

# City Car Driving Simulator

## Main Menu System

### Contents

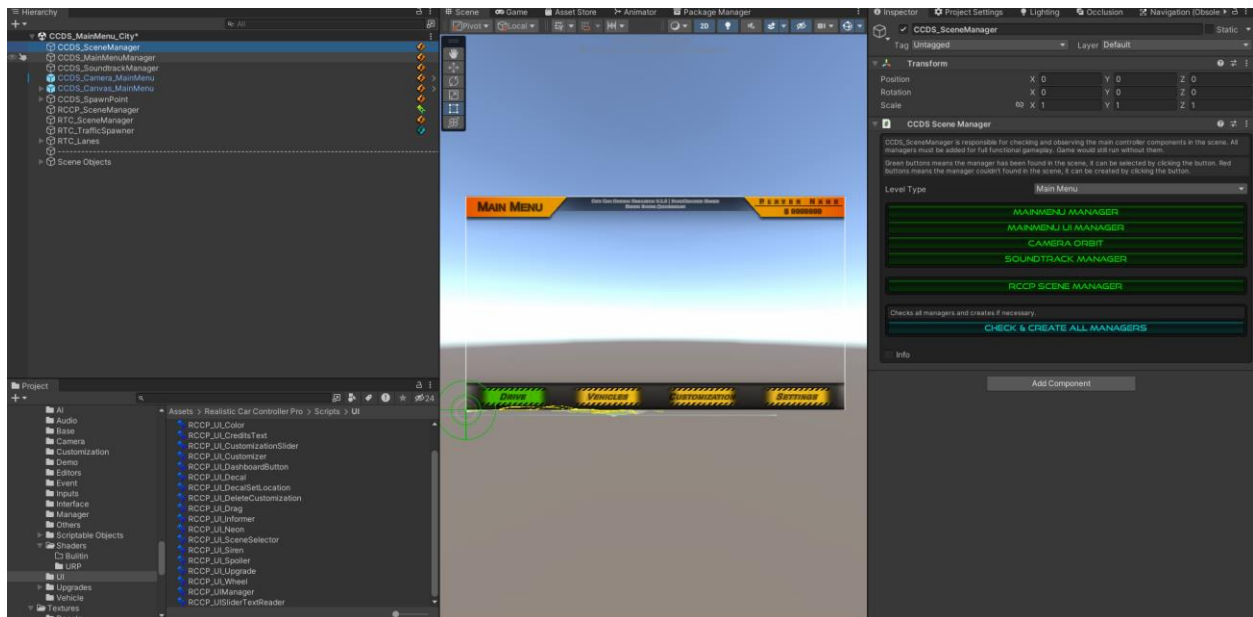
City Car Driving Simulator .....	1
Main Menu System .....	1
Video Tutorials .....	1
How to Create a New Main Menu Scene .....	1
How the Main Menu Works.....	2
CCDS_MainMenuManager .....	3
CCDS_Canvas_MainMenu.....	3
CCDS_Camera_MainMenu (Camera Orbit) .....	3
CCDS_SoundtrackManager .....	3
Support.....	3

### Video Tutorials

[How to Create a New Main Menu Scene](#)  
[Youtu.be](#)

## How the Main Menu Works

Main menu scene has **CCDS\_SceneManager**, which is the main scene manager. This manager is observing all system related with main menu. These are the necessary systems for the main menu.



Green buttons mean that manager is existing in the scene, and clicking it will select it. Red buttons mean that manager don't exist in the scene, clicking it will create it.

**CCDS\_SceneManager** (Main manager scene, all necessary systems can be created by this manager)

*RCCP\_SceneManager,*

*CCDS\_MainMenuManager*

*CCDS\_SpawnPoint*

*CCDS\_Canvas\_MainMenu*

*CCDS\_Camera\_MainMenu*

*RTC\_SceneManager (Only for traffic system if you're going to use)*

*RTC\_TrafficSpawner (Only for traffic system if you're going to use)*

*RTC\_Lanes (Only for traffic system if you're going to use)*

## **CCDS\_MainMenuManager**

Instantiates all player vehicles and stores in the pool. Enabling the selected player vehicle and disabling the other ones. Locks / unlocks the vehicle related to their owned statement. It has a spawn point, all you need to do is just changing the position of this spawn point.

## **CCDS\_Canvas\_MainMenu**

Manages the UI section of the main menu. Displaying player stats such as player name, cash, and other stats related to the selected vehicle. Enables / disables UI panels depending on the player's actions.

## **CCDS\_Camera\_MainMenu (Camera Orbit)**

Orbits around the vehicle, that's it. It's optional and you don't have to use this.

## **CCDS\_SoundtrackManager**

Plays the randomized audioclips on scenes. Main menu and gameplay scenes have different randomized audioclips.

## **Support**

Please include your invoice number while sending an email to me.

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