

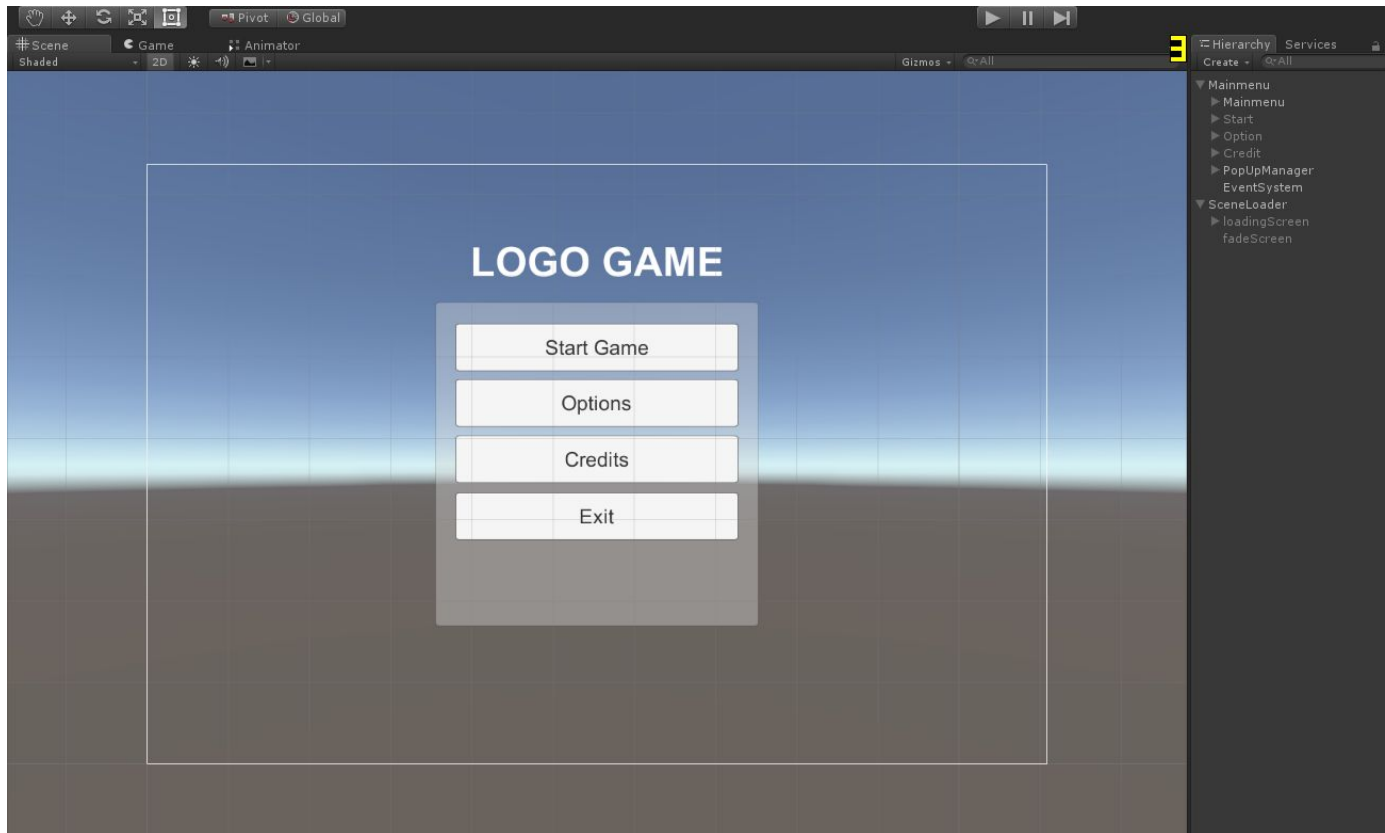


Basic Manual

- [How to create game menu \(using template \)](#)
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- [How to create panels manager](#)
- [How to control a panel with button](#)
- [Panel Manager functions](#)
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- [How to setup Animation controller for a panel](#)

