

L O M E N U

U I

DOCUMENTATION

Version 1.2

E-MAIL

YOUTUBE

PATREON

Package includes

Flying Menu system,
Splash screen system,
Panel system,
Tilt Window system,
Ready to use scenes,
6 different layouts,
UI Animations,
Sprites,
Shaders,
Materials,
and more...

So what is Lomenu UI?

Lomenu UI is an UI/Menu solution for your project.
With Lomenu, you can create stylish menus and
panel within minutes. And it's totally free!

First to do

You've imported Lomenu UI to your project. So, what now?

First of all, let's decide what you're gonna do.

LET'S TAKE A LOOK TO THE LAYOUTS

SPLASH SCREEN SYSTEM

FLYING MENU SYSTEM

FADING PANEL SYSTEM

ABOUT

Licence

Thank you for using Lomenu UI.

Package contains all necessary content
for ready to use in commercial purposes.

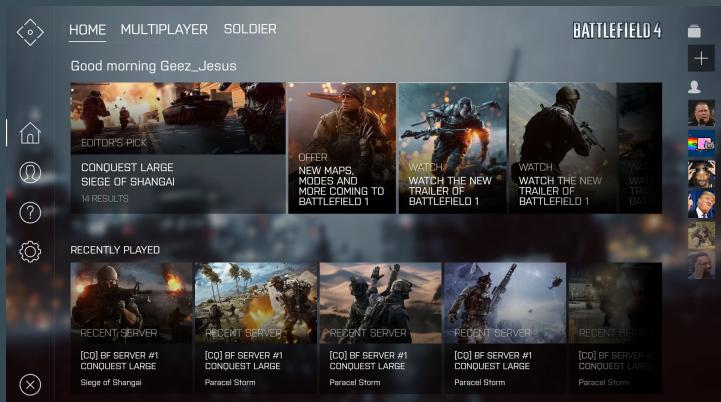
Ready to use layouts

You can use ready to use layouts if you're lazy.
All layouts:



HEXART

A layout with hexagon elements. Based on colors & minimalist design. Suitable for VR and arcade games.



BATTLEFIELD 4

A layout with masked elements. Based on popular series: Battlefield. Suitable for FPS and shooter games.



FIELD (2D)

A layout with square elements. Based on minimalist design. Suitable for FPS, RTS, and shooter games.



FIELD (3D)

A layout with square elements. Based on flying menu system. Suitable for FPS, RTS, and shooter games.

