

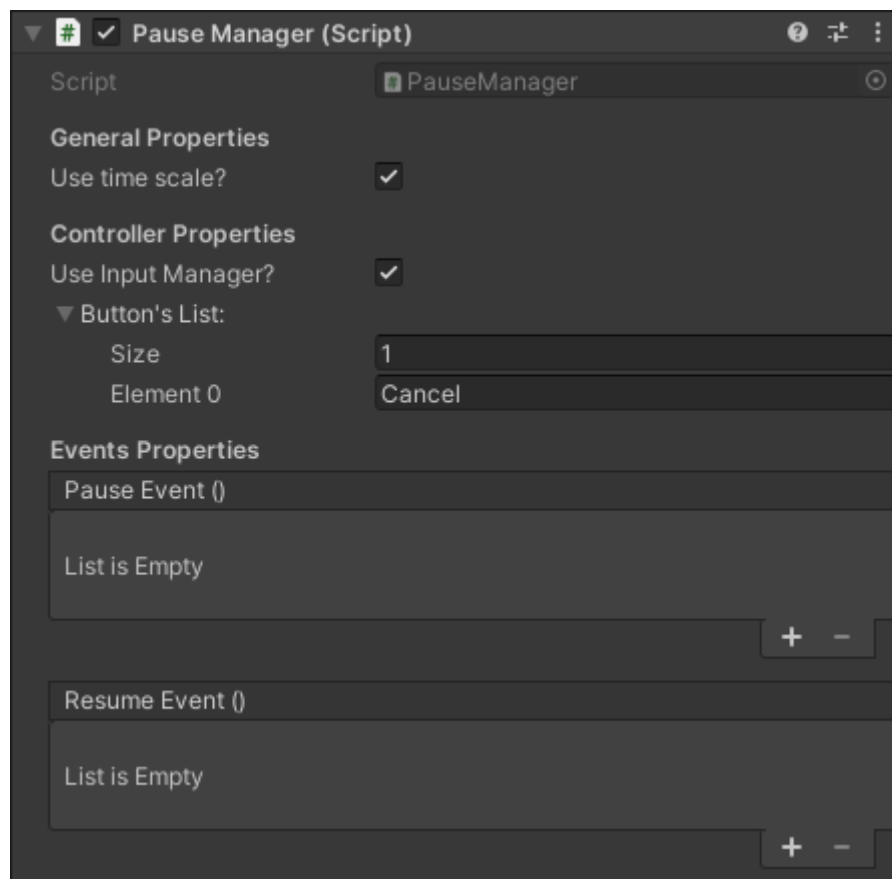
PAUSE MANAGER

Overview.....	3
Properties.....	4
General Properties.....	4
Controller Properties.....	5
Input Manager.....	5
Input System.....	6
Rewired.....	10
PlayerPrefs.....	12
Pause Keys.....	13
Steam Overlay Properties.....	14
Events Properties.....	15
Pause Event Handler.....	16
Examples.....	17

Overview

Thanks for purchasing the **Pause Manager** package. It's a simple and free package for managing pause/resume in your app, it's easy to use and fully integrated with **Unity's Input System** and **Rewired**.

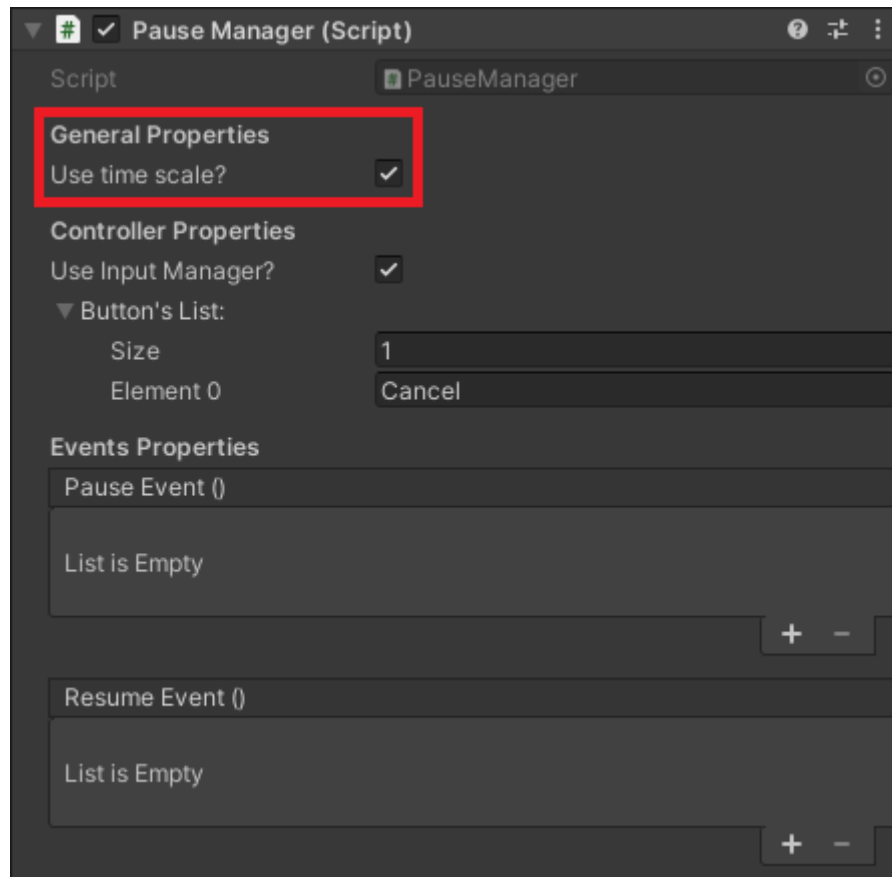
Simply drag-n-drop the **Pause Manager** prefab into your scene and you'll see the default options on Inspector.



