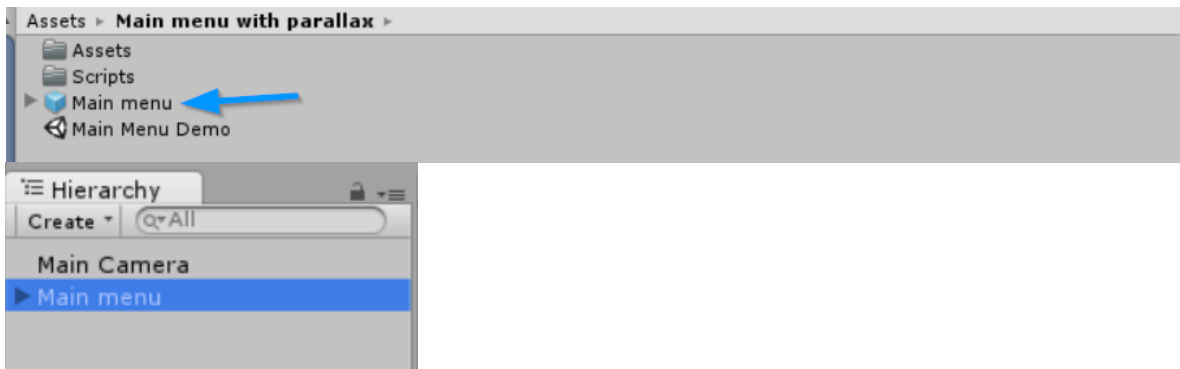## Main Menu with parallax effect

With this tool you can create a working menu with parallax in less than 10 minutes.

Getting started:

- First we import the "Main menu" prefab to the scene

- Now open the "Menu Controller" script located in the "Main Menu" prefab to start customizing your menu


- First select normal backgrounds or parallax backgrounds.
- Now set the Main Background or the main parallax background.
- In "Options" we have an array with all the options available in the main menu, to change it set the array size to the desired size, then add the new options or modify the existing ones.

| Options	
Size	5
Element 0	New Game
Element 1	Continue
Element 2	Select Scene
Element 3	Options
Element 4	Exit

- **If using normal Backgrounds:** In "Backgrounds" set the size of the array to the number of scenes in your game, then create a panel containing your background and add the **sceneController** script, then set the **roomIndex** value to the room where your scene is located.
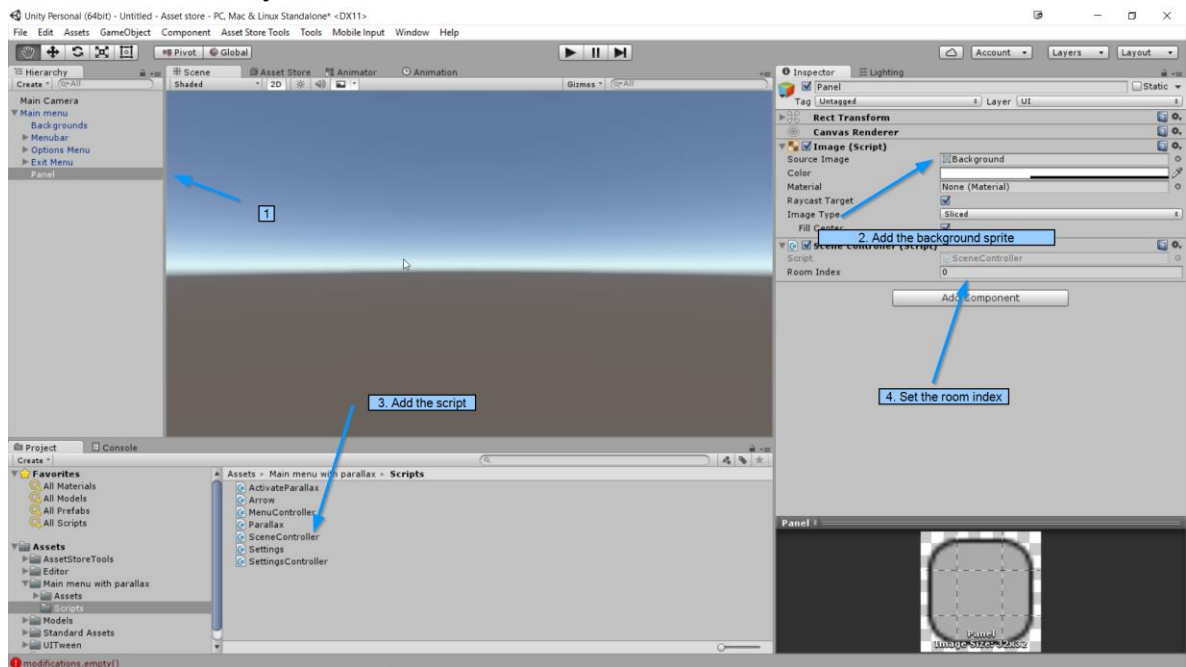

