

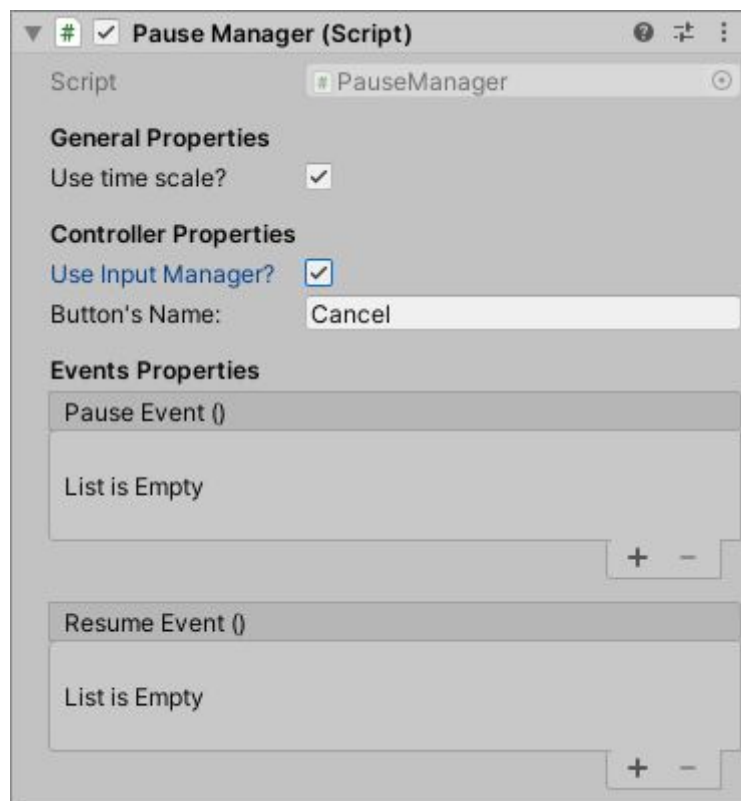
# PAUSE MANAGER

## Overview

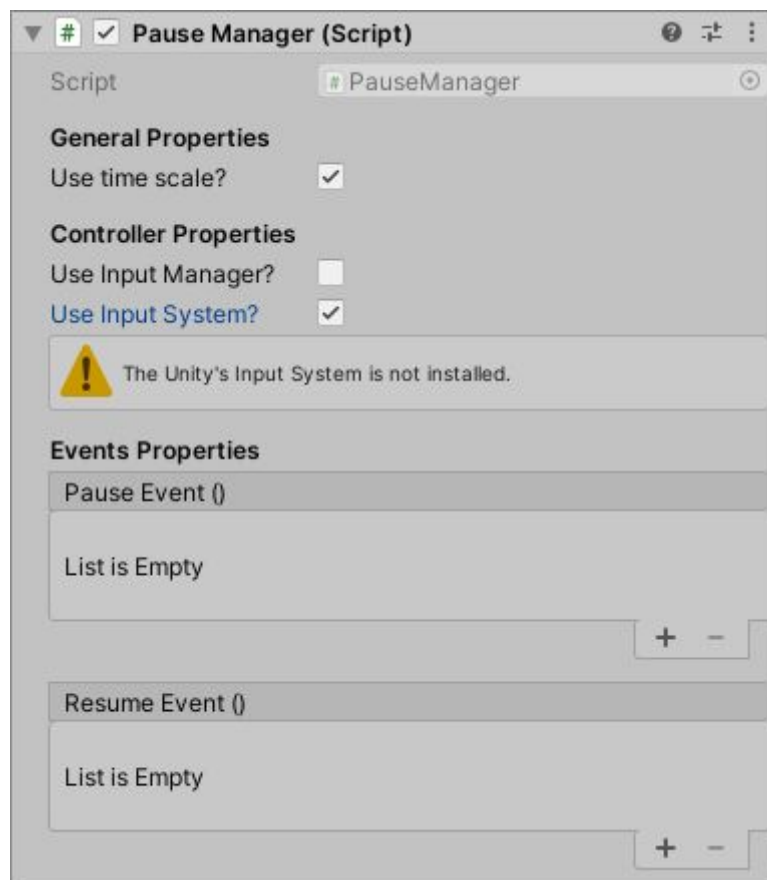
Thanks for purchasing the **Pause Manager** package. It's a simple and free package for managing pause/resume in your game, it's easy to use and fully integrated with Unity's Input System.

