

```
//-----  
// Chibi Dialog Free  
// © Kids Room  
// Version 1.0  
//-----
```

"Chibi Dialog Free" is a uGUI that displays dialogs easily on the screen.
I think it is mainly useful for iPhone and Android.
There is also a cheaper paid version that allows you to place text input fields.

●Features

- Background color can be set for each button.
 - Callbacks can be received when a button is pressed.
 - A separate callback is also provided after the dialog is closed.
 - A function to close the dialog by tapping on the outside of the dialog is also implemented.
- You can also choose to enable or disable this feature.

●How to use

1. Add "ChibiDialog" in the Prefab folder to the scene.
2. Add the following code to the variable declaration section of C# and attach it to the GameObject.

```
//-----  
    public Chibi.Free.Dialog dialog;  
//-----  
3. Drag the ChibiDialog added in step 1 to the "dialog" of the script in step 2.  
4. The code to display the dialog is written as follows.  
//-----  
    // Declare a cancel button.  
    // Label the button "Cancel",  
    // No callback,  
    // Set the background color to light gray.  
    var cancel = new Chibi.Free.Dialog.ActionButton("Cancel", null, new Color(0.9f, 0.9f,  
0.9f));  
    // Declare the decision button.  
    // Label the button "OK",  
    // Callback available,  
    // Background color is light blue.  
    var ok = new Chibi.Free.Dialog.ActionButton("OK", () =>  
    {  
        Debug.Log("click ok");  
    }, new Color(0.5f, 0.9f, 0.9f));  
    // Add buttons to the dialog (sorted from left to right).  
    Chibi.Free.Dialog.ActionButton[] buttons = { cancel, ok };  
    // Dialog display (title, body, button, in that order)  
    dialog.ShowDialog("Title", "dialog body\nLine breaks are also possible.", buttons);  
    /*  
    // or (title, body, buttons, Callback after the dialog is closed, true if the dialog is  
closed by tapping outside of it.)  
    dialog.ShowDialog("Title", "Message", buttons, () =>  
    {  
        Debug.Log("It will be executed after the dialog is closed.");  
    }, true);  
    */  
//-----
```

●Important point

Additional text input fields are available only in the paid version.
This dialog cannot be displayed in multiple layers.
Overlapping dialogs are not beautiful in terms of UI.

● Update notice

If this dialog is well received, I will implement an action sheet as well.

●Version History

1.0

Initial release