Tasty pie menu

Documentation

Xamin Software

Class reference

Pie menu

Variables

accentColor: color for non-selected icons and for the cursor

disabledColor: color for disabled buttons

backgroundColor: color for the ring and every selected icon

useSeparators: bool that enables/disables a stroke between each button

lerpAmount: float that sets the speed of transitions

size: float that scales the entire menu

snap: bool that determines whether the cursor should snap to the buttons

tiltTowardsMouse: bool that allows the menu to rotate in a very nice way

tiltAmount: float that sets the maximum angle of the tilt rotation

buttons: List of GameObjects that you should fill with your buttons prefabs
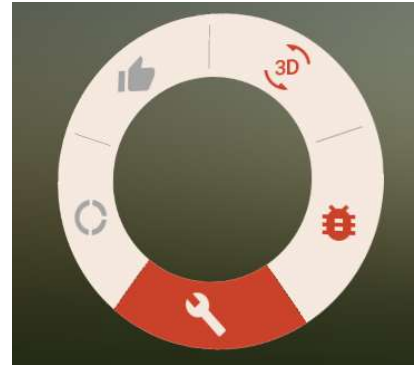
Methods

Open()

Close()

GetButtonWithId(string): returns a button. Use this to access your buttons at runtime

Button

Variables

action: UnityEvent. This is where you will want to store your button callback.

image: Sprite. The icon for the button, I recommend you to use white icons.

locked: bool. It allows you to prevent the user to click on the button.

id: string. This is a string that you should fill if you want to access to the button later.

Methods

ExecuteAction()

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Need help?

You can always send me an e-mail at support@xamin.it

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