

# Circular Radial Menu - Documentation

Hi! This small guide will walk you through the basics of using Circular Radial Menu.

This guide expects some basic knowledge of Unity UI system and how to call method from the `OnClick()` event in a Unity UI Button object.

## How does it work?

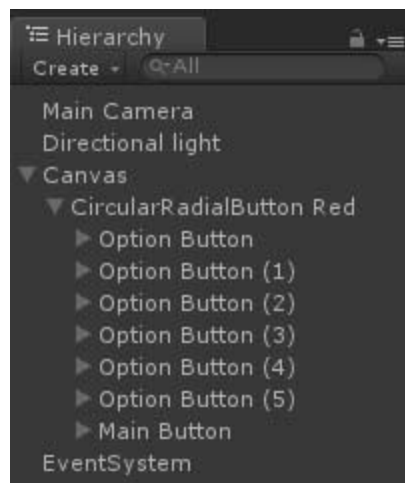
The asset is a button menu that expands when clicked and shows its options (any Unity UI element). It works on top of Unity UI so it can be placed in any canvas.

## How to Use

First of all, be sure to check the Demo Scenes included in the project to see what the menu can do.

The next description is for the Demo Scene 04.

## The Hierarchy



### CircularRadialButton Red

is an empty Unity UI object (RectTransform) that contains all elements needed for the assets to work as also the container for the CircularRadialButton component.

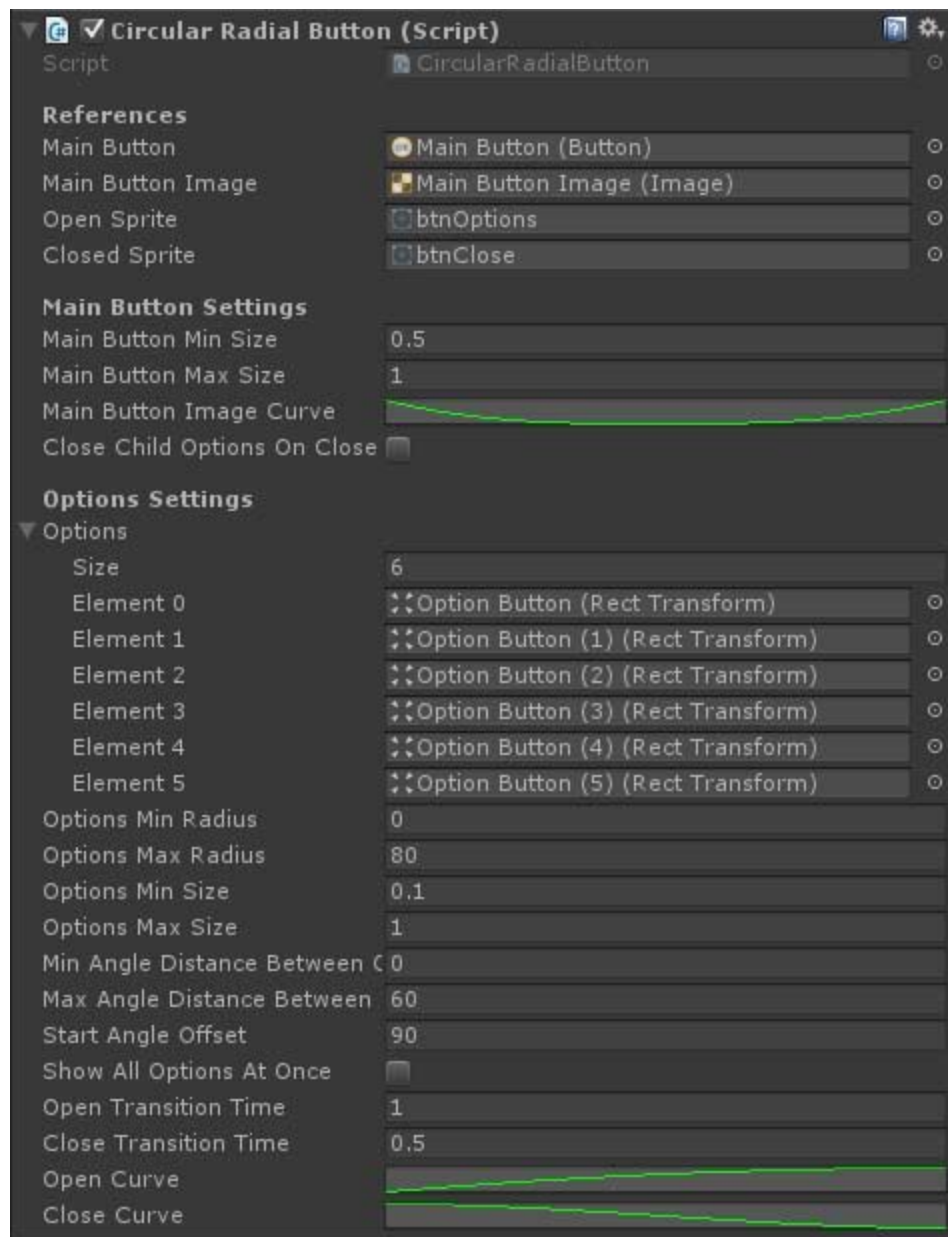
### Option Button 1,2,3,4,5,

are the UI elements the menu will show once pressed. These could be any Unity UI element.

### MainButton

is the Unity button that activates the Circular Radial Button on and off. It's also the one that contains the menu button renderer.

## The Component



The component script shows a series of values that can be tweaked to get different behaviours out of the asset.

It's separated in 3 different sections: **References**, **Main Button Setting** and **Options Settings**.

## References



### Main Button

is the reference to the menu button

### Menu Button Image

is the reference the image inside the menu button. The one that will change when the menu is open or closed.

