

Lomenu UI^{V1.1}

Documentation



Scroll down for more

Contents

Package includes.....	3
First to do.....	4
Editor shortcuts.....	5
Creating menu.....	6
Finishing menu.....	7
Loading screen.....	9
Loadout for FPS games.....	11
FAQ.....	12
Video tutorials.....	13
Credits & contact.....	14
Licence.....	15

Package includes

All necessary scripts,
Editor scripts,
Button sounds,
Ready to use prefabs,
Fonts,
Animations,
5 different templates,
4 Demo scenes,
1 Background music,
and more...

So what is Lomenu?

Lomenu is a UI/Menu kit for your project.
With Lomenu, you can create stylish
menus within minutes.

And it's free!

First to do

You've added Lomenu to your project.
So what now?

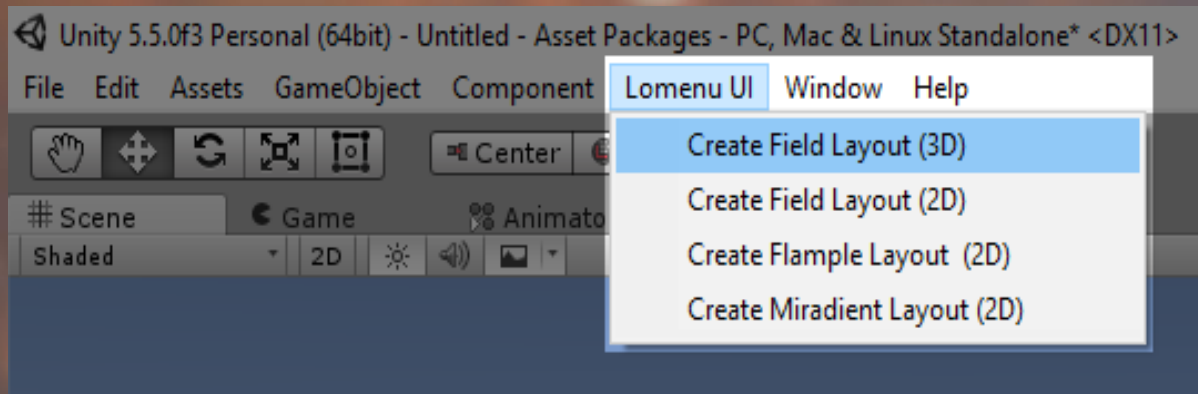
Firstly, **backup** your project
before importing/updating asset.
Just in case :)

If you are going to use ready to use
scenes, you have to change aspect ratio
to **16:9**.

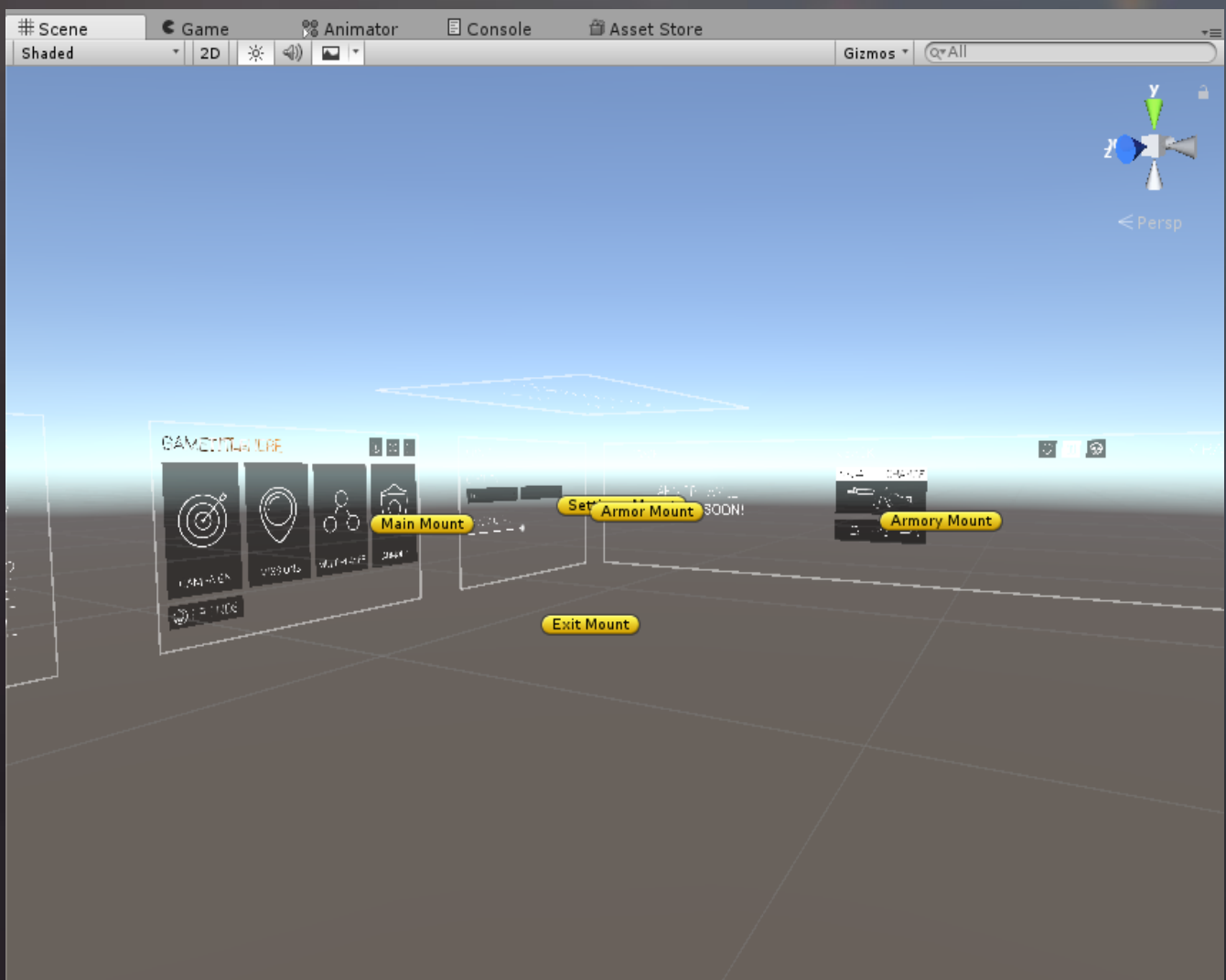
But if you want to do your own scene
and you don't know how to do it, you can
skip to page **5**.

