A big **thank you** for purchasing our

Ultimate Clean GUI Pack

Multipurpose Game UI

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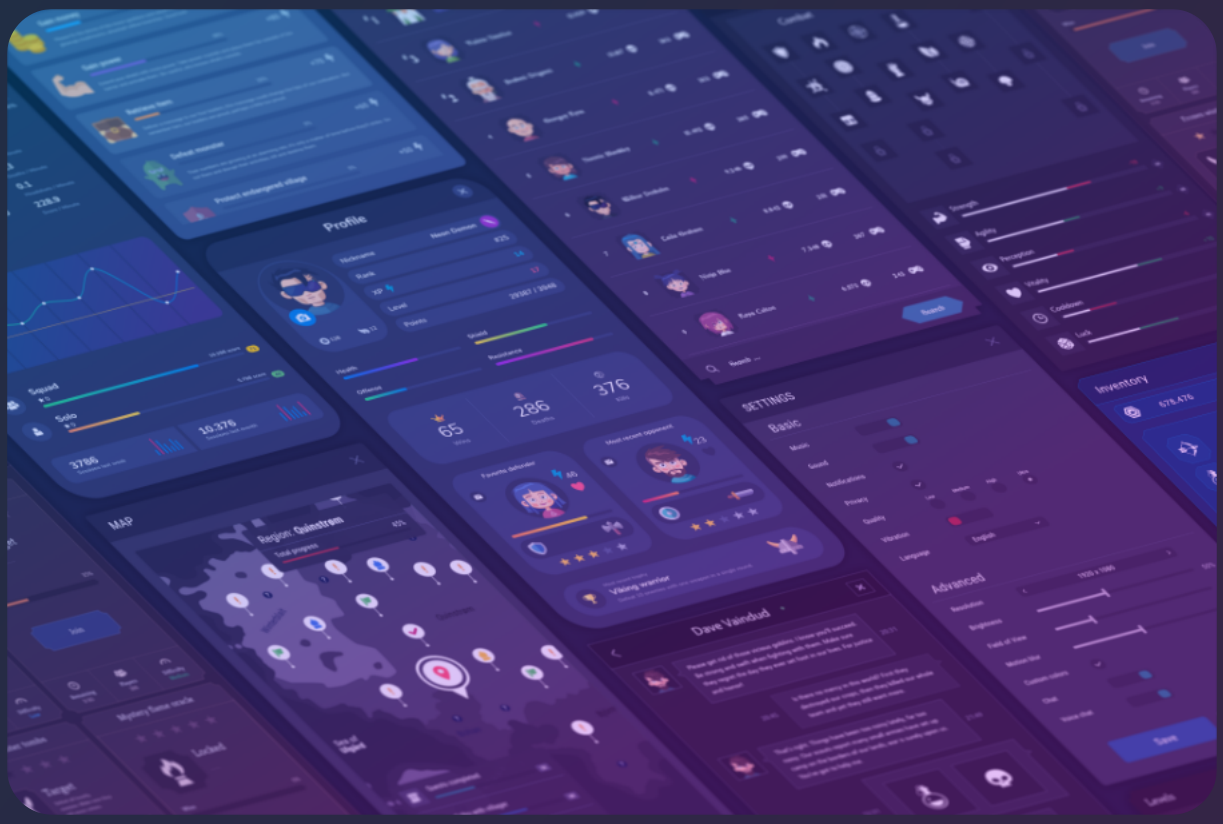


We hope you find this pack useful to create a great game!

If you have any support questions, please contact us here.
Please make sure to include your invoice number.

The Ultimate Clean GUI Pack can only be used under the
Unity Asset Store License Agreement which you can find here.

Table of contents

1. What is Ultimate Clean GUI Pack?

The **Ultimate Clean GUI Pack** is a clean and modern multipurpose and customizable Game UI pack, containing a collection of UI elements and demos that can be used to create complete game user interfaces with a nice clean look.

1.1 Unity Version

While the sprites themselves do not depend on any specific Unity version, the accompanying demo project requires **Unity 2021.3.19 LTS** or higher.

A note about using the new Input System package

The kit does not use the new Input System package available in Unity. If you are interested in using it, please make sure to switch the 'Active Input Handling' setting to 'Input Manager (New)' in your Player Settings to prevent any errors.

2. What is included?

This game UI pack contains a complete demo project with **full C# source** code that you can use as a starting point for your own game.

Included are:

- Buttons
- Dropdowns
- Scrollbars
- Input Fields
- Modal Windows
- Notification system
- Progress Bars
- Slider & selection slider
- Switches
- Toggles
- Tooltip system
- Pre-built demo scenes
- Pre-built popup prefabs
- White and colored icons
- C# scripts
- UI components
- Gradient component
- Animations & Sound effects

3. Asset structure and organization

After importing the asset package into your Unity project, you will see all the resources provided live in the UltimateCleanGUIPack folder.

