

FULL MENU SYSTEM V1.1.3
DOCUMENTATION

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Pack includes:

Full Main Menu System is a starter pack for implanting your very own main menu system, featuring popout windows, the ability to change settings, saving, loading and more! Check out my tutorial on the creation of this asset here: URL COMING SOON

Contact

If you have any problems with the pack, or have some ideas for new models you'd be interested in, please feel free to contact me.

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Patch Notes

V1.0 – June 2020 - Initial Release

V1.1 – Updated UI positions for “FREE ASPECT” and other resolutions – To make sure elements will stay aligned no matter where on the screen.

V1.1.1

- Added a default sprite for the confirmation box to replace the missing issue
- Added demo level to the build settings, so “New Game” will work correctly
- Updated Missing prefabs

V1.1.2

- Edited scripts to remove redundant variables
- Modified and added namespaces to avoid script clashing
- Update base menu visuals
- Removed baked data for test scene to make the package smaller and more efficient

V1.1.3 – July 2020

- Edited script to have a more clear variable name for the new game level to load
- Updated documentation with an FAQ to answer frequent questions about the menu
- Updated and fine tuned prefabs within the system

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FAQ

Q). Is there an example of this asset working?

A). Yes, you can open the “Main Menu Demo” to see the Menu asset or use this scene as your initial base of your project.

Q). How do I change what level loads when I press the “New Game” button?

A). In the “UI Controller” of the “Menu Controller” script you can set the “New Game Button Level” to the level you wish, you must make sure that this level is added to your build settings for it to function correctly. (File > Build Settings > Dragging the required scene here).

Q). How does the saving work in this and how can I extend it?

A). The saving can be seen in the “Menu Controller” under each of the sections for “Volume Sliders Click” / “Brightness Sliders Click” / “Invert” / “Controller Sensitivity” – These parts of code create files in playerprefs to remember your menu settings, you would need to edit or extend these sections if you want to save more menu settings!

Q). Can I save my game and reload it?

A). In your code, that doesn't have to be related to this menu you can add the line which creates a save in PlayerPrefs like: `PlayerPrefs.SetString("SavedLevel");` then you can load this in the loading section of the menu: `levelToLoad = PlayerPrefs.GetString("SavedLevel");`

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Basic Setup

- 1). You can import this asset into a previously created or new project. **RECOMMENDED:** Use the “MainMenu” scene as a default start to your game menu or use the provided “UIController” and “LoadPreferences” prefab to add to your current scene. (But the prefabs require extra setup).
- 2). Make sure to set your game window size to “1920x1080” or “16:9” as the UI is scaled based on that resolution. If you need to create a custom size, on your “Game” tab, click the resolution dropdown and press the little “+” at the bottom to create a custom 1080p preset!
- 3). The asset features two scripts which if used correctly will not require any specific setup unless you add the prefabs to your scene. Remember that the “Init_Preferences” script may require you to add the specific UI elements to the correct slot in the inspector, as labelled by the variables in the inspector.
- 4). You can change the colours, fonts, sizes of the UI as you’d expect like any other Unity based UI system so don’t be afraid to change it up!

Feel free to give any suggestions you might want or if you’re confused, please go ahead and send me an email! I will be creating a tutorial series to demonstrate how to use it all! 😊