

GUI PRO SUPER CASUAL



LAYER LAB

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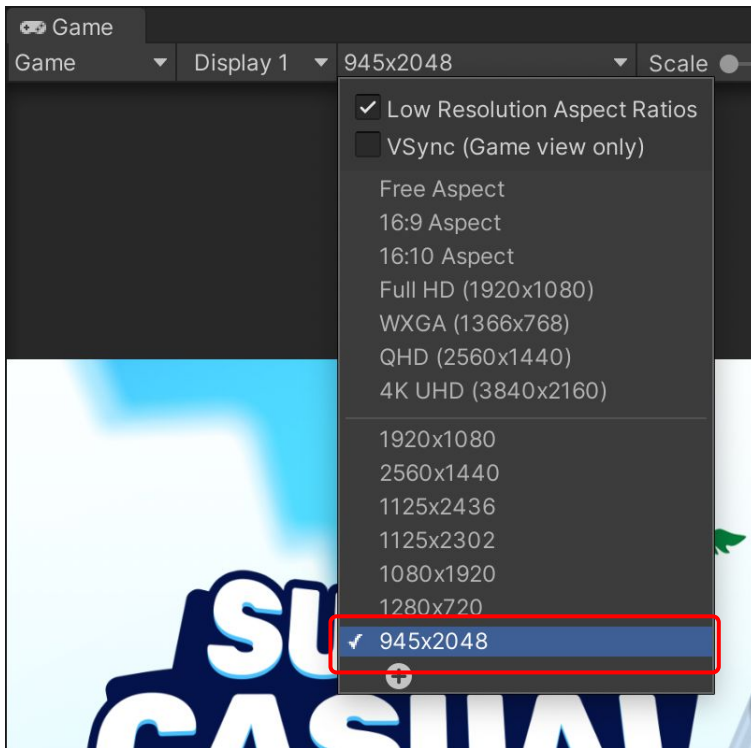
01 Package description



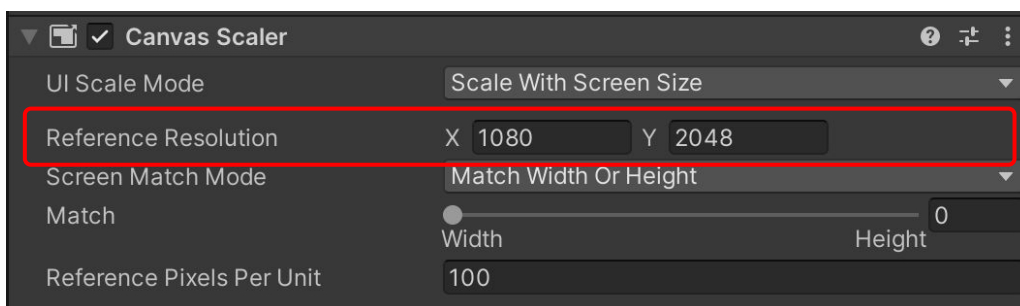
- It is **optimized for mobile**.
- The font was created with **TextMeshProUGUI** and The font used in the demo scene is free font. (Follow the copyright of the font creator because copyrights are subject to change)
- Sprite images come in their original sizes.
- Some icons come in a variety of sizes, and for item icons, pictogram icons, they come in multipliers of their original size and 2(x2).
- The sample project is still unfinished and will continue to be updated in the future.

GameView Resolution Setting

If you set it to the desired resolution in the game view, you can preview it.



Canvas Scaler Settings

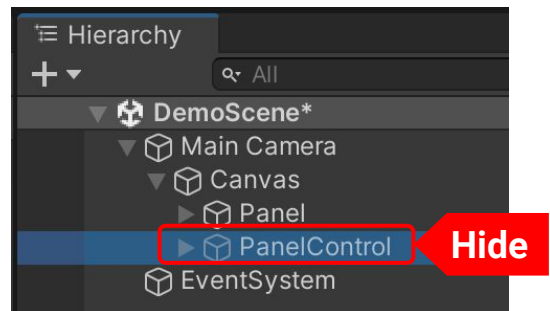


03 PanelControl



There is **PanelControl** in the demo scene.
You can preview the demo panels with the
left and right buttons in play mode.

You can hide it or make it visible, so
adjust it according to your convenience.

