Yui
A Declarative UI library for Löve
engine

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- ## Löve 2D is a game engine.

  LÖVE is an *awesome* framework you can use to make 2D games in Lua. It's free, open-source, and works on Windows, Mac OS X, Linux, Android and iOS.

- ## Why contribute?

  1) 1414 code forge use this engine in the development right.
  2) As an open source tool, Löve 2D's biggest assest is its friendly people, and we want to give back to the community by offering reliable and customizible libraries for everyone.

- ## What is it?

  Yui - Yet another User Interface, is a library to create menu-like GUIs for the LÖVE engine.

- ## Why?

  Because we felt the need for reliable straightforward tools for Löve engine ourselves, and wanted to share it with others.

- # What does declarative library means?

Immediate mode UIs tend to clutter LÖVE update() code a lot. Thus, Yui library's using a declarative approach: describing how the UI should look upfront, and then letting the UI code update() and draw() itself accordingly, makes for a cleaner code.

Yui Library

- Adapt to different sources of input easily
  (keyboard, mouse, touch, gamepad).

- Out of the box internationalization.

- Out of the box keyboard navigation across widgets.

- Simple layouts
  (place widget in columns or rows, or possibly build rows made of several columns - grids).

- Custom widgets support.

- Custom theme support.

- Custom input sources support.

Yui Library

- It helps creating menu screens, pause menus, HUDs, and such.

- Adaptable theme allows to create different styles with one solution.

- Yui developed along with other libraries for Löve that cover UI, localization, utilities, and dependecies but can be used as a stand-alone product.

"Hello World" example

```lua
local yui = require 'lib.yui'

function love.load()
    local w, h = 300, 80
    local x = math.floor((love.graphics.getWidth() - w) / 2)
    local y = math.floor((love.graphics.getHeight() - h) / 2)

    ui = yui.Ui:new {
        x = x, y = y,

        yui.Rows {
            yui.Label {
                w  = w, h = h / 2,
                text = "Hello, World!"
            },
            yui.Button {
                text = "Close",

                onHit = function() love.event.quit() end
            }
        }
    }
end

function love.update(dt)
    ui:update(dt)
end

function love.draw()
    ui:draw()
end
```
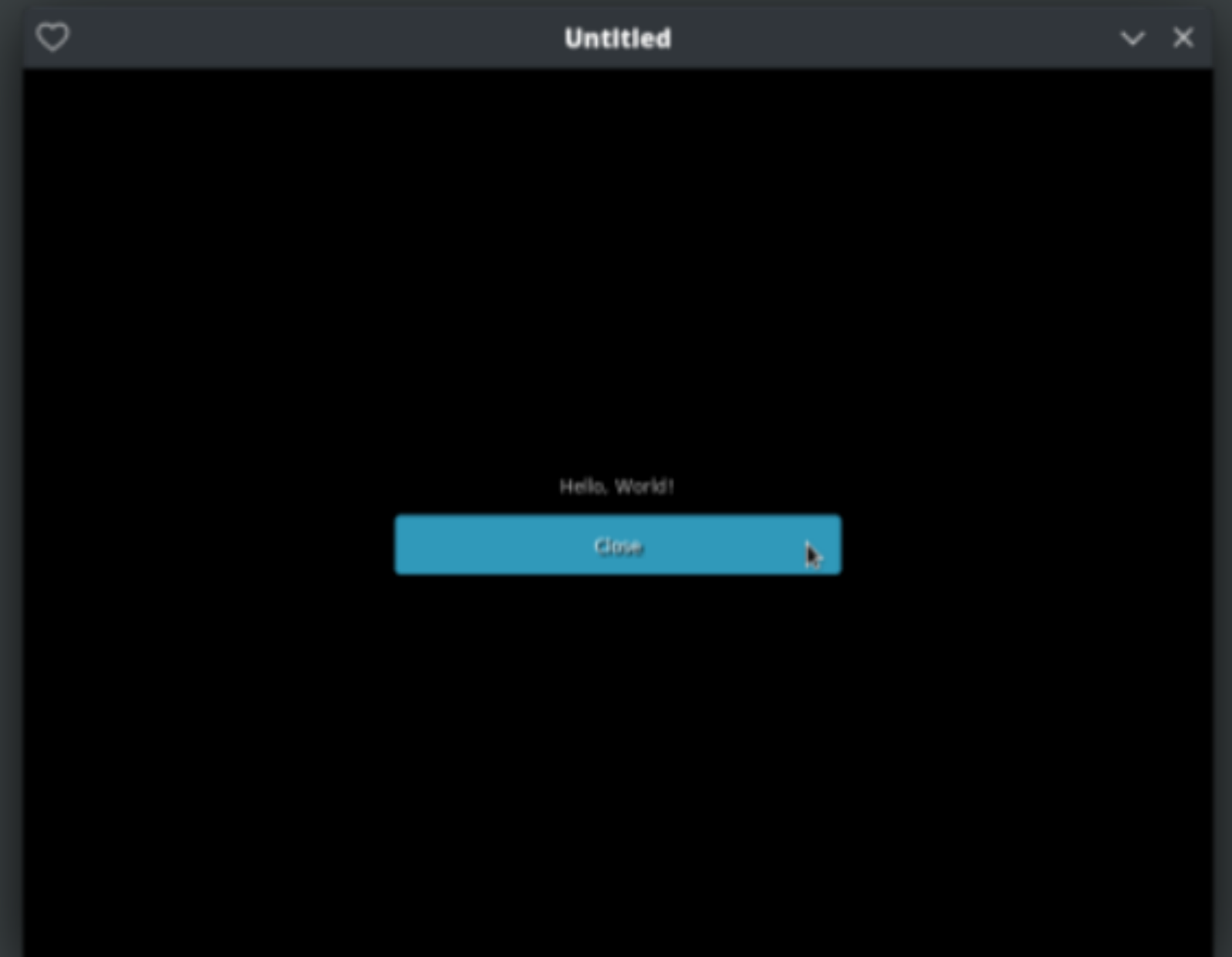
"Hello World" example

Check out Yui,
and chat with us!
Thanks!

Yui source code
https://gitea.it/1414codeforge/yui

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