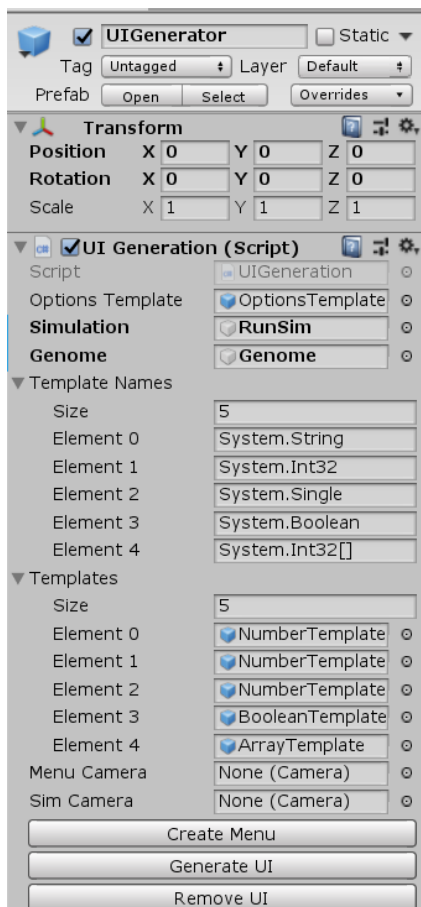# UI Generator Tutorial

1-Drag and drop "UIGenerator" prefab into the scene

If the prefab is broken all necessary values can be seen in the left side.

2-Drag your "runSim" or your "runSimVir" object and Genome object to "Simulation" and "Genome" parts.

(Camera is not necessary if you want to stay in the same camera do not place any camera. If you want your menu and simulation camera to be separate, then place your menu camera and simulation camera)

3-Generate a "Canvas"

Right click->UI->Canvas

4-Press Create Menu in "UIGenerator"

5-Press Generate UI in "UIGenerator"

Now it is nearly finished one last step is making sure the button starts the simulation
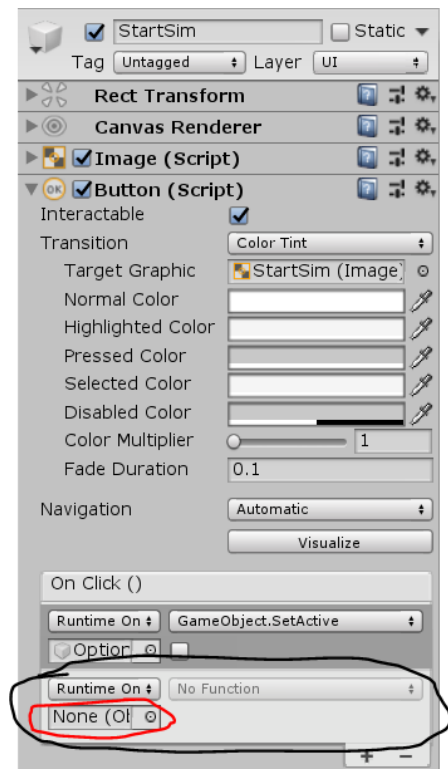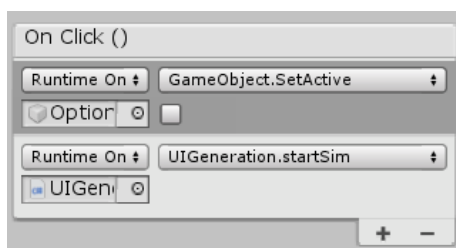
6-Click start simulation button from the scene view

Now we need to add new onclick element

7- Drag and drop the "UIGenerator" object to a new onclick(place marked with red in the picture in right)
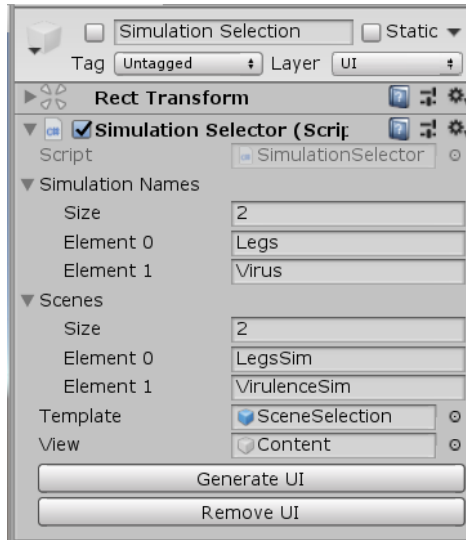
8-Pick startSim method from the functions

9-Disable your "RunSim" or "RunSimVir"

Menu

1-Drag and drop the prefab to your menu screen.

2-Start writing the simulation names and their scene names to your simulation selector object press generate UI. If you change anything press remove UI then generate UI.

Note: Content is here