# THE LAST OF US
MAIN MENU

Documentation

(Integration)

we will see how to add the main menu to your own project.

- First Add main menu to your desired project

- Then in that project go to project settings, in there search for game Instance and select **BaseGameInstance and that pretty much it.**

- Then there is one last thing that you have to enable player mappable key settings in project settings it is experimental so it's turned off by default.

▼ User Settings	
Enable User Settings (Experimental)	☑
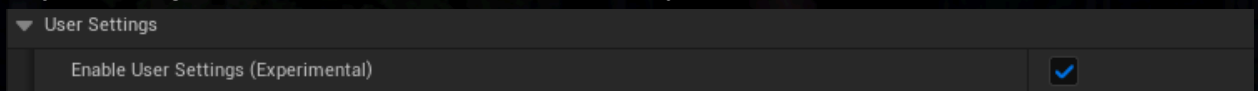
- Now in whatever level u want the menu to be accessible you just go the gamemode and assign **BaseHUD** class to the HUD class.

Customization

The menu has been made so that it can be easily integrated with any project and to customize the project the places that u have to go is centralized
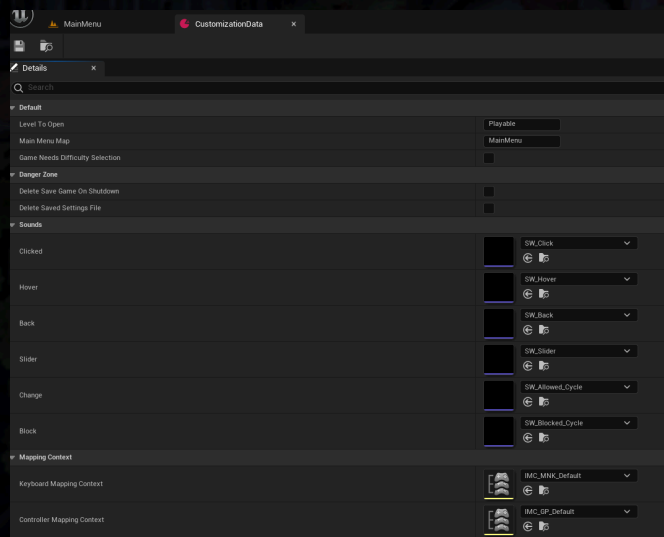
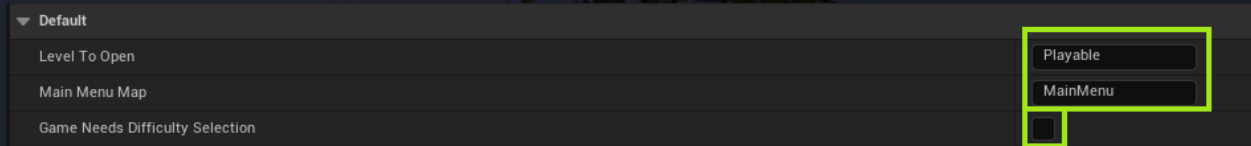Content > MainMenuSystems > Customization >