Properties

General Properties

Under **General Properties**, there's a **time scale** checkbox, where you choose whether to use Unity's time scale (see image below).



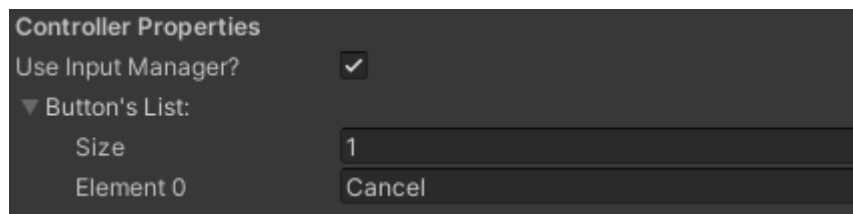
With this property checked, when you trigger **pause** events, the value of **Time.timeScale** will be 0 and, when you trigger **resume** events, the value of **Time.timeScale** will be 1.

Controller Properties

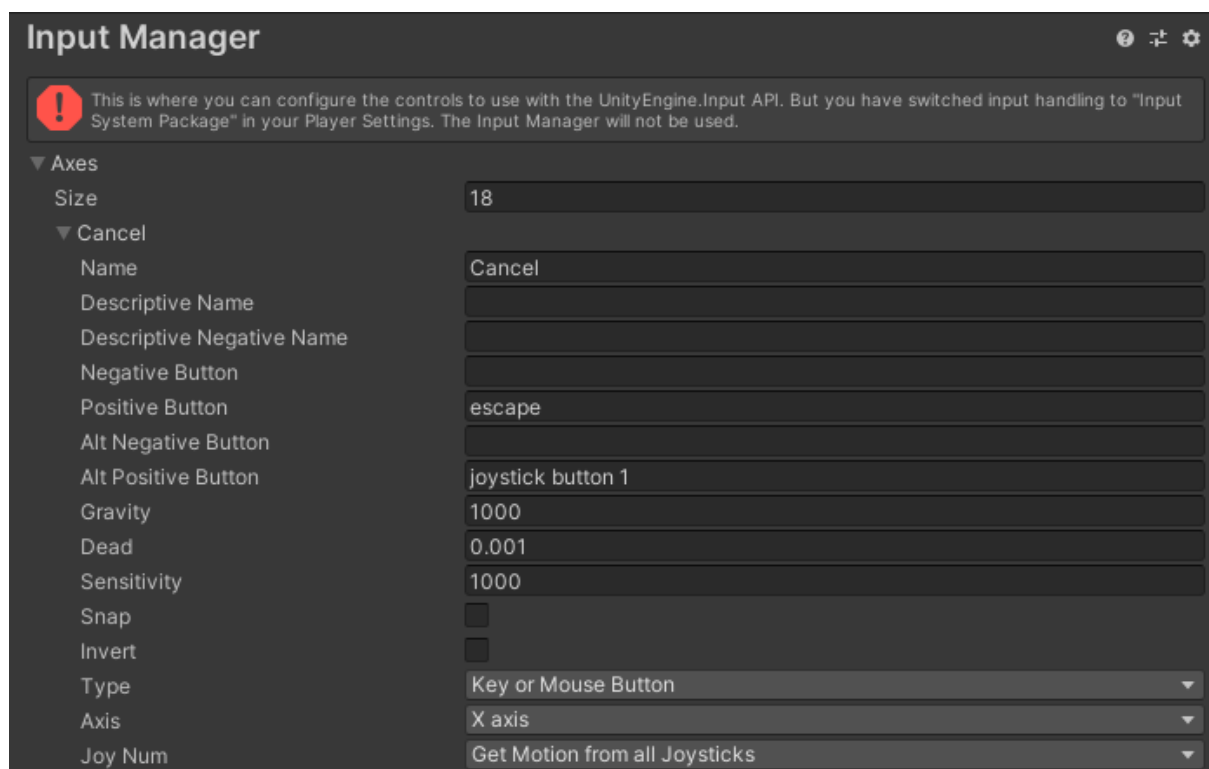
Input Manager

The **Button's List** specifies all buttons that could trigger the pause/resume events. Some example values could be **Player 1 Pause**, **Player 2 Pause** etc, where you configure the keyboard's key, Playstation controller's button, Xbox controller's button, etc.

By default, there's only one button with the **Cancel** value.

