

QUICK GUIDE

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Example

1. Open Demo Scene
2. Unhide/Hide the objects from the Canvas to see the examples

Tutorial

1. Open a new Scene
2. Create a Canvas (right click in Hierarchy -> UI -> Canvas)
3. Set up Canvas
 - Canvas -> Render Mode -> Screen Space Camera
 - Canvas -> Render Camera -> Main Camera
 - Canvas Scalar -> UI Scale Mode -> Scale With Screen Size
 - Canvas Scalar -> Reference Resolution -> X = 720 Y = 1280
4. Create a panel in the Canvas (UI->Panel)
 - Image (script) -> Source Image -> window color (its a sprite)
 - Image (script) -> Color -> what ever color you like, dont forget the alpha
6. Rename Panel in Hierarchy to "myWindow"
- 7 Create another panel in the myWindow element (UI->Panel) and name it "frame"
 - Image (script) -> Source Image -> window texture(its a sprite)
8. Using the "T" key scale the frame so the myWindow texture will fill the transparent area
9. From the Anchor Preset select "Stretch" (on both axes) . By using the rect transform tool you can check if you done it right, the window should be dynamic now.
10. Add buttons and texts by using the UI menu from hierarchy.
11. To add a button go to UI->Button
12. Delete Text from within and setup the Button element
 - Image (script) -> Source Image -> round_btn_bg (its a sprite)
 - Image (script) -> Set Native Size (press it)
12. Create an Image from UI -> Image in the Button element
 - Image (script) -> Source Image -> round_btn (its a sprite)
 - Image (script) -> Set Native Size (press it)
13. Create another Image from UI -> Image in the Button element for the Icon
 - Image (script) -> Source Image -> icon_like(or what icon u want)
 - Image (script) -> Set Native Size (press it)
14. Select the Button element and change the Color to set it up as you like it.
15. To scale the button use the Scale Options from the inspector

The method presented above is the only thing I used to set up a custom GUI.

Now you can set up and customize your own .

Scripts

There are a few scripts included, they were created just for the presentation but feel free to use them if you have a use for them.

UIVolume Example (script)

Points - these are all the elements in order that will change color
On Color - the color that will be when its active
Off Color - the color that will be when its not active

UIRadio Btn Example (script)

Points - these are all the elements of the radio buttons

On Color - the color that will be when its active

Off Color - the color that will be when its not active

UIToggle Btn Example (script)

State - initial state (on/off)

Handle - the element which will move when its toggled

Handle Color - the element that will be affected by the color change

On Color - the color that will be when its active

Off Color - the color that will be when its not active

Tip

UI text elements are blurry , to fix this double the original font size from settings, and scale the text elements size to 0.5.