Ready to use layouts

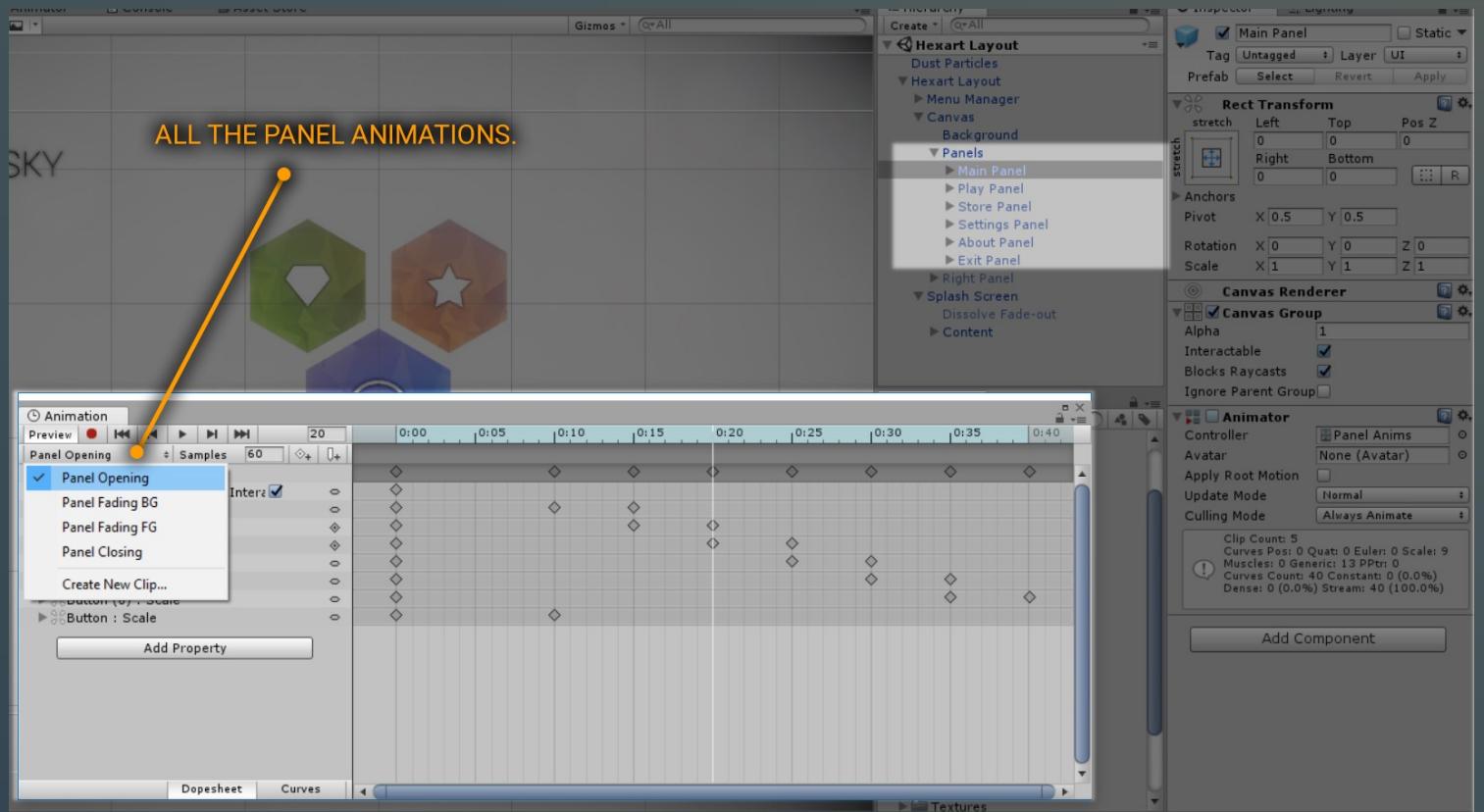
There are 2 more layouts, but it's too early to show.
But if you want, you can check out through the project.

Skip to the next page, there's nothing to see here.
For now.

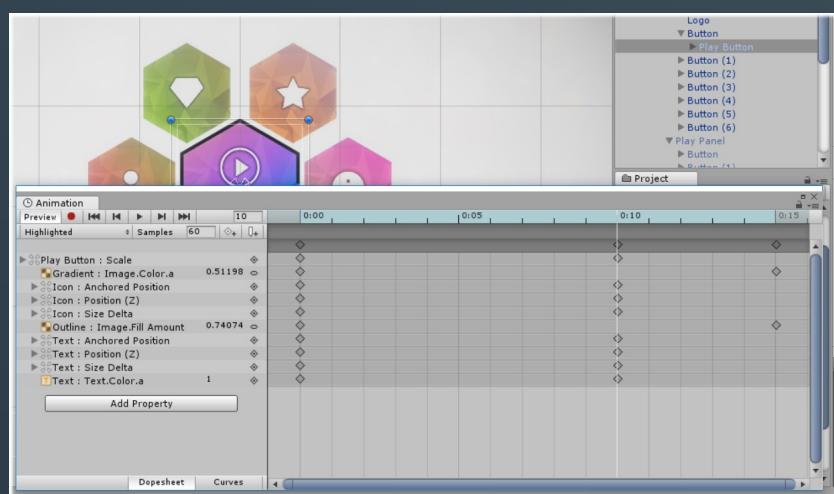
Hexart Layout

EDITING PANEL ANIMATIONS

In this layout, panel animations handled by **Animator**. You wanna edit the animations? Click to a **panel** and open **animation** window (shortcut: CTRL + 6)



