

# *Menu Layout Prefabs*

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## Overview

There are many menu layout related prefabs to make it easier and quicker to create the settings menu you want. Those prefabs can be found in the project folder under **Packages/CitrioN - Settings Menu Creator/Content/Prefabs/Menus/Layouts**

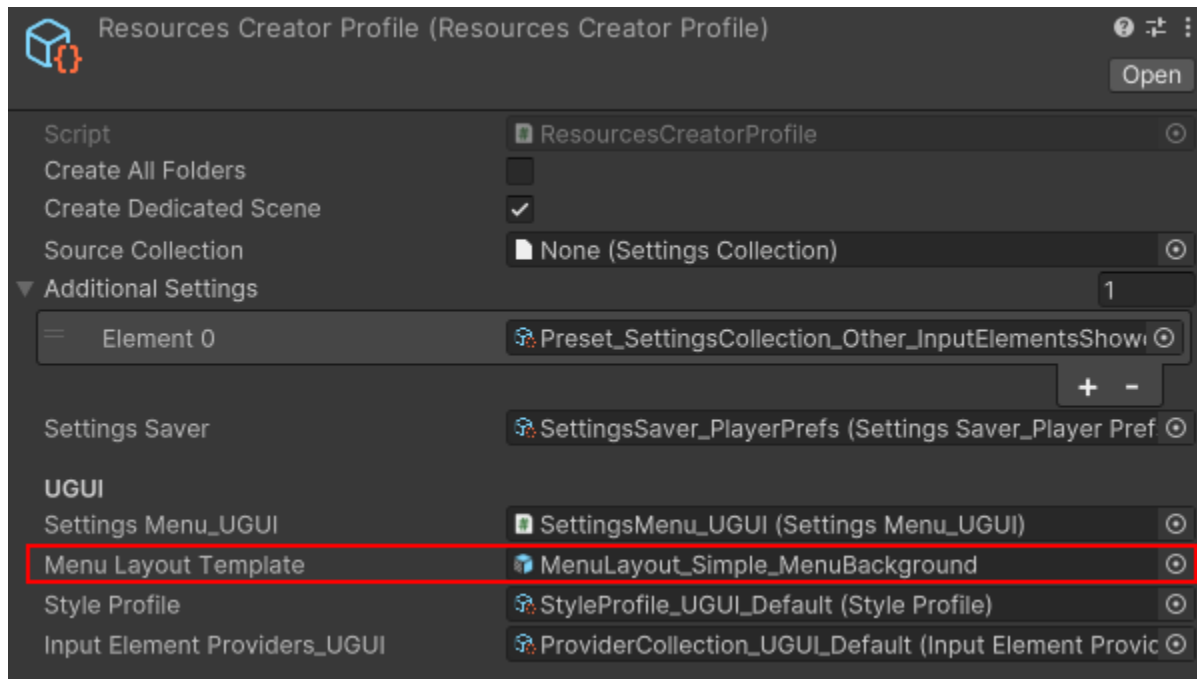
You can create prefab variants of any of them and customize your variants to fit your menu specification. Each variant typically only has a small amount of overrides so you can easily see what changes can achieve certain layouts.

## Using The Layout Prefabs

In order for your settings menu to use a specific layout prefab you have a couple options.

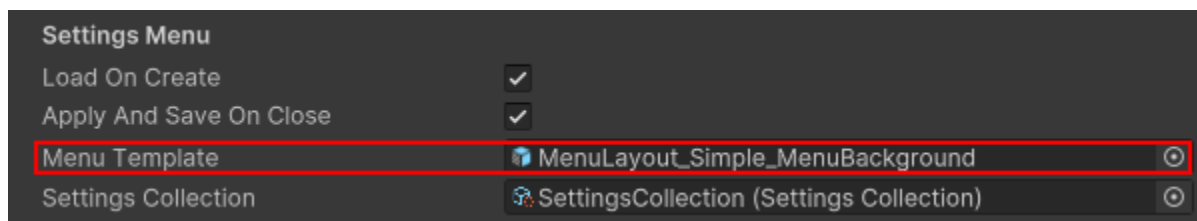
## Assign On ResourcesCreatorProfile

You can assign it on the ResourceCreatorProfile object during the resource generation process. This will automatically assign it to your UGUI settings menu component.



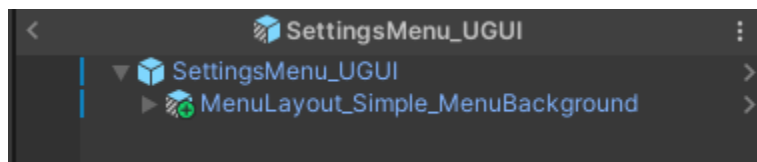
## Assign On UGUI Settings Menu Component

You can assign it manually on the UGUI settings menu component. Either on the (generated) menu prefab or the prefab instance in the scene.



