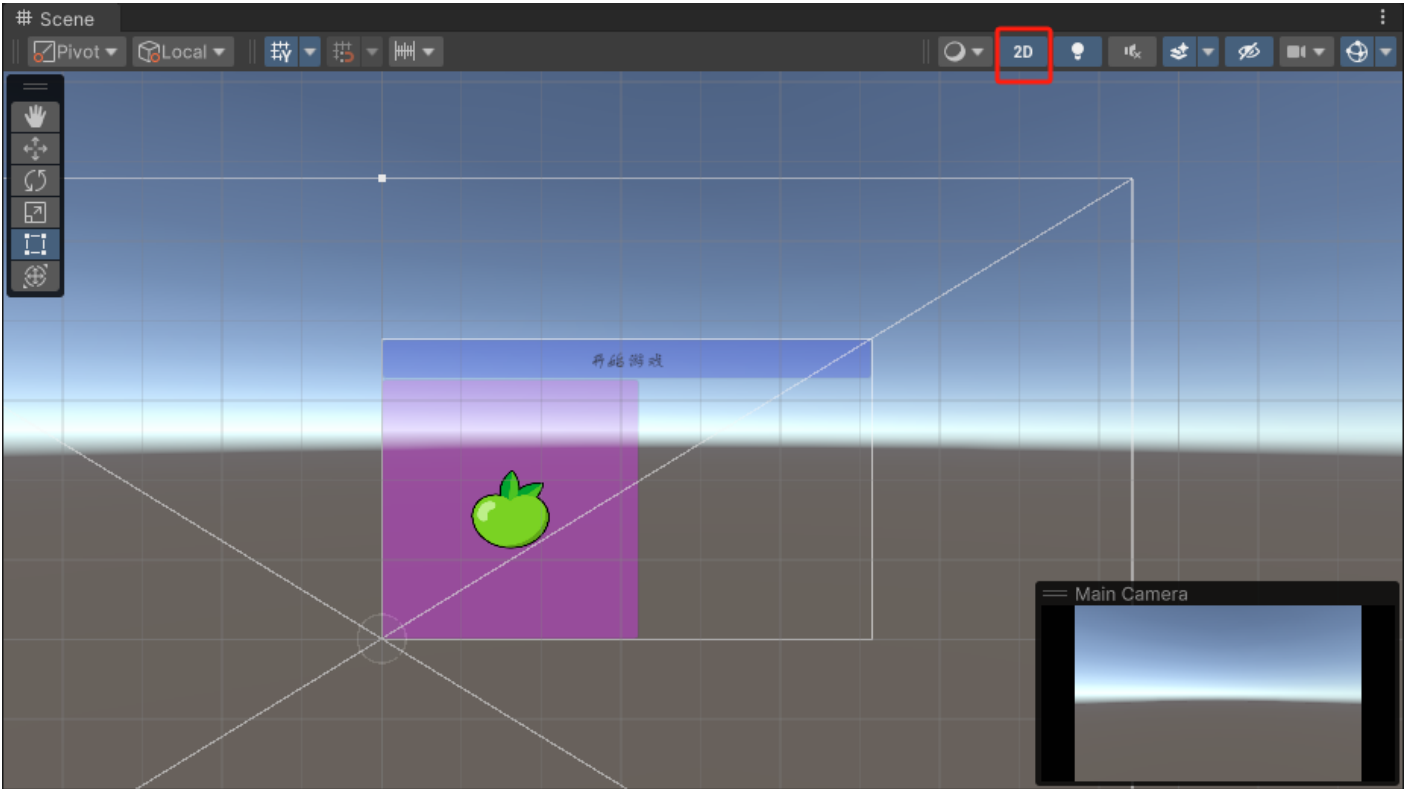


UI

u3d UI UGUI UI TOOL KIT, UGUI UGUI UGUI

UI

2D

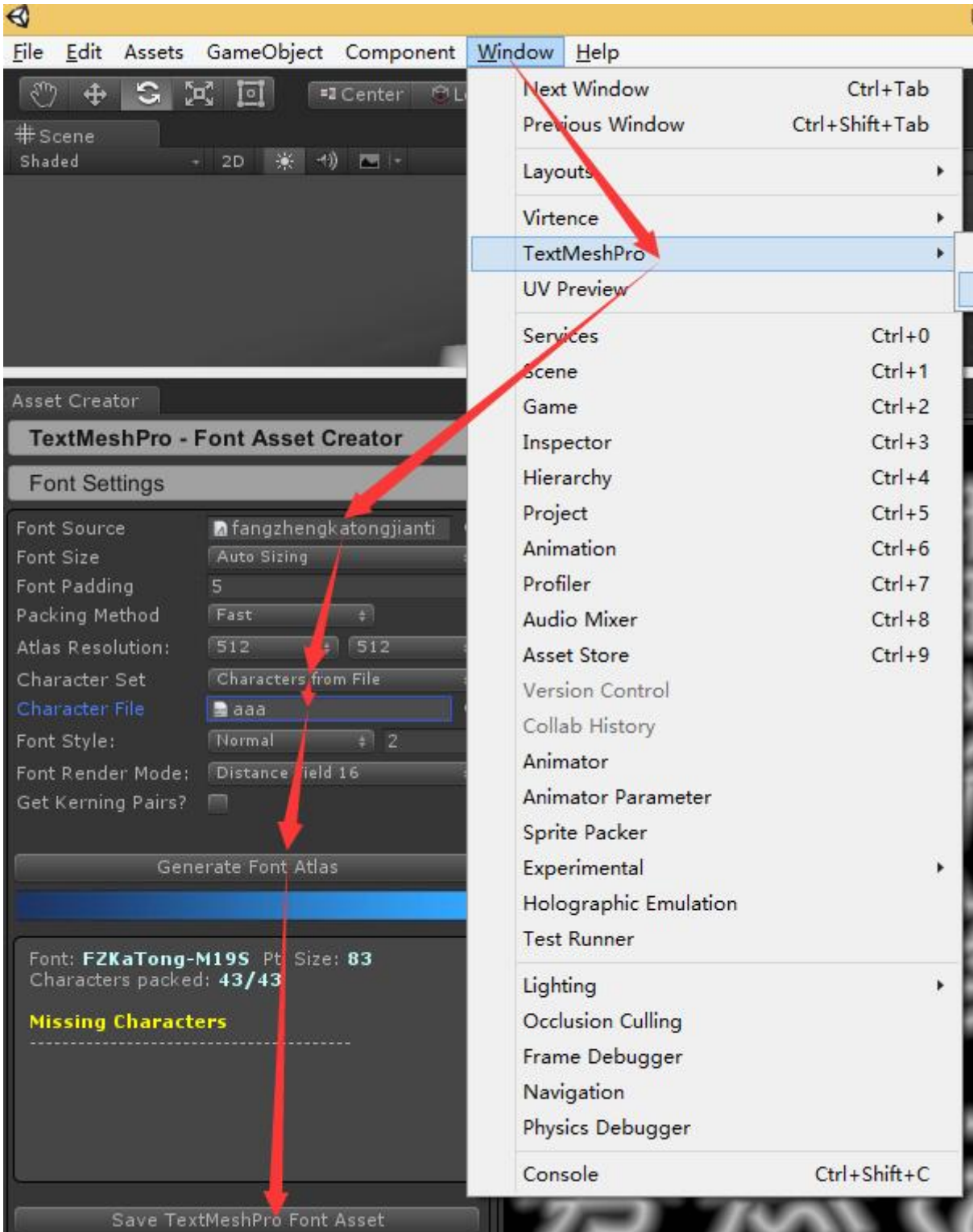


ui->canvas->EventSystem,EventSystem

image->canvas->Event System->UI->image, image image

UI

window->TextMeshPro->Font Assets Creator



`Character Set` characters from file, `Character File` `txt` `utf8`, `Atlas Resolution`