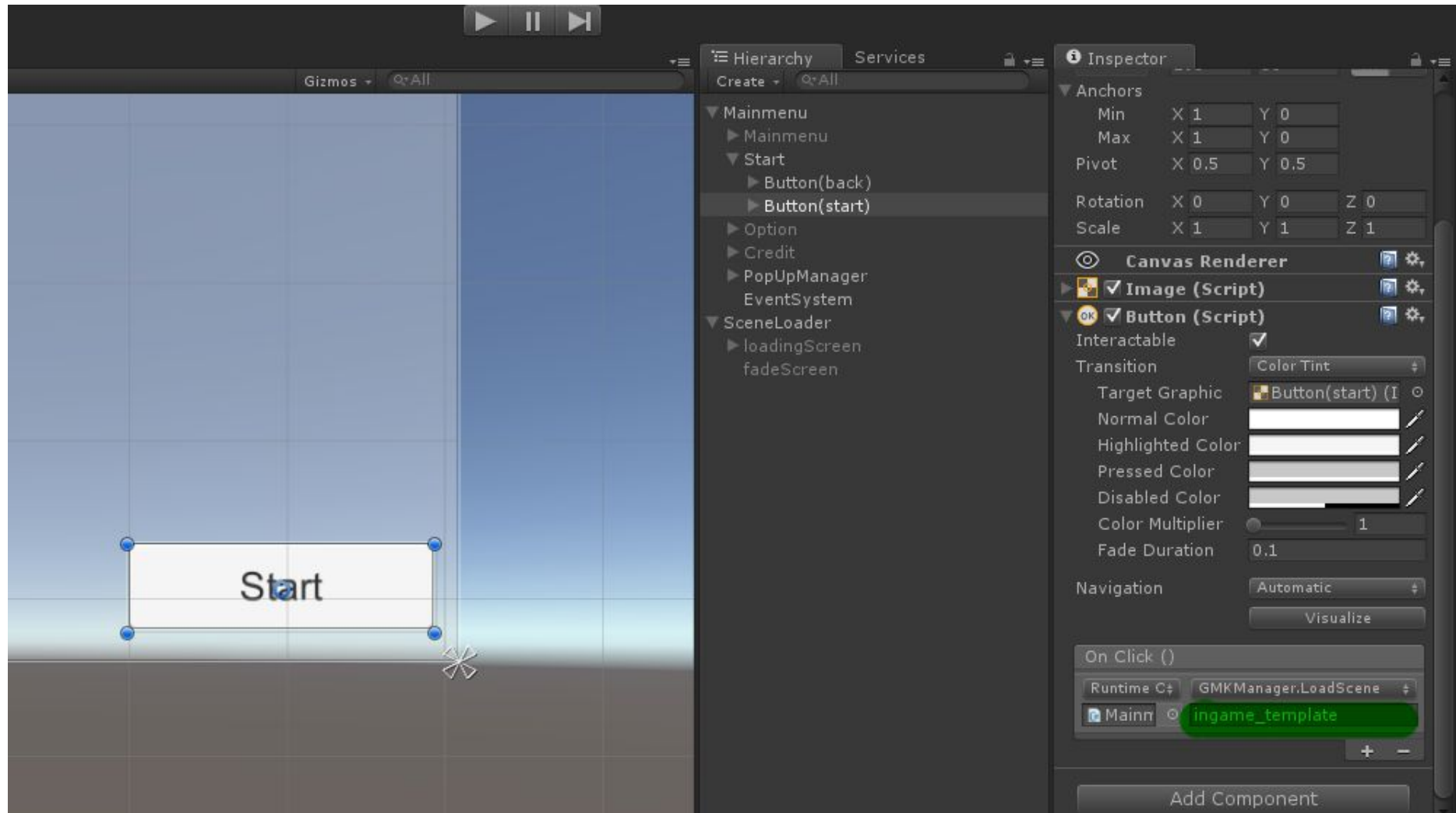
How to create game menu

1. New scene
2. Go to **Windows > Game Menu Kit > Template > Create Mainmenu**
3. Mainmenu will create on your scene and ready to setup



so now you can change or replace your game logo or change button style or colors as you needs

Now we have a main menu with 4 panels included. (Mainmenu , Start , Option ,Credit) these panels are switching to display by Enable / Disable by when it called by function in panels mananer.



Let's take a look at **Start** panel, At first i will guide you how to start loading into your gameplay scene, you will see 2 button inside please select **Button(start)** so you will see **On Click** function on Button component This function is **GameManager.LoadScene**. you can change "**ingame_template**" to your game scene name.

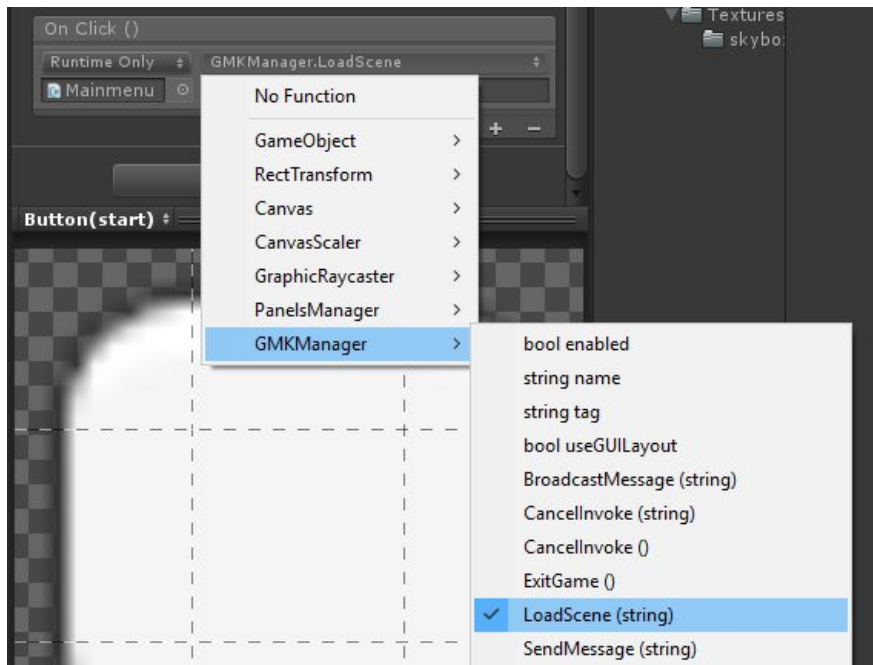
How to use Scene Loader

Scene Loader are use for changing scene. you need **SceneLoader** Object on the scene and it won't be removed when the scene are changed. The **SceneLoader** will automatically create on your scene if you create Mainmenu from template. Or you can create it manually by **Windows > Game Menu Kit > Prefab > Create Scene Loader**

You can directly call by this function

```
GMK.SceneLoader.StartLoadScene("<<your scene name>>");
```

