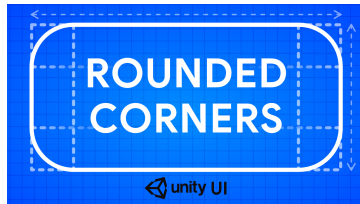


Read me - tutorial



Hey! Thank you for downloading this free asset from Coco Code Patreon! Here are some basic tips how to use downloaded files:

Useful links

● Tutorial video for this package: <https://youtu.be/gO4jnaxvMjk>

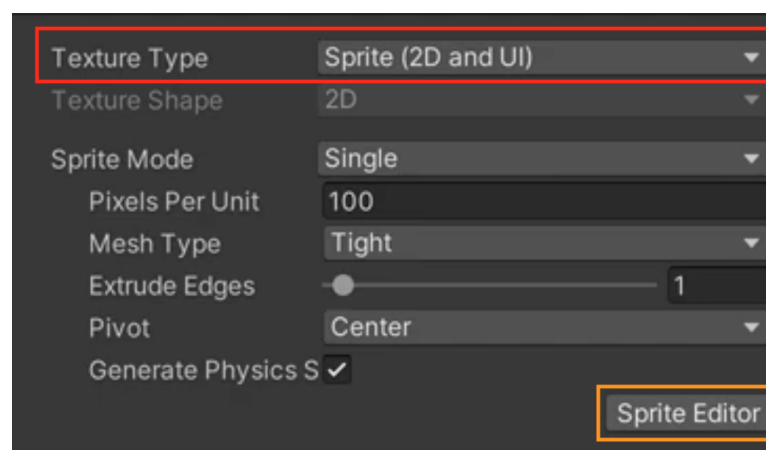
□ Support me on Patreon and **unlock source files for my videos**:

<https://www.patreon.com/cococode>

□ Coco Code Discord with support channels: <https://discord.com/invite/hNnZRnqf4s>

How to import them into Unity:

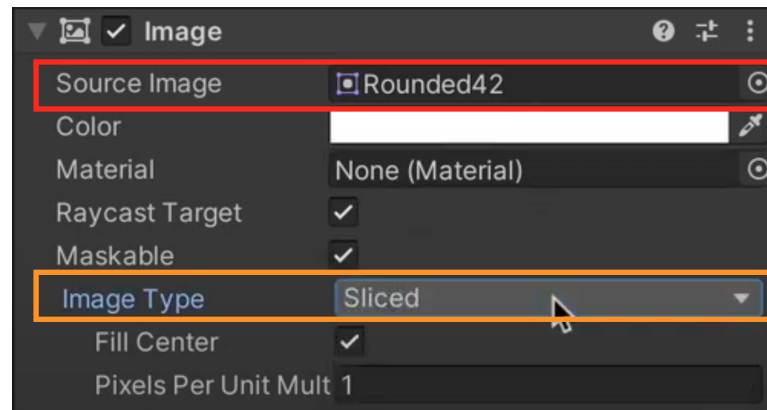
1. Drag the whole folder to Unity assets folder in your project
2. Click on the image in Unity and in the inspector make sure that 'texture type' is set to **Sprite (2D and UI)**



3. Then click Sprite Editor and follow steps in the video. Please take a note that these sprites does not have middle 2px as shown on the video - just set border from each

side the same as the border radius of the image.

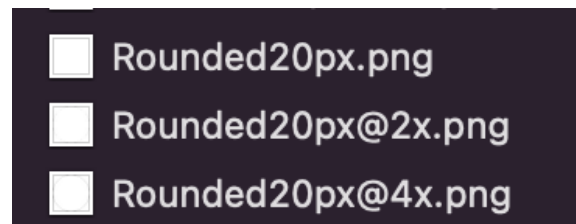
4. After you'll set slice settings click apply and click on your image on the scene and change the Source image to the just imported one. Then change Image type to **Sliced**



What are the differences between Rounded5px and Rounded40px?

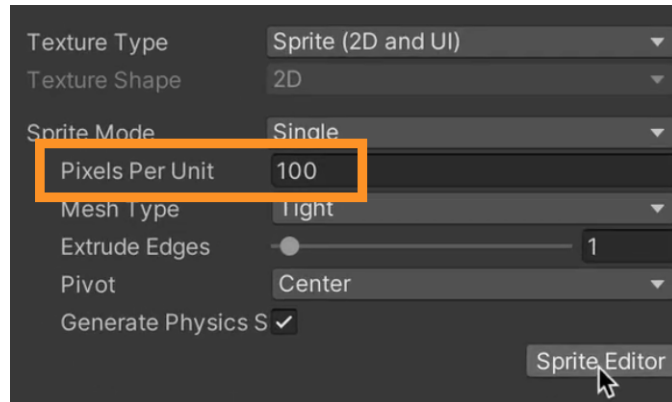
Number of pixels define the corner radius of the image. For example if the file is called "**Rounded10px**", that means that image is 20x20px and has 10px border radius. In that case in Unity Sprite editor set 10px from each side.

What are @2x and @4x files?



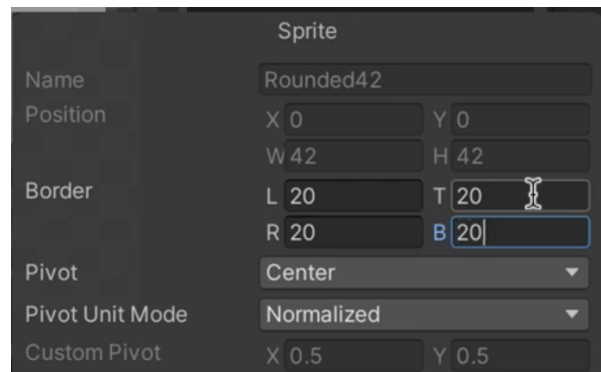
Default 20xp texture might not look sharp enough on higher density display (like Mac retina or newer smartphones), that is why I generated also @2x and @4x textures. These are basically the same files, but double (or 4 times) enlarged. To use them you need to follow the exact same steps as shown above with two differences:

1. Change pixels per unit. For x2 type 200 and for x4 type 400. Click **Apply**



2. In Sprite editor you need to make bigger borders. For example for **Rounded20px@2x** file instead of border of 20, you need to double that and type 40 from each side. Here are some examples:

- Rounded10px → Border 10px
- Rounded10px@2x → Border 20px
- Rounded10px@4x → Border 40px



Hope everything is clear now! 🎉

Be sure to check out **Coco Code** discord and YouTube channel!