- Repeat the steps with all the backgrounds you have, and then drag them in the Assets/Backgrounds folder to create the prefabs.
- Now add the prefabs to the "MenuController" script, in the backgrounds array.

- **If using parallax backgrounds:** In "Backgrounds Parallax" set the size of the array to the number of scenes in your game, then create a panel containing your background and add the **sceneController** script and the **activateParallax** script, then set the **roomIndex** value to the room where your scene is located.
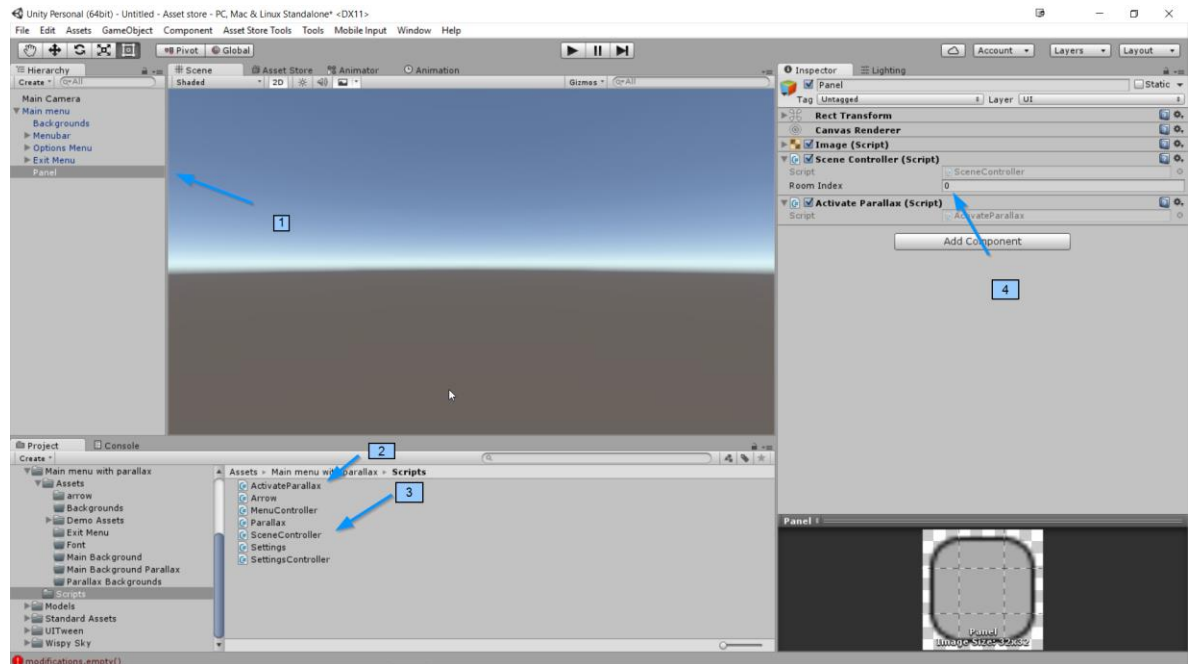
- Now delete the image component.
- Add new panels for every layer of your parallax image
- Then starting from the bottom panel you created, add the foreground, then the next panel and so until you get to the background.
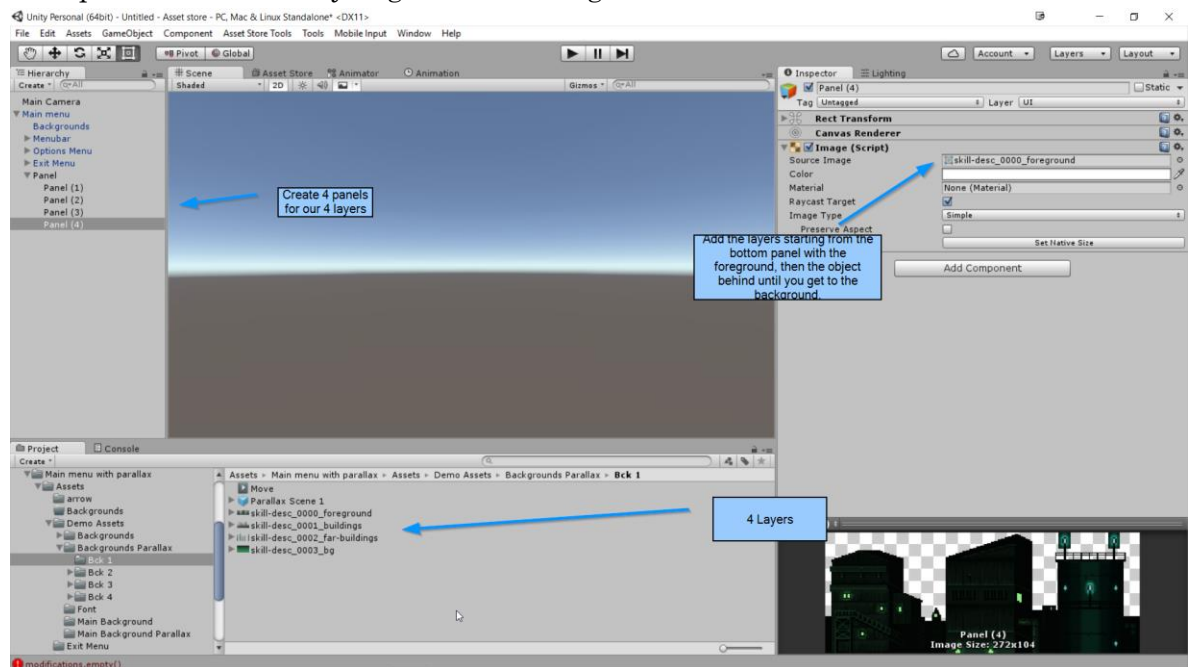

