

Quick Start

We are going to make a Pause Controller object that pauses the selected Layers we choose.

Legend:

Basic Directions and Expected Results is a column that lays out directions.

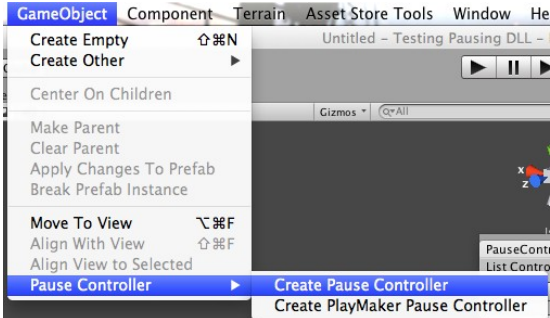
Details column contains more insight on the actions you're making.



Blue text represents names or GameObjects, Layers, etc.

Purple text represents menu or interface items.

Green text represents a field in the inspector.

Orange text represents a value in the inspector.

Step	Basic Directions and Expected Results	Details
1	Create a layer and name it DontPauseThese . New layer should be available to assign to GameObjects.	If you don't know how to add layers, there's instructions online for "Adding a New Layer In Unity3d". We are just doing this to streamline the tutorial. You don't have to create a new layer or only use a layer named DontPauseThese . If you don't create this layer, just know which layers you want to keep running when pause is activated.
2	Select Create PlayMaker Pause Controller or Create Pause Controller under GameObject->Pause Controller .  Makes a new GameObject named Pause Controller	If you are using PlayMaker add-on(download PlayMaker support from The Asset Store), then select Create PlayMaker Pause Controller . Otherwise, select Create Pause Controller . This should make an GameObject named Pause Controller .

3	<p>Select new GameObject named Pause Controller.</p> 	<p>Next, we are going to edit the component named Pause Controller(script) in the "Inspector" Tab.</p>
4	<p>Change the field labeled, Active Filters from Nothing to Layer Filters.</p> <p>This should now reveal the Layers... section in the inspector.</p>	<p>Activate Filters determines which aspects of a GameObject should be use in determining pause.</p>
5	<p>Click on the triangle next to Layers...</p> <p>This will reveal options for pausing base on layers.</p> 	<p>The Inspector is only going to show what is activate in the Pause Controller. So this way, we keep the interface clean for you.</p>
6	<p>Change Pausing Layers to Pause.</p>	<p>There's two options, Pause and DontPause. For pause to work, there should be a filter that has their pausing behavior set to Pause. DontPause cancels the matching attribute that will be pause after filtering is done.</p>
7	<p>Change Selected Layers to Everything then deselect DontPauseThese.</p>	<p>We did these 2 steps because it's quicker. It selects every layer and then we just have to deselect ones we don't want to pause.</p>
8	<p>Reassign non-pausing objects to DontPauseThese.</p>	<p>There are many techniques for integrating Pause Controller into your game. We are just showcasing one way to do this within this tutorial.</p>
9	<p>Click Activate Pause checkbox to pause</p>	<p>Activate Pause is just a boolean value that can be set to true or false at anytime in code or other means.</p>