



DAGA STUDIOS

Developer Manual

Introduction

3D Menu Creator is a tool that helps developers to create 3D Menu, 3D Pause Menu, 3D user input control (Keyboard capture) and display 3D Labels. All is done in real time at edit mode. Also the 3DMenu is integrated with iTween to make possible transitions between events.

Install notes: If you are using unity5 32bits version, you need to copy the freetype6-32bit.dll to the root folder of your project (this is the folder that contains the Asset folder and in there delete the freetype6.dll and paste the freetype6-32bit.dll and rename it to freetype6.dll

Features included in this version

Version 1.0

3D Menu

- Create 3DMenu
- Create 3D Titles with collider
- Handle the following events:
 - OnMouseEnter
 - OnMouseExit
 - OnMouseOver
 - OnMouseDown

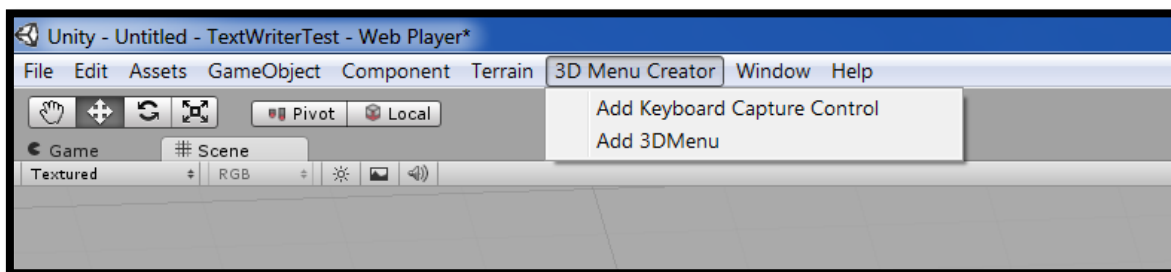
- OnCollisionEnter
- OnCollisionExit
- OnBecameVisible
- OnBecameInvisible
- Each Title have assigned their own:
 - AudioClip per event
 - Shader per title and event
 - Font Color (per title and event)
 - Font Type (Arial, Calibri, etc. It uses the system fonts)
 - Font Style (Normal, Bold, Italic, Bold Italic)
 - Font Size
 - Title spacing
 - Function Target per event
 - Function parameters per event
 - Function to be called on target (per event)
 - Multiple use of iTween per event
 - Save and load templates (this does not save all the parameters of the 3DMenu)

User keyboard capture with the following parameters:

- Font Size
- Font Color
- Material (Material to be used to render the fonts)
- Position offset
- Font Type (Arial, Calibri, etc. It uses the system fonts)
- Font Style (Normal, Bold, Italic, Bold Italic)
- Display cursor (toggle display cursor on or off)

3D Menu Creator (Unity Menu options)

There are two options available when you import 3DMenu Creator package into your project:

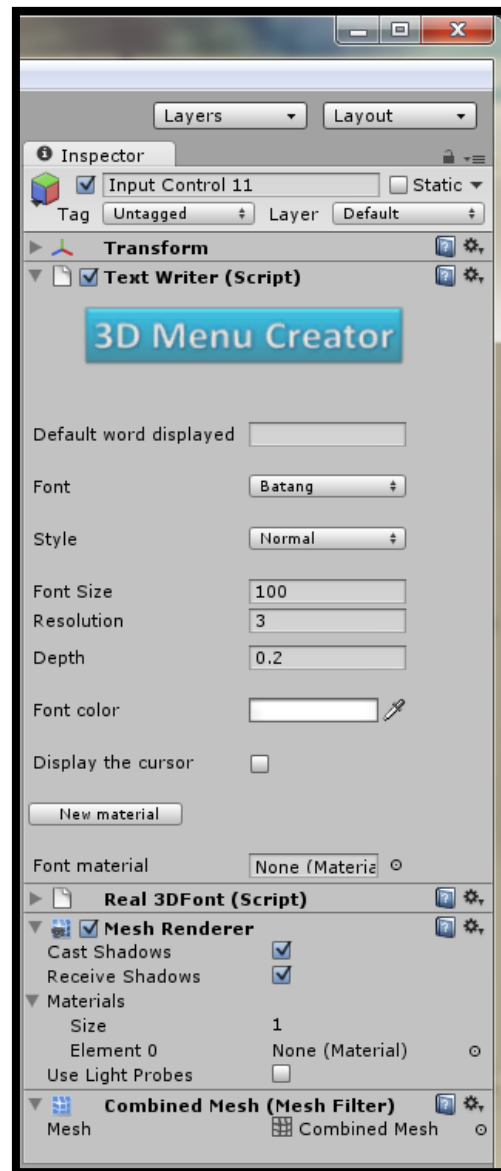


The first menu option (Add keyboard capture control) is for adding a new Keyboard capture control, if you have an object selected on the scene view and press this option, a Dialog would be