This folder is further subdivided into the following folders:

Demo

Contains all the assets used in the pack's demo. You can see this folder is further subdivided into folders according to the category of the corresponding asset (materials, prefabs, scenes, scripts, etc.).

- **Demo/Animations**
  Contains all Animations.

- **Demo/Editor**
  Contains two color palettes. The **Main Color Palette I** used for the project and the **Complete Color Palette** is for choosing any advanced colors (very useful).

- **Demo/Fonts**
  Contains OPL fonts.

  The pack uses:

  - Classic theme: Kreon (Light)
  - Dark theme: Vegur (Regular)
  - Fantasy theme: Kurale (Regular)
  - Minimalist theme: Roboto Condensed (Regular and Bold)
  - Modern theme: Roboto (Bold, Medium, Regular)
  - Round thems: Dosis (Bold, Medium, Semi Bold)
  - SciFi: Electrolize (Regular)

- **Demo/Materials**
  Contains the confetti (End game - Win popup prefab) and the Overlay material. The Overlay material is used 3d buttons of the Modern theme.

- **Demo/Prefabs**
  The inner organization of the Prefabs subfolder is of particular interest, as it contains the hundreds of UI prefabs that make up the bulk of the pack.

- **Demo/Prefabs/Common**
  The Common subfolder contains the prefabs that are used across all themes.

- **Demo/Prefabs/Themes**
  The Themes subfolder contains the theme-specific prefabs.

  For each theme, you can find two subfolders:

  - **Popup Demos**
    Contains the demo-specific popup prefabs.

  - **UI Elements**
    Contains the fundamental, reusable UI element prefabs that you can use in your own projects and outside the context of the demos we provide.

- **Demo/Scenes**
  The inner organization of all Scenes.

- **Scenes/Demo**
  Contains the **Main Demo Menu**. As a starting point, we highly recommend opening up the Demo – Landscape or the Demo – Portrait scene located in this folder. They act as a general launcher over the more specific scenes located in the Themes and UI Elements subfolders.

  As of update 2.0 and based on your feedback, we have tried to organize the asset in a way that is as convenient as possible for you to navigate through the vast amount of content included.

  This means adding independent prefabs for the fundamental UI elements of the pack that you can use without having to extract them yourself from the demo scenes, and making their names and structure as intuitive and convenient as possible.

  Please reach us via our official support channel if you have any questions or feedback about this and we will be happy to assist.

- **Scenes/Themes**
  Contains the scenes of each theme, separated in Landscape and portrait folder.

- **Scenes/UI Elements**
  Contains the scenes of the UI Elements for each theme, separated in Buttons and UI folder.

- **Demo/Scripts**
  Contains the complete C# source code of this pack.

- **Demo/Shaders**
  Contains the Overlay shader.

- **Demo/Sounds**
  Contains all sounds used in this pack.

- **Demo/Sprites**
  Contains all sprites used in this pack.

  - /Sprites/Demo
    Contains all demo sprites.

  - /Sprites/Icons
    Contains all icons, sorted by category.

  - /Sprites/Icons Colored
    Contains all colored icons, sorted by category.

  - /SpritesShapes
    Contains all shapes used for backgrounds, buttons etc., sorted by category.

Documentation
Contains the documentation that you are reading right now.

Sources
Contains the original source files in the .PNG, .PSD and .SVG formats.

4. Scripts

4.1. Demo

The pack contains a complete demo project with full C# source code that you can use as a starting point for your own game. While the source code is not intended to be a universal framework, it can be a very useful reference when it comes to learning how to approach the implementation of a game UI using Unity's built-in UI system. All the scenes in the demo project make use of Unity's canvas to display their contents.

