



# TUTORIAL 6

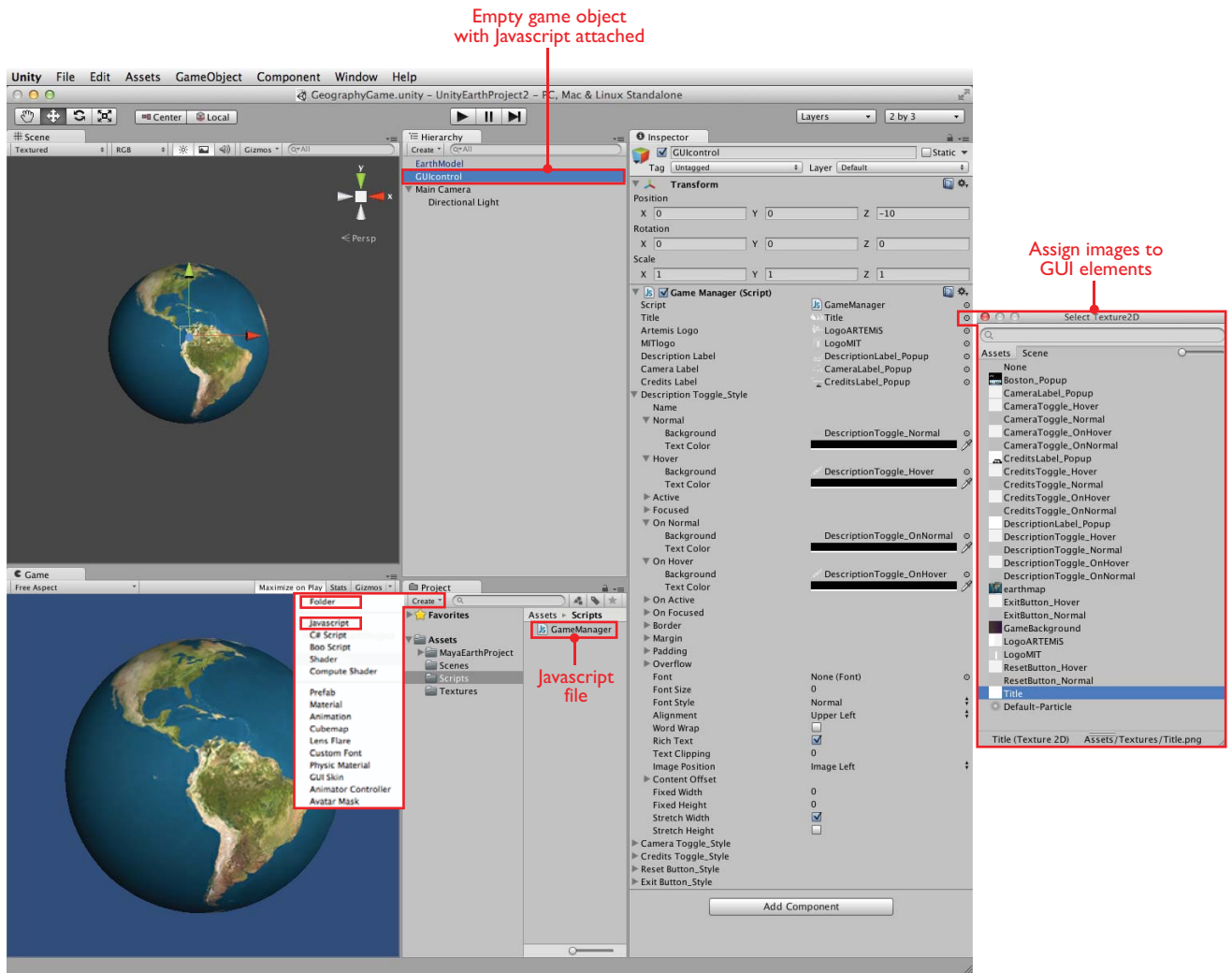
## Scripting a Graphical User Interface in Unity

### 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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## Scripting a Graphical User Interface in Unity

### Interface (Cont'd)

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

- Play button:** A red arrow points to the play button in the top toolbar.
- Texture Type:** In the Inspector window, 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".
- Texture Normal map:** In the Inspector window, the 'Normal map' checkbox is checked. A red box highlights this checkbox, with an annotation: "Texture Normal map".
- Textures folder:** In the Project window, the 'Assets > Textures' folder is selected. A red box highlights this folder, with an annotation: "Select files in textures folder".