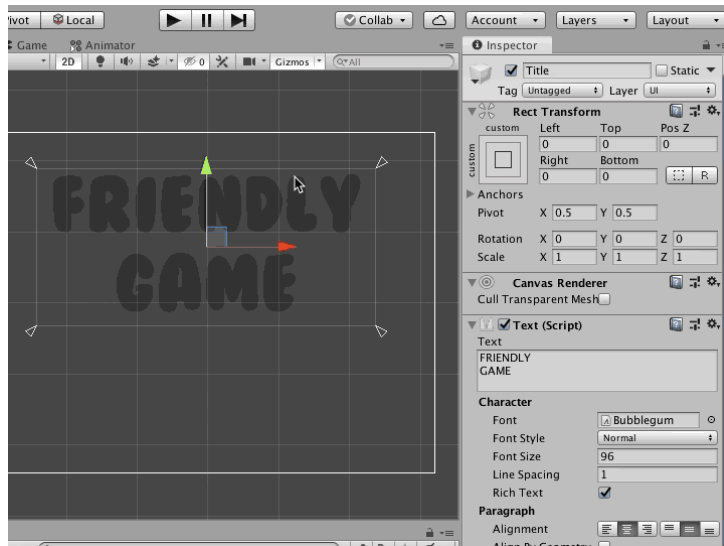# Quiz 5 Study Guide

Please review the following topics.

Canvas Mode
- Know the difference between
  - Screen space overlay
  - Screen space camera
  - World space

Using Anchors
- How to pin a UI item to the top-center, top-left, top-right, bottom-middle sides of the screen but maintain its size using Unity's anchor widget (hold shift/option).

- How to stretch a UI item based on resolution by matching an element's anchors to its bounding box.
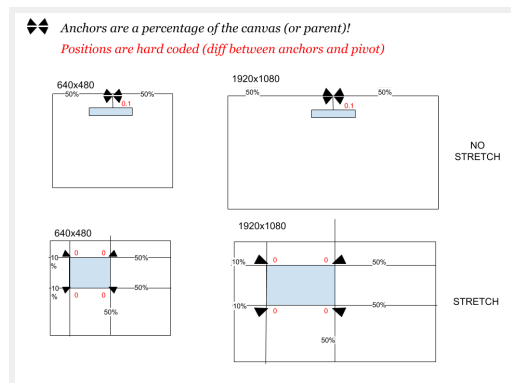
Link to pdf.

Using the UI Text Element
- How to use a custom font, set alignment, set font size, etc.
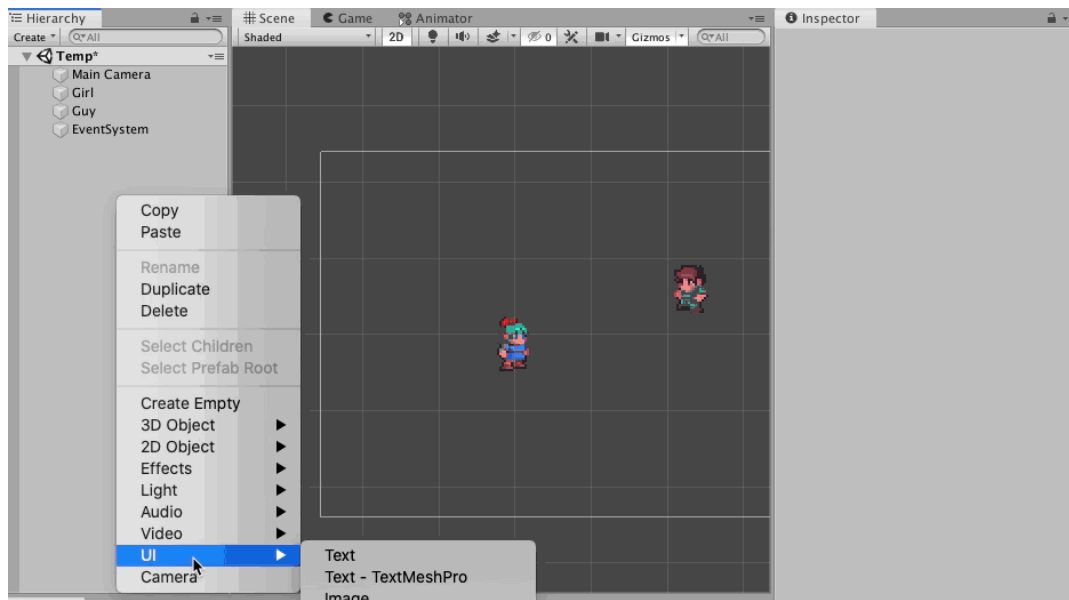
- How to change the text of a UI text element via code.

Using Buttons/Panels
- How to create a background image that doesn't distort when resizing.
- How to link a button to a public function.

Simple Dialog System
How to create a simple dialog system. This entails the following:
- How to set and use world space canvas mode and create a panel.

- How to use a public string array to store dialog text (TextArea optional formatting).

```
[TextArea(2, 3)] // optional
public string[] dialog;
```

- How to use GetComponentInChild<>() to set text of a Text Component.

```
    GetComponentInChildren<Text>().text = dialog[curTextNum];
```

- How to change the text displayed in the UI text element based on user input.
  - Either via a button like the demo or with the spacebar like the exercise (note: below is a simplified version that doesn't close the panel at the end of dialog).

```
public void AdvanceDialog()
{
    if (curTextNum < dialog.Length-1)
    {
        curTextNum++;
    }
}
```

- How to display/hide the panel using OnTriggerEnter2d/OnTriggerExit2d and setting enabled (for Canvas).

```
private void OnTriggerEnter2D(Collider2D collision)
{
    GetComponentInChildren<Canvas>().enabled = true;
}

private void OnTriggerExit2D(Collider2D collision)
{
    GetComponentInChildren<Canvas>().enabled = false;
}
```

Review

- Create an animation by affecting the SpriteRenderer component.