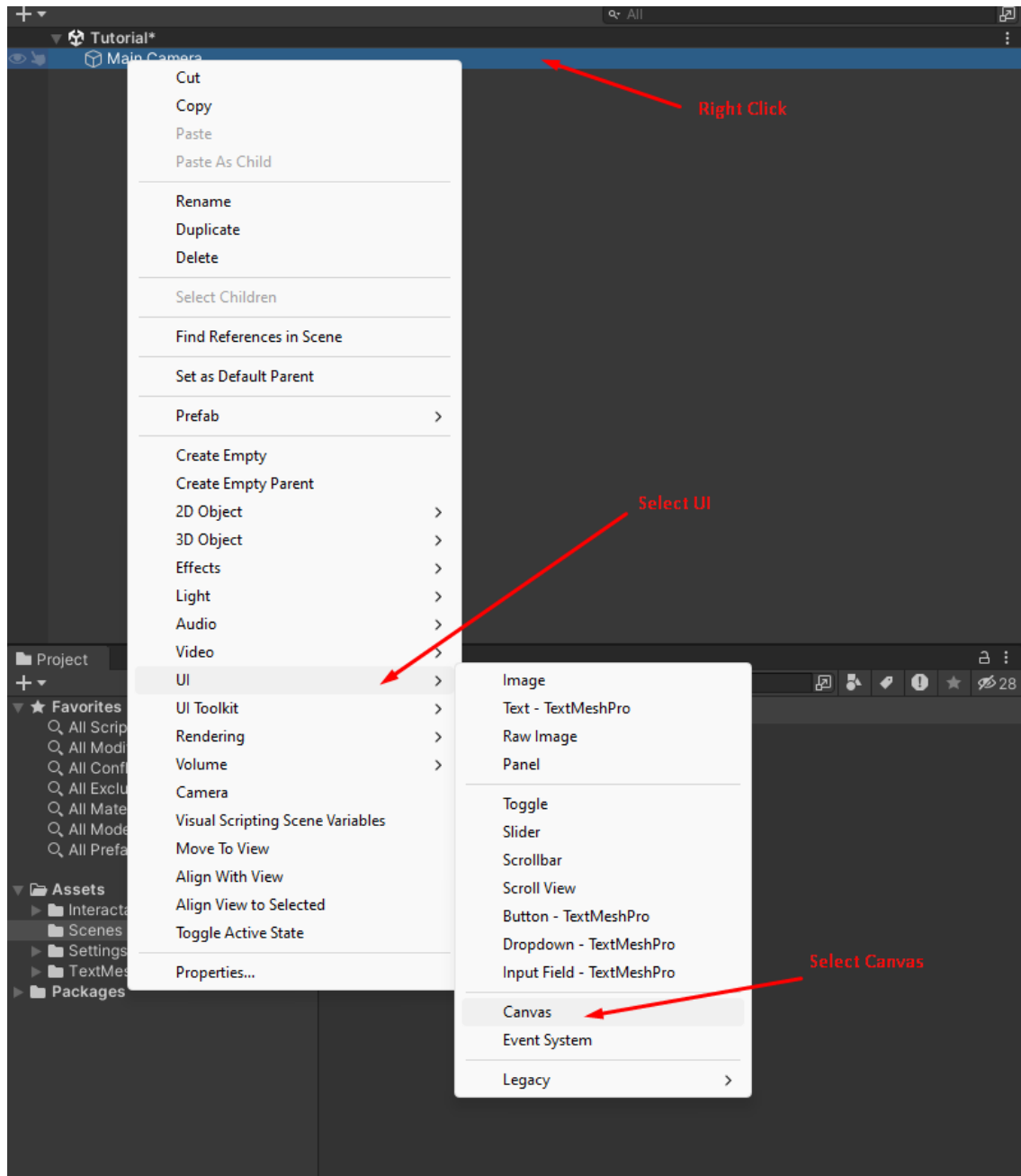
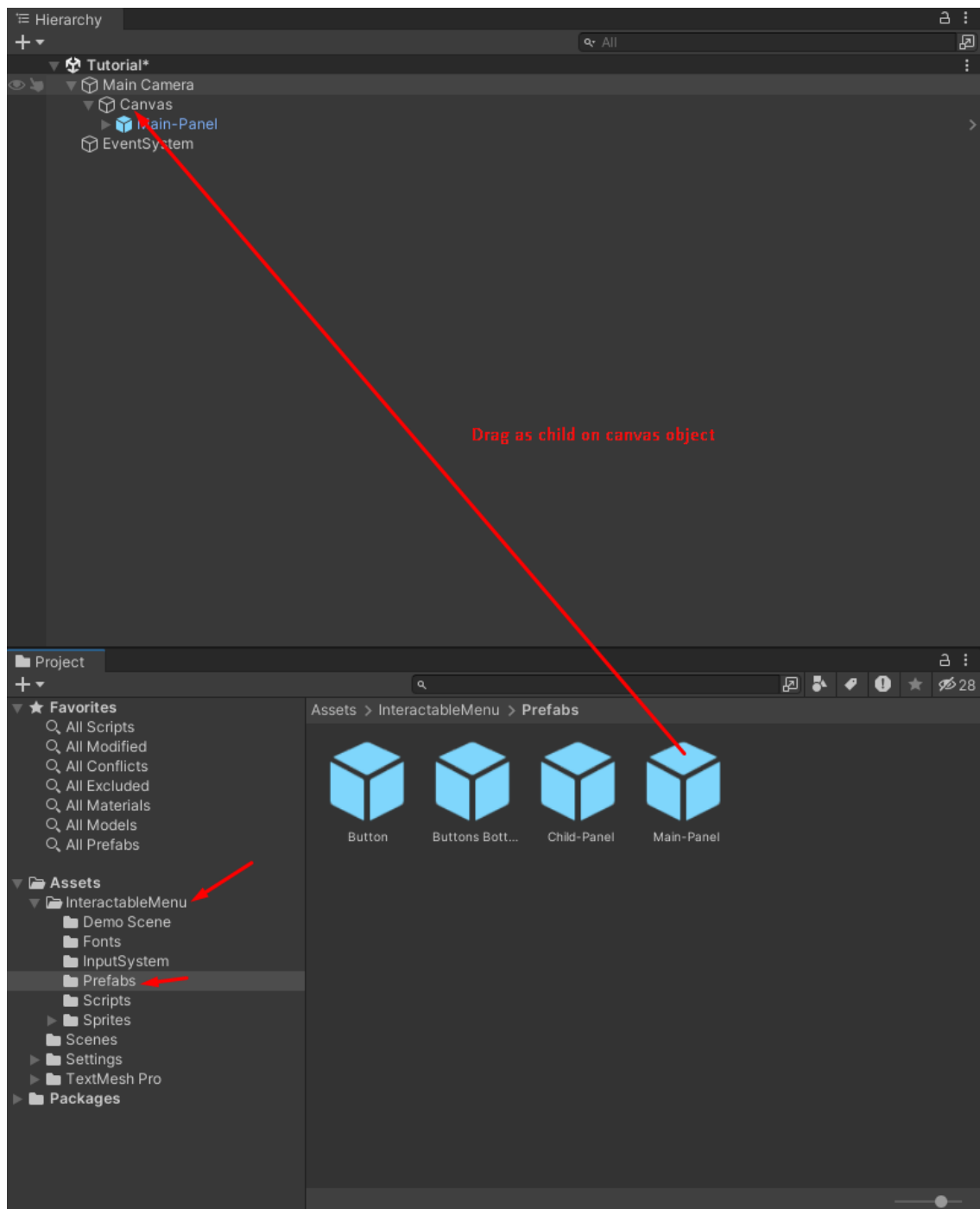