displayed asking if you want to use the selected GameObject to be the Keyboard capture control or if you want to create a new GameObject.

The second option (Add 3DMenu), will add a 3DMenu control, if you have an object selected on the scene view and press this option, a Dialog would be displayed asking if you want to use the selected GameObject to be the 3DMenu control or if you want to create a new GameObject.

Keyboard Capture Control



Position Offset: This is the offset or space from the GameObject that has the TextWriter Script and the initial letter of the input control.

Default word displayed: The initial word that would be displayed that the end user could delete in order to enter his player name i.e. the default word could be "Player 1" and the end user should delete this word and enter his name if he wants, or could use the default Player 1.

Font Type: The type of the font to be displayed, it uses the fonts installed on your system.

Font Style: The style of the font. The available values are Normal, Bold, Italic and Bold Italic.

Font Size: The size of the font, values under 1, would make the font smaller, and values over 1 would make the font bigger.

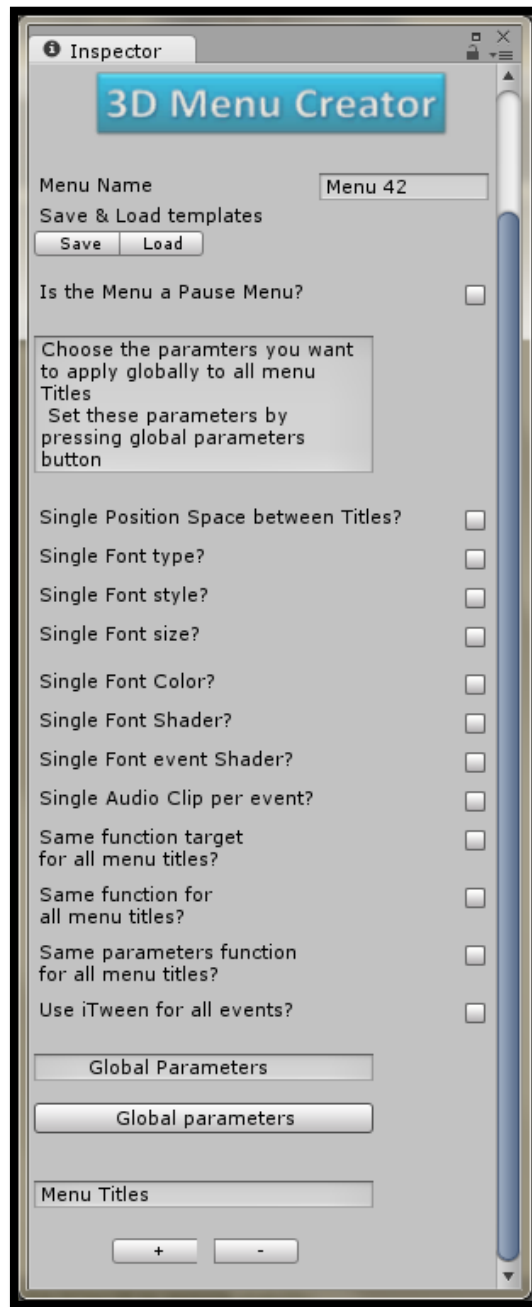
Font color: The color of the font.

Display the cursor: If this is selected, the “cursor” would be displayed as a line at the end of the word displayed.

New Material: Creates a new material for this keyboard capture control.

Font Material: Here you can assign a material to be used for the font to be displayed. If new material is pressed (see previous option), then the new material would be assigned here.

