Support : volkov40@hotmail.com

Table of Contents

Starting your project

First of all, you need to have a Canvas in your project which hold all the UI objects. If you don't have one, click at the top menu GameObject->UI->Canvas, this will add everything you need for a Canvas. Add MMK_Manager script on the Canvas itself which will handle everything for your mobile menu. It should look like this (see picture below)

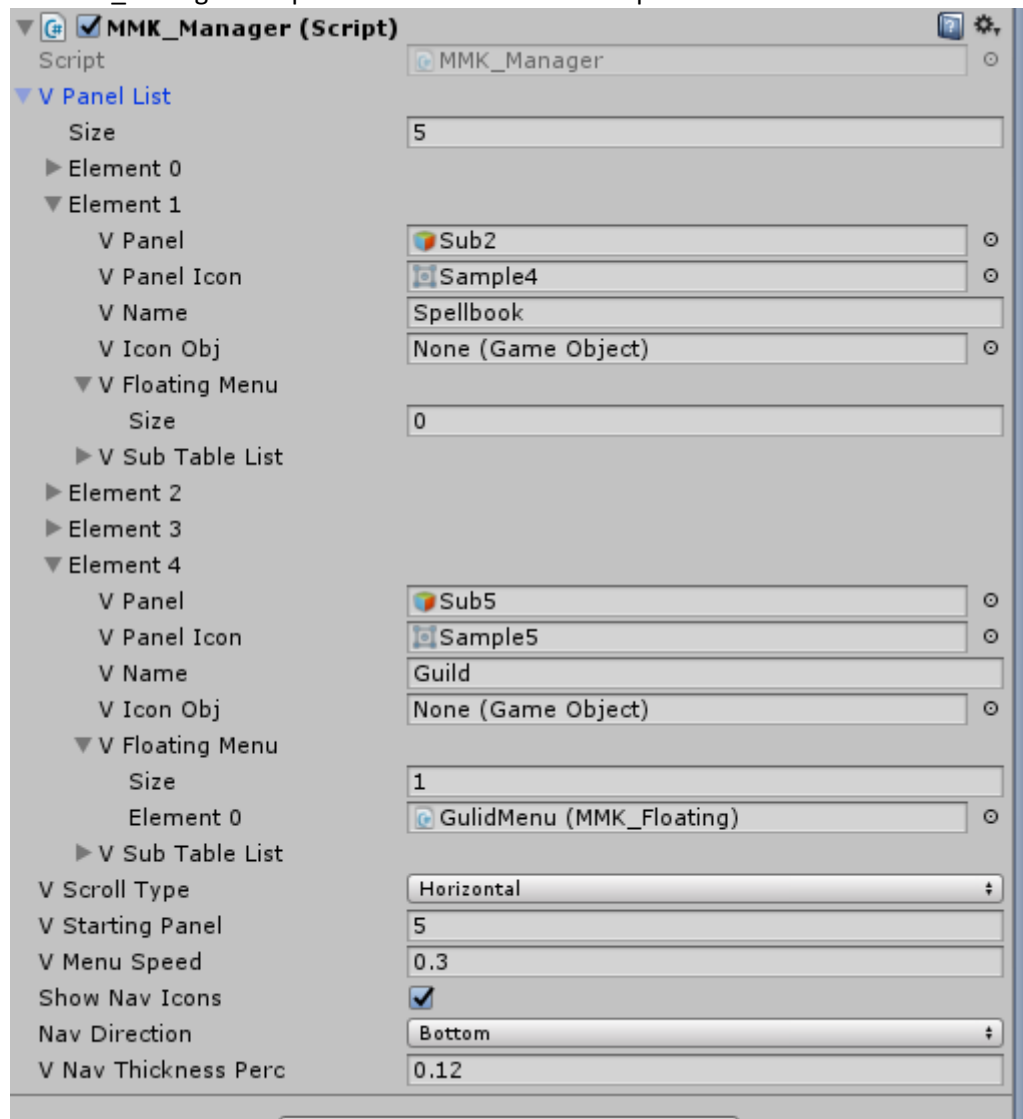*before going further, here is the 3x main parts of a menu.*

TOP = Floating menu
Middle = Panel Menu
Bottom : Navbar (Navigation Bar)

MMK_Manager component look like this. I will explain after how it work.