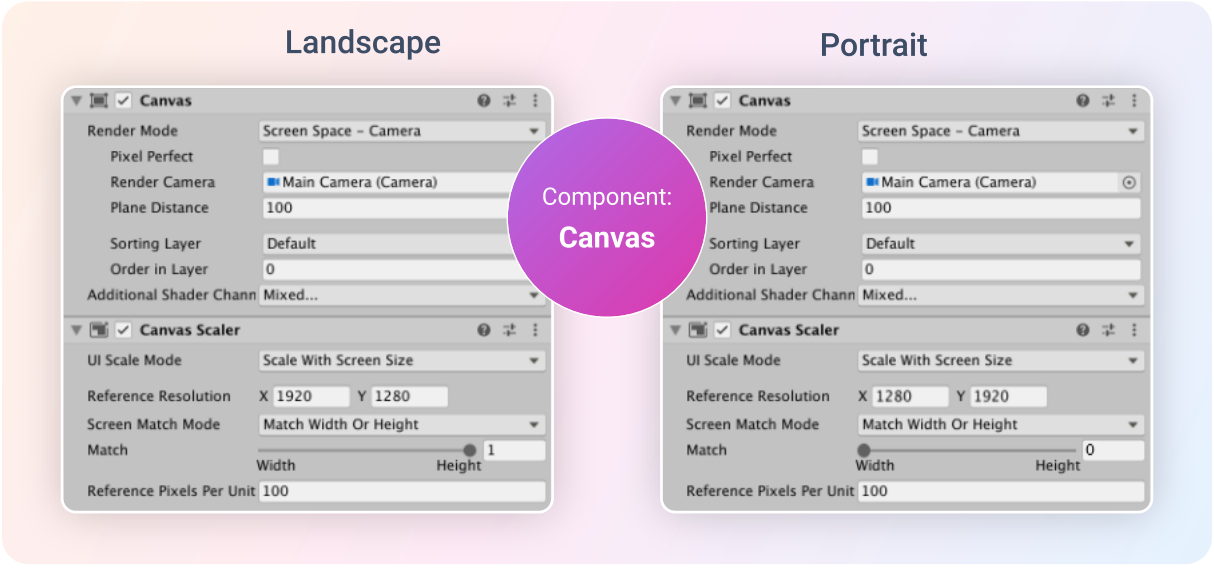
This, together with extensive use of anchors when positioning UI elements, makes it possible to automatically scale the UI across multiple resolutions.

You can find more details about how this works in the official Unity documentation **here**.

4.2. Reference resolution

The demo is using a reference resolution of 1920x1280 (in landscape orientation) and 1280x1920 (in portrait orientation), which works well across a wide range of aspect ratios. This is particularly useful for mobile development, where screen sizes vary wildly between devices.

The canvas render mode is set to Screen Space – Camera and the canvas scaler is set to Scale With Screen Size scale mode.



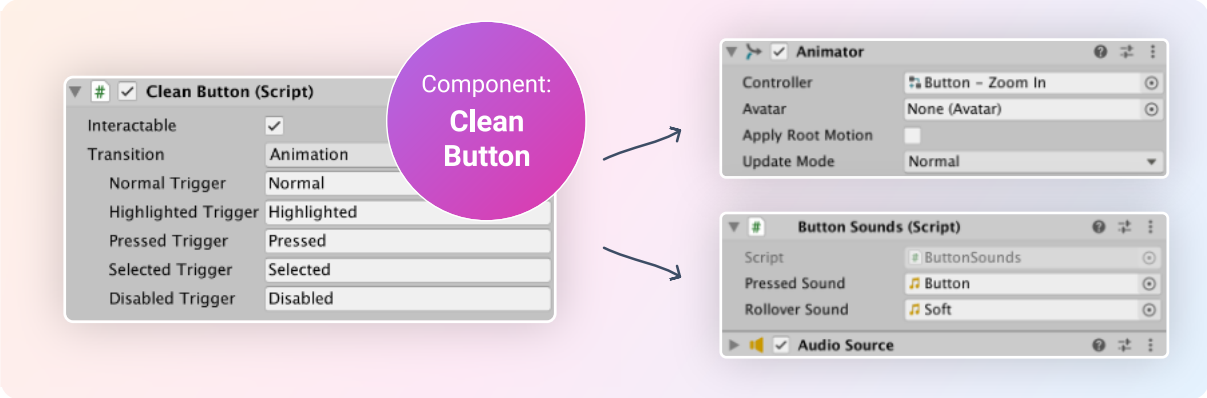
4.3. Components

The pack contains many useful scripts that extend Unity's UI system with additional features. In this section, we discuss in more detail what these components are and how they work.

4.3.1. CleanButton

This component is used extensively in the pack and represents a button with the (optional) added ability to play a sound as the player rolls over or presses it. It derives from the built-in button in Unity's UI system.

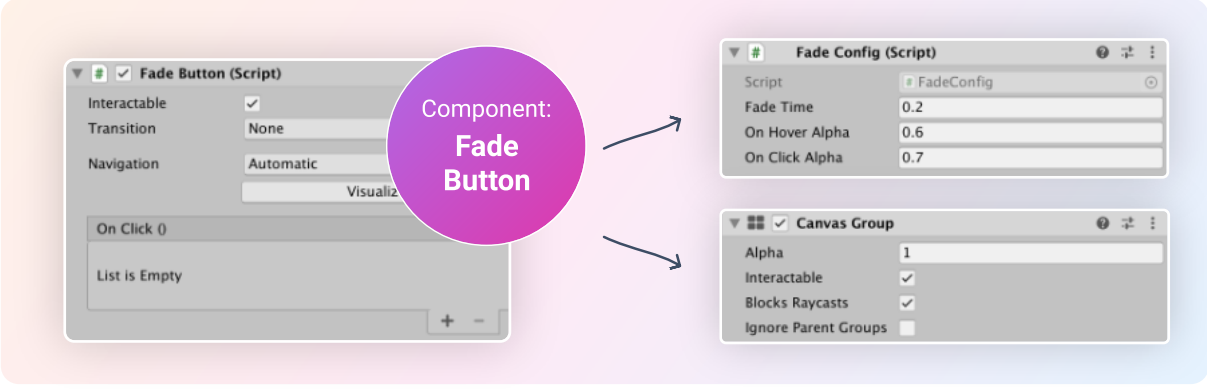
You need to add the ButtonSounds component to choose the sounds you want and an Audio Source component as well.



