

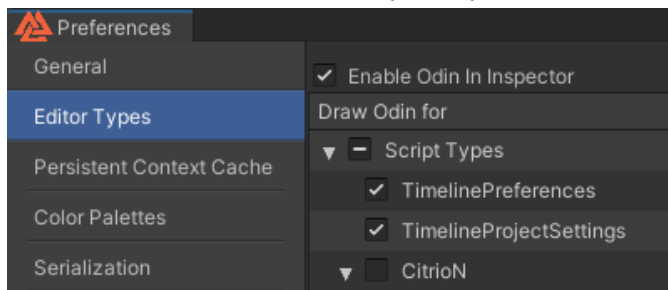
Frequently Asked Questions

The inspector shows 'No GUI Implemented'. What can I do?

This is likely caused by another asset in your project which interferes with the custom inspector of the Settings Menu Creator. An example would be the 'Odin Inspector & Serializer' asset which directly impacts how the inspector window is drawn.

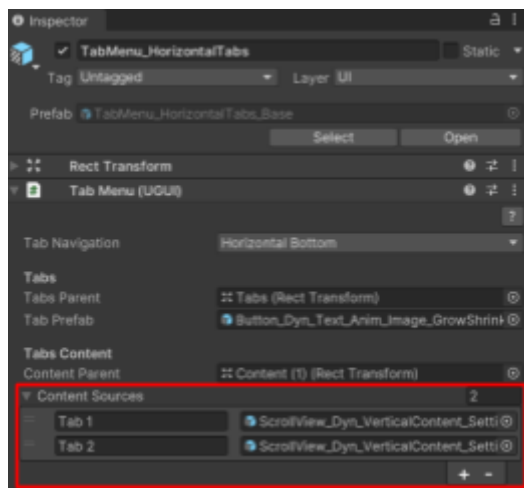
There are multiple options to address this.

1. Find out which asset is causing it and see if there is a way to disable the behaviour that is interfering (Odin has this option. Read option 3 for details).
2. Enable debug mode in the inspector window. This forces the inspector to be drawn by Unity. This however will not look how the inspectors of the asset were intended to look but at least give you access to modify all the relevant fields.
3. If Odin is in the project make sure to update it to the latest version. If the issue persists you can open Odins preferences window from Tools > Odin > Inspector > Preferences. Select the editor types tab, expand the script types and deselect CitrioN. Now Odin will not draw the inspectors for any of my assets.

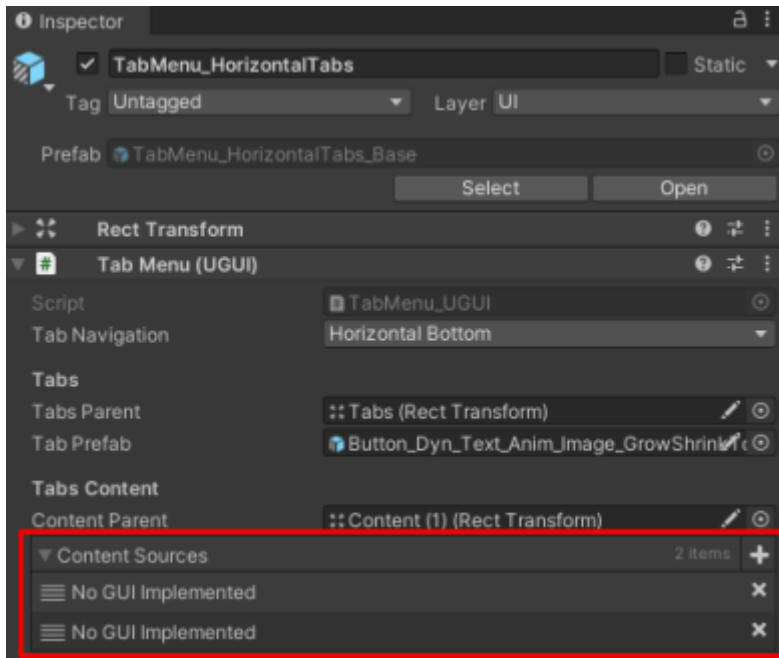


Inspector examples for the TabMenu_UGUI script:

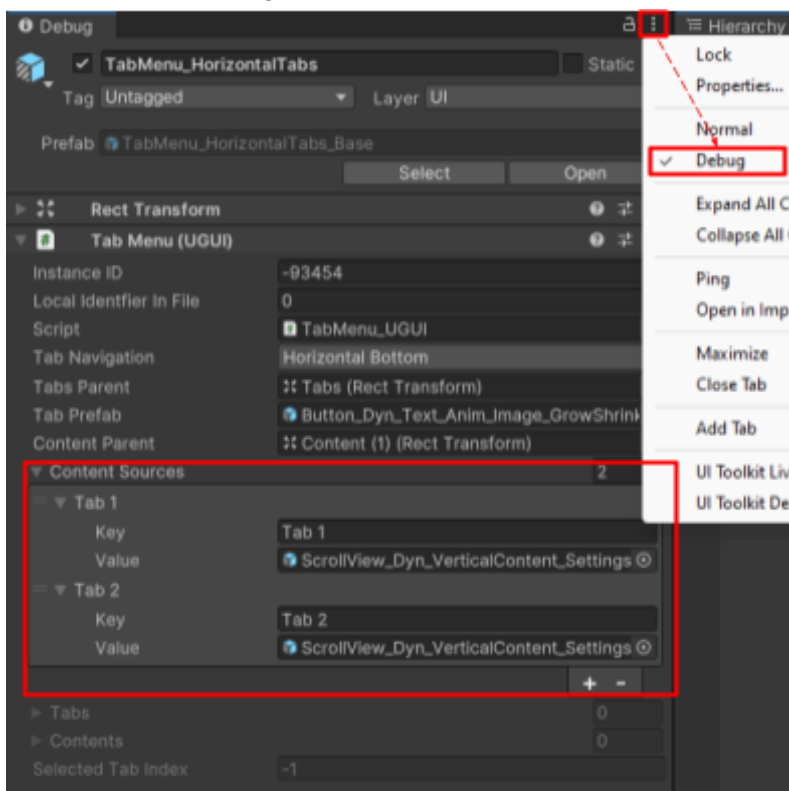
With intended custom inspector



With 'Odin Inspector & Serializer' asset in project



With inspector debug mode enabled



Known scripts negatively affected by this:

- TabMenu_UGUI
- InputElementProviderCollection_UGUI
- InputElementProviderCollection_UIT

The '?' button on a script does not show up. What can I do?

This likely has the same root as the 'No GUI Implemented' issue. Check the solution for it [here](#).