

GUI Options

Here you can set several in-game GUI options and freely use the information in your own GUI scripts.

It's recommended that you go through [Unity's UI tutorials](#) to learn more about how Unity handles UI elements in version 5+. It can be confusing for newcomers, especially if they were used to the old `GUITextures` method of handling the UI (before UFE 1.6). However, it is also much more powerful and you'll be able to create better UIs and in much less time.

GUI Options

Screen Fade-in Duration:0.5

Screen Fade-in Color:

Game Fade-in Duration:1

Game Fade-in Color:

Round Fade-in Duration:0.5

Round Fade-in Color:

Has Gauge/Meter

Use Canvas Scaler

Scale Mode:Scale With Screen Size

Reference Pixels Per Unit:1

Screen Match Mode:Match Width Or Height

Match Width or Height:

Resolution:

X 1920Y 1080

Update Canvas Preview

Screens

Main

Main Menu:

Options:

Character Selection:

Stage Selection:

Loading Screen:

Battle GUI:

Pause Screen:

MainMenuScreen (Default Main Menu Screen)

OptionsScreen (Default Options Screen)

CharacterSelectionScreen (Character Selection Screen)

StageSelectionScreen (Stage Selection Screen)

LoadingBattleScreen (Loading Battle Screen)

BattleGUI (Battle GUI)

PauseScreen (Default Pause Screen)

Extras

Intro Screen:

Credits:

TextureIntroScreen (Texture Intro Screen)

CreditsScreen (Default Credits Screen)

Story Mode

Continue?:

Game Over:

Congratulations:

StoryModeContinueScreen (Story Mode Continue Screen)

StoryModeGameOverScreen (Story Mode Game Over Screen)

StoryModeCongratulationsScreen (Story Mode Congratulations Screen)

Versus Mode

Options:

After Battle:

VersusModeScreen (Versus Mode Screen)

VersusModeAfterBattleScreen (Versus Mode After Battle Screen)

Challenge Mode

Options:

Battle Overlay:

After Battle:

ChallengeModeScreen (Challenge Mode Screen)

ChallengeModeOverlay (Challenge Mode Battle Overlay)

ChallengeModeAfterBattleScreen (Challenge Mode After Battle Screen)

Network Mode

Options:

Room Match:

- Host Game:

- Join Game:

Random Match:

Bluetooth Match:

- Bluetooth Host Game:

- Bluetooth Join Game:

After Battle:

Connection Lost:

NetworkOptionsScreen (Network Options Screen)

NetworkRoomMatchScreen (Network Room Match Screen)

HostGameScreen (Default Host Game Screen)

JoinGameScreen (Default Join Game Screen)

SearchMatchScreen (Search Match Screen)

BluetoothGameScreen (Bluetooth Game Screen)

BluetoothHostGameScreen (Bluetooth Host Game Screen)

BluetoothJoinGameScreen (Bluetooth Join Game Screen)

OnlineModeAfterBattleScreen (Online Mode After Battle Screen)

ConnectionLostScreen (Connection Lost Screen)

Replay Mode

Replay Tools:

ReplayToolsScreen (Replay Tools Screen)

UI Template scripts: .\UFE\Scripts\UI\Templates\ (any version)

UI Base scripts: .\UFE\Scripts\UI\Base\ ([Source and Bundle](#) only)

Screen Fade-in Duration: The default fade time between menu screens.

Screen Fade-in Color: The default fade color between menu screens.

Game Fade-in Duration: The fade-in time from the loading screen to the match.

Game Fade-in Color: The fade-in color from the loading screen to the match.

Round Fade-in Duration: The fade-in time in between rounds.

Round Fade-in Color: The fade-in color in between rounds.

Gauge/Meter: If disabled the game will ignore any gauge/meter calls from the engine.

Use Canvas Scaler: Use the dynamic canvas scaler system (recommended).

- Scale Mode: How the Canvas will scale your UI. For more detailed information on Canvas Scale modes, see the [Unity Manual](#).
 - Constant Pixel Size: A fixed screen size, UI elements retain their size in pixels regardless of screen size. Use this if you know the exact resolution of your target device/platform.
 - Reference Pixels Per Unit: How many pixels of the sprite covers a unit in UI (if sprite's Pixels Per Unit setting used).
 - Scale Factor: Scale UI elements by this factor.
 - Scale with Screen Size: (Default) Scales the UI with the screen size. Use this if your target resolution is unknown.
 - Reference Pixels Per Unit: How many pixels of the sprite covers a unit in UI (if sprite's Pixels Per Unit setting used).
 - Screen Match Mode: How to scale the canvas if aspect ratio doesn't fit the reference Resolution.
 - Match Width or Height: Scale the canvas using as reference the width, height, or somewhere in between.
 - Resolution: Reference resolution the UI is designed for. If target resolution is higher, Canvas will scale up; if lower it will scale down.
 - Constant Physical Size: Creates the UI in World Space. Generally not recommend for UFE.
 - Reference Pixels Per Unit: How many pixels of the sprite covers a unit in UI (if sprite's Pixels Per Unit setting used).
 - Physical Unit: Specify position and sizes in either Centimetres/Millimetres/Inches/Points/Picas
 - Fallback Screen DPI: Assume this DPI is DPI unknown.
 - Default Sprite DPI: DPI setting for sprite with Pixels Per Unit setting that matches Reference Pixels Per Unit.
 - Update Canvas Preview: If you made any alteration to the variables above with one of the screens opened, click [here](#) to update the preview.
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Create prefabs of your UI elements and assign them to the corresponding fields below. Click **Open** to start editing each screen. You will find several custom options including sounds, music, interface elements, and a standard easy-to-use Unity UI editor. Absolutely no coding is required here.

To create your own UI screens, we recommend duplicating a default one then editing as you see fit, including the UI script. All UI scripts are open source on all versions of UFE, and are commented to help understand the functions.



- Main Menu (MainMenuScreen)
- Options (OptionScreen)
- Character Selection (CharacterSelectionScreen)
- Stage Selection (StageSelectionScreen)
- Loading Screen (LoadingBattleScreen)
- Battle GUI (BattleGUI)
- Pause Screen (PauseScreen)

- Intro Screen (IntroScreen)
- Credits (CreditsScreen)



Story Mode

- Continue?: (StoryModeContinueScreen)
- Game Over: (StoryModeGameOverScreen)
- Congratulations: (StoryModeCongratulationsScreen)

Versus Mode

- Options: (VersusModeScreen)
- After Battle: (VersusModeAfterBattleScreen)



Network Mode

- Network Game: (NetworkGameScreen)
- Host Game: (HostGameScreen)
- Join Game: (JoinGameScreen)
- Connection Lost: (ConnectionLostScreen)

Notes:

- UFE includes a very handy Open/Close button to enable very easy editing of your UI prefabs.
- Each UFEScreen script (and their inheritance) has a *Canvas Preview* toggle. Turning this off will select the prefab instead of creating a preview with the Open button. This is useful for Video Screens, where you do not need a preview created.
- There is a nice Gradient.cs script located in `.\UFE\Scripts\UI\Community Scripts\`. This script will work on fonts or any other sprite and creates a vertical gradient of the selected colors.
- For more on how to call each screen individually see [Coding with UFE](#).

Video Tutorial



Video

Code access:

UFE.config.gameGUI

Example:

```
void OnStart(){  
    UFE.StartIntroScreen(  
        1f);  
}
```

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From:

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Last update: **2016/09/28 02:22**

