



1. Introduction

Make your own **GUI in One Minute!** How? Thanks to One Minute GUI it's child's play! Especially for you, we created **Simple UI elements**, that come together with our **Menu Manager Script** and new **uGUI system**. It's super easy to use! Inside package you will find **full Documentation**.

Making fast and simple GUI was never so easy!

Simple UI Elements:

50+ Icons | 30+ Components | 20+ Buttons | 10 Menus | Ready-Made Menu Example | Hover & Menu Animations | Custom Font | One Sound

Menu Manager Script:

We are especially proud of our easy-to-use Menu Manager Plugin. With it, you can easily create transitions between your submenus and quickly create a fully working menu flow. On top of that, the Script is integrated with Unity3D Animator and uGUI system. Use it with build in uGUI Button `OnClick()` Event, just select your Button and Menu destination. Use mecanim states for animations.

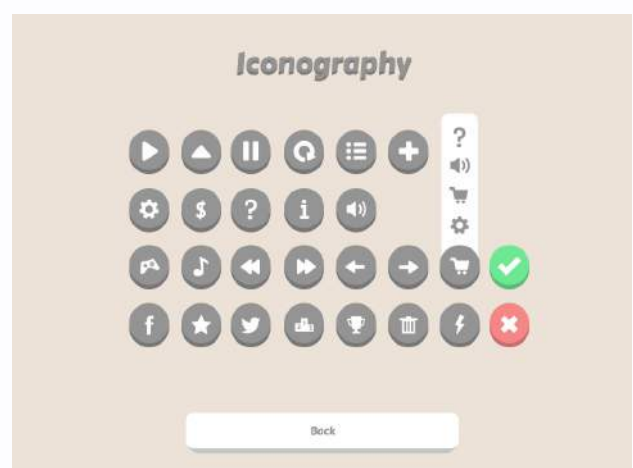
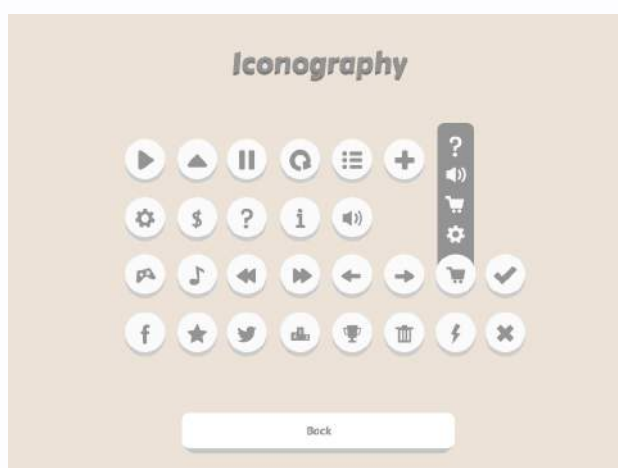
Features :

- Quickly create awesome looking Simple UI Menu
- Constant updates and new features
- Active development & support
- Easy to use for beginners and professionals

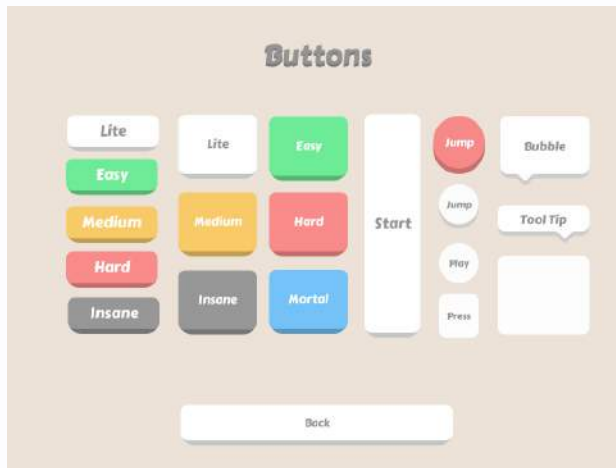
1. UI Elements

Set of simple UI Elements made in Unity GUI system. Ready to drag and drop into your scene.

