**How to add the Menu to Your Scene:**

1. Download the ‘PauseMenu’ Prefab and the pauseMenu Script
2. Open your scene
3. Attach the ‘PauseMenu’ Prefab to CenterEyeAnchor as a child
   1. Get to CenterEyeAnchor by clicking PlayerPackage -> OVRCameraRig -> TrackingSpace -> CenterEyeAnchor
      1. Note: Some Scenes don’t have PlayerPackage, so just navigate to your OVRCameraRig and continue to navigate to CenterEyeAnchor if you don’t have that Prefab
4. Attach the ‘PauseMenu’ Script to OVRCameraRig
5. On the ‘PauseMenu’ Script Component, where it says ‘Canvas’ attach the ‘PauseMenu’ Prefab
   1. Navigate to the Menu Buttons by clicking PlayerPackage -> OVRCameraRig -> TrackingSpace -> CenterEyeAnchor -> pauseMenu -> TutorialDisplay
6. Click on Resume
   1. Scroll Down to the Button Compnent
   2. For the ‘On Click ()’ section attach OVRCameraRig as the object
   3. Click on the Drop Down within the ‘On Click ()’ section
   4. Select ‘PauseMenu’ from the dropdown options and then select ‘resumeScene ()’
7. Click on Restart
   1. Scroll Down to the Button Compnent
   2. For the ‘On Click ()’ section attach OVRCameraRig as the object
   3. Click on the Drop Down within the ‘On Click ()’ section
   4. Select ‘PauseMenu’ from the dropdown options and then select ‘restartScene ()’
8. Click on toGallery
   1. Scroll Down to the Button Compnent
   2. For the ‘On Click ()’ section attach OVRCameraRig as the object
   3. Click on the Drop Down within the ‘On Click ()’ section
   4. Select ‘PauseMenu’ from the dropdown options and then select ‘toGallery ()’
9. Now you’re done! Press Y while in game to open and close the menu.

Note: Bool ‘paused’ is public to allow for other scripts in your scene to check to see if the game is paused or not.