Case Details

Beginner Guide Case Study

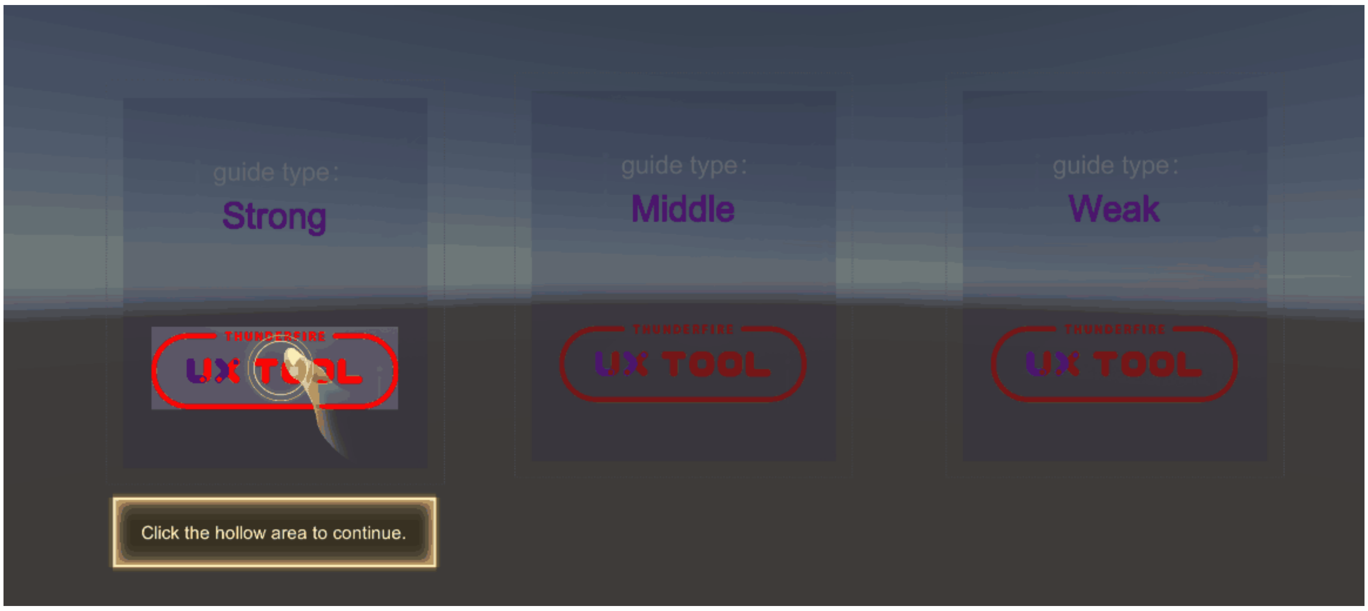
Path

The case scene for the Beginner Guide is located in [Assets/UX_Samples/UIBeginnerGuide].

Note: Please run the case scenes at a resolution of 2160*1040 for optimal effect.