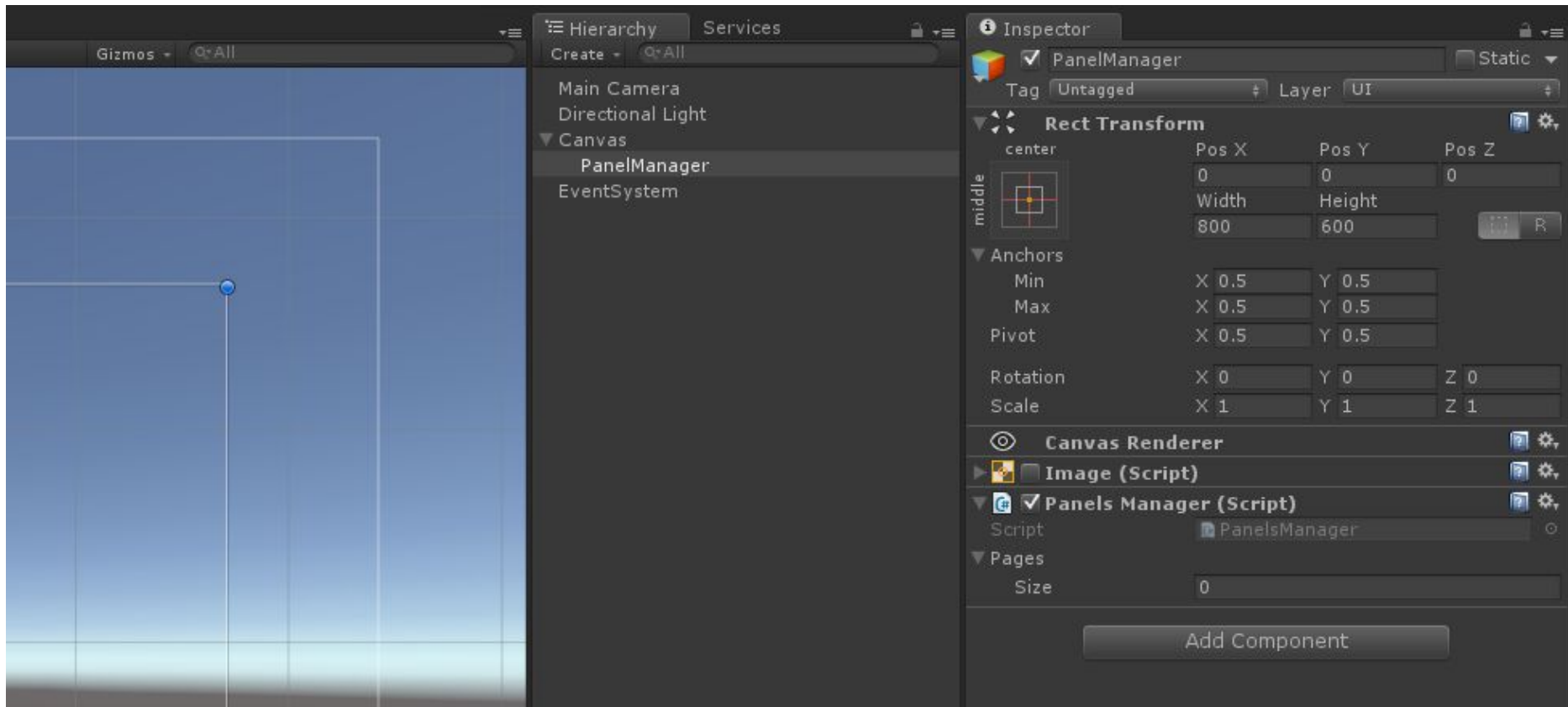
Or use GMKmanager when you call by Button. **GMKManager** must attached to Root of Mainmenu object.



How to Create Panels Manager

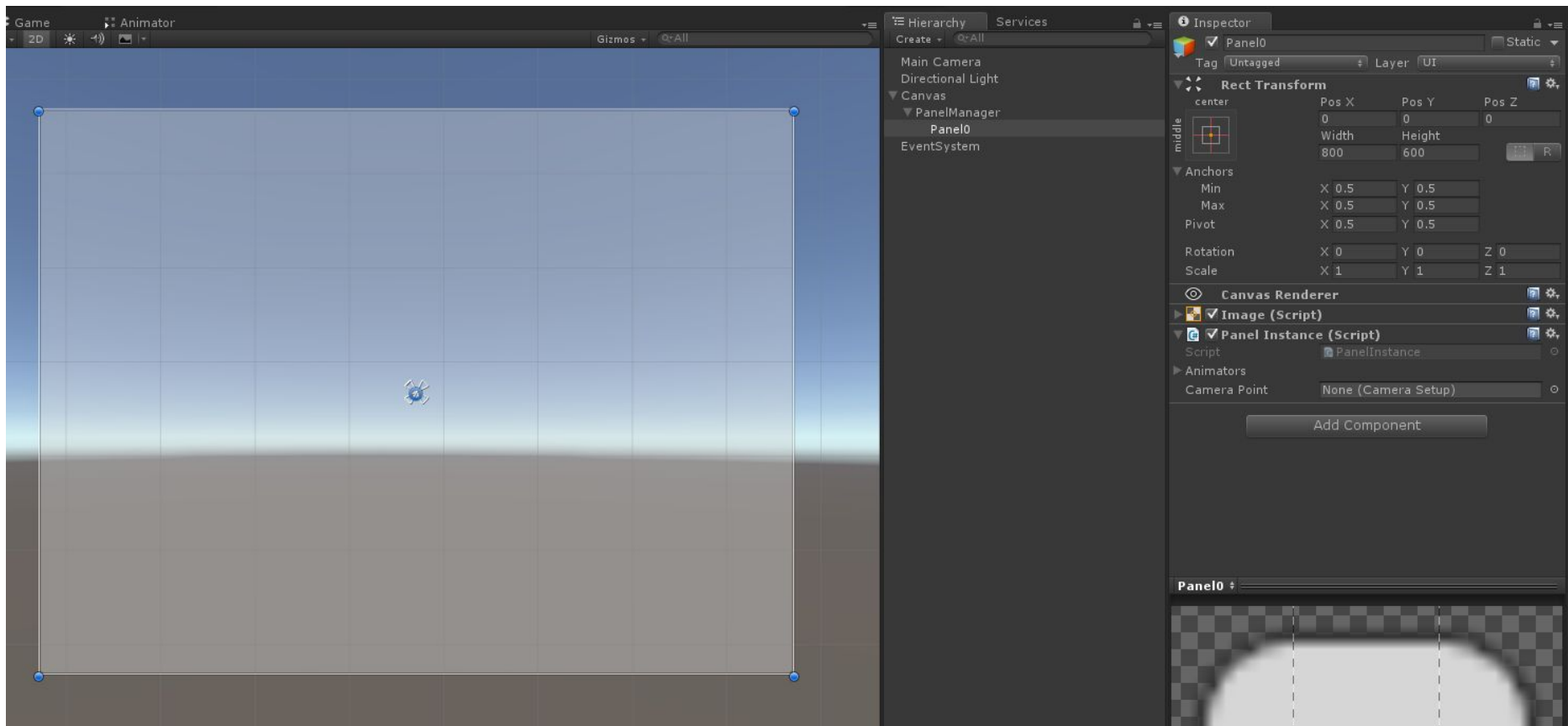
A panel manager need to place inside Canvas or Object. in this sample i will show you how to create popup example by using panel manager.

1. Select Canvas or any object,
2. Go to **Window > Game Menu Kit > Prefab > Create Panel Manager**
3. You will see a panel manager was created.