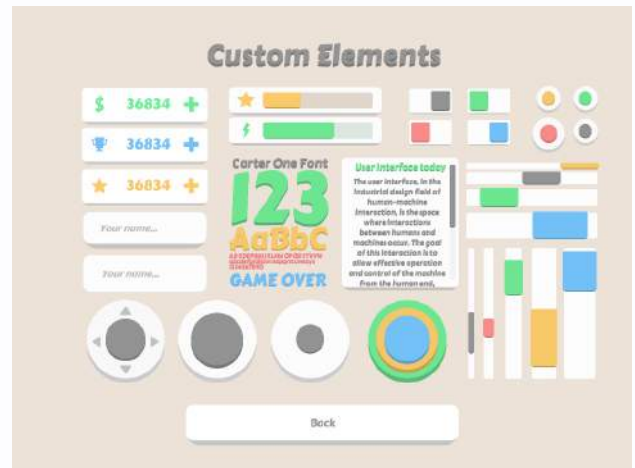
a) Icons



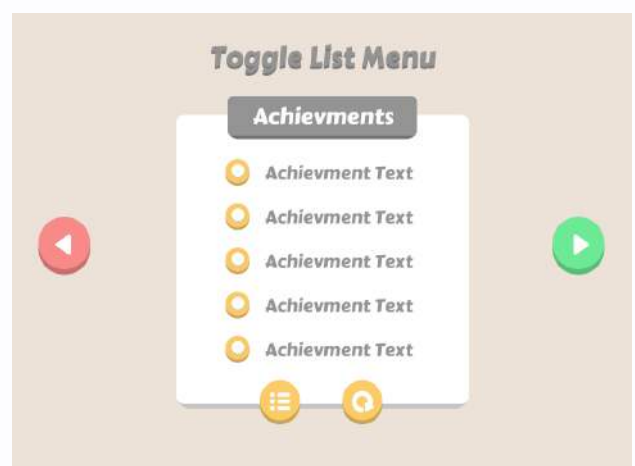
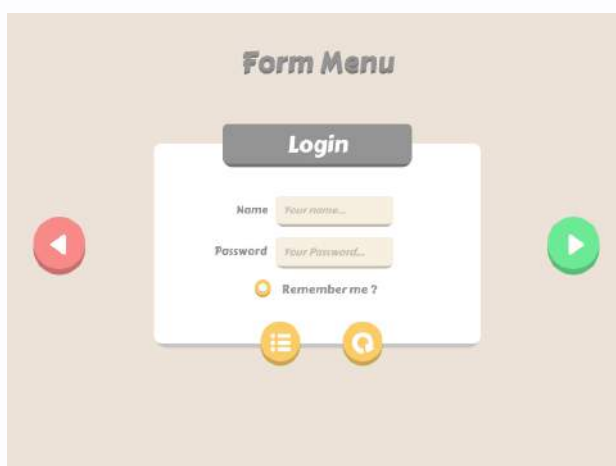
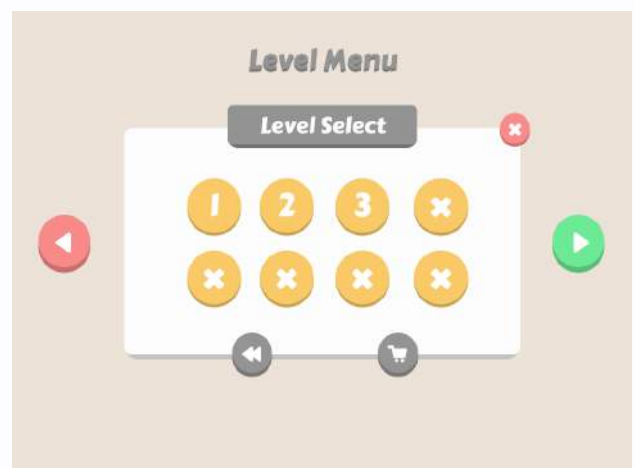
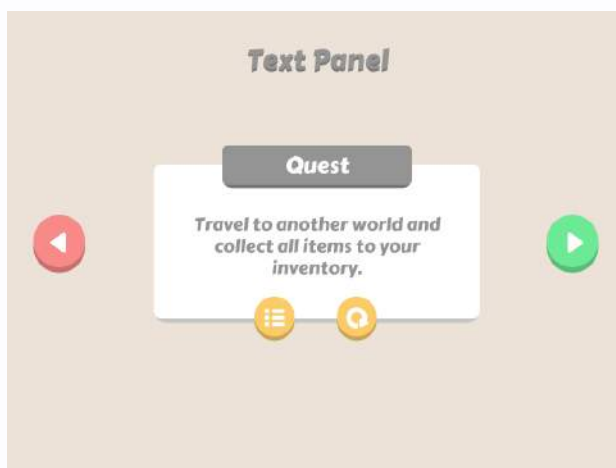
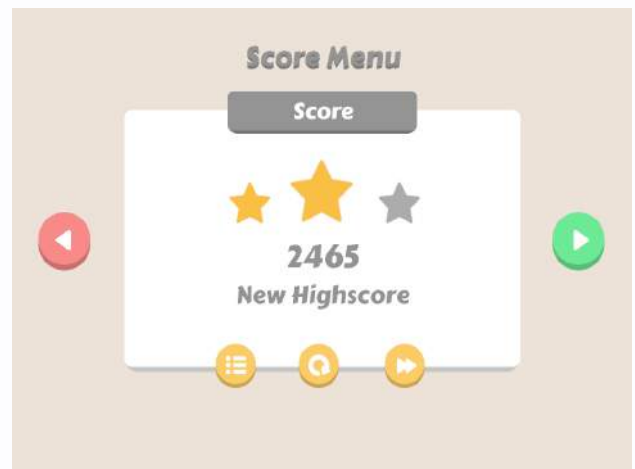
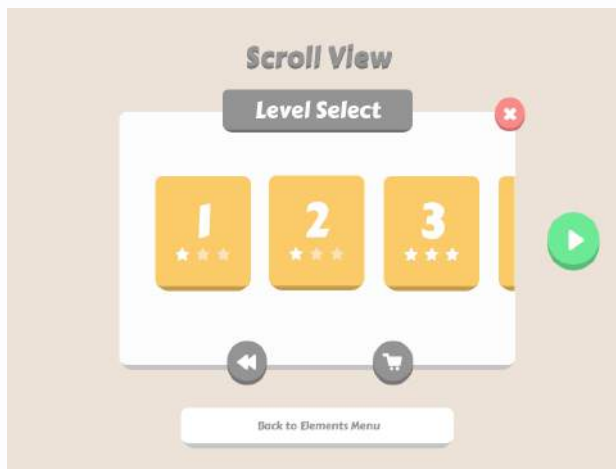
b) Buttons

