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	Descrizione fisica	1 online resource (182 p.)
	Collana	Community experience distilled
	Disciplina	005.437
	Soggetti	User interfaces (Computer systems)
		Electronic books.
	Lingua di pubblicazione	Inglese
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	Livello bibliografico	Monografia
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	Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with NGUI; What is NGUI?; Unity GUI versus NGUI; Atlases; Events; Localization; Shaders; Importing NGUI; Creating your UI; UI Wizard; Window; Parameters; Separate UI Layer; Your UI structure; UI Root (2D); Parameters; Camera; Parameters; Anchor; Parameters; Panel; Parameters; Summary; Chapter 2: Creating Widgets; Creating our first widget; Widget Wizard; Selecting an atlas; Creating a widget from a template; Transforming widgets; Moving widgets
		Rotating widgets Scaling widgets; Common widget parameters; Sprites; Sliced sprites; Tiled sprites; Filled sprites; Labels; Parameters; Creating the title bar; Buttons; Parameters; The play and exit buttons; Text input; Parameters; Creating a nickname box; Slider; Parameters; Creating a volume slider; Toggle; Parameters; Creating a sound toggle; Popup list; Parameters; Creating a difficulty selector; Summary; Chapter 3: Enhancing Your UI; NGUI components; The draggable panel; Parameters; Dragging the main menu; The drag-and-drop system; Powers selection; Draggable items container
		Draggable items The drop surface; Prefab instantiated on drop; Handling an invalid drop; Replacing the current item; Removing the current item; Animations with NGUI; Smooth powers apparition; Clipping to hide options; Scrollable text; Localization system; Localization files; Localization component; Language selection box;

Sommario/riassunto	An easy-to-follow, step-by-step tutorial focusing on practical situations and manipulations, guiding you to create a concrete Graphical User Interface and a simple 2D game.If you are a Unity 3D developer looking forward to learn NGUI for Unity, then this book is for you. Prior knowledge of C# scripting is expected. Additional knowledge of Unity 3D Editor, Game Object and creating/adding scripts to Game Object would be beneficial; however, no prior knowledge of NGUI is required.