

# Pause Menu

## Version 1.1

Hello and thank you for download Pause Menu

This guide will teach you all you need to know to use the Pause Menu in your own Unity3D games!!!

### Introduction:

Adding this Pause Menu to your game will make it so that when you play it, the mouse cursor will disappear, when you press "Escape" the game will pause and the cursor will become available.

You will then have a three button menu which has the following:

A Main Menu button...

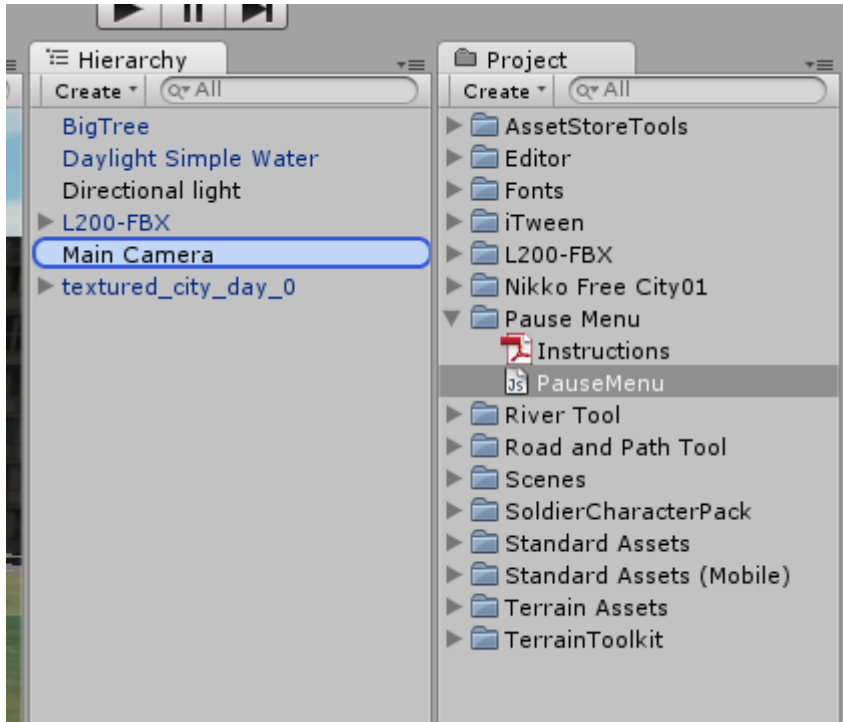
Adjust Game Graphics Quality button (drops down options when clicked)

And a Quit Game button...

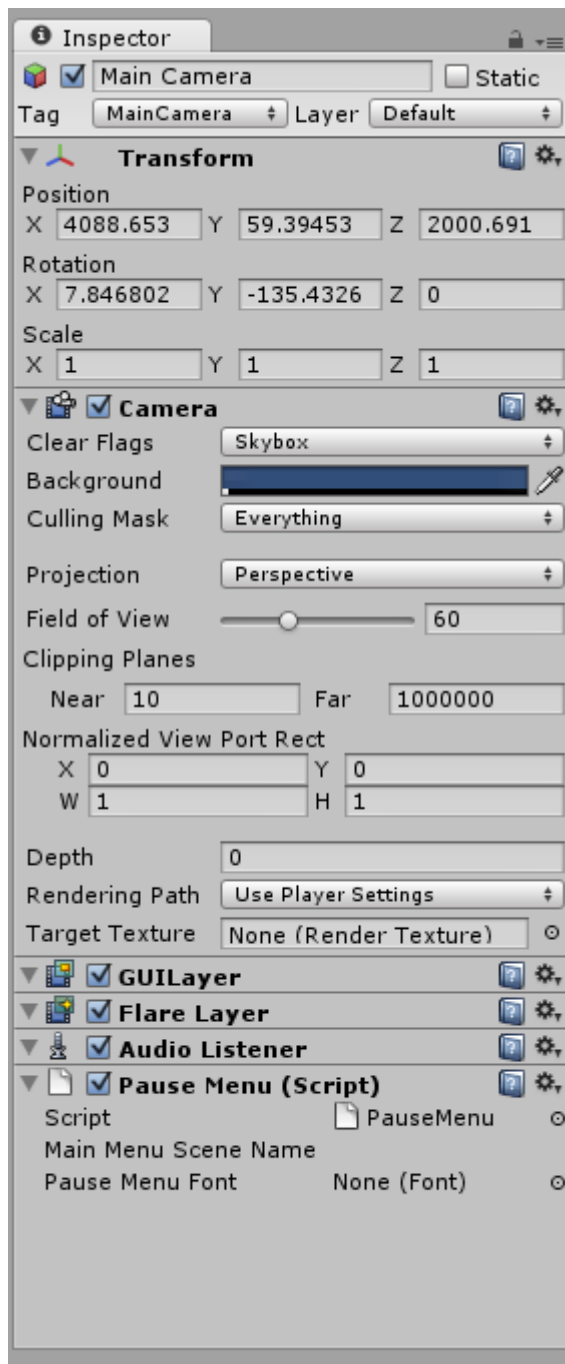
## Instructions for setting up:

First of all, make sure you have imported the package, and that you have the “Pause Menu” folder in your “Project” view...

1. Locate the “PauseMenu.js” script, and drag it onto any GameObject.



2. Once you have attached the script, click on the object that you attached it to, and you will notice that it has a couple options...

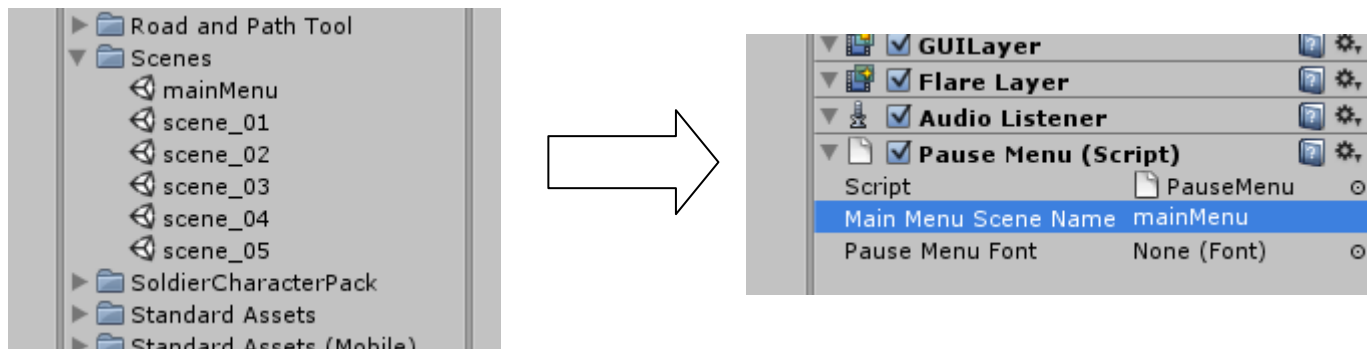


You will notice that there are two different variables.

One for the Main Menu, and one for the overall font.

In the “Main Menu Scene Name” variable, type the name of the scene file of your Main Menu:

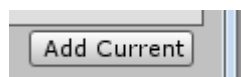
So if your Main Menu’s scene name is “mainMenu.unity”, then you type “mainMenu” in the slot.



Please Note though, that this will load your Main Menu when the user clicks “Main Menu” button, but you must make sure that your Main Menu scene has been added in the “Build Settings”. To do this, open your Main Menu scene and head to:

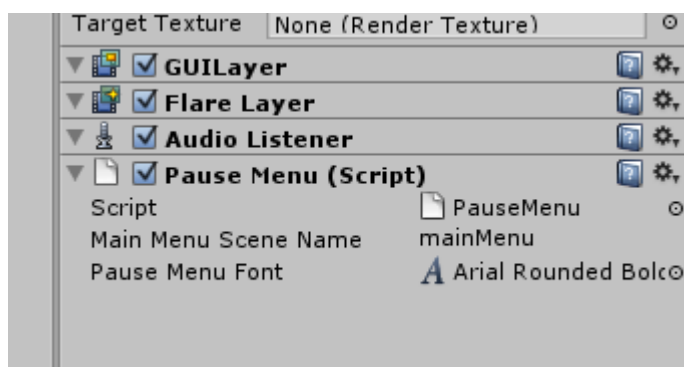
File -> Build Settings...