Case I

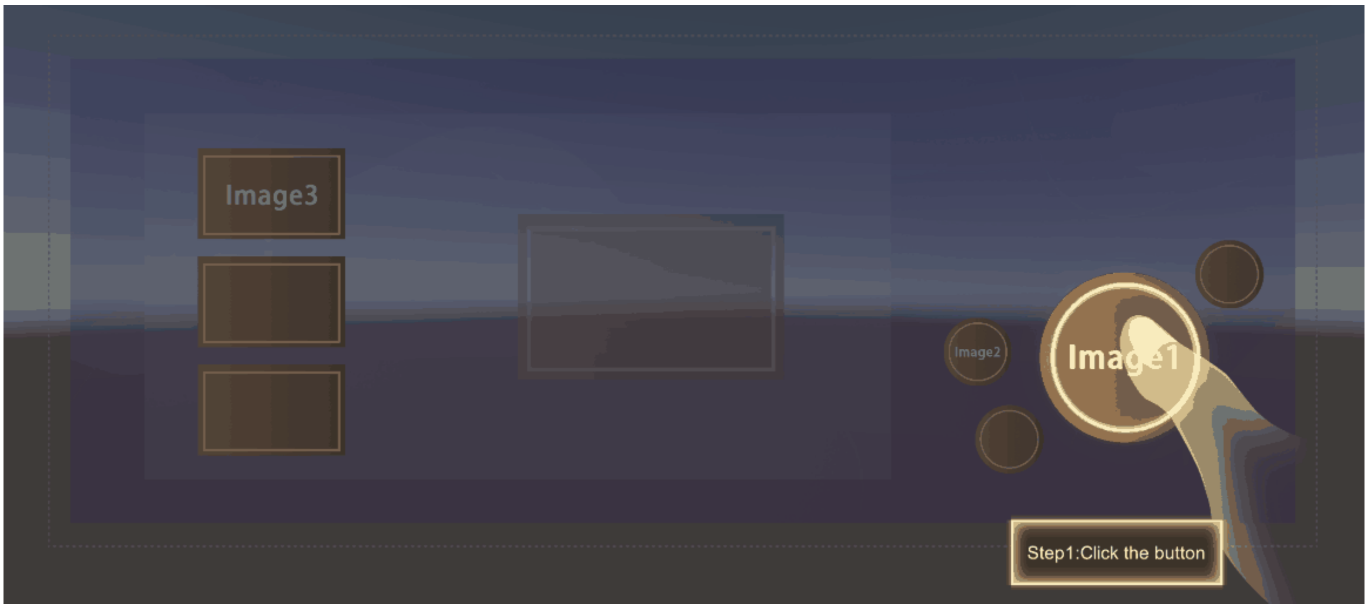
Open the case scene UIBeginnerGuideSampleScene1 and run it.



The scene shows the effect of Strong, Middle and Weak guides. Editing details can be viewed or modified in the UI Beginner Guide Data List widget of UXPanel.

Case II

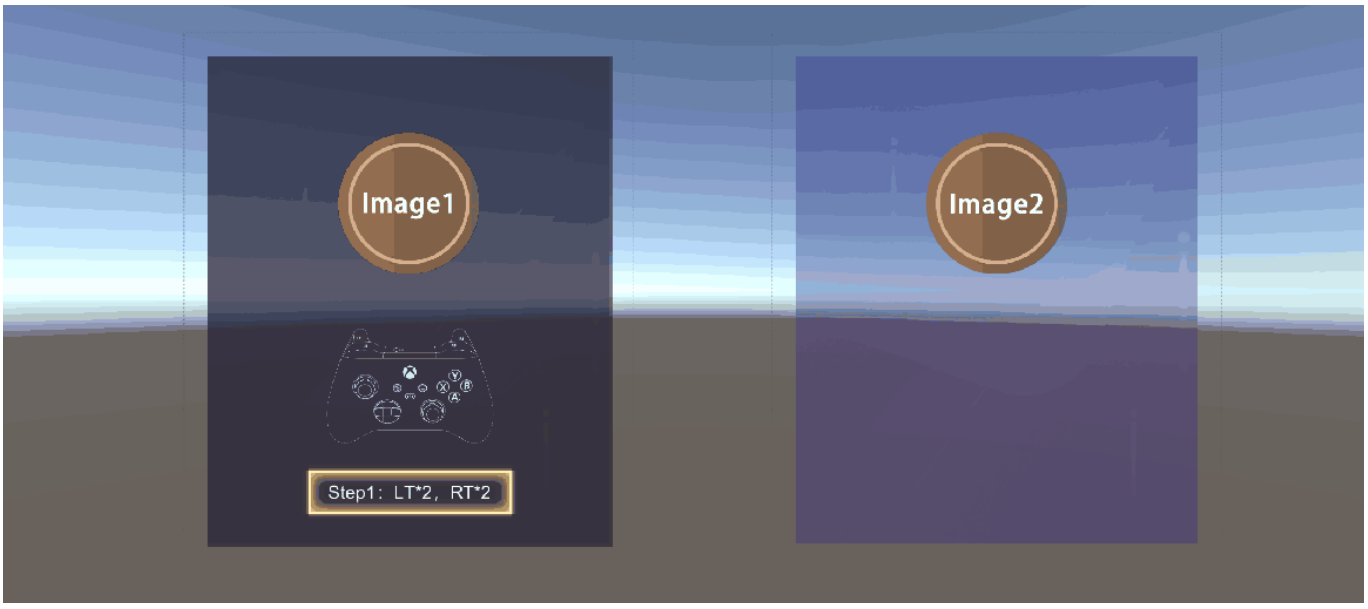
Open the case scene UIBeginnerGuideSampleScene2 and run it.