Editor shortcuts

With the editor shortcut, you can create a menu with just one click.



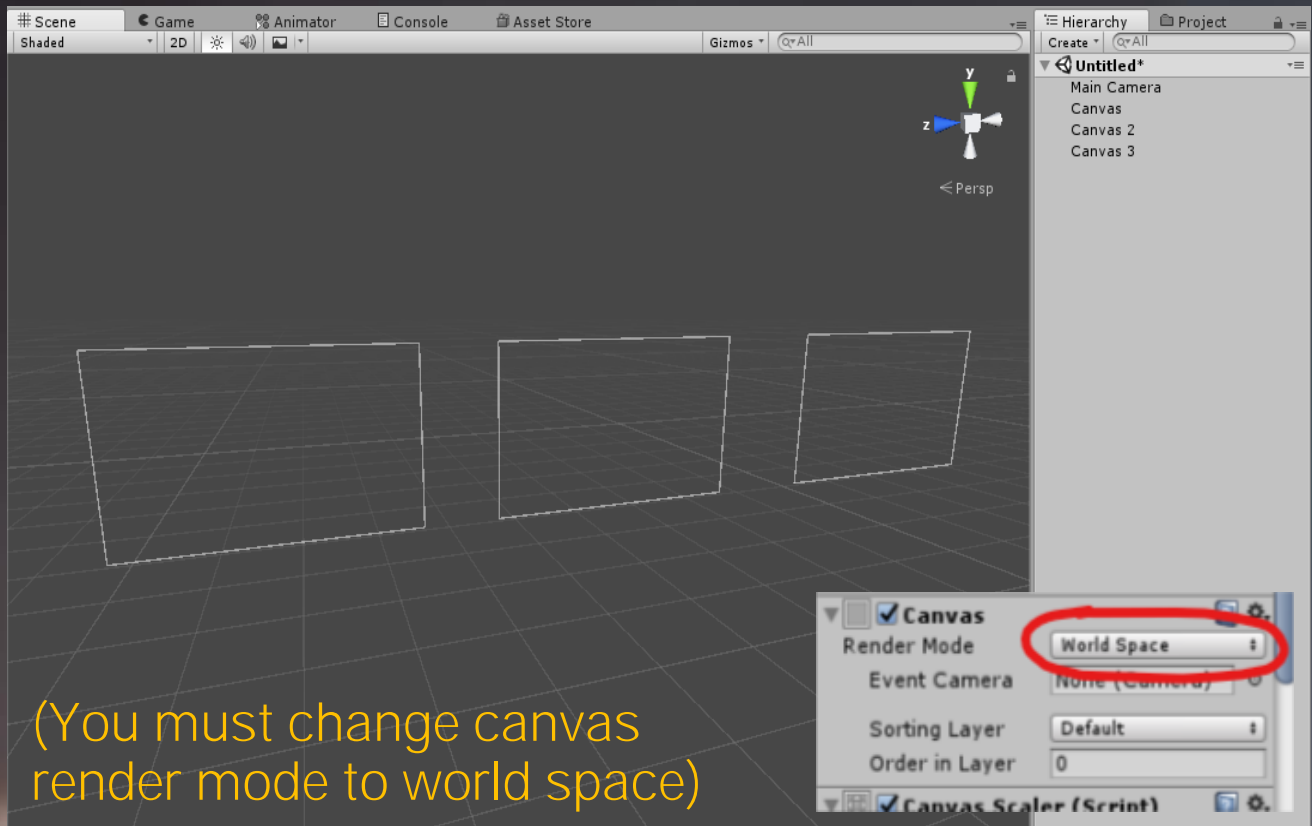
And ta daaaa!



