

Drag and Drop Pause Menu

About this Tool Kit

This tool kit is designed to give developers an extremely fast way to add a pause menu to their game.

How to add a pause menu to your game

After importing the package from the asset store to your project, simply navigate through Drag and Drop Pause Menu>Prefabs, and choose which type of pause menu you'd like. You have the options for pause only, or pause with menu. Then simply click and drag that pause menu into your scene's hierarchy.

Thats it! It will now start working on it's own.

Make the menu button work

In many cases, the menu button will work out of the box, if you have a menu scene already set up. If not, check what you named your menu scene. Then highlight the pause menu in the scene where you added it, and change the public variable in the inspector in the script.

If you are still getting an error, it maybe be because the menu scene has not yet been added to the build settings. To do this, load your menu scene. Then to go File>Build Settings, then click the button "Add Current" to add your menu scene to the build settings.

Inputs and Controls

Desktop - By default, the pause menu uses the escape button to activate the pause menu. To change this, you can open the script pause menu script, search for "escape" in the script and replace it with any input you'd rather use.

Mobile - The pause button will show up visually in the top right corner of your game if your build settings is set to a mobile platform. Then using simple touch gestures, users will be able to navigate the pause menus.

Styling the Menu

Color - To change the bar color, expand the menu object in your hierarchy and highlight the object "menu" and/or "resume". Then you should see a GUITexture available in the inspector for it. Just click on the color option and change it to the color you would like. To change the font color, you can find "menutext" and/or "resumetext" within the "menu" and "resume" objects. Once one of those are highlighted, you can click on the color bar and change the color to whatever you'd like.

Font - To change the font to a custom font, you will first need to import the font you would like to use into your project folder. Then, simply highlight the "pausewithmenu" object in your hierarchy, and drag and drop it into the "Menu

Font” box. The script will automatically change the fonts for you when you run your game.

Please contact us if you have any Questions!

If you have any questions, concerns, problems, or suggestions for the kit, please contact us!

Please feel to free visit <http://www.cinoptstudios.com/contact/> or email us at support@cinoptstudios.com.

Thanks for your support and we hope to hear from you!