

3D Modern Menu Documentation

V1.3.1



1.0		Introduction
1.1		Getting Started
1.2		Event System
1.3		Inspector Walkthrough
1.4		Change Scenes
2.0		Theme Editor Overview
2.1		Connecting Theme Editor
3.0		Tips & Notes
4.0		Support

1.0 INTRODUCTION

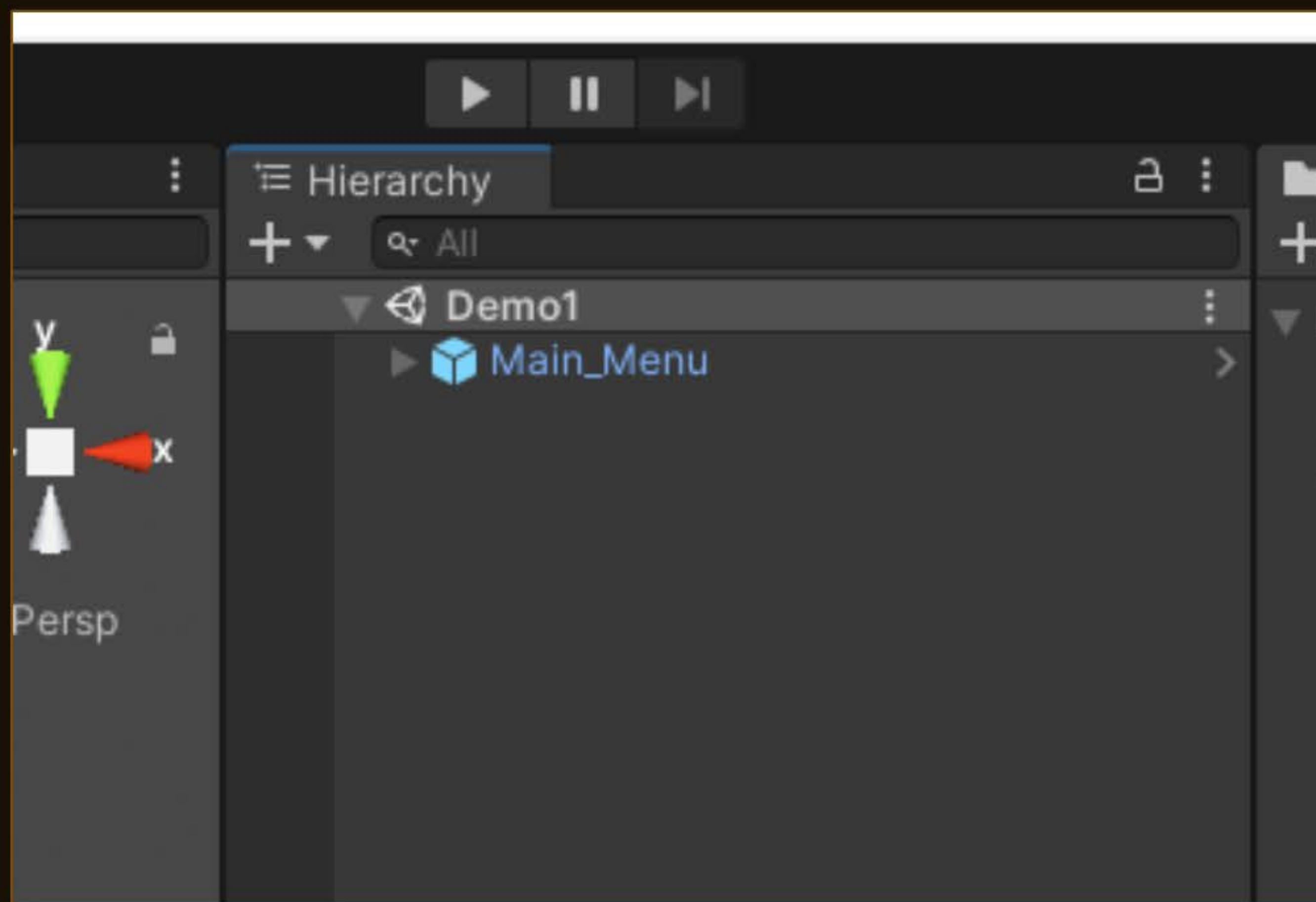
3D Modern Menu is a full 3D World Space native uGUI Complete M0dern Main Menu template with a Theme Editor and TextMeshPro integration for Unity. Download and implement into your project with just a few clicks! In thsi documentation, we'll walk through how to get started and how to customize the asset to fit your needs



