Unity Hamburger Menu

Overview

Hamburger menu is an extension of Unity's scroll rect component. Reacting to mobile and mouse input, sliding in and out of view, this off-canvas Menu reacts just like a native mobile menu.

- Dynamic scaling
- Portrait & Landscape examples
- Mobile & standalone
- Nested scroll rect
- Easy to modify
- Mouse/mobile input
- Quick setup
- Works with Screen Space - Overlay/Camera & World space render modes
- Source code
- Documentation

RATE

If you enjoyed this asset, please rate it! It will help alot! Furthermore if your having issues or need improvements reach out to hunter.glen@gmail.com
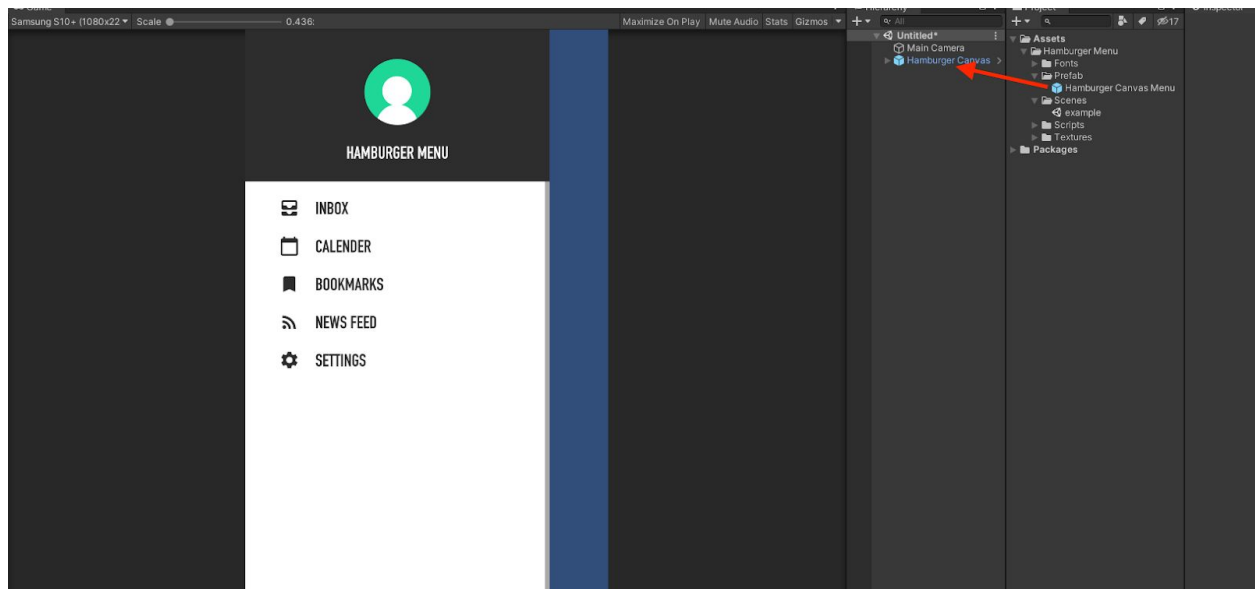
Example Scene

- example

Video Setup

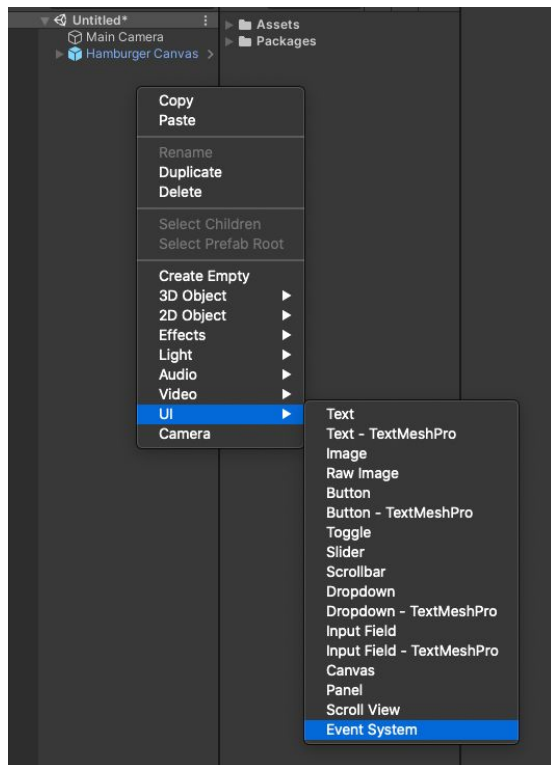- https://www.youtube.com/watch?v=12oo76tvyPk

