**Impulse Framework**

This barebones framework is designed to help you expedite the creation of your next idea in Unity. It includes a number of highly customizable prebuilt systems such as a scene manager, mobile-optimized main menu, cameras, and more.

**Initial Setup**

If you choose not to use prebuilt managers that come with the framework, feel free to skip this section. However, if you do not already have a solution in mind for switching scenes, setting up the main menu, or handling music, it is highly recommended that you do this initial setup.

In the Build Settings, set the Splash scene to 0 and Menu to 1. Unity preloads everything in each scene, with the exception of the first scene (scene 0). For optimal performance, you should keep your splash scene as lightweight as possible and try not to add too many more objects.

**Customizing the Splash Image**

1. Locate the Resources/Prefabs/Scene/SplashFadeIn object. Select the ImageToFade child object.
2. Set the Source Image of the Image component to whatever splash image you want to display.

**Customizing scene loading (fade in/out, interpolation, duration)**

1. Locate the Resources/Prefabs/Scene/SceneManager object.
2. In the SceneManager component, you can specify the Duration of fade in/out as well as the Interpolation of the fade. If you do not want to fade in/out scenes, set the duration to 0.

**Customizing the main menu**

1. Open \_Scenes/Menu.unity
2. Open the MenuSystem object. You’ll notice a main menu and options menu are already set up for you, but are inactive.
3. Create a new child object under MenuSystem and attach the MenuScreen script to it.
4. Add your new menu elements to this new child object.
5. Set your new child object as inactive once you are finished with it.

To switch menus using UGUI OnClick(), call the MenuManager.ChangeMenuAndFade() or MenuManager.ChangeMenu() function.