

90's Desktop OS UI

By [float_oat](#)

This Unity asset package contains sprites, prefabs, sounds, fonts and scripts that allow you to add UI to your game that looks like it's from a computer from the 1990's. This document provides an overview of the contents of the asset. If you have any questions or if you need help, send me an email at floatoat@gmail.com

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Getting started

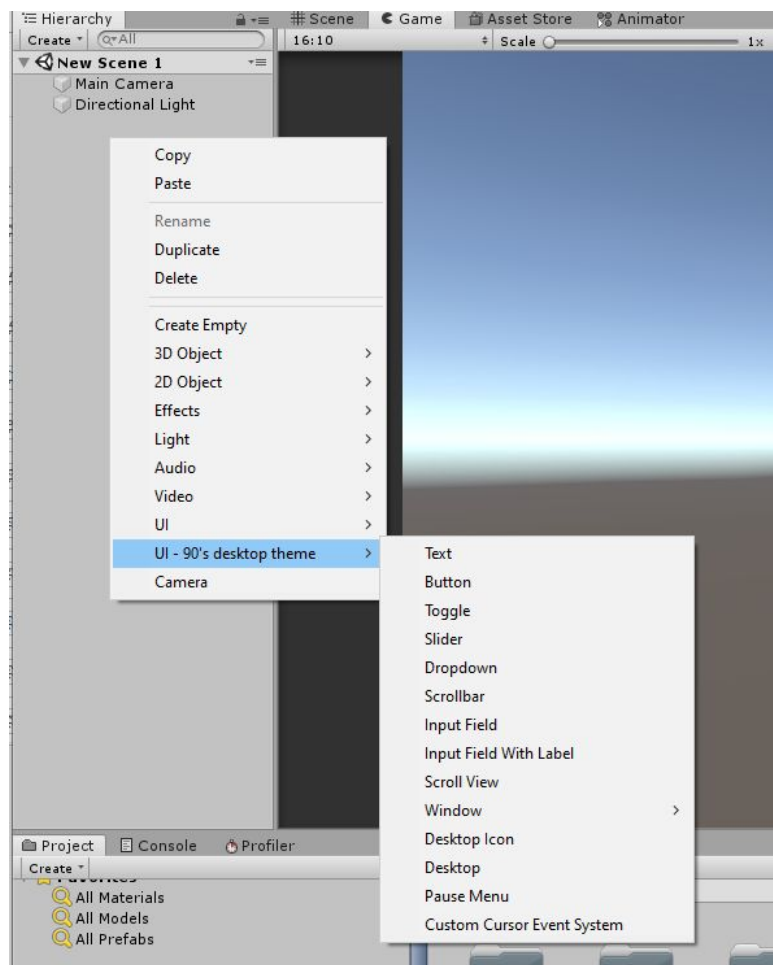
Import the package into your Unity project. The Examples folder contains scenes that demonstrate use cases for the asset, but this folder is not required for any of the functionality to work.

I recommend looking at the scene DesktopScene.unity first, as it demonstrates the different features in the asset. You can find it the folder Assets/Desktop90_UI/Examples/

Adding UI to your scene

Adding UI elements

Once the asset is imported into your project, you can start adding the UI to a scene. Right-click in the hierarchy to open the GameObject menu and you should see a new menu item called “UI - 90’s desktop theme”. Select UI elements from this menu to add them to the scene.



The included UI elements behave very similar to the Unity default UI elements, so you’re able to configure toggles, sliders, scroll views, dropdowns, etc the same way you would configure the usual UI elements. For more information on the standard Unity UI, see the documentation <https://docs.unity3d.com/Manual/UISystem.html>

