

## **-Welcome-**

Thanks for picking up this assets. This asset is meant to dynamically manage all your different projects and load up any given scene. Are you tired of having to switch between your 20 different unity projects when you know each are just different prototypes that you are messing around with. Well now you can have all of these in one unity project and use this menu system to just load up any of the scenes. Great if you want to build a resume.

## **-Setup-**

1. place the WorkShop2020\_DevManager prefab in your scene
2. build your menu ui objects in your scene (or just use the example menu)
3. figure out what file structure you will use for each project within you unity project
  1. *Any file structure will work as long as it is consistent*
  2. *One example would be Assets/Projects/ProjectName/Scenes*
4. Rearrange your project files in accordance to your file structure
  1. *\*IMPORTANT\* this asset works based of your given project file structure. If you make any major changes to your entire project file structure make sure to update your WorkShop2020\_DevManager in order to reflect this*
  2. *This asset will only work so long as the file structure across all projects remains consistent*
5. Add all scenes to the build settings and make sure that the scene with your WorkShop Menu is the very first scene
6. Add the needed elements to your WorkShop2020\_DevManager prefab
  1. *If you get stuck check the example scene*
7. You should be all good to go

## **-Documentation-**

### **1. Project/Scene Button Data**

1. Project/Scene Buttons Pre Fab
  - *Will be the prefab used when instantiating either project or scene buttons*
2. Project/Scene Buttons Parent
  - *Will be the parent object used for the instantiated project or scene buttons*
3. Project/Scene Buttons Pos Start
  - *Will be the start position of the list of project or scene buttons relative to their parent*
4. Project/Scene Buttons Pos Offset Y
  - *Will be the offset between each of the buttons in the list of project or scene buttons*

### **2. Menu GameObjects**

1. Projects Menu
  - *The menu that will display the projects buttons*
2. Projects Scenes Menu
  - *The menu that will display the scenes for the given project buttons*
3. Main Menu

- *The main overall menu*

### **3. Meta**

1. Paths
  - *This is the file path where all your projects are stored*
2. Dev Work Shop Menu Path
  - *This is the direct path to the scene file for your workshop menu.*
  - *It is used load back to this menu from any given scene*
  - *\*NOTE\* Destroy on Load will need to be set to false for this to work*
3. Destroy on Load
  - *Whether or not this gameObject will be destroyed when a new scene is loaded*
4. Return To Menu Button
  - *The keyboard input that will load back to this menu*
  - *\*NOTE\* Destroy on Load will need to be set to false for this to work*

### **4. Lists**

1. Project Paths
  - *the file paths for all of your projects*
  - *\*NOTE\* this list is generated by the code and is only viewable in the inspector for debugging*
2. Scene Paths
  - *the file paths for all of your scenes in the given project*
  - *\*NOTE\* this list is generated by the code and is only viewable in the inspector for debugging*

### **5. Info**

1. Info
  - *the text displayed on the info screen*
2. Info Text Mesh Pro
  - *the text mesh pro element that displays the info*

### **6. Debugging**

1. Function Start And Ending
  - *will write a console line every time a function starts or ends*
  - *\*NOTE\* will not write a console line for the Update() function*
2. Lists Being Updated
  - *will write a console line every time a list is updated*
3. File Being Processed
  - *will write a console line every time a file is processed*

## **-Support-**

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