

# 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.