How to add Panel

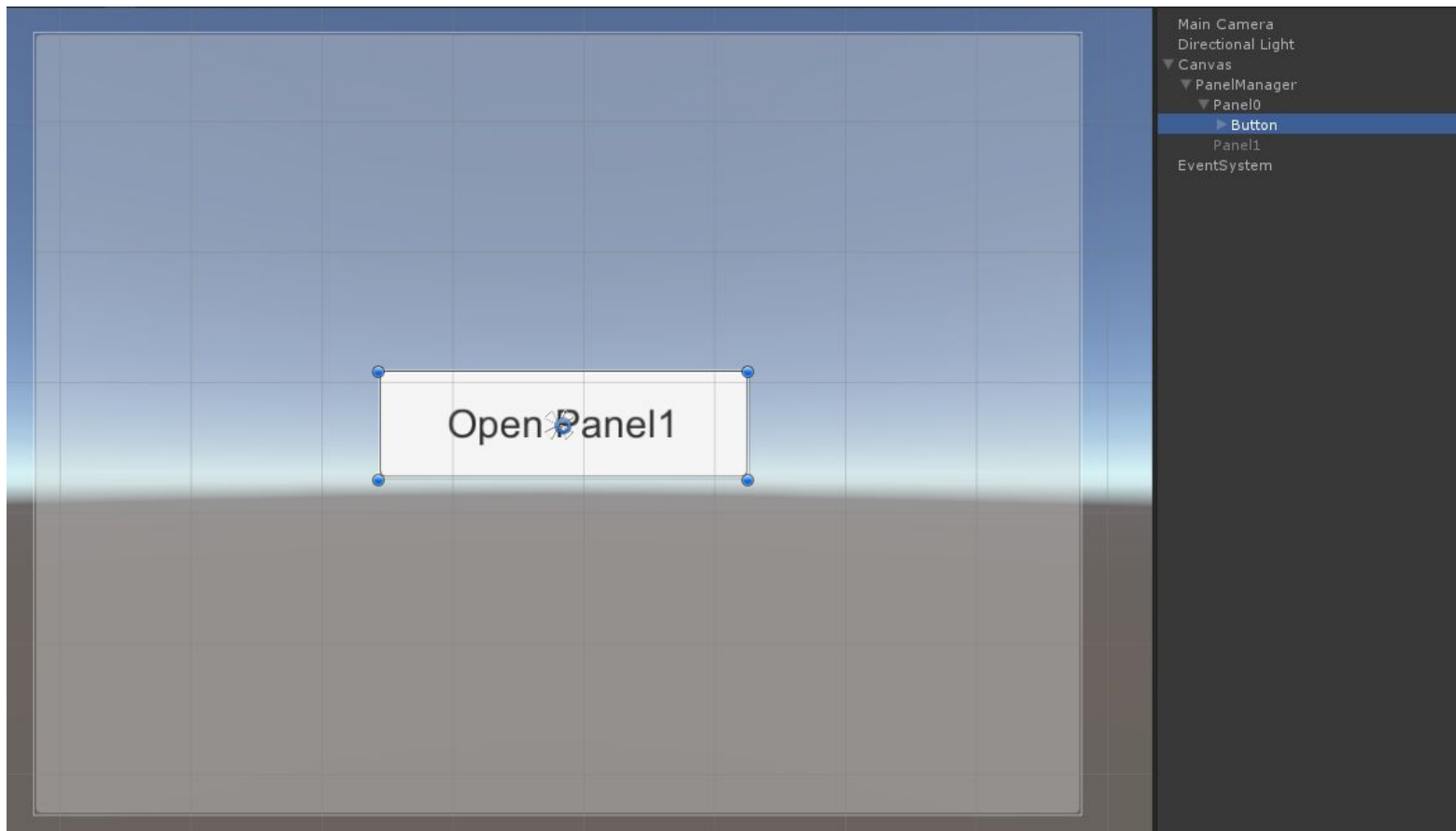
4. Select **PanelManager** object on the scene
5. Go to **Window > Game Menu Kit > Prefab > Create Panel**
6. You will see **Panel** object was created inside the **PanelManager**



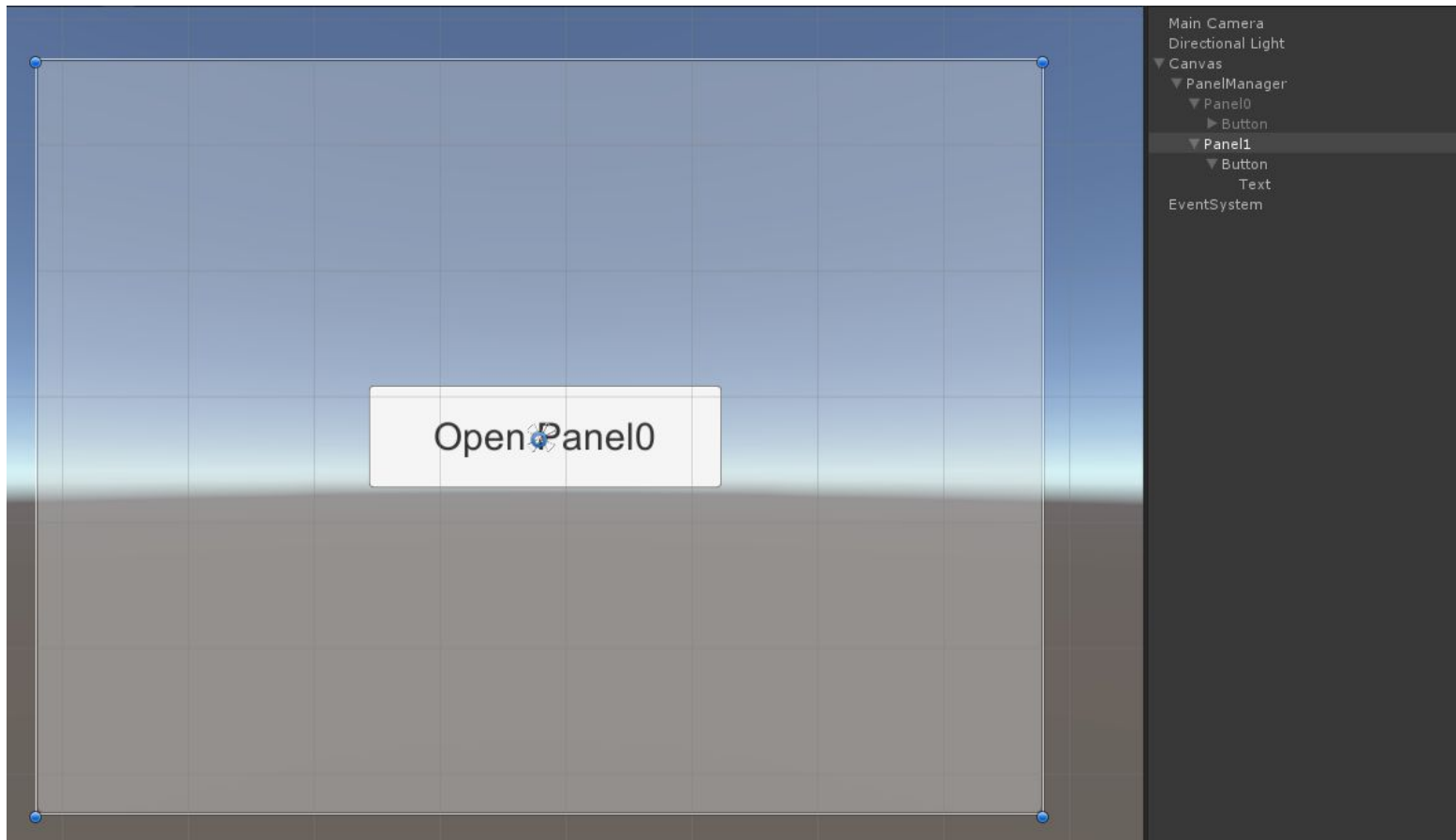
so now you can use this panel to making each page on game menu or window dialog.