For questions, comments, or feedback, make sure to join our Discord: **7cK4KBf**

1.1 GETTING STARTED

Everything you need can be found in the demo scene **Demo1**. You can duplicate the scene and use it as a template or just import the prefab **Canvas_DefaultTemplate1** manually in your scene. There is a camera and EventSystem attached to the prefab so make sure to set the depth to a value higher than any other camera in your scene, if you are using more than one camera, and delete any extra EventSystems as you can only have one active.

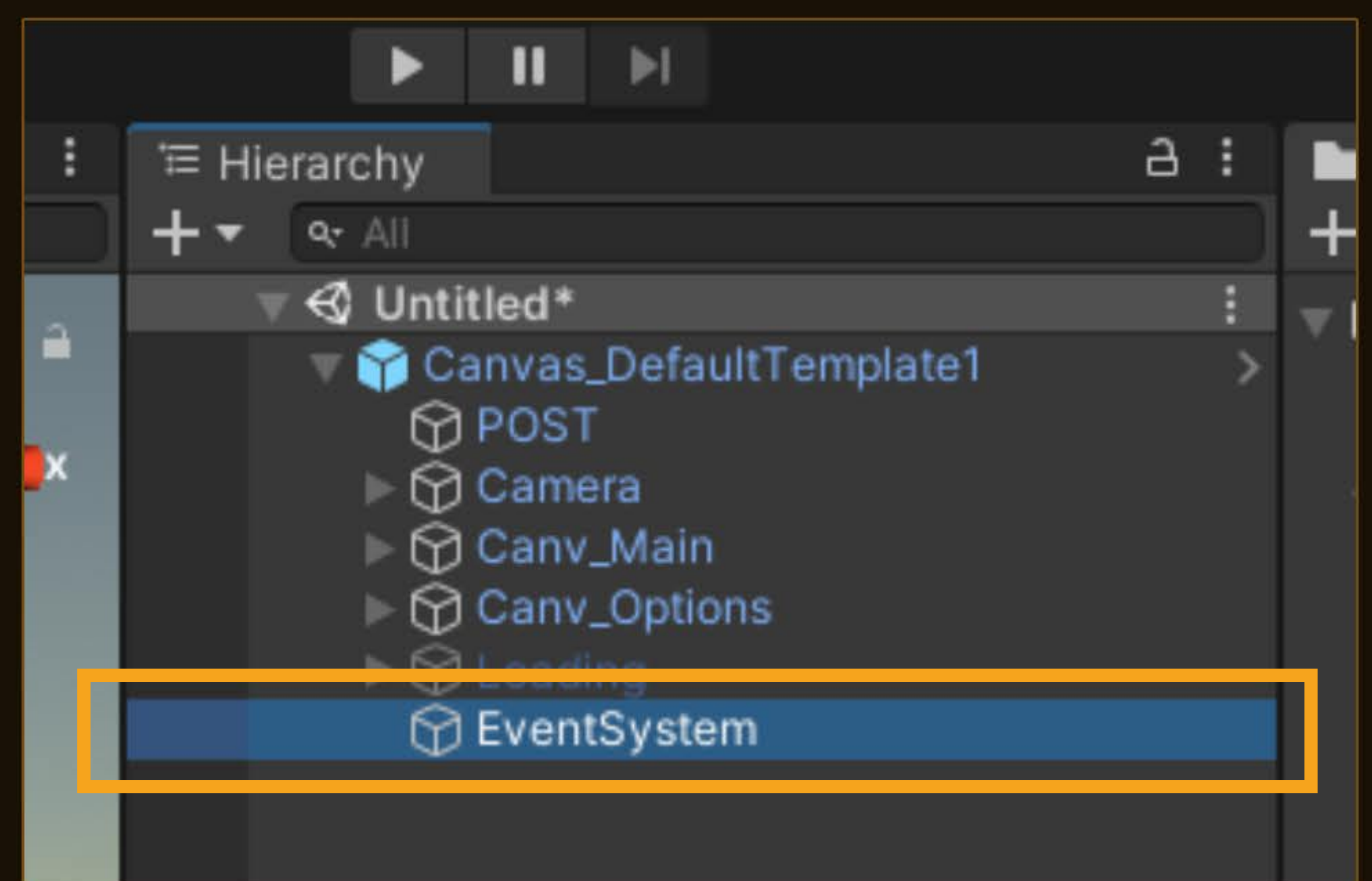


If you use the prefab in a new scene, there is already a Post-process layer component attached to the camera. You just need to set a volume.

1.2 EVENT SYSTEM

In order for Unity to register UI actions in a scene, you need to have an **EventSystem** & **Input Module** attached to a game object. You can auto create one by selecting **GameObject/UI/EventSystem**.

If you need to use your own EventSystem, disable the one included in the prefab.



1.3 INSPECTOR WALKTHROUGH

The **UIMenuManager** script is found on the **Camera** game object under the main prefab.

| MENUS - The main parent containers of sub-menus.

Main Menu - The root reference of the prefab.

First Menu - The root rect transform for the first menu that's loaded. By default it's MAIN.

Play Menu - The root rect transform for the PLAY sub-menu.

Exit Menu - The root rect transform for the EXIT sub- menu.

Extras Menu - The root rect transform for the EXTRAS sub-menu.

| THEME SETTINGS - Variables related to theme customization.

Theme - The enum dropdown to select the active theme.

Theme Controller - The Scriptable Object containing text and image color settings for each theme.

| PANELS - Each panel in the menu containing UI elements.

Main Canvas - The root rect transform for the Main Menu Canvas.