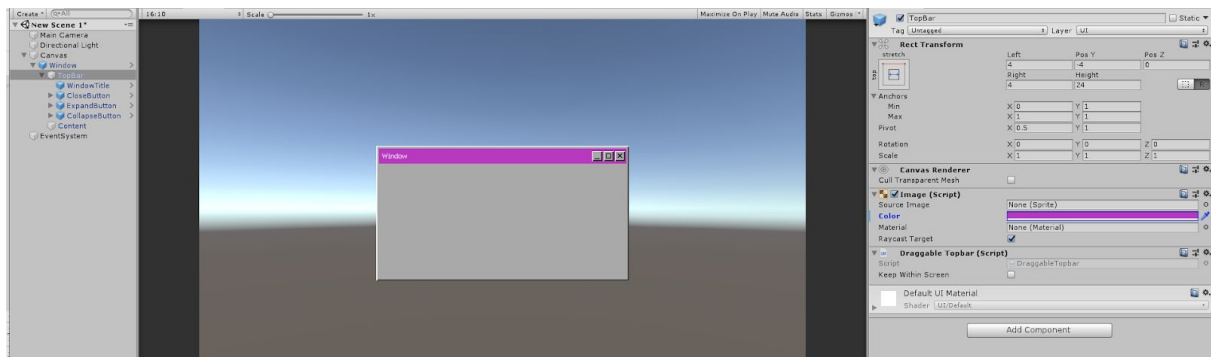
Customizing a Window

To add a Window to a scene, right-click in the hierarchy, then click 90’s *Desktop UI Theme* -> *Window*->*Window*

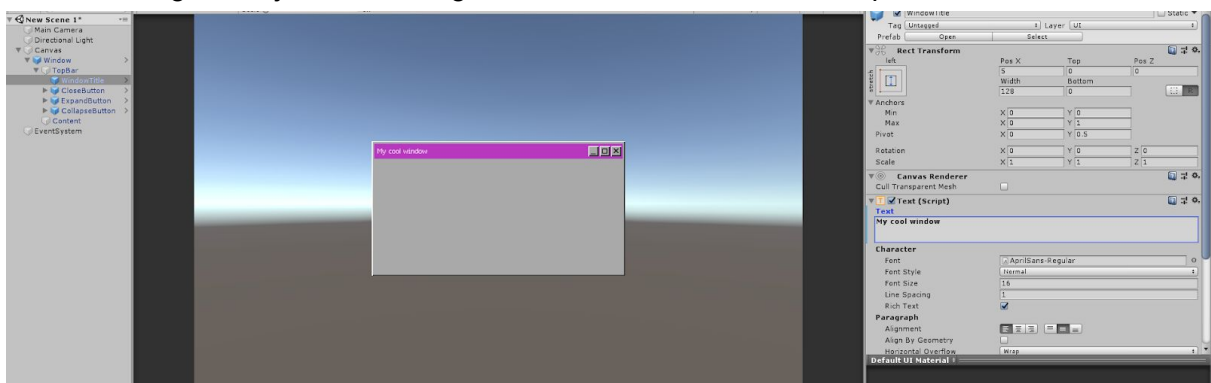
Change the size of the Window with the **Width** and **Height** fields in the Window's RectTransform component



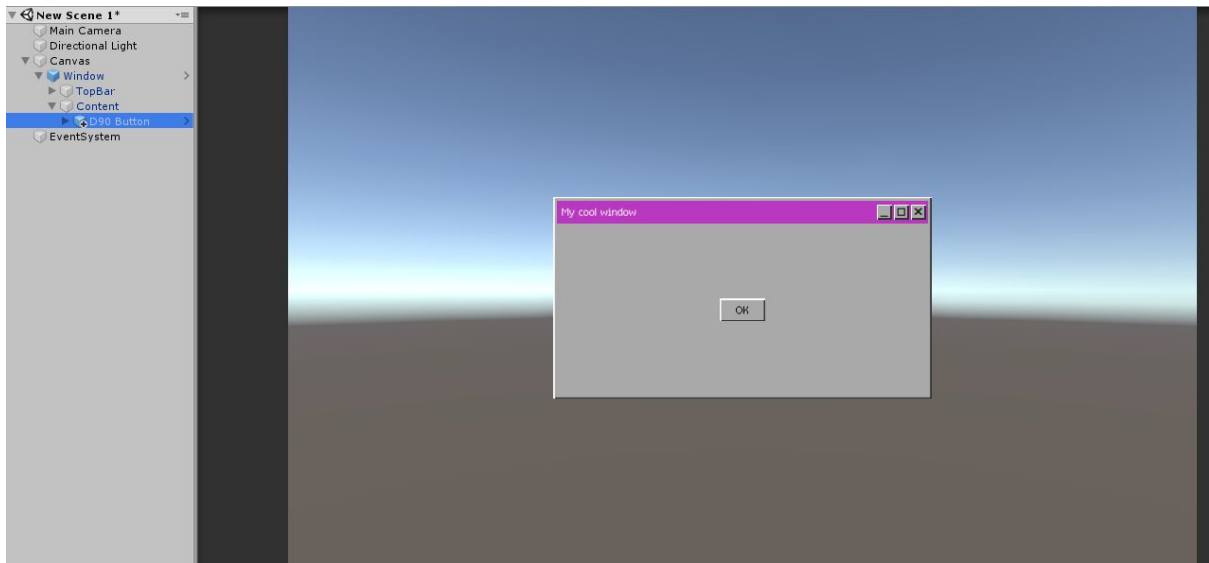
To change the color of the top bar, expand the Window gameobject and select the TopBar gameobject. Change the **Color** field in the Image component.