Here u'll see a lot of stuff
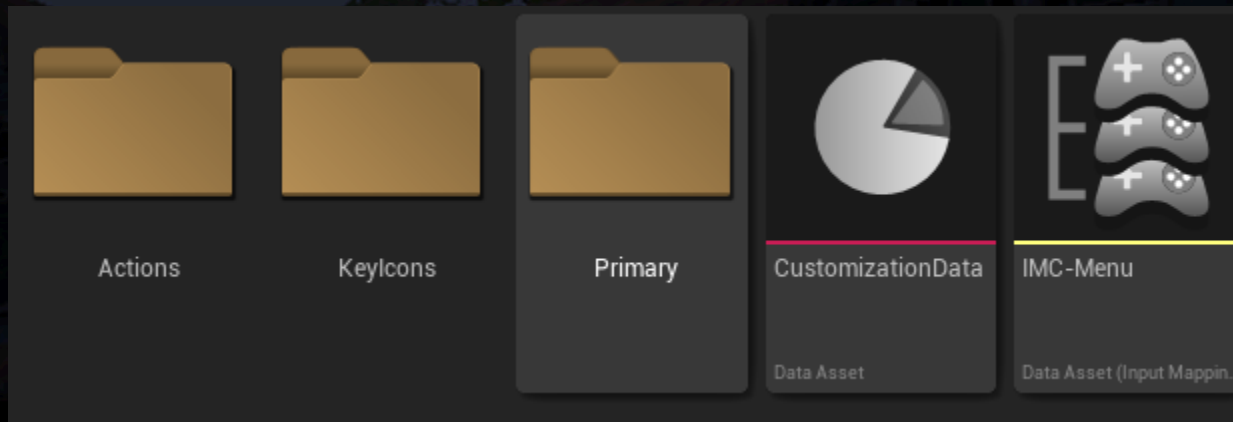
In **IMC_Menu** u can set what input to use in the menu for different actions (apply, reset, back..)
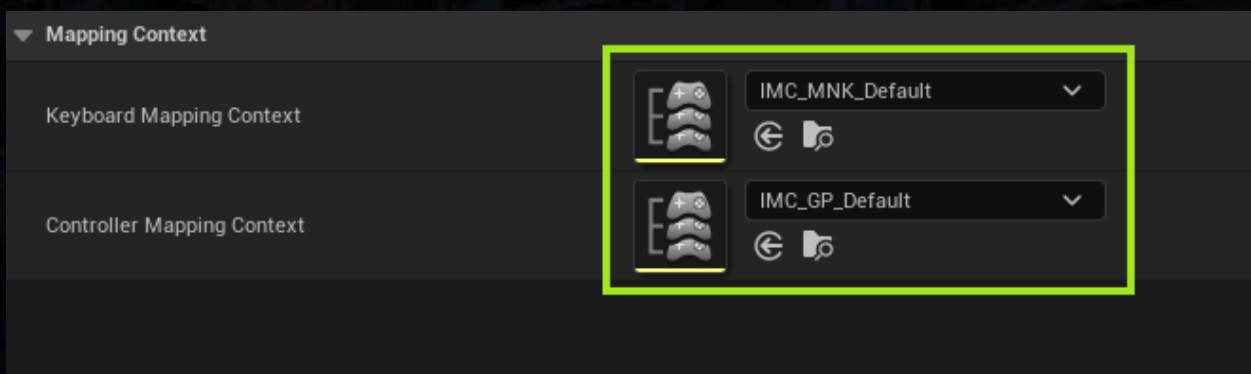
1. **CUSTOMIZATION DATA**

CORE - set your playable map and your main menu map

If u want difficulty selection like easy, med, hard.. Then check that it will be off by default.

MAPPINGS - Your game have mapping contexts for u to be able to use the rebinding logic you should set your contexts here menu uses two different contexts one for keyboard and another for gamepad.

CHANGES

Now, if you have set things up correctly, you are good to integrate this system deeply into your project.

Integrate your own character

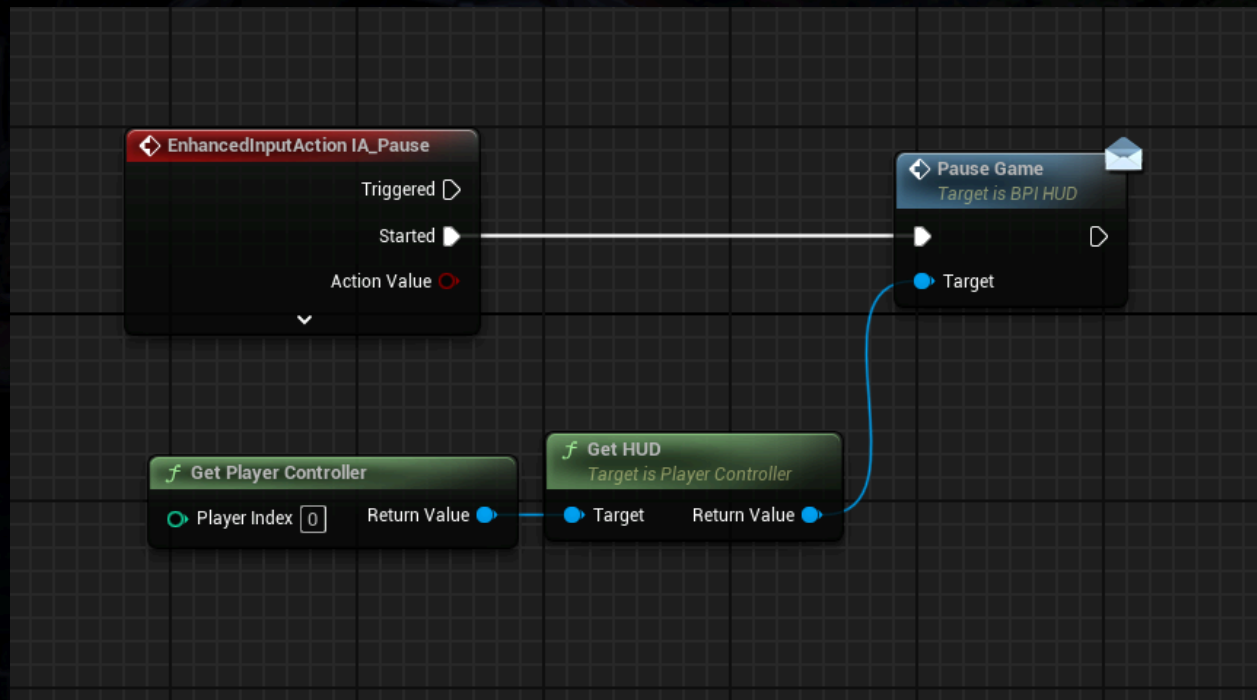To integrate your own character u have to check couple of things which are