## How To Use

1. Simply drag-n-drop the **Pause Manager** prefab into your scene and you'll see the default options on Inspector

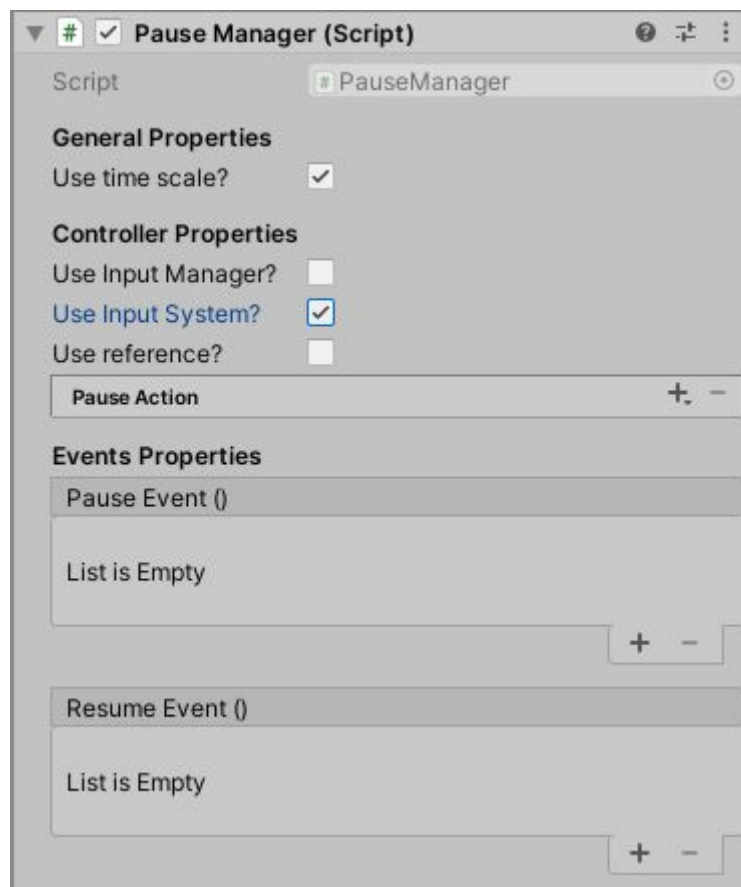


2. The **Cancel** button can be found in **Edit > Project Settings > Input** (or **Input Manager** in later versions of Unity)
3. The default controller properties allows you to use Unity's current Input Manager, but if you want to use Input System, you can uncheck the **Use Input Manager?** checkbox which gives you these options below