To change the title shown in the Window TopBar, expand the TopBar gameobject, select the WindowTitle gameobject and change the **Text** field in the Text component



To add content to the body of the Window, select the Content gameobject and add UI as children to it. For example, to add a button to the content, right-click the Content gameobject and select "UI - 90's desktop theme -> Button".



Using the Pause Menu

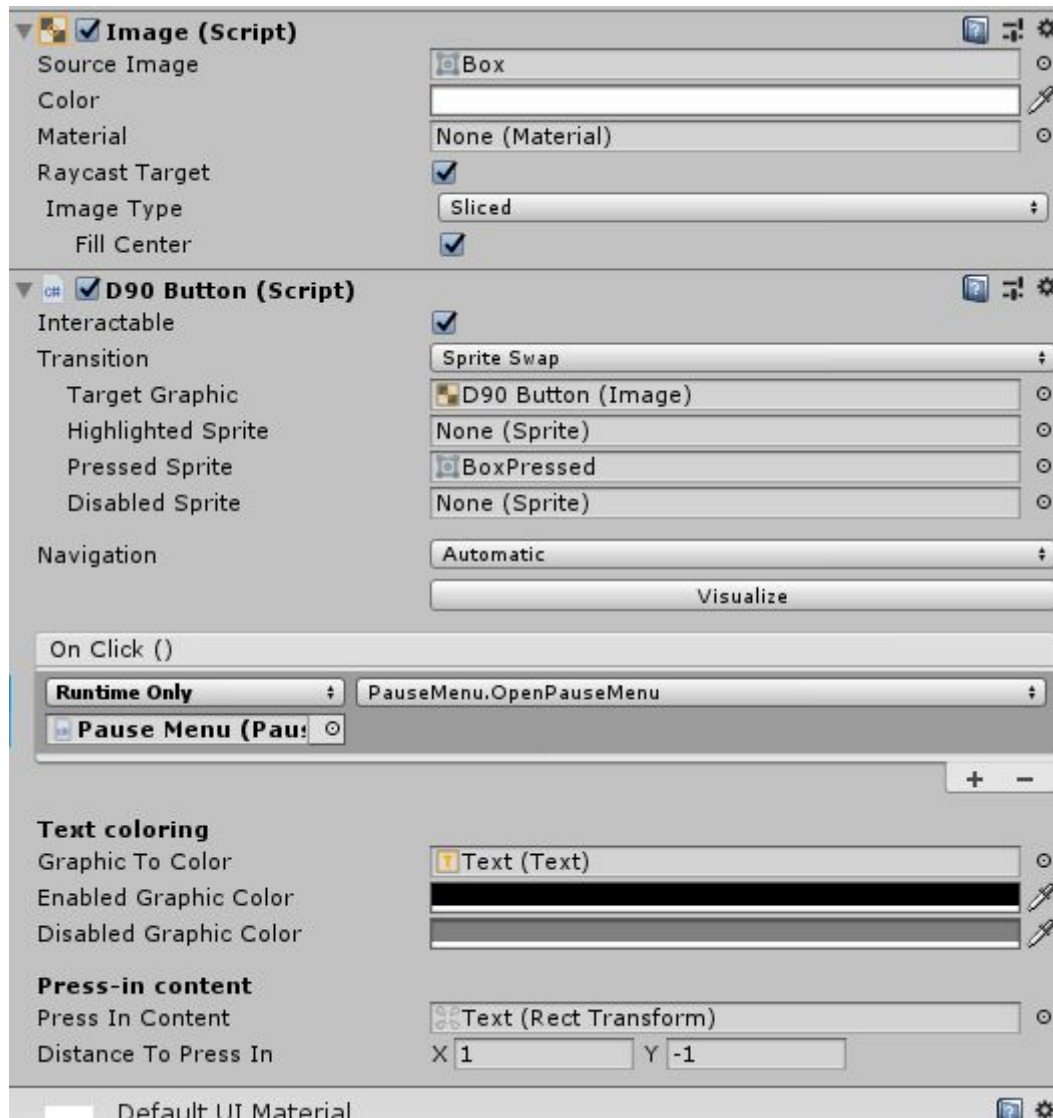
Add the Pause Menu to the scene by right-clicking in the hierarchy and then clicking “UI - 90’s desktop theme -> Pause Menu”. A Pause Menu gameobject should appear in the hierarchy, but will be inactive. It is inactive by default because typically, the pause menu is not shown when the scene starts.