Same for the other elements, such as **buttons**.
(PS: Panel Opening animation has a parent object called Button (x). I'll change it later, but until then, you have to use like that)



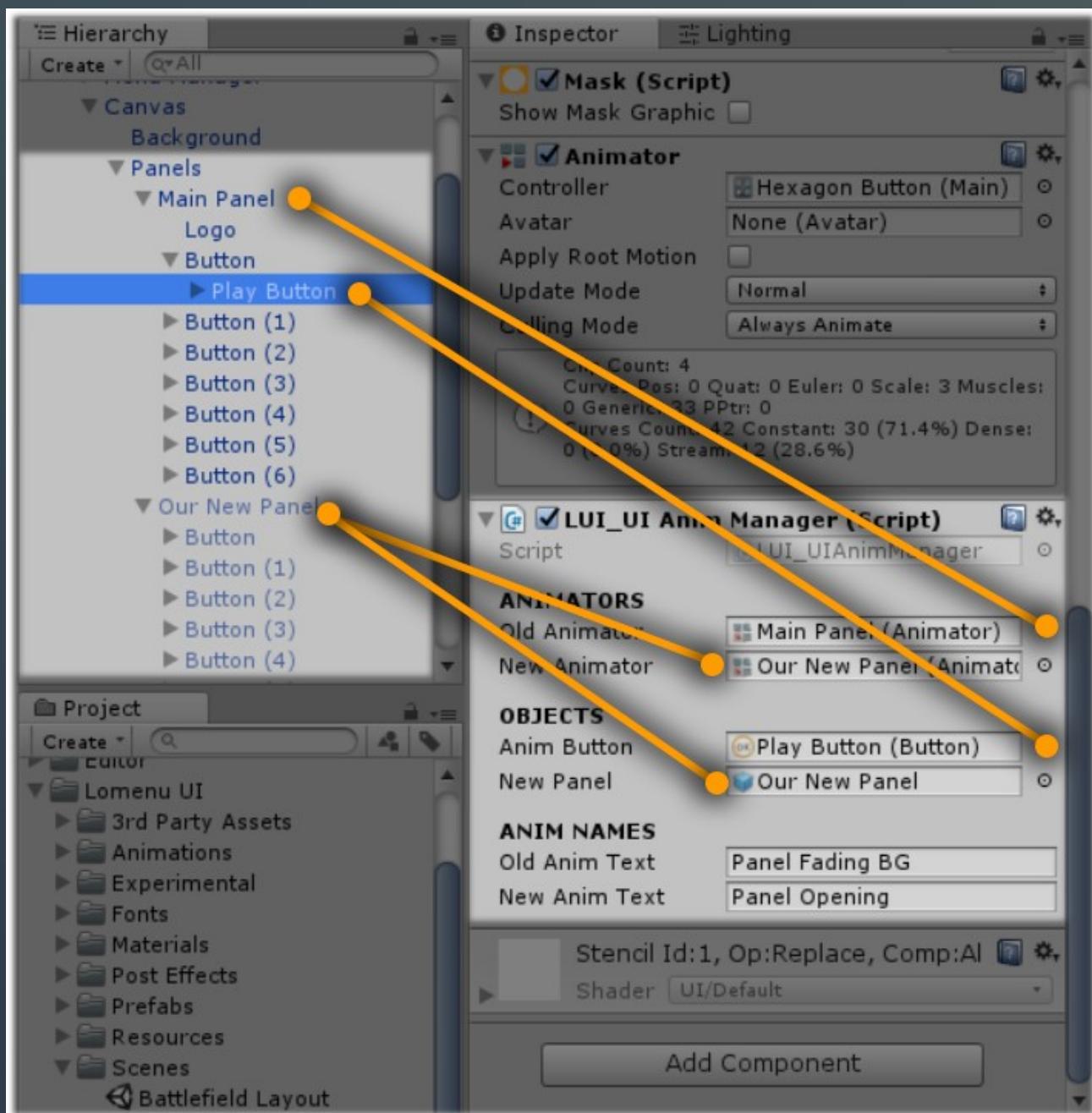
Hexart Layout

ADDING NEW PANELS

First, duplicate **Main Panel**, and name it **Our New Panel**.