Panel Controls - The root rect transform for the Controls Panel in the settings screen.

Panel Video - The root rect transform for the Video Panel in the settings screen.

Panel Game - The root rect transform for the Game Panel in the settings screen.

Panel Key Bindings - The root rect transform for the Key Bindings Panel in the settings screen.

Panel Movement - The root rect transform for the Movement Panel in the settings screen.

Panel Combat - The root rect transform for the Combat Panel in the settings screen.

Panel General - The root rect transform for the General Panel in the settings screen.

1.3 INSPECTOR WALKTHROUGH

SETTINGS SCREEN - All UI elements related to highlighted selections in settings screen.

Line Game - The image component that is enabled when Game Panel is active.

Line Video - The image component that is enabled when Video Panel is active.

Line Controls - The image component that is enabled when Controls Panel is active.

Line Key Bindings - The image component that is enabled when Key Bindings Panel is active.

Line Movement - The image component that is enabled when Movement Panel is active.

Line Combat - The image component that is enabled when Combat Panel is active.

Line General - The image component that is enabled when General Panel is active.

LOADING SCREEN - All Load screen settings

Wait For Input - If checked, when a scene finishes loading, user input is required to transition.

Loading Menu - The reference to the Loading screen prefab.

Loading Bar - The loading bar slider UI component.

Load Prompt Text - The text mesh pro component displaying the user input key prompt.

User Prompt Key - The key a user needs to input before load transition is triggered.

SFX - Game objects in the scene referencing SFX.

Hover Sound - The button hover SFX audio source component.