- U have a input to pause the game
- U have correct **Input mapping Context**

So, now go to your character and where you add the mapping context, change it to **MNK_IMC_Default** or use yours.
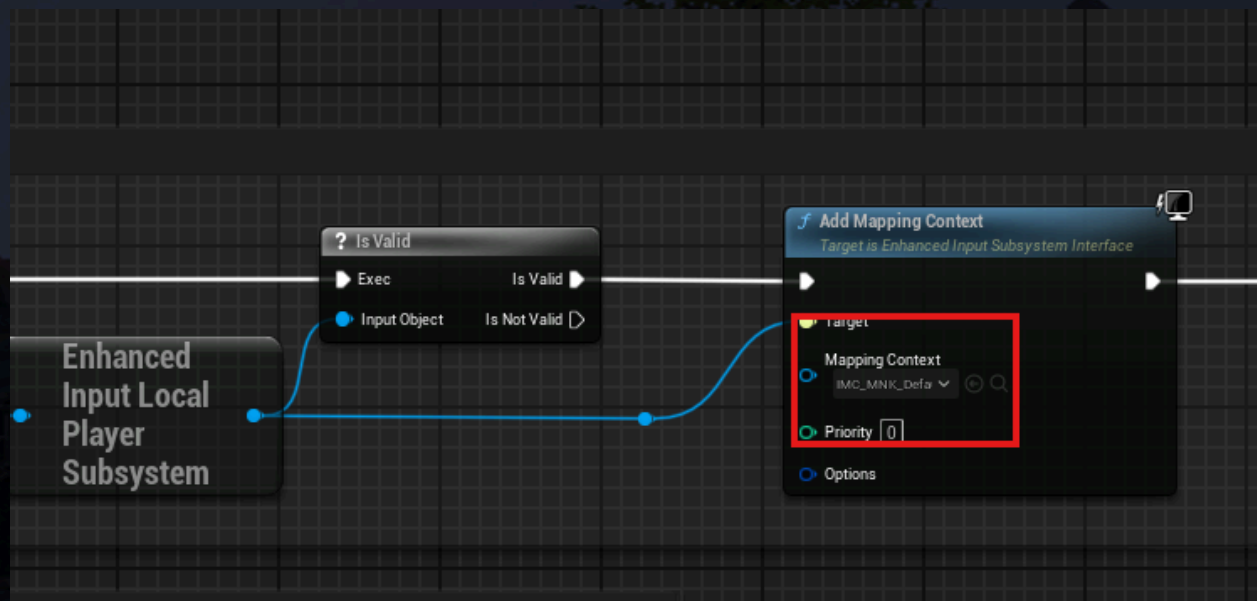
Then add an enhanced input event **IA_Pause** and replicate the image below.

