Unity Presets

Overview

The Settings Menu Creator makes heavy use of the Unity preset system. It uses partial presets (presets in which only some variables of an object will be affected if the preset is applied/used) to update variables and references. This removes a lot of manual work from the user and is less prone to error. To learn more about Unity presets in general read the [official preset documentation](). All scriptable object types used in the Settings Menu Creator asset come with predefined presets to get you started quickly without having to think too much about what to drag into which field, what to reference and where to look for objects/prefabs in the project.

Usage

Let's take a look at the [ResourcesCreatorProfile]() as an example. By clicking on the preset icon ⚏ in the top right corner a new window showing all matching presets will open.
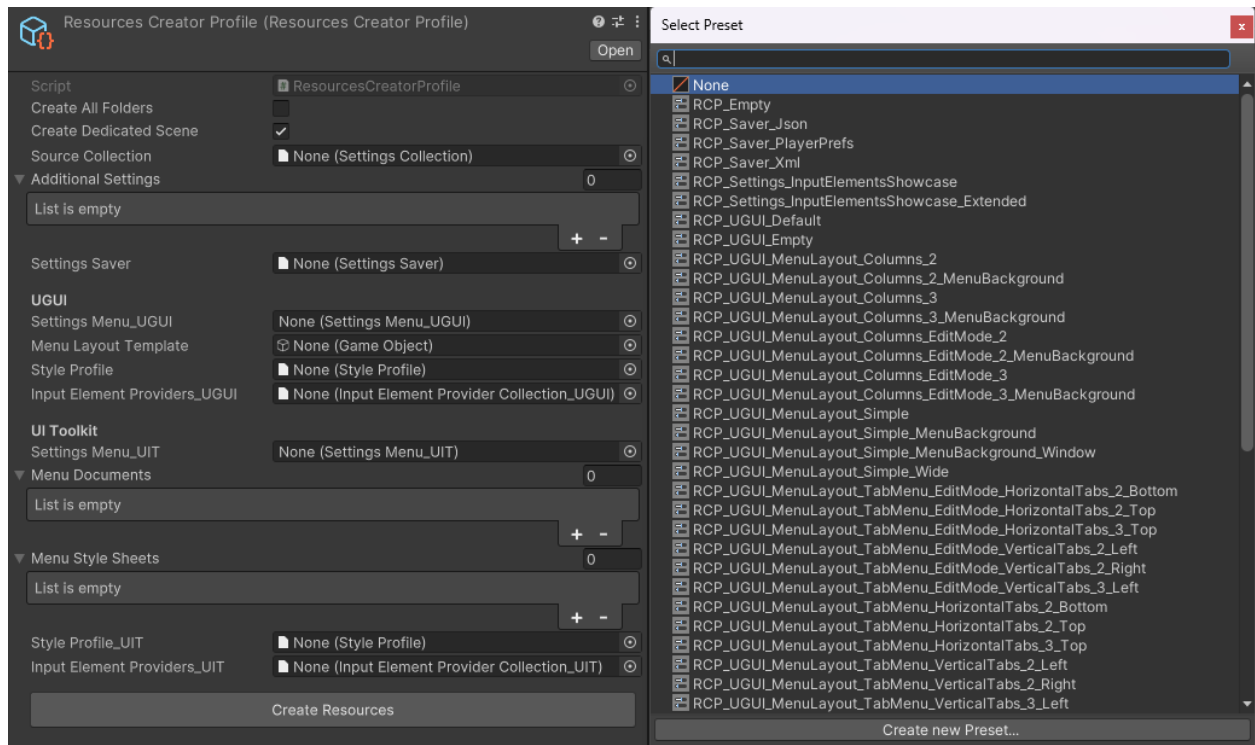
There are for example presets that reference the correct prefab for the setting menu layout or various style profiles to get started quickly. You can of course still drag and drop references into the various fields manually but using presets is much easier, faster and less prone to error. You can apply a preset by clicking on it. Combining several presets together can populate the object with the necessary references and options in seconds.