

UI System?

No, it's not a replacement for Unity's native UI systems. There are enough of those already!

It's a way to have click/touch and hover type interactions with on-screen TPT tiles and can be used to add interactivity to tiles. But there's no UI builder - you have to lay out and configure everything manually.

Generally, you create a UI-Capable tile by implementing the `ITpUiControl` interface. However, it's recommended that you try to use the supplied UI tile varieties if possible or use those as base classes.

The tiles are controlled by messages: the easiest way to use this is to use the [TpInputActionToTile](#) component.

`ITpUiControl` has two main functions:

- Get information about supported effects and start an effect.
- Set values and get values in various formats.

Setting values is done with one method implementation: `SetValue(object value, bool withNotify = true)`

You convert the object into whatever your tile requires.

Getting values is done with several implementations for various formats: int, bool, object, string, or Char.

A control can use the `AcceptsClicks` and `AcceptsHover` to control what sort of messages it gets.

For example, a control that normally accepts clicks can temporarily return false from the `AcceptsClicks` property if it is still executing an effect such as a tween which hasn't completed yet. A second click can be inhibited until the effect is complete.

`AcceptsHover` should only be true if you want to get Hover messages. Hover messages are only sent on state changes, i.e., when the point's position changes to a different Grid position. See the `TpActionToTile` script for more information and see the `UiAnimButtonTile` script for an example.

`SupportedEffects` returns a flags enum that specifies various types of effects such as `BumpSize`, `BumpColor`, etc. Return a value which describes which effects your tile actually implements.

`RunEffect` is used to execute an effect. You can add duration, `Vector3`, and/or `Color` endpoint values to use for tweening or color changes.

Revision #9

Created 2025-07-12 14:47:01 UTC by Vonchor

Updated 2025-09-02 13:06:56 UTC by Vonchor