How to control a panel witch button.

7. Let's select **PanelManager** object again to create one more Panel
8. Now you have 2 Panel in the scene (**Panel0** , **Panel1**)
9. You have to disable **Panel1** to working on **Panel0**
10. Add **Button** as child of **Panel0** and change a button text like this image

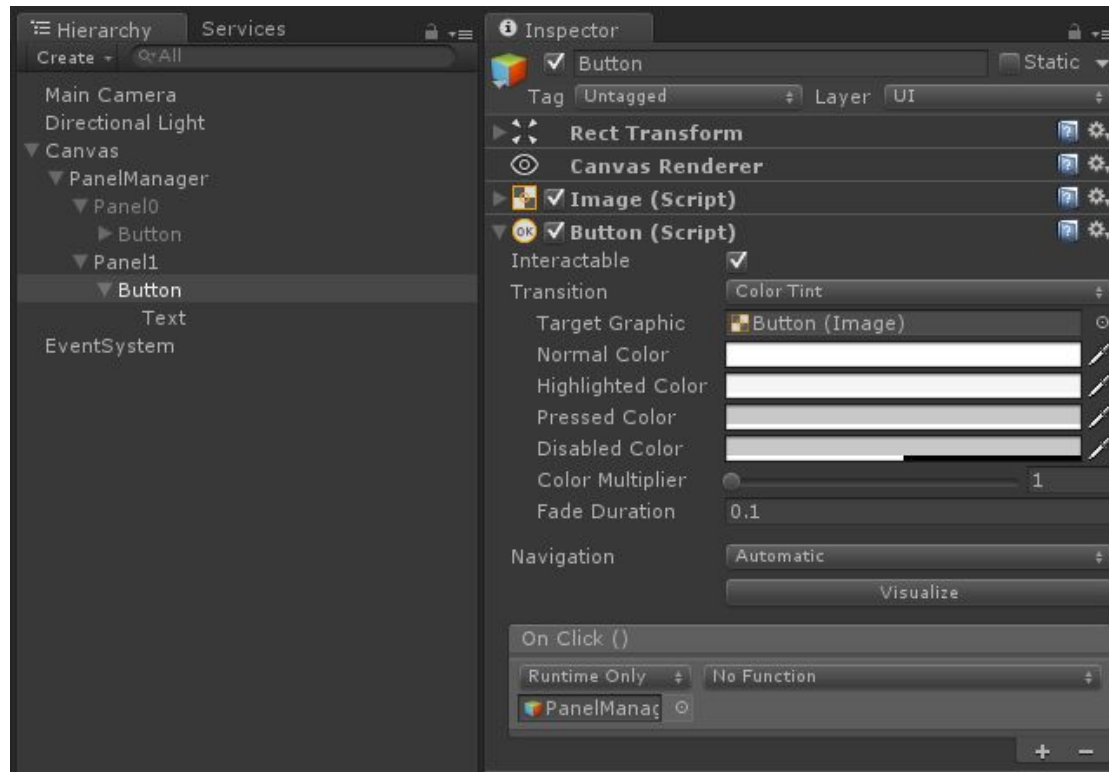


11. Disable **Panel0** and enable **Panel1** to working on it
12. Create a **Button** as same as **Panel0** and change button text like this image.



13. Now we have 2 Panel with 2 button, so we will make it click to switching between each other.

Add function to a Button



1. Select **Button** on **Panel1**
2. Click + button
3. Add **PanelManager** to **Object**
4. Select Function
PanelManager.OpenPanelByName
5. Set parameter to "**Panel0**"
Panel0 will enable when you click
6. Do this same to **Button** in **Panel0**

Let's Play test..

You can switching between 2 page by click those button.

Panel Manager Functions.

IsPanelExist (string panelname)

Check if a specified name panel is exist.

CloseAllPanels ()

Close all opened panels

CloseAllPanelsAndOpen (PanellInstance panel)

Close all opened panels and open specified panel

OpenPanellInstantByName (string name)

Open panel by specified name without delay or animation

OpenPanellInstantByNameNoPreviousSave (string name)

Open panel by specified name without animation and ingore a previous panel (in case having a Back button)

OpenPanelByName (string name)

Open panel by specified name

OpenPanelByNameNoPreviousSave (string name)

Open panel by specified name and ingore a previous panel (in case of having a Back button)

OpenPreviousPanel ()

Open a previous panel (in case of having a Back button)

OpenPanelByNameToggle (string name)

Open and Close panel in a same button

ClosePanelByName (string name)

Close panel by specified name

CloseCurrent ()

Close a current opened panel

ClosePanel (PanelInstance panel)

Close a specified panel

IsPanelOpened (string name)

Check if a specified name panel is opened.

