



Downloadable package: Graphic options template

Thanks for downloading the Graphic Options Template package for Adventure Creator.

This package provides a new Menu dedicated to graphic settings, allowing the user to set resolution, quality level and more. It is designed to act as a foundation for more specific options tailored to your own game, should they be necessary, by modifying the provided GraphicOptions script.

Installation

1. Set your Menu Manager to the provided **GraphicOptions_MenuManager** asset file, and copy/paste its **GraphicOptions** menu to your own Menu Manager. To view it at runtime, use the **Menu: Change state** Action to turn it on.
2. Create a new Global String variable named "GraphicOptionsData", setting its **Link to** field to **Options Data**, and unchecking **Values can be translated?**.
3. Assign the provided **ApplyGraphicOptions** asset in the Settings Manager's **ActionList on start game** field. If you already have an ActionList assigned here, copy/paste the asset's **Engine: Call event** Action into your own.

Customization

The Menu's appearance is controlled by the provided GraphicOptionsUI prefab, which can be duplicated or modified to suit your needs.

To create new options, add the appropriate UI fields to the prefab and then duplicate and modify the GraphicOptions script to cater for them, replacing the script component on the GraphicOptionsUI prefab. Generally, for each option:

- Create a variable at the top of GraphicOptions to connect the new UI field

- Create a variable inside the GraphicOptionsData class to represent the option's value
- Update the GraphicOptionsData class constructor to set the option's value, and update the GraphicOptions class's SaveAndApply function to set this value based on the UI field
- Update the GraphicOptionsData class's Apply function to have this value take effect
- Update the GraphicOptions class's UpdateUIValues function to update the UI field based on the option's value

Credits

- AutoScroll script adapted from Razputin at <https://answers.unity.com/questions/1836381/auto-scroll-to-selected-button-in-grid-when-outside.html>