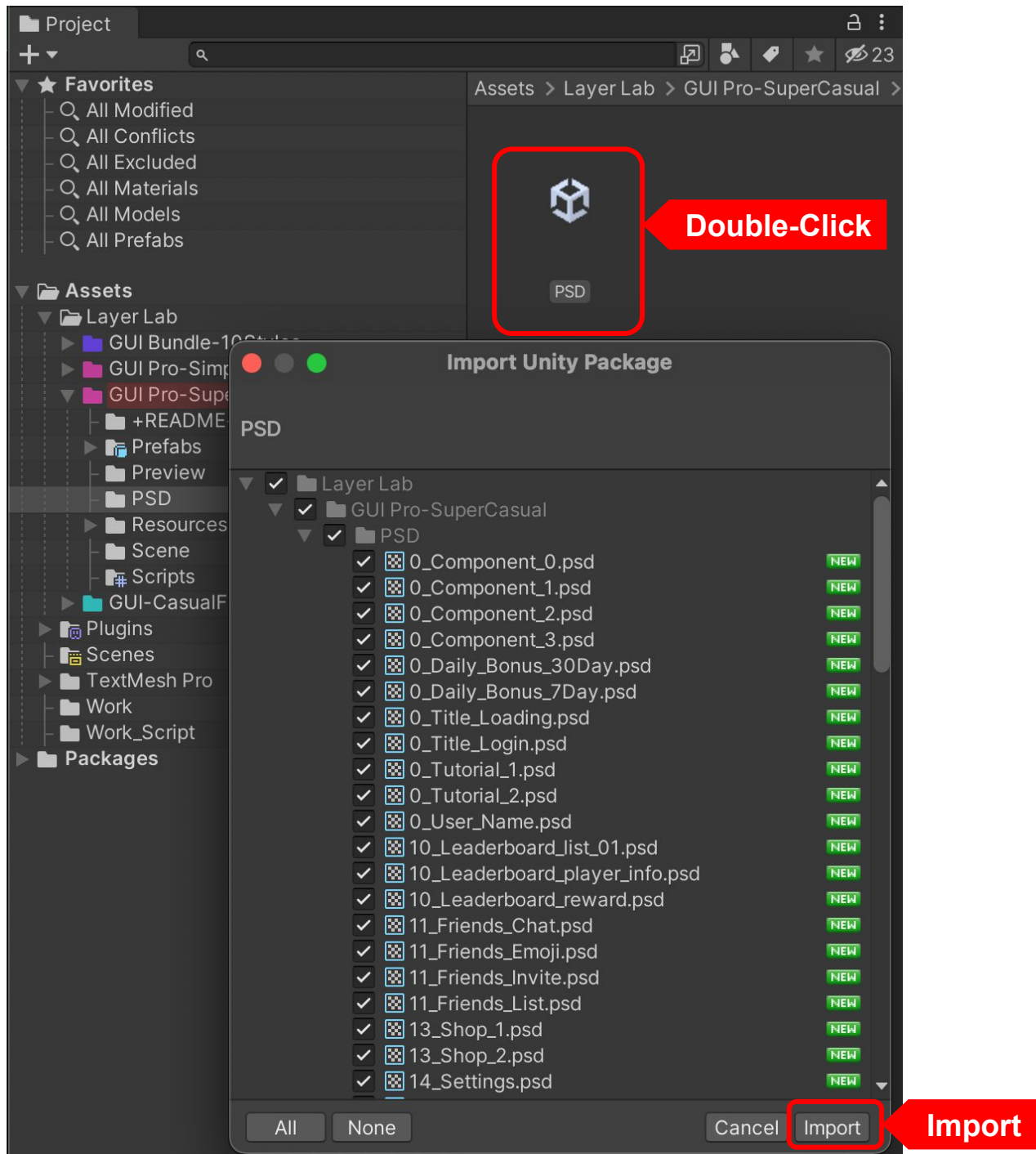


04 Packaged Elements



PSD is packaged.

PSD files have been packaged to speed up import.
You can import a packaged file by Double-Clicking it.

