MODERN
UI PACK

DOCUMENTATION V1.0

▌QUICK START

First of all, thanks for purchasing Modern UI Pack!

There are a couple things you need to know before using the package.

• MUIP requires Unity 2018.1 or higher at the moment
It might be working on older versions as well, however, I'd not suggest to use it below 2018.

• You don't need any 3rd party plugin (except TMP). All made with default Unity components.

• You have to import TextMesh Pro from Package Manager, otherwise you'll get errors. After importing TMP, make sure to import its essentials from Window > TextMesh Pro > Import TMP Essentials.

• MUIP supports both Standard and SRP rendering.

If you have any other questions, click here to contact me

▎DEMO SCENE

There's a demo scene included in the package. If you wish, you can open Demo scene to see how UI stuff working together.

If you experience strange results like the image down below, don't worry, it's just a unity bug. Disable and enable Canvas object to fix this problem (or just hit play, it'll be fixed automatically).

Note that UI Manager is disabled in demo scene. So do not expect any changes in demo scene.
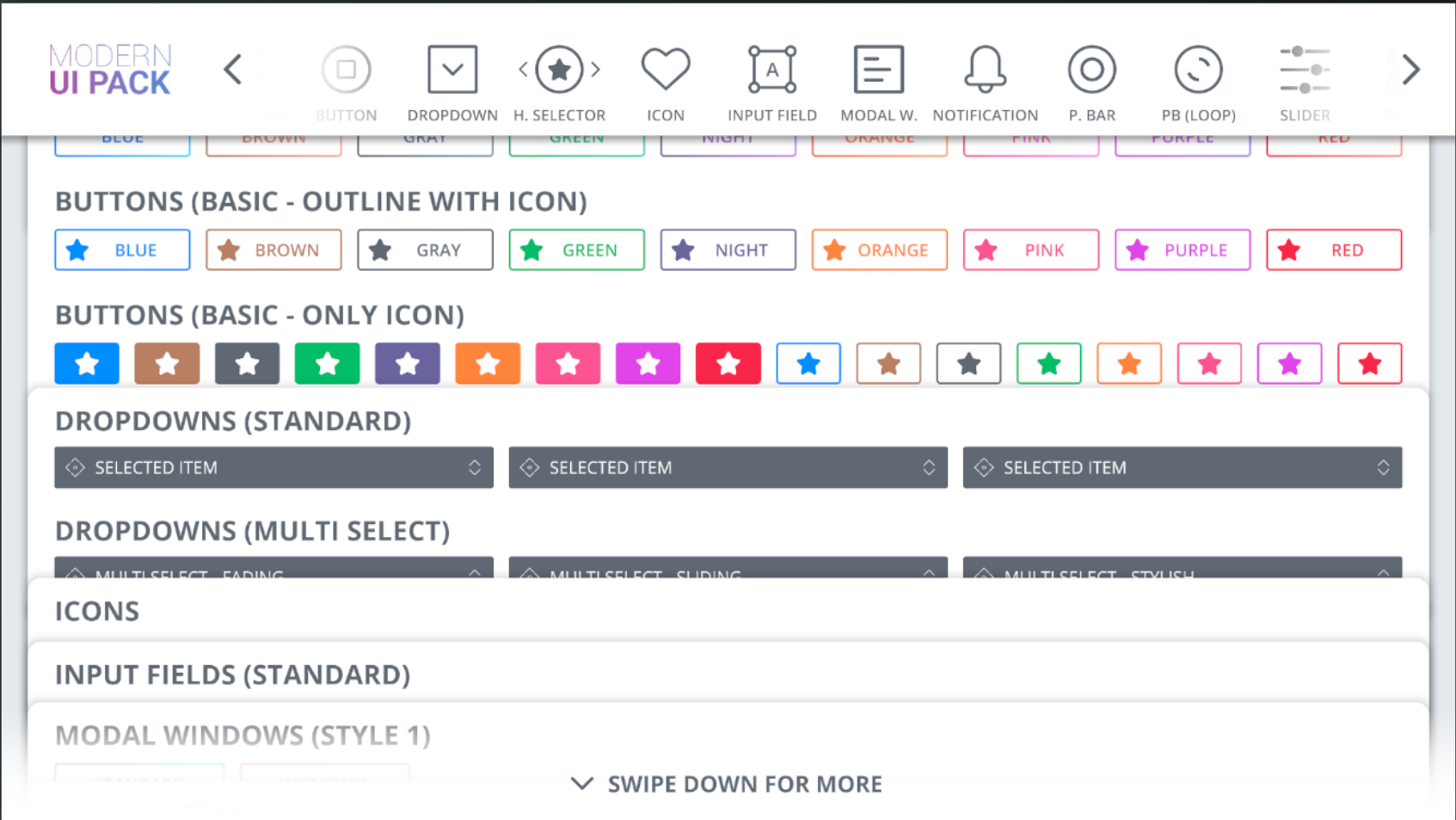
▍UI MANAGER

You don't want to edit every UI object one by one? If so, you'll love this feature.