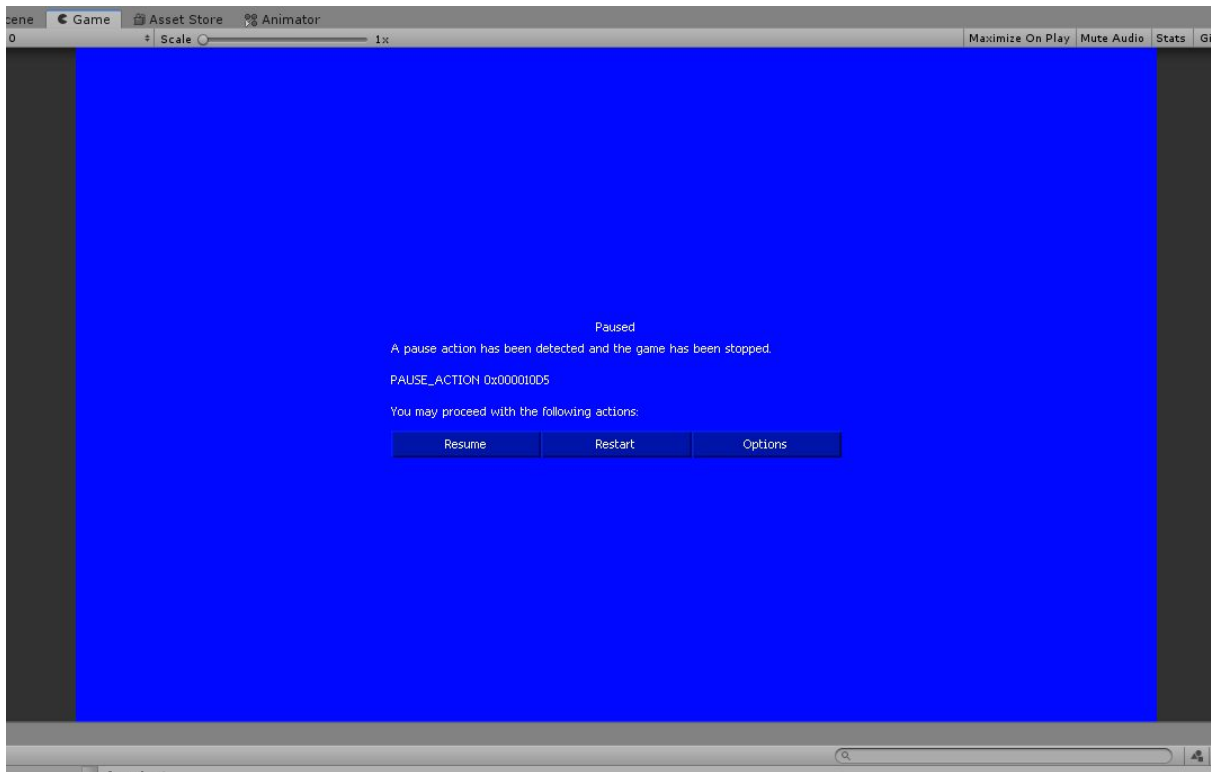
As an example, let’s create a button to open the pause menu. To add a button, right-click in the hierarchy and click “UI - 90’s desktop theme -> Button”



