# PauseMenu – PauseMenu UI buttons script

Firstly, this script will only work with the UI elements inside of Unity. To create a UI button, you will need to right click under hierarchy and go down until you see UI then hover over it and click Button, TextMeshPro can be used if you wish to use a custom font.

Once you have selected the UI buttons create a script that is a component of the canvas, call this script PauseMenu. Right at the top add *using UnityEngine.SceneManagement* next we will need to add some variables these will *be Public bool GameIsPaused = false;* and *public GameObject PauseMenuUI;*

Once creating those we want a way to open up the PauseMenu, to do this we will use Input.GetKeyDown

void Update()

{

if (Input.GetKeyDown(KeyCode.Escape))

{

if (GameIsPaused == true)

{

Resume();

}

else

{

Pause();

}

}

}

This small piece means that when ever you press the escape key it will check if it is currently paused and if it is not then it will pause or it will resume it.

Next we need to create the Resume(); and Pause(); functions these will be what actually brings the pause menu UI on and off as well as setting the timescale to 0 if the game is paused so that the game does not continue whilst in the pause menu

public void Resume()

{

pauseMenuUI.SetActive(false);

Time.timeScale = 1;

GameIsPaused = false;

}

public void Pause()

{

pauseMenuUI.SetActive(true);

Time.timeScale = 0;

GameIsPaused = true;

}

Next we need to create the buttons that will be on the pausemenu in this example we will create a Continue , restart and mainmenu buttons, the continue function will run the resume() which we setup previously and will just close the pause menu and then back into the game, the restart will just reload the current scene and then main menu will send you to the mainmenu scene.

public void Continue()

{

Resume();

}

public void Restart()

{

Time.timeScale = 1;

SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex);

}

public void MainMenu()

{

Time.timeScale = 1;

SceneManager.LoadScene("MainMenu");

}

Once this is done save the script and then go back into unity you will need to identify what the PauseMenuUI game object is, you want to create an empty object inside the UI and place all the buttons that you created inside that empty. Then on the canvas object drag that empty into the slot available inside the code component, make sure to set the empty object as off and not visible so that the pause menu does not show up instantly.