3D Menu control

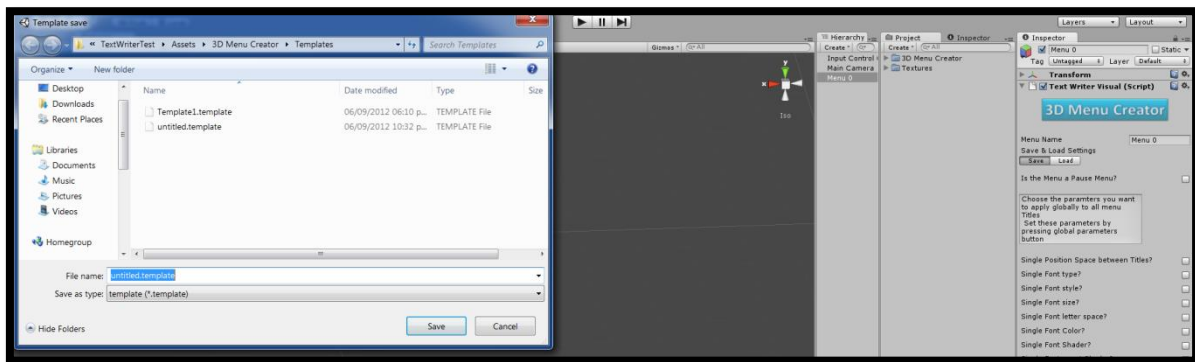


Menu Name: The name of this 3DMenu Control. This name has to be unique from all the GameObjects within the current scene, if not, a warning message is displayed and the name is not assigned.

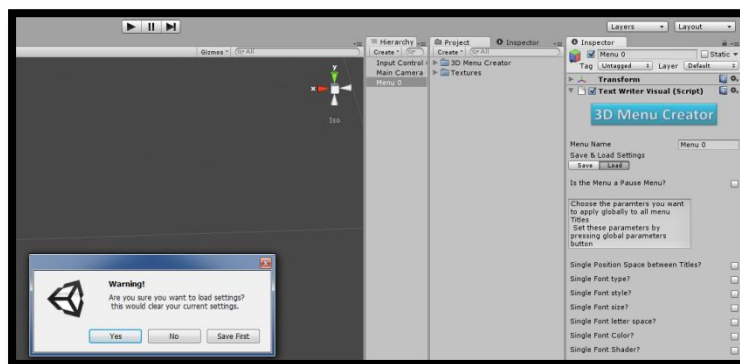
Save & Load: This would save or load the current settings as a template; **IT WOULD NOT SAVE ANY OF THE FOLLOWING SETTINGS:**

- **AudioClips**
- **GameObjects (Targets) either for iTween effects or events**
- **Functions of the targets(either for iTween effects or events)**
- **Functions Parameters(either for iTween effects or events)**

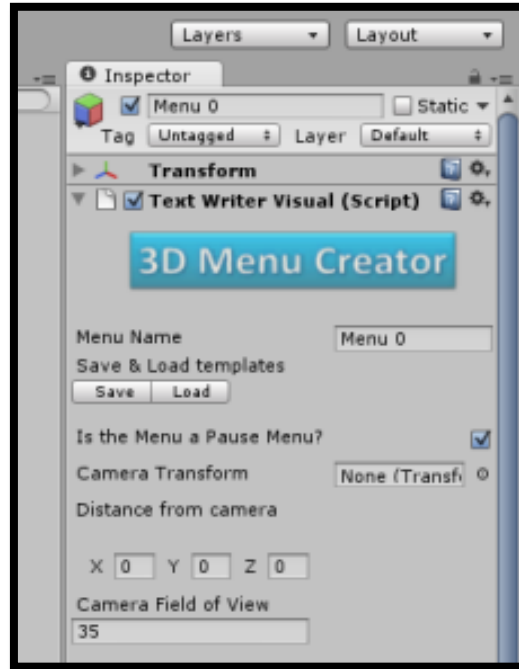
Save example:



Load example:



Is this menu a pause menu?: This option let you make this menu a pause menu. If selected, the menu would become hidden in play mode until the end user or player press Esc key, then the Time.Timescale would be set to 0 and the menu would appear in front of the camera.

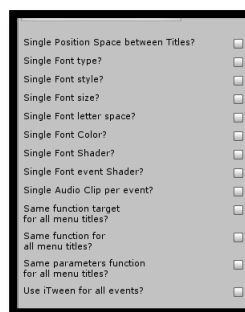


Camera Transform: This is available only if the **Is this menu a pause menu? Option** is selected. If this is not assigned, the main camera would be used.