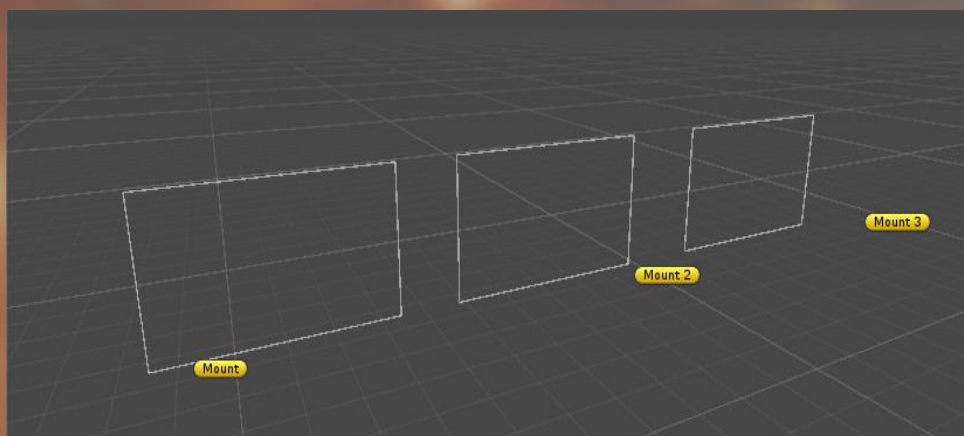
Creating menu

If you don't want to use the ready scene, let's make a new one.

First create a **canvas**. Then duplicate it and place them in different positions. Like this