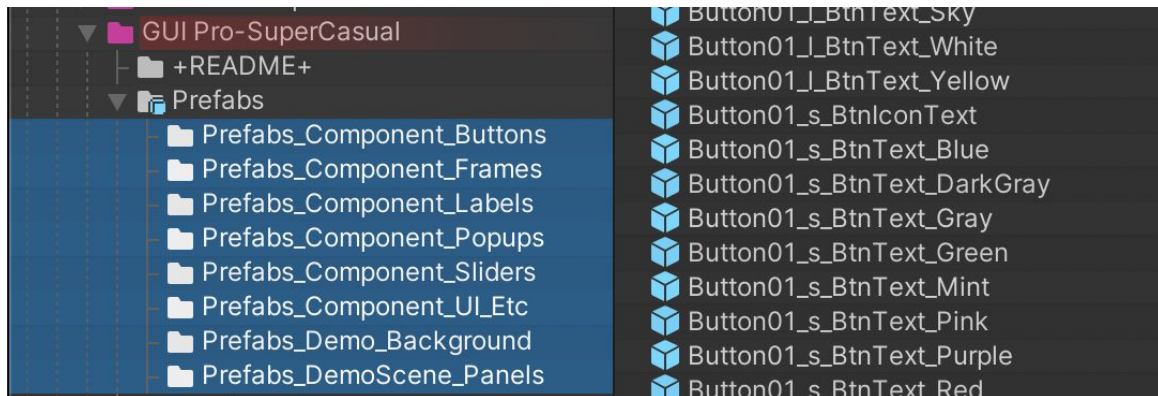


05 Prefabs

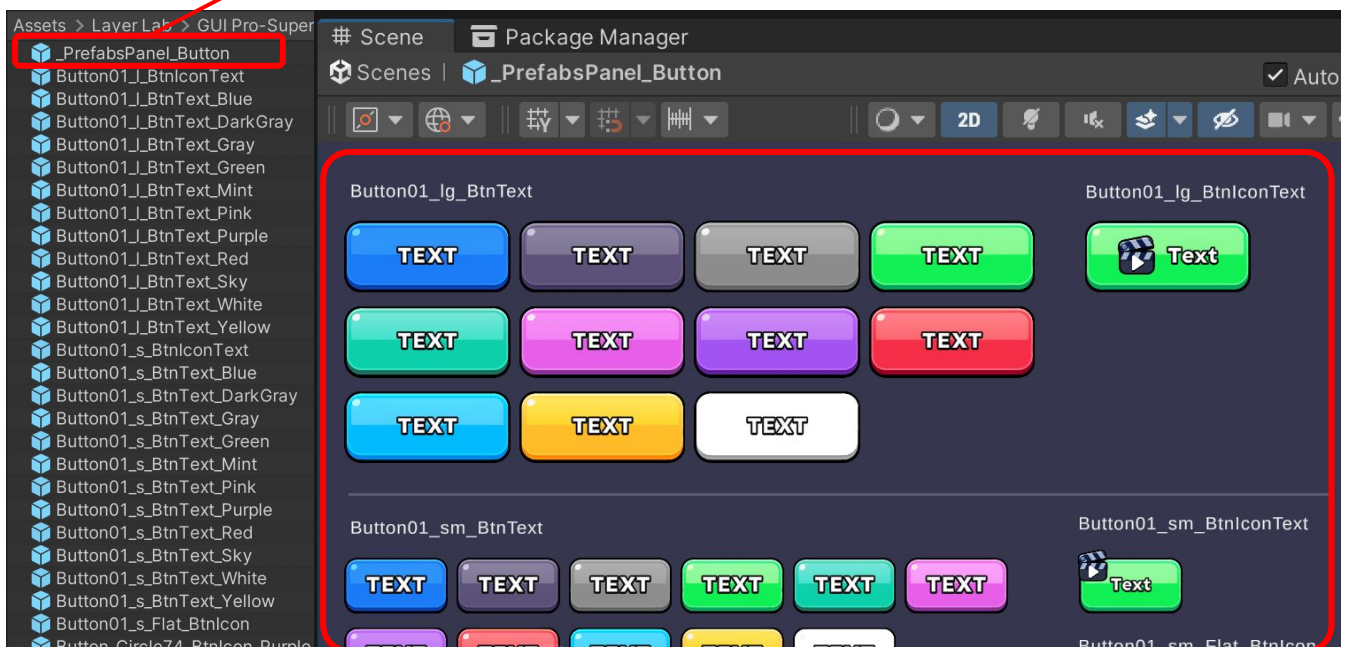


All UI prefabs are located in the path below.

- Components were classified as buttons, frames, labels, popups, sliders and UI_etc and saved as prefabs.
- Each demo scene was saved as a prefab in DemoScene_Panels.



Double-click on the “_PrefabsPanel_xx” to view the screen of a collection of prefabs at a glance.