UI Manager basically lets you to manage values such as colors and fonts. To open it up, click Top Window > Tools > Modern UI Pack > Show UI Manager or press CTRL - SHIFT - M.

UPDATE VALUES
While this option is checked, UI Manager will be updating UI elements dynamically. If not, you won't able to see any changes until you hit the play (runtime).

EXTENDED COLOR PICKER
If you want to see more detailed color picker, check this. This will be adding hex code and alpha slider next to color picker.

UI MANAGER HINTS
If you want to see some tips about the manager, check this.

Note that UI Manager values are universal and will affect any object that contains UI Manager component.

ANIMATED ICON

If you want to make your scene more vivid, there are some animated icons in the package.

There are two ways to play animations: Click or On Pointer Enter. To change play type, just select an animated icon object and open Play Type dropdown.

You can call with a single line as well:
YourAnimatedIconHandlerVariable.ClickEvent();

ICONS & BORDERS

If you need some good looking icons, you might wanna check out MUIP icon library. All of them has 256x256 resolution (128x128 by default). Icon library is growing with every update!

You can also use borders. Most of them are sliced, so you can change the width or height as much as you want without quality loss. For example, default Button has a sliced border with 5px stroke, you can make it thin or bolder by choosing a different stroke value.
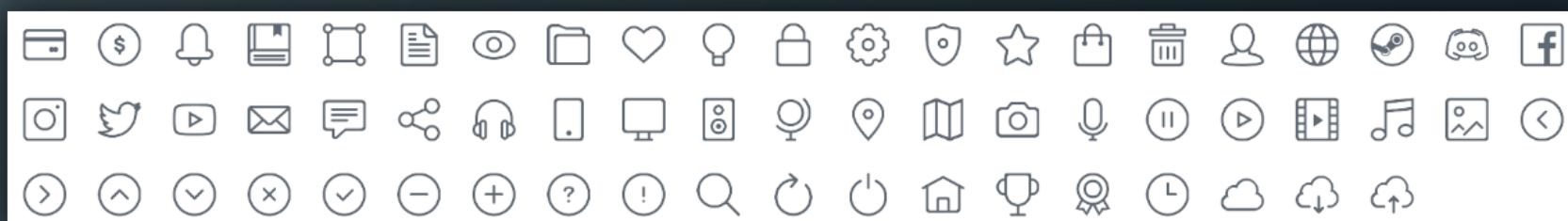
▍BUTTON

There are 14 types of buttons in MUIP. You can simply create a button from Create > Button > (Preferred Style). You can create Standard or other styles. If you want to manage your buttons from UI Manager, create the standard one.

You can also change the width and height as you want, there won't be any quality loss or weird results since button has a sliced border. You can also change scaling if you want.

