

## SlimUI Modern Menu Documentation v1.2.1

# 3D Modern Menu



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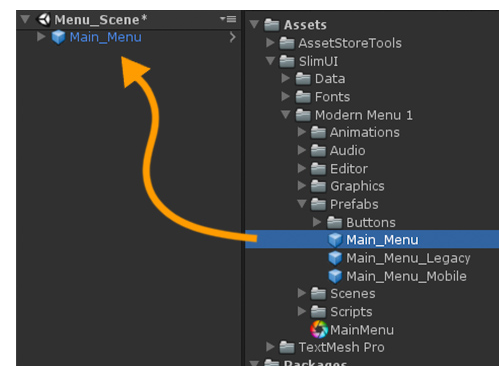
## 1.0 INTRODUCTION

**3D Modern Menu** is a full 3D World Space native uGUI Complete Modern Main Menu template with a Theme Editor and TextMeshPro integration. Download and set up with your project in minutes!

If you want to learn how to make this project from scratch, I have a YouTube tutorial series that walks you through every step (outdated version of Unity though). This version has been converted to C# but the YouTube version was written in JavaScript since it was a while ago. The base scripts are all there and you can customize them as you wish. This project is free to use and I hope to see some cool variations of it in the future!

## 1.1 GETTING STARTED

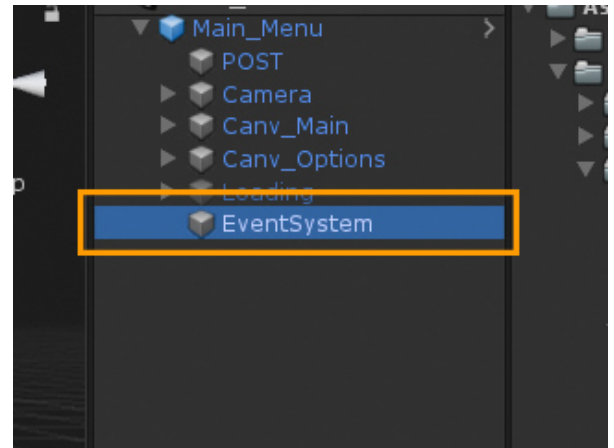
To test the features of the menu, open the demo scene “**Menu\_Scene**” and hit play. The scene uses the latest menu prefab “**Main\_Menu\_New.**” If you want to use a blank scene and add the menu, make sure there is no EventSystem



already in the scene and then drag + drop the menu prefab in the Hierarchy. If you have an EventSystem previously added, disable the EventSystem game object under the menu prefab.

## 1.2 EVENT SYSTEM

The menu prefabs have an EventSystem included already as a game object, so if you have an EventSystem previously added in your scene, disable the EventSystem game object under the menu prefab and Unity will use your existing one.

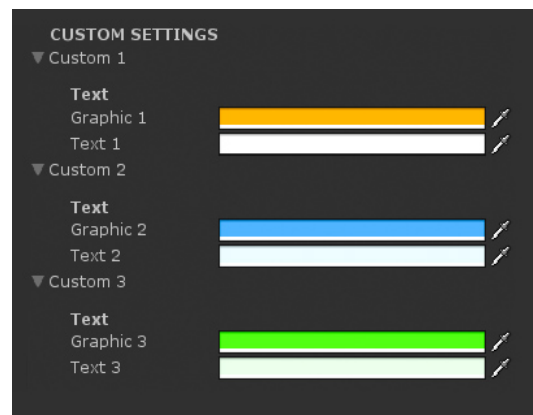


## 2.1 THEME EDITOR

You can quickly change the color theme sets for all the buttons and graphics using the Theme Editor. Under SlimUI/Data, you will see a Theme Editor file.

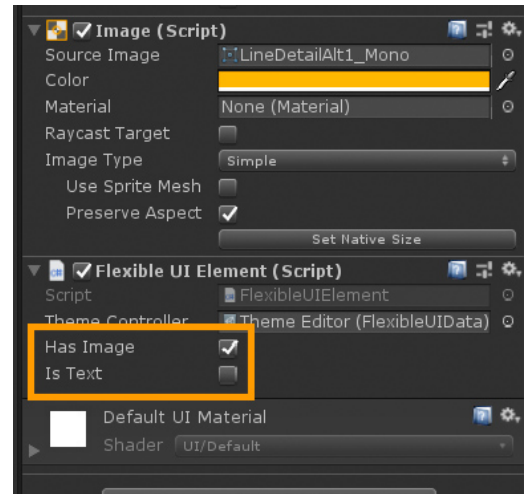
There are 3 presets for color combinations. Graphic X and Text X correspond to Image components and TextMeshPro components respectively.

To assign the color combination sets, select "Camera" under the menu prefab, and in the Inspector settings under the *MainMenuScript* component, select from the Theme dropdown menu.