4.3.2. FadeButton

This component is used extensively in the pack and represents a button with the added ability to fade in/out as the player rolls over or presses it.

It derives from the CleanButton type, so it can also play sounds.

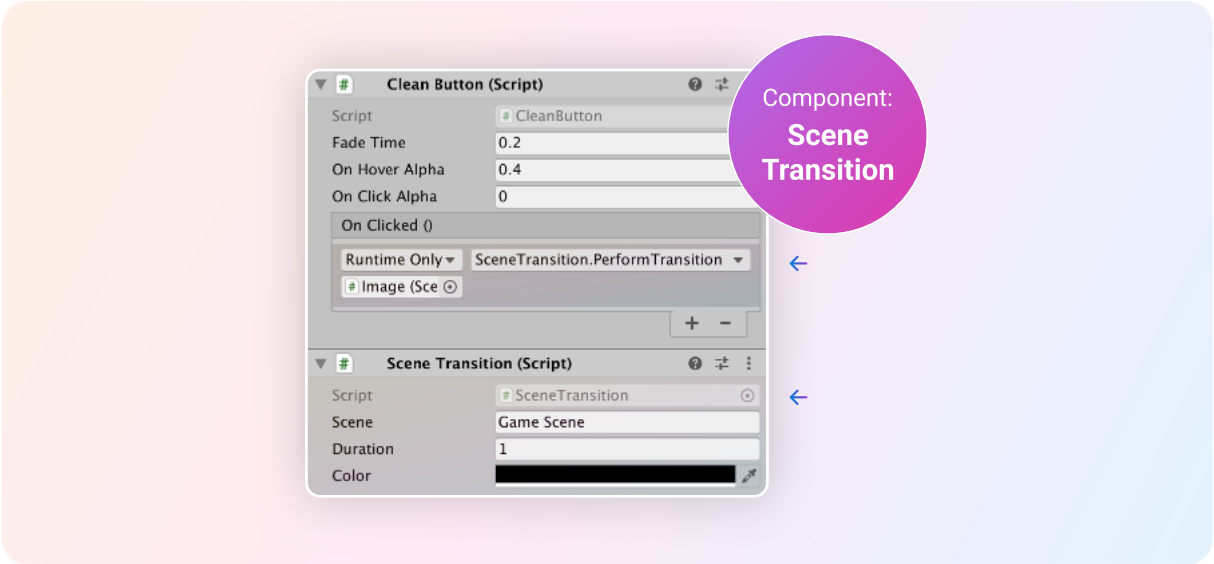


4.3.3. SceneTransition

This component allows you to transition from the current scene to a new one.

You can specify the following settings in this component:

- Scene: The name of the scene to transition to.
- Duration: The duration of the transition (in seconds).
- Color: The color of the fullscreen fade.

