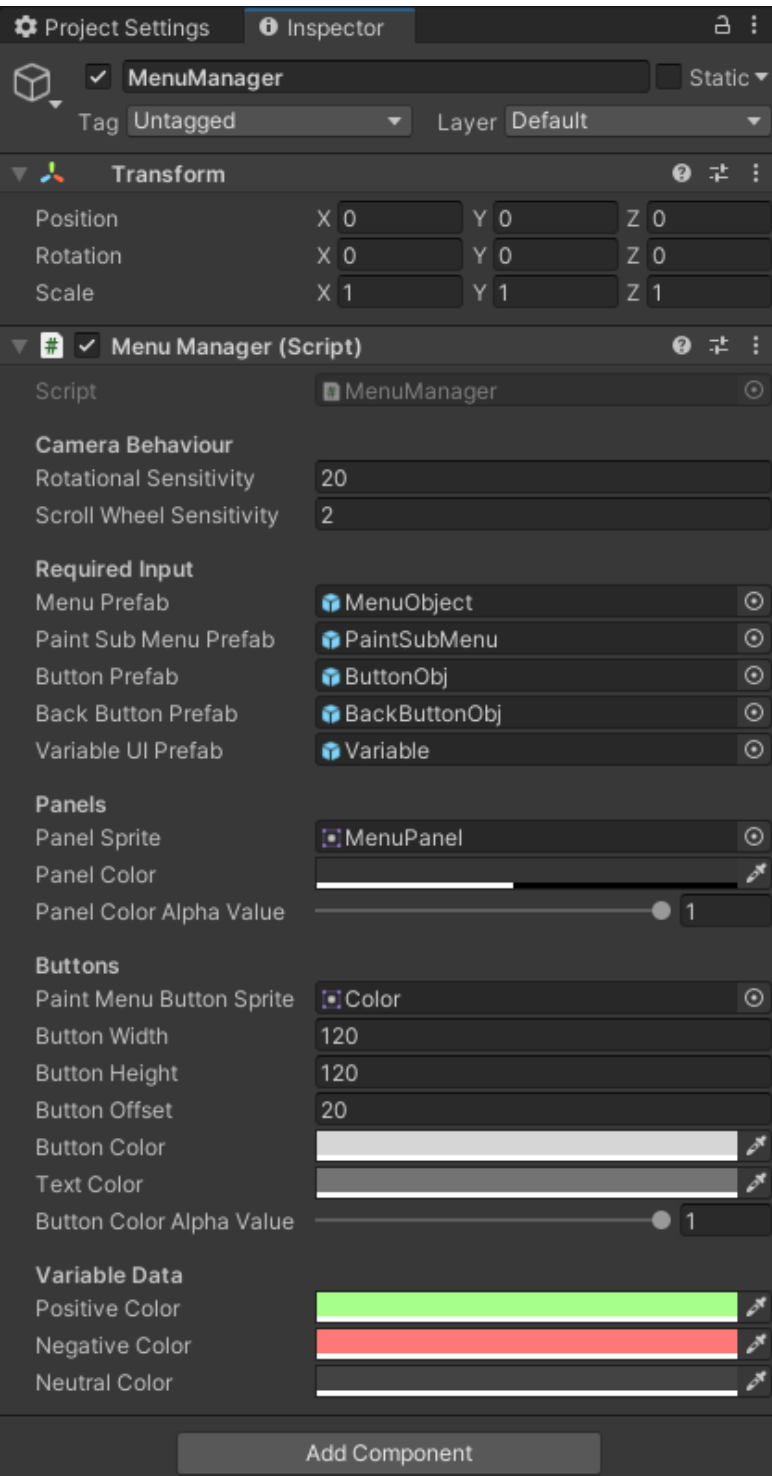


Customizable Objects Asset Pack [READ ME]

PURPOSE:

Customizable Objects Asset Pack is an auto-generated customization menu for all customization needs. Simply add a menu manager with the values of choice, a customizable object with a list of menus, variables, and attachments, and let the Customizable Objects Asset Pack do the rest.



HOW TO USE: [MENU MANAGER]

This menu is responsible for autogenerating all menus, buttons and other UI elements as well as general behavior of the customizable object logic.