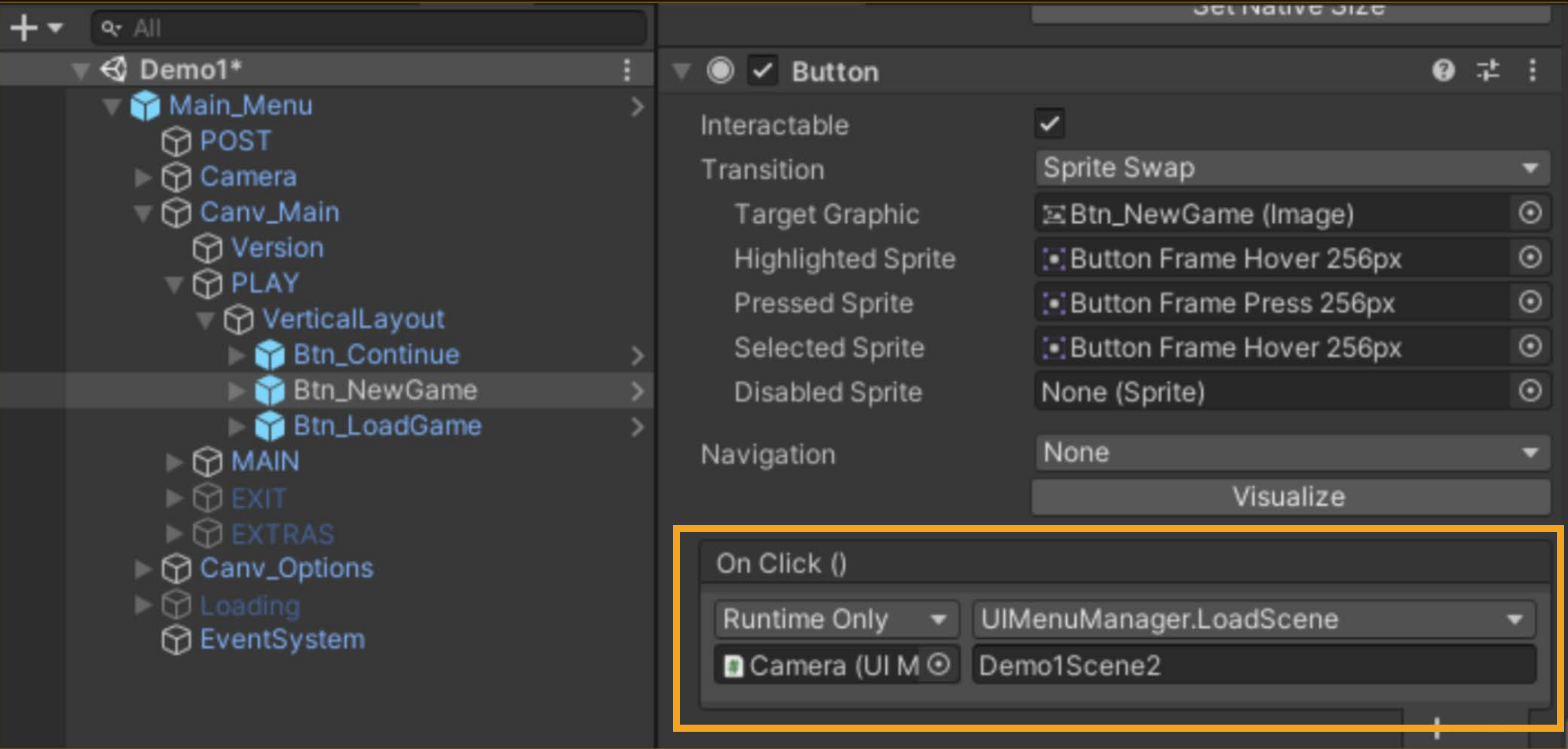
Slider Sound - The settings slider interaction SFX audio source component.

Swoosh Sound - The Main/Settings screen transition SFX audio source component.