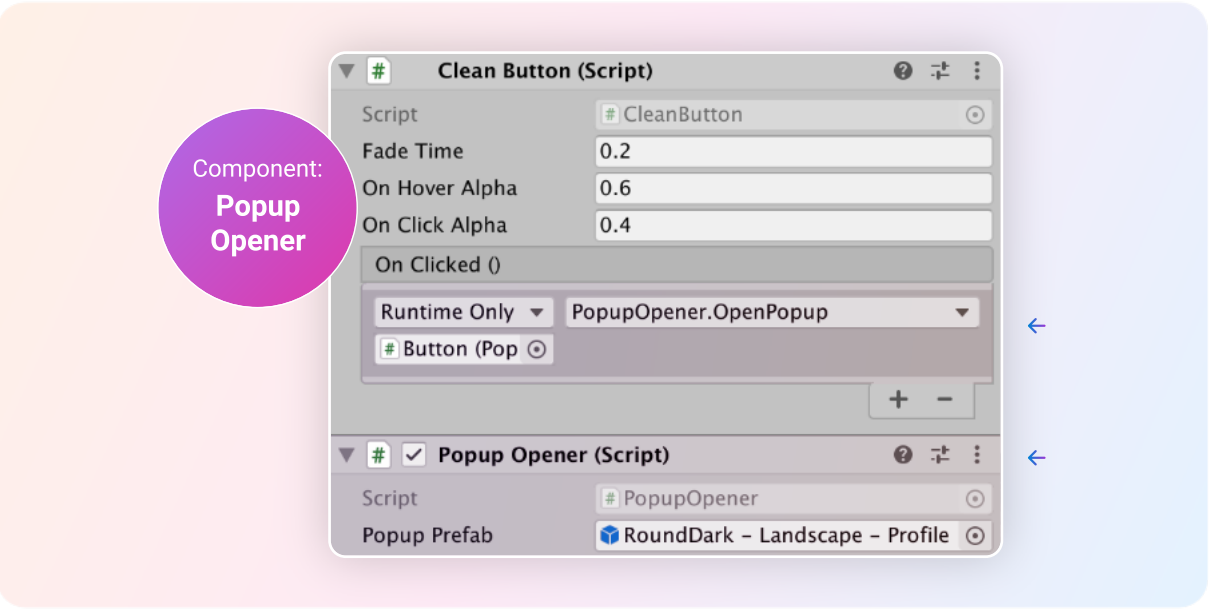


In order for the transition to be performed, you need to call the component's PerformTransition method.

We usually do this from a button's OnClicked action, as you can see in the example screenshot.

4.3.4. Popup/PopupOpener

This component allows you to open a popup prefab. This prefab is required to have an associated Popup component.



You specify the popup prefab in the Popup Prefab field. In order for the popup to be opened, you need to call the component's OpenPopup method.

We usually do this from a button's OnClick action, as you can see in the example screenshot.

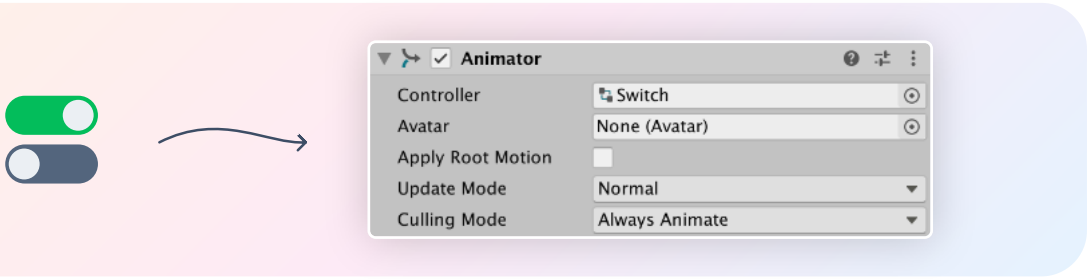
4.3.5. ToggleWithLabel

This component extends Unity's built-in toggle with an extra label that automatically changes as the value of the toggle changes.

You can find them inside each Checkbox folder.

4.3.6. Switch

This component works just like Unity's built-in slider, with the difference that it provides a smooth animation when changing between its enabled/disabled states.

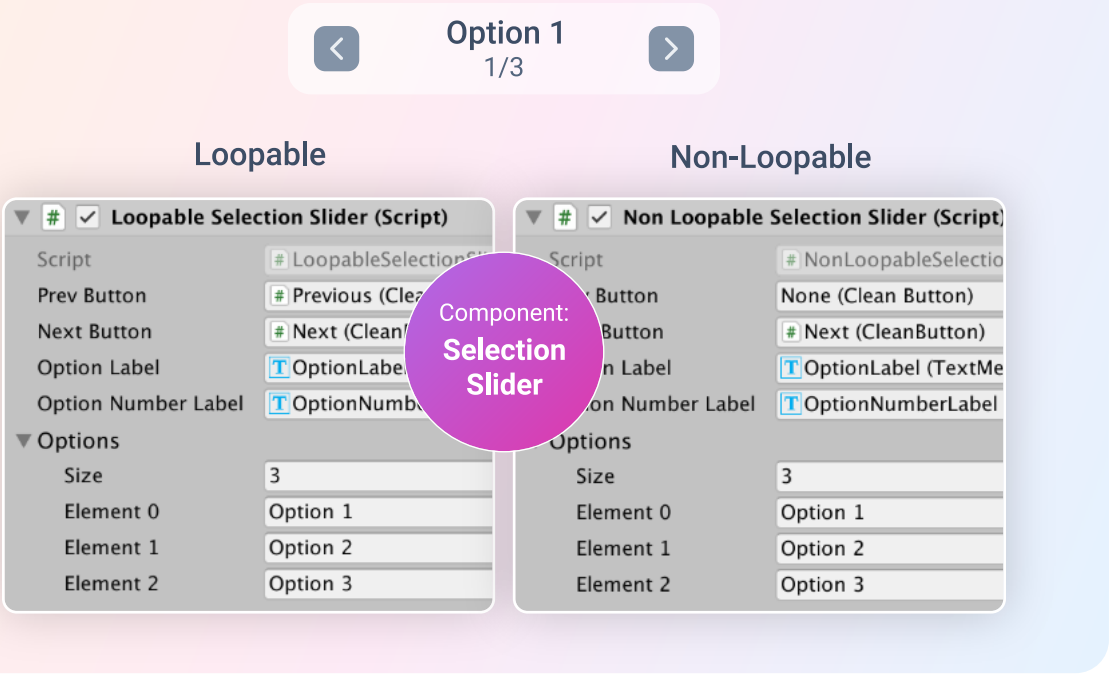


We also provide a Unity's built-in slider for each theme.