Let's open this panel by clicking **Play Button**.

Click Play button from Hierarchy. There is a script called **UI Anim Manager**, let's edit this. Drag your new panel to **New Panel** and **New Animator** variables. And then, disable **Our New Panel** object. That's it! When you click the play button, the new panel will appear with animation.



Field Layout

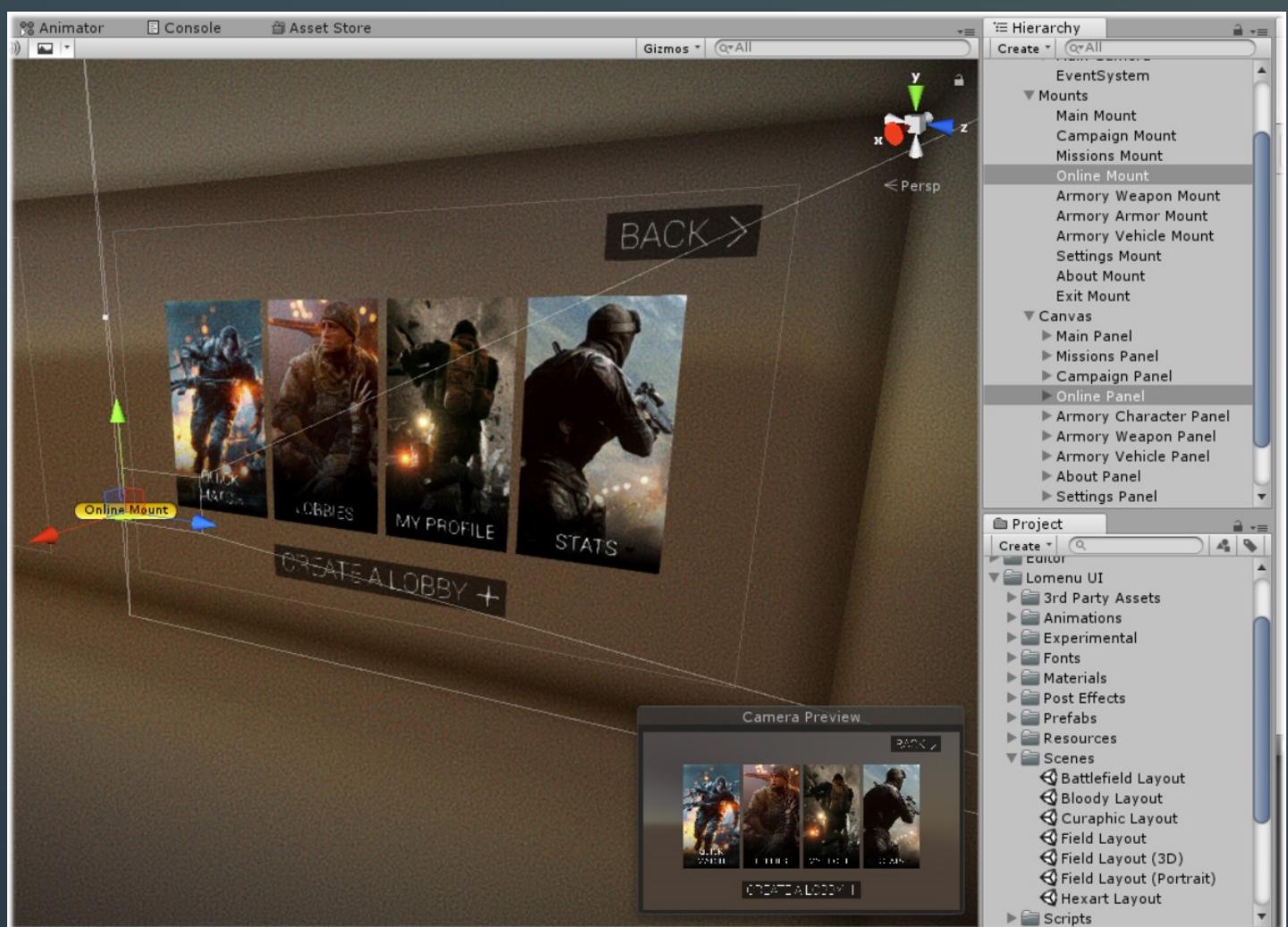
EDITING PANELS (FLYING)

In this layout, panel animations handled by Script.