Rotational Sensitivity and Scroll wheel Sensitivity affect the camera's rotational and zoom in/out speed.

Required input is already set up. Leave it be.

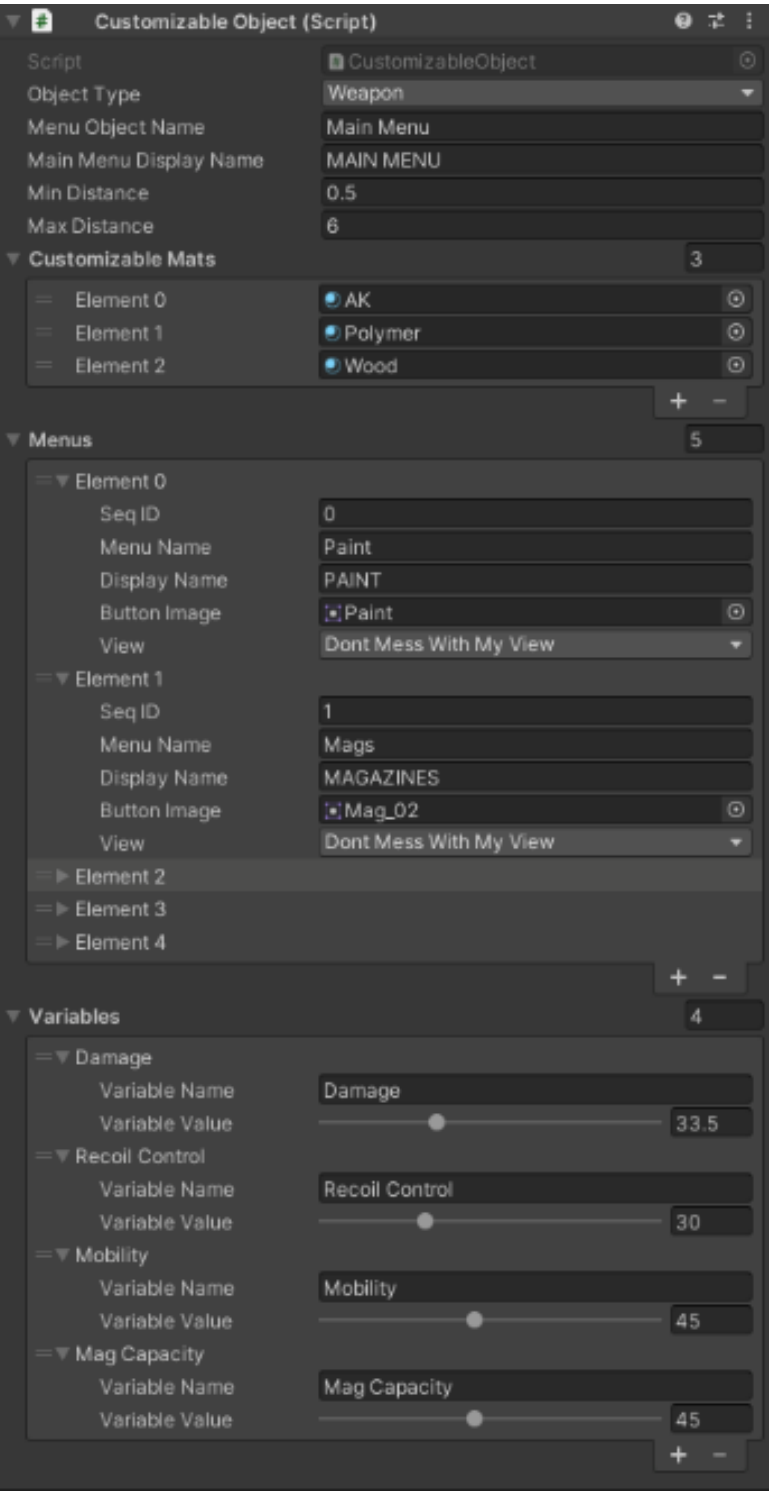
Panels are the game objects in which the menus spawn. You have the ability to switch the sprite and adjust sprite color.