4.3.7. SelectionSlider

This component provides a slider that allows you to select between a set of fixed, predefined options.

Both a loopable and a non-loopable version are provided.

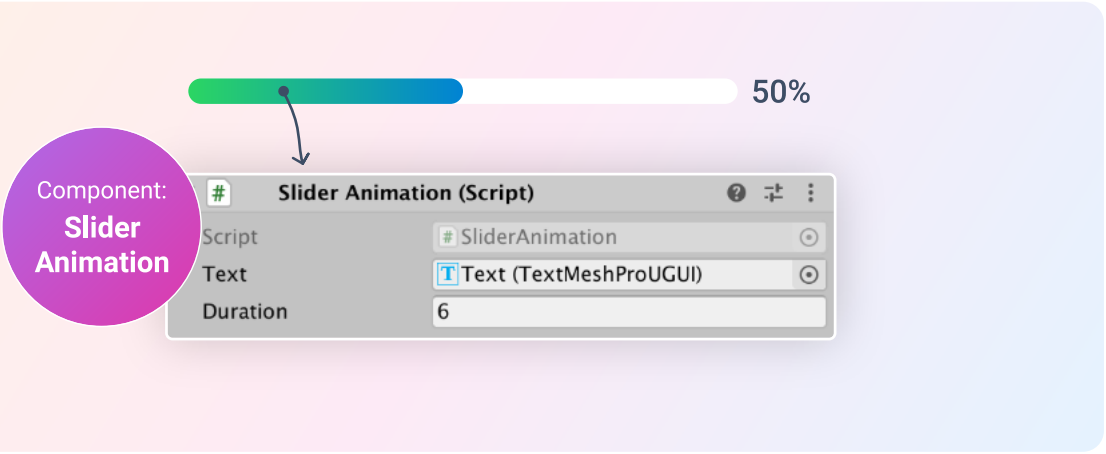


In the Options array, you can define the fixed options that you will be able to go through at runtime. You can use as many options as you like.

4.3.8. ProgressBarAmountText / SliderAmountText

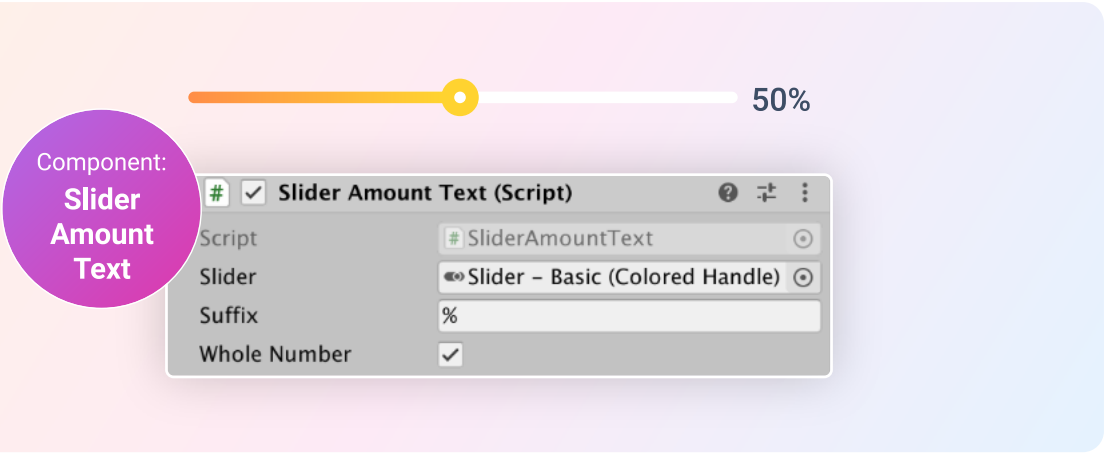
These components are used to link the value of a text label with the current amount of a progress bar/slider.

Slider Animation (Progress Bar)



The **Slider Animation component** is mostly used for showcase purposes; it animates the slider bar from 0 to 100 and back to 0 indefinitely. You can specify the duration of the animation in seconds.