`Render Mode` `SMOOTH_HINTED` `SDFAA`

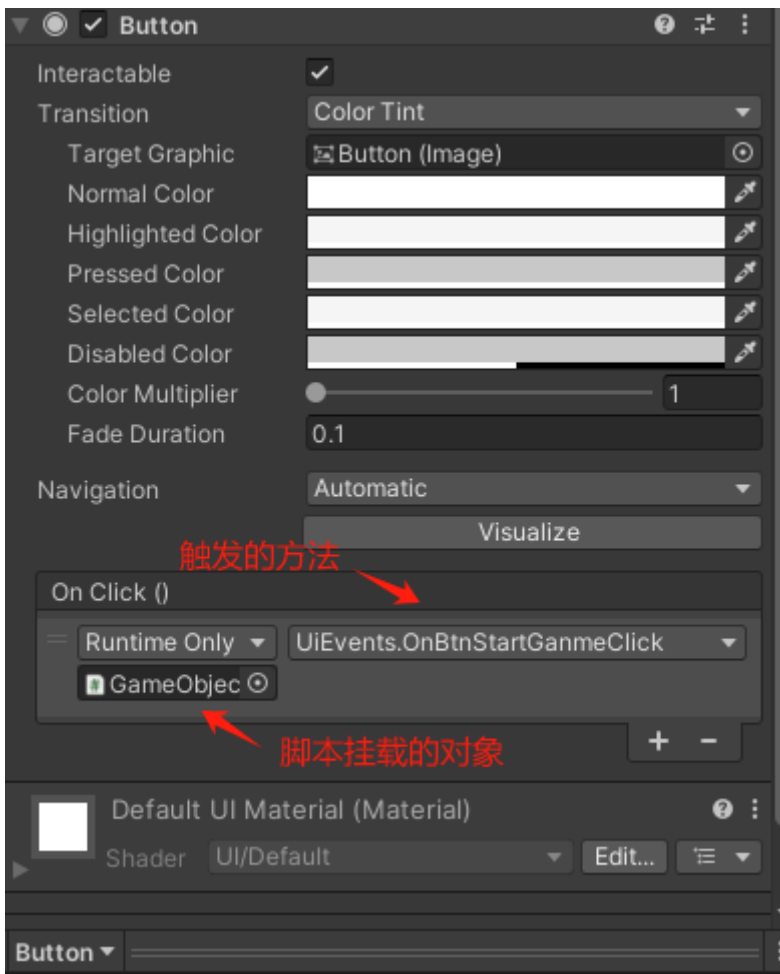
`Generate Font atlas`

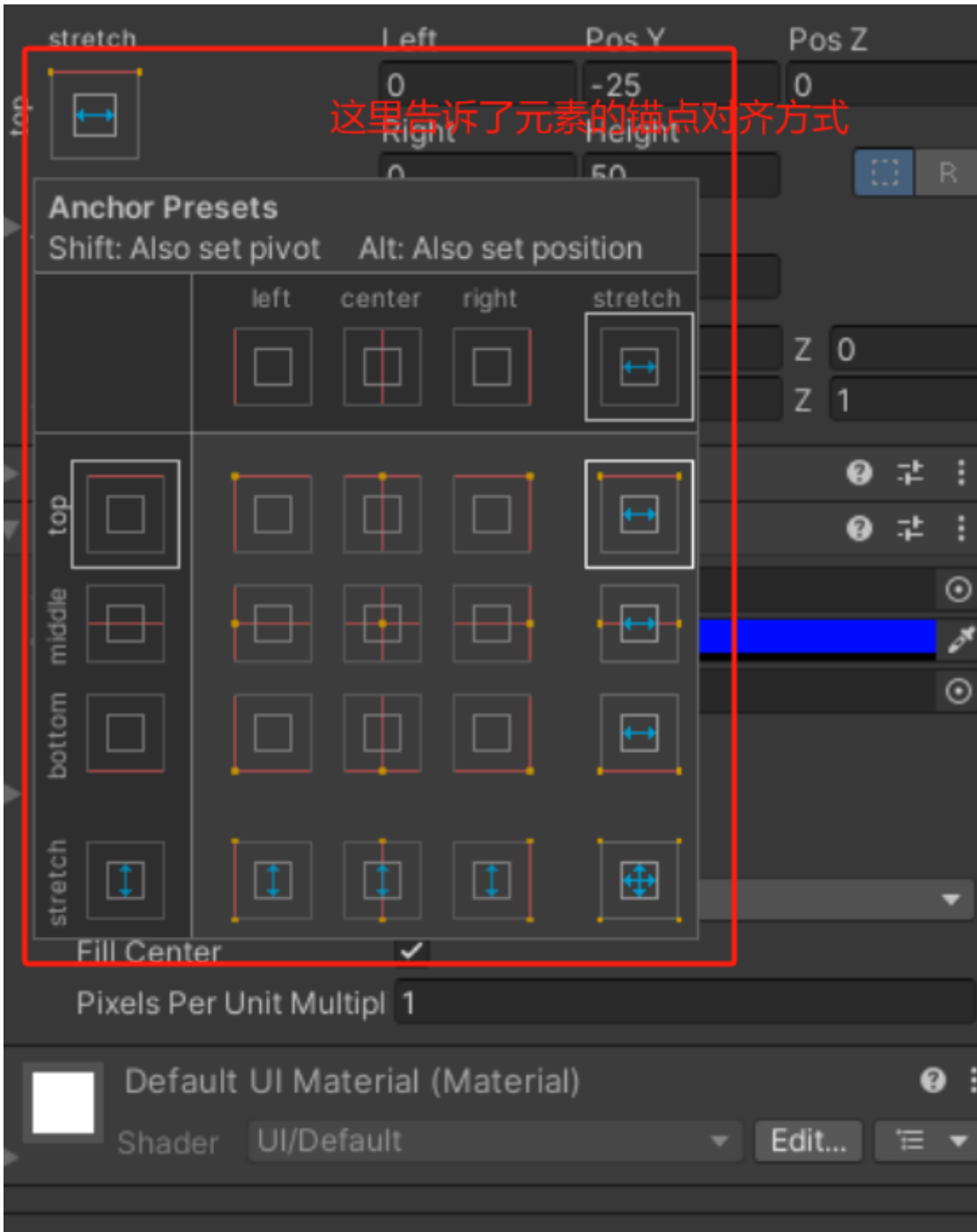
`Save TextMeshPro Font Asset`

`UIEvents.cs` `GameObject`, `button`