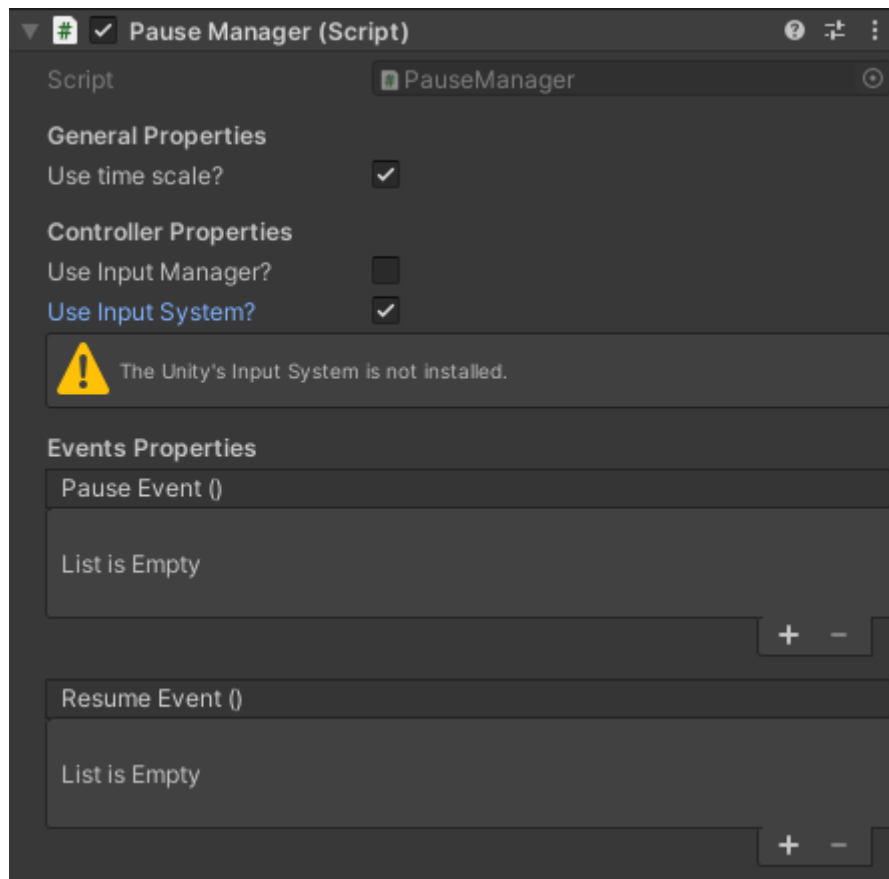


The **Cancel** button can be found in **Edit > Project Settings > Input Manager**.



Input System

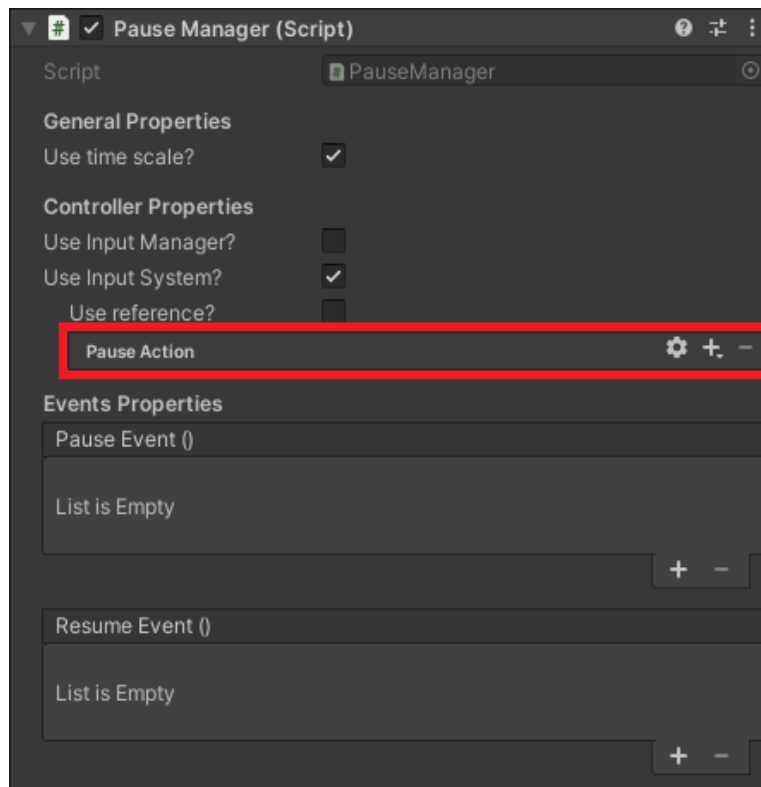
The default controller properties allows you to use Unity's current Input Manager, but if you want to use **Input System**, you can uncheck the **Use Input Manager?** checkbox which gives you these options below



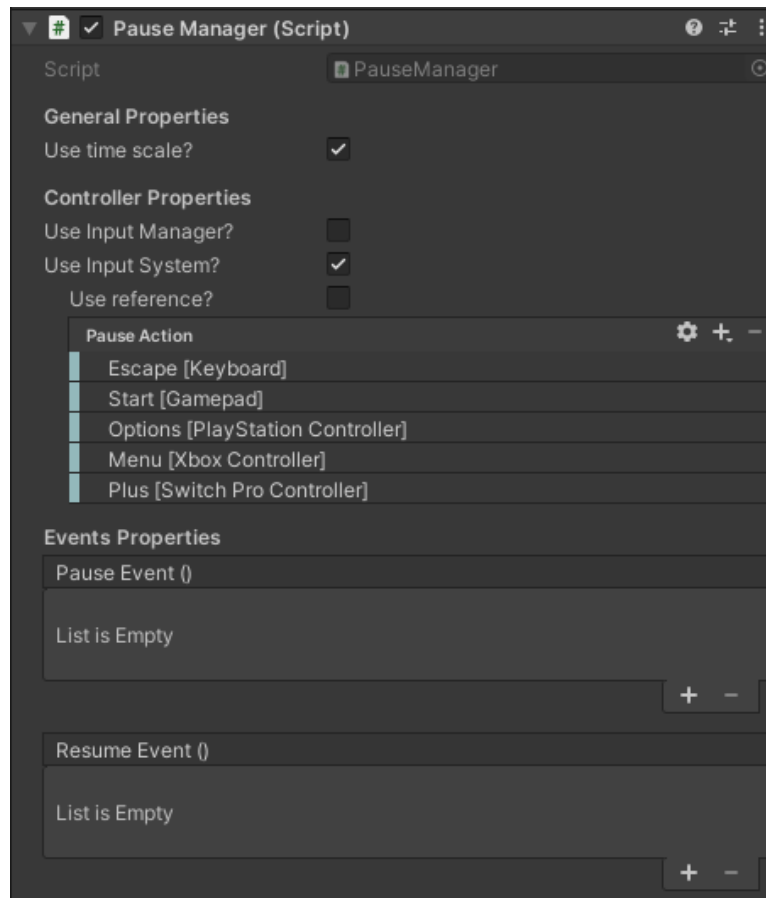
Notice that if you do not have **Input System** installed, a warning message will appear. If you choose to install **Input System**, the minimum version required for this package to work is **0.2.10-preview**, but it is recommended that you install the latest version available.

