Unity- Open Panel on Button Click

1. Right Click in The Hierarchy and create a UI Button. Name it Guitar in text via the Inspector. Add a panel, resize it so it fits your screen, in the Inspector for your deactivate the panel by default
2. Create a new script. Call it “PanelOpener”

public class PanelOpener : MonoBehaviour {

public GameObject Panel;

public void OpenPanel()

{

If (Panel ! = null)

{

bool isActive = Panel.activeSelf;

Panel.SetActive(!isActive);

}

}

}

1. Drag the button into the slot in the inspector, with the button selected. Select PanelOpener on functions \*under On Click in Inspector\* and Select OpenPanel().

Make sure to check your panel tag by dragging the panel to the GameObject Panel Variable.