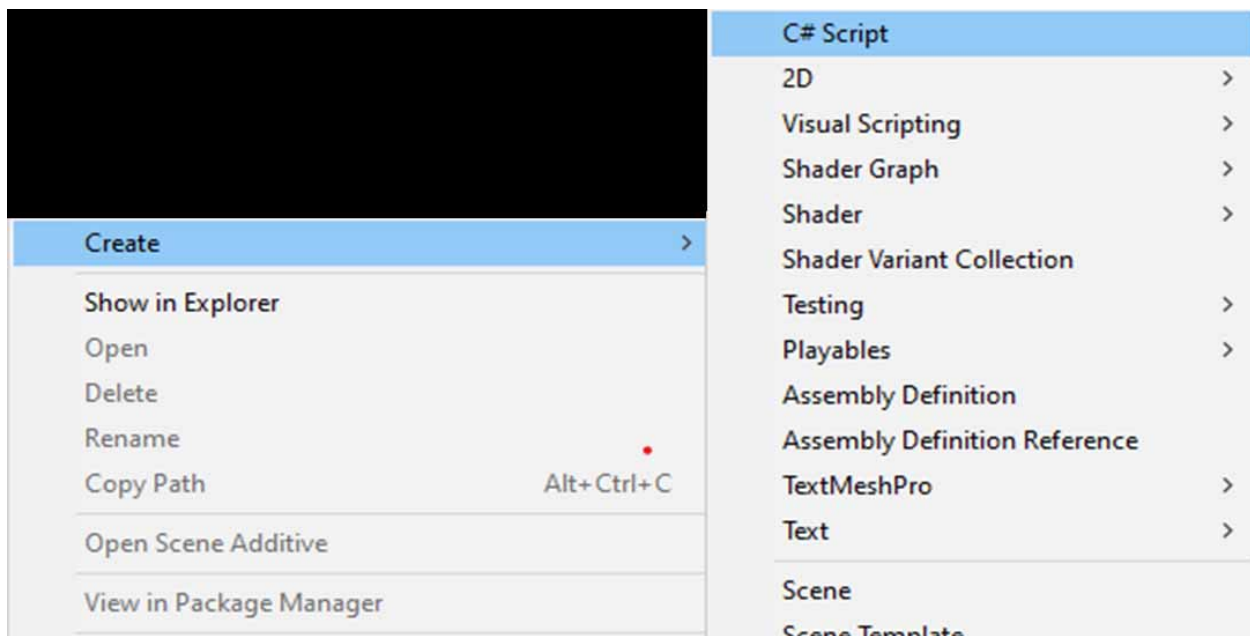


Magic Menu

Getting Started Guide

Step: 1

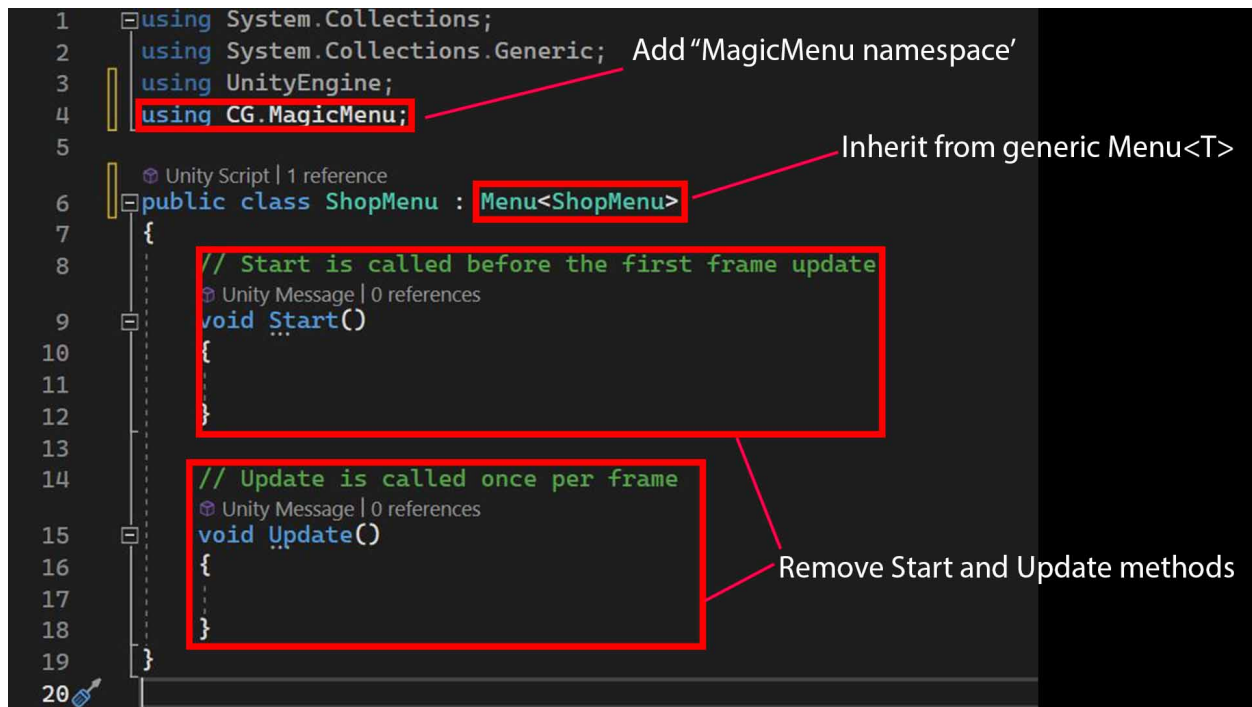
Create a **C# Script** by right clicking in the **'Project'** window then **Create -> C# Script**. Name the script whatever you want, I recommend name of the UI / menu you are trying to create (example: 'MainMenu', 'SettingsMenu' etc).