MUIP uses the default Unity Button component, so there is no difference when it comes to usage.
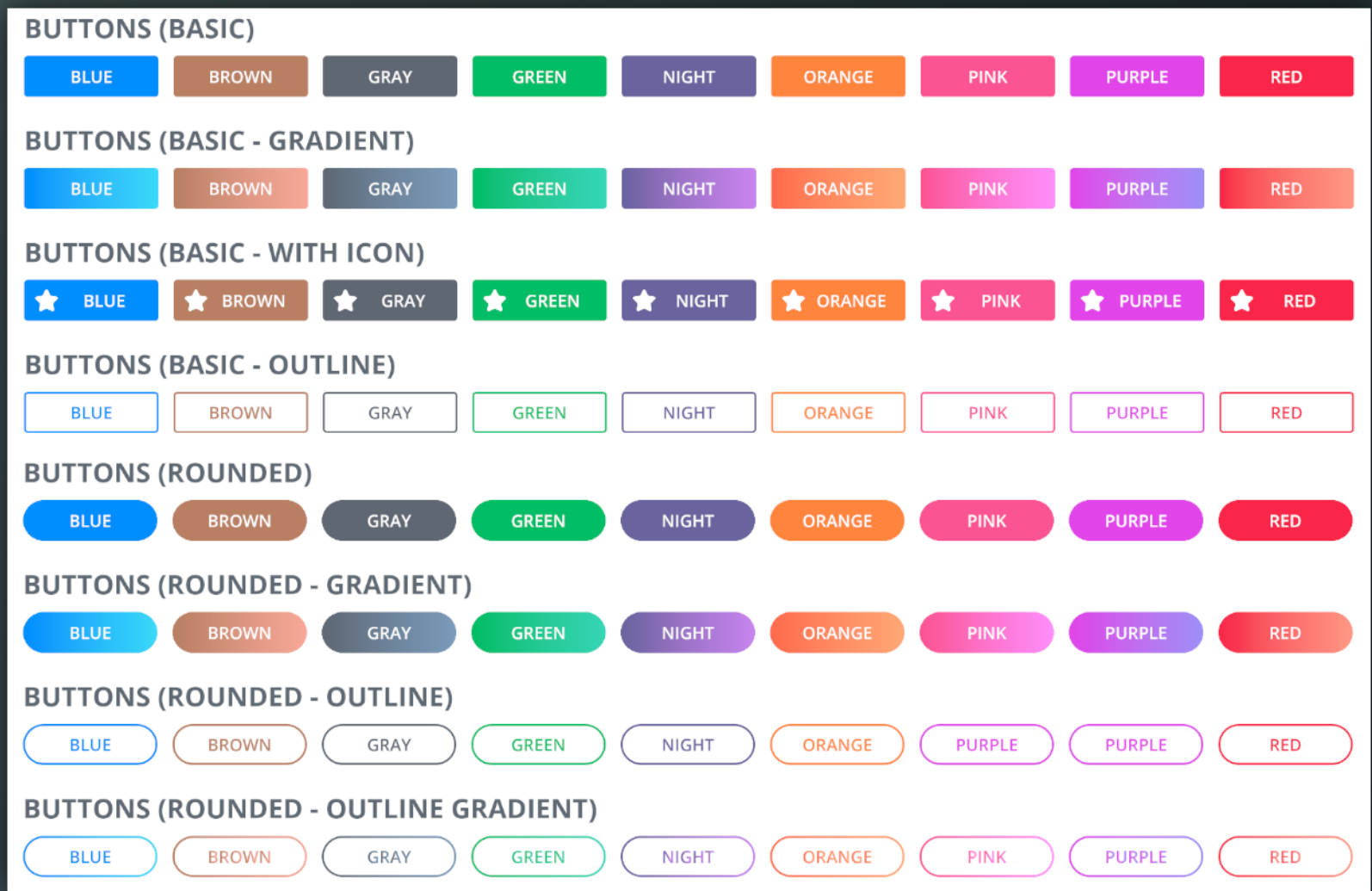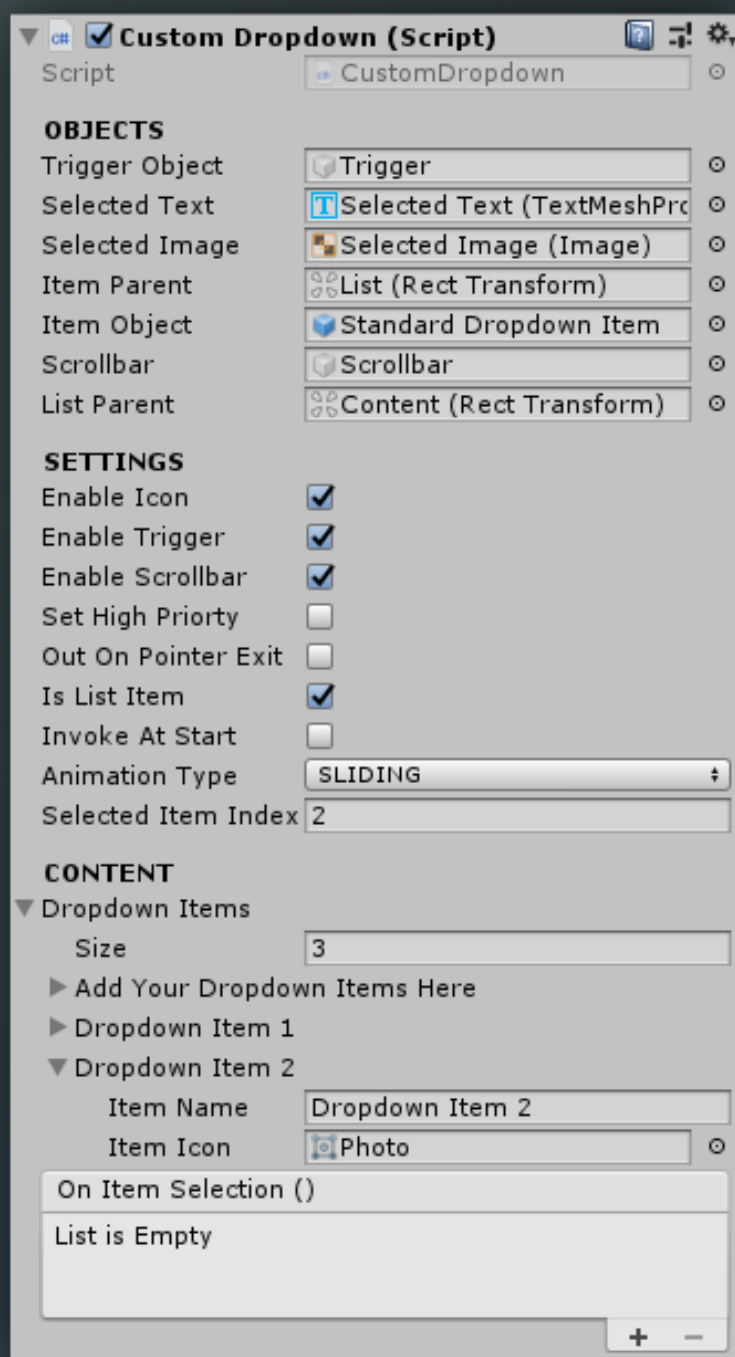
▌DROPDOWN

