GUI KIT

DARK GEO

USER DEVELOPMENT MANUAL

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1. Package description

- The maximum supported resolution is 1920 x 1080
- The first production ratio is 16:9, and all ratios such as 16:10, 2:1, and 4:3 are supported.
- It is optimized for mobile.
- The font was created with **TextMeshProUGUI** and the font used is free.
- The sample project is still unfinished and will continue to be updated in the future.
- Unity UGUI and Sprite Atlas was used.

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

🛛 🔳 🗹 Canvas Scaler			0 ∓	:
UI Scale Mode	Scale With		Ŧ	
Reference Resolution	X 1920	Y 1080]	
Screen Match Mode	Expand		Ŧ	
Reference Pixels Per Unit	100			

2.3. Platform-specific image compression formats

• This package was compressed to RGBA32 to create a high-definition web demonstration. Sprite Atlas should be selected and the image compression method should be changed to suit the platform.

Inspector Project Set	tings	а :
Common		0 ‡ ¢
		Open
Туре	Master	*
Include in Build	~	
Packing		
Allow Rotation	~	
Tight Packing		
Padding	4	•
Texture		
Read/Write Enabled		
Generate Mip Maps		
sRGB	~	
Filter Mode	Bilinear	*
Default	Ū.	8
✓ Override for PC, Mac & Li	nux Standalone	
Max Texture Size	2048	•
Format	RGBA Compressed DXT5	*
Objects for Packing		
= Common		•
		+ -
Pack Preview		

3. PanelControl

• There is PanelControl in the demo scene.



• If you want to work on DemoScene without creating a New Scene, you can hide it for your convenience.



- Each common button, common UI, common component, and other frequently used UI is stored as a prefab.
- Panels-All scenes are stored as prefabs.



Q-1. I want to change the designated color of the element.



A-1. You can edit it in Photoshop. (Edit PSD)

• To modify the design and export the slice, you need to know how to use Photoshop.

It will be helpful to know the concept of layer and to learn how to use basic tools, how to use 'layer style', and how to 'export png'.

That way you can modify it to high quality, and you can do 9-slice as you like. And that will help you grow.

1. Easy way to change color

• Open the PNG in Photoshop and adjust it using 'Image > Adjustments ue Hue/Saturation'.

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Mode				•	• •				
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2 100%	3	•	& B. H.	 □ Colorize ✓ Preview 	

- You can change the color of the element in a simple way.
- However, but you can't adjust it in detail or do a high-quality design, so please refer to it.

2. Export to PNG

• The simple way to store PNG(9-slice) is to 'Export' with 'Quick Export as PNG'.

File Edit Image Layer Type	Select	Filter	3D	View	Window	Help
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