

# MENU CREATOR PRO

DOCUMENTATION FOR UNITY3D



RELEASE VERSION 1.0

*CREATED BY: 3Y3.NET*

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## INDEX

|  |    |
|--|----|
| About Menu Creator Pro.....                  | 4  |
| Main Features .....                          | 4  |
| Quick Start.....                             | 4  |
| Menu Configuration Editor .....              | 8  |
| First Step.....                              | 8  |
| Default Menu .....                           | 8  |
| Creating your own menu.....                  | 9  |
| Add and delete options.....                  | 9  |
| Creating Submenus .....                      | 9  |
| Creating menu options.....                   | 10 |
| Custom Option .....                          | 11 |
| Audio Option .....                           | 11 |
| Video Option .....                           | 12 |
| Language Option .....                        | 13 |
| New Game, Load Game and Continue .....       | 14 |
| Credits .....                                | 15 |
| Back and Exit .....                          | 15 |
| Visual Options .....                         | 16 |
| Menu Scale .....                             | 16 |
| Template to Use .....                        | 16 |
| Menu Layout .....                            | 20 |
| Override Font .....                          | 20 |
| Button type .....                            | 20 |
| Override Colors .....                        | 21 |
| Background Image.....                        | 21 |
| Background Music and Button Click.....       | 22 |
| Integration.....                             | 22 |
| Audio Mixer .....                            | 22 |
| Localization.....                            | 23 |
| Game Play.....                               | 23 |
| Custom Options.....                          | 23 |
| Create your own template .....               | 23 |
| Setting special behaviors for elements ..... | 24 |



## About Menu Creator Pro

Menu Creator Pro is a professional system for create fully functional menus for your Unity project in minutes. Take advantage of advanced features like customizable templates, out-of-the-box settings for audio, video and language, professional editor, prefab generation, custom windows and many top quality features that enhance your menu creation saving hours of work.

## Main Features

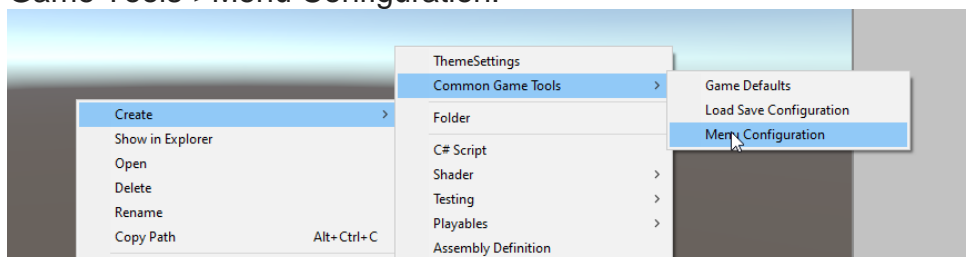
- **Menu Editor:** Create easily you navigation structure with a top professional menu editor.
- **Template System:** Menu Creator uses a template system that can generate unlimited combinations. Currently there are templates for standard, modern, futuristic and office-like themes. Each template can be customized changing fonts, colors, images, sounds, animations, alignment... There are endless possibilities!
- **Fully Functional Settings Windows:** Menu Creator provides fully functional dialogs for Audio, Video and Language settings which you can use, out-of-the-box, in your menus. For audio you can use the provided audio mixer or replace with the existing one. Video settings template provide more than ten video settings. Language selector is already integrated with **Localization Pro** but is easily integrable with any other localization system.
- **Play Game Options:** Special options for Play, Continue, Load and Save game easily integrable with third party assets.
- **Custom windows:** Create your own dialogs ready to be personalized and fully integrated with the Menu navigation.
- **Menu prefab generation:** Your Menu project is exported to a Unity Prefab that you can use, modify and integrate with any project.
- **Ultra Fast Pipeline:** Create a fully working menu with settings for Audio, Video, Language and gameplay in **minutes!**

Menu Creator Pro provides powerful tools that **saves lot of hours of work** for any project.

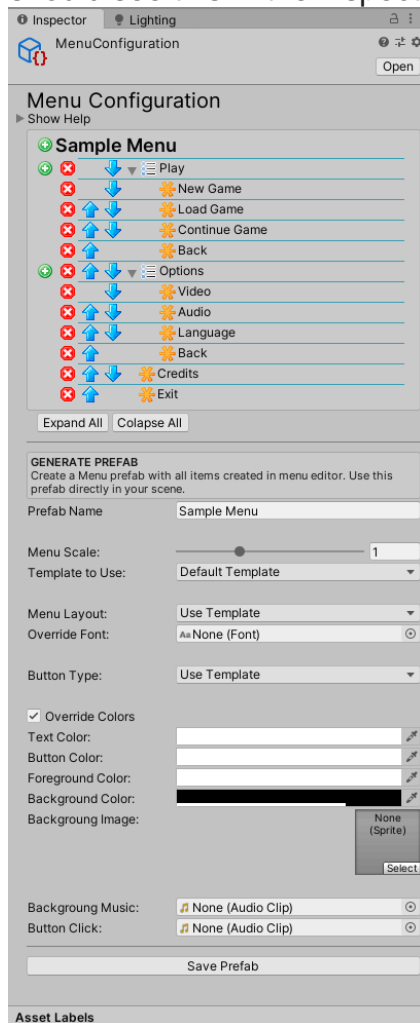
## Quick Start

For at quick start follow this steps, if you wish to have an in depth knowledge of all options of Menu Creator Pro We encourage you to see the tutorial videos and/or read the manual.

- 1) Right click in the folder of your project and select Create->Common Game Tools->Menu Configuration.

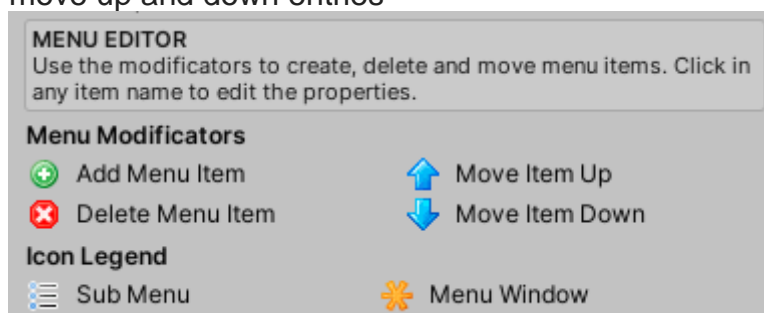


- 2) A new 'MenuConfiguration' object has been created. Click on it and you should see this in the inspector:



This is the Menu created by default, but you can edit, add and delete as many options as you want.

- 3) Use the icons located in the left of the Menu options to add, delete and move up and down entries



- 4) Choose a template to apply and other visual options (color, font, alignment...)

**GENERATE PREFAB**  
Create a Menu prefab with all items created in menu editor. Use this prefab directly in your scene.