The scene shows several common guide styles, Using the preset resources and templates provided by the tool, three guide steps are configured, including clicking, long-pressing, dragging gestures, and Cutout, Text, and Highlighted controls. View or modify the editing details in the UI Beginner Guide Data List widget of the UXPanel, and learn to quickly configure your own BeginnerGuide.

Case III

Open the case scene UIBeginnerGuideSampleScene3 and run it.



This scene showcases the controller guide, featuring two guide steps that are configured with controller animations. You can access and modify the editing details through the UI Beginner Guide Data List widget located in the UXPanel.

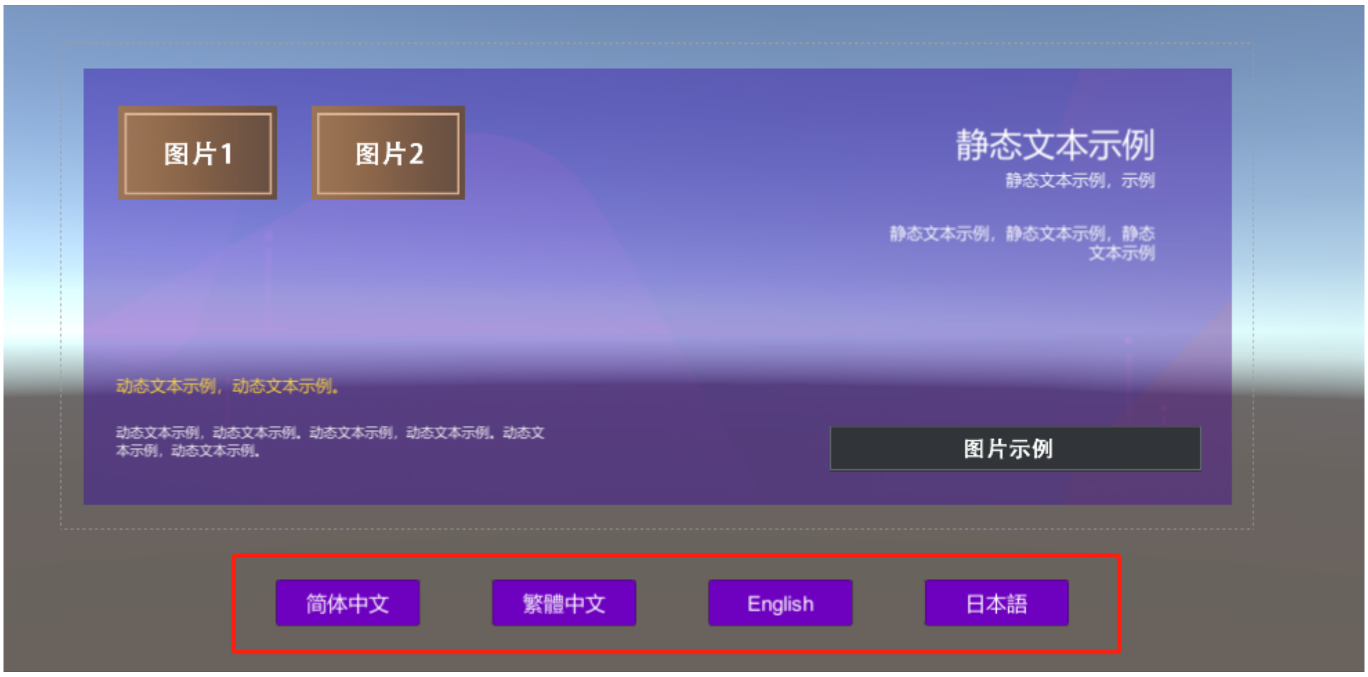
Localization Case Study

Path

The case scene for the localization feature is located at [Assets/UX_Samples/Localization].

Running Case

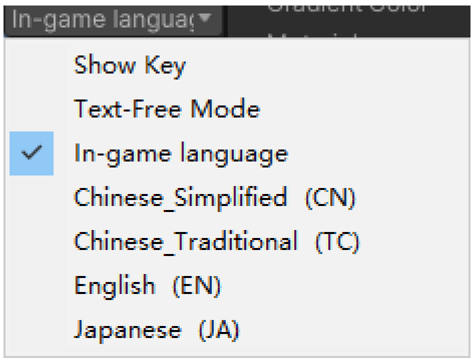
Open the case scene LocalizationSampleScene and run it.


图片1
图片2
静态文本示例
静态文本示例，示例
静态文本示例，静态文本示例，静态文本示例
动态文本示例，动态文本示例。
动态文本示例，动态文本示例。动态文本示例，动态文本示例。动态文本示例，动态文本示例。
图片示例
简体中文
繁體中文
English
日本語

The scene contains three types of objects that support localization: images, static text, and dynamic text. The language can be switched uniformly at runtime.

