S∧D

MAIN MENU PACK

If you have any issue with this asset pack, contact me here:
gabrielbissonnette36@gmail.com

Requirements:
-TextMeshPro

QUICK START

Open any demo scene and edit it to your liking.

OR

Drag and drop the **SAD – Main Menu Pack** prefab in your custom scene.

MAIN MENU MANAGER

Here's a breakdown of how the Main Menu Manager script works. Enable **Manual Mode** for a specific category at any time to customize without any override from the script.

Intro State: Choose your introduction sequence.
1. One_Liner_Fading Menu: Intro with text and fade.
2. Fading Menu: Intro with fade.
3. Menu Only

Buttons: Customize the appearance of your buttons.

Colors: Customize the colors and opacity of all the elements.

Intro Sequence: Customize the intro text. Only usable with **One_Liner_Fading Menu.**

Scene: The scene to load and delay when pressing start.

Texts: Customize the texts in the Home Panel.

Audio: Customize the audio.
Custom Soundtrack: Enable and drag and drop your audio.

---- References: Components used as a reference. You shouldn't have to change much in there.

▼ # ✓ Main Menu Manager (Script)	❓ ⇄ ⋮

SAD MAIN MENU PACK

Script	▣ MainMenuManager ⊙
Sequence Manager	
Intro State	Menu Only ▼
Buttons	
Manual Mode Buttons	☐
Buttons Appearance	Rounded ▼
Colors	
Manual Mode Color	☐
Main Color	▮▮▮▮▮▮▮ 🖉
Alpha_godrays	0.13
Alpha_particle Slow Normal	0.5
Alpha_particle Huge	0.05
Intro Sequence	
Manual Mode Intro Text	☐
Intro Text Content	Pretend this is an inspirational quote.
Scene	
Scene To Load	MainScene
Delay Before Loading	3
Home Panel	
Manual Mode Texts	☐
Play	Play
Settings	Options
Quit	Quit
Audio	
Custom Soundtrack	☐
Custom Soundtrack Audio	None (Audio Clip) ⊙
Default Volume	0.7
Sound_click	♫ ButtonClick ⊙
Sound_hover	♫ ButtonHover ⊙