Distance from camera: The distance the 3DMenu would be from the camera, the usual setting would be X=0, Y=0 and a value greater than 0 for Z.

Camera Field of View: This value would be set in the assigned camera when the game is paused.

Single ** Options:** All these options make the parameters selected to be managed globally, this parameter selected affects or sets the same parameters for all the current titles of this 3DMenu. The parameters are:



Example of Global Parameter window when no option is selected:



Example of Global parameter window when all options are selected:

Global Config

Global Parameters

Global Justification (Left/Center/Right)

Left

Global Position Space

Space between Menu Titles

X0Y-0.8Z0

Font type

Arial

Font style

Normal

Global Font size

Size

1

Global Font letter space

Space between letters

X0Y0Z0

Global Font Color

Font Color

Global Font Shader

Font Shader (By selection)

Diffuse

Font Shader (By name)

Diffuse

On Mouse Enter Events (+/-)

+

-

Global Parameters OnMouseEnter Event

Font Shader (By selection)

Self-Illumin/

Font Shader (By name)

Self-Illumin/Diffi

Audio

None (AudioC)

Target

None (GameC)

Target Function

Function Argument

iTween Effect

+

-

Global Parameters OnMouseExit Event

Font Shader (By selection)

Diffuse

Font Shader (By name)

Diffuse

Audio

None (AudioC)

Target

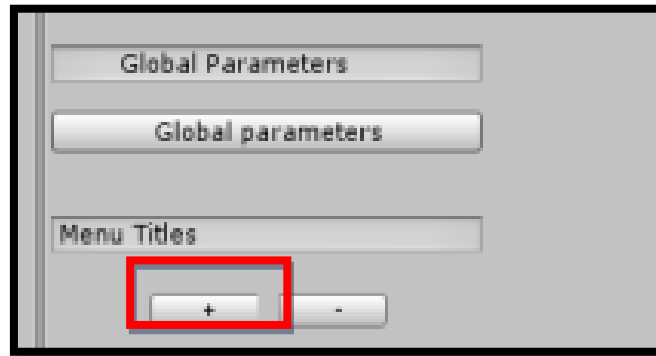
None (GameC)

