SS-System - Hello World

Learn it in 1 minutes!

Package download URL

http://anh-pham.appspot.com/sssystem/sssystem.unitypackage

Reference URL

http://anh-pham.appspot.com/sssystem/

How to use SS-System

1. Create a Base Scene

- Create a new empty scene.
- Create a new game object and add **'SSSceneManager'** to it.
- Save scene.

How to use SS-System

2. Create a Screen (name 'S1')

- Create a new empty scene.
- Create a new gameobject with name 'S1' and add **'SSRoot'** to it.
- Create any gameobject you want inside S1 object (include camera).
- Save scene with name 'S1'

How to use SS-System

3. Ready for test

- Create a new script name "Test1".

- Open Base Scene again, create a new gameobject then add 'Test1' to it.

- Add this code to Test1:

```
void OnGUI() {
        if (GUI.Button(new Rect(0, 0, 100, 20), "Show S1") {
                SSSceneManager.Instance.Screen("S1");
        }
}
```

- Play Base Scene, Click 'Show S1' button to test.

How to use SS-System

4. Create a PopUp (name 'P1')

Do 4 steps of 'Create a scene' but use name P1 instead of S1

How to use SS-System

5. Ready for test

- Open script "Test1".
- Add this code to Test1:

```
void OnGUI() {
        if (GUI.Button(new Rect(0, 0, 100, 20), "Show S1") {
                SSSceneManager.Instance.Screen("S1");
        }
        if (GUI.Button(new Rect(0, 20, 100, 20), "Show P1") {
                SSSceneManager.Instance.PopUp("P1");
        }
}
```

- Play Base Scene, Click 'Show S1' button, then click "Show P1' to test

Thank you!

Pham Tuan Anh

anhpt.csit@gmail.com

Kayac, Inc