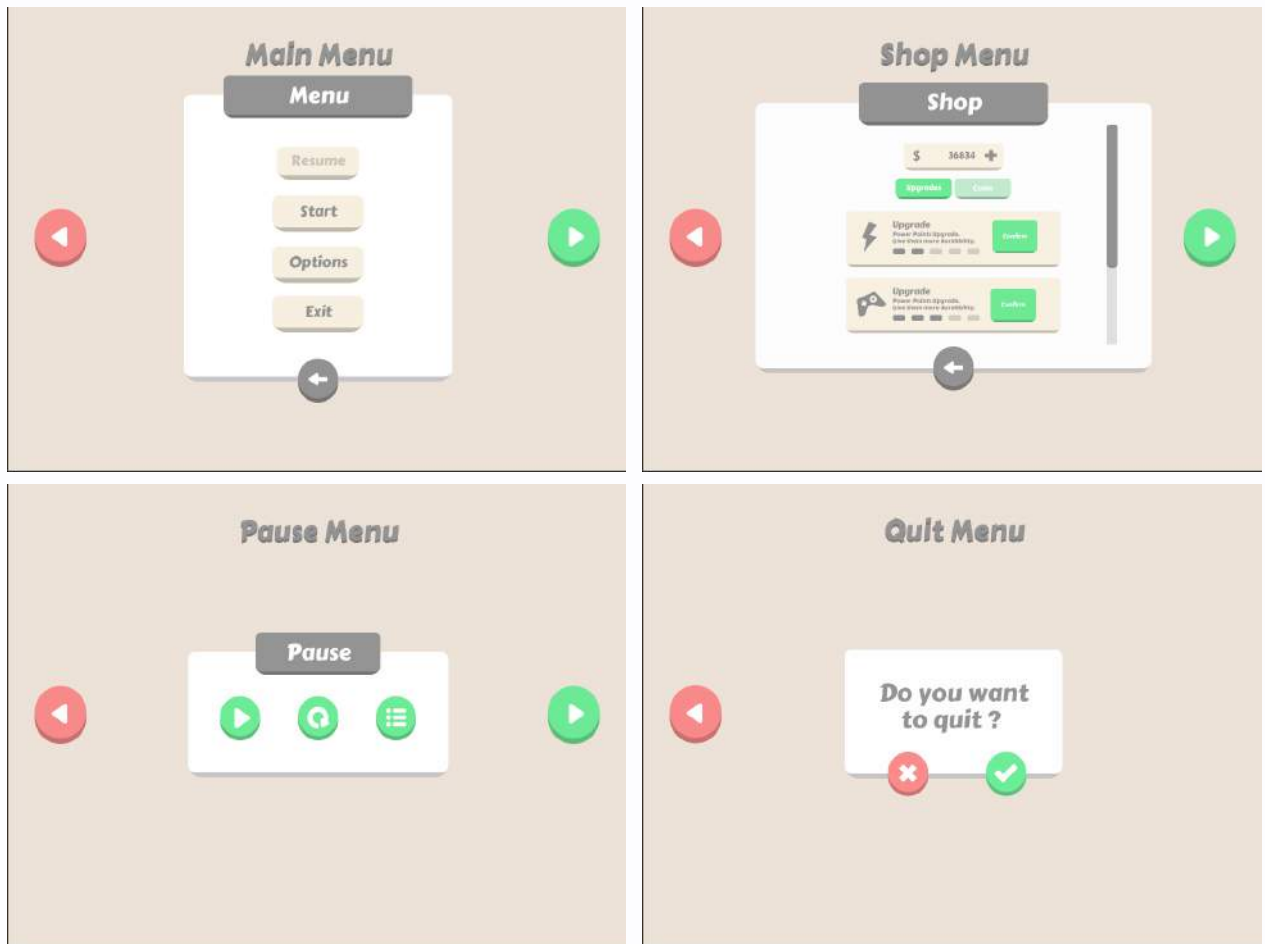


c) Components



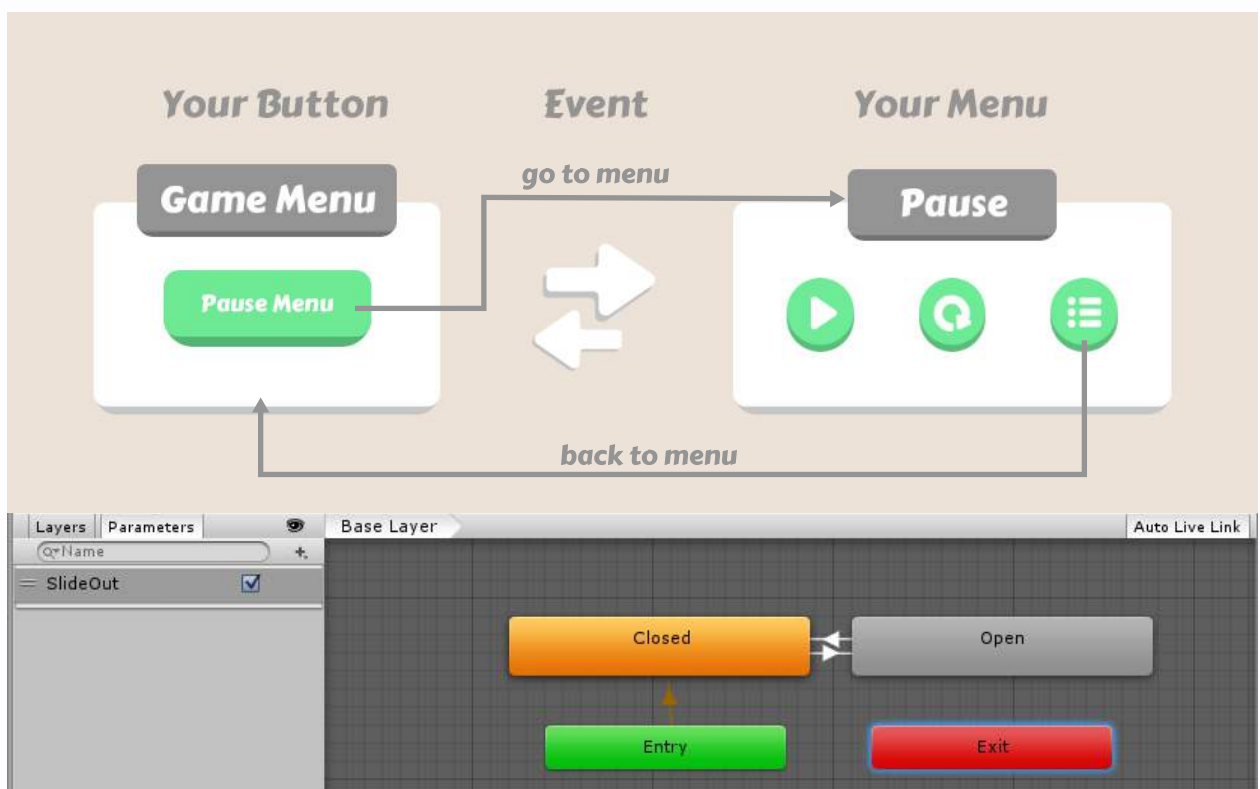
d) Panels





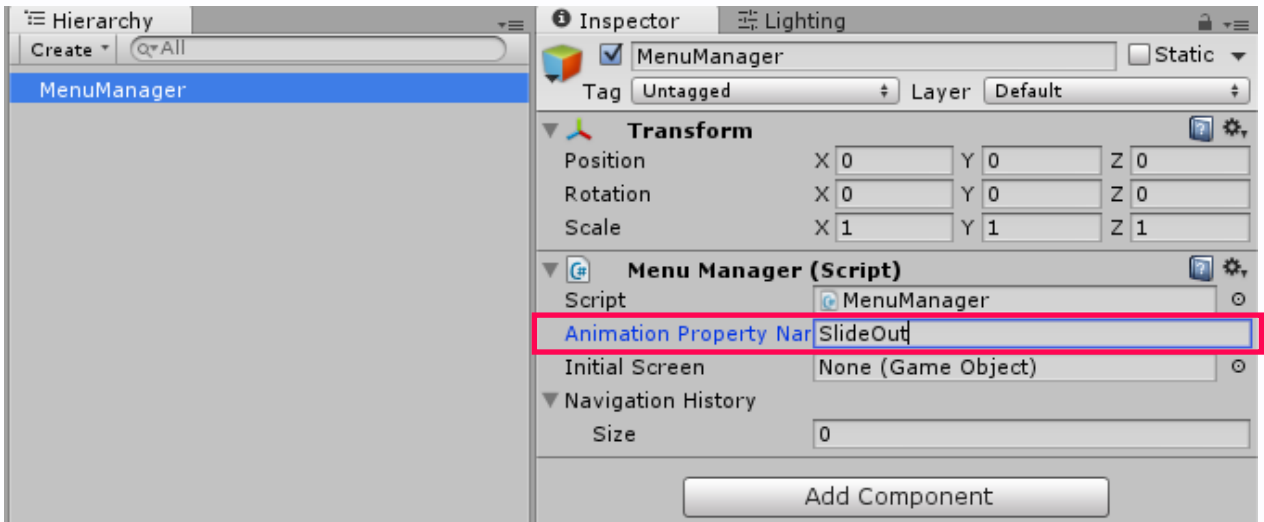
2. Menu Manager

Menu Manager gives you a possibility to manage the flow between submenus. To see how it works open the OneMinuteGUI_Menu scene.