Setup

Create a new scene

Drag and drop Hamburger Canvas Menu into your scene (Project window >
Hamburger Menu > Prefab > Hamburger Canvas Menu)

Add EventSystem to your scene - In the hierarchy window right-click > UI >
event system

That's it! Hit play! :)

Other things to note:

Overlay color

Overlay color is the color the background fades when the menu comes into view, you can easily change this in the inspector of Hamburger Menu | Scroll Rect gameobject.

Drag handle width

Drag handle width is an invisible box that, when interacted with, enables users to drag the canvas into view, instead of having to select the hamburger icon.

Changing menu size

You can change the menu size by selecting the modifying the 'Preferred Width' on the Menu gameobject
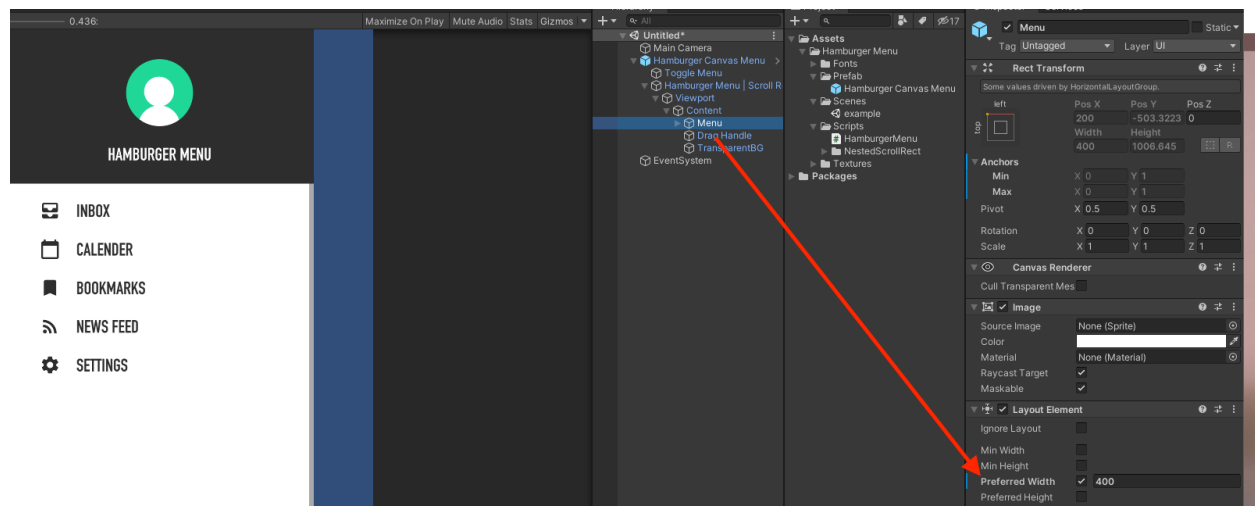
Menu transition speed

The speed of which the menu transitions to open, input and closed positions.

Open threshold

The threshold the scroll rects horizontal normal position has to be under to open. Left being 1, right being 0. 0.33f is the default value.

Account for screen changes

Determine whether or not the plugin should recalculate rect transform sizes to account for runtime screen changes – keep this on if you expect the screen to change during runtime, if not – you can turn this off to save performance.

Toggle Menu Menu

The hamburger button located on the top left, toggles the hamburger menu. When positioning this item, be sure that the invisible Drag Handle doesn't overlap, as this will interfere with raycasting.