

Setup

Your UI system should contain Canvas (Automatically created) with "Canvas Group" component. Every screen also should contain "Canvas Group" component.

1. Put your screens into the Canvas and set "Screen" tag.

For example, hierarchy:

Canvas

Title (with "Screen" tag)

Settings (with "Screen" tag)

Creators (with "Screen" tag)

2. Attach "ScreenBehaviour" component to the Canvas.

The "ScreenBehaviour" component use the animator attached to the Canvas.

3. Attach "Animator" component to the Canvas.

In the Animator set "Canvas Animator" from Assets to "Controller" field.

4. In the "ScreenBehaviour" component set "Start Screen" field.

To setup Title screen as Start Screen type name of screen.

Use

1. From buttons

Use "OnClick" events.

- Select GameObject with "ScreenBehaviour" component.
- Select public void "SetScreen".
- Type name of your screen.

2. From scripts

Use public void "SetScreen":

```
public void SetScreen(string screen);  
{  
    StartCoroutine(ChangeScreen(screen));  
}
```

When screen = name of your screen;