Then click the “Add Current” button



The “Pause Menu Font” variable sort of explains itself... :P

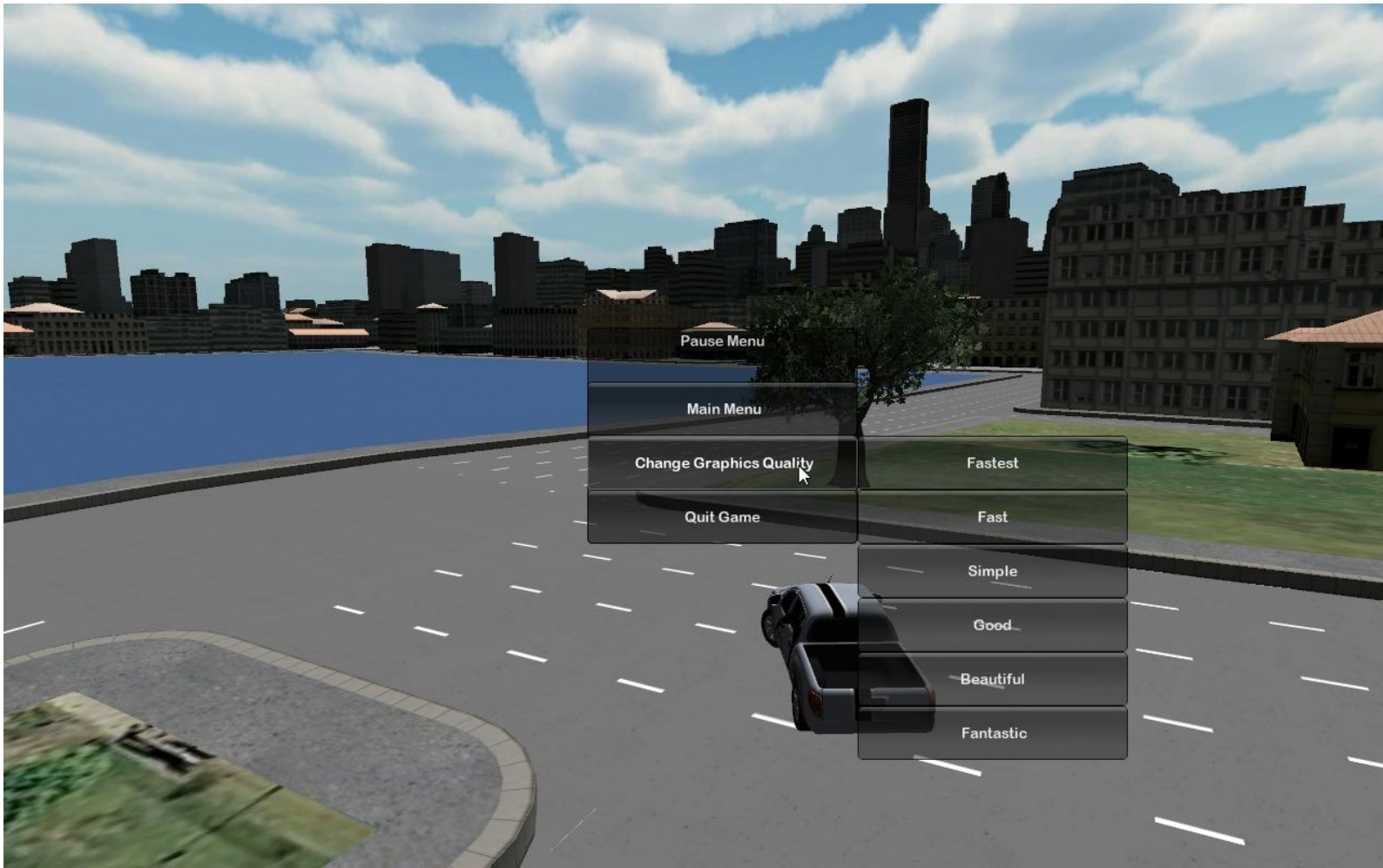
It’s the font that you want the Pause Menu to use, you can choose any font that you wish to be in there....