MMK_Manager (Script)	
Script	MMK_Manager
▼ Panel List	
Size	5
▶ Element 0	
▼ Element 1	
V Panel	Sub2
V Panel Icon	Sample4
V Name	Spellbook
V Icon Obj	None (Game Object)
▼ V Floating Menu	
Size	0
▶ V Sub Table List	
▶ Element 2	
▶ Element 3	
▼ Element 4	
V Panel	Sub5
V Panel Icon	Sample5
V Name	Guild
V Icon Obj	None (Game Object)
▼ V Floating Menu	
Size	1
Element 0	GulidMenu (MMK_Floating)
▶ V Sub Table List	
V Scroll Type	Horizontal
V Starting Panel	5
V Menu Speed	0.3
Show Nav Icons	☑
Nav Direction	Bottom
V Nav Thickness Perc	0.12

VPanelList : Here you must create the right size for menu. The main question you must ask yourself is "How many different menu pages do I need for my menu?". In this example, we got 5x menu pages. So, here I've put 5 here.

Then you must fill every element there.

VPanel :   GameObject which will be the panel holding what you see in this menu.

vPanelIcon :   Icon shown in the menu. You can leave it empty to use text or both.

vName :   Name of the menu. You can put it empty just like the icon

vFloatingMenu If you want to show a floating menu when we go to this page, you must drag&drop it into the vFloatingMenu which will add it's MMK_Floating component in this list.
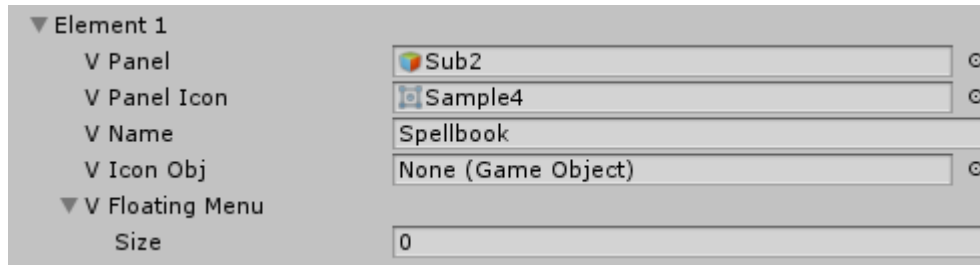
**vScrollType** : Here you define how the scroll will work for your main menu (horizontal or vertical).

vStartingPanel : If you want your user to open the game and go by default on the 3rd page, put 3 there.

vMenuSpeed : How fast when your moving between page? 0.3 is normal. lower = faster.

ShowNavIcons : If you don't want to show the Navbar at all, uncheck this. You can still move between page without seeing it.

NavDirection : You can define here where it will be created (Bottom, Top, Right or Left) and It will automatically fit.

vNavThickness : How many % will it take of the screen? 0.12% is what has been used for this sample.
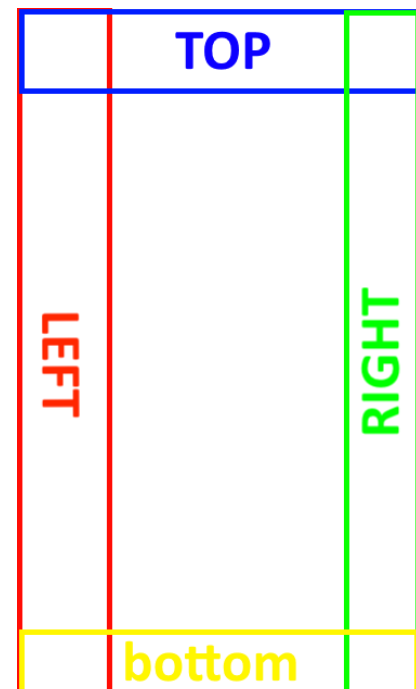
Here is a normal menu. As you can see, the menu is at the bottom in this picture.

Scrolling Table

If you want to have a list where you can scroll without a scroll bar, it can be done easily. You must create your own panel THEN add the MMK_TABLE component on it.

Make sure the vscrolltype is the opposite of your menu so the MMK_TABLE will know you want to scroll it. Also, when scrolling, both will disable the other. If you move the MMK_TABLE UP, it will disable the main menu so you don't have trouble scrolling correctly. While changing page, all the other components are disabled.