Prefab Name:

Menu Scale:  1

Template to Use:

Menu Layout:

Override Font:

Button Type:

☒ Override Colors

Text Color:

Button Color:

Foreground Color:

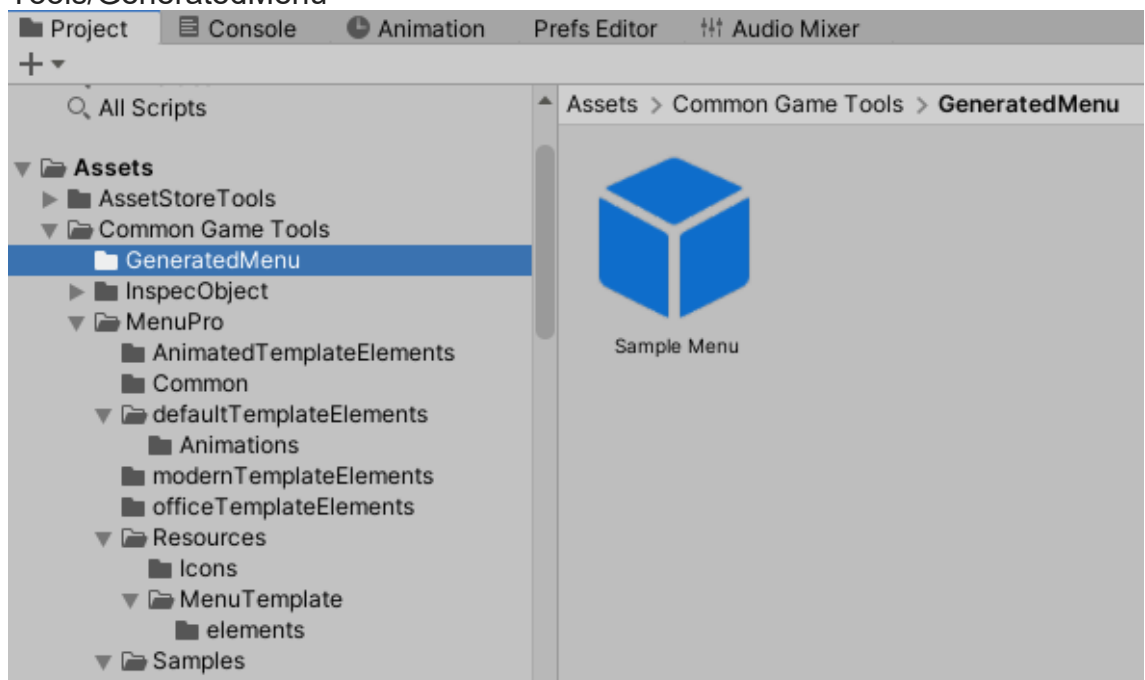
Background Color:

Background Image:

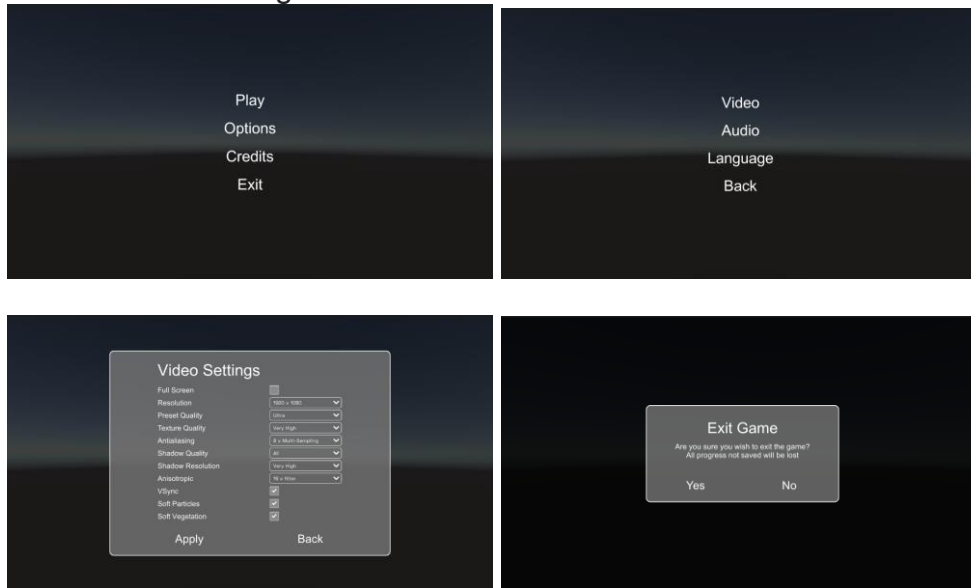
Background Music:

Button Click:

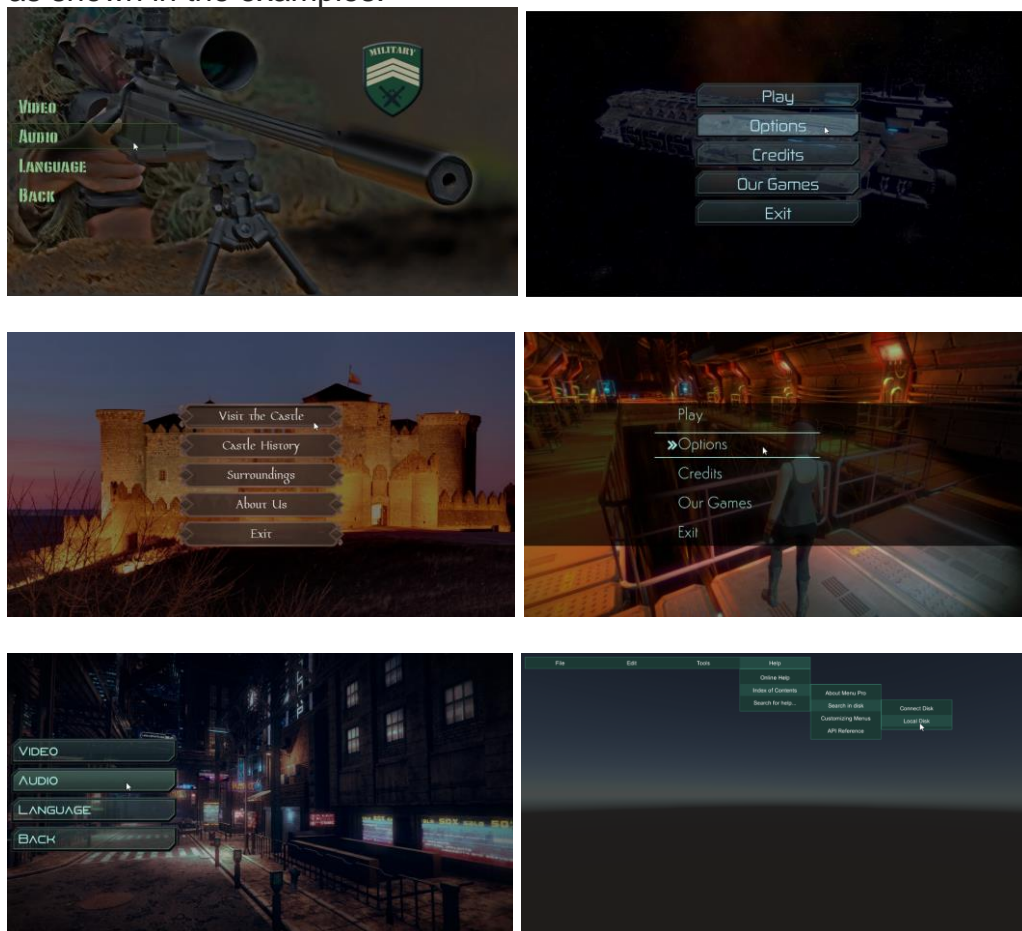
- 5) Once you're happy with your options click "Save Prefab". A new prefab with your menu will be created at /Assets/Common Game Tools/GeneratedMenu"



- 6) Drag&Drop the prefab into a new scene and run. You will have a fully functional and navigable menu.