1.4 CHANGING SCENES

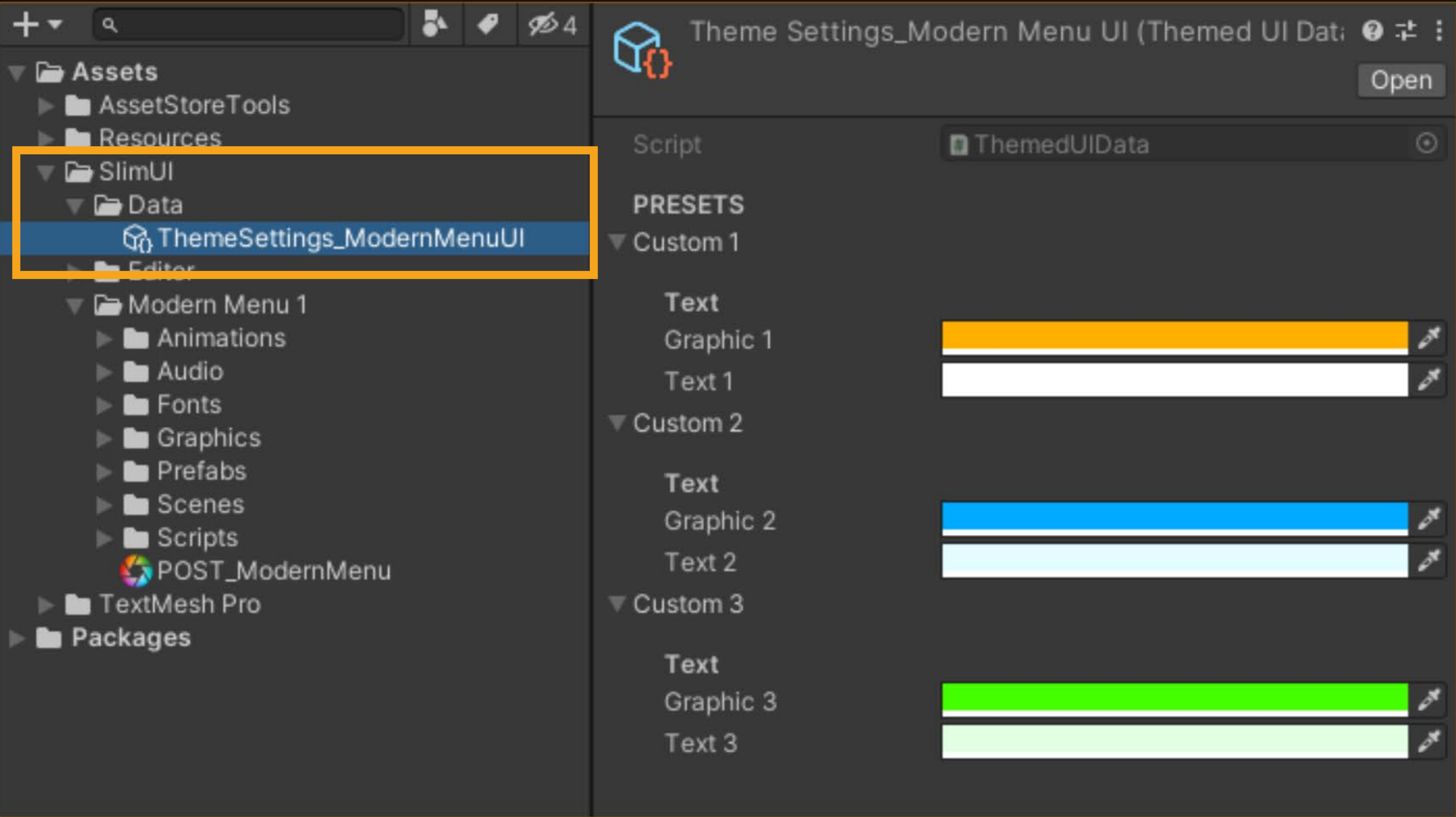
One of the features included with 3D Modern Menu is the ability to load any scene using a reusable **LoadScene()** function. To load any scene from any button, assign the function in the On Click() and input the name of the scene as the string variable. The asset will trigger the load screen and it's settings automatically.

Remember, you can only load scenes that are added to your build settings.