If you could not install the **Input System** package in your project, you don't need to continue these steps. You can still use the **Input Manager**.

After installing Input System, you'll see the **Pause Action** available below



You can add some options to suit your game needs, for example:

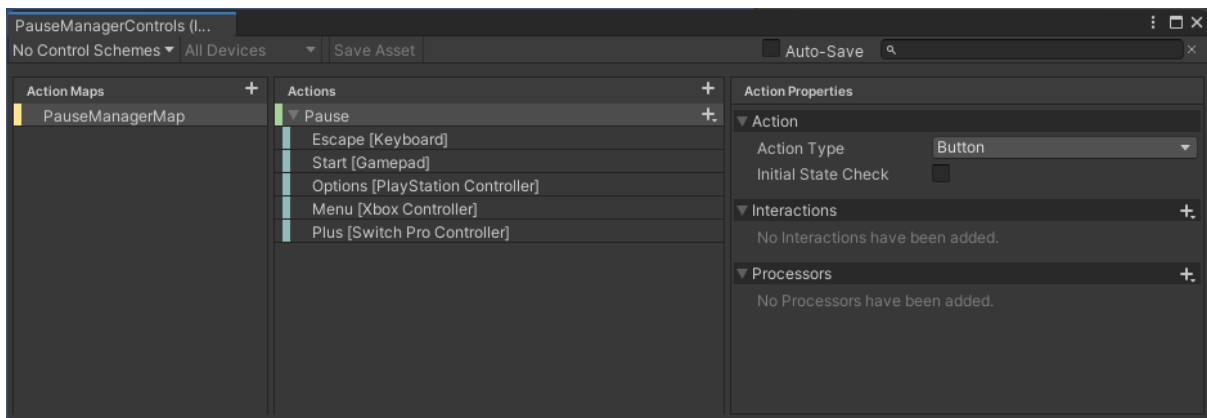


Now, if you press one of the buttons listed in the **Pause Action**, it will trigger the pause/resume events.

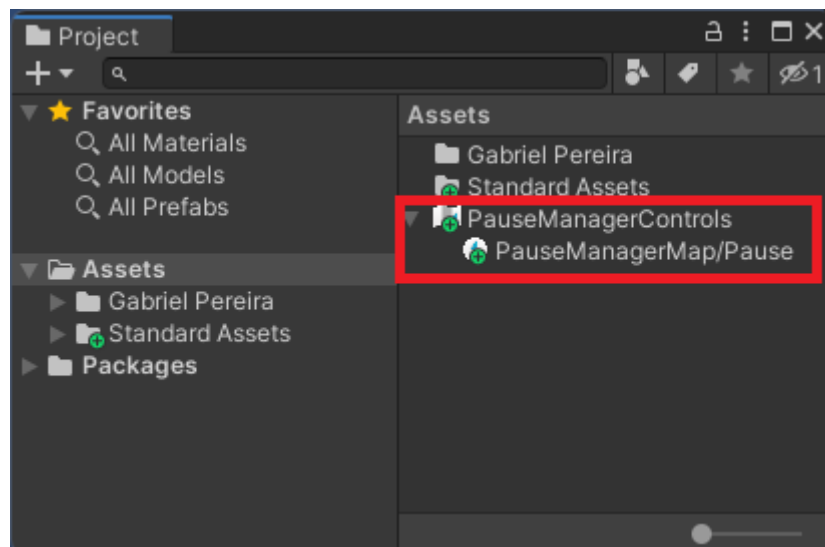
If you already have Input System installed and an **Input Action Asset** created, you can drag-n-drop an **Input Action Reference** from that asset in the **Action Reference** field.

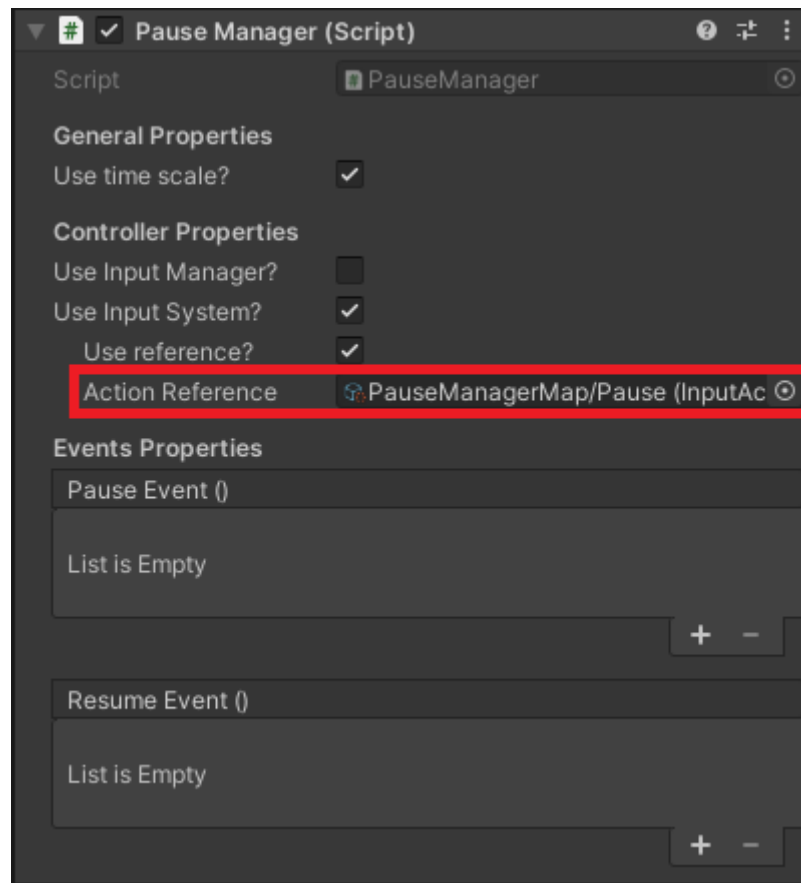
To achieve this, just follow these steps:

1. Create an **Input Action Asset**
2. Add an **Action Map** and it's **Actions**
3. Map all the necessary buttons (see image below)



4. Click **Save Asset** (or check **Auto-Save**)
5. Drag the **Action Reference** created into the **Action Reference** field

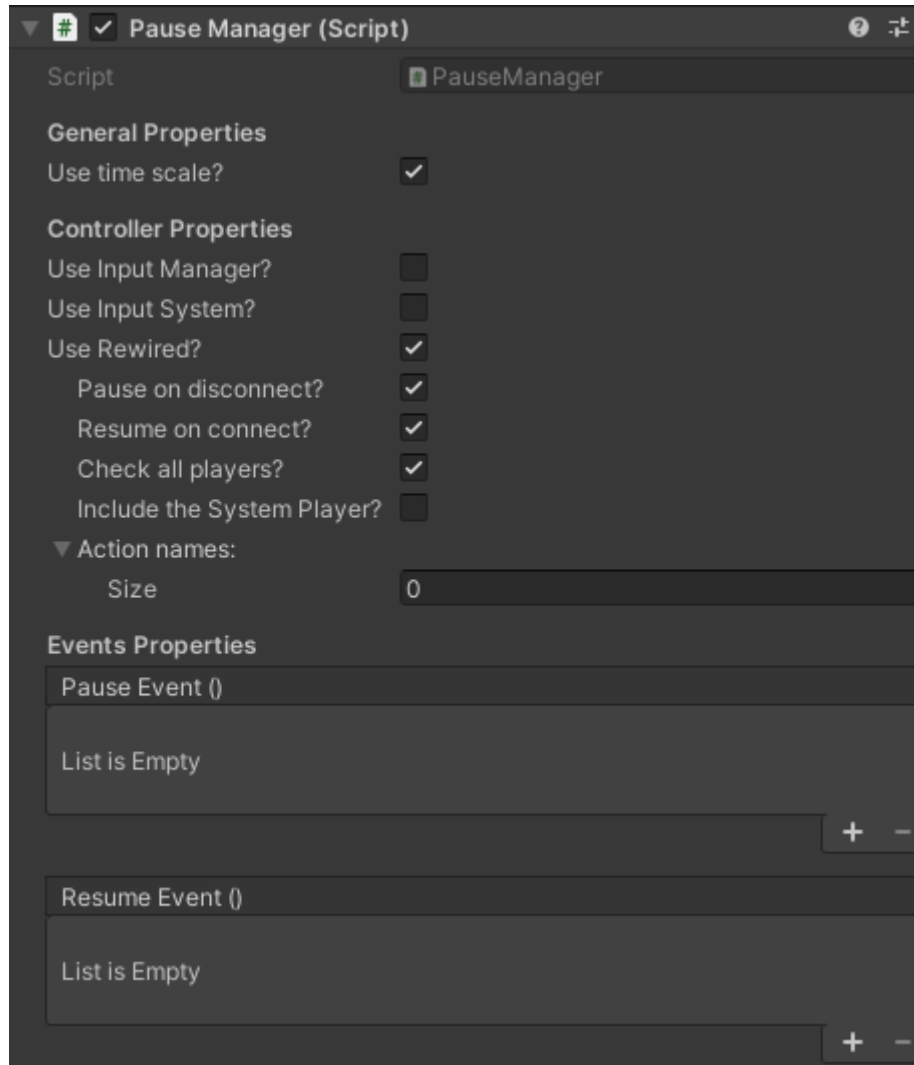




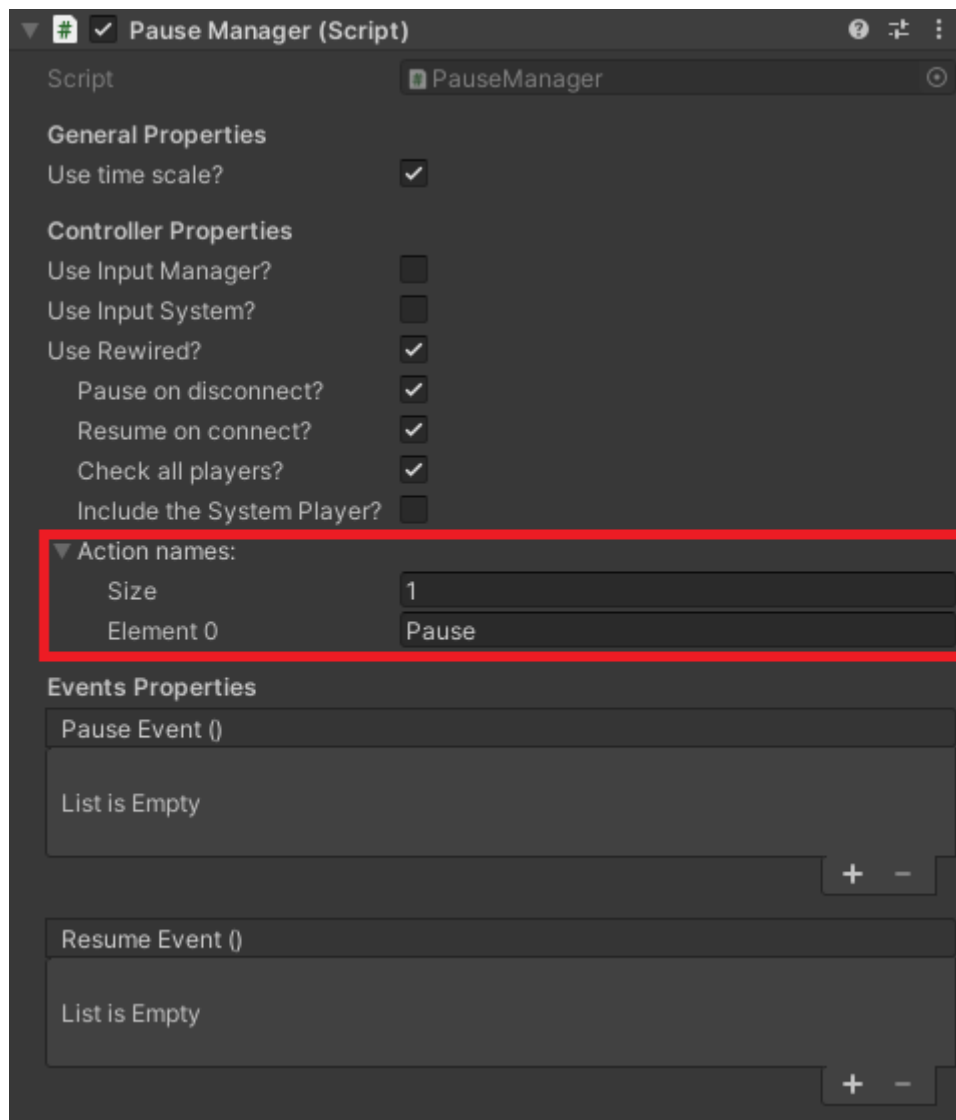