We encourage you to test the visual options to achieve nice results such as shown in the examples:



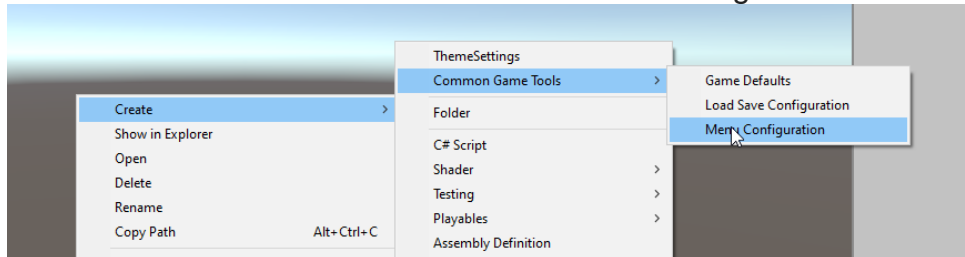
As we previously said this Quick Start only covers the very basic functionality of the asset. We encourage you to see the rest of the options to unveil the true power of Menu Creator Pro.

## Menu Configuration Editor

In this section we will cover all configuration options existing in the editor of Menu Creator Pro.

### First Step

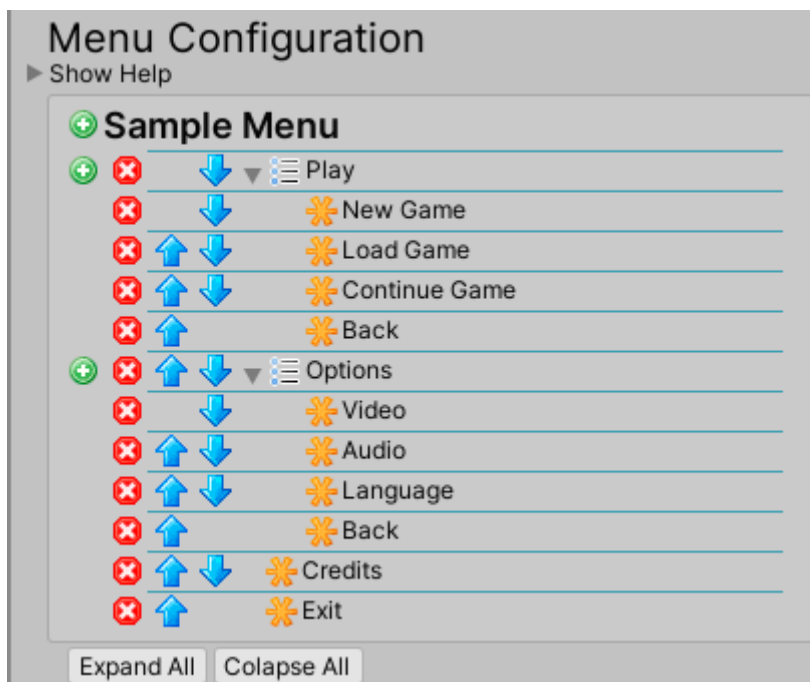
The first thing to do to create a new Menu is to create a Menu Configuration scriptable object. Simply right click at the desired folder in your project and select Create->Common Game Tools->Menu Configuration.



A scriptable object called MenuConfiguration will be created. Click on it and take a look at the inspector.

### Default Menu

Every MenuConfiguration scriptable object is created with some default entries. This doesn't mean that you must use all or any of the options already preconfigured. You can add new options, edit existing ones or simply delete any of them. The default menu looks like this:





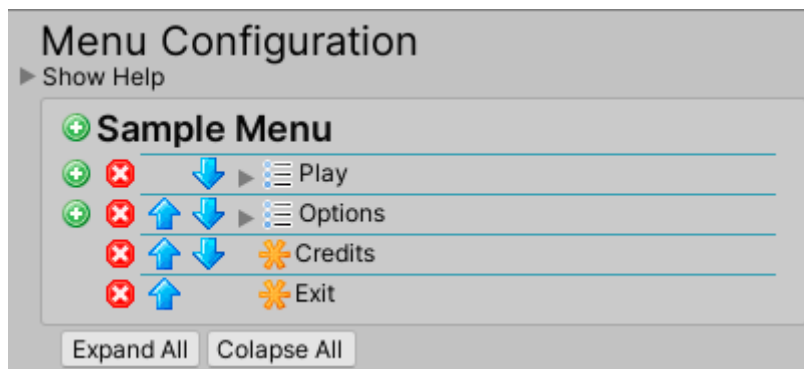
## Creating your own menu

Any Menu consist in a serial of submenus, dialogs and final options. In the top part of the editor is where you can create your menu navigation options and submenus.

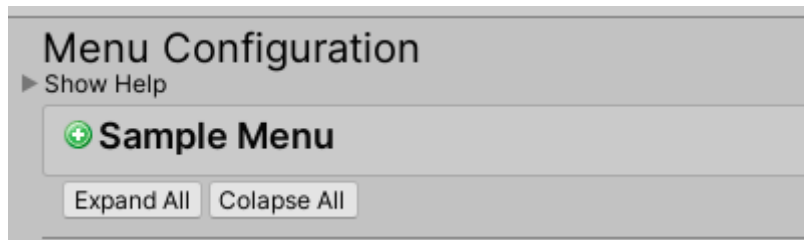
### Add and delete options

As we show, by default any menu we create comes with some preassigned entries. Let's create a menu from the scratch. As you can suppose the icons in the left of the menu are the ones which controls the order and that allows you to delete and create new entries.

Delete all entries. To make it simple click in the “collapse all” and then in the red icons with a cross (✖). There should be four of them, one in the Play submenu, the second in the Options submenu, the third in the Credits options and the last in the exit option.

