FULL MENU SYSTEM V1.0
DOCUMENTATION

Thanks very much for downloading! Please be sure to leave a **star rating** and **review** if you liked the package!

Support me on Patreon: https://www.patreon.com/SpeedTutor
Make a small donation: www.paypal.me/speedtutor

Pack includes:
Full Main Menu System is a starter pack for implanting your very own main menu system, featuring popout windows, the ability to change settings, saving, loading and more! Check out my tutorial on the creation of this asset here: URL COMING SOON

Contact

If you have any problems with the pack, or have some ideas for new models you'd be interested in, please feel free to contact me.

Email: speedtutoruk@gmail.com

Website: http://www.speed-tutor.com

FULL MENU SYSTEM V1.0
DOCUMENTATION

Basic Setup

1). You can import this asset into a previously created or new project. **RECOMMENDED:** Use the "MainMenu" scene as a default start to your game menu or use the provided "UIController" and "LoadPreferences" prefab to add to your current scene. (But the prefabs require extra setup).

2). Make sure to set your game window size to "1920x1080" or "16:9" as the UI is scaled based on that resolution. If you need to create a custom size, on your "Game" tab, click the resolution dropdown and press the little "+" at the bottom to create a custom 1080p preset!

3). The asset features two scripts which if used correctly will not require any specific setup unless you add the prefabs to your scene. Remember that the "Init_Preferences" script may require you to add the specific UI elements to the correct slot in the inspector, as labelled by the variables in the inspector.

4). You can change the colours, fonts, sizes of the UI as you'd expect like any other Unity based UI system so don't be afraid to change it up!

Feel free to give any suggestions you might want or if you're confused, please go ahead and send me an email! I will be creating a tutorial series to demonstrate how to use it all! ☺