## 2.2 LINKING TO THEME

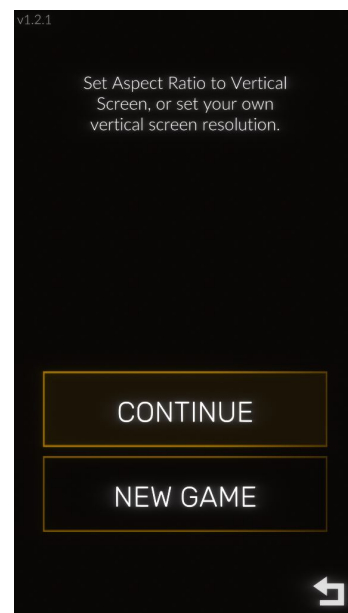
Linking Image or TextMeshPro components to use the selected theme colors is very simple to do. Select the Image or Text that you want controlled by the theme and add the *FlexibleUIElement* component. Tick the appropriate box matching the component type.



## 3.1 MOBILE PROJECTS

If you are building a project for mobile, use the Menu\_Scene\_MOBILE or drag + drop the Main\_Menu\_Mobile prefab into a new scene. The rules for the Event System apply (Section 1.2).

The mobile menu is virtually identical to the normal menu so set-up and integration are equal, while the visuals are significantly varied.



## 3.2 INTEGRATIONS

If you are adding Modern Menu to an existing scene, drag + drop the prefab in your scene and the menu will start to function automatically.

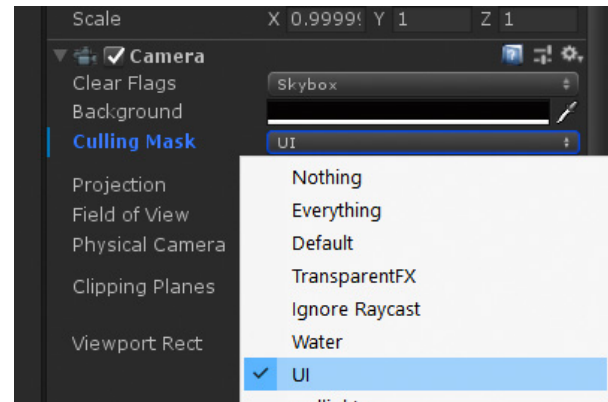
If you have an existing event system, disable the menu's event system game object per Section 1.2.

If the Post Processing script is missing or giving an error, you might not have Post-Processing installed in the Package

Manager. You can disable the POST game object to fix this, or install Post Processing Stack V2.

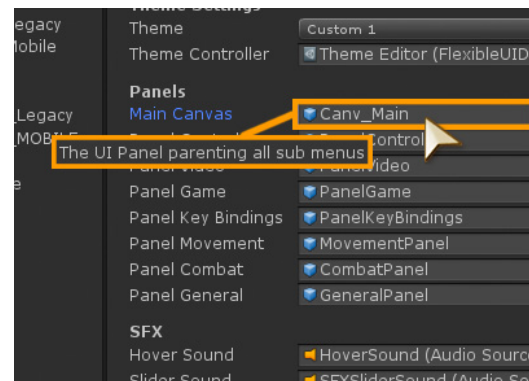
## 3.3 USING EXISTING CAMERAS

If the Camera depth isn't rendering properly, you can adjust it to have the menu camera render only the UI layer by setting the "Culling Mask" to UI so you can keep the menu animations while swapping the background for your own scene. Set the Canvas elements' layer to UI. Make sure to set the "Clear Flags" setting to Depth Only to only render the UI Layer without the background.



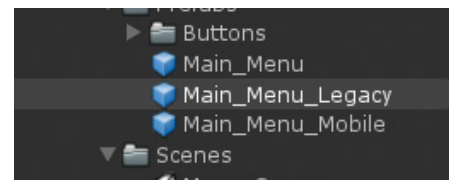
## 4.1 TIPS

Every variable has a **tooltip** describing it's function, so you don't have to guess what each variable is for! Just hover over the variable to see it's description.



## 4.2 LEGACY MENU

If you're upgrading from an earlier version of Modern Menu, you'll be familiar with the **Main\_Menu\_Legacy** prefab and its contents.



It's not actively used in the project but it's identical to the old design before the prefab was upgraded to use the Theme Editor and Nested prefabs.

## 5.1 SUPPORT

For direct support, join our Discord: [discord.gg/7cK4KBf](https://discord.gg/7cK4KBf)

**NOTE\*** There are **PlayerPref** values being saved to store data. That way, when you load up the project, the previous values for sliders are saved.

**NOTE\*** The objects that have scripts on them are "Camera" "SFXSliderSound" and "Canv\_Options." Other than that, no other objects have any scripts on them.

**Note\*** If you have a "**Mission (Mono Script)**" error on the **POST** game object, install **Post Processing** from the Package Manager.

**NOTE\*** If you are using a version before 1.0.7 and materials in your scene are missing or blank, delete the Particle FX shaders included in the Modern Menu package OR upgrade to 1.0.7. Newer versions of Unity aren't compatible with older shaders.

**NOTE\*** The **Key Bindings do not have any functions!** They are just designed in the layout but are not programmed. You will have to program the input detection.

For more support, visit [www.slimui.com](http://www.slimui.com)