



TUTORIAL 6

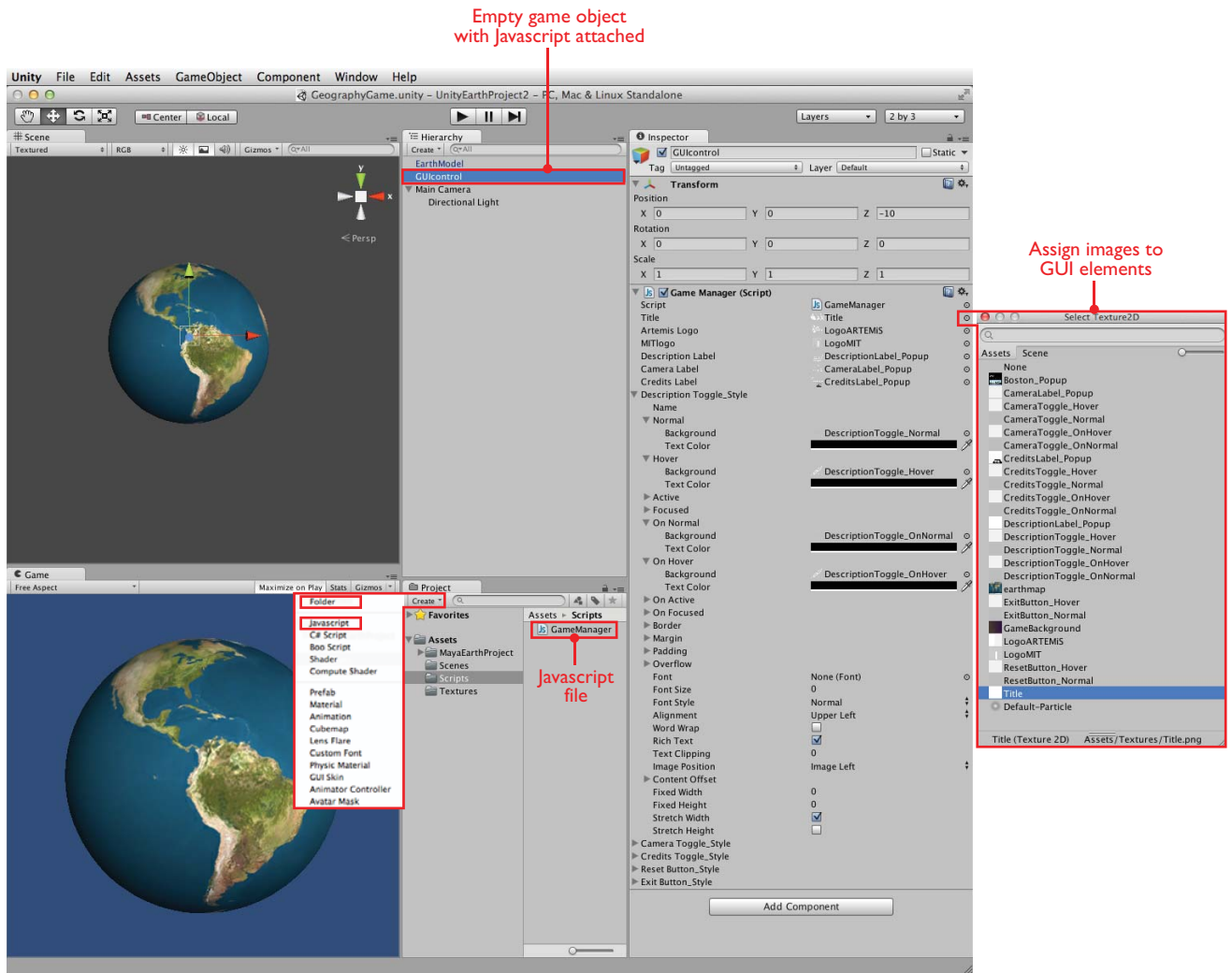
Scripting a Graphical User Interface in Unity

Actions

Open text editor Double click script in Assets panel

Add script to a scene Game Object>Create Empty - drag script from Assets panel onto empty game object in Hierarchy panel

Interface





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Interface (Cont'd)

The screenshot shows the Unity 3.5.4 interface with several key components and annotations:

- Play button:** A red arrow points to the play button in the top toolbar.
- Texture Type:** In the Inspector panel, the 'Texture Type' dropdown is set to 'GUI'. A red box highlights this dropdown, with an annotation: "Change Texture Type of selected files to GUI".
- Normal map:** In the Inspector panel, the 'Normal map' checkbox is checked. A red box highlights this checkbox, with an annotation: "Texture Normal map".
- Assets Panel:** The 'Assets' panel shows a 'Textures' folder selected. A red box highlights this folder, with an annotation: "Select files in textures folder".
- Scene View:** The top-left view shows a 3D scene with a globe and a camera.
- Game View:** The bottom-left view shows the scene rendered in the game view.
- Inspector:** The right panel shows the properties of the selected object, including 'Texture Type' and 'Normal map'.
- Assets Panel:** The bottom-right panel shows a list of assets in the 'Textures' folder, including 'Boston_Popup', 'CameraLabel_Popup', 'CameraToggle_Hover', etc.