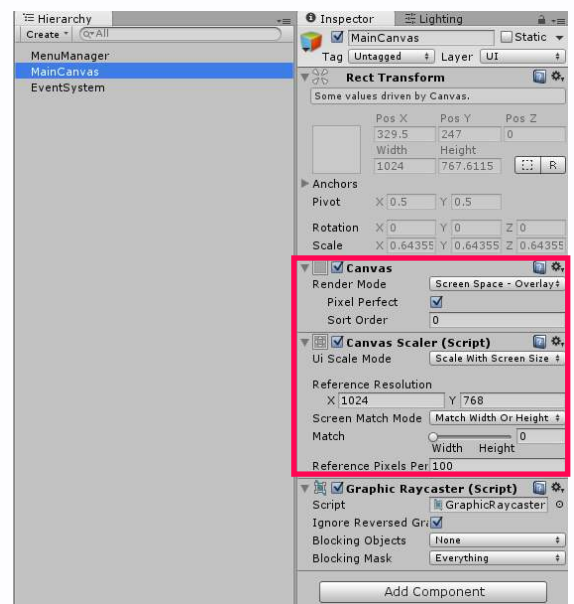


2a. Menu Manager Tutorial

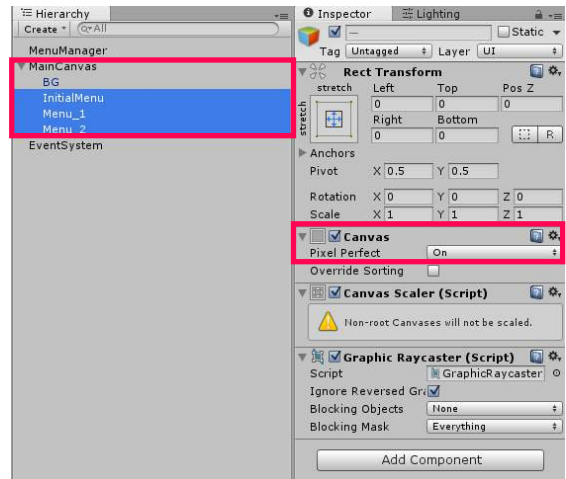
1. Open New Scene
2. Add new empty GameObject and call it MenuManager
3. Add MenuManager Script as a new component.
4. Add Animation Property Name (This will be our Bool Parameter for Turning On and Off Animations State)



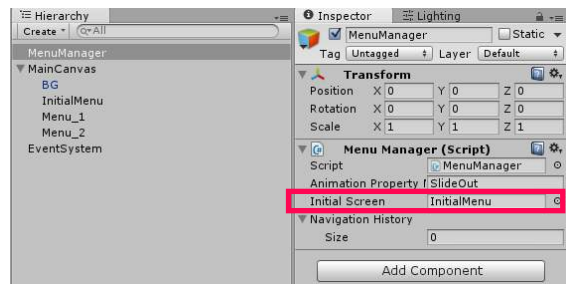
5. Create New Canvas and set all settings as pictured on the screen on the right. Set :
 - Render mode Screen Space
 - Pixel Perfect Sprites
 - UI Scale Mode to Scale with Screen Size
 - Reference Resolution for this example is 1024x768px



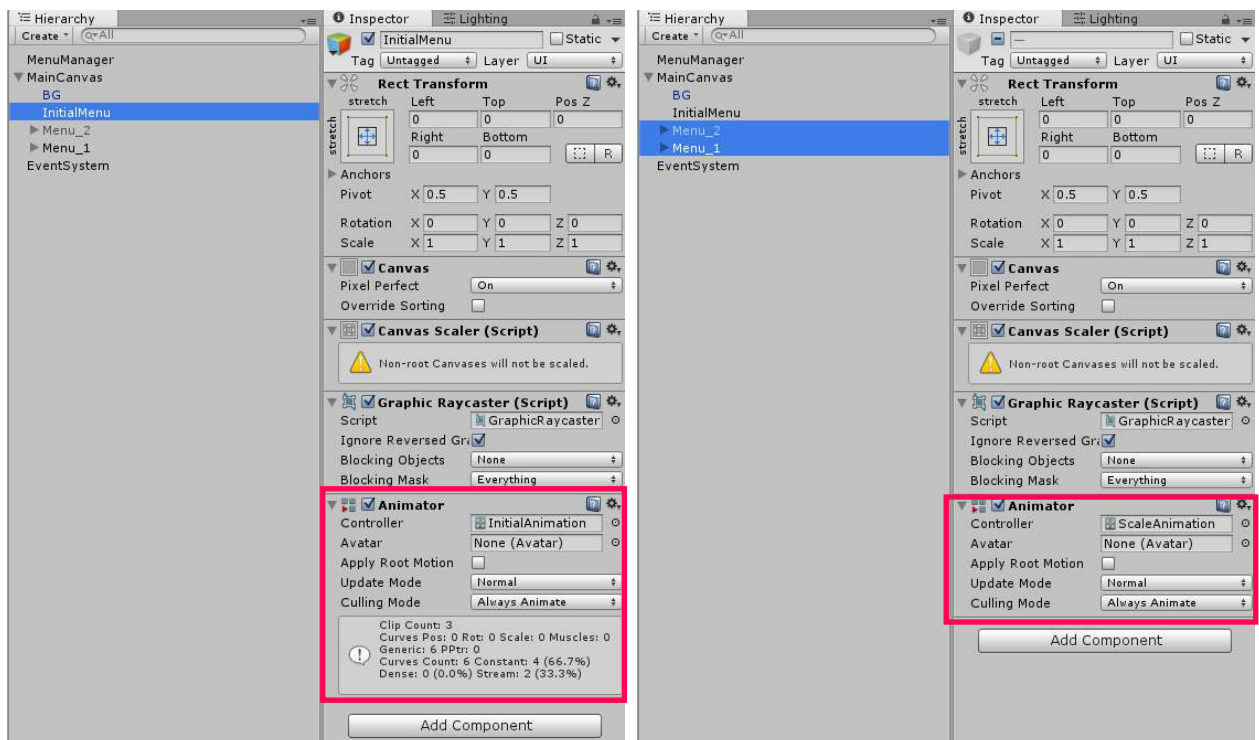
6. Next we need to create our Initial Canvas (Just add a new canvas and name it Initial). Add as many submenus as you want (these submenus also need to be canvases). Set Pixel Perfect to ON. Then add BG prefab as our main Background (resize it to canvas size).



