

Easy menu system

V 2.0

This system will allow you to bring nice and functional menu in your project and do it really easy. Moreover – you can create your own unique menus easy and flexible.

There you have all GUI windows, those will be useful in most cases:

- Main Menu
- Options Menu
- Level Selection Menu
- Help/Credits Menu
- Pause Menu
- Confirmation Dialog

All what you need to do to use them – just add prefab to your scene and tune basic parameters (if you'd like to change something).

Check "Demo" scene to understand how it works.

BRIEF VIDEO MANUAL - http://www.youtube.com/watch?v=wx8_oM8QqE4

Please contact me if you'll have any questions or troubles: AllebiGames@gmail.com

Basic scripts and their parameters

MenuManager

Global script for window management. Can be abandoned if you have only one menu window

windows	- List of all windows
activeWindow	- Start/current window index
autoIndex	- All windows will be indexed automatically according to their order in array
defaultScreenSize	- Default size of Screen. Size of all windows (and their elements) will be adjusted according to it. IF windows autoAdjustSize = true

MenuWindow

This is main script. Create window with specified parameters and elements bucket

caption	- Displayed caption of element
size	- Size of window
scrollViewSize	- Size of scollable area inside
position	- Determines element position if it isn't preset by globalAligment
globalAligment	- Element aligment in global screen space
startAnimation	- Determines window animation at first appearance
animationSpeed	- Animation speed
skin	- GUI skin, if it isn't specified - will be used Skin of parent element
Elements	- Bunch of elements in this window
Icon	- To show near/instead of caption
draggable	- Will be window draggable or not
autoAdjustSize	- Size of window and all elements will be adjusted according to screen resolution (depends on defaultScreenSize from MenuManager it belongs to)
interactionSound	- Plays this sound after any interaction (like button pressing) with any elements Please ensure that AudioListener component is attached
Index(private)	- Local windows index. SHOULD BE UNIQUE!

MenuElement

Atomic class of menu elements. All basic functionality integrated already

caption	- Displayed caption of element
type	- Type of element
size	- Element size
globalAligment	- Element aligment in parent space
position	- Determines element position if it isn't preset by globalAligment
startAnimation	- Determines element animation at first appearance
animationSpeed	- Animation speed
skin	- GUI skin, if it isn't specified - will be used Skin of parent element
parameter	- Additional string parameter, should be specified for some types of elements
parameterFloat	- Additional float parameter, should be specified for some types of elements

Actions

none	- none
close	- Close current window
close_GoToNextWindow	- Close current and open window with next index in MenuManager script
close_GoToPreviousWindow	- Close current and open window with previous index in MenuManager script
GoToNextWindow	- Open window with next index in MenuManager script
GoToPreviousWindow	- Open window with previous index in MenuManager script
GoToWindow	- Open window with parameterFloat index in MenuManager script
close_GoToWindow	- Close current and open window with parameterFloat index in MenuManager script
close_MenuManager	- Close/disable whole menu manager and all related menus.

Basic types

ElementTypes

button_CloseGoTo	- Create button that closes current menu window and opens window with index parameterFloat in MenuManager script
button_GoTo	- Create button that opens window with index parameterFloat in MenuManager script
button_CloseBack	- Create button that closes current menu window and opens window with previous index in MenuManager script
button_CloseNext	- Create button that closes current menu window and opens window with next index in MenuManager script
button_Back	- Create button that opens window with previous index in MenuManager script
button_Next	- Create button that opens window with next index in MenuManager script
button_ExitGame	- Create button that close application
button_LoadLevel	- Create button that load level with index parameterFloat
button_SetQuality	- Create button that set quality level according to parameter (Fastest - Fast - ... Fantastic)
button_DecQuality	- Create button that decrease quality level
button_IncQuality	- Create button that increase quality level
scroll_Resolutions	- Create scroll with list of all available resolutions. Click will change current resolution to chosen one
toggle_Fullscreen	- Create toggle that turn on/off fullscreen mode
slider_MouseSens	- Create slider that can be used for Mouse sensitivity adjustment
button_Resume	- Create button that close current menu and set time-scale to 1
button_Restart	- Create button that restart current level
button_OpenURL	- Create button that will open(in default browser) URL specified in Parameter
label	- Create text label
stars	- Draws textures(from icon property) few times (according to parameterFloat)
button_CloseEverything	- Close/disable whole menu manager and all related menus.
textArea	- Creates Text area with editable text
image	- Draws texture/image (from icon property)