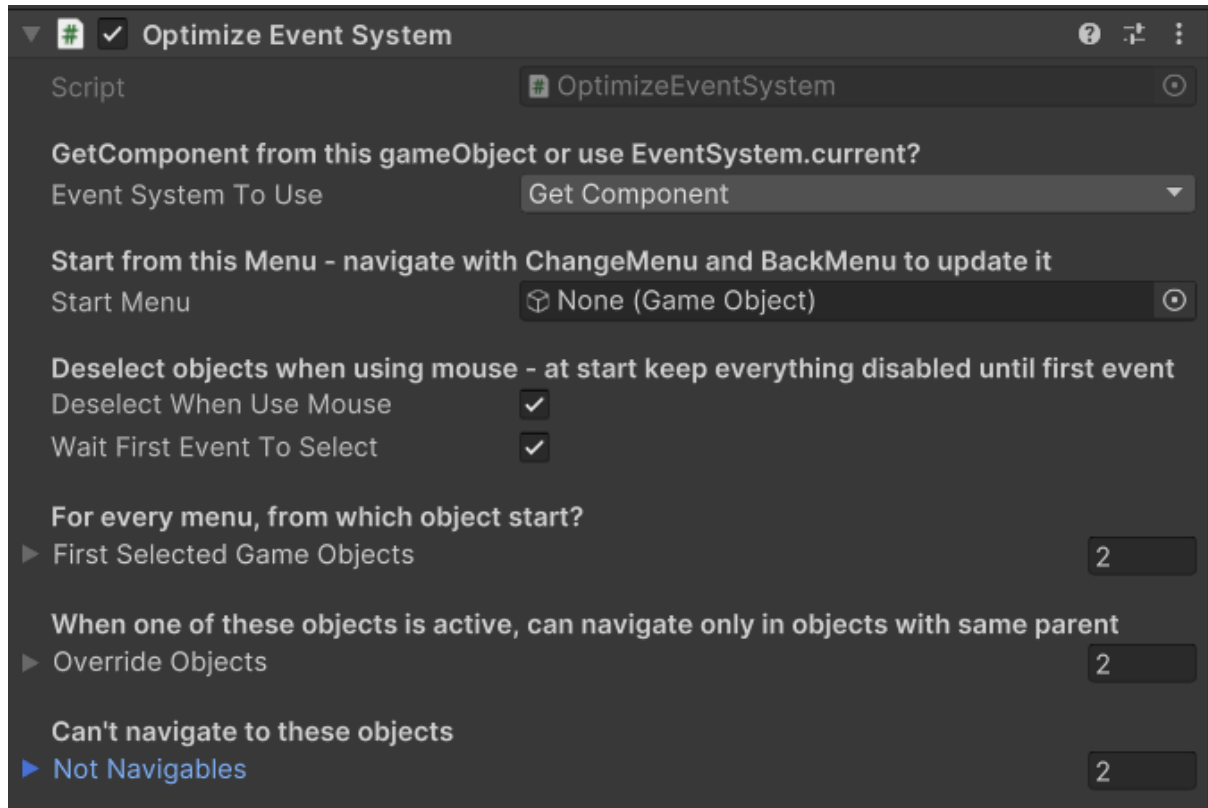
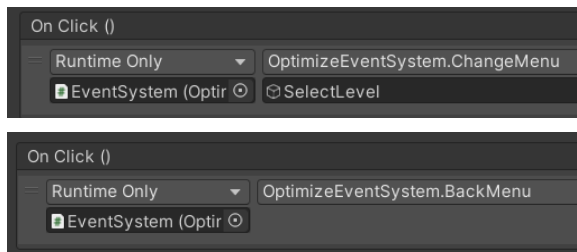


# Optimize Event System

Add this script to an EventSystem in scene, and for every menu add the First Selected Game Object to the list



- **Event System to use:** find EventSystem with GetComponent or use EventSystem.current? Normally you should add this script to the EventSystem in scene and set this variable to *GetComponent*, but you could want to put this script on another object and set *Use Current* to find the correct Event System
- **Start Menu:** in this variable, you have to set the first Menu when loading the scene. If you have more menus to navigate to, you can use the function *ChangeMenu* to deactivate the current menu GameObject and activate a new one. With this, it's possible to come back by calling *BackMenu* or by pressing the *Cancel* button on the keyboard or gamepad



- **Deselect when use mouse:** when moving the mouse or clicking, deselect every object in the scene. You should want to use only hover event with the mouse
- **Wait first event to select:** when the scene is loaded, instead of immediately selecting the first object of the menu, wait for a keyboard or gamepad input to be pressed

- **First Selected Game Objects:** for every menu, add to this list the first object to select from which to start navigating
- **Override Objects:** when one of these objects is active, you can navigate only in the objects with the same parent.  
If more override objects are active at the same time, is possible to navigate only in the parent of the first override object active in the list.  
You can use it for example when in the game you open the End Menu, to force the player to move only in that menu
- **Not Navigables:** these objects aren't reachable by input navigation.  
This is useful for example if you have a pause button always visible, but you don't want the player to select it when navigating with the keyboard or gamepad