If you want to use rich-featured and good looking dropdown, you'll love this thing! Add your items, set your style, and you're good to go!

Note that some values are managed by UI Manager. If you want to edit different from the others, you can delete UI Manager Dropdown component from the object.

If you want to edit Dropdown Item, just click 'Standard Dropdown Item' and drag the prefab into your scene. After making some changes, click Apply on the top right corner, delete the prefab from your scene. That's pretty much it.

SET HIGH PRIORITY

If this feature is enabled, dropdown will have the highest priority, so the other UI objects won't block the dropdown.

About the other features... Well, just check their label :)

Multi Selectable Dropdown is no different than the normal one, the only difference is Dropdown Item.

▌HORIZONTAL SELECTOR

Horizontal selector is a good alternative to dropdown. It's pretty easy to use, just add your items to Item List, change values if you want, and you're good to go!
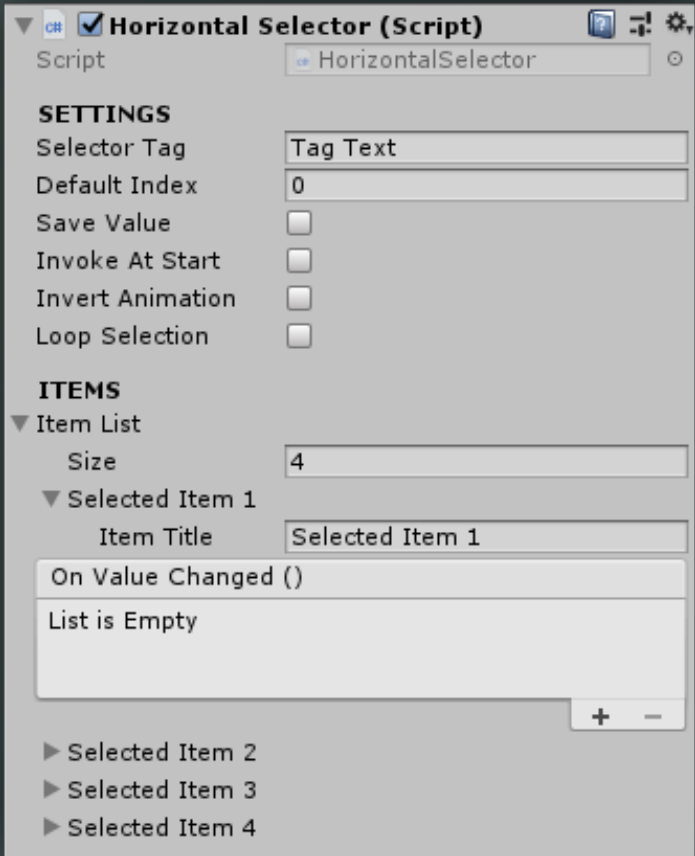
Note that if you're going to use Save Value feature, set an unique Selector Tag as well. For example, if your selector is for graphics, you can just type 'Graphics Selector'.

If you check Loop Selection, you'll able to navigate even if you reach the end of the selector.

▌INPUT FIELD

There are some input field styles in the package. One of them is the standard one, which has a title even if it's not empty. The other one is fading, the title will be fading out if it's not empty.

There is no usage difference compared to the default TMP Input Field.

▎MODAL WINDOW

If you want to give some information or ask for permission to your user, you can use modal windows. There are 2 styles in the package. I'd suggest you to use Style 2 because it looks much better than the other one.