## Parent To UGUI Settings Menu Component

If you don't want the layout to be created (instantiated) at runtime you can parent it to the settings menu object. Make sure to clear out the menu template field in that case so you don't end up with 2 menu layouts at runtime.



## **Layout Prefabs**

### **Base Folder**

Contains a few base layout prefabs

#### MenuLayout\_Base

Root prefab for all the subsequent layout prefab variants. Should not be used unless you want to develop your own prefab variant from a minimal starting point.

#### MenuLayout\_DynamicBackground

Has an image added as a background with style profile support listening for the color variable named Background Image.

#### MenuLayout\_DynamicBackground\_TitleContainer

On top of the dynamic background image from MenuLayout\_DynamicBackground it also has an object attached that has a SettingObject component attached with the menu-title identifier specified. This is where the title object will be attached to when using the title preset collection.

### **Columns Folder**

Contains prefab variants for column based menus

#### MenuLayout\_Columns\_Base

Variant that serves as the base for subsequent column based variants.

#### MenuLayout\_Columns\_2

Variant for a two column based menu layout

#### MenuLayout\_Columns\_2\_MenuBackground

Variant for a two column based menu layout with an additional style profile based background image.

#### MenuLayout\_Columns\_3

Variant for a three column based menu layout

## MenuLayout\_Columns\_3\_MenuBackground

Variant for a 3 column based menu layout with an additional style profile based background image.

## Edit Mode

Contains variants suited for edit mode manual modifications. Those should be used if you don't want to create the input elements at runtime. The variants have slight differences to the non edit mode ones.

## Simple Folder

Contains the most simple menu layouts

## MenuLayout\_Simple

Basic menu layout with a single container in the center that all settings will be added to

## MenuLayout\_Simple\_Wide

Extends the basic menu layout by reducing the spacing at the sides of the settings container in the middle.

## MenuLayout\_Simple\_MenuBackground

Extends the basic menu layout by adding a style profile based background image

## MenuLayout\_Simple\_MenuBackground\_Window

Variant that extends the MenuLayout\_Simple\_MenuBackground by adding additional spacing so the menu background and content does not cover the entire screen. This can be used to realize menus that should be overlays (floating windows) and not cover everything on the screen.

## TabMenus Folder

Contains layout variants for tab menu based menus

## MenuLayout\_TabMenu\_HorizontalTabs\_Base

Base variant for a tab menu with horizontally placed tabs

## MenuLayout\_TabMenu\_HorizontalTabs\_2\_Top

Variant for a tab menu that has 2 tabs at the top of the screen.

MenuLayout\_TabMenu\_HorizontalTabs\_2\_Bottom

Variant for a tab menu that has 2 tabs at the bottom of the screen.

MenuLayout\_TabMenu\_HorizontalTabs\_3\_Top

Variant for a tab menu that has 3 tabs at the top of the screen.

MenuLayout\_TabMenu\_VerticalTabs\_Base

Base variant for a tab menu with vertically placed tabs

MenuLayout\_TabMenu\_VerticalTabs\_2\_Left

Variant for a tab menu that has 2 tabs at the left of the screen.

MenuLayout\_TabMenu\_VerticalTabs\_2\_Right

Variant for a tab menu that has 2 tabs at the right of the screen.

MenuLayout\_TabMenu\_VerticalTabs\_3\_Left

Variant for a tab menu that has 3 tabs at the left of the screen.

Edit Mode

Contains variants suited for edit mode manual modifications. Those should be used if you don't want to create the input elements at runtime. The variants have slight differences to the non edit mode ones.

## **Miscellaneous Prefabs**

There are also a few other useful miscellaneous prefabs in the Misc folder right below the Layouts folder.

## **Containers Folder**

Useful prefabs used in several other menu related prefabs for parenting certain setting objects to.

Container\_Buttons\_Horizontal

Basic GameObject with the SettingObject script attached using the 'settings-parent' identifier. This is used in several layout prefabs as the default identifier to parent new settings to.

## Container\_Buttons\_Vertical

Basic GameObject with the SettingObject script attached using the 'buttons-parent' identifier. This is used in several menu layouts as the parent for buttons.

## Container\_Title

Basic GameObject with the SettingObject script attached using the 'menu-title' identifier. This is used in several menu layouts as the parent for the title object.

## **Dynamic Content Container Folder**

Contains several prefabs that adjust their size based on the size of their children. The prefabs are designed to allow background images for the container making it easy to visually show the grouping of settings in a menu. Check the 'Dynamic Background Containers' demo on how this can be achieved.

## **Image\_MenuBackground**

Convenience prefab with an image and color style listener for the 'Background Image' style profile variable.