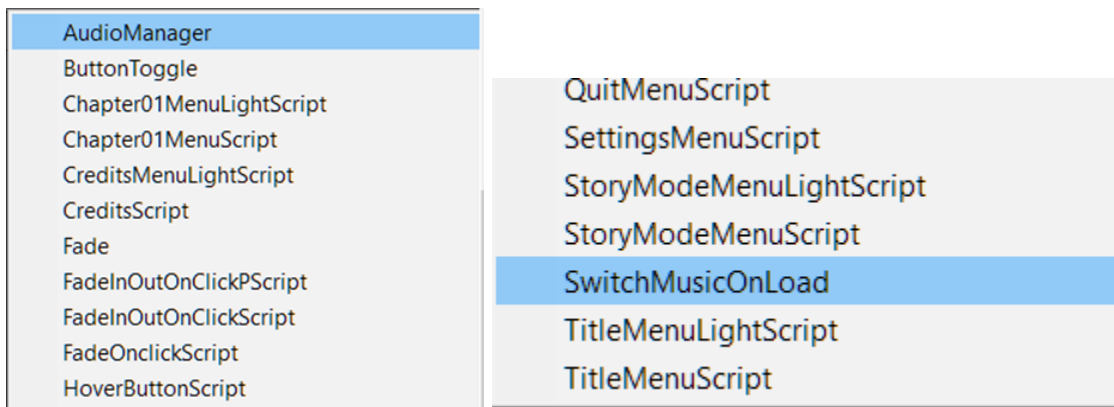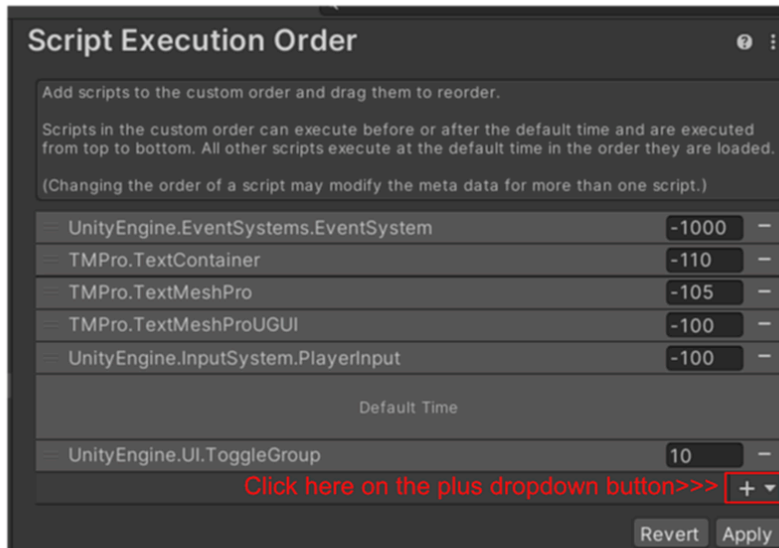
Drag **Audio Manager** to 2nd place and **Switch Music On Load** to 3rd place. Click **Apply** to confirm as shown in the image below.

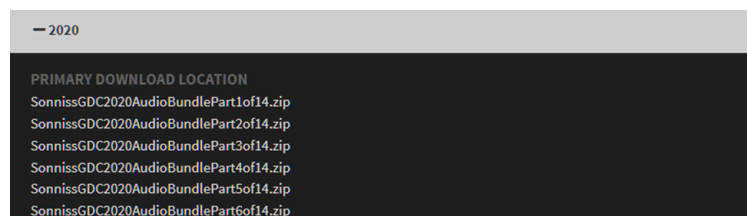You have now fixed audio errors on the Unity version update**.**

Royalty Free Music, SFX and Font Links:

https://www.dl-sounds.com/royalty-free/sci-fi-pulse-loop/

https://www.dl-sounds.com/royalty-free/orbit-beat-130/

https://sonniss.com/gameaudiogdc

Sonniss.com - GDC 2020 - Game Audio Bundle Part 6 of 14

http://www.bfxr.net

https://www.theleagueofmoveabletype.com/orbitron

Contact:

You can contact me or get the latest updates via:

Email: Mentioned in contact details.

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