Carousel menu help!

Thanks for buying this asset!

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Tutorial :

Step 1:

Prepare menu sprites. Just add some gif. Every subimage = one thing in menu.

Create how many menu items you want!

Step 2:

Create new object! :D

In create event paste few lines of code.

First thing what you need is init menu variables. You can choose from two scripts.

```
1. menu_init_default();
2. menu_init(x,y,width,height)
```

1 will create carousel menu in center of screen and with 2 you can tweak variables :)

Step 3:

Add some functions to your menu!

In create event of same object, write :

```
add_menu_text(0,"Play");
```

```
add_menu_action(0,test_script);
```

This will add text and action for your first button. **Don't forget to add action and text to ALL buttons!!! and write script names WITHOUT BRACKETS! (no script() but just script)**

For example, if you have 7 buttons in menu, write something like this :

```
add_menu_text(0,"Play");
add_menu_action(0,test_script);


add_menu_text(1,"Setup");
add_menu_action(0,test_script);


add_menu_text(2,"Credits");
add_menu_action(2,test_script);


add_menu_text(3,"Menu.. thing");
add_menu_action(3,test_script);


add_menu_text(4,"Huhu haha");
add_menu_action(4,test_script);


add_menu_text(5,"Play... again");
add_menu_action(5,test_script);


add_menu_text(6,"Quit");
add_menu_action(6,test_script);
```

Step 4:

Step event!

In step event, you need just 2 lines!

```
1. menu_control();
2. menu_use(vk_space);
```

1. That will control menu.

2. Your use button. Use vk_somenthing for keys or ord('A') for letters.

Step 5:

Draw event!

First write :

```
draw_menu();
```

And now draw text! If you used default init, you can use default settings here too.

```
draw_menu_text_default(text colour,text font);
```

If you want own text position, use

```
draw_menu_text(x,y,colour,alpha,font);
```

And, that's all folks! You now have own carousel menu!

FAQ

How to change control scheme?

That is pretty easy! Just edit script keys init! You can use that script in other ways! For example, instead of `keyboard_check_pressed(key)` then do something, you can just write if key_left {do something}

Here is list of predefined keys :

key_left, //keys

key_right,

key_up,

key_down,

key_a1, //action keys

key_a2,

key_a3,

key_a4,

You can add _p for pressed or _r for released (key_left_p)

And in script keys_init, you need just write something like

```
keyboard_init(vk_left,vk_right,vk_up,vk_down,ord("A"),ord("S"),ord("D"),ord("F"));
```

That will set vk_left for left e.t.c and 4 action keys.

How to add menu items?

Just add more subimages to your menu sprite! That's all!

Don't forget to add action and text to ALL buttons!!! and write script names WITHOUT BRACKETS! (no script() but just script)

(check step 3 for more info)