- Now add the "Parallax" script to each panel except the background and the objects you want to be static.
- Set the values like the image.
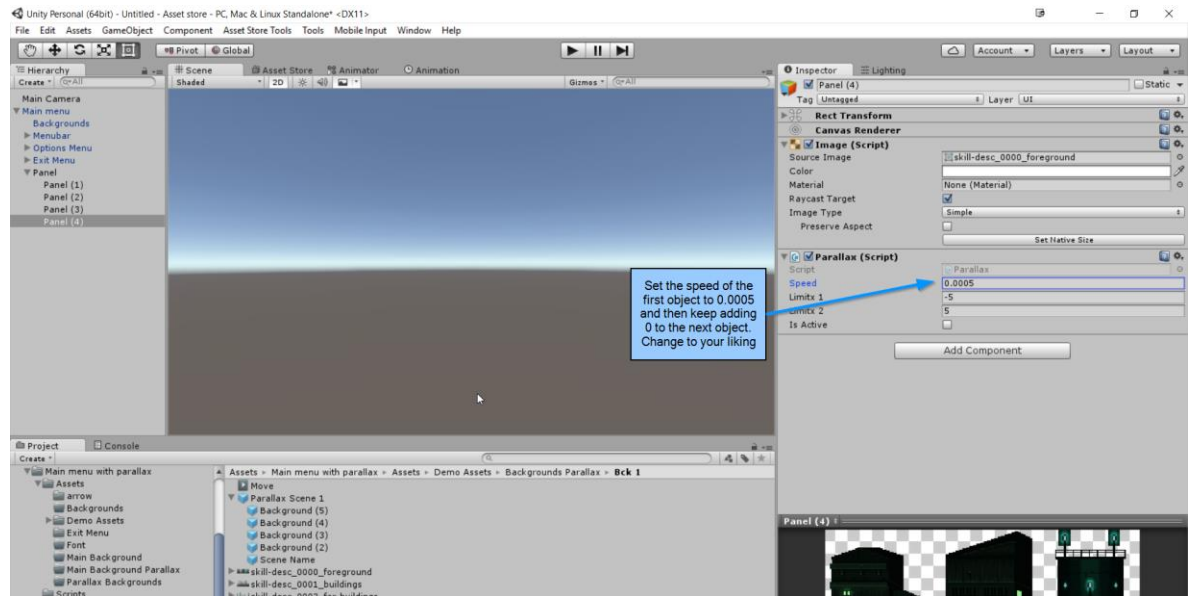
- Now save the panel in the Assets/Parallax backgrounds folder to create the prefabs.
- Add the prefabs to the parallax backgrounds array