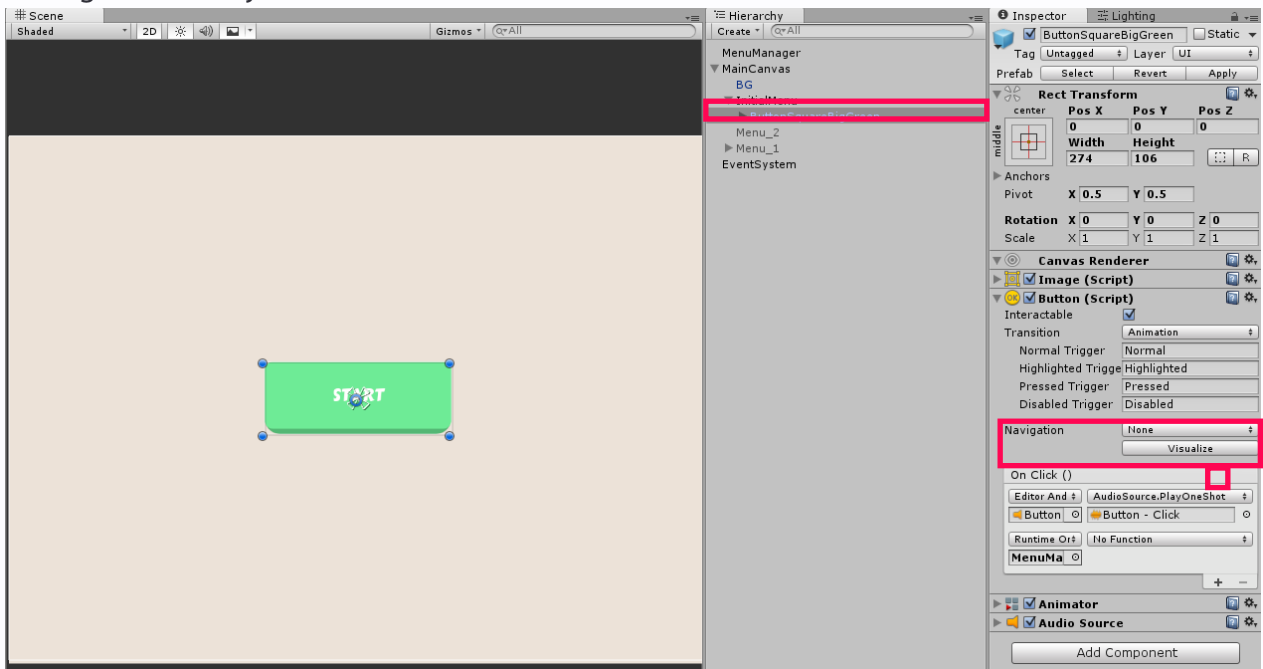
7. Add to our MenuManager in the Initial Screen slot -> InitialMenu GameObject.



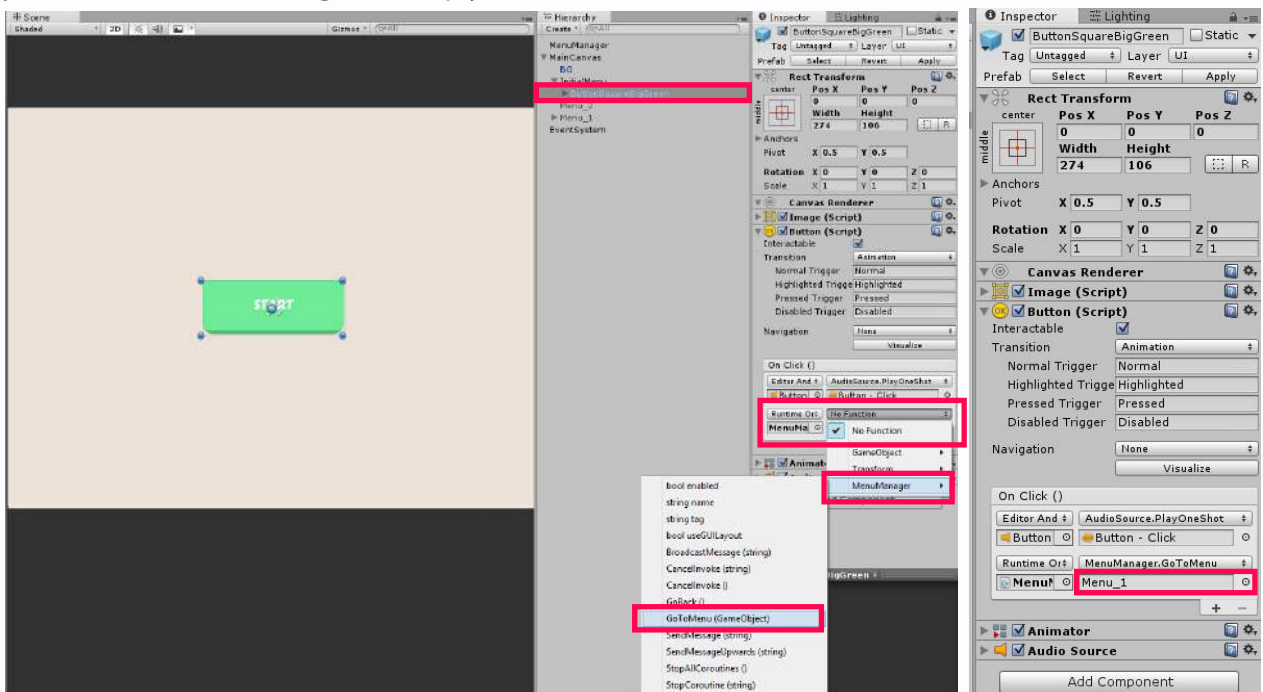
8. Add Animator Controller to the Initial Menu and all other submenus. Initial Menu should have Initial Animation Controller. Other submenus should have Scale Animation or Top Down Animation (Remember to set Top down animation canvas above Initial Canvas). NOTE that while in play mode all submenu canvases except initial should be turned off.