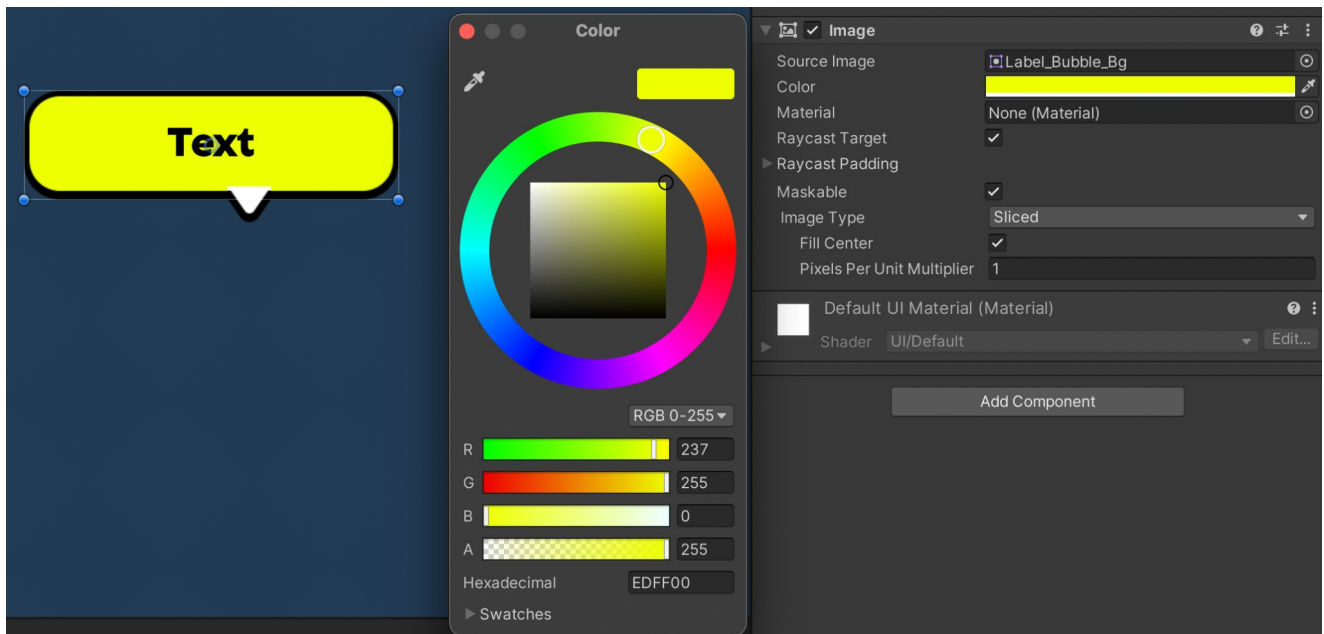


06 Prefabs White Elements



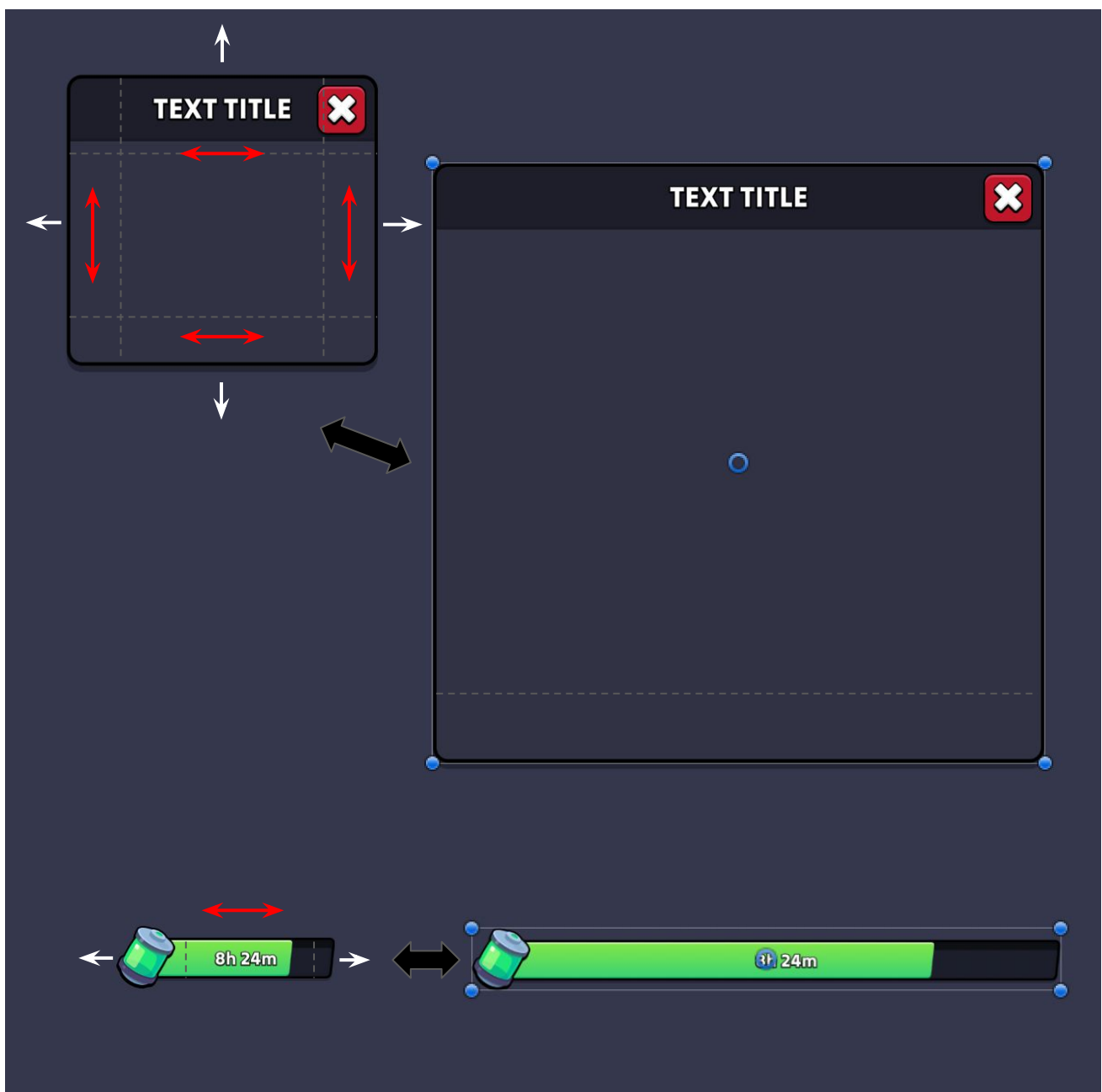
- Some prefabs with intricate designs that cannot be replicated with white sprites have been created using sprites of specified colors.
- Most UI prefabs are made with white sprites, allowing users to customize the color regardless of the prefab's original color.
- For some designs, a single sprite with a specified color is provided separately, and it is indicated as 'Demo' in the sprite name.