Target Function

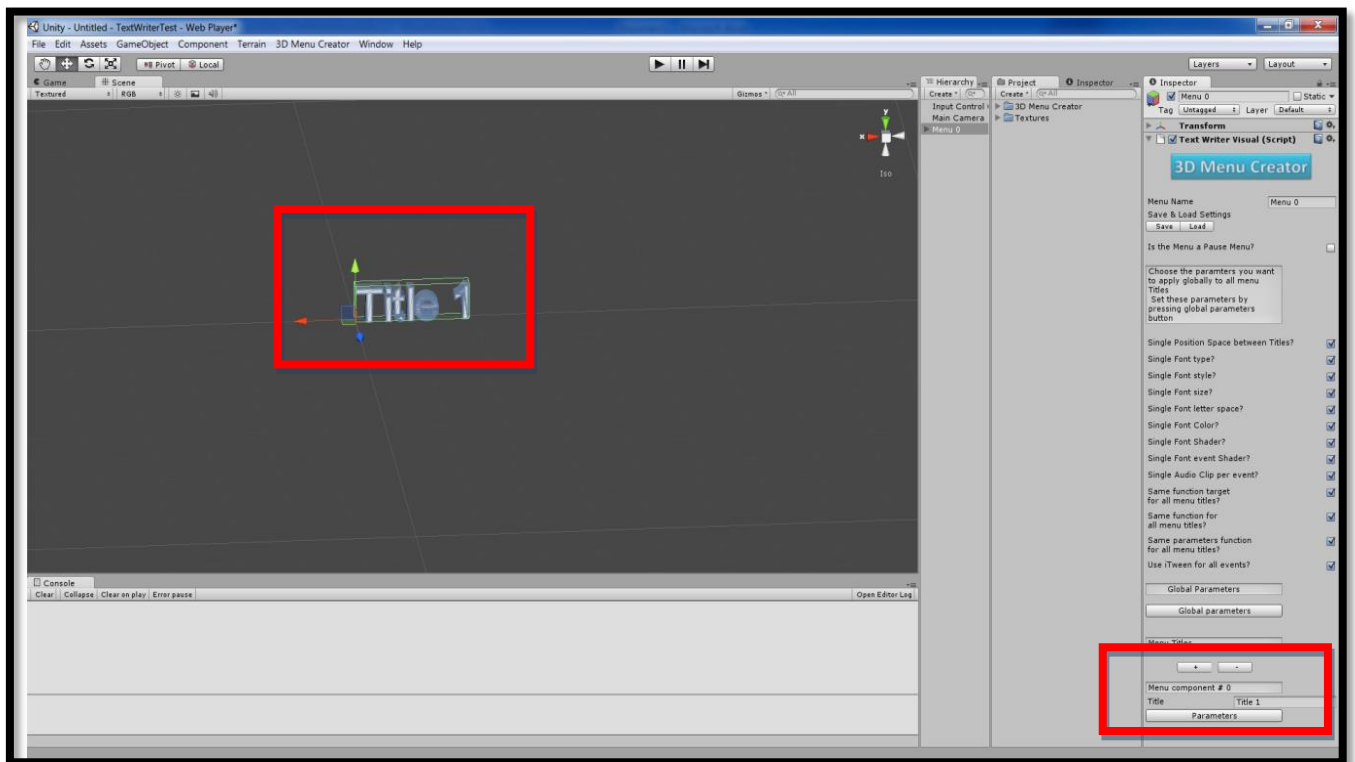
Function Argument

Creating Titles

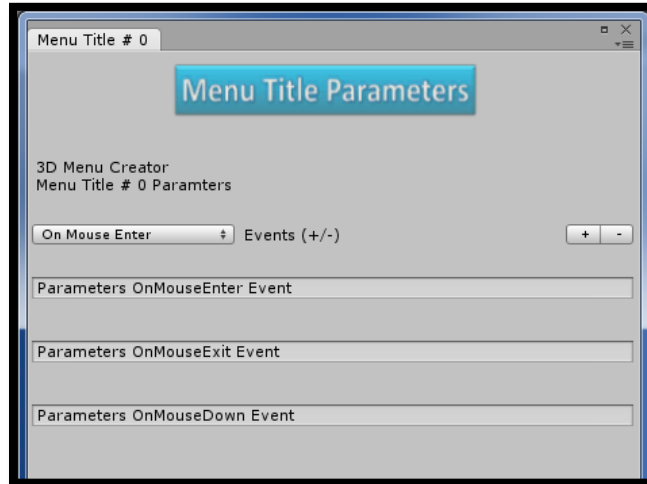
To create new title press the “+” button in the “Menu Titles” section as seen below:



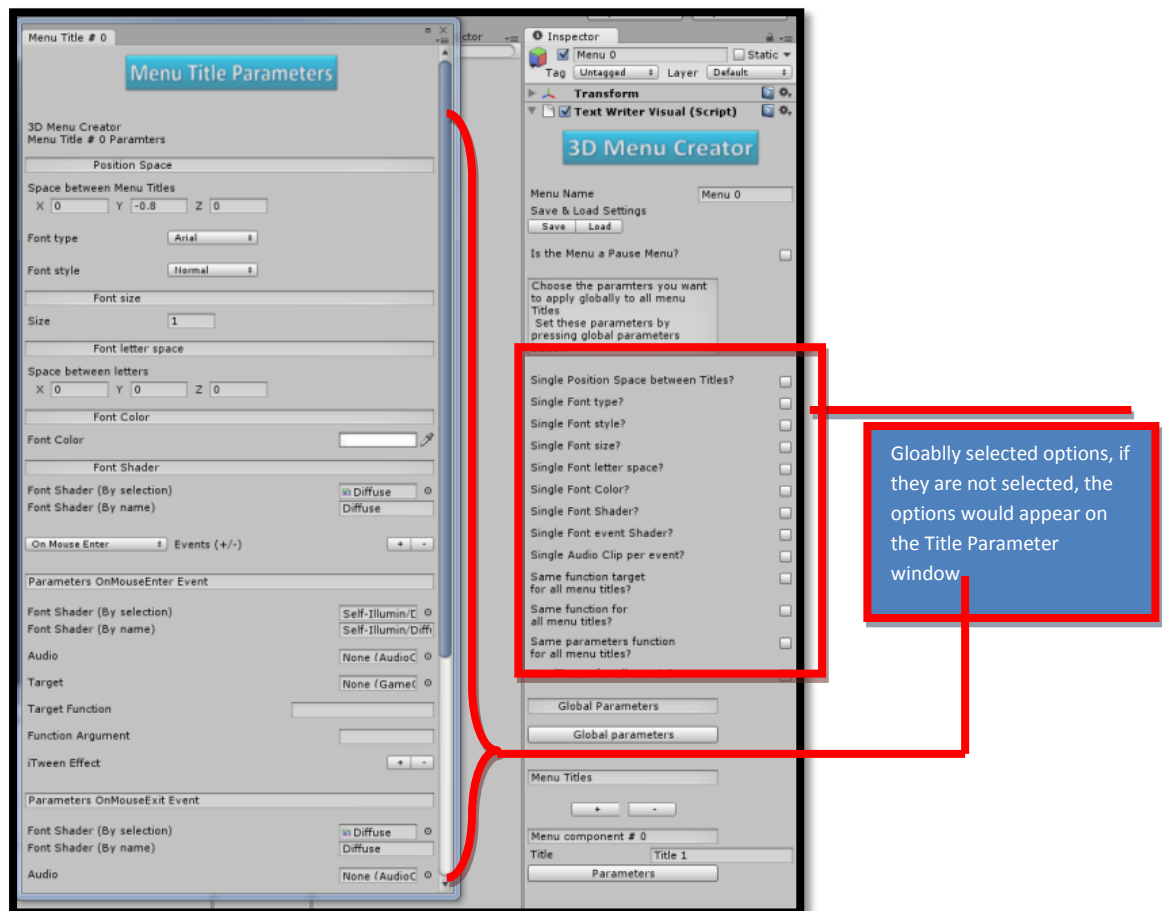
The following screen should appear, and a new Title would be shown, see picture below:



If a new Title is created and the "parameters button" is pressed, the following window would be shown:



Note that the parameters window is empty, because all the parameters have been previously selected as Global Parameters. If you deselect those options in the main inspector window, the individual Title Parameters window should be shown with the globally deselected options as follows:



Title Parameter

Note: The following descriptions of the parameters, applies for either global or individual Title parameters.

Menu Title # 0

Menu Title Parameters

3D Menu Creator
Menu Title # 0 Parameters

Position Space

Space between Menu Titles
X 0 Y -0.8 Z 0

Font type Arial

Font style Normal

Font size

Size 1

Font Color

Font Color

Font Shader

Font Shader (By selection) Diffuse

Font Shader (By name) Diffuse

On Mouse Enter Events (+/-)

Parameters OnMouseEnter Event

Font Shader (By selection) Self-Illumin/C

Font Shader (By name) Self-Illumin/Diffi

Audio None (AudioC)

Target None (GameC)

Target Function

Function Argument

iTween Effect

Parameters OnMouseExit Event

Font Shader (By selection) Diffuse

Font Shader (By name) Diffuse

Audio None (AudioC)

Position Space: This is the space between each Menu Title, the default value is X = 0, Y = -0.8, Z=0.

Font Type: The type of the font to be displayed, it uses the fonts installed on your system.

Font Style: The style of the font. The available values are Normal, Bold, Italic and Bold Italic.

Font Size: The size of the font, values under 1, would make the font smaller, and values over 1 would make the font bigger.

Font color: The color of the font.

Font Shader (per event or font shader): Here you can assign the shader to be used to display the fonts when no event is triggered, all the parameters of the shader have to be set by selecting one of the letters of the Title on the scene view to reach the material and shader Textures, cubemaps or any other parameters specific for the shader/material.

Audio (per event): This allows selecting the audio that would be played if the event is triggered.

Target (per event): This allows selecting the GameObject that would be send a message if the event is triggered.

Target Function (per event): This allows assigning the function on the Target that would be called if the event is triggered.

Function Arguments (per event): This allows assigning the arguments to be send to the Target Function if the event is triggered (this is a String value).

iTween Effect (per event): This allows adding an iTween effect that would be started if the event is triggered, the maximum number of iTween per event is 30. All the iTween effects would be applied to the entire Title, this include all the fonts it has. If you have any questions about iTween or Visual iTween usage, please visit their website.