Audio Video Menu.
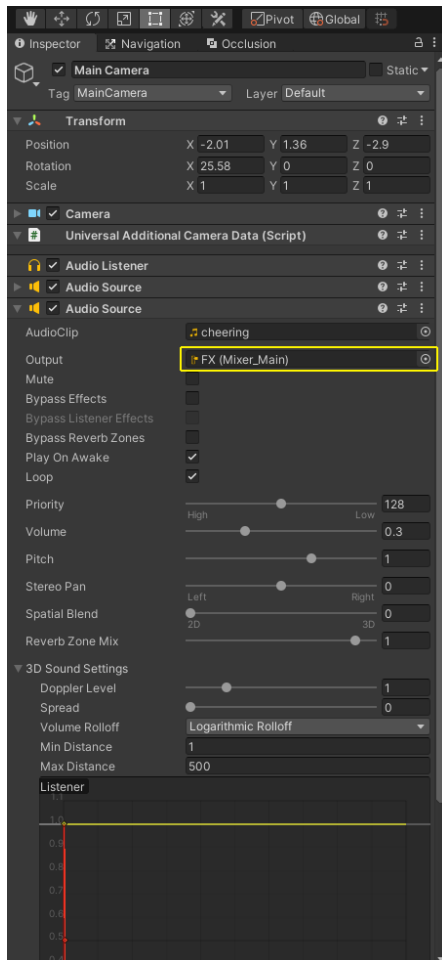
,
Go to the "_Packages" folder and install the >BuitIn< or >URP< pack (by double clicking on it), depending on which one you want to use.

The Audio and the Universal_RP menu need some setting up to work correctly.

Audio

To use the included Audio Mixer, every AudioSource you want to control with the menu needs to have one of the Mixers channels assigned to the output.


Scripts setup

If there are any options you do not want to use you can set them to "notUsed" on the Audio and video Scripts in the inspector.

You can safely remove or disable any UI element from options set to "notUsed".

The Default settings to be used when the game runs for the first time or on menu reset, can be changed here too.
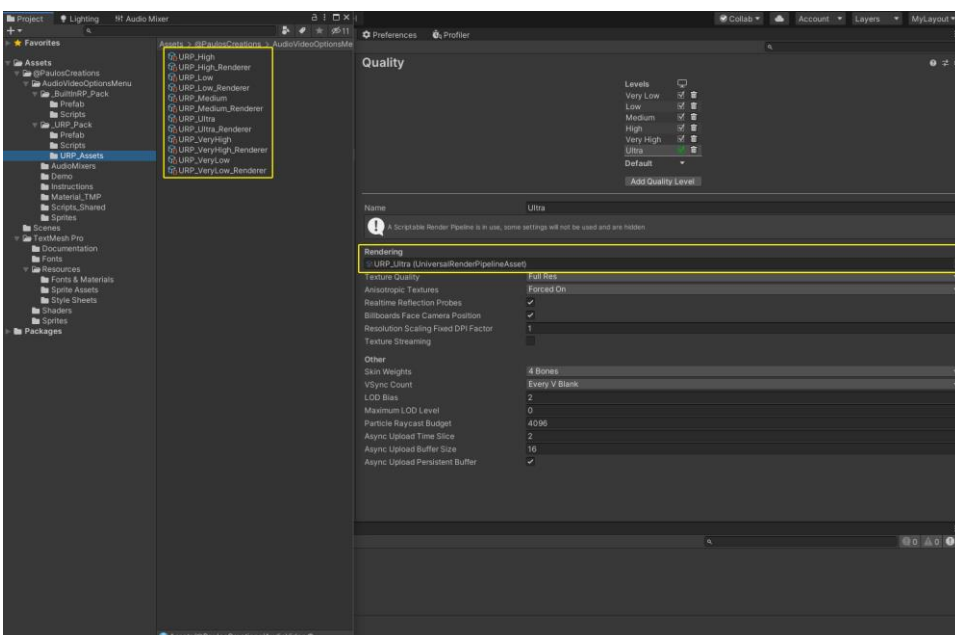
There is an option to Pause the game/Time when the menu is open.
And an option to safe using "PlayerPrefs" or to a text ".ini" file.
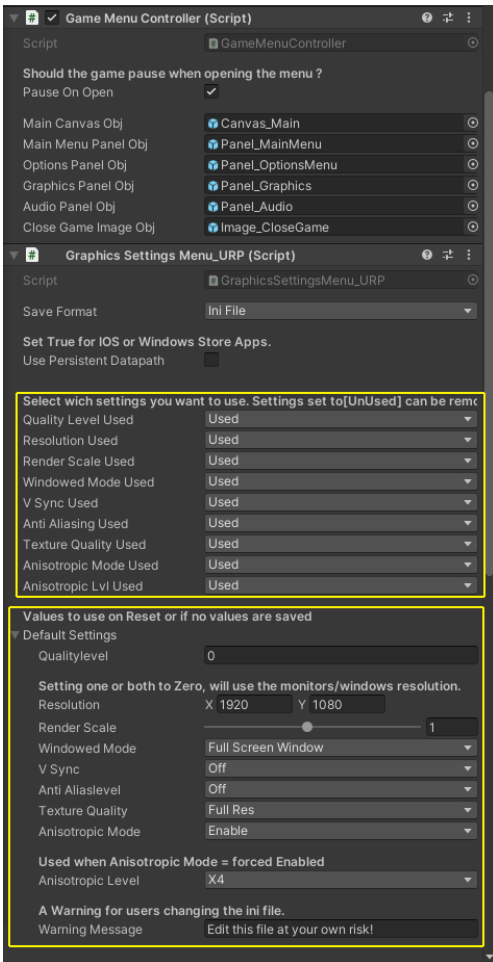
URP

For the Universal Render Pipeline every Quality level needs to have a "URP_asset" assigned to it.

You Can make your own or use the included ones.

Scene Setup

Drag the menu prefab into a scene. That's it.

Ones the menu is loaded it will never be destroyed.

It will stay in the scene even when loading/switching scenes.

Therefore, do not put the menu in a scene that gets loaded more than ones.

You will end up with multiple copies of the menu.

(The verry first scene loaded, "splash screen" would be the best place to put the menu).

Every scene you want to use the menu in needs an Event system in it !

The settings are saved when the Menu or individual Audio/Video panels are closed.