
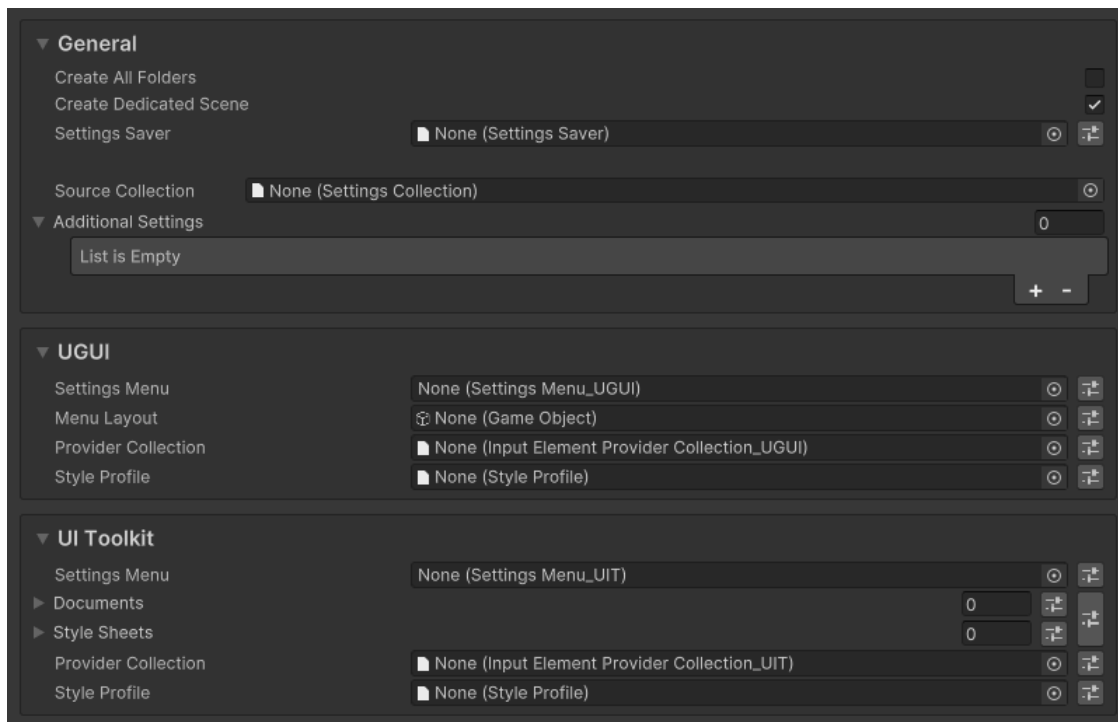


# Quick Start Guide

## Introduction

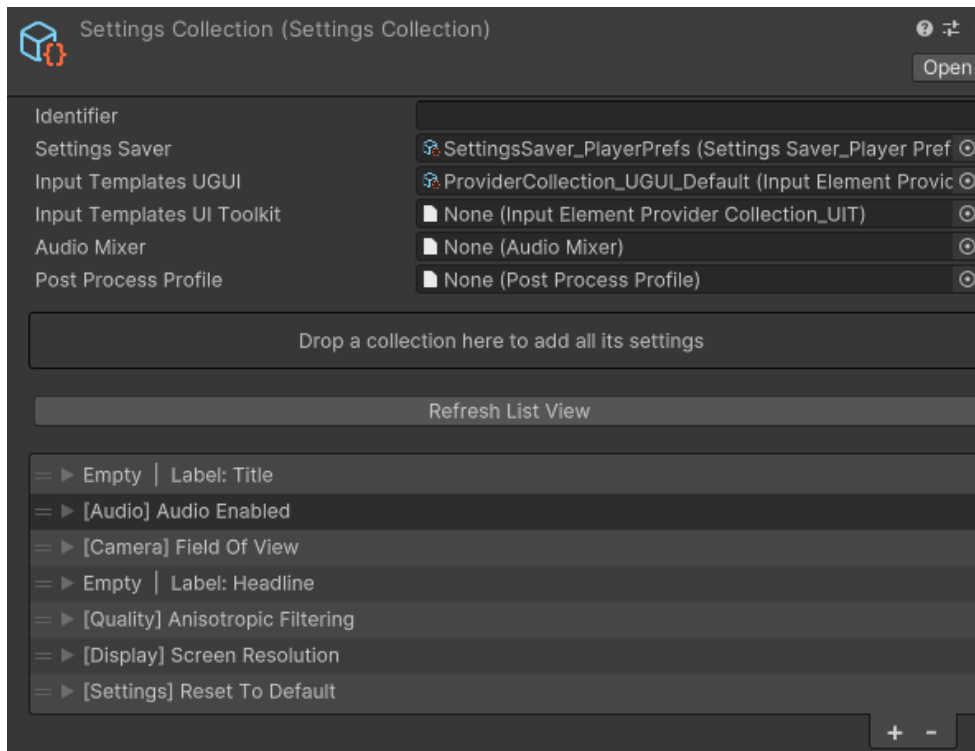
In this quickstart guide you will learn how to quickly and efficiently get a new settings menu. For that we will use a workflow that generates the resources we need based on your menu requirements. This can all be done in the manager window (More details [here](#)). In the manager window you also have the option to import a variety of demo scenes to learn more about the different aspects of the asset. Let's go over the steps to get a new settings menu in only a few minutes or watch this 3 minute [Quickstart Guide Video](#).

1. First open the manager from **Tools > CitrioN > Settings Menu Creator > Manager**. Click on the 'Resources Generator' tab and create a new profile with the 'Create' button.
2. A profile has quite a few options but you don't have to set them manually. Instead of assigning references yourself you can use the various presets via the preset buttons .



3. When ready press the 'Generate' button at the top and wait for the generation to finish (Should only take a few seconds).
4. After the resources have been generated a settings collection object will be automatically selected in your project window.

- Click on the settings collection to show it in the Inspector. If you went with the default profile setup your inspector will look like this:



- To add a new setting you can click on the + button and navigate to or search for the settings you want to add.
- You can reorder your settings in the list however you like and they will appear in the menu in the same order.
- With this workflow all setting menu elements will be generated at runtime and added to the settings menu in the hierarchy.
- If you went with the default profile setup a scene with your menu was also generated and added to your hierarchy. You can hit play and check out the basic menu you created. Any changes to your settings such as adding, removing or reordering settings will be represented on your menu in real time.
- You can now further customize your menu by for example [adding/removing/changing settings](#), updating the [provider collection](#), modifying or replacing the [input element prefabs](#) or changing the [menu layout](#) (multiple columns, tab menu etc.).

**Hint:** You can apply the values of a SettingsCollection without a menu using the SettingsCollectionApplier script. Simply attach the script to a GameObject and reference the collection you want the settings to be applied for. This is useful for example if your menu is loaded later but you want all the settings to apply earlier.

## Importing Demos

Demos are by default not imported into your project. You can import all kinds of demos from the same manager window that you used to generate your resources before. Simply navigate to the 'Samples' tab at **Tools > CitrioN > Settings Menu Creator > Manager > Samples Tab**. Imported demos will be located in your project under Asset > CitrioN > SMC > Demo. Any addon for the asset will also have their demos shown here for you to import into your project.

The demos showcase various features of the asset. Each demo also comes with a short readme file explaining the most important aspects the demo showcases.