To open/close the window:
• Create a modal window (Create > Modern UI Pack > Modal Window > (Your Choice)
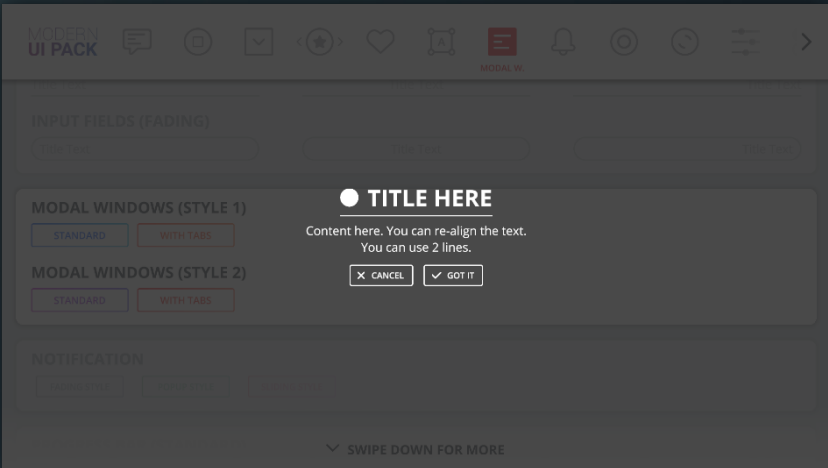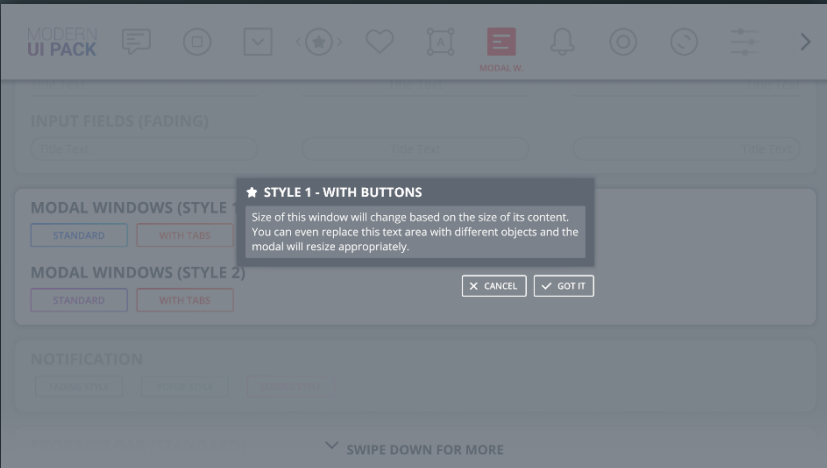• Call it via OnClick or your script.

OnClick:

Modal Window > Modal Window Manager > Open Window
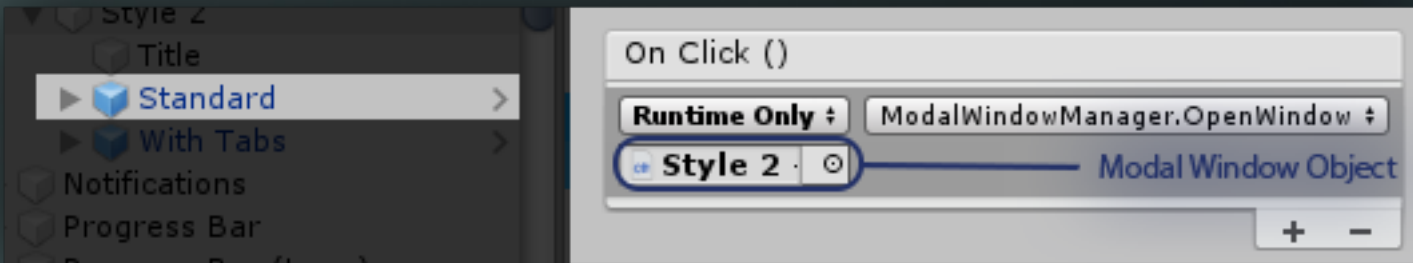
Script:

ModalWindowManagerReference.OpenWindow();

You can use Close instead of open if you want to close it.

NOTIFICATION

If you want to give some information to your user, use notifications. There are 3 notification styles in the package.

To open/close the notification:
• Create a notification (Create > Modern UI Pack > Notification > (Your Choice)
• Call it via OnClick or your script.

OnClick:
Notification Obj > Notification Manager > Open Notificiation
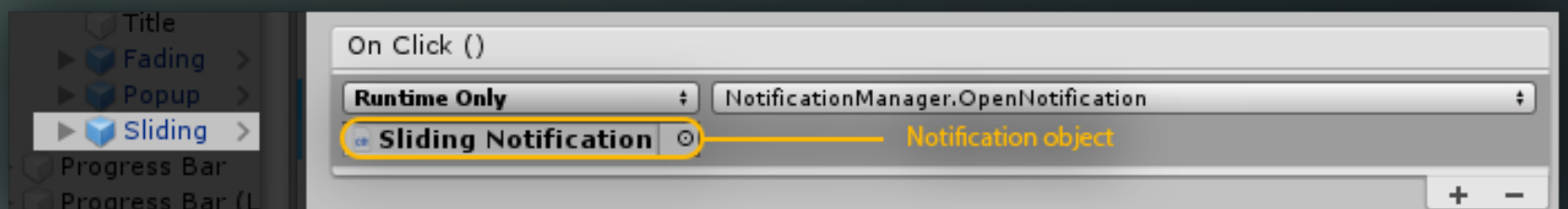
Script:

NotificationManagerReference.OpenNotification();

You can adjust the display time from Notification Manager. If you want to change icon, just expand the notification and change as you want. More features coming soon, such as sounds!

