

# Quantum Tek

## Simple Menu

This documentation is not complete. The full version is available online at <https://quantumtekhub.com/unity/simplemenu/>. This documentation shows how to start using the asset. Support for this asset can be found on Github at <https://github.com/QuantumTekSupport/SimpleMenu/issues>.

Email Support:

- [support@quantumtekhub.com](mailto:support@quantumtekhub.com) for help with using the asset or the website
- [unity@quantumtekhub.com](mailto:unity@quantumtekhub.com) for questions about the asset or feature requests

This asset requires TextMeshPro before the asset can be imported. TextMeshPro is a free Unity package available through the package manager: Window > Package Manager. After installing TextMeshPro, make sure to go to Window > TextMeshPro > Import TMP Essential Resources

## Getting Started

- Creating a menu via using the Simple Menu prefab Under Quantum Tek > Simple Menu > Prefabs > Components > Simple Menu along with an Event System is the first step to make a menu
- Use the other prefab components or menus/windows to create your own custom menu
- Keep in mind that for a tab group to work, you must assign the OnClick event the correct window to open using the ChangeTab function, as seen in the image below



- To open/close a window, call the Toggle function on the window you want to open. This can be done by script or by using the OnClick event for a button similar to the one above, and assigning the correct window as a parameter
- You can toggle a tab group just the same
- ToggleMenu is a function available to the SM\_Menu script to open or close all tab groups and windows in the menu
- SM\_Audio is a component meant to allow for sound playing on UI events, such as playing a sound on button click. This would be done by having one SM\_Audio on a GameObject for specifically button sounds, and so on
- SM\_Bar is a component that will act as a progress bar with three different ways of filling the bar: changing the image width, height, or fill amount
- SM\_OptionList is a component that has two buttons to switch between string option choices. However, any way of changing what the current option is will work
- Tabs in tab groups can be aligned using the AlignTabs function after setting the alignment variable for the SM\_TabGroup
- Prefab menus include: An empty menu, a main menu, and a pause menu
- Prefab windows include: An empty window, an empty tab group, a confirmation window, a loading window, a login window, and a settings tab group
- Prefab components don't have functionality attached, meaning that you'll have to assign functions to the UI events on the UI components
- The value of a TMP\_Dropdown, SM\_OptionList, Slider, and Toggle can be saved using an SM\_SaveDropdown, SM\_SaveOptionList, SM\_SaveSlider, or SM\_SaveToggle component and calling the Save function on it. Combining this function with an OnValueChanged or similar event will allow autosaving of these component values

## Terminology

- SM\_Menu is the backbone of a menu, but usually won't have functions called on it
- SM\_Window is a regular window in the menu, and is used to open/close the window it represents
- SM\_TabGroup is similar to a window, but acts as a group of windows that only one can be opened at a time. However, multiple tab groups can be open at a time
- SM\_TabWindow is a window inside of the SM\_TabGroup
- SM\_Tab is the tab corresponding to an SM\_TabWindow in a tab group
- SM\_OptionList is an option list of strings to choose from
- SM\_Bar is a progress bar for things like XP, health, loading progress, etc.
- SM\_Audio is a component meant for playing UI sound effects, with one for each type of component, but can be used in other ways
- SM\_Save... is used to save the values of the corresponding UI elements to PlayerPrefs