With this done you will encounter another bug that all the mappings will disappear because now the system is reading invalid values. So to fix this, open your Input mapping context and override the key setting to **Player mappable**
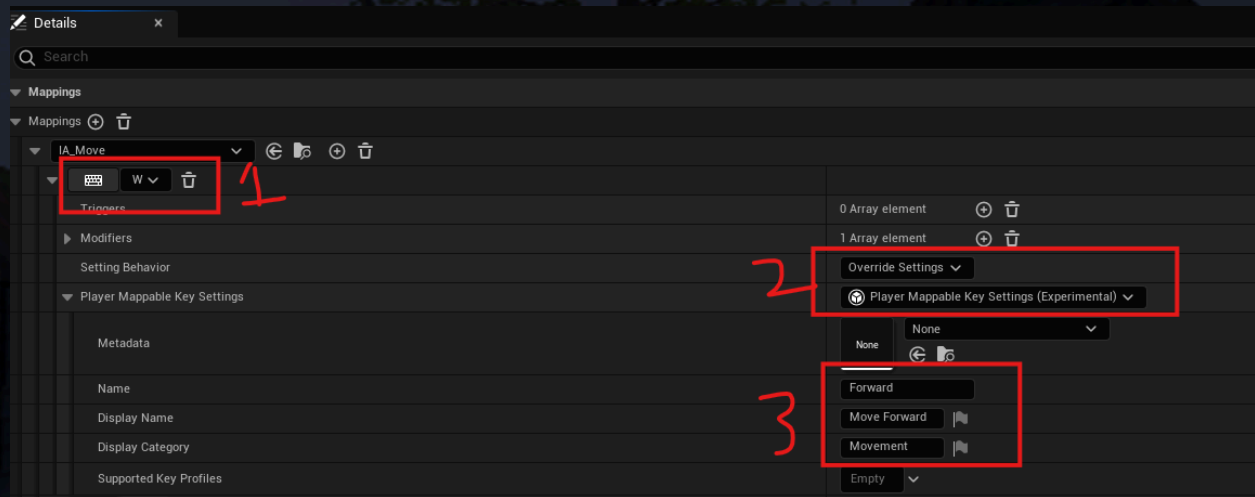

1. This has to be done on every key u have and u want it to be player mappable.
2. This step is crucial cuz without this system will ignore the key
3. The **Name** should be unique for every key and the **Display Name** is the name what the players will see so give it a good sensible name, lastly u can leave the **Category** empty.

Finally, now you have to select the correct mapping index to the widget, for that navigate to **[Menu>UI>Settings page>WB_Controls]** Open it.
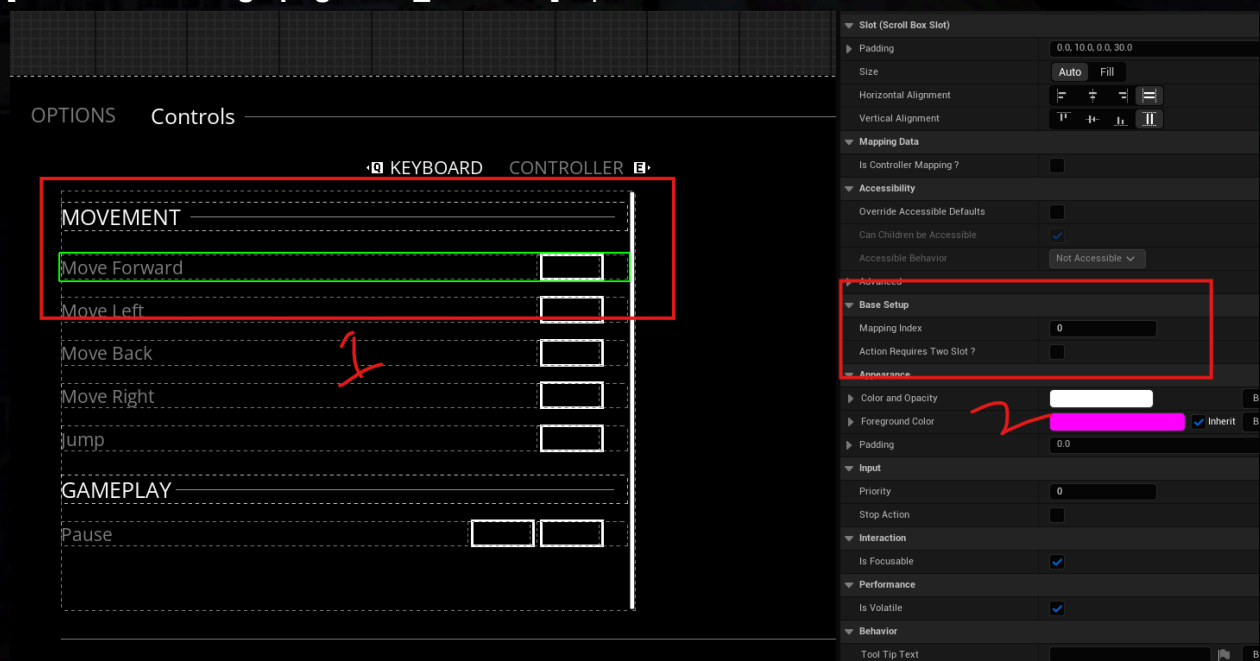
1. This is the key selector which we modified earlier
2. There are two variables one is Mapping Index and another is Action requires two slots? The second variable helps u to have 2 slots like u can see in pause.