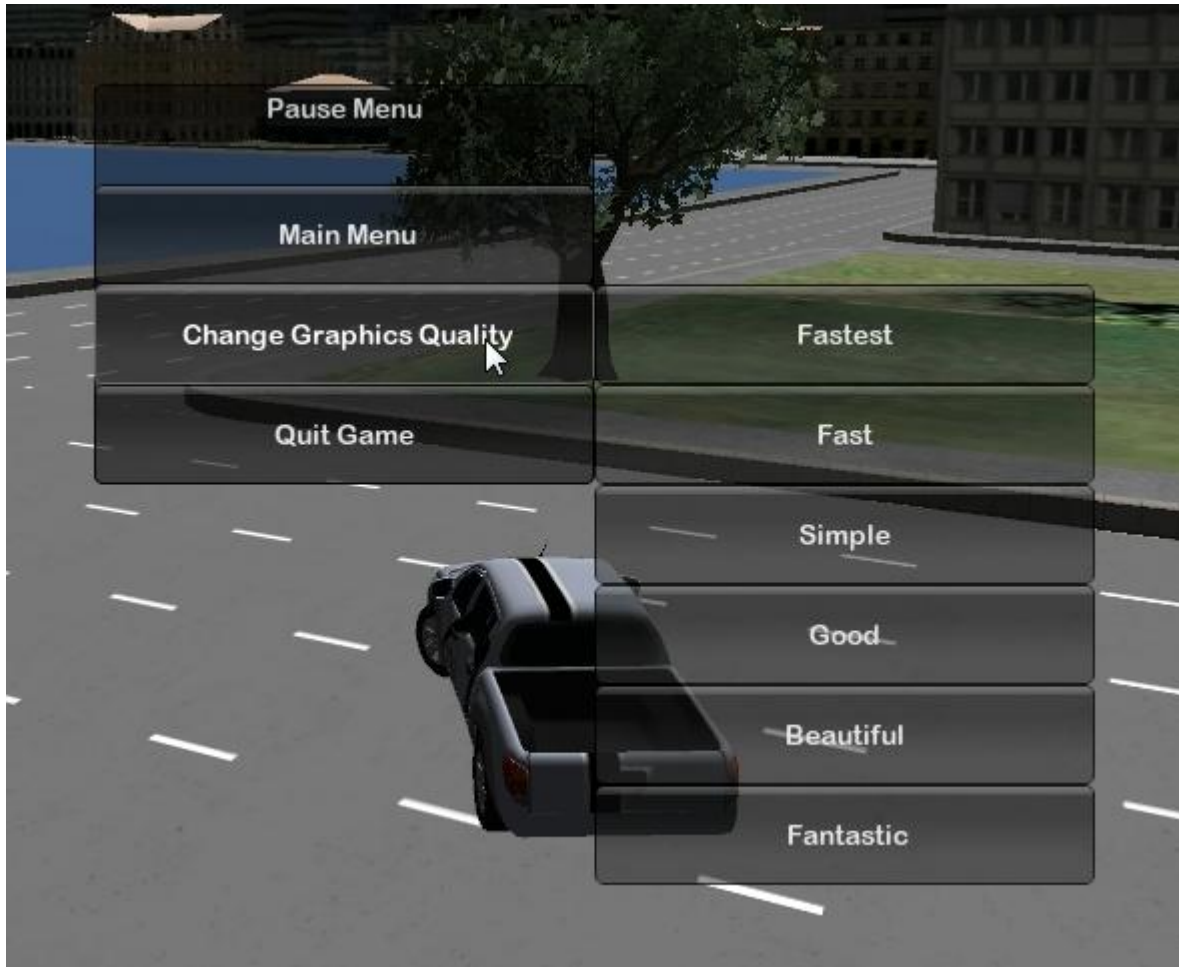
## The Result:

When you play your game, if you press the “Escape” key, you will notice that your game (Both visual and sound) stop, and you get a menu:









The Pause Menu will align itself to automatically be in the middle of the screen.

Clicking on the “Change Graphics Quality” button will cause the options to drop down to the left of it. Clicking on the same button again will cause the drop down list to go away.

To resume your game, just press “Escape”

The “Quit Game” button will automatically quit the game.

Please Note: The “Quit Game” button has no effect in the editor, it will only work once you have built your game!!!!

Thankyou for downloading Pause Menu, and feel free to Contact Me if you have any issues, or if you have suggestions for later versions!!!!

Created and Written by GRADY FEATHERSTONE