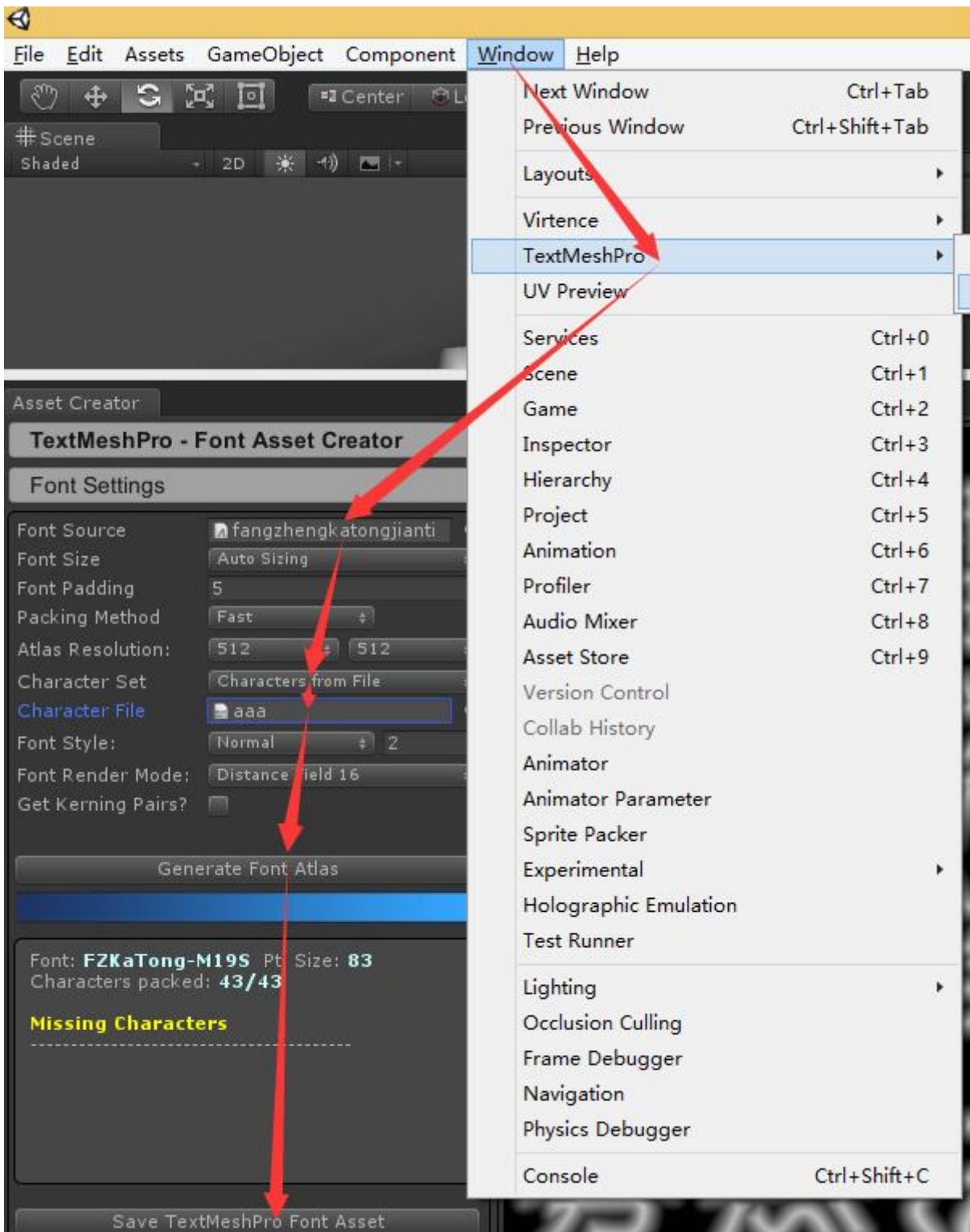


window->TextMeshPro->Font Assets Creator



character set characters from file, text utf8,

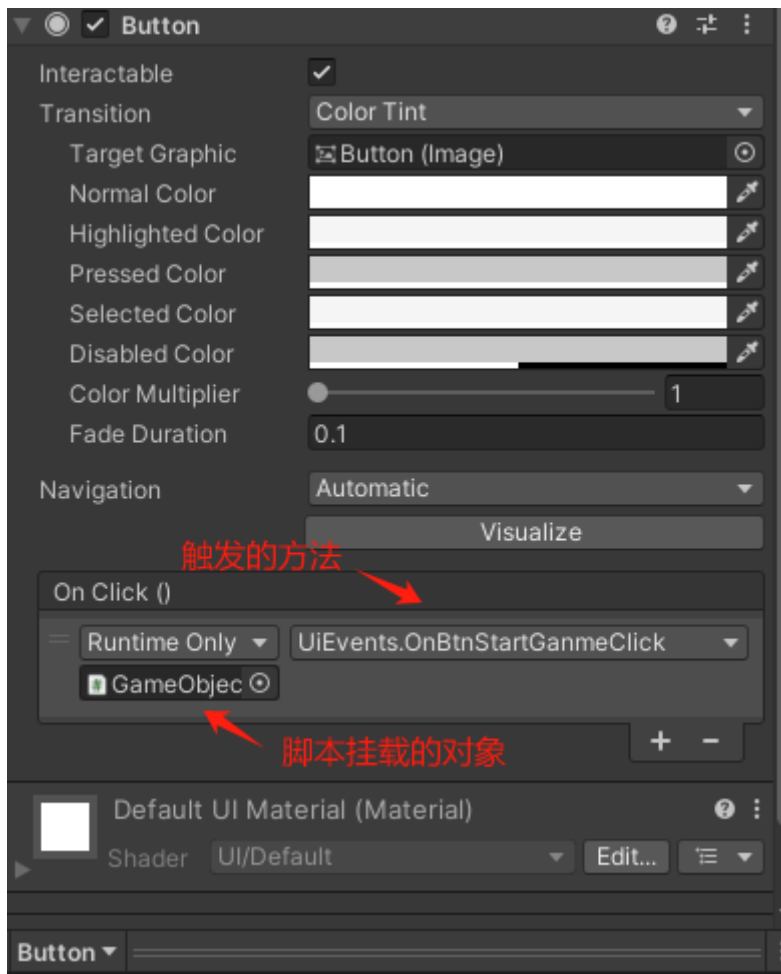
Render Mode SMOOTH_HINTEDSDFAA

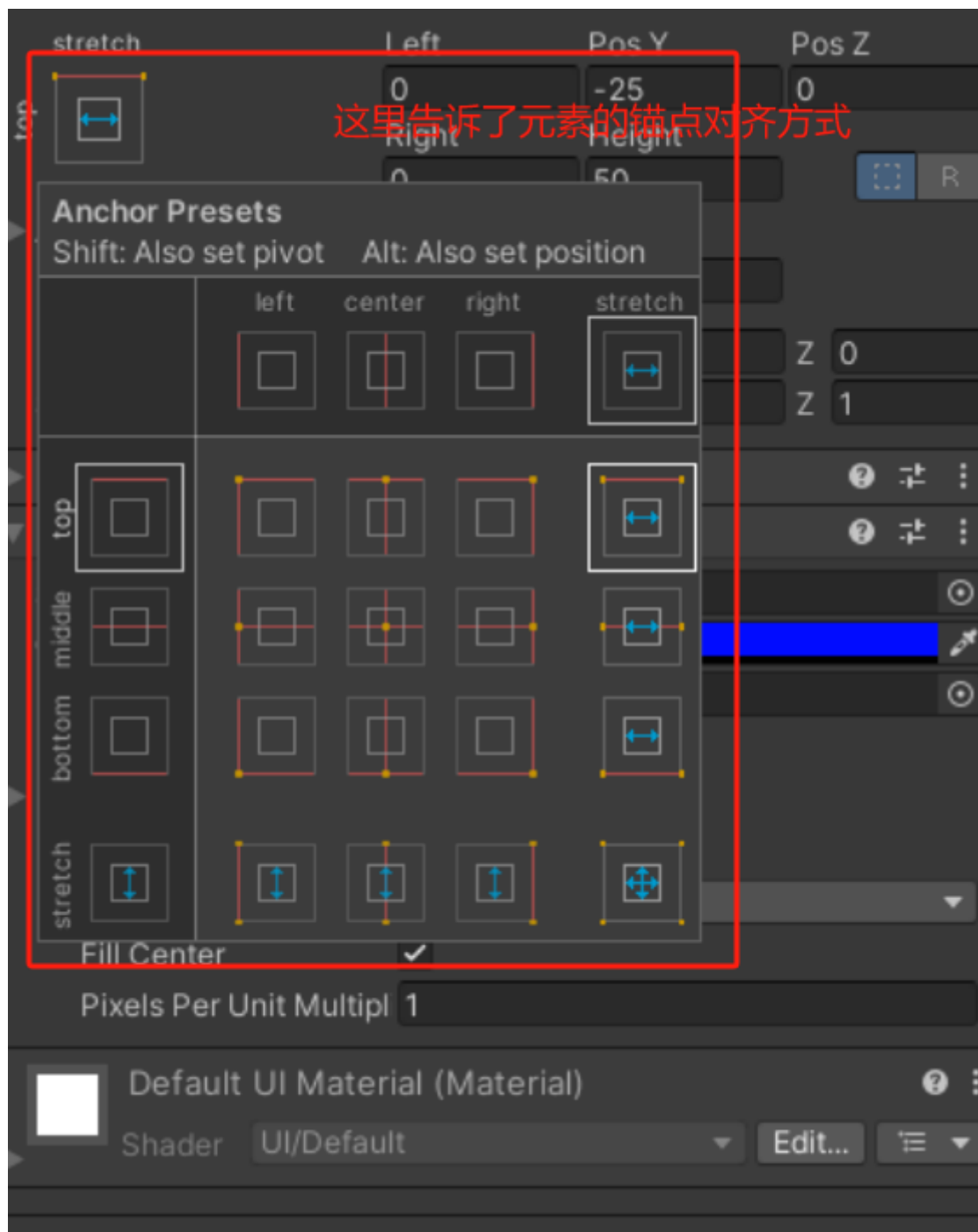
