

★ GUI PRO KIT ★

# SIMPLE

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# CASUAL

USER DEVELOPMENT MANUAL

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# 1. Package description

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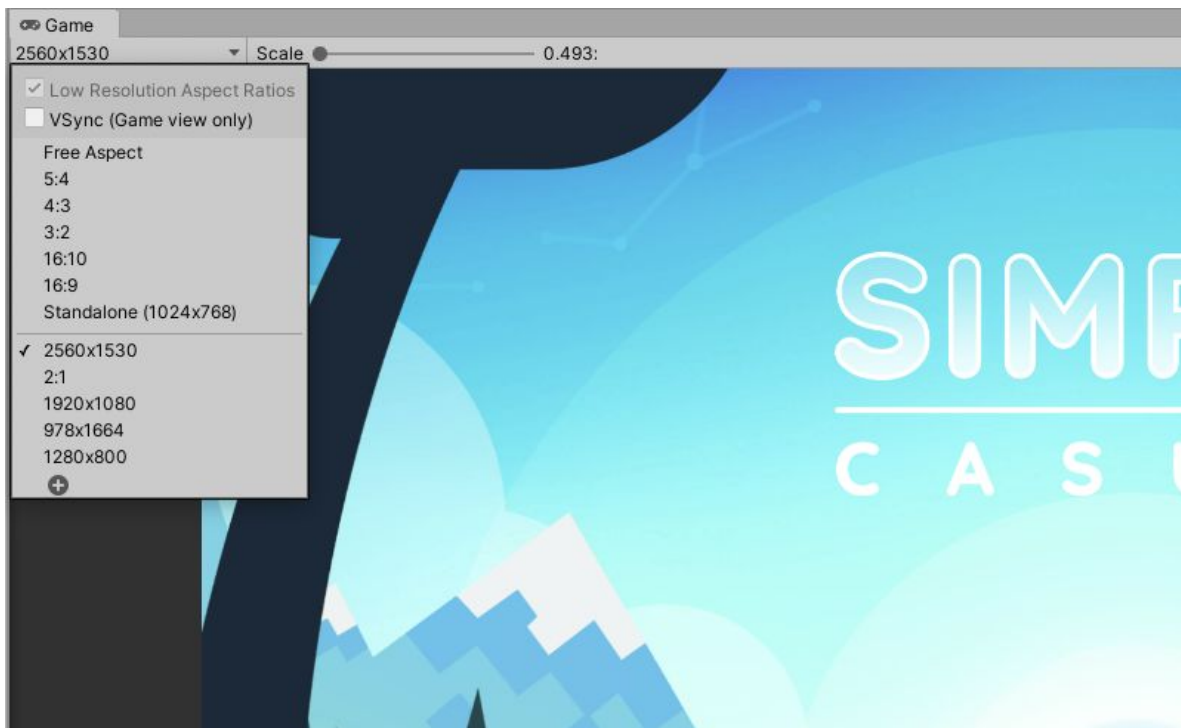
- The maximum supported resolution is **2560 x 1440**
- It is **optimized for mobile**.
- The font was created with **TextMeshProUGUI** and The font used in the demo scene is free font.
- Sprite images come in their original sizes.
- Function icons come in a variety of sizes (x2), and for item icons, they come in multipliers of their original size and 2.
- The sample project is still unfinished and will continue to be updated in the future.

## 2. Basic Setup

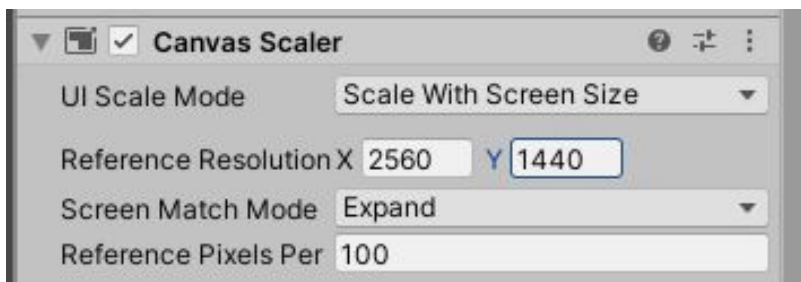
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### 2.1. GameView Resolution Setting