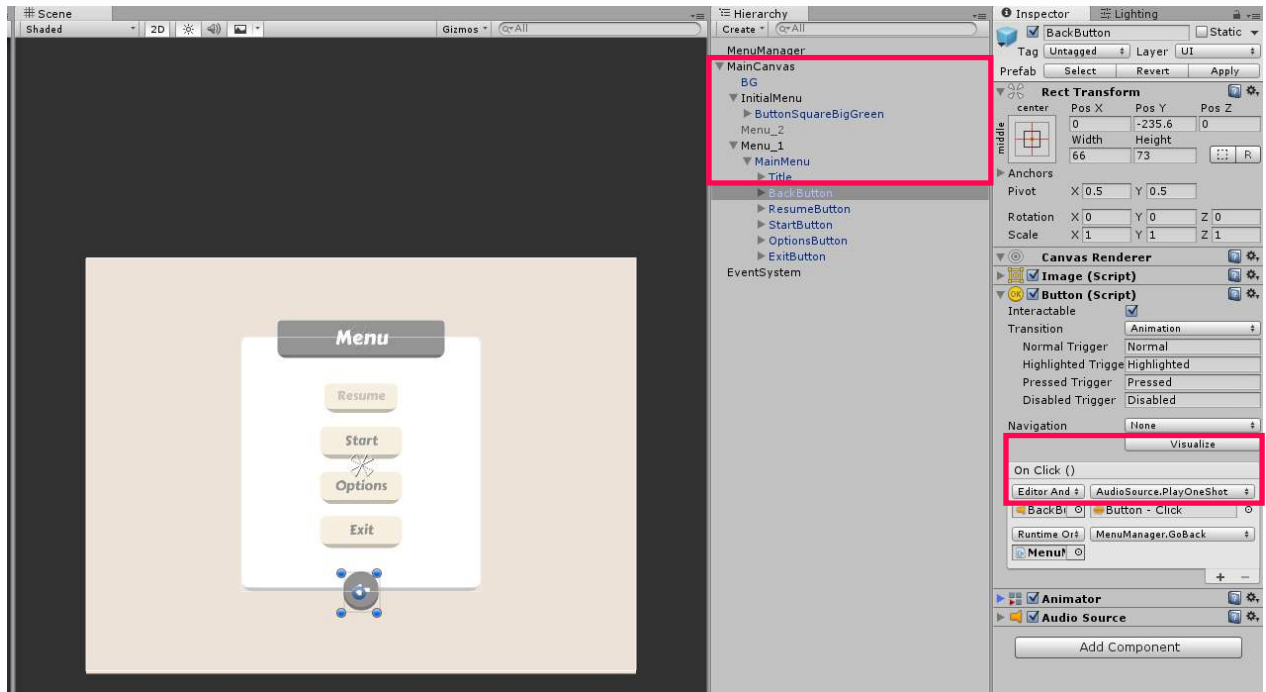
9. Next add to your Initial Menu some content. For example, a ready-made prefab button with Start. In button Component Script add to list new OnClick() Event. Drag into the slot our Menu-Manager GameObject.



10. After that, click on the Function Button. Choose MenuManager and GoToMenu(GameObject) Function. Then drag and drop your destination Menu in our case Menu_1.



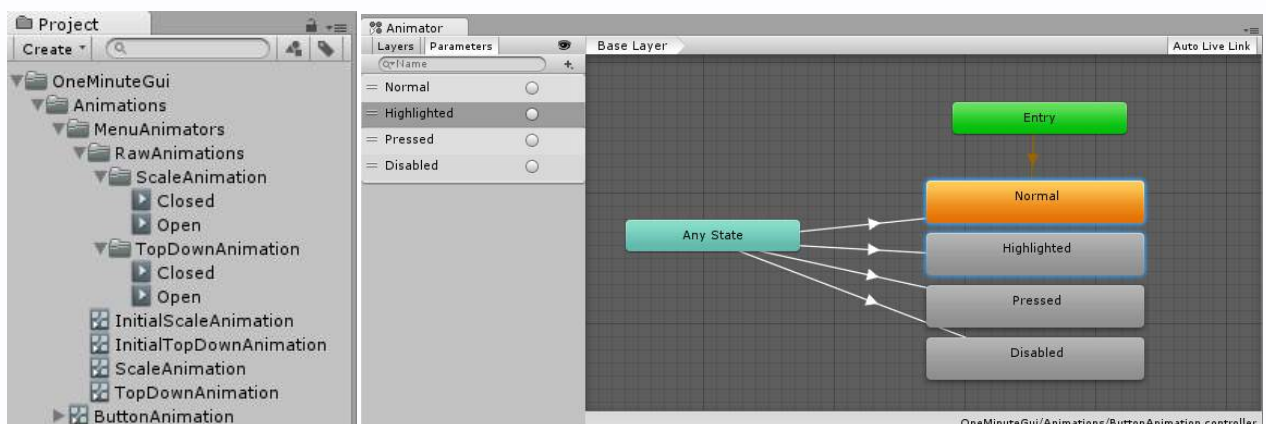
11. Then in Menu_1 add a custom Panel Prefab (in our example - MainMenu). Choose BackButton and just like before put to OnClick() List our MenuManager GameObject. Select from Function List MenuManager GoBack(). That means it will go back to last seen Menu - in this situation InitialMenu.