Step: 2

Import the **'Magic Menu'** namespace on top of the script by typing: **"using CG.MagicMenu"**.

Instead of inheriting from **'MonoBehaviour'** inherit from **Menu<T>** by replacing **'MonoBehaviour'** with **Menu<Your Script Name>**. Don't forget to Remove **'Start'** and **'Update'** methods.

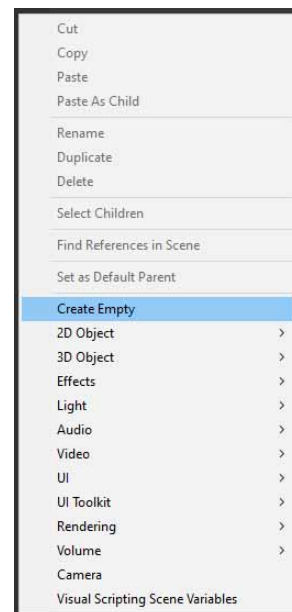


Step: 3

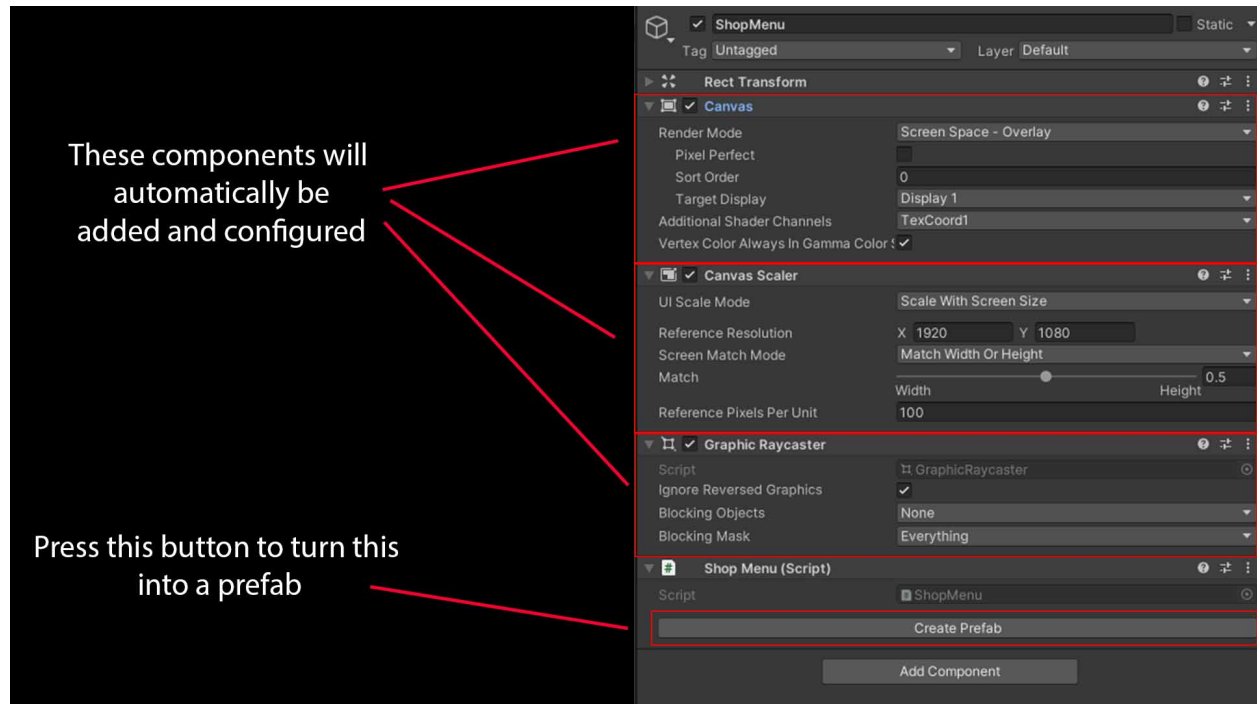
Create an empty **gameobject** in the hierarchy. Name it whatever you want, I recommend naming it according to the UI / menu you are trying to create. Drag and drop the script you created in step 1 on to the **gameobject**. All the required component will be automatically added and configured for you.

Make your UI / menu however you want. When done just click the button that said '**Create Prefab**'. After that a prefab will be created and added to the resources folder. Now you can remove this object from the scene.

The created prefab will be automatically loaded in play mode. In order to open/show the



menu all you have to do is somewhere in your code call the following function.



To open the menu => `(Your Script Name).Open();`

To close the menu => `(Your Script Name).Close();`

To open as a popup => `(Your Script Name).OpenOnTop();`

```
ShopMenu.Open();  
  
ShopMenu.Close();  
  
ShopMenu.OpenOnTop();
```

How to Use Tabbed Navigation::

Step 1:

Create an Empty gameobject as child of your UI canvas. Attach the 'TabPanelManager' component.

Step 2:

Create empty gameobject as a child of the "Tab Panel" and attach the 'TabButton' component

Step 3:

Create another empty gameobject as a child of the "Tab Panel" and attach the 'TabPanel' component. Keep the object deactivated.

Step 4:

Drag and drop the relevant 'TabPanel' object reference in the corresponding 'TabButton' components.