With the “D90 Button” gameobject selected, look in the inspector and find the component D90 Button. In the **On Click ()** field, click the + button to add an action, then drag in the Pause Menu object from the hierarchy into the gameobject field. Then, in the function dropdown, select “PauseMenu -> OpenPauseMenu ()”

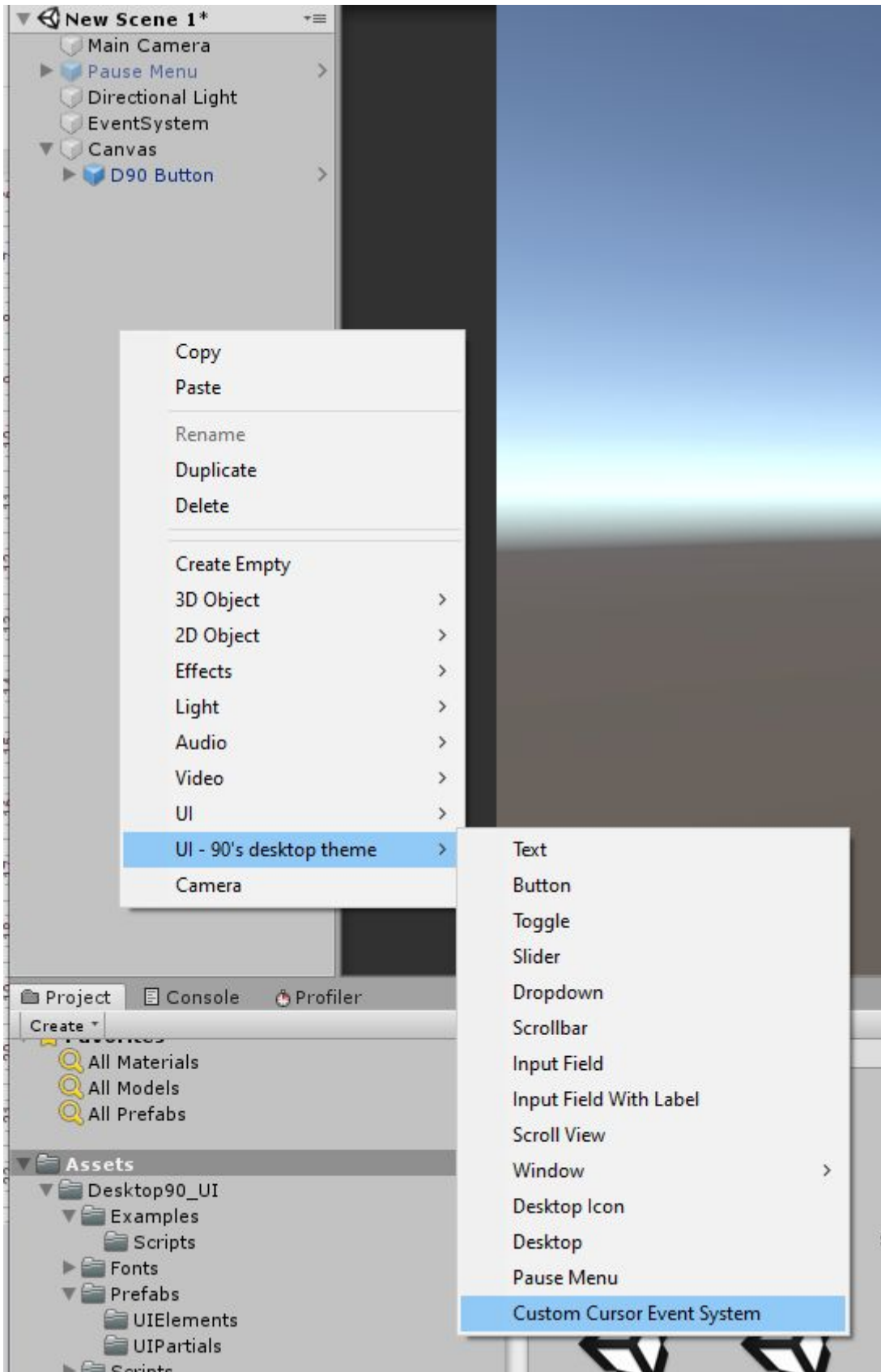


Run the scene and click the button. The pause menu should appear.