- Repeat the previous step for the Main Background or the Main Background Parallax and add then to the correspondent variable in the **MenuController** Script.

- Now in Select and Scene Select put your sounds clip that you want to use when you move in the scene select menu and in the main menu.

- That's it. Your menu is ready!

- (This part requires scripting) (PRO ONLY) In the events array you have every action the menu if taking for every option, example: New Game option is the first option, the element 0 in the array. When you press enter in the option number 0 the event 0 is called, executing the function set in the event, in this case sending you to the first room.

- So if you want to add a new option, first open the **MenuController** script, then at the bottom of the Script add your new function and code the function, then add the options and the event array a new element, put the name of your option and set the event to call your function.
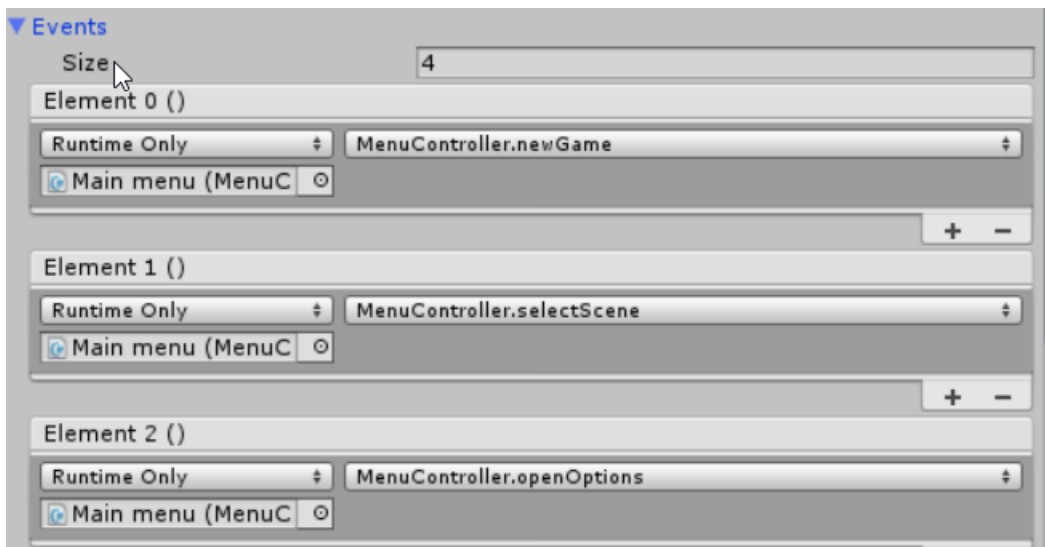
Pro extra options:
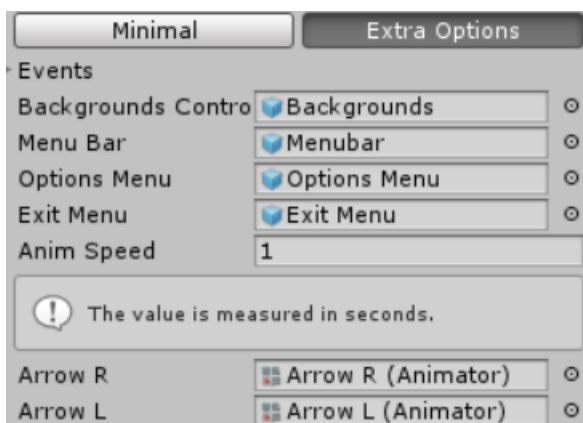
Customized Events, Customized Menu bar, Customized Options and Exit menu,Customized Anim speed.