Adding Menu to Your Project

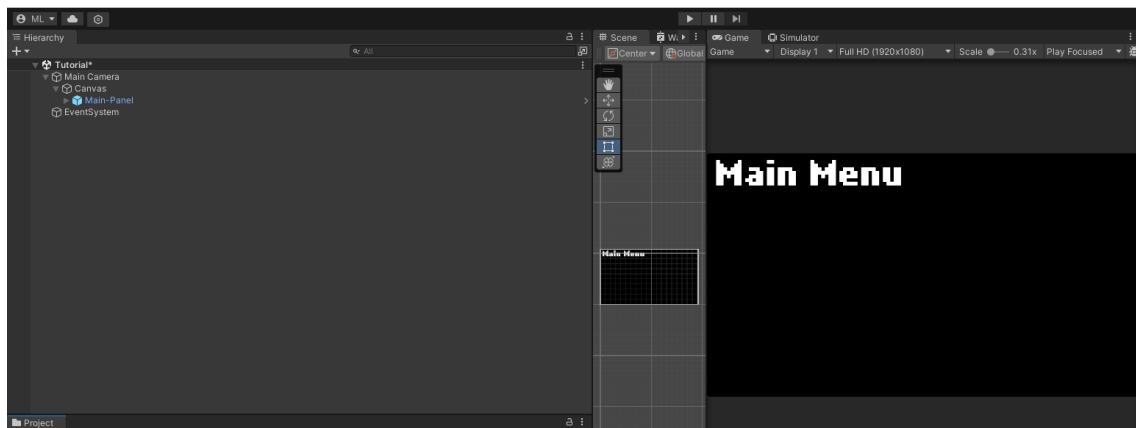
Starting with the menu is quite simply, you need to create a Canvas to your Scene:



Now you need to go inside a Prefabs folder, and pick up the Main-Panel Prefab and drag into your canvas:

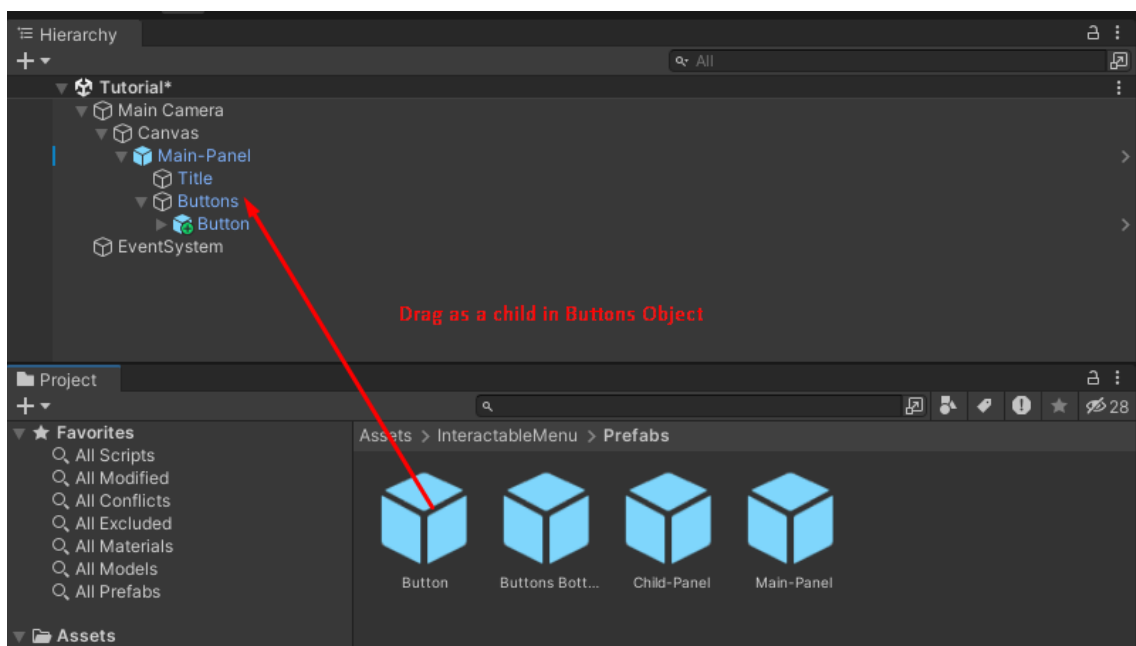


Now you can see on the screen, something like this:



Adding a Button to Your Panel

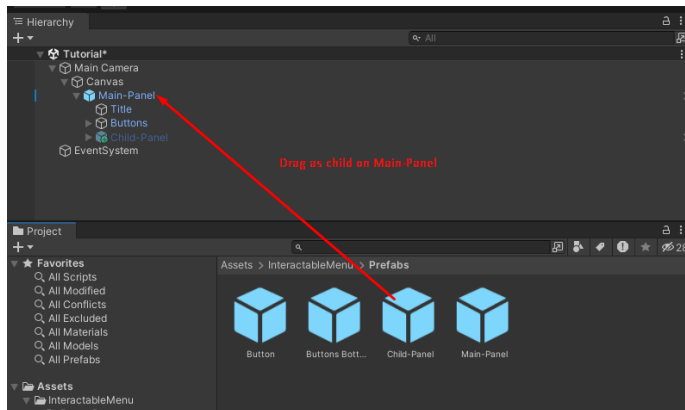
Inside a Prefabs folder, you can see a prefab called Button, simply drag as a child on **Buttons** Object inside the **Main-Panel** on your project:



You can drag many buttons you want inside this, don't forget to see in the canvas limit.