NextPanel ()

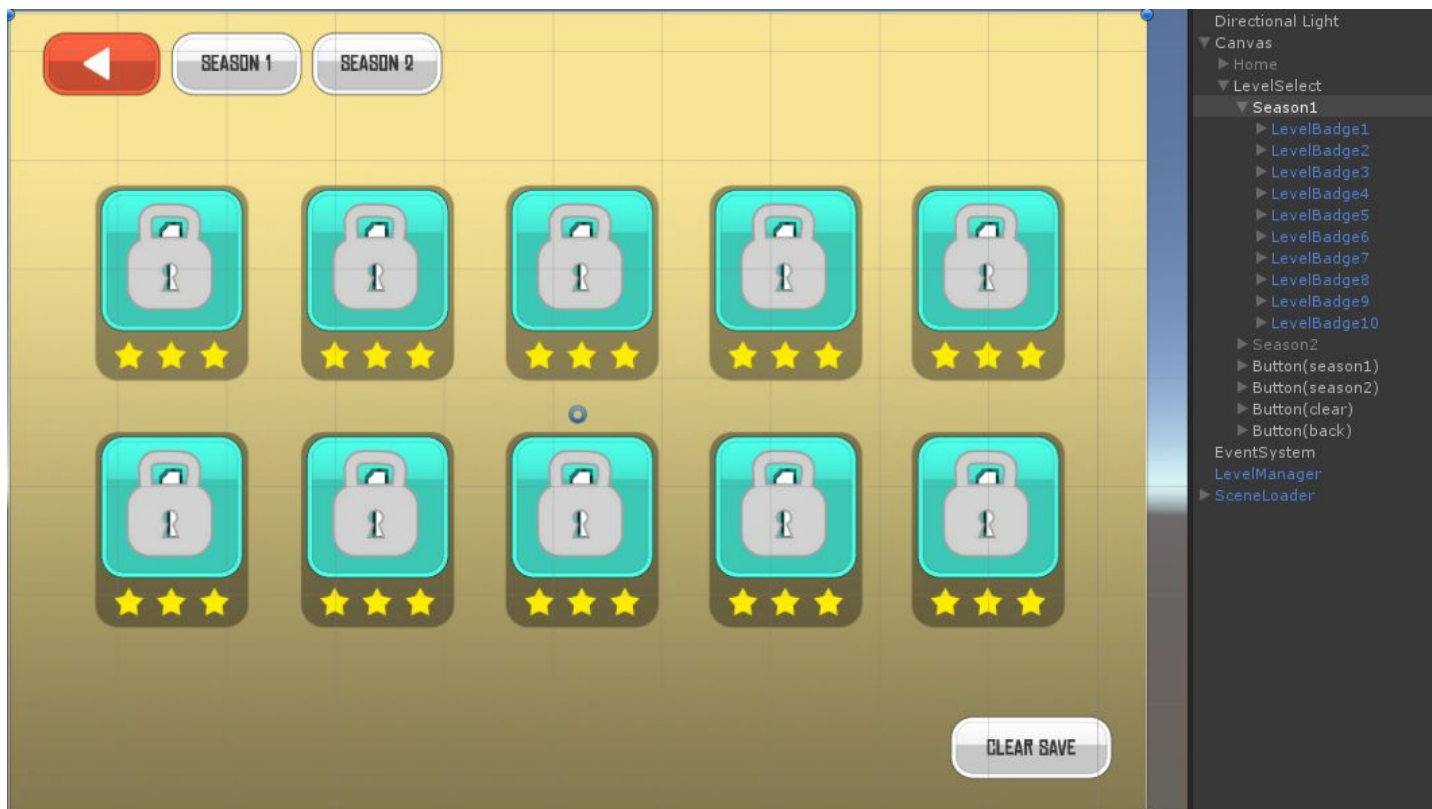
Open Next panel in order of Pages in panel manager.

PrevPanel ()

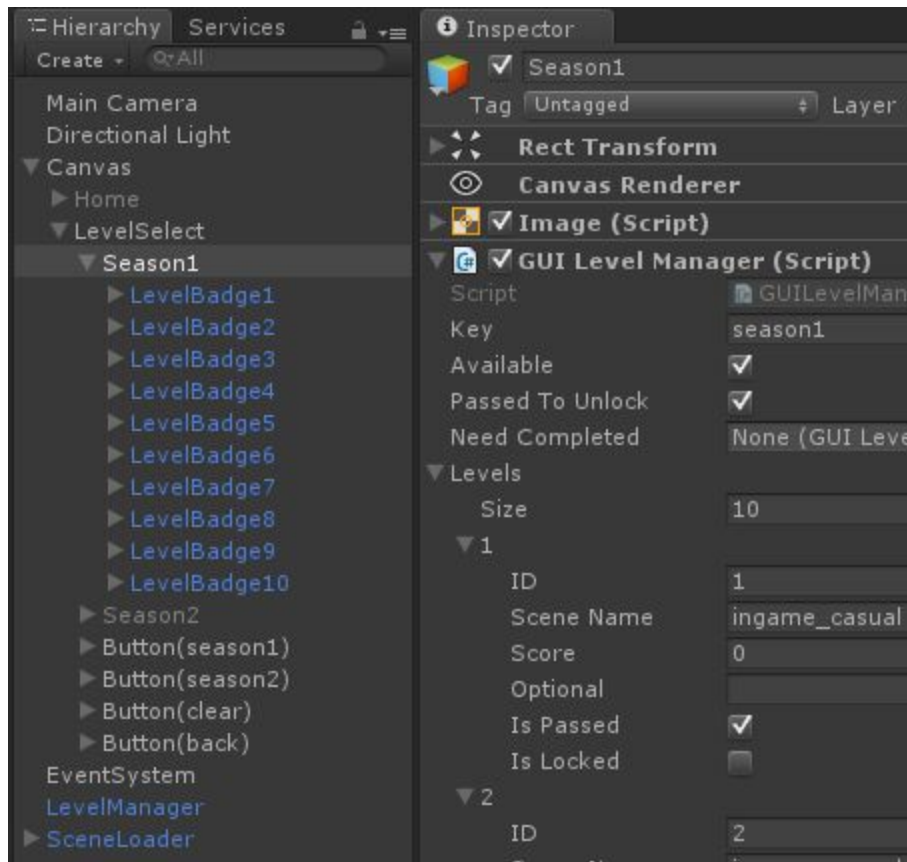
Open Prev panel in order of Pages in panel manager.

