



iOS User Interface Design for Unity

# User Guide

v0.1 BETA

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# Introduction

**iOS for Unity UI** comprises of a number of iOS UI Elements which can be used to create native appearance iOS applications.

**iOS for Unity UI** can be used to create native appearance applications on any iOS device, or be used to produce mock-ups to show to clients that can be published as Web Player or Standalone applications.

**iOS for Unity UI** can be used to create Universal iOS applications, with support for all iOS devices, including iPod Touch, iPhone's (including 6 and 6+) and iPad's.

Although **iOS for Unity UI** includes a large number of iOS UI Elements allowing you to start creating engaging and exciting native appearance applications straight away, it is still currently a **BETA** product, and as such has many new additions and features to be added over the coming months.

Your input and feedback is encouraged to help make **iOS for Unity UI** the best asset it can be!

# Installation

## Mac Instructions

1. After you import the **Unity Package** from the **Asset Store**, you will see a folder named **iOS for Unity UI** within the **Project view**.
2. Within the **iOS for Unity UI** folder you will find an asset named **GameViewSizes**, right-click the asset and select **Reveal in Finder**.
3. Close Unity, and within the **Finder** window right-click the **GameViewSizes.asset** file and select **Copy “GameViewSizes.asset”**.
4. Now use **Finder** to open the following location, and paste the **GameViewSizes.asset** file into this location.

Users/*yourusername*/Library/Preferences/Unity/Editor-4.x

5. Now restart Unity. Finally, delete the **GameViewSizes** asset from the **Project** panel by right-clicking the file and selecting **Delete**. That’s it!

***NOTE:** You do not need to perform steps 2-5 when you re-import the **iOS for Unity UI** package for each Unity new project you create, as the **GameViewSizes.asset** is now available for all Projects you create.*

## Windows Instructions

1. After you import the **Unity Package** from the **Asset Store**, you will see a folder named **iOS for Unity UI** within the **Project view**.
2. Within the **iOS for Unity UI** folder you will find an asset named **GameViewSizes**, right-click the asset and select **Show in Explorer**.
3. Close Unity, and within the **Explorer** window right-click the **GameViewSizes.asset** file and select **Copy**.
4. Now use **Finder** to open the following location, and paste the **GameViewSizes.asset** file into this location.

Users/*yourusername*/AppData/Roaming/Unity/Editor-4.x/Preferences

5. Now restart Unity. Finally, delete the **GameViewSizes** asset from the **Project** panel by right-clicking the file and selecting **Delete**. That’s it!

***NOTE:** You do not need to perform steps 2-5 when you re-import the **iOS for Unity UI** package for each Unity new project you create, as the **GameViewSizes.asset** is now available for all Projects you create.*

# Getting Started

Once **iOS for Unity UI** is imported into Unity it is extremely easy to use, and offers rapid development of native appearance applications using the Unity Editor.

To help get you up and running as quickly as possible, I have created a series of tutorial lessons to demonstrate each iOS GUI Element included with **iOS for Unity UI**.

Lesson 1 - Installing iOS for Unity UI (*Refer to the Installation section of this document*)

[Lesson 2 - UIPanel](#)

[Lesson 3 - Tab Bar](#)

[Lesson 4 - Navigation Bar](#)

[Lesson 5 - Tool Bar](#)

[Lesson 6 - Segmented Control](#)

[Lesson 7 - Image](#)

[Lesson 8 - Table View & Table View Item](#)

[Lesson 9 - Button](#)

[Lesson 10 - Label](#)

[Lesson 11 - Switch](#)

[Lesson 12 - Text](#)

[Lesson 13 - Text View](#) (*Refer to Text lesson*)

[Lesson 14 - Popup Message & Message Box](#)

[Lesson 15 - Combining iOS UI Elements with 3D Content](#)

## Additional Information

When creating native iOS appearance applications with **iOS for Unity UI** you will find that you may require additional Tab or Tool Bar icons. Below is a link to an excellent resource of over 2100 iOS icons, they can be download for FREE for personal use and can also be licensed for commercial use.



All the icons can be previewed using the link below:

<http://icons8.com/preview/ios-7-icons/>

To use any of the icons available from the icons8 website with **iOS for Unity UI**, you need to change the color of the icons you use to white on transparent and size the icons at 68x68 pixels to support all the iOS display resolutions.



And below is a step-by-step guide from the icons8 website which shows how to do this using Photoshop or Photoshop Elements.

<http://icons8.com/2013/09/11/how-to-recolor-a-raster-icon-in-photoshop/>

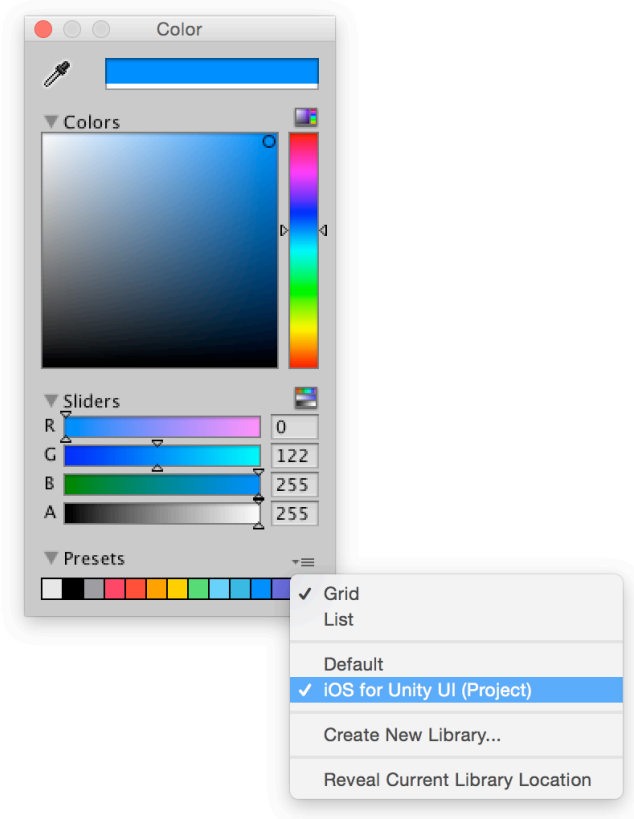
With the white icons you can use the following standard iOS color palette to change the colors in the Unity Editor of the icons.

R 142 G 142 B 147	R 255 G 45 B 85	R 255 G 59 B 48	R 255 G 149 B 0	R 255 G 204 B 0
R 76 G 217 B 100	R 90 G 200 B 250	R 52 G 170 B 220	R 0 G 122 B 255	R 88 G 86 B 214

Unity has a great new feature that allows Presets to be setup in the Unity Editor, and these can be shared between Projects, or assigned to separate Projects.

Included with **iOS for Unity UI** is a color preset that includes all the standard iOS colors.

When you select any Color in the Inspector, you can select the **iOS for Unity UI** color preset by selecting the Context menu of the Color Palette dialog. (*See below*)



# Getting Support

I have released **iOS for Unity UI** as a **BETA** as I believe the best way to develop the asset is to do it with the feedback and advice of the most important people, you, the user, this way I can make sure the asset meets your needs and prioritise development of features based on your input.

You can contact me for help or to provide feedback and advice using the following email address:

[support@alabsoft.com](mailto:support@alabsoft.com)