● Now to setup mapping Index open your mapping context and count every key and make sure to start from 0 so it should be like the image below.
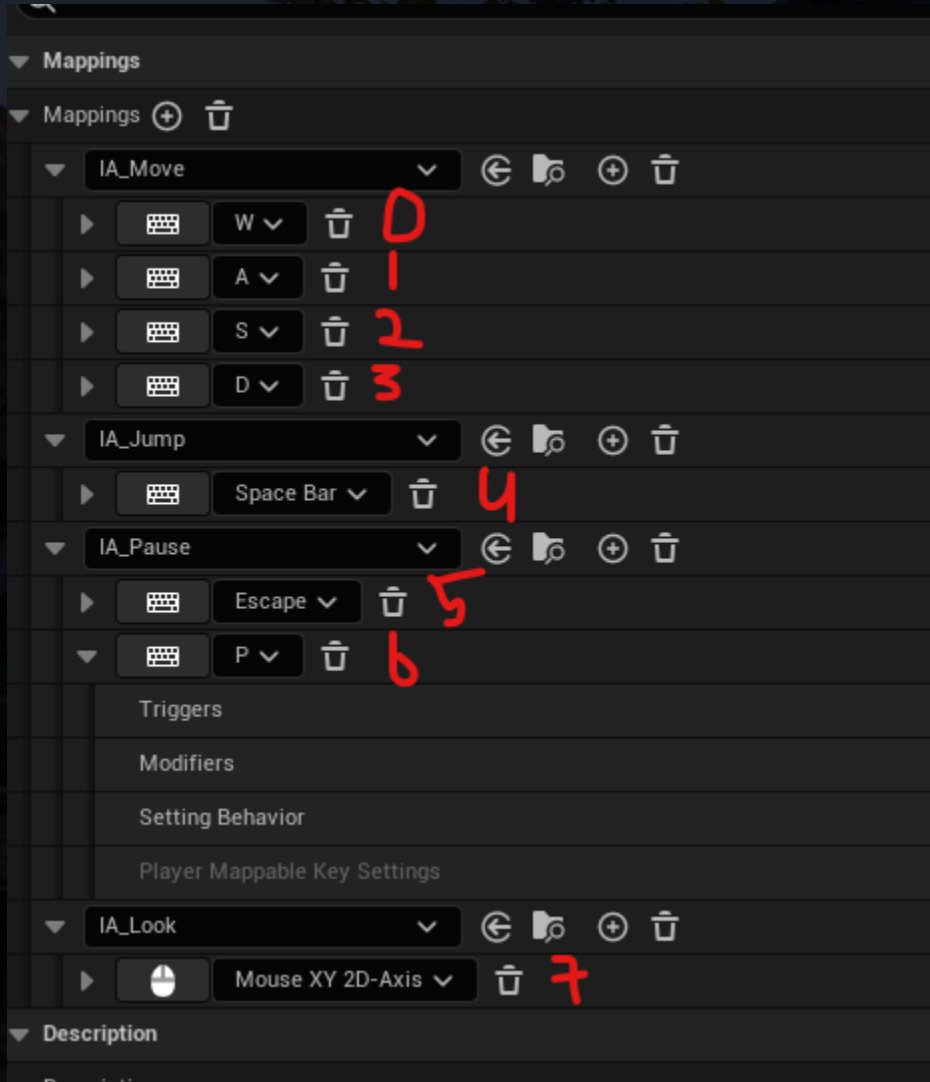
● NOTE it does not matter if u have override the settings of a particular key or not u have to count every key and set the correct one in **WB_Controls.**

This should help u get started, if u get further bugs u can contact me Here