With this, **Pause Manager** will use the reference to trigger pause/resume events.

Rewired

The [Rewired](#) asset, made by [Guavaman Enterprises](#), is also supported by **Pause Manager**. To use Rewired, just check the **Use Rewired?** checkbox.

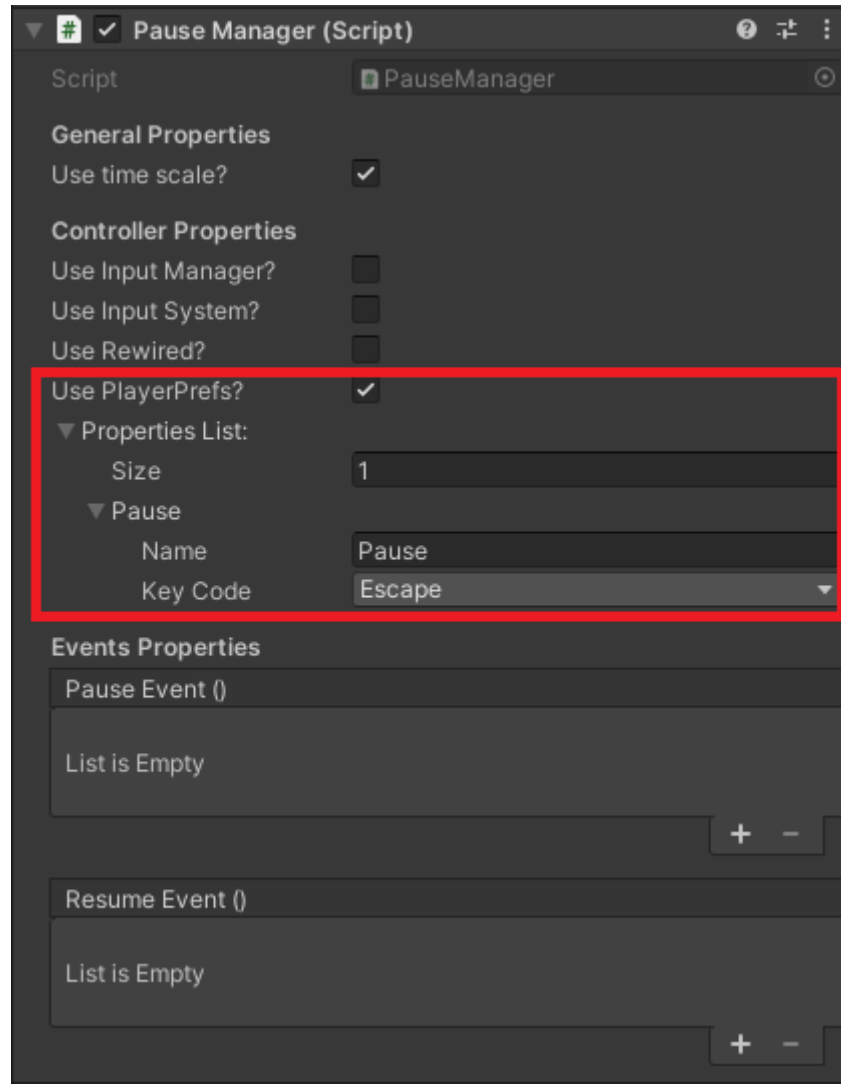


Now, just inform all the **action** names responsible for the pause/resume events.



