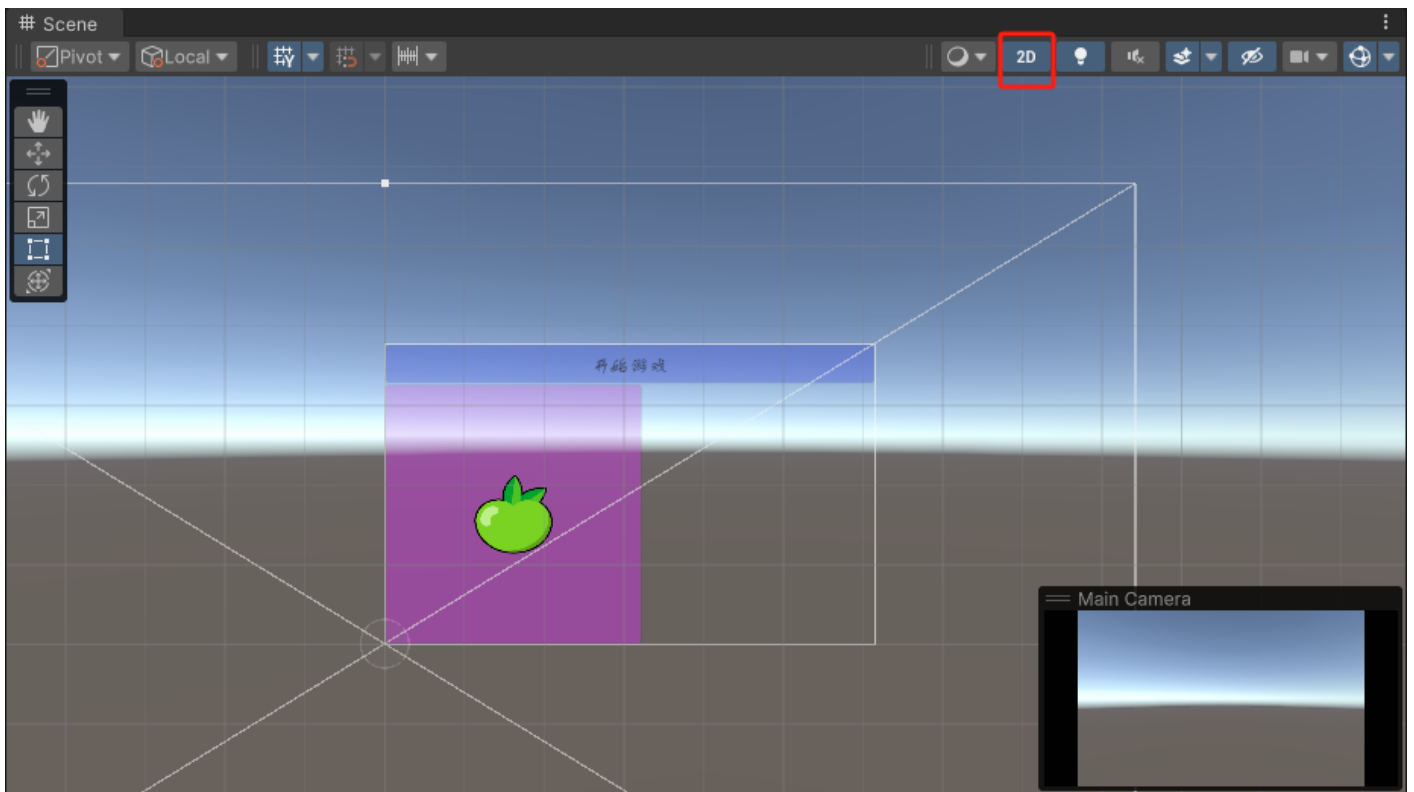


UI

u3d 2D UI 2D UI TOOL KIT, 2D UI 2D UI 2D UI

2D

2D

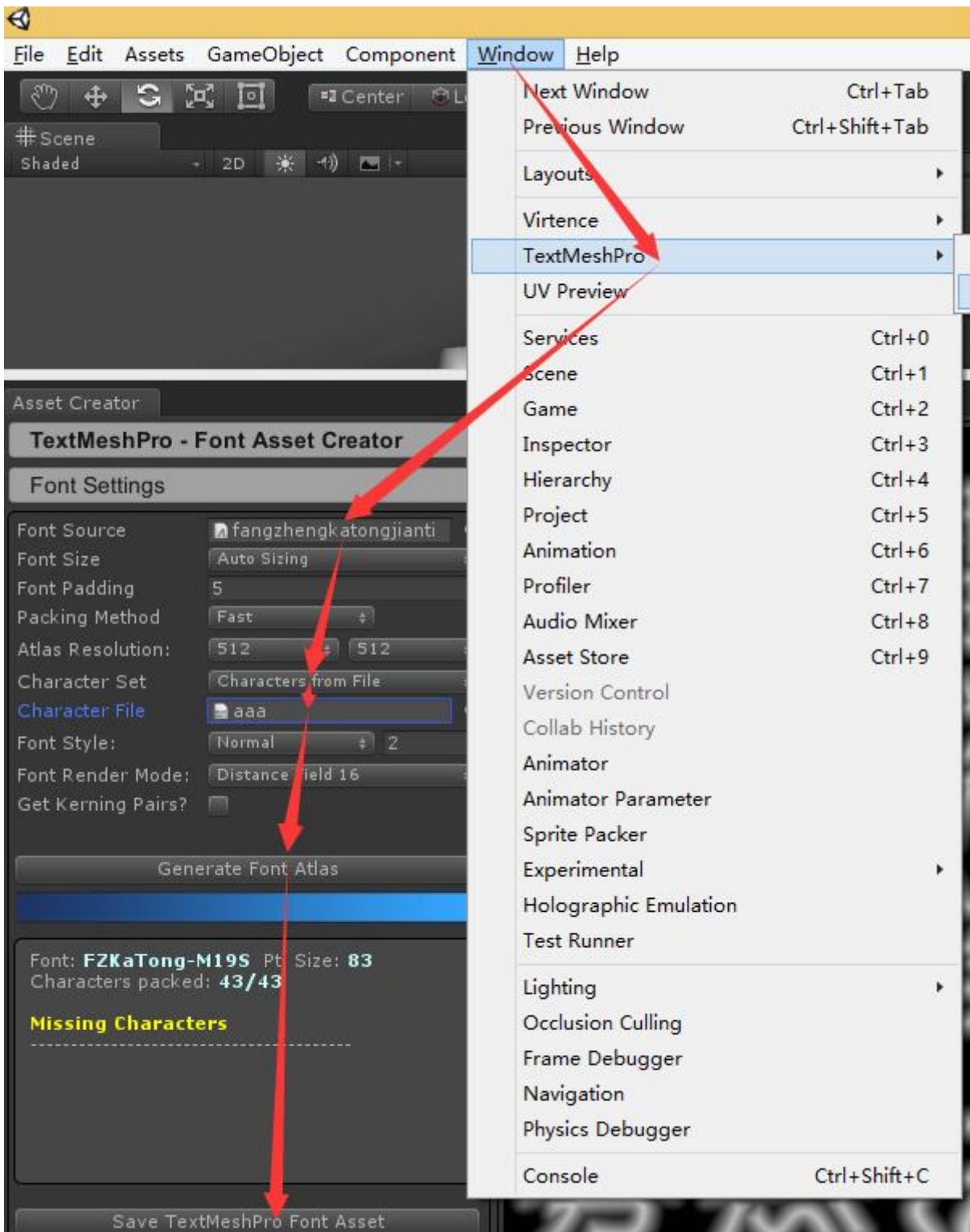


2D -> ui -> canvas EventSystem, EventSystem

image canvas Event System UI image, image image

2D

2D -> TextMeshPro -> Font Assets Creator