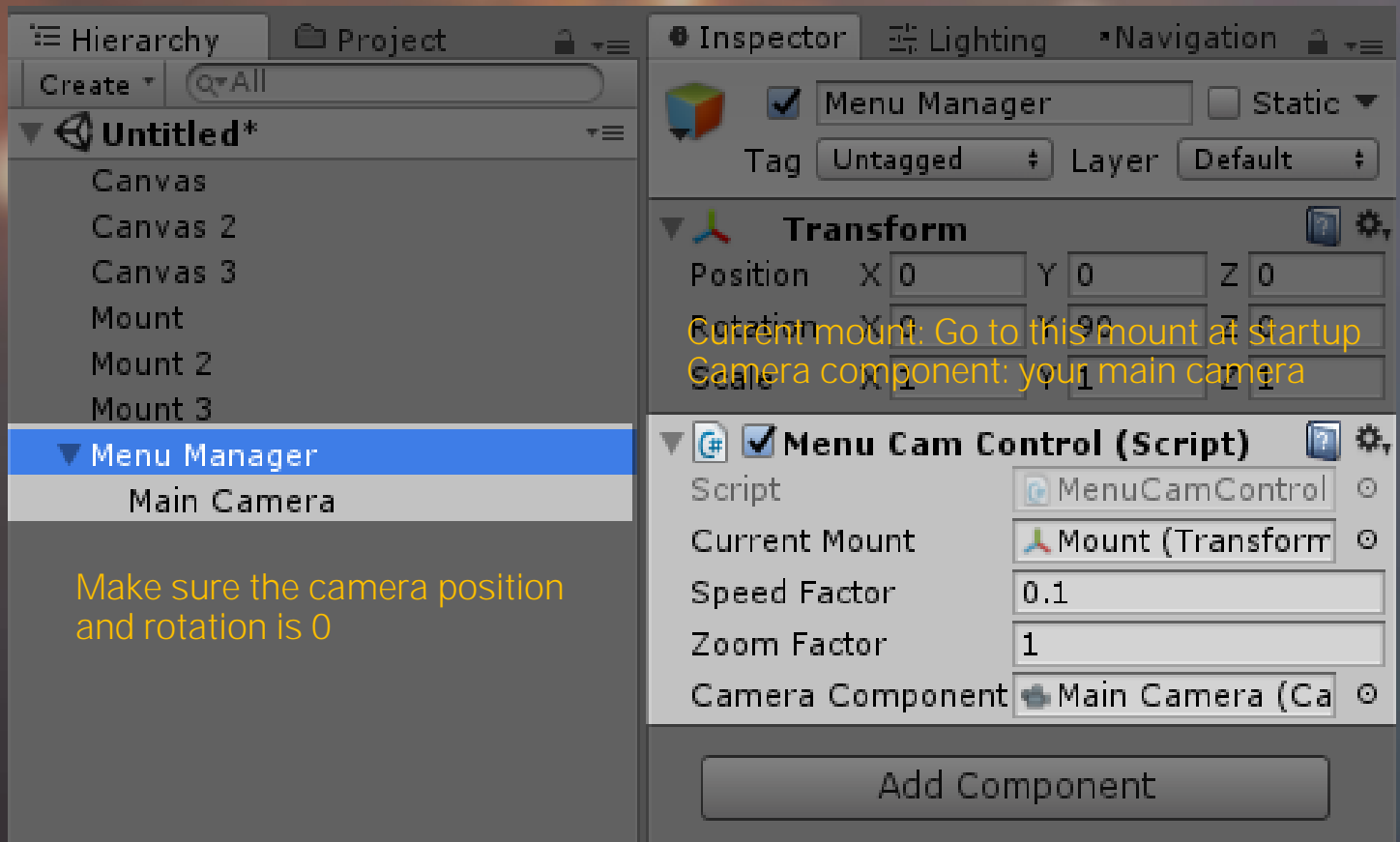


Now let's create a mount and duplicate it. Each canvas must have its own mount (like settings, exit, etc). You can think of mount as a camera. Create an empty object, change name to **mount** and choose an icon from inspector so we can see the object.

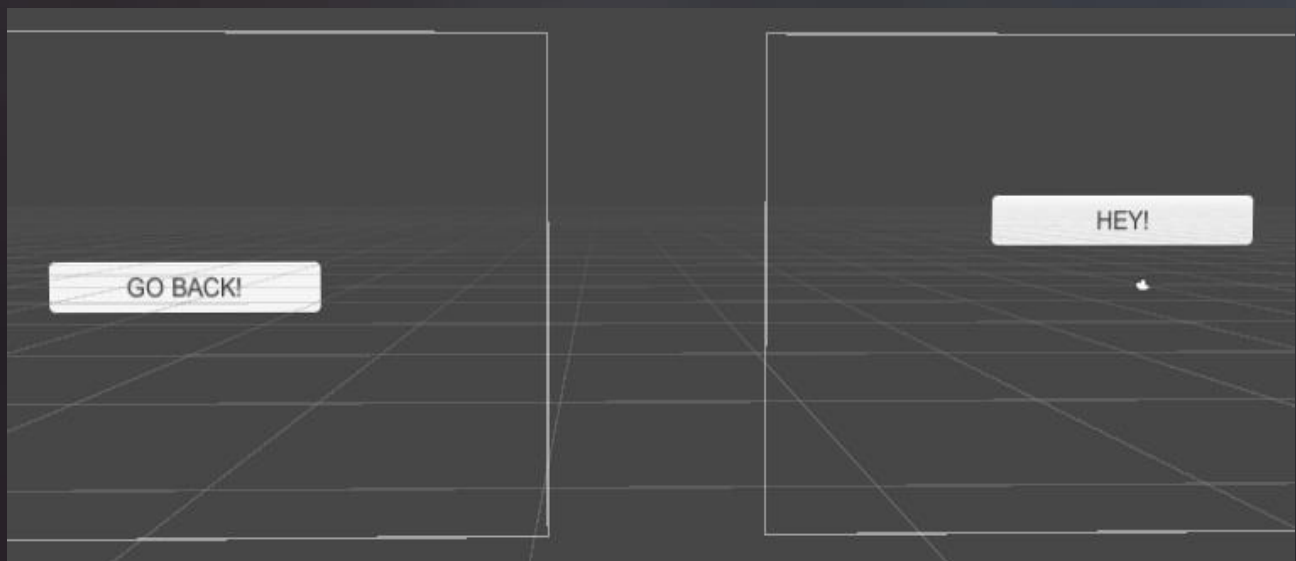


Now, let's create an empty object and change name to **Menu Manager**. Click "Add Component", type and add the **MenuCamControl** script. (There are two scripts, **JS** and **C#**. The choice is yours)