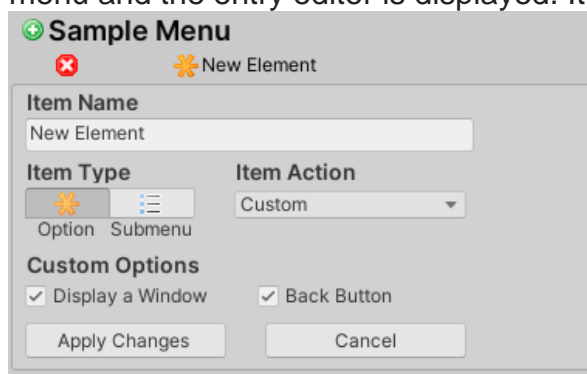


The menu now should look like this:



### Creating Submenus

Now click in the green '+' icon (⊕). Automatically a new entry is added to the menu and the entry editor is displayed. It should look like this:




The first field to fill is the '**Item Name**'.

A screenshot of the 'Item Name' field in the menu editor. It consists of a label 'Item Name' above a text input box containing the placeholder text 'New Element'.

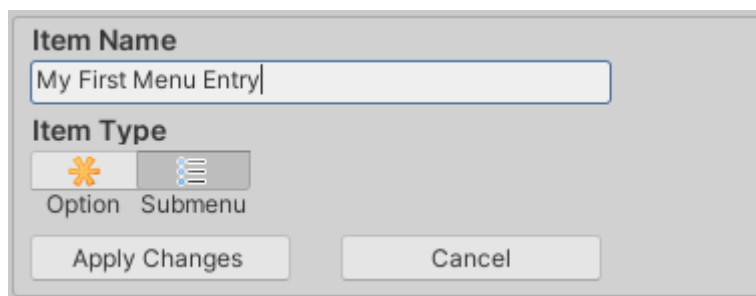
This is the text that will be displayed in the final Menu once created. By the moment do not worry about localization, you can integrate Menu Creator Pro with many localization assets. Change the name to 'My First Menu Entry'

The second element in the editor is the Item Type.

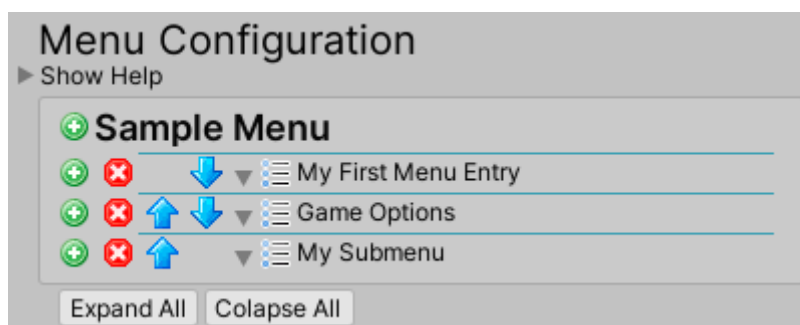
A screenshot of the 'Item Type' section. It shows two buttons: 'Option' with an orange star icon and 'Submenu' with a blue list icon. The 'Submenu' button is currently selected.

There are two types of items, **Options** and **Submenus**. The **Submenu** are menu items that opens another menu. For example you can create a submenu called 'Game Options' that will open another submenu with 'Audio options', 'Video options' etc... In the other hand, the **Option** items are the ones with do not open a submenu, either can open a final dialog or make an especial actions such as exit the game, return to previous menu, call an own functions etc...

Let's choose Submenu for our recently created item and press 'Apply Changes'

A screenshot of the item configuration dialog. The 'Item Name' field contains 'My First Menu Entry'. The 'Item Type' section shows 'Option' and 'Submenu' buttons, with 'Submenu' selected. At the bottom are 'Apply Changes' and 'Cancel' buttons.

Repeat the same process adding the items 'Game Options' and 'My Submenu' also as submenus. Use the blue arrows (↑ ↓) to reorder the items, so the final aspect of the Menu should looks like:

A screenshot of the 'Menu Configuration' window. It has a 'Show Help' link and a 'Sample Menu' section. The menu structure is as follows:

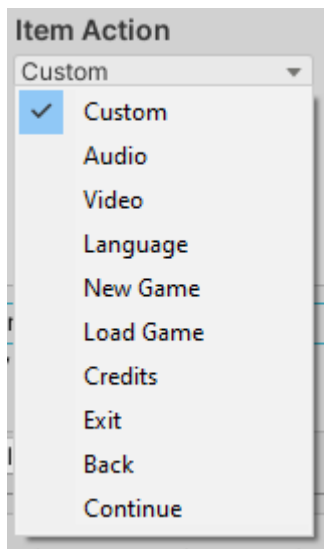
- Sample Menu
  - My First Menu Entry
  - Game Options
  - My Submenu

Each item has a green plus icon to its left and a red minus icon to its right. Blue arrows (up and down) are used for reordering. At the bottom are 'Expand All' and 'Colapse All' buttons.

### Creating menu options

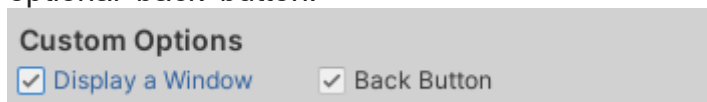
Now is time to add menu options to the submenus. Let's start adding options to the 'My First Menu Entry' submenu. Click the add icon (+) just in the left of this item.

This will add a new element to this submenu. There are many different **Item Action** you can choose for the item so we are going to describe each one.

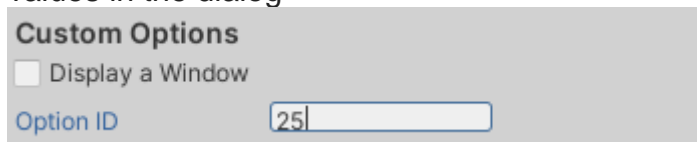


#### Custom Option

This is a generic option with no predefined actions attached. You can set two types of Custom actions, the ones which will open a dialog window with an optional 'back' button:



Or the ones that will simply call a function with an Id parameter. You can set this values in the dialog



We will see in the section 'API and Programming' which function is called and where should you put your code.

#### Audio Option

The Audio Option is a preset action that will display a dialog to set the audio options. You can show or hide up to four different sliders in the dialog to set volumes for Master, Music, FX and Voice.