How to use Level Manager

Please open **mainmenu_casual** scene. you will see the **LevelManager** object in the scene, this object are using for save a game level process and score this object is don't destroy on load. a saved data are separate by **key**, so please take a look at **Season1** and **Season2** inside **LevelSelect** panel for example



Please select **Season1** object to check a parameters



Parameters

- **Key** : a keyword for separate all the game season this keyword must be unique.
- **Available** : if enabled mean Unlocked this season.
- **Passed To Unlock** : if enable mean need to complete previous level to unlock next.
- **Need Complete** : add (*another GUI Level Manager*) which is need to complete before unlock this season.
- **Levels** : a list of all levels. You can set a gameplay scene name and **ID** must be a number in order of array or unique id.

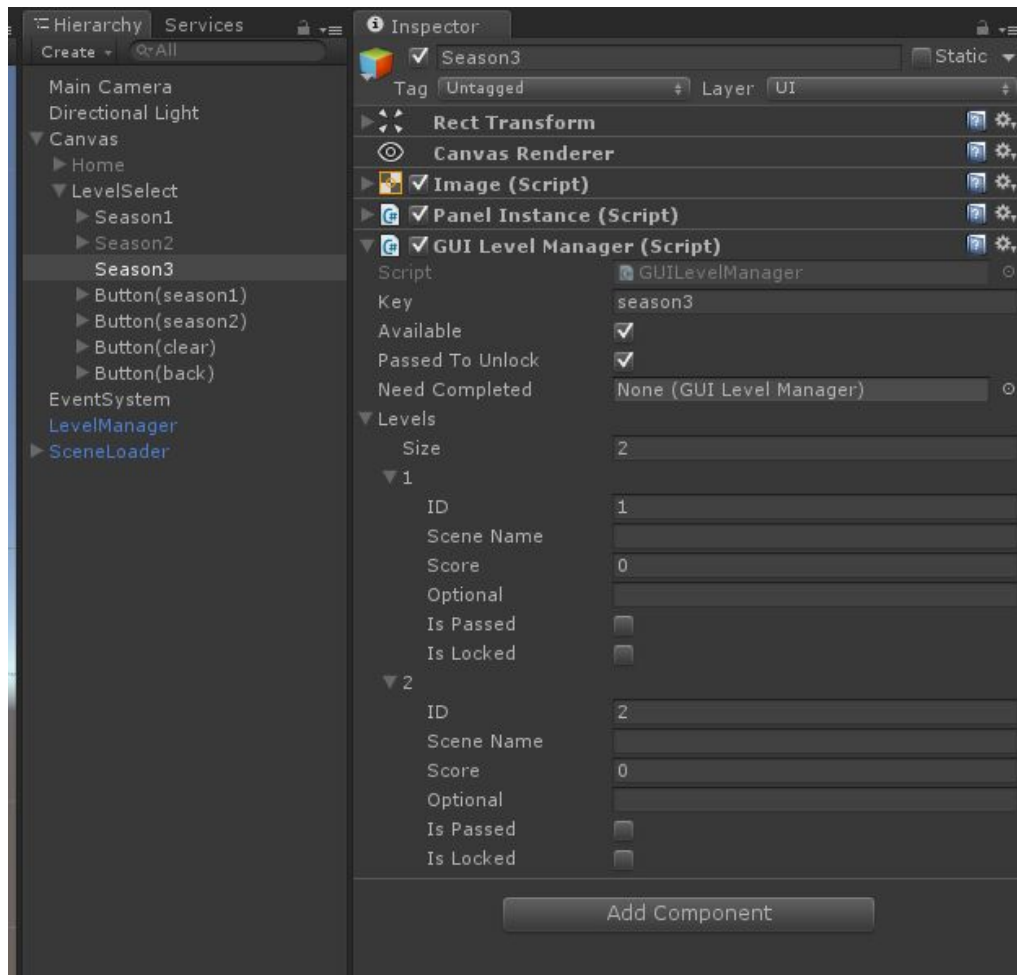
Please select some **LevelBadge**



LevelBadge must included as same as a number of **Levels** size and **ID** parameter in every **LevelBadge** must set as same as **ID** in the **Levels** for pairing.

