

The C# UI makes it possible to quickly create a simple UI without using external tools such as Scaleform. Currently the C# UI is able to:

- Show text and images.
- Receive user-input.
- Render directly to the screen, or render to a texture.
- Organise the UI with layout groups.

Introduction

The UI in C# runs basically on two classes. The first class is the `UIElement`-class, which inherits from `SceneObject` and adds support for a `RectTransform`. The `RectTransform` defines information about the location, orientation and size of each `UIElement`. The second class is the `UIComponent`-class, which defines the behavior of the `UIElement`. Each `UIElement` can have multiple `UIComponents`.

Every UI starts with a `Canvas`. The `Canvas` is responsible for drawing the UI to the screen or to a render texture and delegating events to its child `UIElements`. Every `UIElement` has to be a child of a `Canvas`. A scene can have multiple `Canvas` instances at the same time.

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