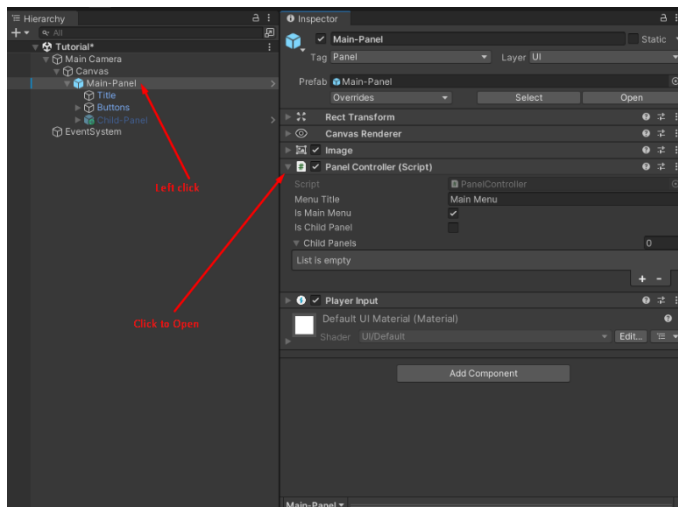
Adding a Sub Panel

You can add a sub panel to your main panel, to make many menus you want, just drag the **Child-Panel** prefab on the **Main-Panel**:



Now you have a Main Menu, a Button, e a Sub Panel on your canvas, we need to adjust something to ensure that will work.

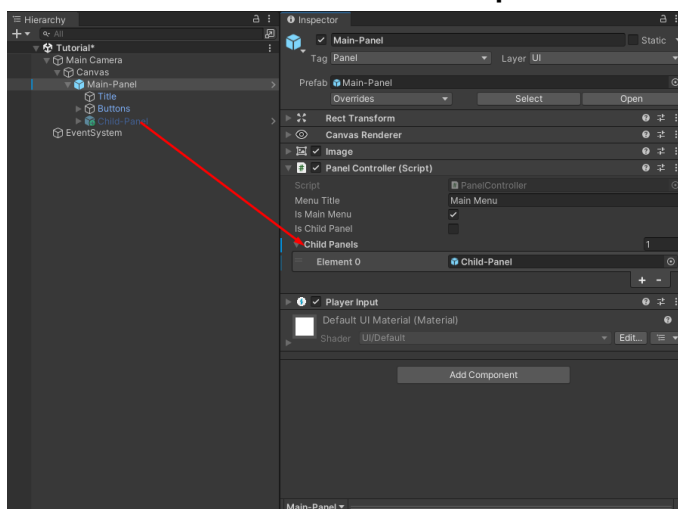
Left Click on **Main-Panel** to open Inspector, once its open, go to the **Panel Controller Script Component** to make some changes:



As you can see in the inspector you can change the Menu title, and set their child panels.

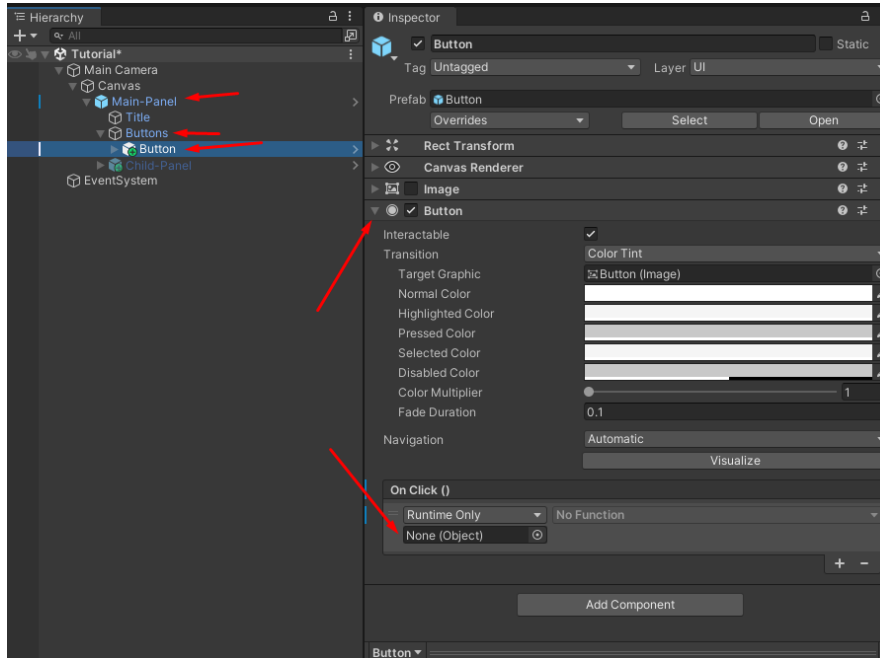
You don't need to change the variable Is Main Menu or Is child Panel, because if you put the correctly prefab on scene, it will be checked correctly.