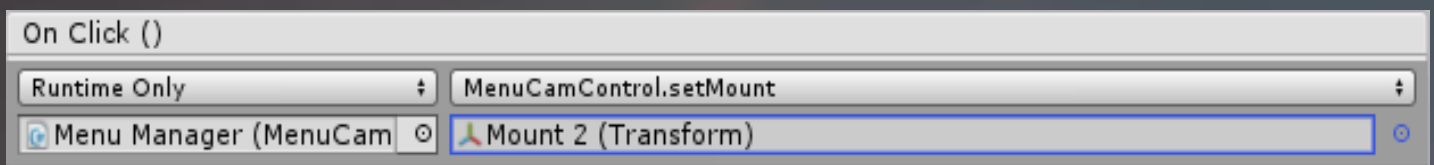
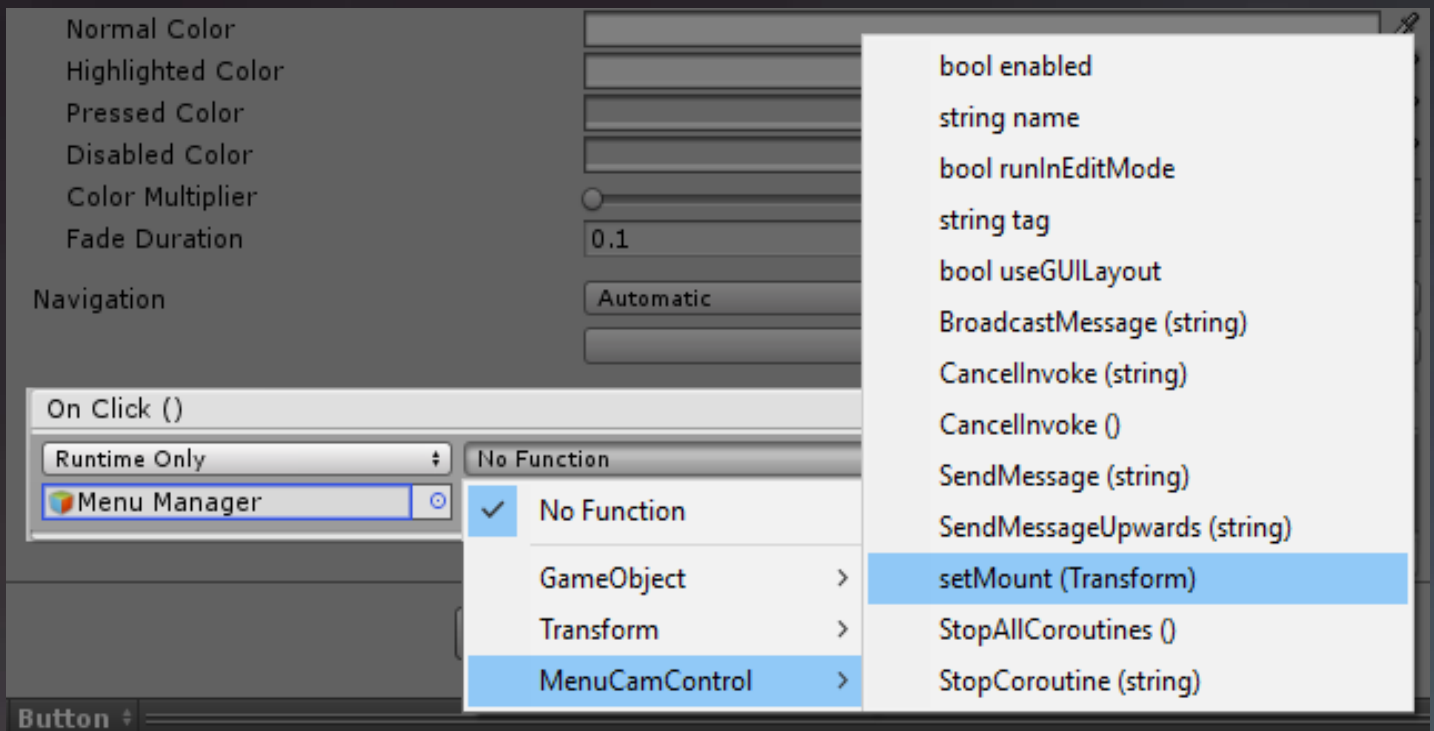
Now drag your **Camera** to the **Menu Manager**. Make sure the camera is a child object. Then fill the **MenuCamControl** component like this:



Now, let's add a few things for customization. Such as buttons, texts, etc.



We added these buttons but they don't have any functions. Let's add some functionality to them. First, click on the **Button** and add **OnClick** event. Follow the pictures now:



Now, when we click on **Button1**, it will switch smoothly from **mount 1** to **mount 2**. You can do the same with other buttons.