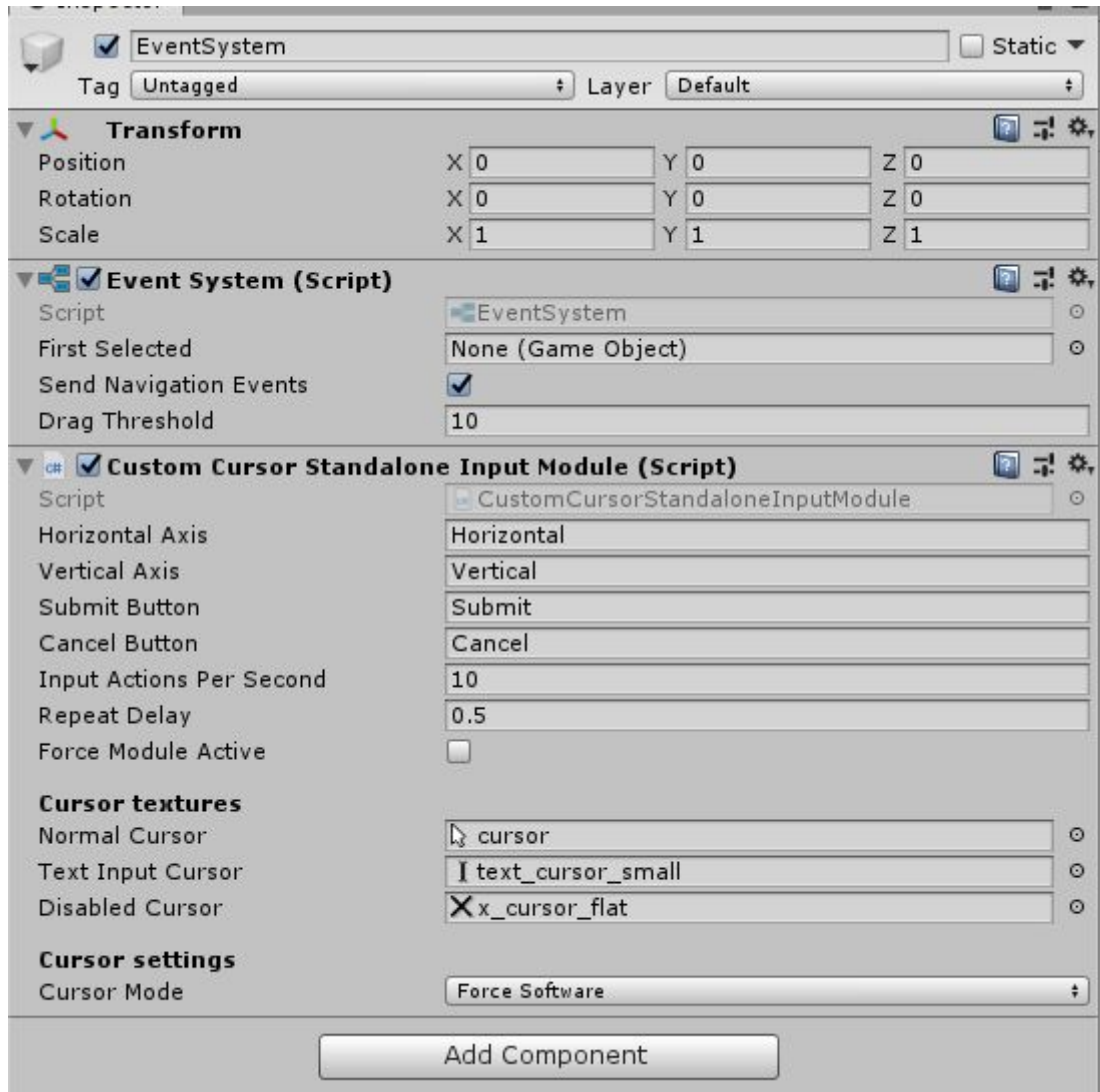
Adding custom cursors

To add custom cursors to the scene, we need to add the "CustomCusorStandaloneInputModule" component to the EventSystem. The CustomCusorStandaloneInputModule is a component that extends the usual StandaloneInputModule, but adds the functionality for custom cursors that change when hovering over different UI elements. Add it to the scene by right-clicking in the hierarchy and selecting "UI - 90's desktop theme -> Custom Cursor Event System"



If an Event System with a StandaloneInputModule already exists in the scene, you will be prompted if you want to replace it with a CustomCursorStandaloneInputModule. Click yes to add it to the scene.