Buttons width and height determine the size of the button, offset is the distance between each spawned button in the Menu.

Button color determines the color of the Buttons, while text color determines the color of texts.

Variable data determines the color of the variable UI.

Green = good, red = bad, neutral = neither. Change colors to fit desired style of choice.



HOW TO USE: [CUSTOMIZABLE OBJECT]

This menu is responsible for setting up a customizable object’s menu and variable information.

It should be placed on the parent object of the customizable asset.

Object type is used to link the customized object and its data back to in game mechanics of the user’s choice.

Menu object name refers to the main menu from which all spawned menus will be called.

Main menu display name is the string that will be displayed in the Title text UI of the menu.

Min and Max distance are the distances are the maximum zoom in/out for the camera object

Customizable Mats are the materials that the user will be able to customize. Drag and drop this customizable Object’s materials into this List.

Menus are the required menus for this object.

SeqID is the sequence this object will be spawned in. if 2 menus have the same sequence id number they will

Overlap and not work properly. Ensure the SeqID is unique.

Menu Name is the name for the specific menu, it should also be Unique.

Display name is what will be displayed to the user in the Title text UI

Button image is the image that will be shown in the button object responsible for calling the menu

View is an enum that allows for the repositioning of the

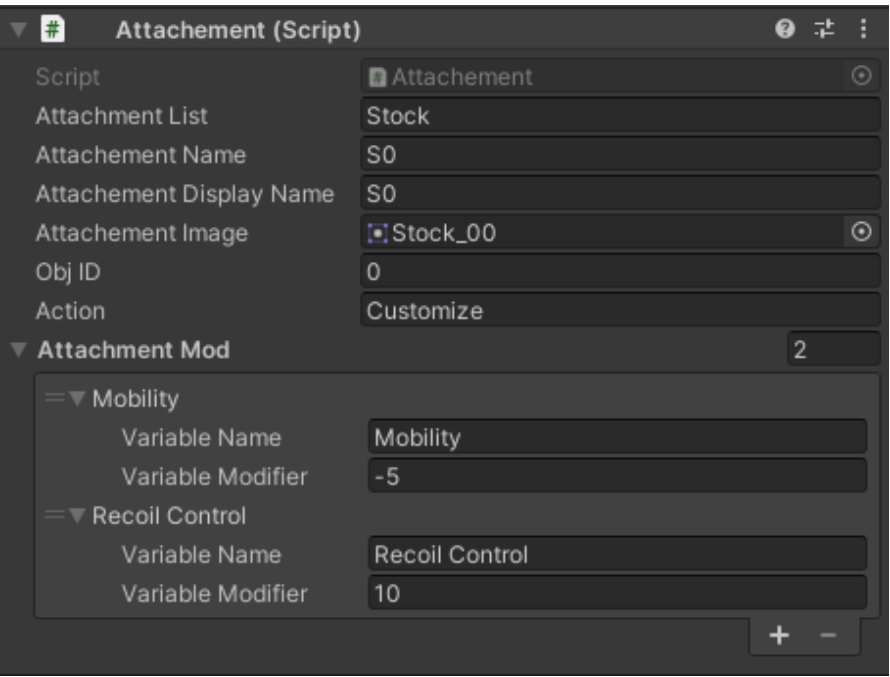
camera based on the active menu.

[Don’t mess with my view] will ensure the camera position and rotation is only done through the use of the mouse

When this menu is launched.

Variables are the variables and their values for this customizable object.

Variable name is the name used to differentiate the variable and Value represents this customizable objects Base value.



HOW TO USE: [CUSTOMIZABLE OBJECT]

Attachment component should be placed on any attachment in customizable object.

The string in Attachment List should match the Menu name in which this attachment should belong.

Attachment name is the attachment's name while the display name is what will be shown in the title of this attachment's button.

The Attachment image is the Image that will be shown in the Button's sprite renderer.

ObjID or Object ID is this attachment's identity, it must be unique in order for the code to function properly.

objID also represents the sequence this object will appear in the menu.

Action must be Customize so that the program knows this Button's purpose.

Attachment Mod is the Modifier this attachment will apply to the base model. -5 mobility means if mobility was 20, it is now 15.