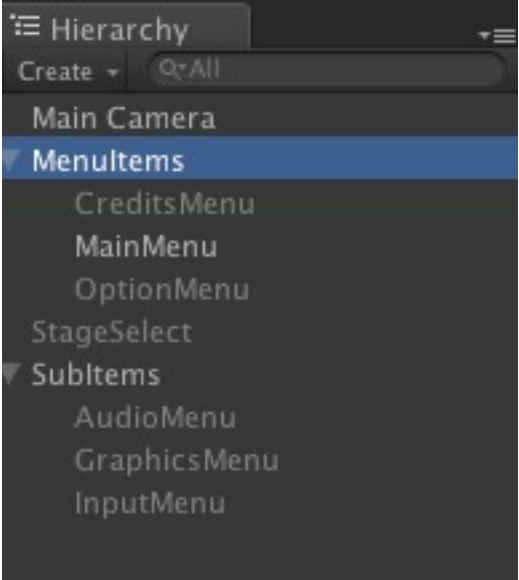


Welcome to 5 Minute GUI

First open up mainMenu – found in the scene directory.
Add it to scene0.

Lets look at the objects in the hierarchy tab.

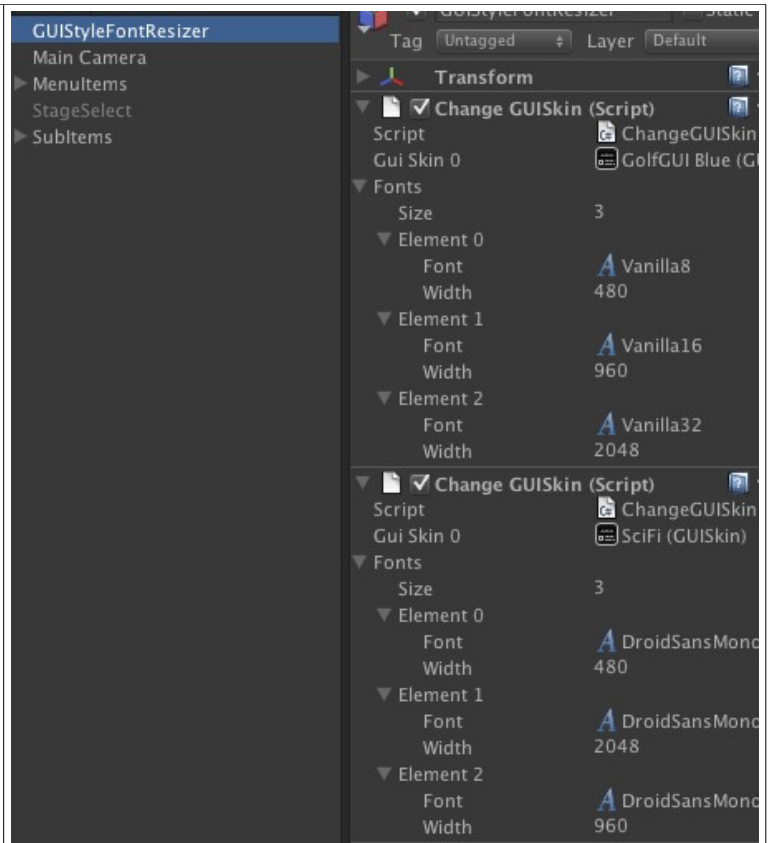
NOTE: All the transforms are set to 0,0,0 that is important because the GUI actually uses the transforms so you can very easily move the gui around to the left, to the right etc.

MenuItems – contains the credits menu, main menu and options menu	
SubItems – contains the audioMenu, graphicsMenu, InputMenu	
Stage Select	

GUIStyleFontResizer will basically resize the guiskin fonts.

For example the Scifi guiskin uses droid8 for 480, and DroidSansMono16 for anything with a width ≥ 960 and droidSansMono32 for anything \geq then 2048

NOTE: You have to create a new font and change the size manually in the editor (as it cant handle dynamic resizing).



First open up gameScene – found in the scene directory.
Add it to scene1.

NOTE: All the transforms are set to 0.5,0.5,0 meaning it will be in the centre of the screen.

SCRIPTS

MainMenu

The main menu script.

VARIABLE NAME	DESCRIPTION	DEFAULT VALUE
BackTexture	Do we want to use a background texture – warning it uses GUI.drawTexture so it will hide all other 3d objects	null
StageSelect	The stage select gameObject	
OptionGO	The option gameObject	
CreditGO	The credits gameObject	
UseQuitButton	Do we want to use the quit button or not	
menuMenuSTR	Main Menu box title	Main Menu
startButtonSTR	Start Button String	Start
optionsButtonSTR	Options Button String	Options
creditsButtonSTR	Credits Button String	Credits
quitButtonSTR	Quit Buttons String	Quit

Option State

The main menu script.

NOTE that graphic state, input state and audio state all use **drawGUI** method rather than OnGUI this is because if you are using the backTexture its possible that these states will get drawn first and get covered up the GUI.drawTexture, which means you need to have the option state in order to use the child states. If you want to use some other custom state you just need to simply call the drawGUI method from an onGUI method.

VARIABLE NAME	DESCRIPTION	DEFAULT VALUE
BackTexture	Do we want to use a background texture – warning it uses GUI.drawTexture so it will hide all other 3d objects	null
GraphicsGO	The graphic gameObject	
AudioGO	The audio gameObject	
InputGO	The input gameObject	
MainMenuGO	The mainMenu gameObject	

Audio State

The audio state.

If you use the audio Manager to play everything through it will easily allow you have to different channel groups, music, sfx and dialog.

VARIABLE NAME	DESCRIPTION	DEFAULT VALUE
Music Volume	The music volume	100
Sound effect volume	The sound effect volume	100
Dialog Volume	The dialog volume	100

Input State

The input state.

VARIABLE NAME	DESCRIPTION	DEFAULT VALUE
Controls	An array of controls	Roll: WASD or arrow keys,Space: Jump
InputMenuSTR	Input Menu	

Graphics State

The graphic state.

Stage Select

The stage select

All you have to do is call the method `Misc.setMaxLevel(maxLevel);`

VARIABLE NAME	DESCRIPTION	DEFAULT VALUE
BackTexture	Do we want to use a background texture – warning it uses GUI.drawText so it will hide all other 3d objects	null
MainMenuGO	The mainMenu gameObject	
BackTexture	Do we want to use a background texture – warning it uses GUI.drawText so it will hide all other 3d objects	
LevelsPerRow	The number of levels per row	3
LevelsPerCol	The number of levels per col	4
MaxLevels	The maximum number of levels	30
StageSelectSTR	The stage select string	Stage Select
LevelPrefix	The string before the word number	Level – note the

		space after level
Next Page STR	The next page button string	>>
Prev Page STR	The prev page button string	<<
LevelButtonSize	The size of the level buttons	.2,.1