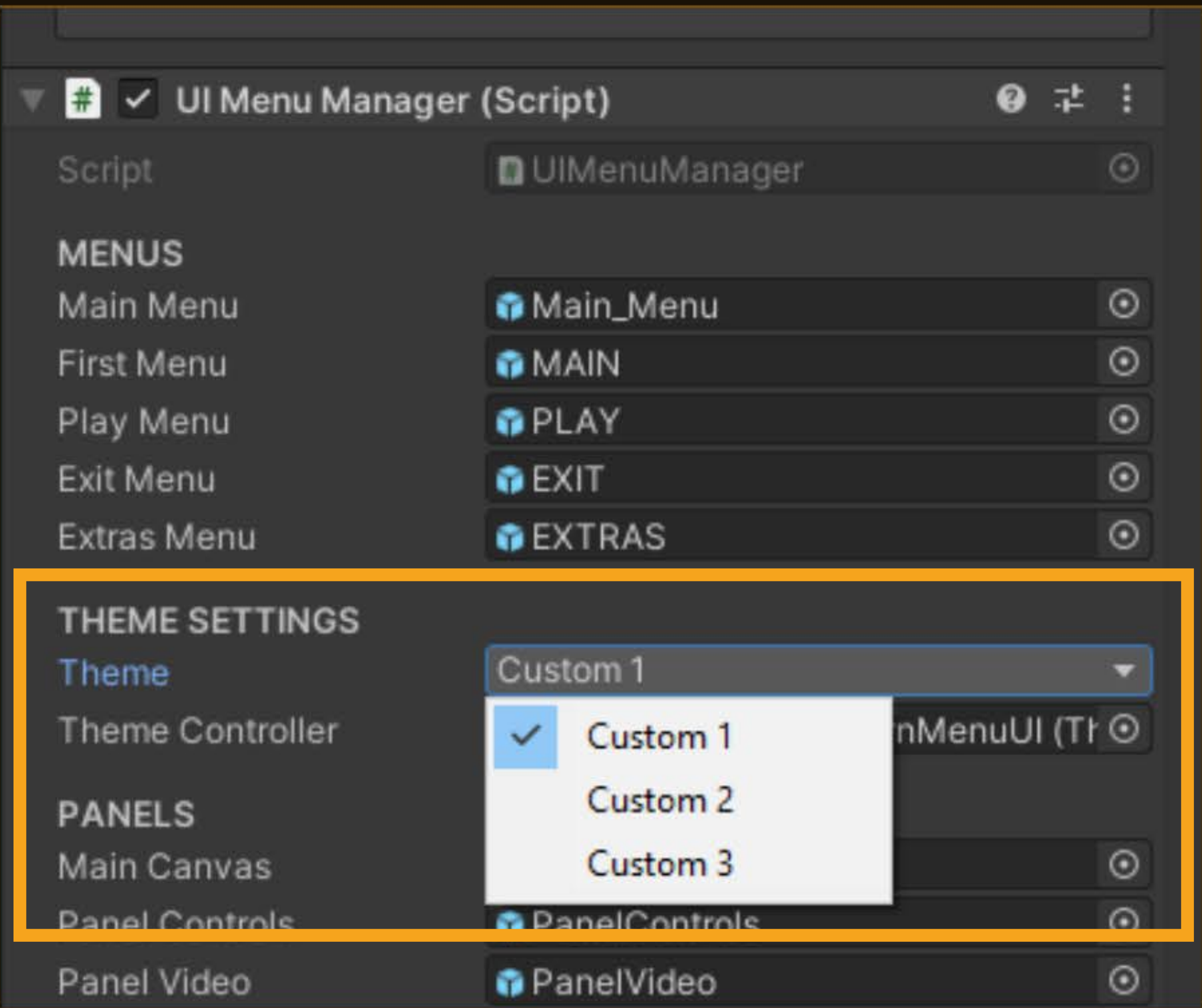


2.0 THEME EDITOR OVERVIEW

You can quickly change the color theme sets for all the buttons and graphics using the Theme Editor. Under SlimUI/Data, you will see a Theme Editor scriptable object. There are 3 presets for color combinations. Graphic X and Text X correspond to Image components and TextMeshPro components respectively.

