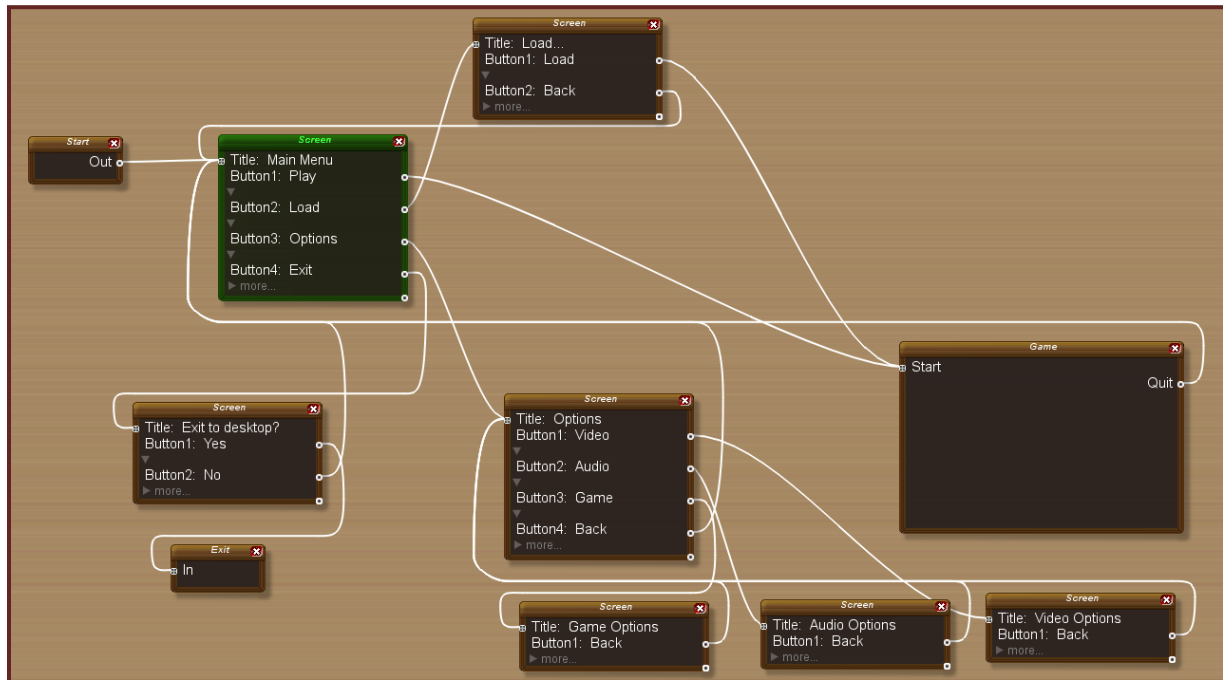# EXAMPLE 5 – MENU SYSTEM

PURPOSE

This example shows how to implement a menu system.

PANEL SETS

MenuSystem: Contains the Screen panel, as well as Start, Exit and Game panels.

RUNTIME SCRIPTS

MenuMachine: Simulates the navigation in the menus.

DEMONSTRATED CONCEPTS

- EDITOR: Foldable panel parts ("> more")
- RUNTIME: Panel activation, State machine

PROJECTS THAT MAY REQUIRE A SIMILAR APPROACH

Dialog systems (cf. example 6)

MANUAL

Mentioned in the examples on page 20.