You can quickly switch languages using the four buttons at the bottom. The language being modified here is the in-game language.

You can switch the preview language using the drop-down menu in the upper right corner of the Game. You can also view the effects of the text-free mode and text key value mode.



Hierarchy Management Tool Case Study

Path

The case scene of the hierarchy management tool is located in [Assets/UX_Samples/HierarchyManage].

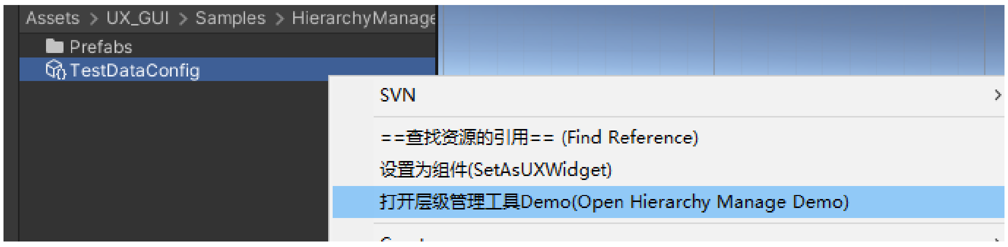
The contents are as follows:

- HierarchyManage.unity is the test scene;
- Prefabs in Resources folder are used for testing;
- TestDataConfig.asset in Resources folder is the data that the Runtime depends on (it can be regarded as the data that is packaged into the actual project).
- HierarchyManageDemo.cs in the Scripts folder is the MonoBehavior file of the scene, used to display the data in the scene at Runtime;
- TestDataConfig.cs in the Scripts folder is used to generate TestDataConfig.asset;
- The files under Scripts>Editor folder simulate the process of users initializing the hierarchy management tool in Editor mode. Detailed instructions on how to use it are shown in the code.