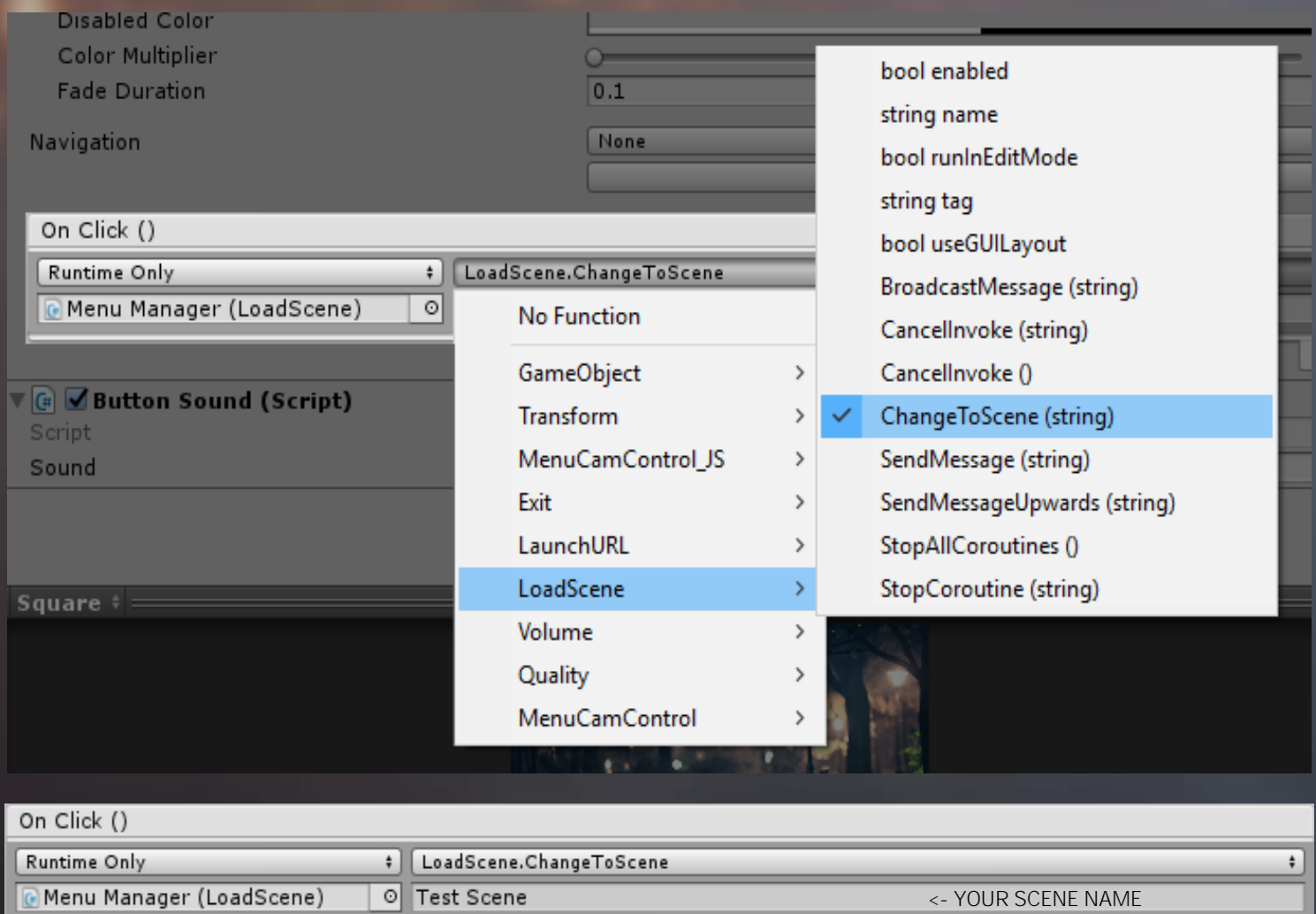
So that's it. This is how the system works.

Loading screen

Do you want a smooth transition between scenes?
No problem!

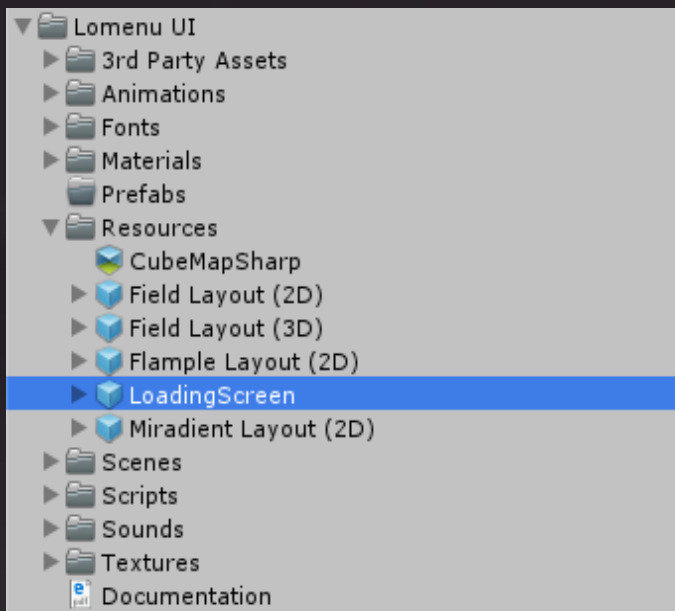
All right, let's get started. First, we need to add **Load Scene** component to menu manager.

Then we need to add an **OnClick** event to our **Play** button.
Fill the **OnClick** event like this:



We're calling Loading Screen with **LoadScene** script.

All we have to do now is personalize the loading screen. The loading screen is managed by prefab. So first we have to find the prefab. (The script mentions how the logic works.)