Grab the first child panel you have added on the Scene and put inside a **Child Panels** on the **Panel Controller Inspector**.

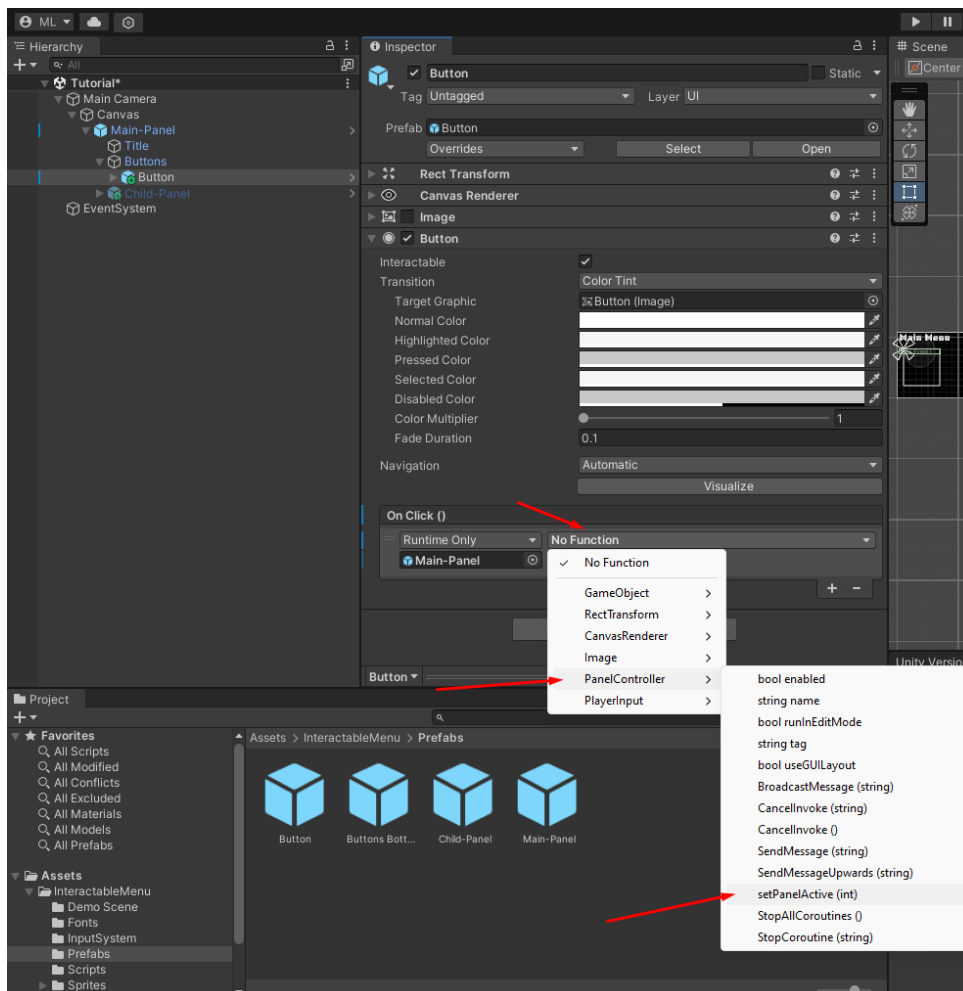


Making Button Works

Now we need to change one more thing, go to the Buttons objects, and select our first button to set On Click event:



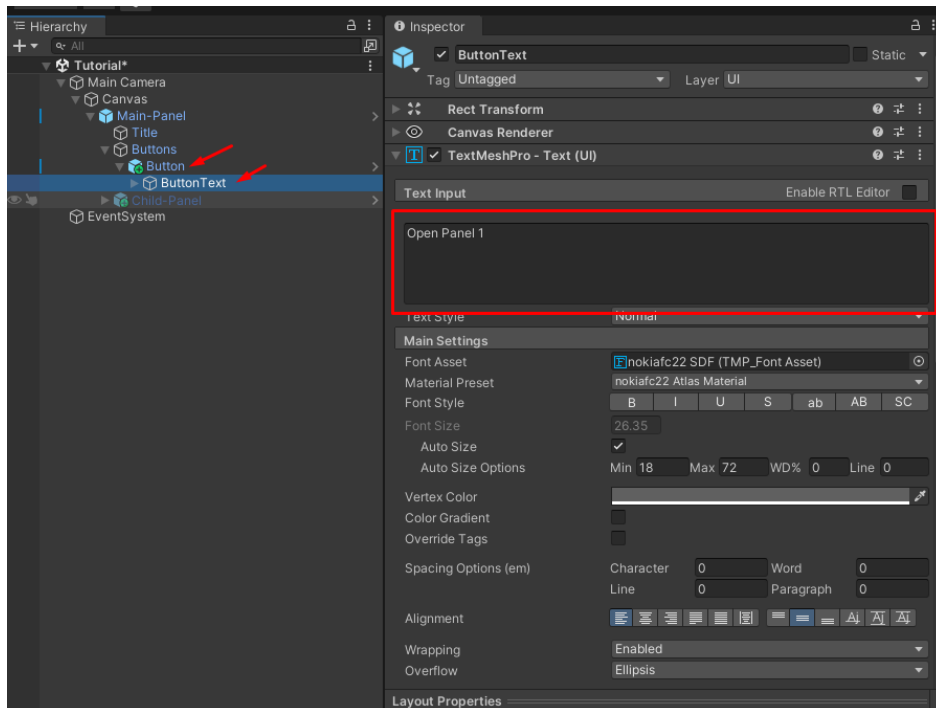
You need to drag the Main-Panel inside the On Click, when you do this, we can select a function to trigger when the button is clicked up:



After that, you see an input text with the number 0, this number is corresponding to the panel it will be open on the button is clicked, you can change the number for what number you want. Remember to check the number of the panel inside the Main-Panel.

If you Click to play, you can see that's working.

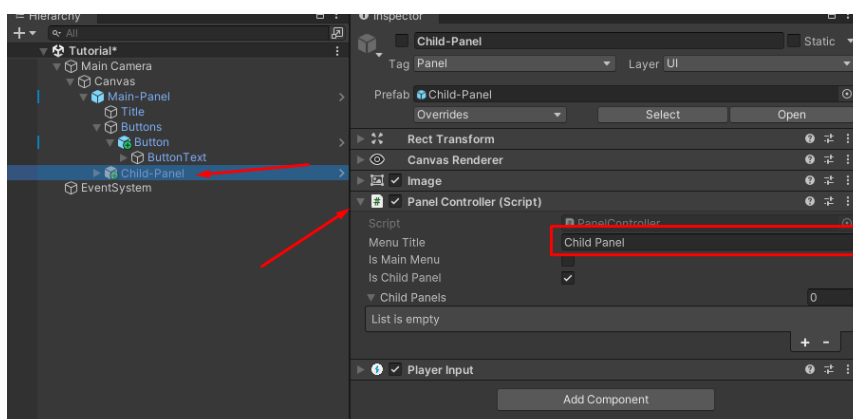
You can change the button's text by clicking on the button, and on the Button Text object, and change in the inspector:



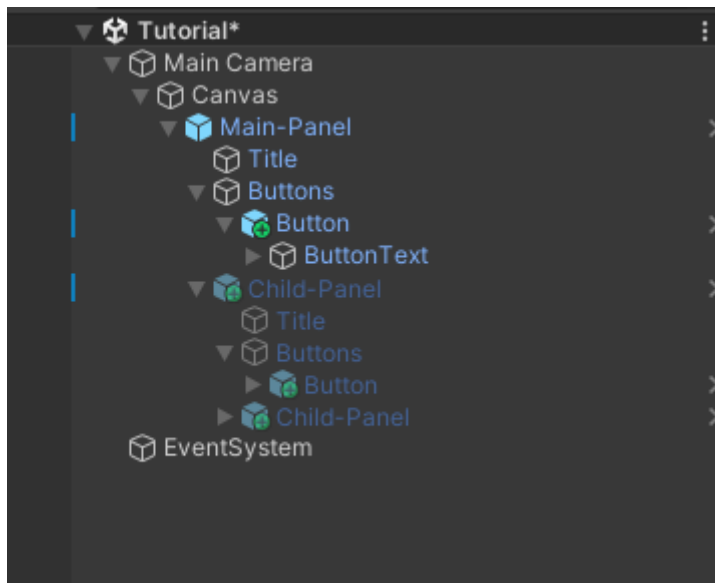
Change the Sub Panel titles, and adding some buttons

