## **Screen Options**

Create your own GUI prefabs and, through the open source code examples, make your game menus (aka, menu screens). Drag your prefabs to these options so you can easily fade trough menus using UFE built in functions.

Takas Causana Inter Causan	▼ Screen Options				
Intro Screen:       IntroScreen       IntroScreen         Intro Music:       DST-DownBeat       IntroScreen         Character Selection Screen:       CharacterSelectScreen       IntroScreen         Character Selection Music:       streets_of_asia_2       IntroScreen         Stage Selection Screen:       StageSelectScreen       IntroScreen         Stage Selection Music:       None (AudioClip)       IntroScreen         Credits Screen:       CreditsScreen       IntroScreen         Credits Music:       DST-DownBeat       IntroScreen		Intro Screen: Intro Music: Character Selection Screen: Character Selection Music: Stage Selection Screen: Stage Selection Music: Credits Screen:	CharacterSelectScreen streets_of_asia_2 StageSelectScreen None (AudioClip) CreditsScreen		

Intro Screen: A prefab containing your GUI scripts and elements for this screen.

Intro Music: A song that will be played when this screen opens.

Character Selection Screen: A prefab containing your GUI scripts and elements for this screen.

Character Selection Music: A song that will be played when this screen opens.

Stage Selection Screen: A prefab containing your GUI scripts and elements for the intro screen.

**Stage Selection Music:** A song that will be played when this screen opens.

**Credits Screen:** A prefab containing your GUI scripts and elements for the intro screen.

**Credits Music:** A song that will be played when this screen opens.

Code access:

UFE.StartIntro(float fadeOutTime)

UFE.StartCharacterSelect(float fadeOutTime)

UFE.StartStageSelect(float fadeOutTime)

UFE.StartCredits(float fadeOutTime)

Code example:

```
void StartCharacterSelect(){
    UFE.StartCharacterSelect(2);
}
```

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