PROGRESS BAR

Progress bars are really easy to use. Just create a bar, change some settings if you want, and you're good to go!

There are 2 types of bar. One of them is showing the progress, and the other one is (Loop) just for animation (like spinning).
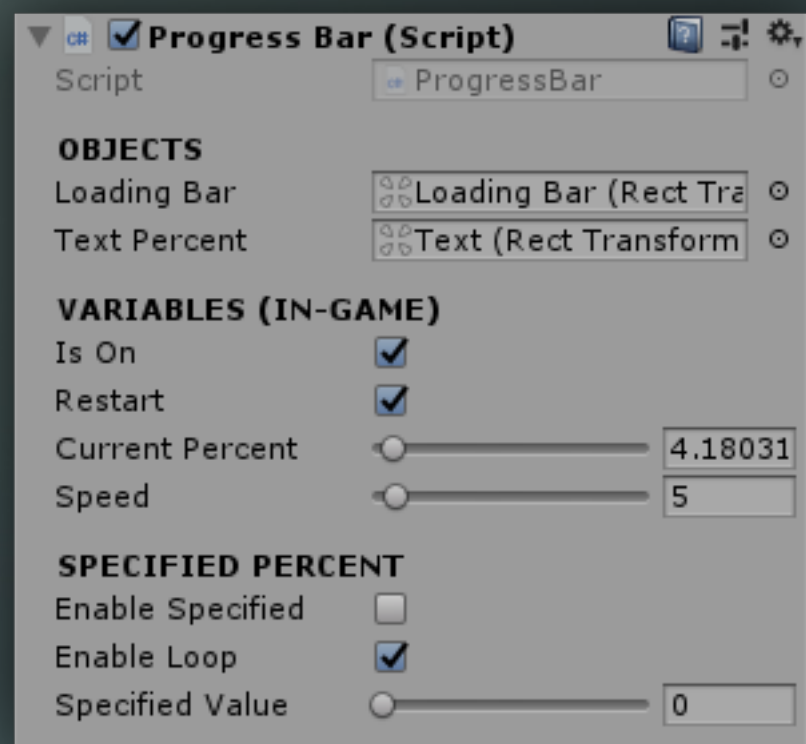
RESTART
If you reach the end of the bar, it'll reset itself and start again.
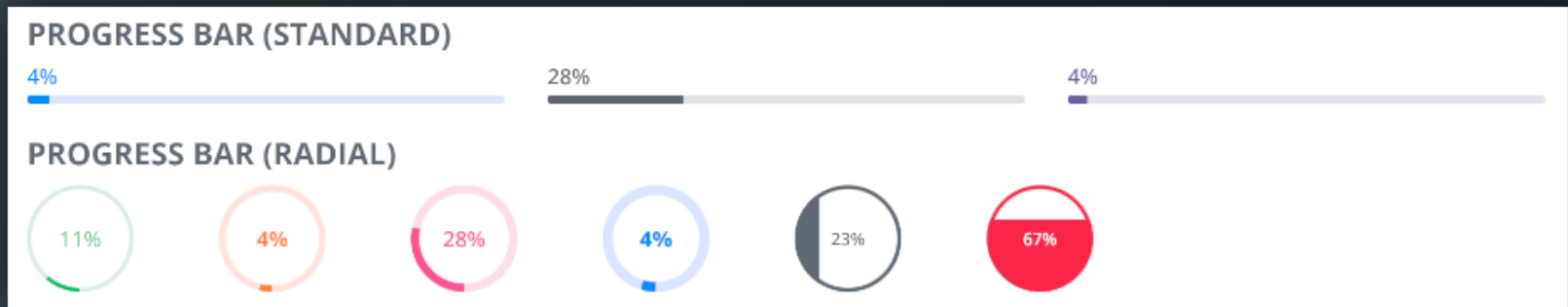
CURRENT PERCENT
Shows the current bar value. If you want, you can change the start position with it.