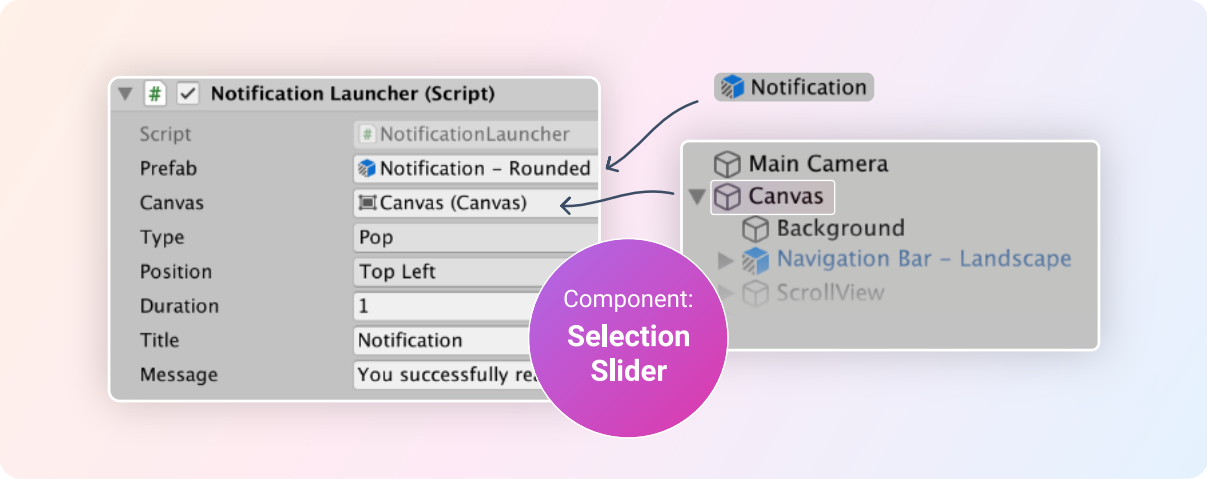
Slider Amount Text

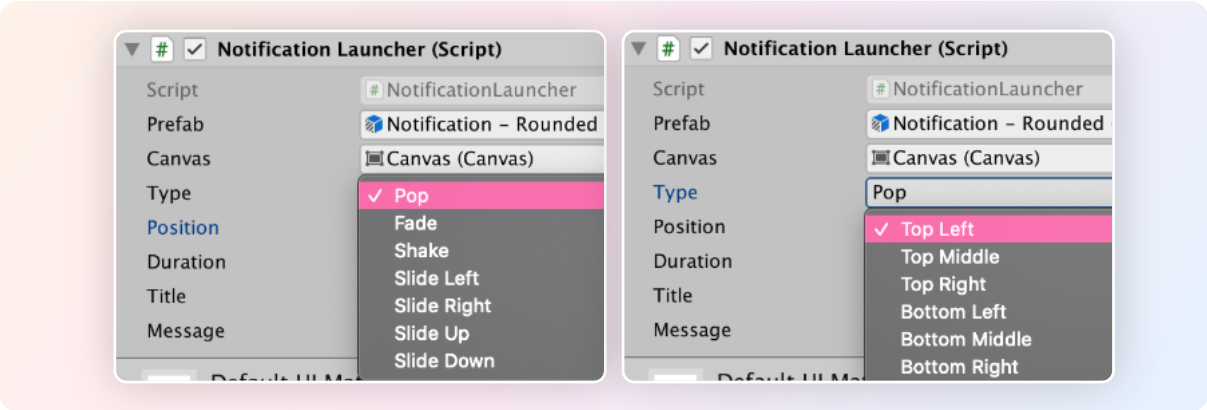


The **Slider Amount Text component** allows you to link a text label with the current progress value of a slider. You can specify the suffix to use (if any) and whether the number should be whole or not.

4.3.9. Notification / NotificationLauncher / NotificationQueue

This component allows you to open a notification prefab. This prefab is required to have an associated Notification component.





You can specify the following settings in this component:

- **Prefab:** The notification prefab to launch.
- **Canvas:** The canvas in which to instantiate the notification.
- **Type:** The type of animation with which to open the notification.
- **Position:** The screen position in which the notification should appear.
- **Duration:** The time (in seconds) the notification should be present.
- **Title:** The title of the notification.
- **Message:** The message of the notification.

In order for the transition to be performed, you need to call the component's LaunchNotification method. We usually do this from a button's OnClick action.

The NotificationQueue component is used to show notifications that are launched at the same (or similar) time to be displayed nicely one after another and prevent any kind of overlapping between them. This object is DontDestroyOnLoad, so we only add it to the initial scenes in the demo.

