

# menuObject

## What is this?

Basically it's just a canvas that has a camera mount attached to it.

Putting multiple menuObjects in a scene will allow you to fly from one to another

## How to use it?

Create a gameObject called something like "mainMenuObject"

Attach a canvas to it.

Attach a gameObject to it called something like "mainMenuMount", this is what will hold your camera when it is called so put the mount looking at the canvas.

Attach button to the canvas.

Create an empty game object called cameraGuide and put the main camera inside it.

Attach the menuCamControl script to the cameraGuide.

Set currentMount of cameraGuide to the mount that you want the game to start at.

Set the speed(between 0 and 1) 0 = slow, 1 = fast.

In the click event of the button set the object to the cameraGuide.

Set the method to transform and the name of the mount you want the camera to fly to.

## Example.

```
>mainMenuObject(gameObject)
```

```
    >Canvas
```

```
        >mainMenuMount(gameObject)
```

```
        >playButton(gameObject UI button)
```

```
Playbutton(onClick) {
```

```
    Reference cameraGuide object
```

```
    Run script : menuCamControl
```

```
Run method : setMount(Transform)    e.g newGameMount(Transform)
}
```