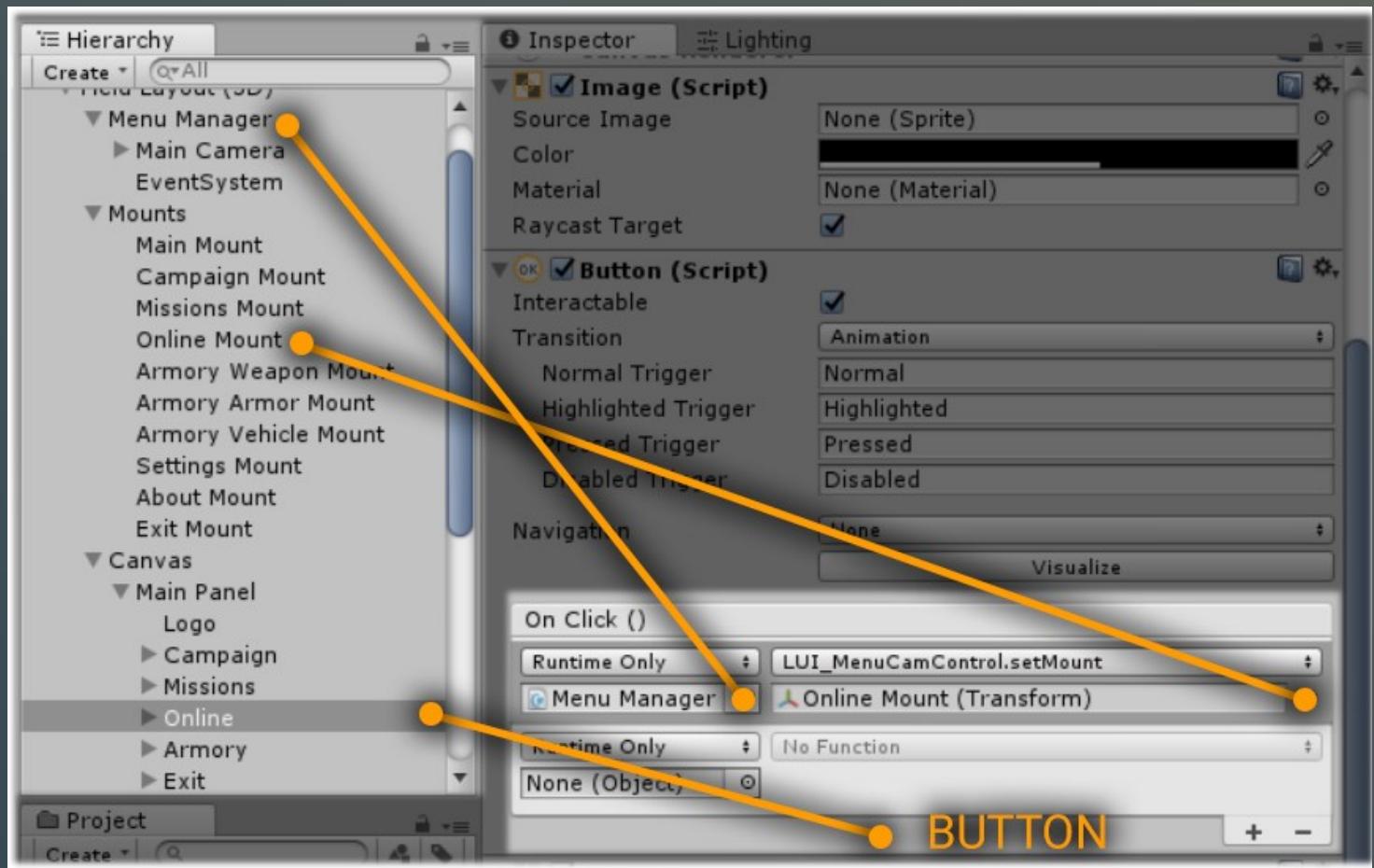
To edit the values (like speed and zoom), click to Menu Manager object, you'll see the values.

