**How to create a functional settings menu in unity 2D**

1. First we will add a graphics quality dropdown. Add GameObject>UI>Text and write graphics, position how you’d like. Then add GameObject>UI>Dropdown and position this how you’d like. In the inspector for dropdown, change option A, B and C to Low, Medium and High. Increase the font size or colour of the text on the label.
2. In your project settings (Edit>Project Settings) click on quality and remove any qualities you don’t want (whichever qualities you keep add to your dropdown list).
3. In your assets, create a script called SettingsMenu. Add this script to your canvas.
4. Open the script and remove void start and void update. Add the following code:

public void SetQuality (int qualityIndex)

{

QualitySettings.SetQualityLevel(qualityIndex);

}

1. Now in unity, click on the dropdown in the hierarchy and scroll down in the inspector to where it says On Value Changed (Int32). Click on the plus and drag your canvas from the hierarchy to the None (Object). Then click on No Function, hover over SettingsMenu and at the top where it says dynamic int SetQuality, click on that.
2. Now when you run your game, go to Edit>Project settings and look at when you change the dropdown, the quality settings of the game change.
3. Now lets add fullscreen mode. Add a toggle by going to GameObject>UI>Toggle. Edit the size of your toggle and change the text to “Fullscreen”. Change the size of the toggle checkmark and background to fit your game.
4. In your SettingsMenu script, add the following code:

public void SetFullscreen (bool isFullscreen)

{

Screen.fullScreen = isFullscreen;

}

1. Now in unity, click on the toggle in the hierarchy and in the inspector find On Value Changed (Boolean). Click on the plus then drag the canvas from the hierarchy to None (Object). Then click on No Function, hover over SettingsMenu and at the top where it says Dynamic bool SetFullscreen, click on it.
2. Now whilst you cannot see it in the unity editor, if you build your game you will see that the toggle is working.
3. Lastly, we’re going to add a resolution dropdown. Go to GameObject>UI>Dropdown. Resize the dropdown and its text to the size that you would like.
4. In your SettingsMenu script, add the following code: using UnityEngine.UI; at the top. Then, above the previous code add the following:

public Dropdown resolutionDropdown;

Resolution[] resolutions;

void Start()

{

resolutions = Screen.resolutions;

resolutionDropdown.ClearOptions();

List<string> options = new List<string>();

int currentResolutionIndex = 0;

for(int i = 0; i < resolutions.Length; i++)

{

string option = resolutions[i].width + " x " + resolutions[i].height;

options.Add(option);

if (resolutions[i].width == Screen.currentResolution.width && resolutions[i].height == Screen.currentResolution.height)

{

currentResolutionIndex = i;

}

}

resolutionDropdown.AddOptions(options);

resolutionDropdown.value = currentResolutionIndex;

resolutionDropdown.RefreshShownValue();

} If you are using dropdown (textmeshpro) change public dropdown resolutionDropdown; to public TMP\_Dropdown resolutionDropdown;.

1. Now in unity, click on canvas and drag the resolution dropdown to the SettingsMenu script.
2. Now add the following code: public void SetResolution(int resolutionIndex)

{

Resolution resolution = resolutions[resolutionIndex];

Screen.SetResolution(resolution.width, resolution.height, Screen.fullScreen);

}

1. Now in unity click on the resolution dropdown in the canvas, scroll to On Value Changed and click the plus. Drag the canvas to it then click settingsmenu>setresolution dynamic int at the top.
2. Finally, in your build settings add the current scene. If you build your game, you will see that all resolutions and functions of the settings menu work.