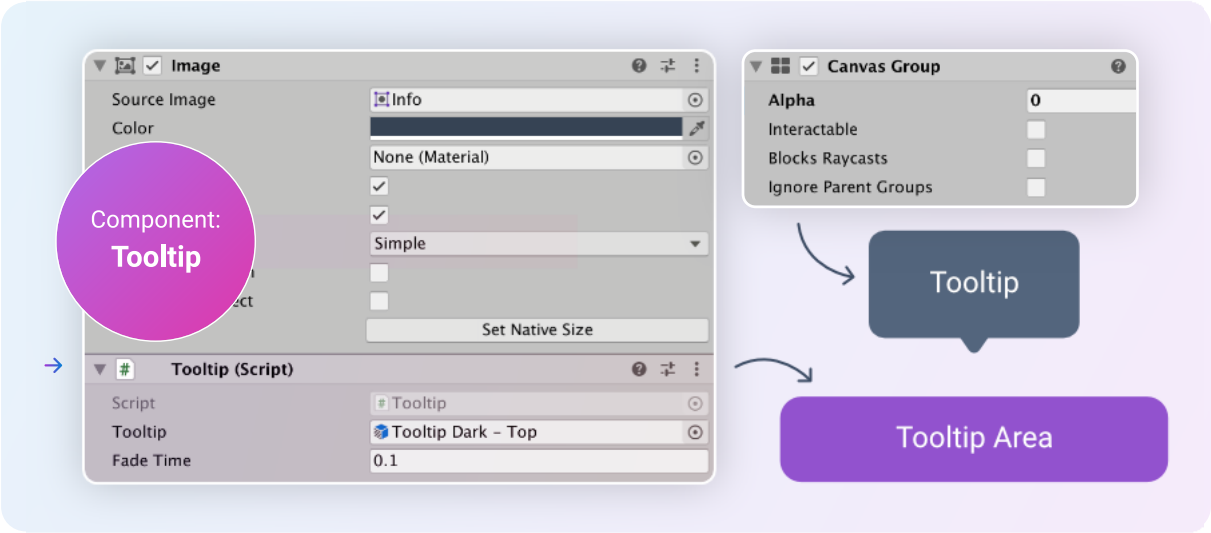
4.3.10. Tooltip

This component allows you to open a tooltip prefab.

You can specify the following settings in this component:

- **Tooltip**: The tooltip prefab or game object to show.
- **Fade Time**: The fade in/out time (in seconds).

The tooltip will appear/disappear automatically as the player enters/exits the associated UI image.



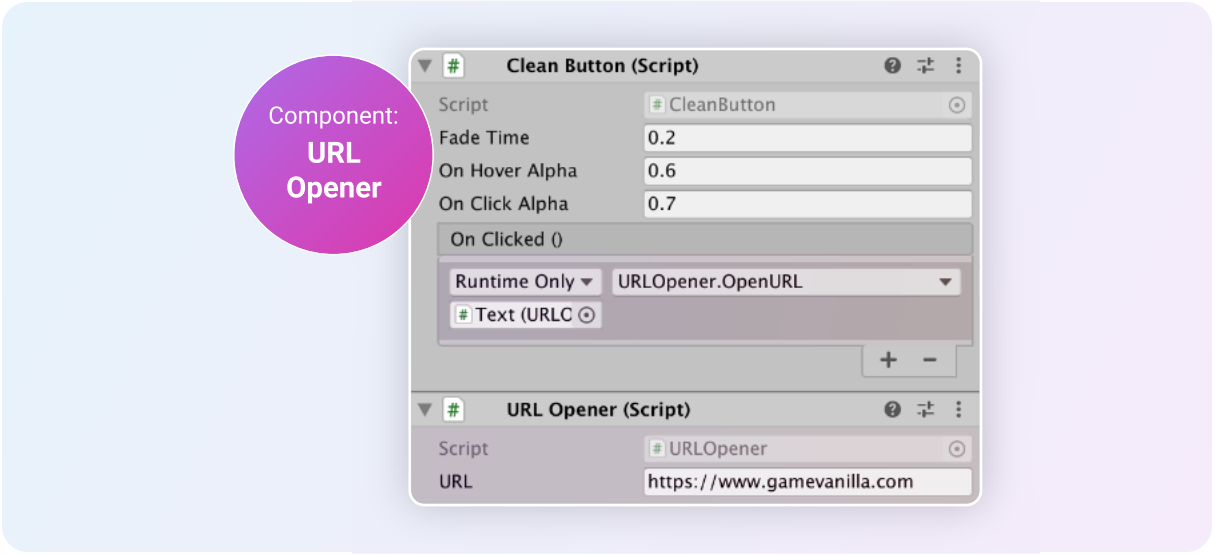
You can find our pre-made tooltip prefabs with a size fitter component (the size of the window fits automatically to its content) inside the folder prefabs/UI Elements/Tooltip for every theme.

Besides, you can literally choose any game object, text or single sprites as a tooltip. Just drag the tooltip-item into the Tooltip section.

4.3.11. URLOpener

The URLOpener component provides functionality to open a website from an UI element. You specify the URL to open in the URL field. In order for the transition to be performed, you need to call the component's OpenURL method.

We usually do this from a button's OnClicked action, as you can see in the example screenshot.



5. Contact

If you have any questions or suggestions, please feel free to contact us via our support website on gamevanilla **here**.

We am always happy to help. 😊

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