There is a parent object called **Mounts**, and it's just like the camera. But these objects adjust the position of the camera, and every panel has its own mount. You can change the position or rotation of mount objects, and enable camera component to see how it looks in the game view. Don't forget to disable it after you're done.

To add a new panel: create a **new mount** and **panel**, adjust the positions and that's it.



Now, let's set our button for our new panel.

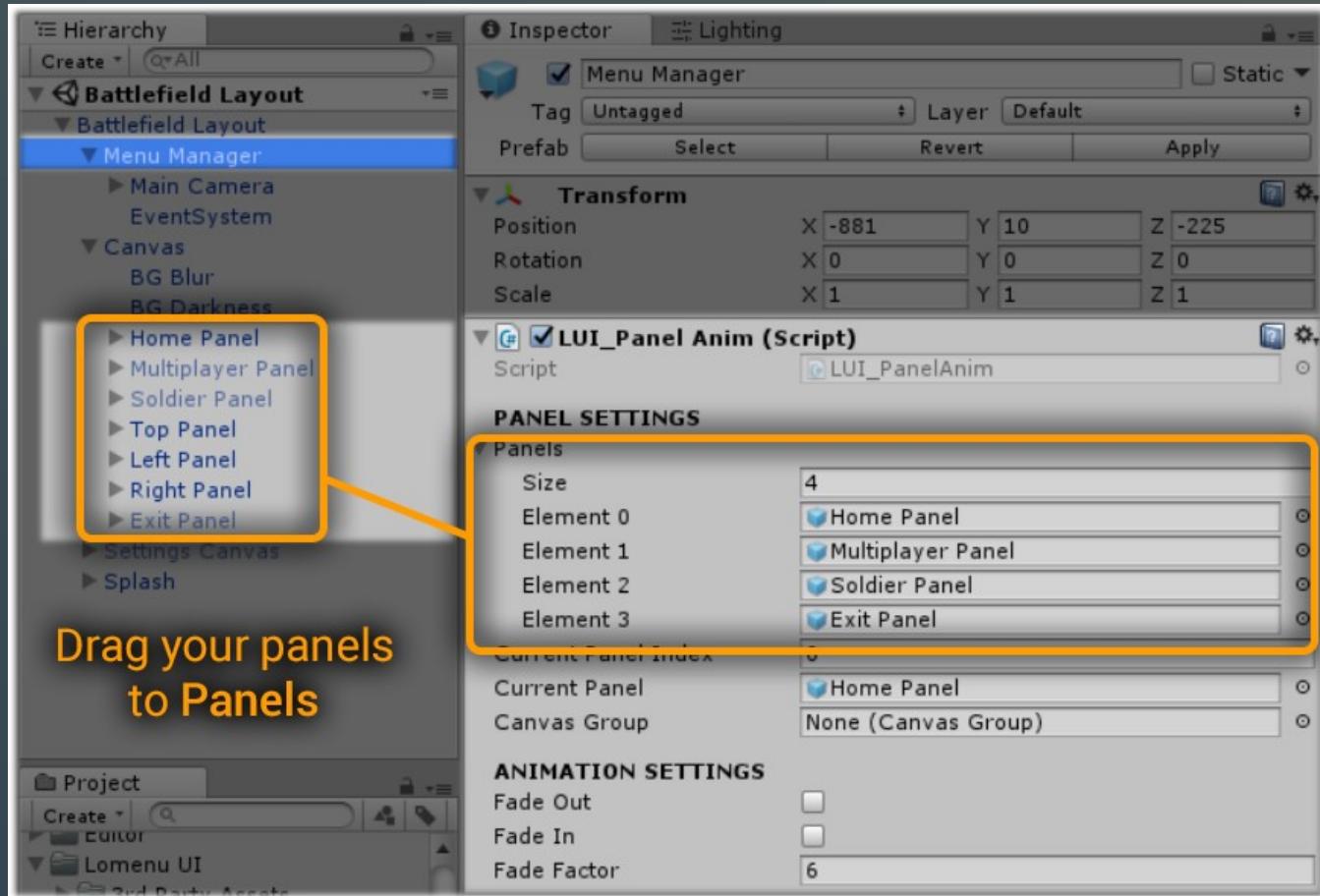


Battlefield Layout

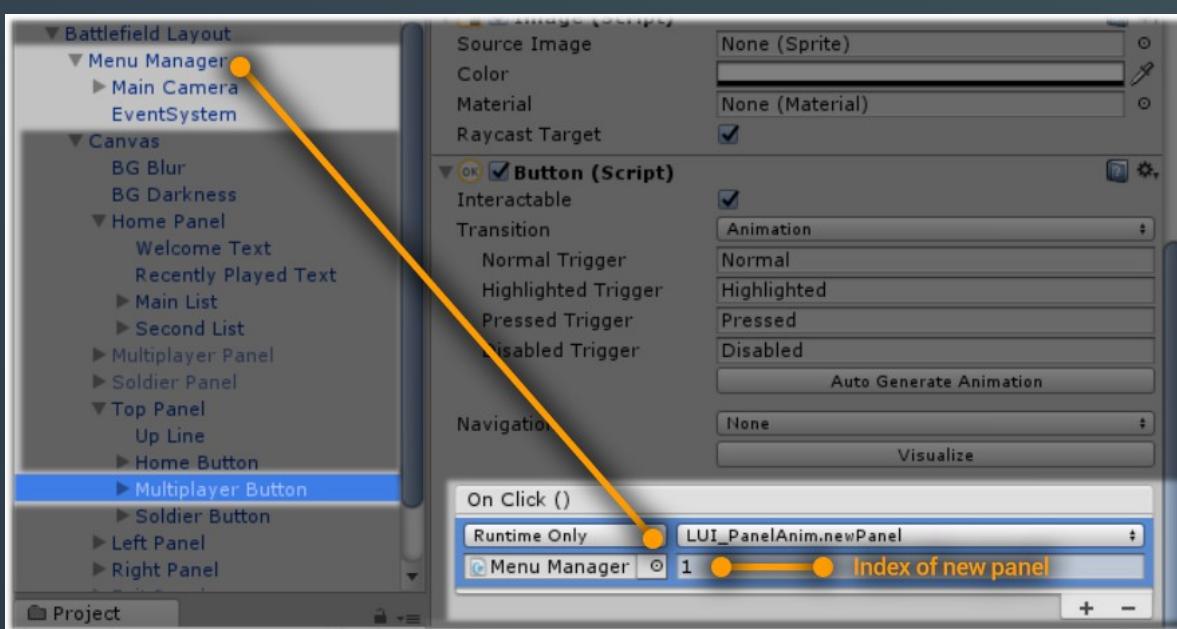
EDITING PANELS (FADING)

In this layout, panel animations handled by Script.

To edit the values (like fade speed), click to Menu Manager object, you'll see the values.



Set your button for a panel.