Click on the Child-Panel and check the inspector, you see a variable called Menu Title, you can set the title of your sub panel:

If we check, the **is Child panel** is active, because it's a child of our **Main panel**, if you open, you see the same things on the **Main-Panel**, you can add more buttons and others sub panel on this.

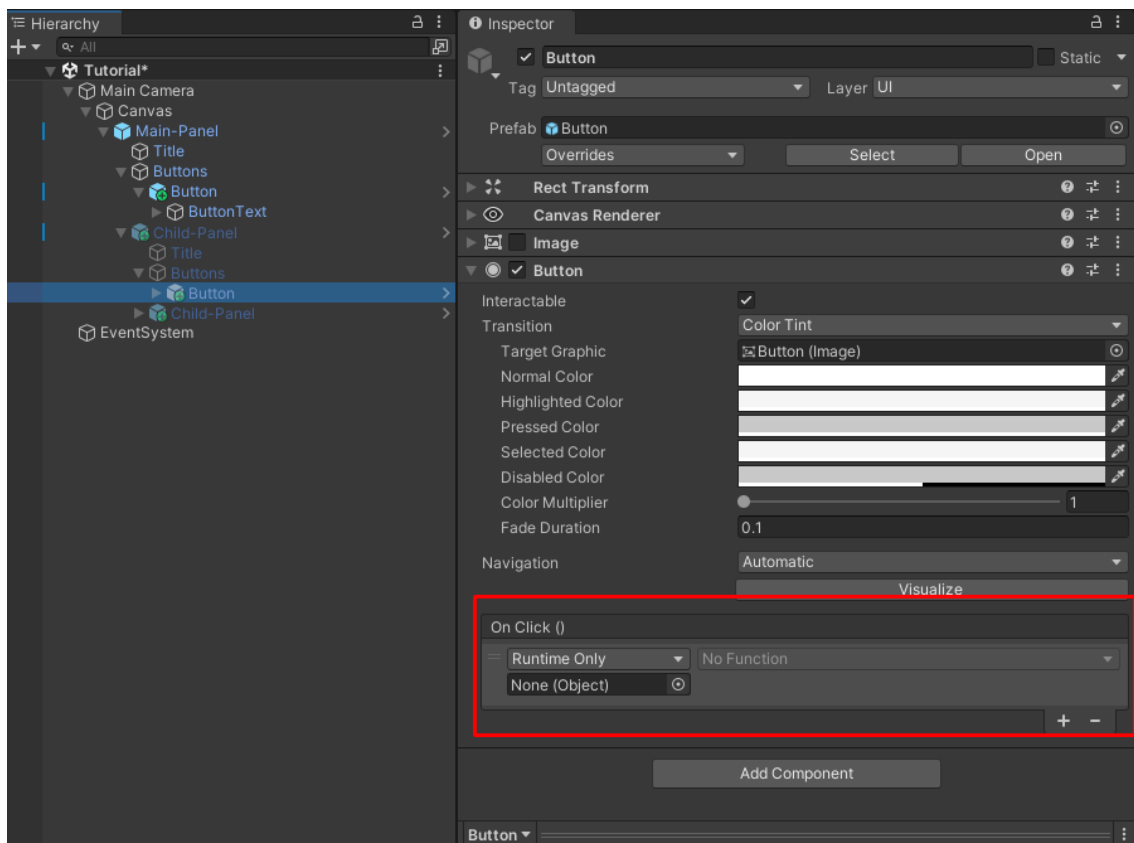


Like this :



You can change the setting whatever you like.

For every button you put on the scene, you need to set the On click function.



You can put whatever you want...

- Change scene
- Change the panel (with the script of the parent panel)

Simple Menu Free Documentation

If you have any problems or you don't understand something in the docs, you can write to me on my discord server. It's for :

- bug reports
- feature suggestions
- update reports
- quick fixes

Link: <https://discord.gg/ygSh7Tx7>