ENABLE SPECIFIED
The bar will be starting from the specified value. If you enable Loop, it'll reset itself when reaching the end of the bar.
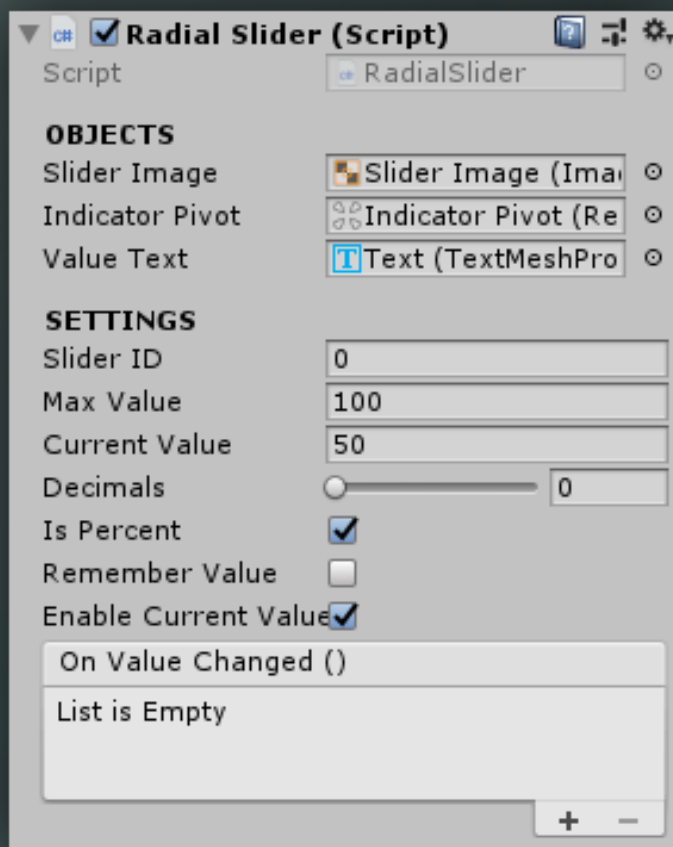
You can manage the progress bar by adding a line to your script:

ProgressBarReference.currentPercent = YourValue;

▌SLIDER

There are 5 types of sliders in MUIP. You can create one of them and start to work with it. Add your items and events to OnValueChanged, set up your slider, and you're good to go!

SLIDER ID / TAG
Every slider must has its own unique tag, otherwise Remember Value won't work properly.

IS PERCENT
This feature will adding "%" next to value text.

ENABLE CURRENT VALUE
You can check Enable Current Value and set Current Value if you want to custom specified value at start.

MAX VALUE
Sets the highest value of the slider.

DECIMALS
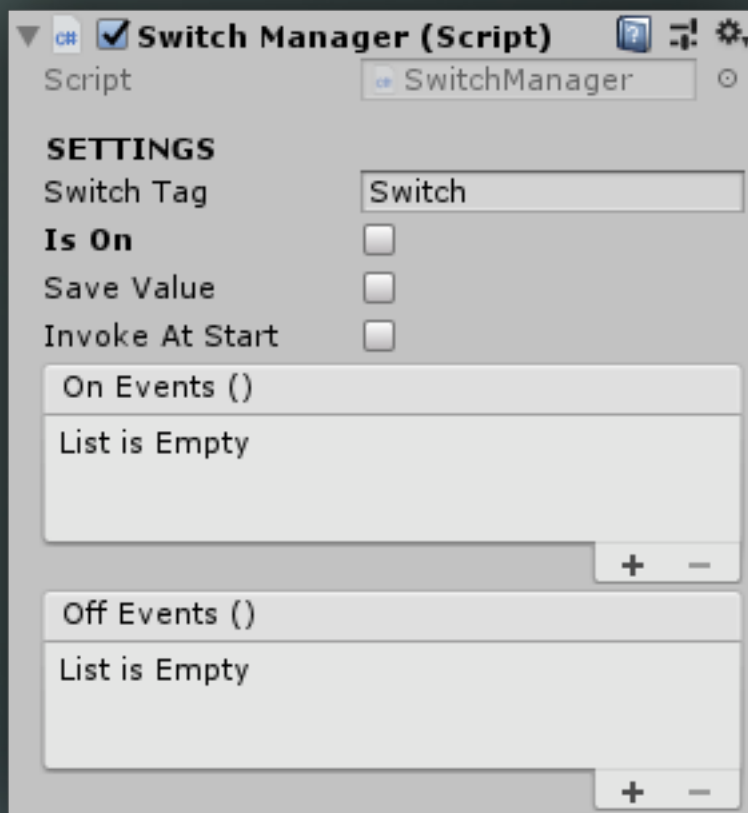You can adjust to decimals from here. For example:
0 Decimal: 100 - 2 Decimals: 100,00

REMEMBER VALUE
If this feature is enabled, your changes will be saved.

▍SWITCH

There are 2 types of switches in MUIP. You can create one of them and start to work with it. Add your items and events to On / Off Events, set up your slider, and you're good to go!

SWITCH ID / TAG
Every switch must has its own unique tag, otherwise Save Value won't work properly.

INVOKE AT START
Performs your events at startup.

SAVE VALUE
If this feature is enabled, your changes will be saved.

▍TOGGLE

There is no usage difference compared to the default toggle, it's just we've made much cooler toggle :)

So, you can continue to use this thing as the same way you're using default toggle.