PlayerPrefs

Just in case you want to save/load the pause/resume **key** on **PlayerPrefs** and use it across all scenes, just check the **Use PlayerPrefs** property under **Controller Properties**.



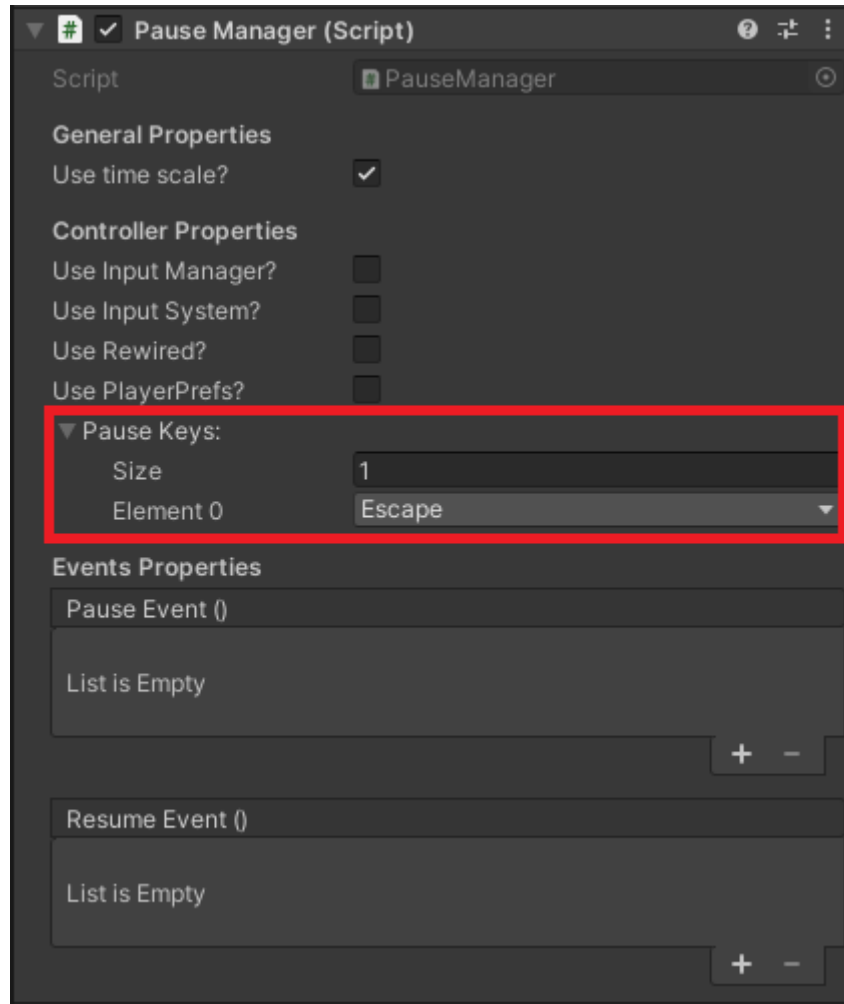
The property's name is used for recovering the **KeyCode** from **PlayerPrefs**.

You can define many properties for the list above, such as **Player 1 Pause**, **Player 2 Pause**, etc and the **KeyCode** associated with those properties are the **Escape** key.

By default, there's only one property on the list with the name **Pause** and the **Escape** key.

Pause Keys

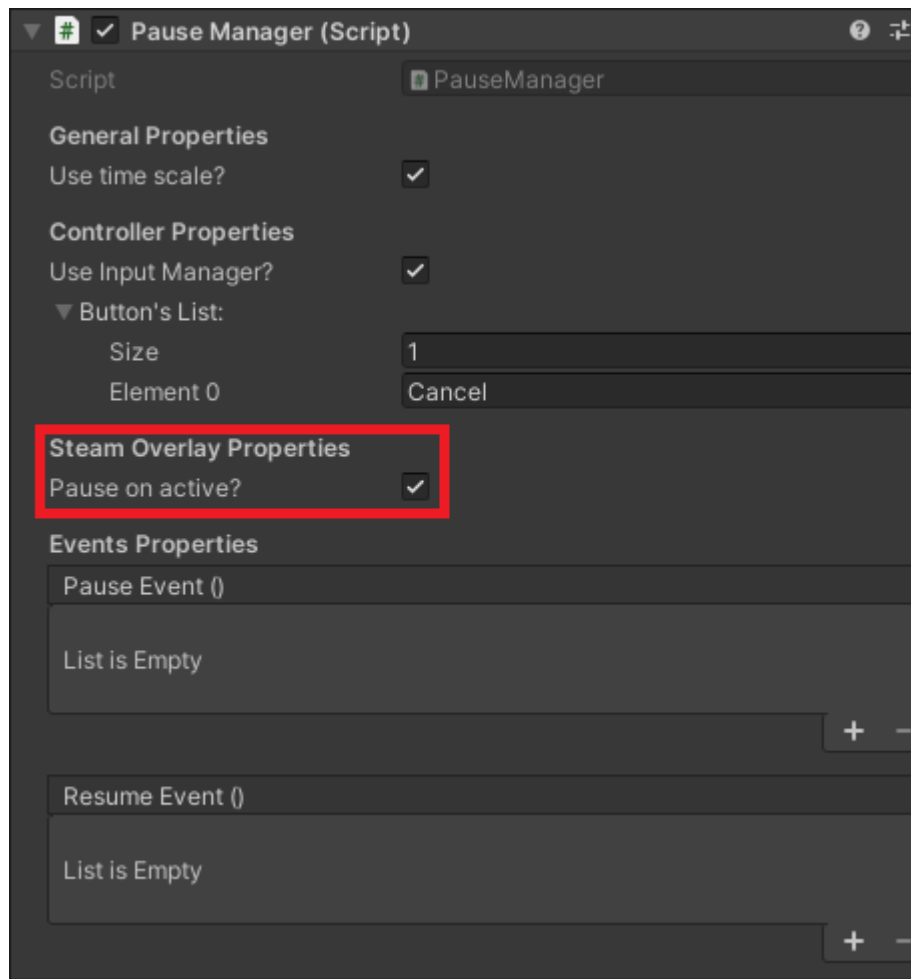
If none of the Controller Properties options suits you, you can use the **Pause Keys** list, which defines specific **KeyCode** to pause/resume.



