

Pause menu

Version 1

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This package focuses on a pause menu.

SampleScene contains a pause menu that brings up a canvas while pausing the scene and music currently running. The Pause menu script must be applied to a canvas and empty game object, the empty game object must have an audio source component with the game music attached.

This component contains a free to use music file from <https://soundcloud.com/aka-dj-quads>.

```
PauseMenu.cs x
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PauseMenu : MonoBehaviour {
6
7      public GameObject Canvas;
8      public GameObject Camera;
9      bool Paused = false;
10     public AudioSource GameMusic;
11
12     // Use this for initialization
13     void Start () {
14         Canvas.gameObject.SetActive (false);
15     }
16
17     // Update is called once per frame
18     void Update () {
19         if (Input.GetKeyDown (KeyCode.Escape)) {
20             if (Paused == true) {
21                 //Debug.Log ("Unpause game!", gameObject);
22                 Time.timeScale = 1.0f;
23                 Canvas.gameObject.SetActive (false);
24                 Cursor.visible = false;
25                 Cursor.lockState = CursorLockMode.Locked;
26                 GameMusic.UnPause();
27                 Paused = false;
28             } else {
29                 //Debug.Log ("Pause game!", gameObject);
30                 Time.timeScale = 0.0f;
31                 Canvas.gameObject.SetActive (true);
32                 //Debug.LogFormat ("Pause Menu is {0}", Canvas.gameObject.activeSelf);
33                 Cursor.visible = true;
34                 Cursor.lockState = CursorLockMode.None;
35                 GameMusic.Pause ();
36                 Paused = true;
37             }
38         }
39     }
40 }
41
42
43 public void Resume () {
44     Time.timeScale = 1.0f;
45     Canvas.gameObject.SetActive (false);
46     Cursor.visible = false;
47     Cursor.lockState = CursorLockMode.Locked;
48     GameMusic.UnPause();
49     Paused = false;
50 }
```