I TOOLTIP

First of all, this feature is still in beta. We're working on a 'smart' tooltip feature that detects the canvas border so it's always visible. Using tooltip is pretty easy, however, note that you need a graphic raycaster to use it (like Raycast Target of the image or text).
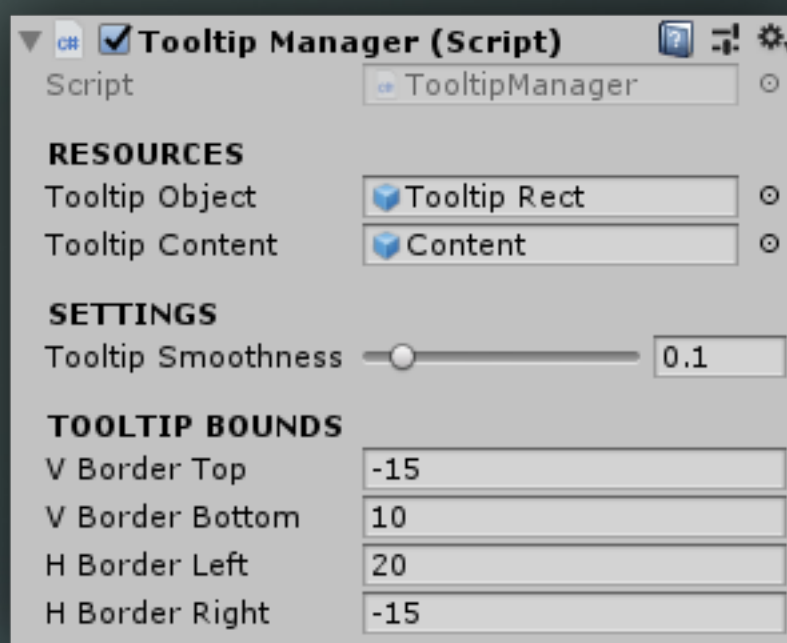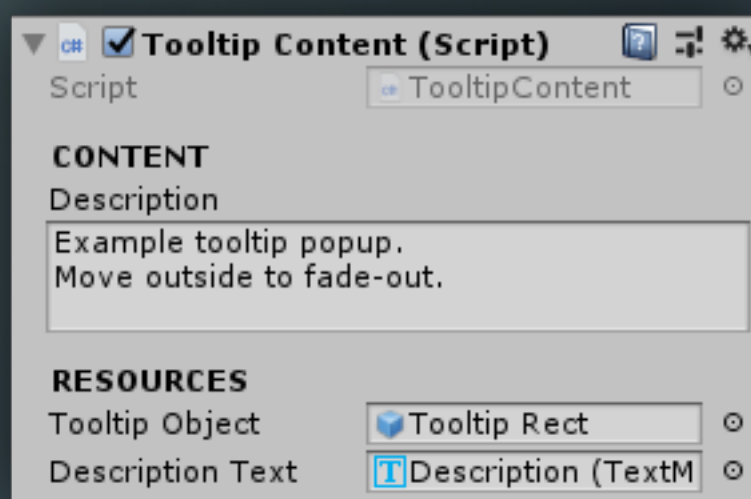

TOOLTIP SMOOTHNESS
Manages the smoothness between positions. It'll be faster if you set low value, and it'll be slower if you set higher value.

TOOLTIP BOUNDS
Sets the position of the object arround cursor. V means vertical, and H means horizontal.

If you want to use tooltip feautre on an object, just click Add Component and search for Tooltip Content. Assign Tooltip Rect and Description Text if it does not have any variable.

You can find those resources by expanding Tooltip object. Later, you can just copy / paste Tooltip Content if you want.

▎F.A.Q.

• Colors are weird, why?
Make sure you're using Linear lighting. You can use it with gamma too, but alpha values could a different.

• I'm getting errors, why?
I can't be sure until I see your project, it could be about anything. Contact me in this case.

• I'm getting low frame rate, why?
Again, I can't be sure until I see your project and your system. Contact me in this case, don't forget to type your device specs and your project details.

• Can I use this package for commercial use?
Of course! That's the whole point of asset store. Scroll for more information about licence.

• Are you going to continue to support the package?
Of course! There'll be update support for a while, and all of the updates will be free for those who already bought it.

• I don't like it, I want to refund it.
Since you already have access to the source files, I can't give you a refund of it. I made a playable demo of it, just because you can try it first before the purchasing.

▍CONTACT & LICENCE

You can find me at:
- 😃 DISCORD
- ✉ E-MAIL
- ▶ YOUTUBE
- 🌐 WEBSITE

If this documentation is not enough for you, please contact me. I'd gladly help!

LICENCE
This package uses the default asset store licence & terms of use.

https://unity3d.com/legal/as_terms