You will now be able to change the different cursors.



Normal Cursor is the cursor that appears by default

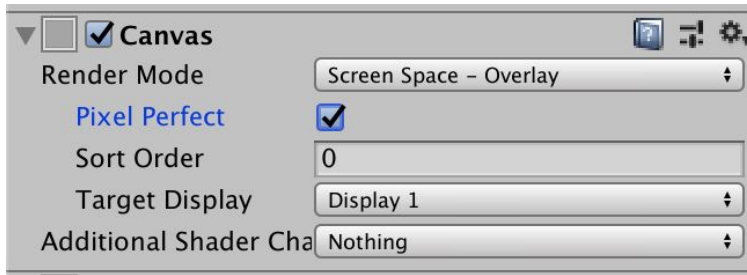
Text Input Cursor is the cursor that appears when hovering over an Input Field

Disabled Cursor is the cursor that appears when hovering over a non-interactable UI element

Questions and troubleshooting

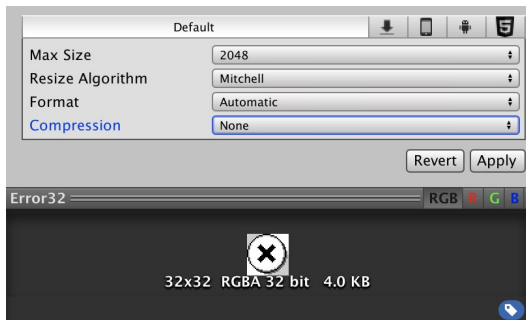
The UI is blurry

Since this UI pack is based on pixel art, the Canvases you use should have **Pixel Perfect** enabled.



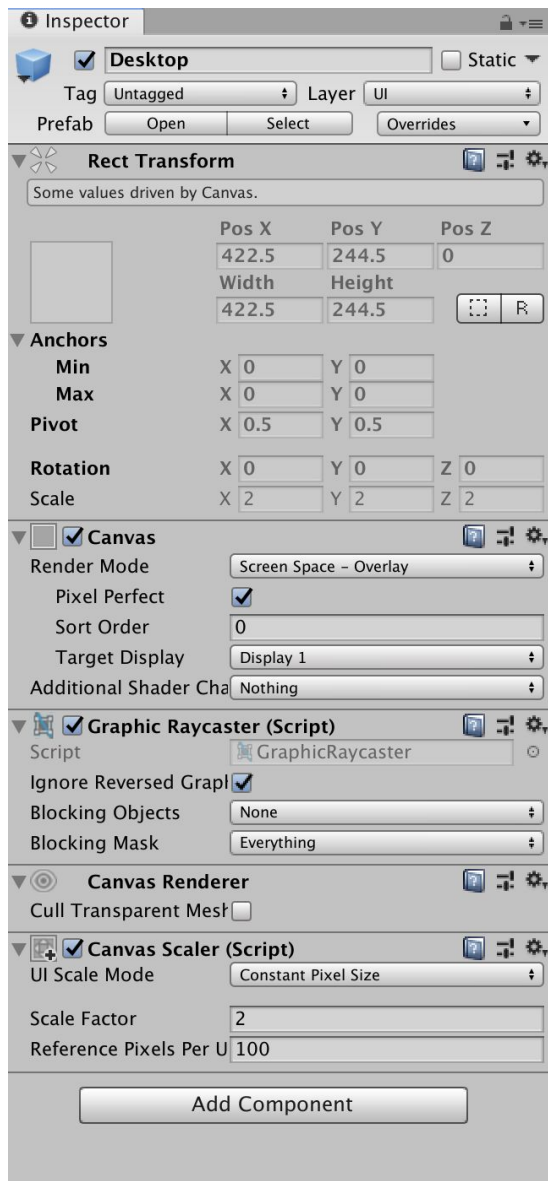
The sprites are blurry

Make sure the **Compression** setting on the import settings is set to “None”. This can sometimes get switched to a different value when changing the build platform.