The **white sprites** may be difficult to express the detailed design shown in the demo version, but it has the advantage of being able to customize the color directly from the engine.



The Sprite elements except for some have been sliced and can be resized.

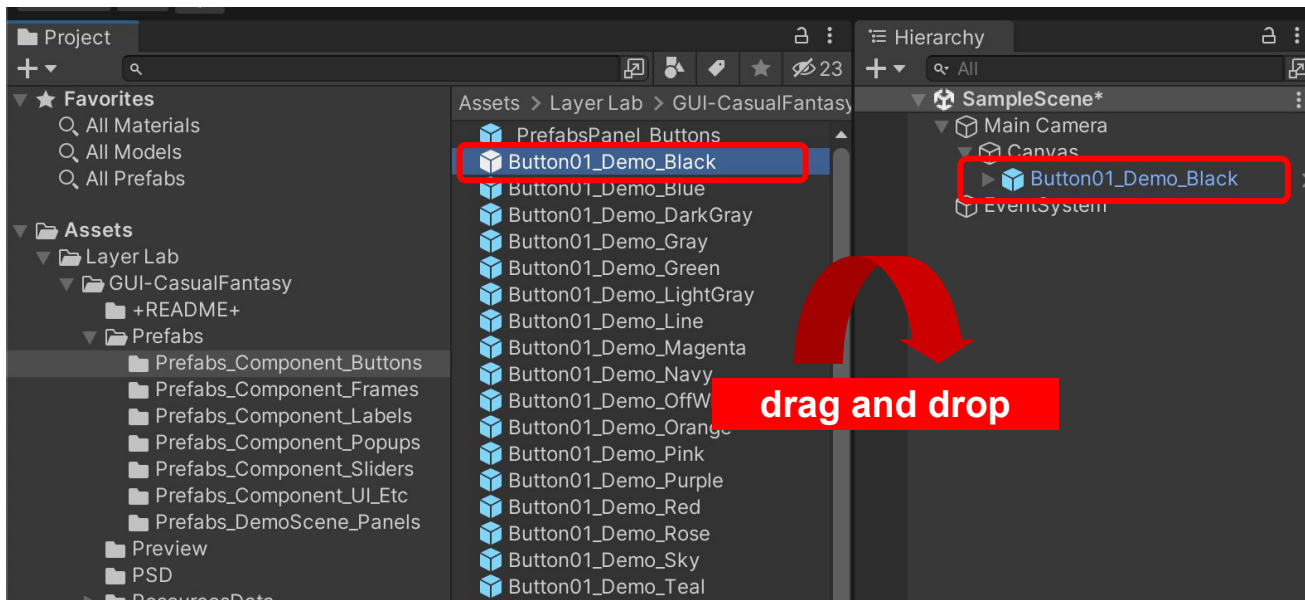
- Some designs only slice horizontally.
- 9-patch is not possible for complex gradation designs.
- Some elements have a minimum size depending on the design, such as tables, banners, and pop-up frames.