You can also force to show a dialog to ask the player for confirmation for the changes before apply.

| Item Type   | Item Action |
|---|-------------|
| <input checked="" type="checkbox"/> Option <input type="checkbox"/> Submenu | Audio       |

**Audio Settings to Show**

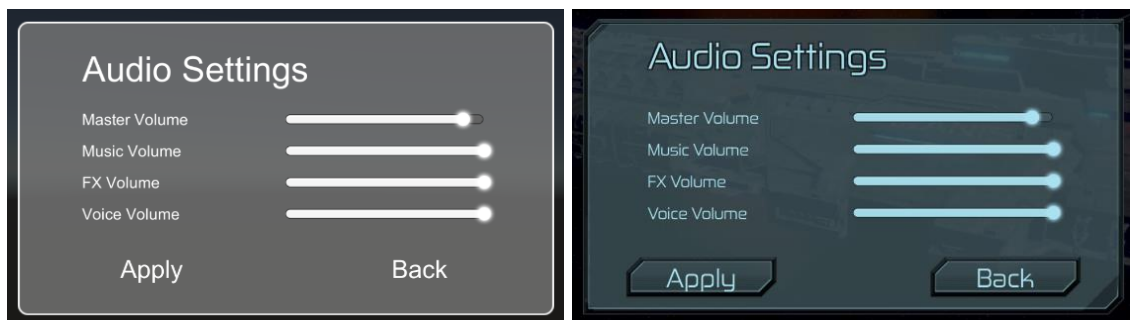
|   |  |
|---|--|
| <input checked="" type="checkbox"/> Master Slider | <input checked="" type="checkbox"/> Music Slider |
| <input checked="" type="checkbox"/> FX Slider     | <input checked="" type="checkbox"/> Voice Slider |

**Other Options**

☒ Ask for Confirmation

This dialog is fully functional and makes all changes for real by using the provided Audio Mixer or by setting yours. You can see how to integrate with your Audio Mixer in the section 'Integration'.

Also, all changes are automatically stored in the player preferences and will be persisted in your game. Some examples of the final aspect of this dialogs (depending on template and visual options) are this ones:



## Video Option

The Video Option is a preset action that will display a dialog to set the video settings options of your game. You can show or hide many different options:

| Item Type   | Item Action |
|---|-------------|
| <input checked="" type="checkbox"/> Option <input type="checkbox"/> Submenu | Video       |

**Video Settings to Show**

|   |   |
|---|---|
| <input checked="" type="checkbox"/> Full Screen           | <input checked="" type="checkbox"/> Quality Presets   |
| <input checked="" type="checkbox"/> Available Resolutions | <input checked="" type="checkbox"/> Texture Quality   |
| <input checked="" type="checkbox"/> Antialiasing          | <input checked="" type="checkbox"/> VSync Enabler     |
| <input checked="" type="checkbox"/> Anisotropic Filtering | <input checked="" type="checkbox"/> Soft Particles    |
| <input checked="" type="checkbox"/> Shadow Quality        | <input checked="" type="checkbox"/> Shadow Resolution |
| <input checked="" type="checkbox"/> Soft Vegetation       |   |

**Other Options**

☒ Ask for Confirmation

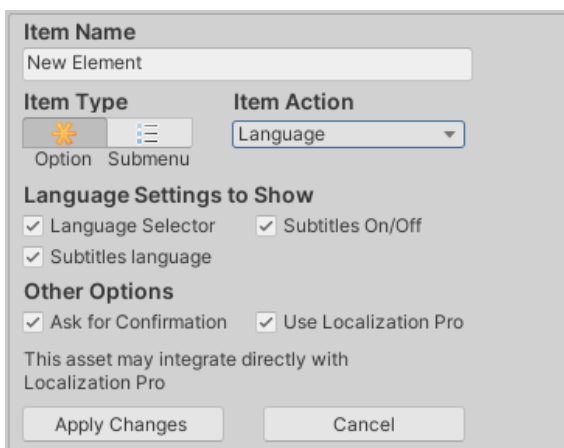
All options are auto explicative and most of them are related to the final quality settings of the game. Again the dialog is fully functional and the changes the player choose will be applied to the game in runtime. As with the Audio, you can force to show a dialog to ask the player for confirmation for the changes before apply.

Also, all changes are automatically stored in the player preferences and will be persisted in your game. Some examples of the final aspect of this dialogs (depending on template and visual options) are this ones:



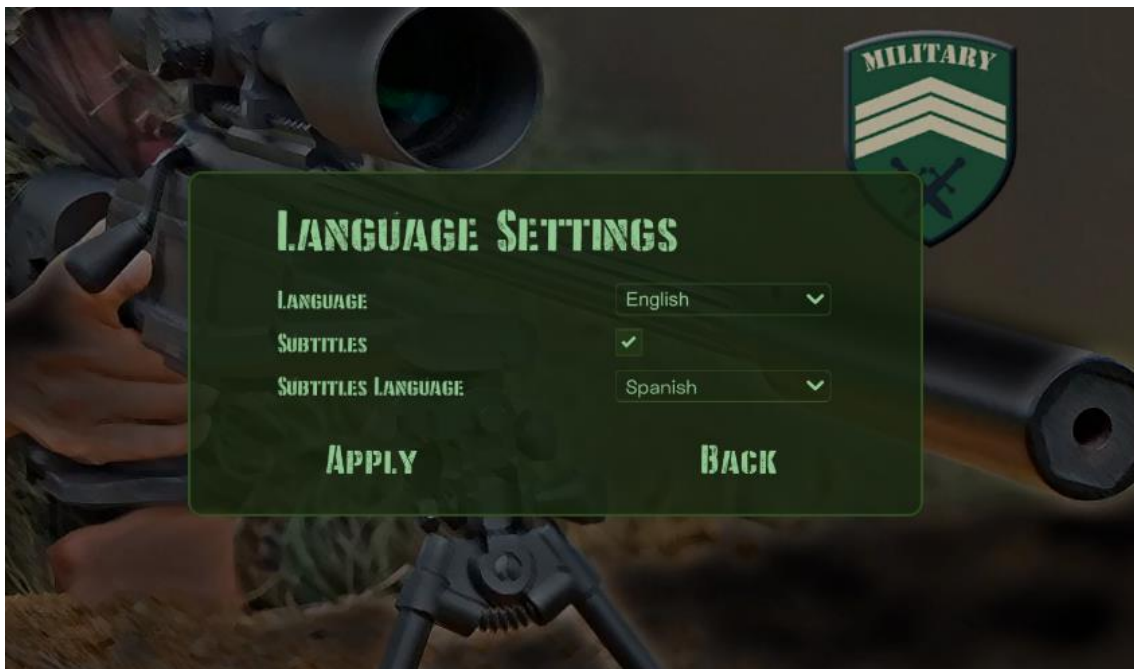
## Language Option

The Language Option is a preset action that will display a dialog to set the language of the game. You can show or hide up to four different selectors in the dialog to set current language, activate or deactivate subtitles and set the language of the subtitles.



You can also force to show a dialog to ask the player for confirmation for the changes before apply and, if you also own **Localization Pro** asset, you can integrate automatically the localization with this asset. If not, we will discuss how to use other localization systems in the section 'Integration'.

Some examples of the final aspect of this dialogs (depending on template and visual options) are this ones:



#### [New Game, Load Game and Continue](#)

This three options are related with game play and are quite simple. Each one makes a call to an internal function where you can integrate your scene loading. This section is covered more in depth in the 'Integration' section.



## Credits

The Credits option shows a full screen window with an options scrolling content where you can present the credit titles of your game. You can edit this canvas to put your content.



## Back and Exit

Back option moves to the previous submenu. The Exit options closes the game. Optionally may present a confirm dialog.