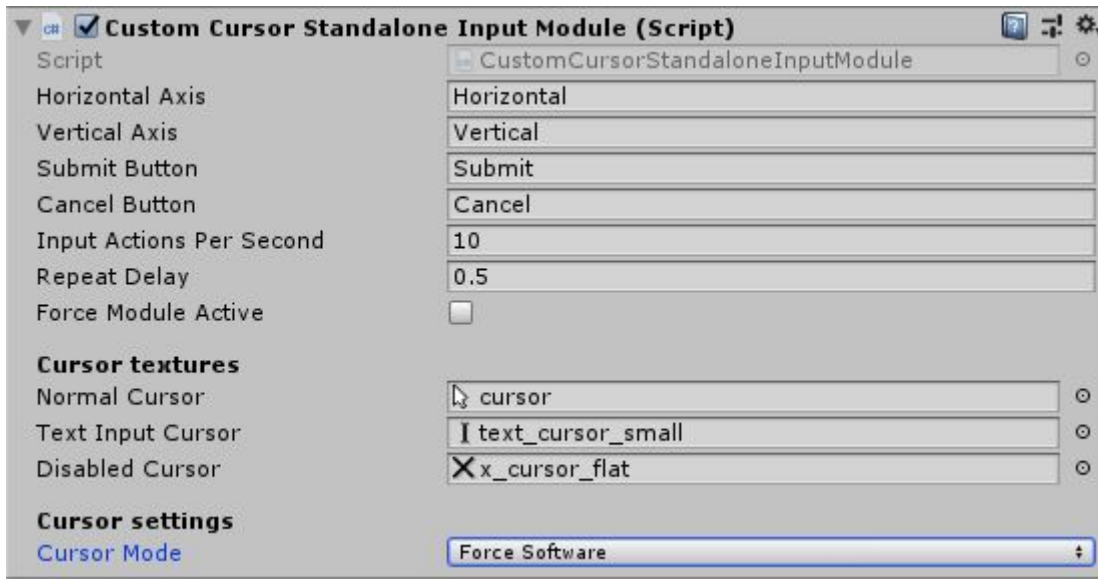
The UI looks really small on my screen.

If you have a high resolution monitor, the UI elements will appear small on your screen. Add a Canvas Scaler component to any Canvases that contain the UI, and increase the Scale Factor. Whole numbers (1, 2, 3, etc) work best.



The custom cursors are the wrong size

Depending on what platform you're exporting to, the cursor mode may need to be changed. In the Custom Cursor Standalone Input Module component on the EventSystem gameobject, try changing the **Cursor Mode**. See the Unity docs for more info on how cursor mode works <https://docs.unity3d.com/ScriptReference/CursorMode.html>



I don't want the "UI - 90's desktop theme" menu item in my GameObject menu

To remove this menu, delete the file
Assets/Desktop90_UI/Scripts/Editor/PrefabInstantiatorMenu.cs

About the included fonts

AprilSans

The small text font used in the asset is AprilSans by typesprite, available at <https://github.com/typesprite/april-sans> It is licensed under the OFL-1.1 license, see the license file in the fonts folder.

Modern DOS

Another font included is Modern DOS by Jayvee Enaguas (username HarvettFox9), available at <https://notabug.org/HarvettFox96/ttf-moderndos> It is licensed under the CC0 license, see the license file in the fonts folder.

Endnotes

Thank you for buying my asset! If you have any questions, feel free to reach out to me at floatoat@gmail.com. If you like this asset, check out my other assets and leave a review on the Unity Asset Store! <https://assetstore.unity.com/publishers/44194>