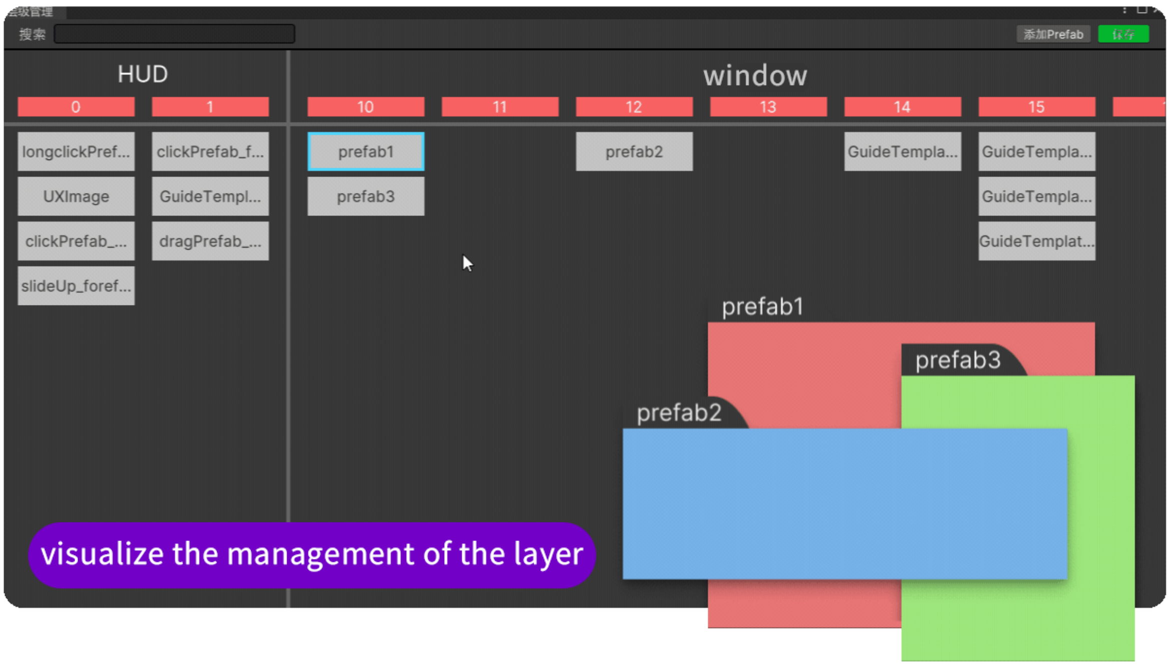
Case

Open the HierarchyManage under Samples, [right-click] TestDataConfig.asset in the Samples folder, select [Open Hierarchy Manage Demo] (the only entrance), and the HierarchyManage panel will pop up. The rest of the content can be tested according to the method described above.

HierarchyManagementOutSettingDemo.asset and HierarchyManagementSettingDemo.asset generated after right-clicking are the data used for tool testing.


Assets > UX_GUI > Samples > HierarchyManage
Prefabs
TestDataConfig
SVN
==查找资源的引用== (Find Reference)
设置为组件(SetAsUXWidget)
打开层级管理工具Demo(Open Hierarchy Manage Demo)

In the HierarchyManage panel, you can modify the prefab hierarchy of the current scene. Once you have saved your changes, you can directly run the scene to see the hierarchy display by viewing the occlusion order of the four prefabs (the following image is an example).



Note: The hierarchy structure in this case is independent of the hierarchy structure of the project itself. If users want to manage their own project prefabs using the hierarchy management tool, they can open it through the menubar [ThunderFireUXTool -> HierarchyManage].