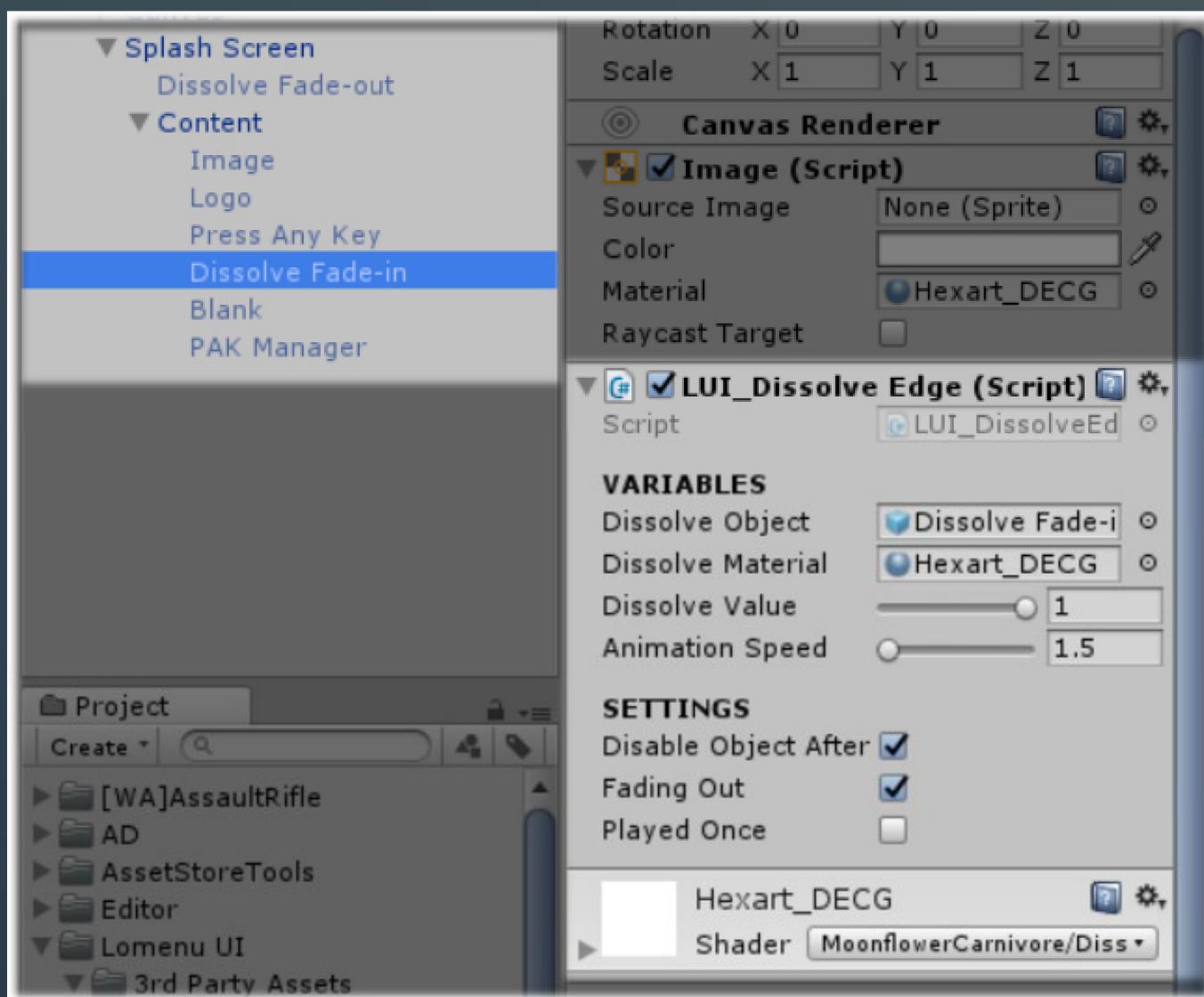


Splash Screen System

There is a splash screen on almost every layout. It's handled by PAK Manager object and animator.

It can be found in hierarchy as an object named **Splash Screen**. To edit the animations, click **Dissolve Fade-out** or **Dissolve Fade-in** object. With these objects, you can change animation speed. To edit material, click **Dissolve Material** variable. Shader made by Moonflower Carnivore, and it's free on the asset store too.

SHOW SOME LOVE TO HIM



More information and tutorials coming soon!
I don't have a lot free time, so it's hard to make these things :)
You can contact me via

E-MAIL

YOUTUBE

PS: It's not a complete doc, but it'll be :)
If you have problems, you can contact me via e-mail,
I'll help you to solve your problem.