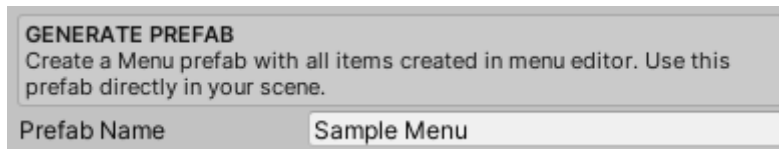


So far we covered all options you can set in the Menu items. As you can see you can create any menu structure. Now we will explain the visual options that will allow you to personalize the appearance of the menus.

## Visual Options

With visual options you can change many properties of the menu and adapt the final visual aspect to your game. You can give a medieval look, or SciFi, change the background music, click effect, choose among different templates, etc...

Firstly you must choose a name for the prefab that is going to be generated.



**GENERATE PREFAB**  
Create a Menu prefab with all items created in menu editor. Use this prefab directly in your scene.

Prefab Name:

## Menu Scale

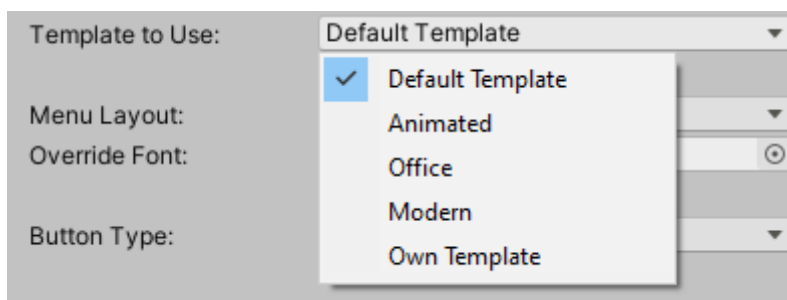
Is a global scale factor for the generated menu. The templates are designed to present generous menus and buttons but you may wish to use a smaller size, or simply you will need to add many options that doesn't fit vertically in the screen. With this option you can change the size of the menu but leaving the background image as is.



Menu Scale:

## Template to Use

The template is a general pattern that defines behaviors, animations and general aspect of the menu. There are four predefined templates but you can add your own ones. There is a section covering this topic 'Create your own template'.



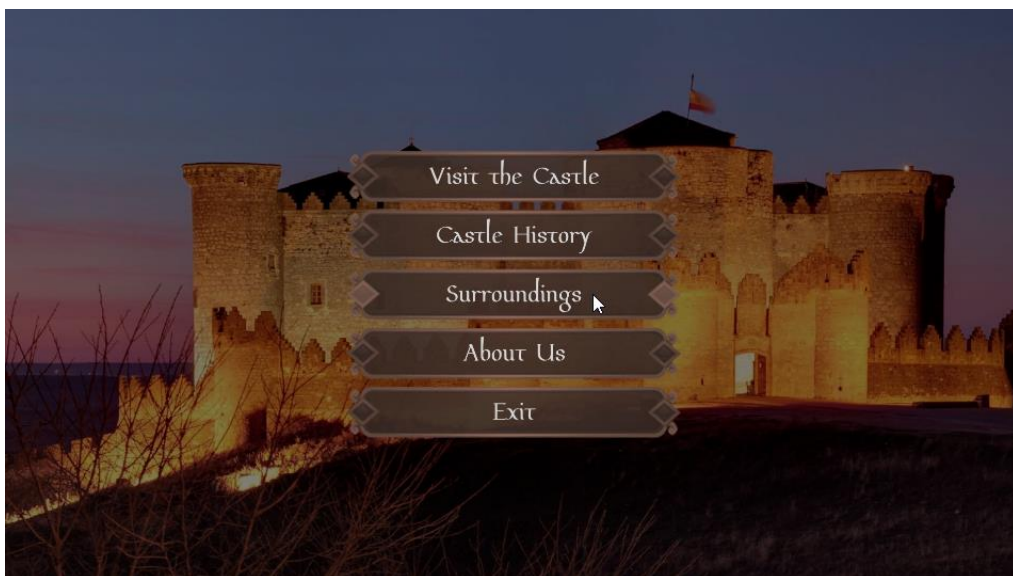
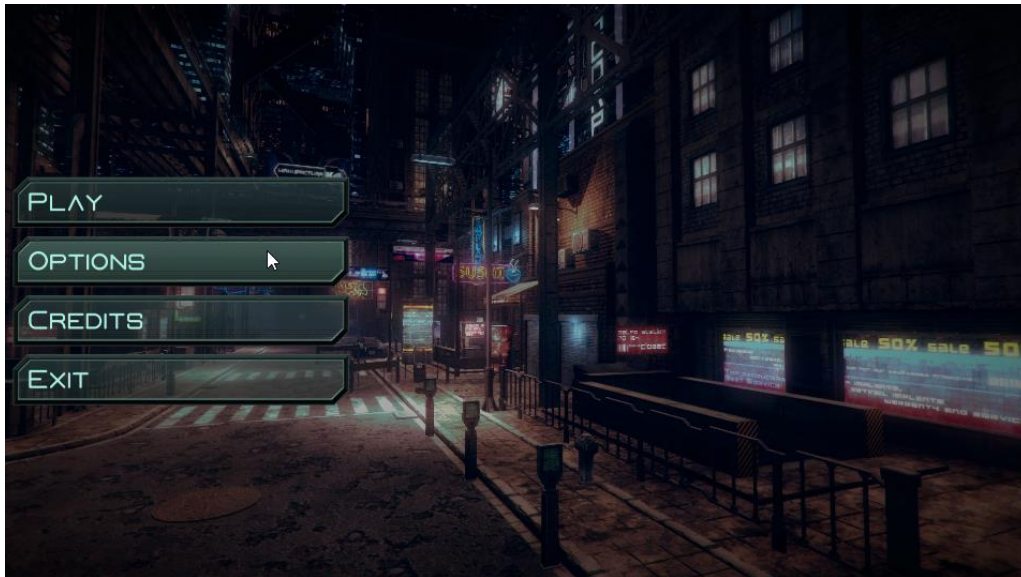
Template to Use:

- ✓ Default Template
- Animated
- Office
- Modern
- Own Template

Default template is the most basic template although you can create lot of nice menus with it (see examples in the folder Assets/Common Game Tools/MenuPro/Samples/DefaultTemplateExamples). Also you can replicate it and use to create your own template as we will see in the section 'Create your own template'.