By default, there's only one key, which is the **Escape** key.

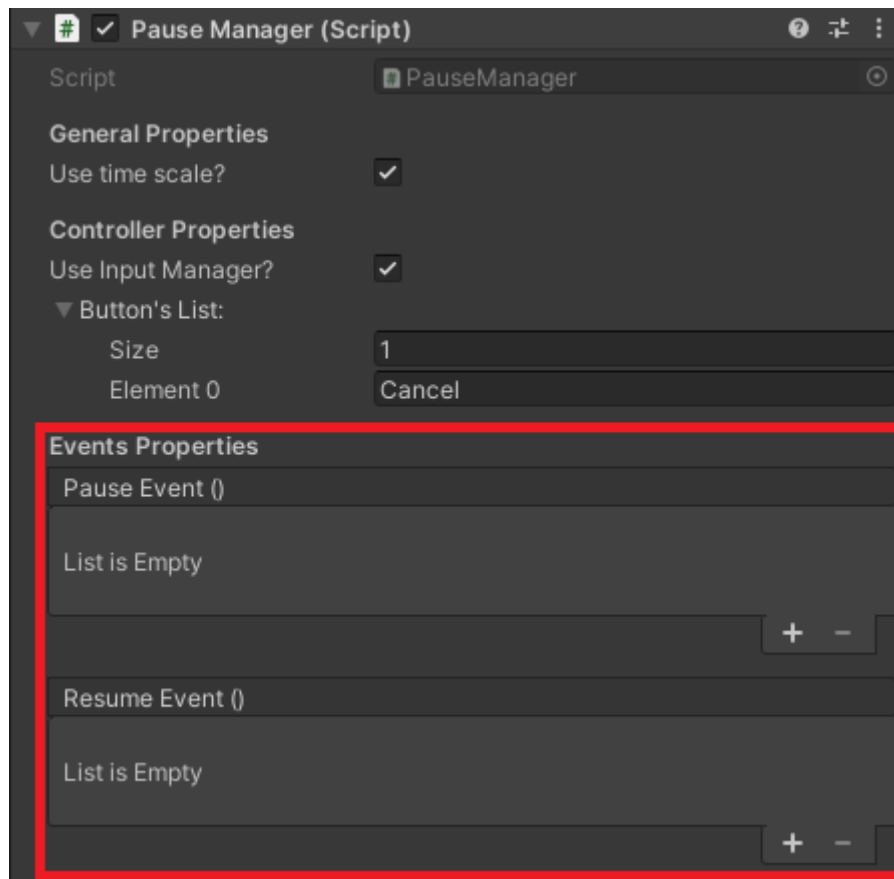
Steam Overlay Properties

To publish a game on [Steam](#), it's mandatory that your game can pause automatically when the **Steam Overlay** window appears. To achieve this, simply install the [Steamworks.NET](#) package, which is free and integrated with **Pause Manager**, and the property to pause when **Steam Overlay** is active will appear.



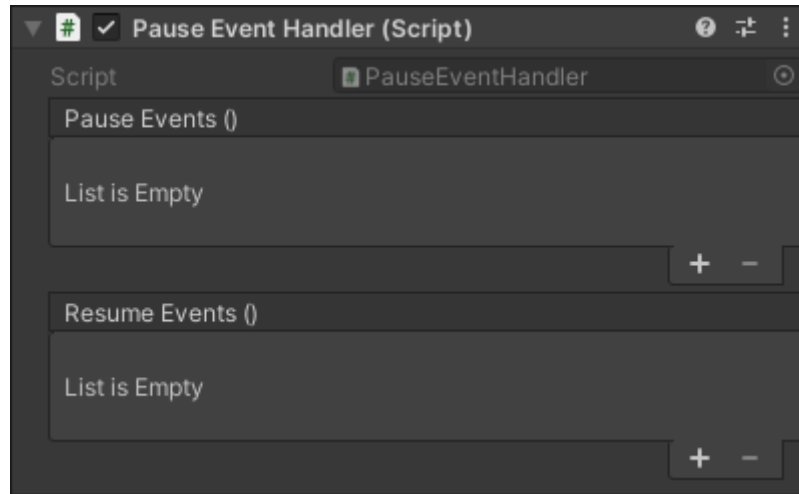
Events Properties

The events that are triggered when the game is paused or resumed. Usually used to show/hide a pause menu. Please check the **Example Pause Menu Scene** under **Assets/Gabriel Pereira/Pause Manager/Example** folder.



Pause Event Handler

When you decide **not** to use **Unity's time scale**, through **Use time scale** property under **General Properties**, there's a script called **Pause Event Handler** that can be attached to a **GameObject**. It has its pause/resume events for specific behaviors that can be defined when the game is paused/resumed (eg.: stop player's movement, stop projectile's movement, switch player to idle state, etc).



Examples

Check the **Example Scene** and **Example Pause Menu Scene** under **Assets/Gabriel Pereira/Pause Manager/Example** for more details.