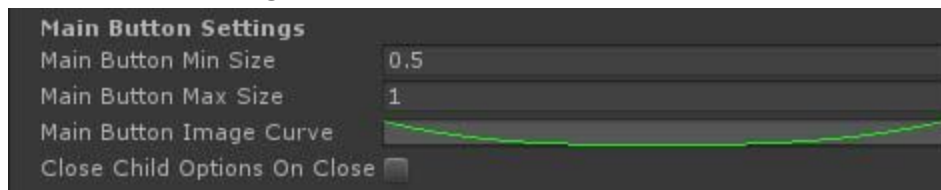
### Open Sprite

is the sprite that will Main Button Image show when the button is expanded.

### Closed Sprite

is the sprite that will Main Button Image show when the button is collapsed.

## Main Button Settings



### Main Button Min Size

is the **scale** size the menu button will show when expanded.

### Main Button Max Size

is the **scale** size the menu button will show when collapsed.

### Main Button Image Curve

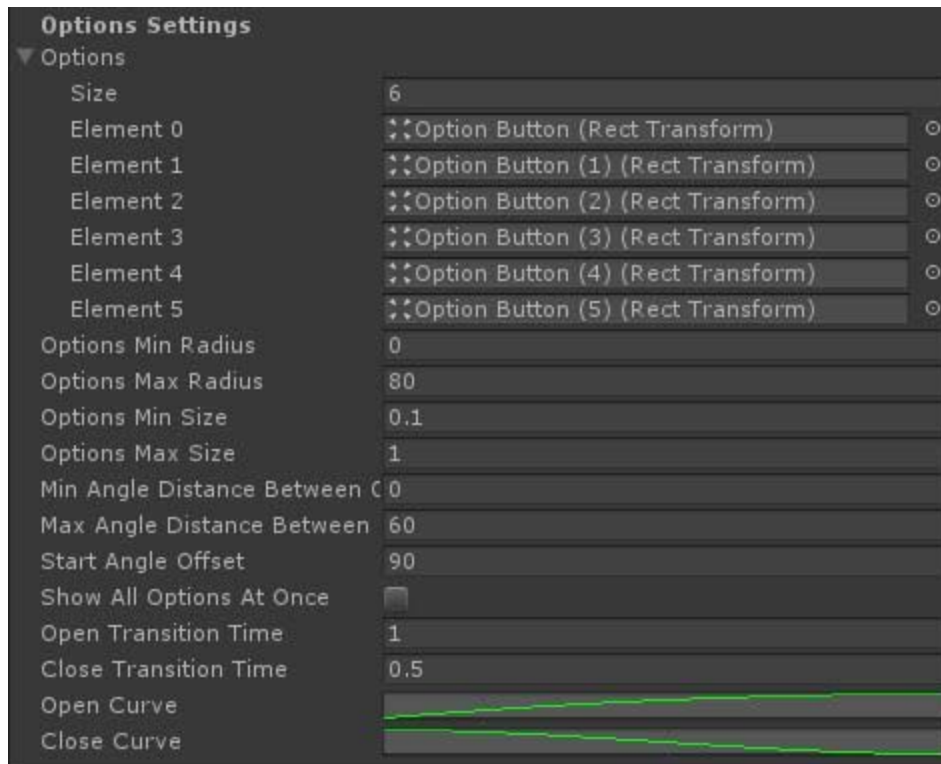
is the curve used in the transition when the button is clicked. As per default in the prefab and shown in this example one image collapse and the other

### Close Child Options On Close

sets whether the menu button will close its child menu buttons (a menu button can hold menu buttons inside). Demo Scene 03 has an example.

## Options Settings

For these settings be sure to check the Demo Scene 02 to see different values in action.



### Options

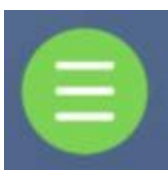
holds the references to the different element the menu button has (be sure to drag all your elements here)

### Options Min Radius

is the minimum radius distance where the options will be placed when the menu is collapsed.



Options Min Radius set to 40



Options Min Radius set to 0

### Options Max Radius

is the maximum radius distance where the options will be placed when the menu is expanded.

**Options Min Size**

the scale size the options will have when the menu is collapsed.

**Options Max Size**

the scale size the options will have when the menu is expanded

**Min Angle Distance Between Options**

this defines the options' angle separation when the menu is collapsed.

**Max Angle Distance Between Options**

this defines the options' angle separation when the menu is expanded.

**Start Angle Offset**

defines the start angle for the previous options (counterclockwise)

**Show All Options At Once**

sets whether the menu options are shown one by one or all at once.

**Open Transition Time**

defines the time it takes from the collapsed menu to be expanded.

**Close Transition Time**

defines the time it takes from the expanded menu to be collapsed.

**Open Curve**

is used to define the options' scale size over Open Transition time.

**Close Curve**

is used to define the options' scale size over Close Transition time.

**Runtime modifications to the menu**

Circular Radial Menu has 2 exposed methods that can be called on runtime to dynamically change its options.

```
/// <summary>
/// Adds an option to the Menu.
/// </summary>
/// <param name="optionGameObject">
/// The Option to be set as a child of the menu</param>
/// <param name="optionSprite">
/// The sprite to set to this new option.
/// The method looks for the Image component tagged as "MainImage" </param>
/// <param name="methodToCallOnClick">
/// Optional. If the option is a button you can pass a method to be called on click.</param>
References
public void AddOption(GameObject optionGameObject, Sprite optionSprite, Action<int> methodToCallOnClick = null)
```

```
/// <summary>
/// Removes all options from this menu.
/// </summary>
References
public void RemoveAllOptions()
```

Thanks for choosing Circular Radial Menu. Have fun!

Have a question? Need help?

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