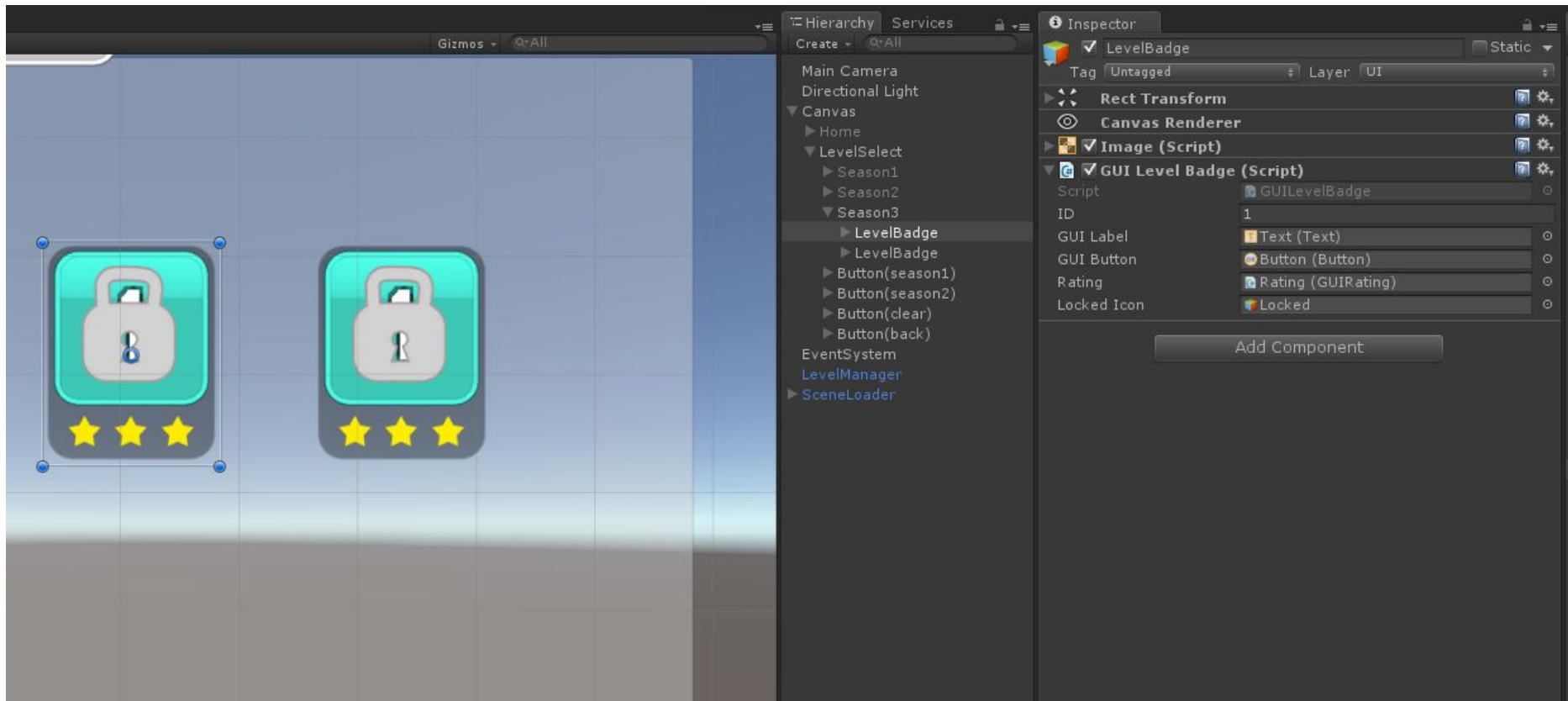
How to create new season

1. Select **LevelSelect** object
2. Go to **Window > Game Menu Kit > Prefab > Create Panel**
3. rename a new panel to “Season3”



4. Set **Key** to “season3”
5. Add 2 element to **Levels**
6. Set **ID** to 1 and 2 in order of **Levels**
7. Set **Scene Name** to your gameplay scene
8. Enable **Is Passed** in Levels [0] to unlock first level.

9. Select Season3 and add 2 **LevelBadge**
by go to **Window > Game Menu Kit > Prefab > Create Level Badge**

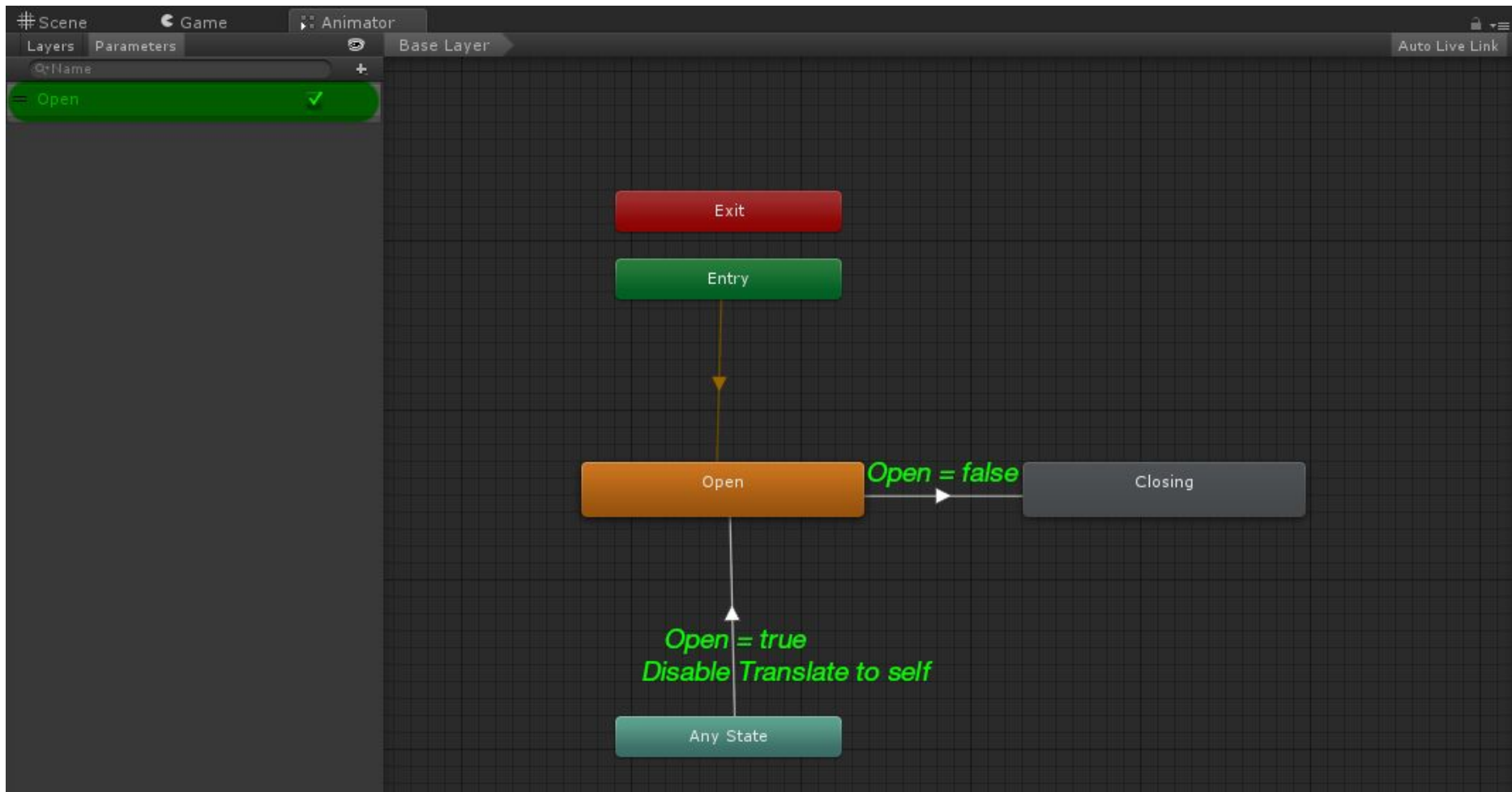


10. Select those **LevelBadge** and set **ID** to 1 and 2 in order for pairing to **ID** in the **Levels** list

Let's Play test..

How to setup Animation controller for a panel

1. Create Bool Parameter name **Open** and set Enable by default
2. Place Open animation and Close animation to the animator
3. Setup a condition like this image.
4. Add animator and this animation controller to a panel



Thank you!

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if you have any question

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