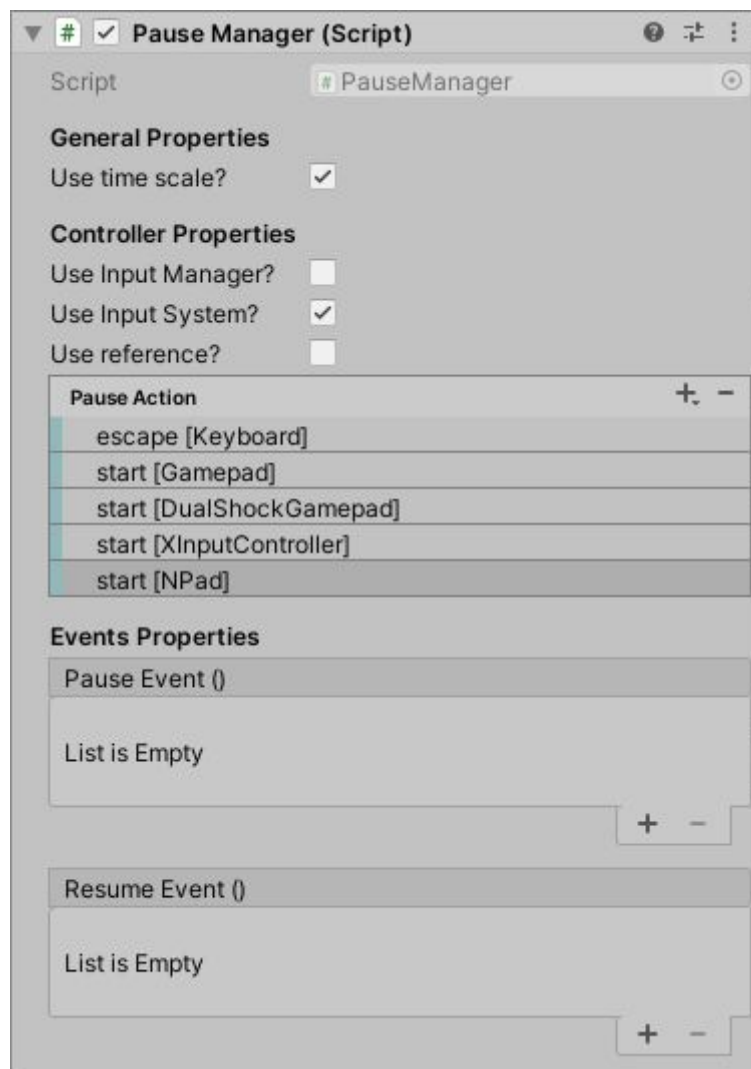


4. Notice that if you do not have Input System installed, a warning message will appear. If you choose to install Input System, the minimum version required for this package to work is **0.2.10-preview**, but it is recommended that you install the latest version available.
5. If you could not install the Input System package in your project, you don't need to continue these steps. You can still use Input Manager.

6. After installing Input System, you'll see the **Pause Action** available below

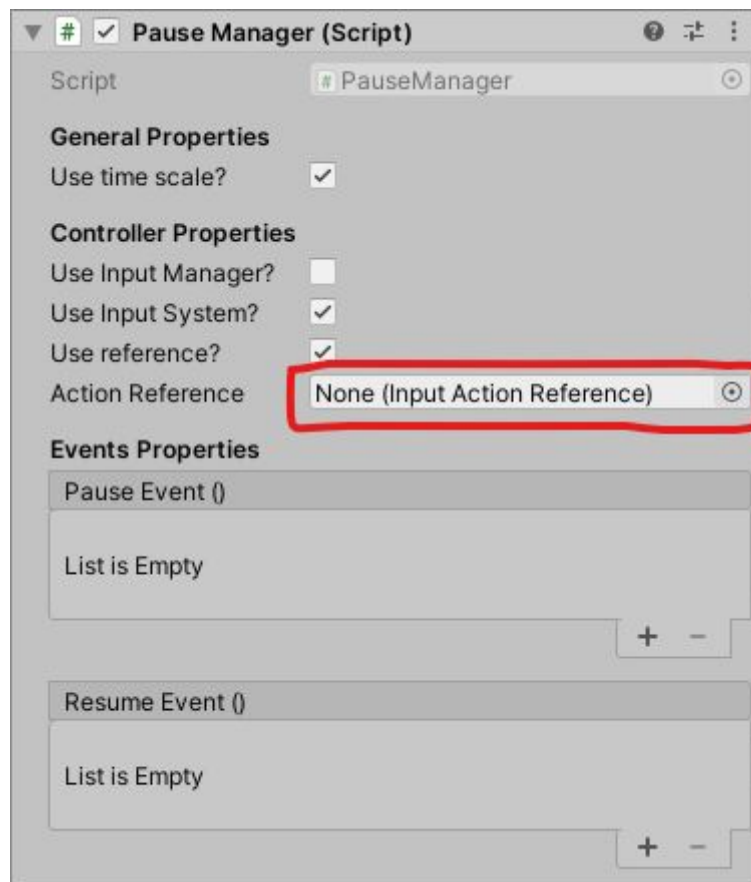


7. You can add some options to suit your game needs, for example:



8. Now, if you press one of the buttons listed in the **Pause Action**, it will trigger the pause/resume events.

9. If you already have Input System installed and an **Input Action Asset** created, you can drag-n-drop an **Input Action Reference** from that asset in the Action Reference field



10. To learn more, check the **Example Scene** under **Assets/Gabriel Pereira/Pause Manager/Example**