Some examples of what you can get with the standard templates are:



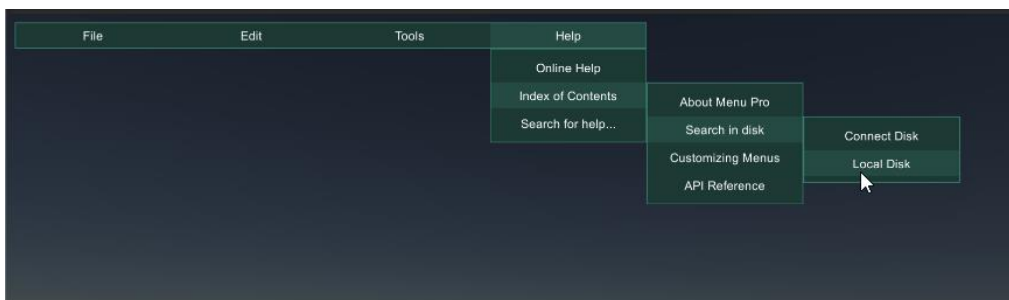
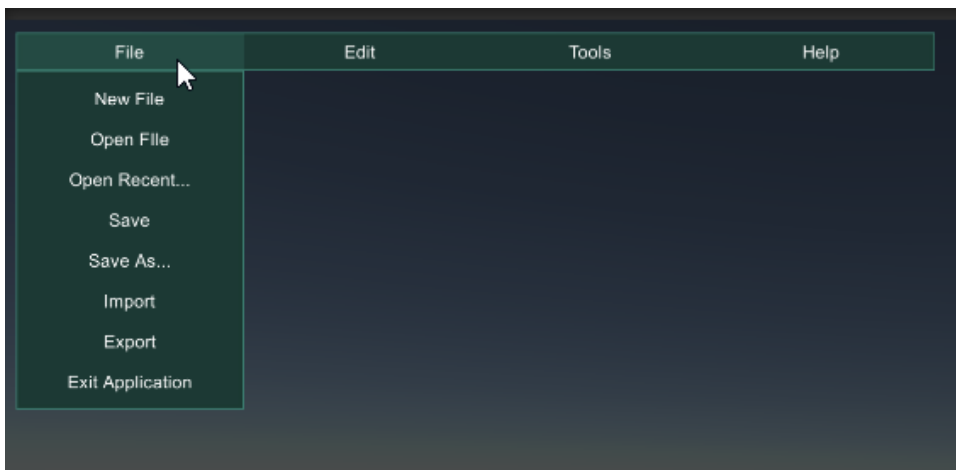




Animated template is similar to basic but adding animations to buttons and dialogs. You can modify these animations and change by yours if you wish.



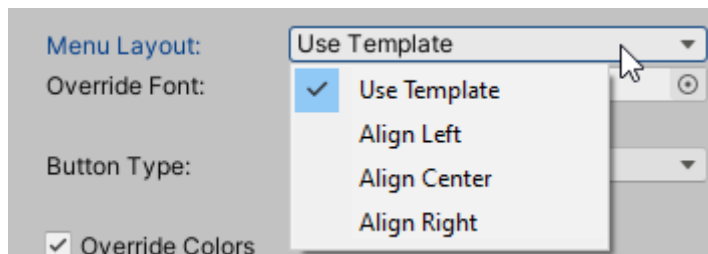
Office template is a complete different one. It has been designed to create menus similar to office applications. The root menu is always displayed horizontally and the rest as vertical menus aligned with each main option. See the captures to understand the template.



The last template is Modern and is a modified copy of Default with some adds to demonstrate how you can create your owns templates. We will see this template in the section 'Create your own template'.

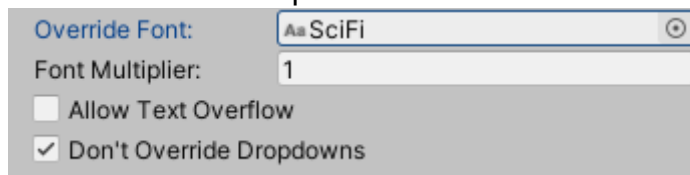
#### Menu Layout

This option controls the alignment of the menu. Office template is always left aligned and doesn't allow to set this property.



#### Override Font

You can force the font to be used in the Menu. If you set a custom font you can also set a 'font multiplier' to increase or decrease the default size of the text.

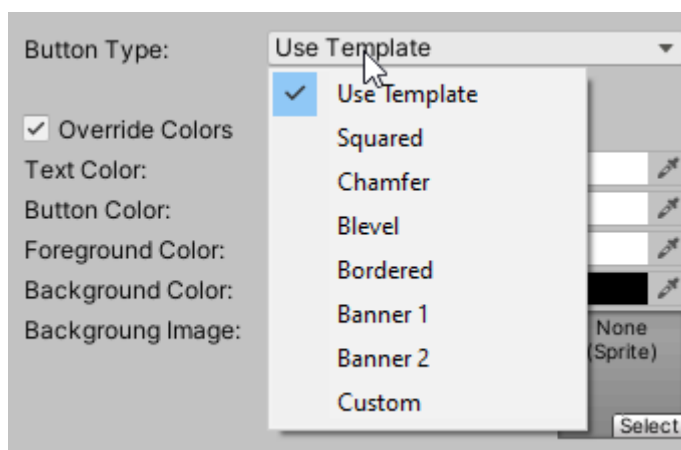


The 'allow the overflow' options will display the text even if the size overflows the determined size. Use with caution because if the font size is too large buttons will be displayed in multiline mode. Is good to use in combination with font multiplier.

Don't override droop downs will use the default font for the drop downs menus. Usually a drop down has small size text and default font use to be the best options.

#### Button type

Menu Creator Pro offers many button styles, try which is the one that best matches your menu.





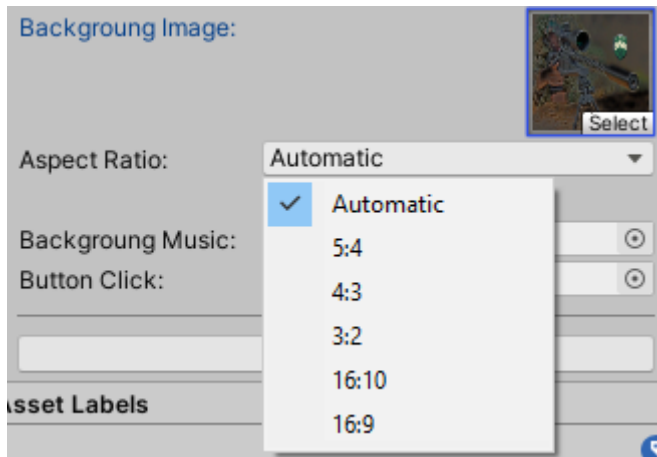
You can also set your custom button. To do that you must indicate the normal, pressed and disabled state of the button and also a sprite for the panel (dialog) background.

#### Override Colors

Checking this option will allow you to set colors for Text, Buttons, foreground (window of the dialogs) and background.

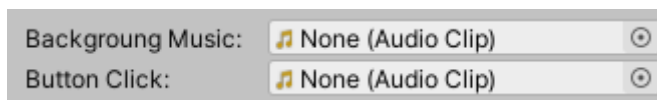
#### Background Image

Set a sprite for the background and the aspect ratio you wish to be used to display this background. In most cases Automatic is the best options but for pattern backgrounds set an specific aspect ratio is ok.



### Background Music and Button Click

Set an audio clip to be played as background music and an effect for button click.