12. Finally, click play. Voila! Now your menus will go from Initial to Menu_1 with smooth and nice animations.

3. Animations

We made two types of animations based on Scale and on Position. If you would like to create your own , just choose animation Close or Open and change transitions. Also, we created animations for button hovers. They are easy to change in the ButtonAnimation controller.



4. Active Development & Support

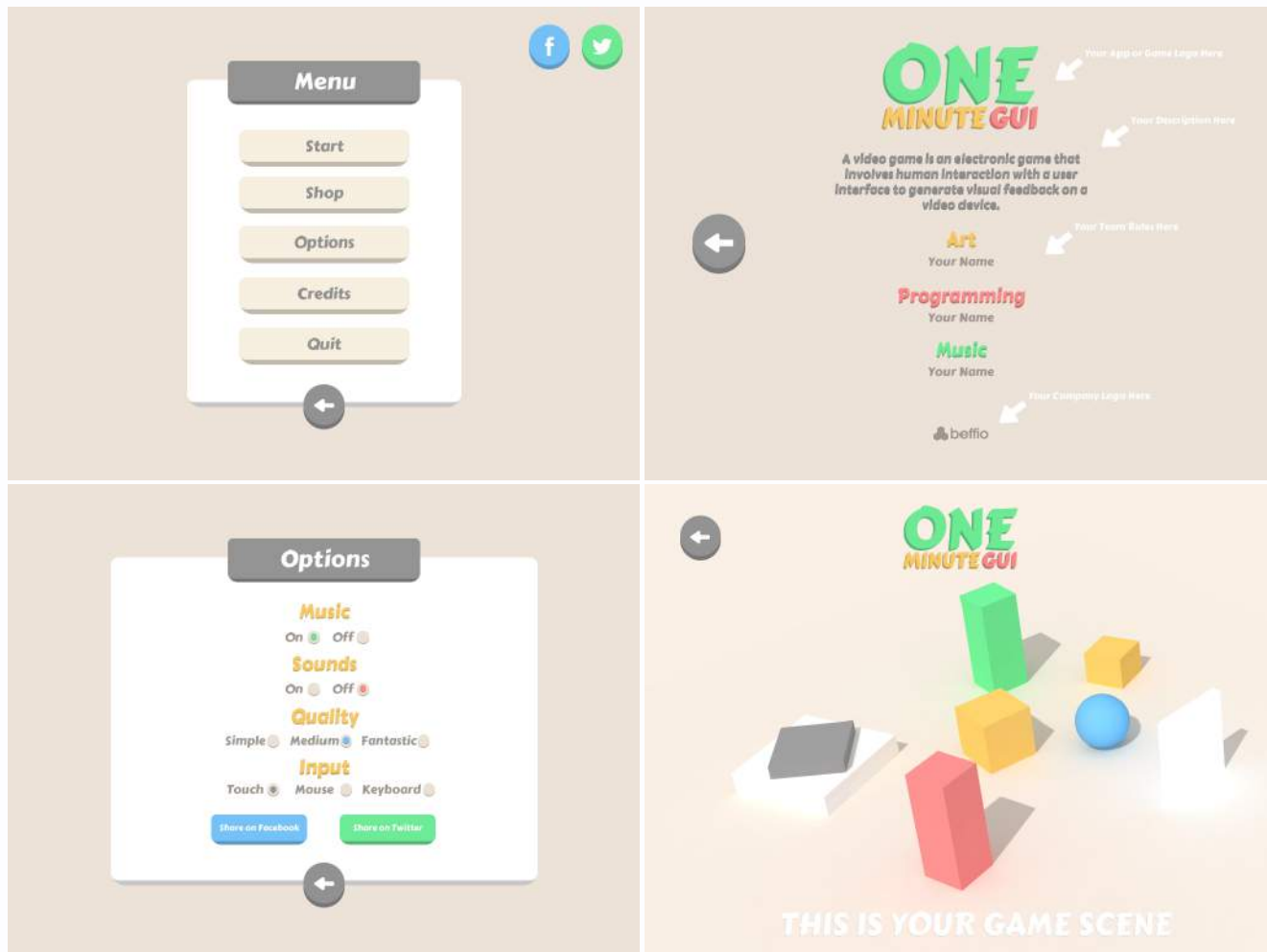
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mail: tom@beffio.com

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5. Custom Example Menu Screenshots



**ONE
MINUTE GUI**

6. Our Other Unity3D Assets