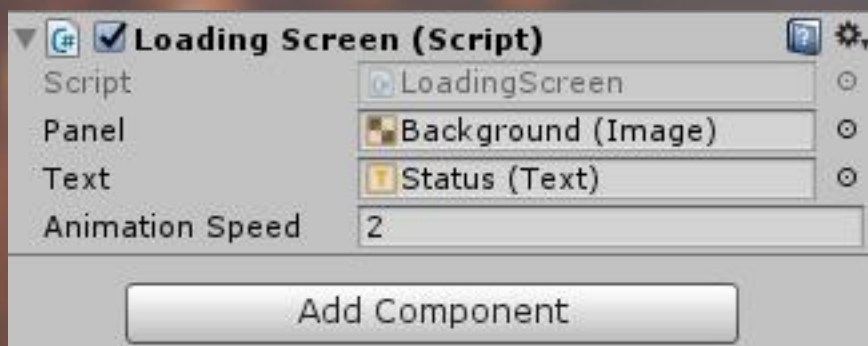
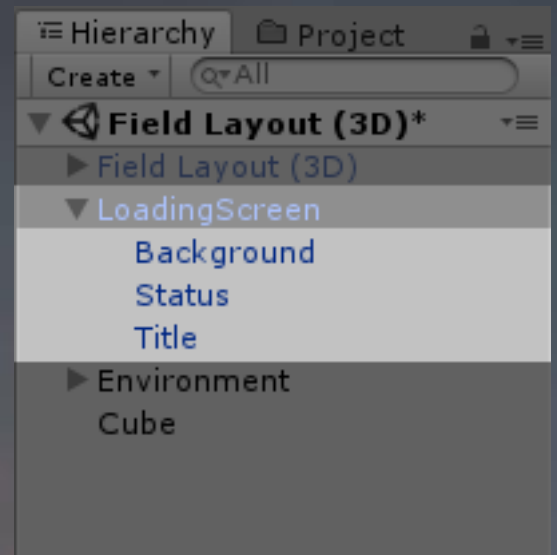
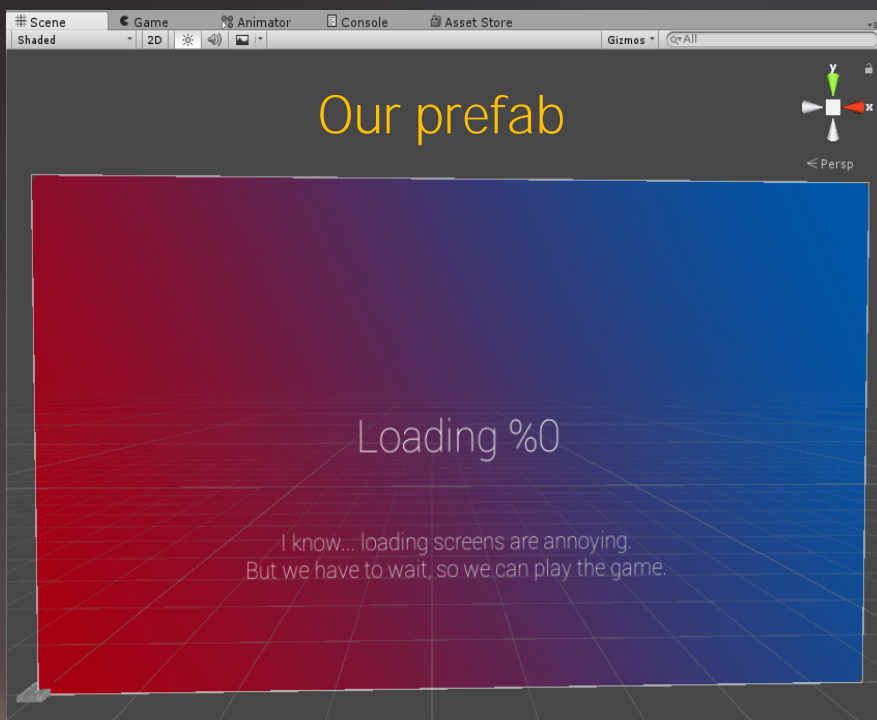


Hey! Here is our prefab we are looking for.

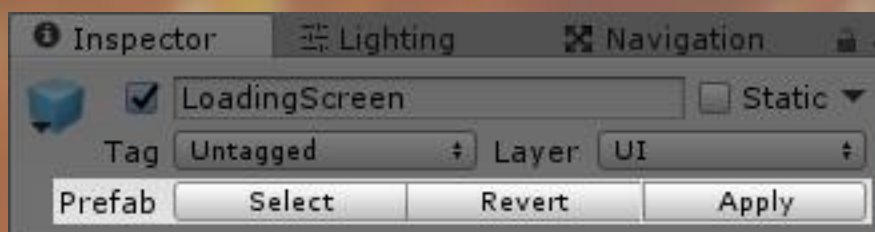
Now add prefab to the scene.

Do what you want on prefab after adding.

Press **Apply** button to apply the changes when you are done.



Change it as you like.
Set the animation speed value.