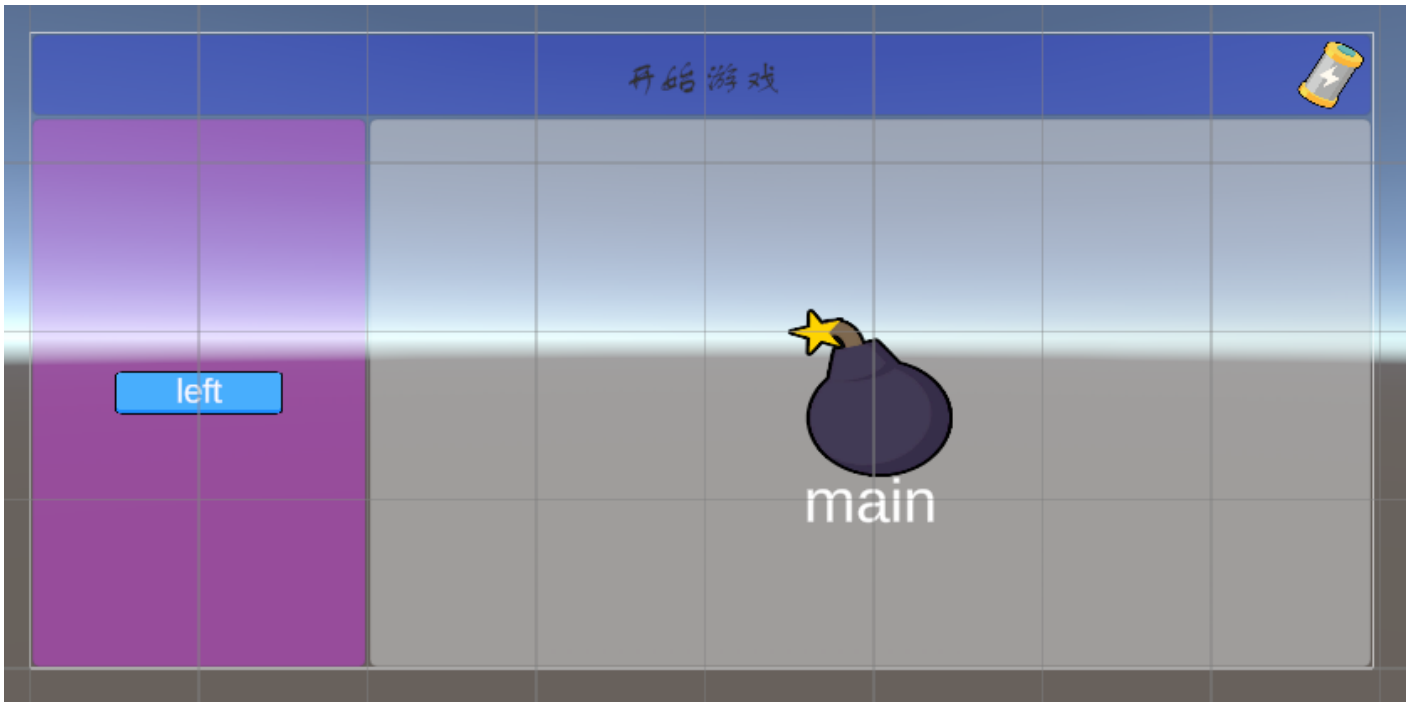
```
public class UiEvents : MonoBehaviour
{

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





Panel top, left



GameObject, Layout



Toggle

- Toggle



Background Checkmark Label