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



### 2.2. Canvas Scaler Settings

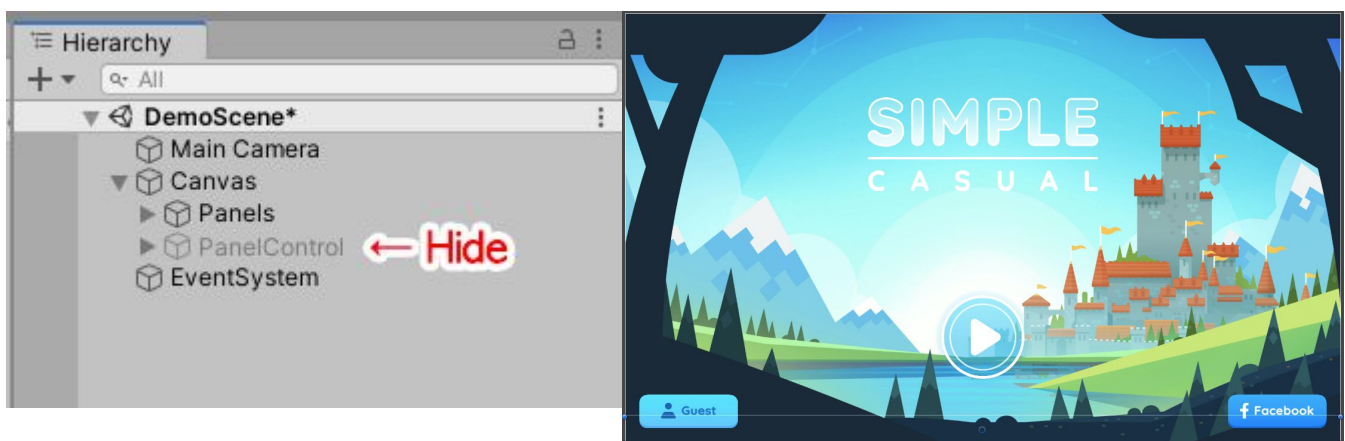


### 3. PanelControl

- There is PanelControl in the demo scene.



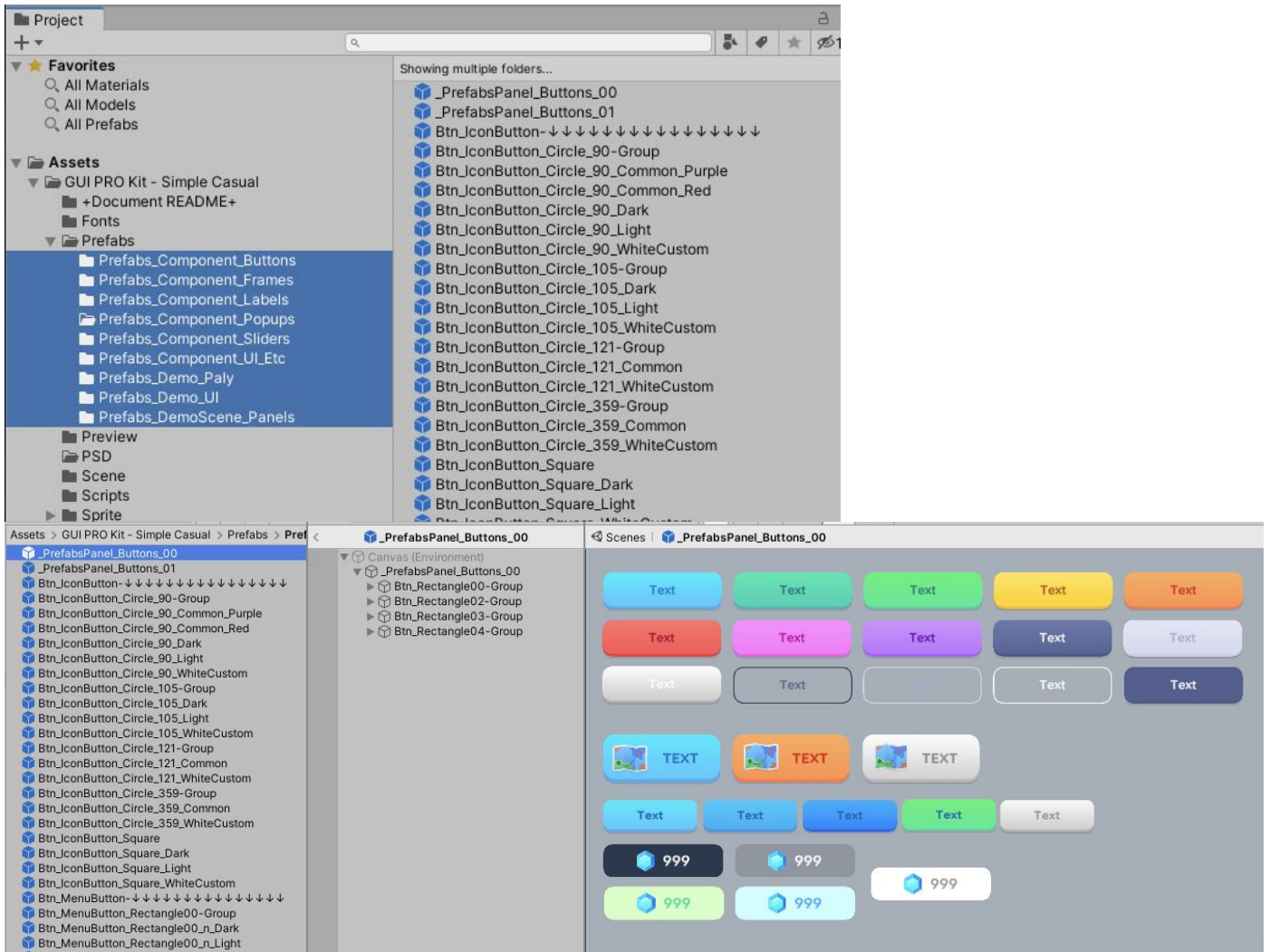
- You can hide it or make it visible, so adjust it according to your convenience.



## 4. Prefabs

All UI pre-fabs are located in the path below.

- Components were classified as buttons, frames, labels, popups, sliders and UI\_etc and saved as prefabs.
- Component prefabs have **designated colors** and **customizable white versions** according to demo scenes.
- Each demo scene was saved as a prefab in DemoScene\_Panels.



## 5. Sprite 9-Patch

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

- Obliquely inclined elements can only be resized horizontally or vertically depending on the design.
- 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.