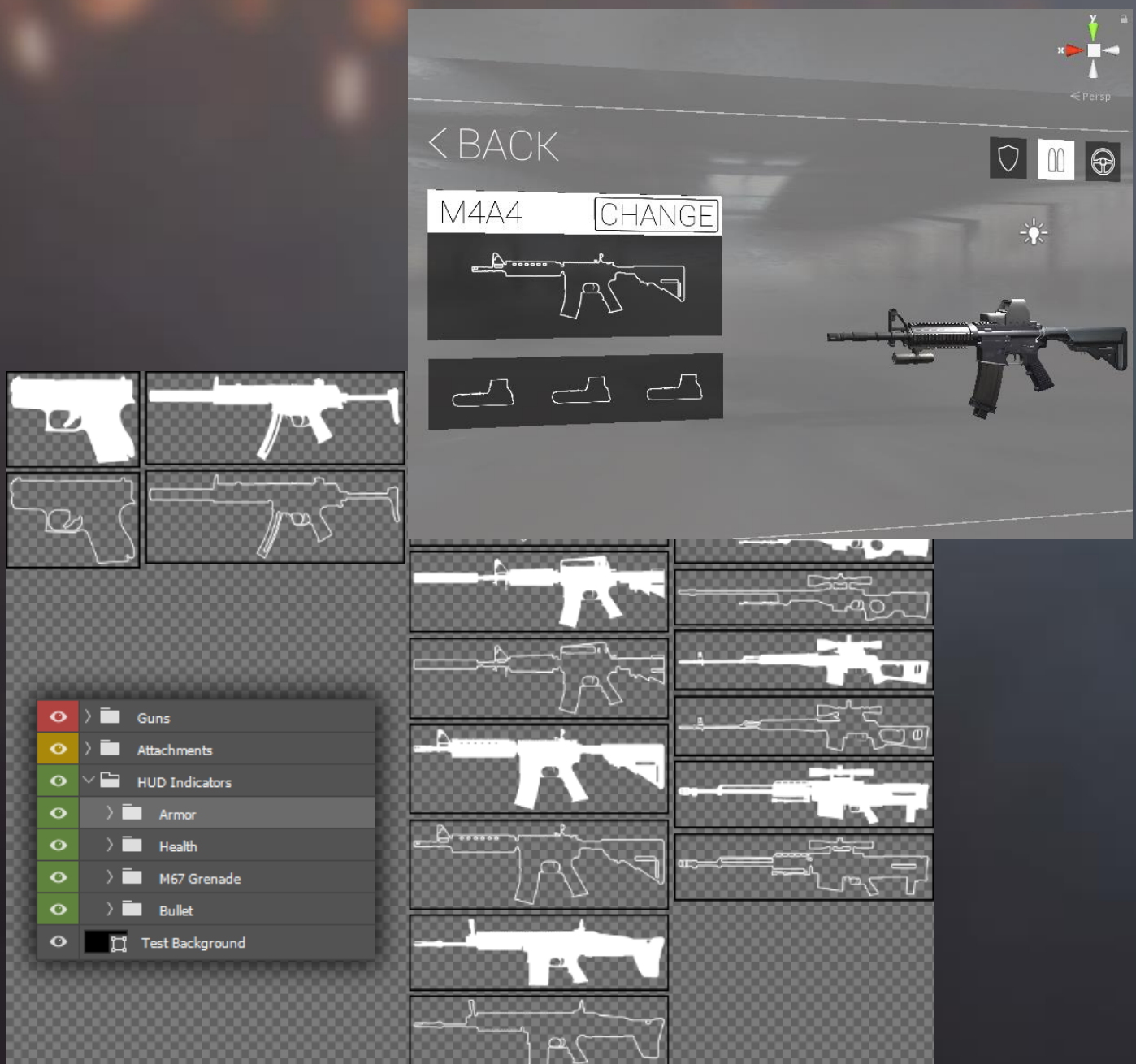


Loadout for FPS games

There are many sprites in Lomenu. Some of them are weapons, armor and vehicles. There are two types, **outline** and **normal**.

If you want, you can use Lomenu's ready system, or you can create it yourself.

It contains a categorized **PSD** file, so you can edit it as you like.



F.A.Q.

Q: The menu does not fit on the screen in demo scenes. Why?

A: As I mentioned before; you have to change aspect ratio to 16:9.

Q: Unity crashes with this package. Why?

A: It's probably because of the Unity version you're using. For now, Unity 5.5+ is required to use this package.

Q: I'm getting huge performance loss. Why?

A: Maybe you've found a bug. Contact me, so I can fix it.

VIDEO TUTORIALS

For now , there isn't any tutorial but i'll be making asap. If you want something, you can contact me. I'll try make a tutorial.

CREDITS & CONTACT

This package was developed by **Michsky**. However, some third party sources were used. All of them are **royalt free**. You can use them on any **personal** or **commercial** projects.

Roboto Font

Mayssam Icon Set

UI Buttons Pack 2

SPECIAL THANKS

Yasir Kula
Elyounssi Wahib
Naut Studio



LICENCE

Thank you for using Lomenu UI.
Kit contains all necessary scripts,
sprites, and sound effects for ready to
use in **commercial** purposes.