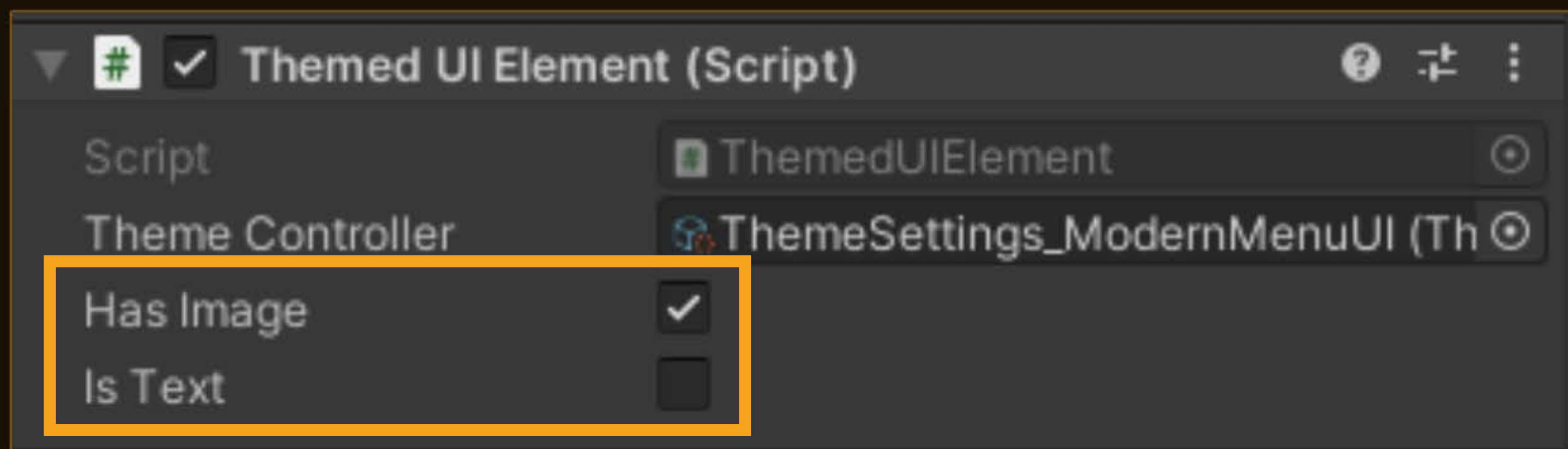


To assign the color combination sets, select **Camera** under the prefab, and in the Inspector settings under the **UIMenuManager** component, select from the Theme drop down.



2.1 CONNECTING THEME EDITOR

If you are adding new UI elements and want them to respond to the theme editor, make sure to add the Themed UI Element script as a component on that UI element and check the relevant box.



Assign the **ThemeSettings_ModernMenuUI** scriptable object containing the theme settings. Remember, the current active theme can be set in the **UIMenuManager** script on the **Camera**.

3.0 TIPS & NOTES

Every variable has a tooltip describing it's function, so you don't have to guess what each variable is for! Just hover over the variable to see its description.

NOTE* There are PlayerPrefs values being saved to store data. That way, when you load up the project, the previous values for sliders are saved.

NOTE* The objects that have scripts on them are "Camera", "SFXSliderSound" and "Canv_Options." Other than that, no other objects have any scripts on them.

Note* If you have a "Mission (Mono Script)" error on the POST game object, install Post Processing from the Package Manager. You should be prompted on first download of the asset.

NOTE* If you are using a version before 1.0.7 and materials in your scene are missing or blank, delete the Particle FX shaders included in the Modern Menu package OR upgrade to 1.0.7. Newer versions of Unity aren't compatible with older shaders. It is highly recommended to upgrade to the latest version of Modern Menu.

NOTE* The Key Bindings do not have any functions! They are just designed in the layout but are not programmed. You will have to program the input detection.

4.0 SUPPORT

For support questions, you can either email us on the Support page or join our Discord: **<https://discord.gg/7cK4KBf>**

Thank you for choosing SlimUI!