Easy menu system

V 1.0

This system will allow you to bring nice and functional menu in your project and do it really easy. Moreover – you can create your own uniquemenus easy and flexible.

There you have all GUI windows, those will be useful in most cases:

- Main Menu
- Options Menu
- Level Selection Menu
- Help/Credits Menu
- Pause Menu
- Confirmation Dialog

All what you need to do to use them – just add prefab to your scene and tune basic parameters (if you'd like to change something).

Check "TestScene" to understand how it works.

Please contact me if you'll have any questions or troubles: AllebiGames@gmail.com

Basic scripts and their parameters

MenuManager

Global script for window management. Can be abandoned if you have only one menu window

windows   - List of all windows
activeWindow   - Start/current window index

MenuWindow

This is main script. Create window with specified parameters and elements bucket

caption   - Displayed caption of element
index   - Local windows index. SHOULD BE UNIQUE!
size   - size
position   - Determines element position if it isn't preset by globalAligment
draggable   - Will be window dragable or not
globalAligment   - DElement aligment in global screen space
startAnimation   - Determines window animation at first appearance
animationSpeed   - Animation speed
skin   - GUI skin, if it isn't specified - will be used Skin of parent element
Elements   - Bunch of elements in this window

MenuElement

Atomic class of menu elements. All basic functionality integrated already

caption   - Displayed caption of element
type   - Type of element
size   - Element size
globalAligment   - Element aligment in parent space
position   - Determines element position if it isn't preset by globalAligment
startAnimation   - Determines element animation at first appearance
animationSpeed   - Animation speed
skin   - GUI skin, if it isn't specified - will be used Skin of parent element
parameter   - Additional string parameter, should be specified for some types of elements
parameterFloat   - Additional float parameter, should be specified for some types of elements

Basic types

ElementTypes

button_CloseGoTo — Create button that closes current menu window and opens window with index parameterFloat in MenuManager script

button_GoTo — Create button that opens window with index parameterFloat in MenuManager script

button_CloseBack — Create button that closes current menu window and opens window with previous index in MenuManager script

button_CloseNext — Create button that closes current menu window and opens window with next index in MenuManager script

button_Back — Create button that opens window with previous index in MenuManager script

button_Next — Create button that opens window with next index in MenuManager script

button_ExitGame — Create button that close application

button_LoadLevel — Create button that load level with index parameterFloat

button_SetQuality — Create button that set quality level according to parameter (Fastest - Fast - ... Fantastic)

button_DecQuality — Create button that decrease quality level

button_IncQuality — Create button that increase quality level

scroll_Resolutions — Create scroll with list of all avaiable resolutions. Click will change gurrent resolution to choosen one

toggle_Fullscreen — Create toggle that turn on/off fullscreen mode

slider_MouseSens — Create slider that can be used for Mouse sensitivity adjustment

button_Resume — Create button that close current menu and set time-scale to 1

button_Restart — Create button that restart current level

label - Create text label

Action

none — none

close — Close current window

close_GoToNextWindow — Close current and open window with next index in MenuManager script

close_GoToPreviousWindow — Close current and open window with previous index in MenuManager script

GoToNextWindow — Open window with next index in MenuManager script

GoToPreviousWindow — Open window with previous index in MenuManager script

GoToWindow — Open window with parameterFloat index in MenuManager script

close_GoToWindow — Close current and open window with parameterFloat index in MenuManager script