

# Resources Creator Profile

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## Introduction

Using the ResourcesCreatorProfile is the recommended workflow to create/generate all the necessary resources (ScriptableObjects, Prefabs, Stylesheets etc.) for a settings menu as it is a lot faster than creating the resources manually. The generated resources can be customized afterwards.


Both UGUI and UI Toolkit (new UI system) are supported with this workflow. There are dedicated sections for each of them. You can skip the dedicated documentation of either system without missing relevant information if you only use one of them. All resources

that get generated will be either duplicates (including their referenced files) or nested prefabs.

## Creating A ResourcesCreatorProfile

You can create a new ResourcesCreatorProfile in the project window with **Right Click > Create > CitrioN > Settings Menu Creator > Resources Creator Profile**. Alternatively you can create one from the 'Resources Generator' tab in the manager window. You can open the manager from **Tools > CitrioN > Settings Menu Creator > Manager**.

## The ResourcesCreatorProfile workflow

The ResourcesCreatorProfile workflow makes use of Unity's preset system ([Unity Presets Documentation](#)). Using presets primarily avoids having to dig through the project and find the correct files to reference. There are presets available for all the fields on the profile. In the [fields section](#) you can find details about all the different fields on the profile and what they expect as references if you want to manually assign them. You can show the available presets for each field by clicking the little preset icon  on the right of it. When you are happy with your profile setup you can generate all necessary resources by clicking the 'Generate' button at the top.

## What To Do After Generating The Resources?

After the generation of your menu resources you can customize them as you wish. Here are a few common tasks you can do to customize your menu:

- Add settings to your menu on the SettingsCollection object. Learn how [here](#).
- Add the SettingsMenu prefab under SettingsMenu/UGUI or UI Toolkit/Menu to your preferred scene. Make sure you have a camera and EventSystem in your scene for the menu to function properly! (If you had a dedicated scene generated it would already contain those required objects)
- Modify the generated prefab variants or UI Toolkit related files to make them fit your menu requirements. This could for example be modifying the style sheets for the UI Toolkit input elements or modifying the UGUI input element prefabs.
- Modify the [style profile](#) to update the look and feel of your menu.
- Update the UGUI menu layout prefab to customize the general layout of your menu. Learn more about the layouts [here](#).

## ResourcesCreatorProfile Fields

**General**

- Create All Folders ☐
- Create Dedicated Scene ☒
- Settings Saver ☐ None (Settings Saver)
- Source Collection
- Additional Settings

**UGUI**

- Settings Menu
- Menu Layout
- Provider Collection
- Style Profile

**UI Toolkit**

- Settings Menu
- Documents
- Style Sheets
- Provider Collection
- Style Profile

### Create All Folders

If enabled all folders for the various resources (both UI systems) will be generated even if no files are inside. Only recommended if you want to move files into those folders later but want to have the full folder structure already. Disabled by default.

### Create Dedicated Scene

If enabled a scene will be generated containing camera, light and EventSystem inside as well as the new settings menu prefab. This allows you to immediately test your new menu without having to use any existing scenes. Enabled by default.

### Settings Saver

The settings saver to duplicate and use for the settings menu.

## Source Collection

A reference to a SettingsCollection used as the base for the new settings collection. All references of that source will be used to generate the resources for the new collection unless another reference on this profile overrides it.

## Additional settings

A list of SettingsCollection objects used to sequentially add their settings to the new settings collection. This allows existing SettingsCollections to be used as presets to construct the list of settings you want without having to manually add each setting one by one. The same can be achieved later using the drag and drop functionality on the generated settings collection.

## UGUI

### Settings Menu (UGUI)

The SettingsMenu prefab reference to duplicate. You can use the default one in almost all cases.

### Menu Layout Template

A prefab defining the layout for the menu. A layout can for example be a horizontal or vertical tab menu, multiple columns or simply a single scrollview in which the settings are displayed. There are presets for all the layouts provided by default. The layout prefabs provided come with all the necessary scripts to make the menu function. You can freely edit the generated nested prefabs after the generation to adjust the layouts to your liking. Learn more about the available layouts and how to modify them [here](#).

### Input Element Providers (UGUI)

The list of providers to use for the generation of input elements in the settings menu. There are multiple provided by default. It is recommended to just select one as a base and modify the newly generated providers and prefabs/files afterwards. Learn more about input element providers [here](#).

### Style Profile

The style profile to copy and use for the settings menu. Learn more about style profiles [here](#).

## UI Toolkit

### Settings Menu (UI Toolkit)

The SettingsMenu prefab reference to duplicate. You can use the default one in almost all cases.

### Menu Documents

A list of uxml documents defining the layout for the menu. A layout can for example be a horizontal or vertical tab menu, multiple columns or simply a single scrollview in which the settings are displayed. There are presets for all the layouts provided by default. You can freely edit the generated uxml files after the generation to adjust the layouts to your liking. However, it is recommended to use the generated style sheets for layout modifications and only use the uxml files for the visual element hierarchy/treeview. Learn more about the available layouts and how to modify them [here](#). Learn more about uxml files [here](#).

### Menu Style Sheets

A list of style sheets defining the menu style for the menu. There are presets for all the layouts provided by default. You can freely edit the generated style sheets after the generation to adjust the styles to your liking. Learn more about the available layouts and how to modify them [here](#). Learn more about style sheets [here](#).

### Input Element Providers (UI Toolkit)

The list of providers to use for the generation of input elements in the settings menu. There are multiple provided by default. It is recommended to simply select one as a base and modify the newly generated providers and their referenced files afterwards. Learn more about input element providers [here](#).

### Style Profile

The style profile to copy and use for the settings menu. Learn more about style profiles [here](#).

## **Generate Resources Button**

Creates/Generates all the resources for the settings menu based on the specifications of the profile. This may take a few seconds depending on your hardware and the specifications you selected. The generated settings collection will be selected after the generation is complete.