

PRIMO

MAIN MENU PACK

If you have any issue with it, just contact me here:
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Requirements:
-2D PSD Importer Package
-TextMeshPro

MAIN MENU MANAGER

Values

Manage all the values of the main menu.

On/Off: Toggle to show/hide elements

Scene: The name of the first scene to load

Sprites: Sprites for the logo, backgrounds and buttons
(Do not edit directly in the component)






Color: The colors to be applied to every UI Element

Version: Build version. A reference for development.

Texts: Texts on buttons
(Do not edit directly in the component)

Social: Social links and sprites
(If any social icon is toggled on in the On/Off section)

Audio: The default volume at start

On/Off	
Show Banner	<input type="checkbox"/>
Show Social 1	<input checked="" type="checkbox"/>
Show Social 2	<input checked="" type="checkbox"/>
Show Social 3	<input checked="" type="checkbox"/>
Scene	
Scene To Load	Test
Sprites	
Logo	
Background	
Buttons	
Color	
Main Color	
Secondary Color	
Version	
Version	v.0105
Texts	
Play	Play
Settings	Settings

Components

This section contains all the references to each component of the menu.

Everything there should remain as it is, except for the Color Elements (if needed)

How to add a new element linked with the colors :

1. Create the element (Button, Image)

2. Add it in the correct list

-An image that needs the main color would go into MainColorImages

-A button that needs the main color would go into Buttons Elements

-A button can't have the secondary color

-A text that needs the secondary color would go into SecondaryColorTexts

Color Elements

- ▶ Main Color Images
- ▶ Main Color Texts
- ▶ Secondary Color Images
- ▶ Secondary Color Texts
- ▶ Buttons Elements

NEW INPUT SYSTEM

Is needed to use the menu with a controller

1. Install the New Input System via the Package Manager

2. Import the package **Import for New Input System** located at the root of the asset

3. In *Project Settings > Player > Other Settings > Scripting Define Symbols*:

Add `USE_NEW_INPUT_SYSTEM` in Scripting Define Symbols and click Apply

Script Compilation
Scripting Define Symbols
<code>USE_NEW_INPUT_SYSTEM</code>

4. Use the scene and prefab located in the **New Input System** folder of the asset