Generate Font atlas

Events.cs GameObject, button

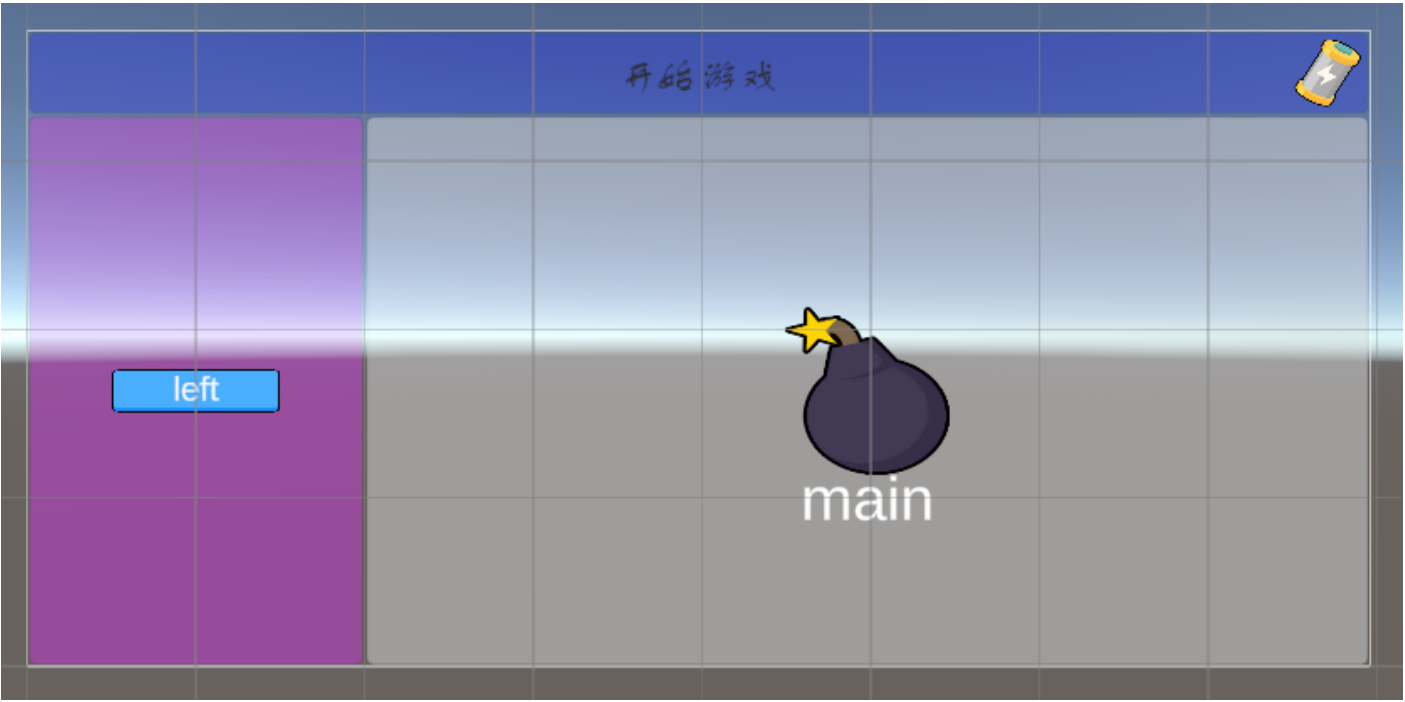
```
public class UiEvents : MonoBehaviour
{

    public void OnBtnStartGameClick()
    {
        Debug.Log("Button Clicked");
    }
}
```





Panel 1 top, left 1



GameObject,Layout

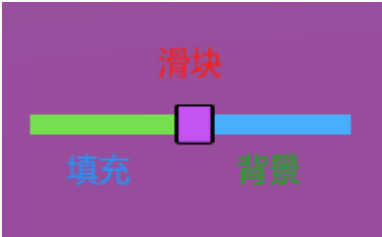


- Toggle



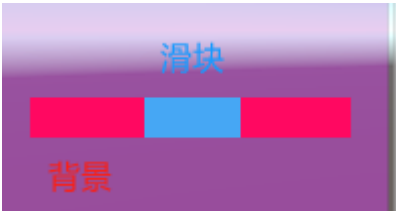
BackgroundCheckmarkLabel

- Slider



BackgroundHandleFillfill

- Scrollbar ScrollbarHandle



inEventSystem