08 How to use Prefabs

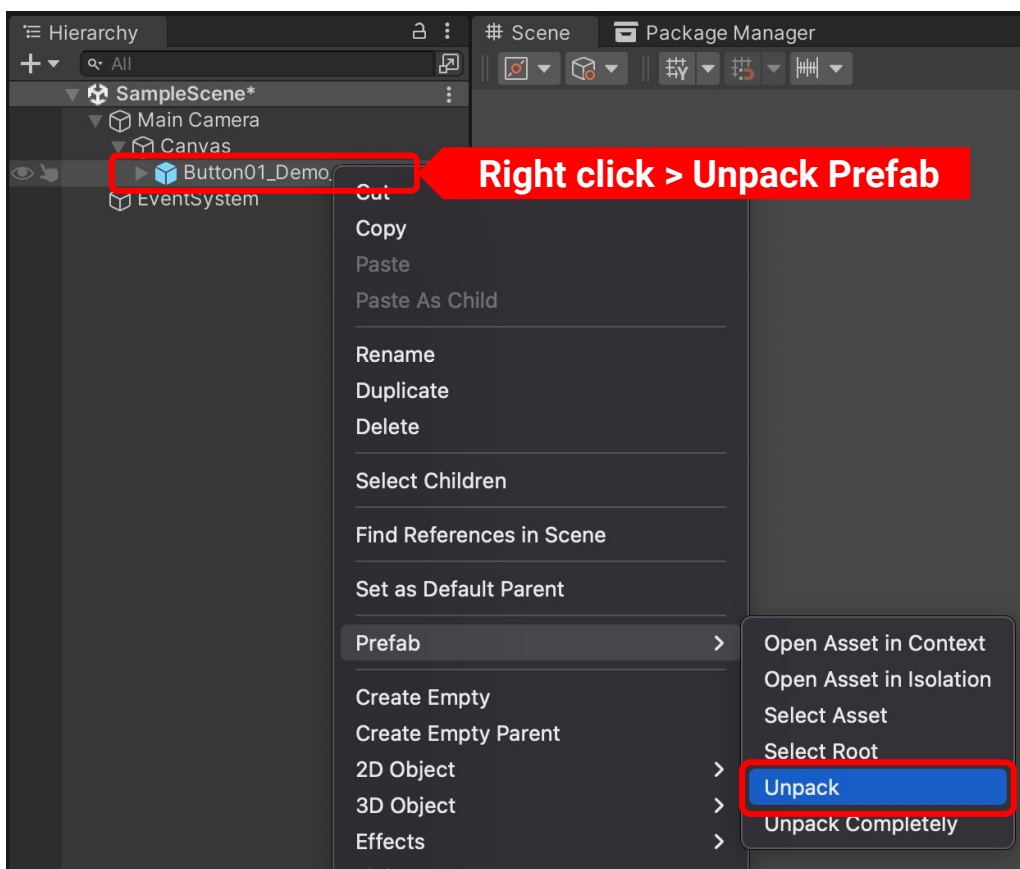


1. Drag and drop Prefab to import into canvas of hierarchy.



2. Bring it to canvas and use unpack prefab.

This will keep the original. And modify it as you want and use it.





**THANK
YOU**

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