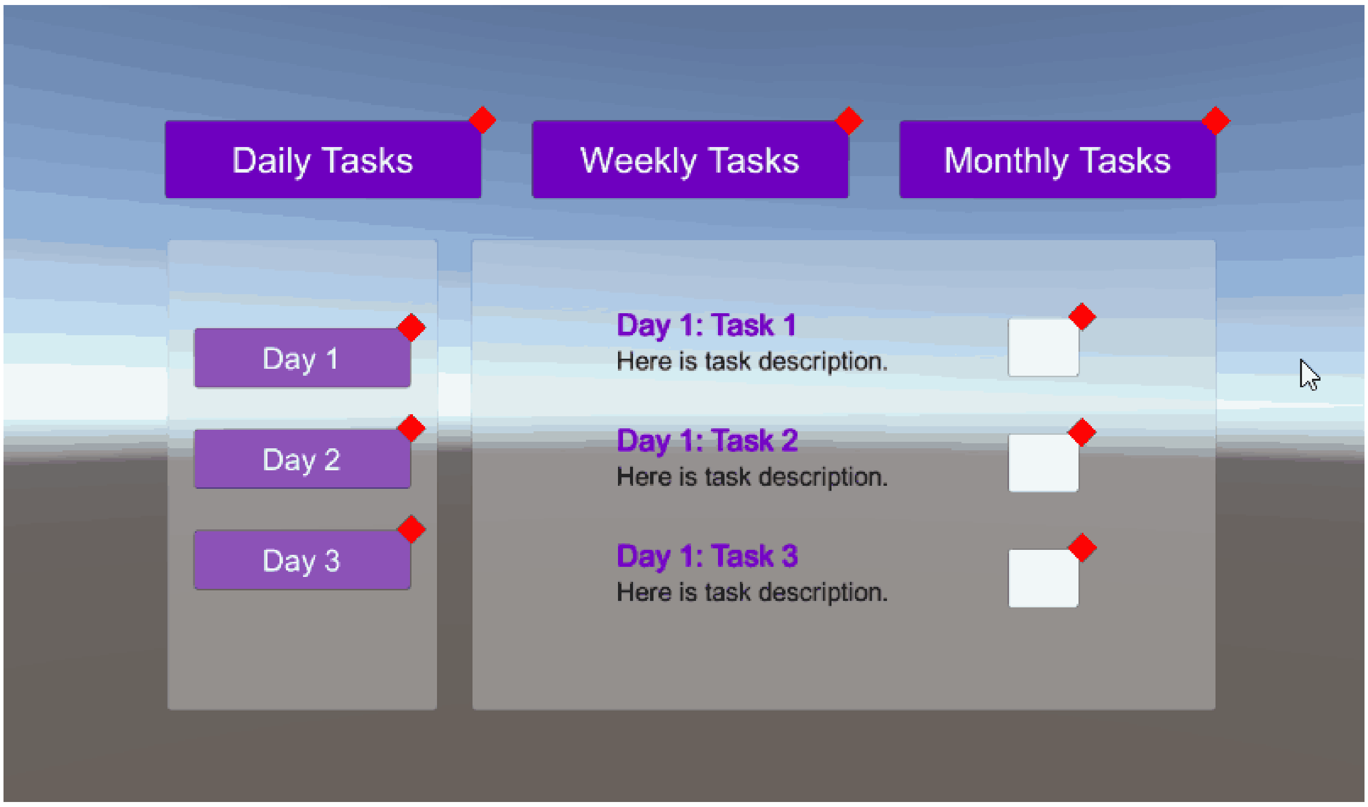
Reddot System Case Study

Path

The Reddot system case scene is located at [Assets/UX_Samples/Reddot].

Case

Open the case scene ReddotSampleScene and run it:



There are 3 layers in the scene interface that simulate the commonly used task system in games. The first layer is the top-level task type tab, and each top-level tab has 3 second-level sub-tabs, each of which has 4 third-level tasks.

The red dot display of a task is determined by its status, which defaults to unfinished. When the completion button is clicked, the red dot disappears for the corresponding task. (In this case, the button is a toggle control that can be switched between completion and non-completion to demonstrate the effect.)

The red dot display of a tab is determined by the red dot status of its sub-tabs or sub-tasks. When all the contents it contains have had their red dots removed, its own red dot will also disappear.