

Support

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Tech-support

Game is powered by unity

Unity provides the following user interface (UI) toolkits for creating **UI**(User Interface) Allows a user to interact with your application. [More info](#)

See in [Glossary](#) in either the Unity Editor or in a game or application:

UIElements: [User Interface Elements \(UIElements\)](#) is a retained-mode UI toolkit for developing user interfaces in the Unity Editor.

UIElements is based on recognized web technologies and supports stylesheets, dynamic and contextual event handling, and data persistence.

Unity UI: [Unity User Interface \(Unity UI\)](#) is a simple UI toolkit for developing user interfaces for games and applications.

Unity UI is a GameObject-based UI system that uses components and the Game View to arrange, position, and style the user interface.

You cannot use Unity UI for user interfaces within the Unity Editor.

IMGUI: [Immediate Mode Graphical User Interface](#) is a code-driven UI toolkit that is mainly intended as a tool for developers.

IMGUI uses the OnGUI function, and **scripts**A piece of code that allows you to create your own Components, trigger game events, modify Component properties over time and respond to user input in any way you like. [More info](#)

See in [Glossary](#) that implement the OnGUI function, to draw and manage its user interface.

ImGui is used for creating in-game debugging displays, custom **inspectors**A Unity window that displays information about the currently selected GameObject, Asset or Project Settings, allowing you to inspect and edit the values. [More info](#)

See in [Glossary](#) for script components, and editor windows or tools that extend the Unity Editor. It is not recommended for game or application user interfaces.