character set characters from file, text utf8,

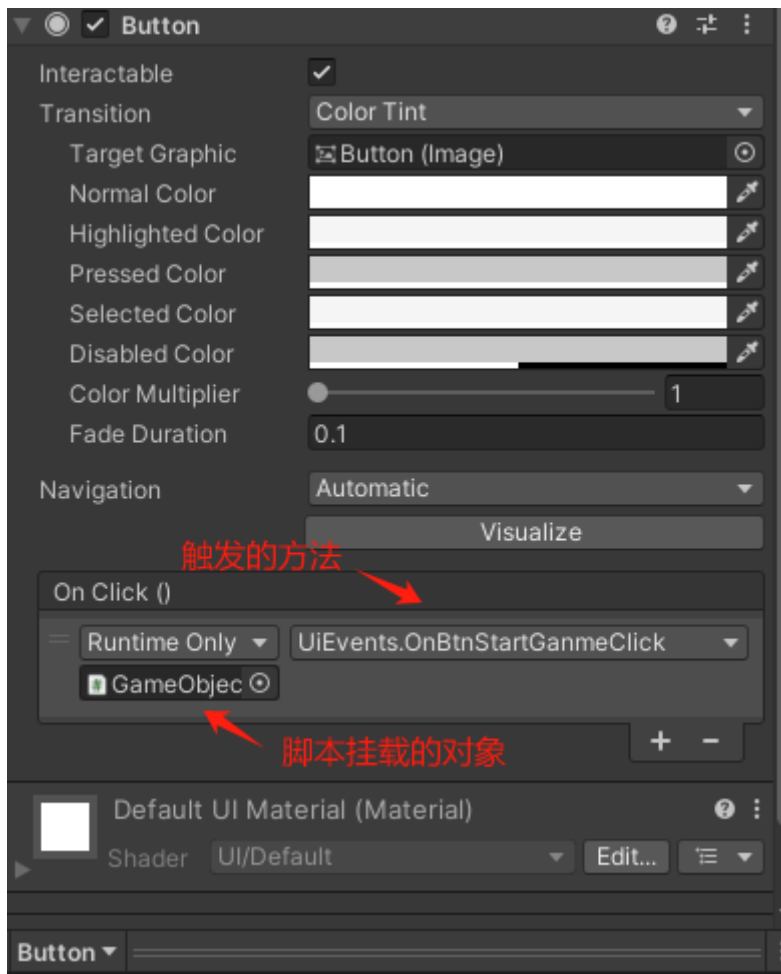
Render Mode SMOOTH_HINTEDSDFAA

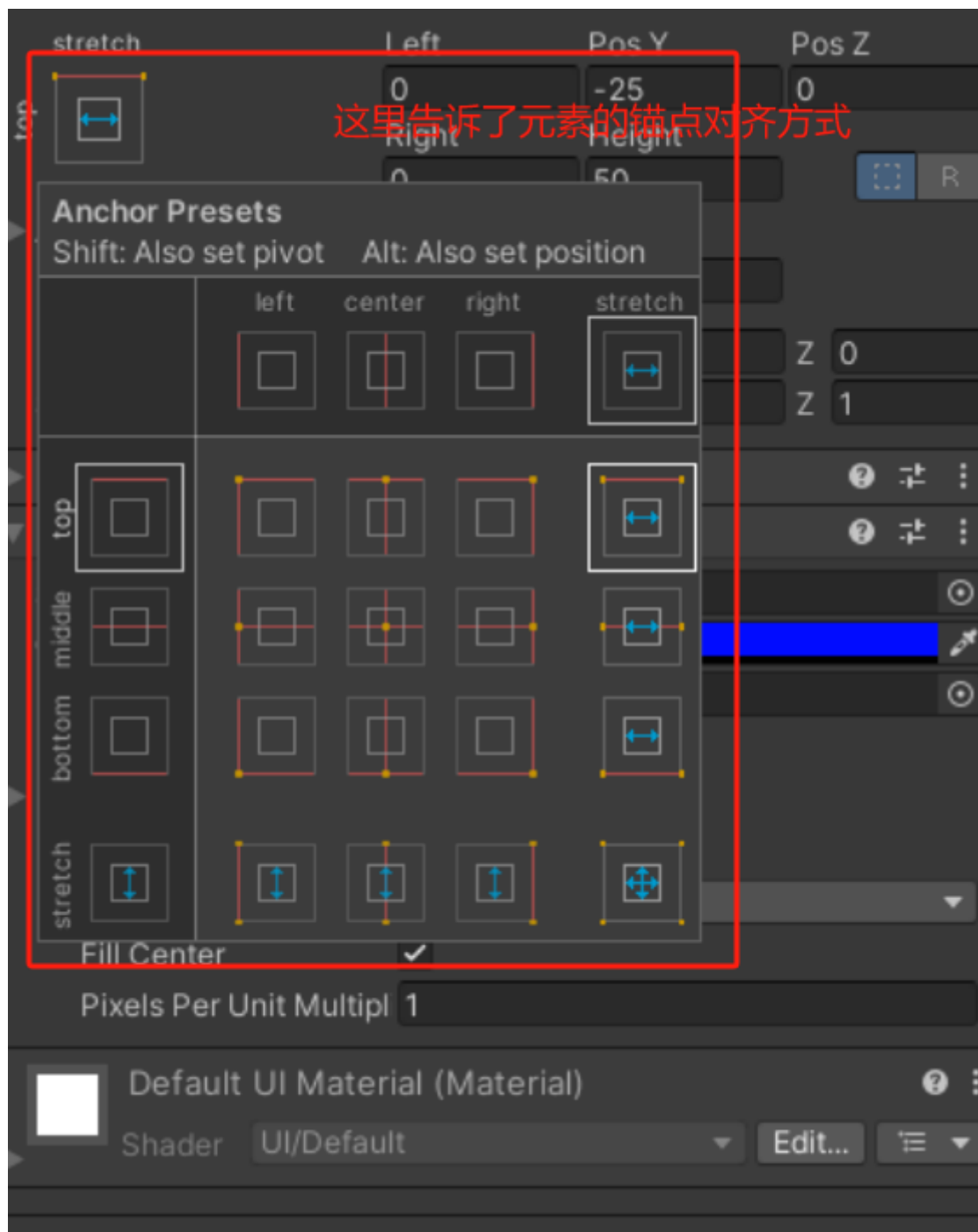
Generate Font atlas

Events.cs GameObject, button

```
public class UiEvents : MonoBehaviour
{

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





Panel[]top,left[]



GameObject,Layout

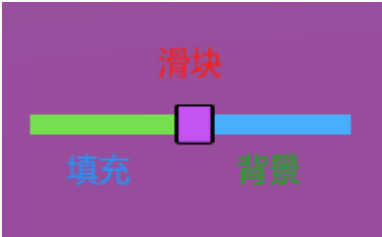


- Toggle



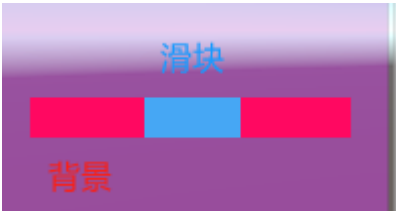
BackgroundCheckmarkLabel

- Slider



BackgroundHandleFillfill

- Scrollbar ScrollbarHandle



inEventSystem