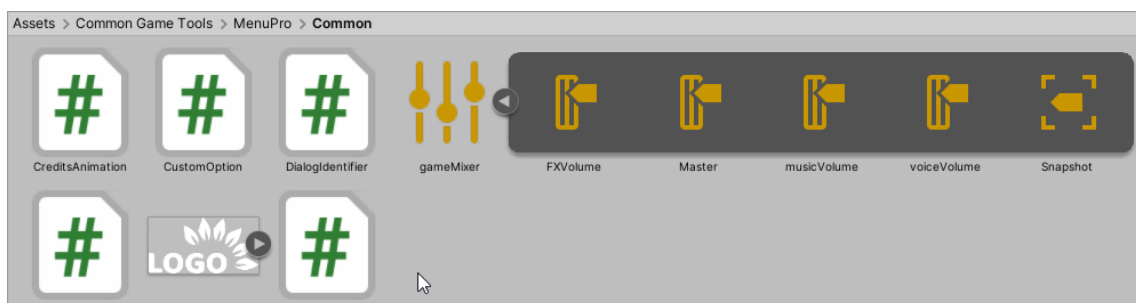


## Integration

Menu Creation Pro has several points where needs to be integrated with your game flow or with third party assets. Every menu prefab is created with a MenuController script attached and there is where you can set all integrations.

### Audio Mixer

Audio settings are already integrated with the Audio Mixer included in the asset. You can locate it at Assets/Common Game Tools/MenuPro/Common and it includes channels for Master, FX, Music and Voices.

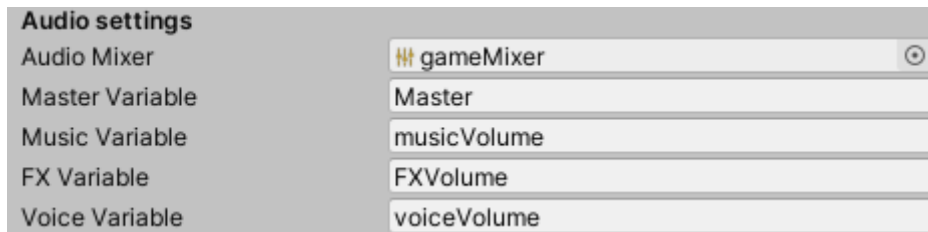


We encourage you to use this mixer, anyway if you already are using other audio mixer you can integrate it changing settings in the MenuController properties of your generated menu prefab.

Change the values you can find at audio settings group of the script. This script is automatically added to any generated prefab and is in the MenuController game object.

Simply set the mixer you are using and the name of the exposed variables this mixer are using for master, music, FX and voice.

If you are not familiar with audio mixer please take a look at Unity documentation.



### Localization

Menu Creator Pro generates a prefab so you can use any third party asset as usual to localize the text. Nevertheless the asset has automatic integration with Localization Pro. If you own this asset all menus can be automatically localized and the 'Language' options will work out of the box in runtime.

If you do not own Localization Pro you can still integrate the runtime language selection by adding your integration to the functions of the MenuController script:

```
public void TrySetLanguage()
```

In this function you should test the values of the variables 'currentLanguage' and 'currentSubTitleLanguage'.

Previously you can set the available languages to be selected in the enums 'availableLanguages' and 'availableSubtitleLanguages'.

### Game Play

The Menu options New Game, Continue and Load Game has their correspondent functions in the MenuController script. To integrate the menu with your gameplay set the code you need there.

```
public void NewGame(GameObject Invoker)
public void LoadGame(GameObject Invoker)
public void ContinueGame(GameObject Invoker)
```

### Custom Options

When you create a custom option you can either set a window to be opened or simply set a custom Option ID. If you set the option ID the following function will be called:

```
public void CustomOption(GameObject Invoker)
```

To retrieve the ID use the sample code provided:

```
Invoker.GetComponent<CustomOption>().userOption
```

### Create your own template

Menu Creator Pro provides several templates but allows you to create as many ones as you wish. The best option to create your own template is create a copy of the default template file and work on it.

Create a copy of the file Assets/Common Game Tools/MenuPro/Resources/MenuTemplate/DefaultTemplate.prefab and name it as you wish. If you want to create an animated template then is better you copy the AnimatedTemplate file in the same directory. Open the prefab you have just create and modify all you want.

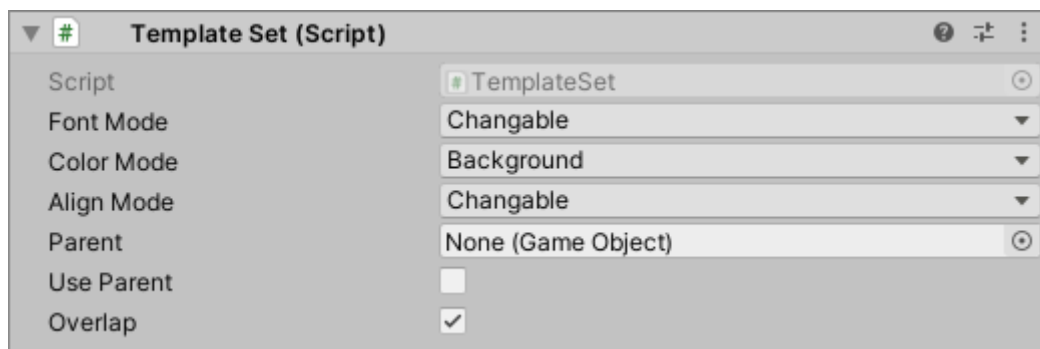
In general you can change al visual aspect of the prefab. The only option you can set in the associated MenuController script is the last one, 'Accept Align' if you check it all menus will be centered although the text in the buttons will be aligned according to the settings.

IMPORTANT: You cannot change the names of the Game Objects in the prefab, otherwise the menu generation will fail.

### Setting special behaviors for elements

In some cases you need to override the default settings of the template for some specific elements in your template.

To do that you can add a TemplateSet script to this menu element in the template.



By adding this script you can force the font not to be overridden or force the color to be applied to this element. There are several color schemas you can apply:

- Unchangeable: will keep the current color no matter the settings you apply
- Text Color: force the color of the element to be the same as set for text in the Menu Configuration
- Button Color: force the color of the element to be the same as set for button in the Menu Configuration
- Foreground: force the color of the element to be the same as set for foreground in the Menu Configuration
- Background: force the color of the element to be the same as set for background in the Menu Configuration
- Darker foreground: force the color of the element to be the foreground color with all RGB components divided by 2.5
- Changeable: Use the settings color
- Preserve alpha variations: Use the indicated color but preserving the template alpha



This modifiers gives you lot of flexibility to create new templates and behaviors.

Align Mode can be set to unchangeable if you need it to remain as is in the template no matter what the Menu Configuration Layout indicate.

Use Parent checkbox force the submenu to be aligned with parent. This is used only I the office template.

Overlap indicates that parent menu must not be hidden when this is shown. Again is used only in the Office template.