

## Right Click Menu System

Working with this system should all be handled through the 'ContextMenu' class. For those looking for a quick start there is an example class 'ExampleMenu' within the examples folder. It contains the following block of code that runs on start:

```
mainMenu.AddItem("Clear", Clear);//show this item opens a sub menu
mainMenu.AddItem("Save", Save);
mainMenu.AddItem("Delete", Delete);
mainMenu.AddItem("Sort", Sort);
mainMenu.AddItem("More", More, subMenu);
mainMenu.FinaliseMenu();
```

This will create the first example menu shown in the web demo, note that the order items are added determines the order of the menu.

For the final item we have also included a subMenu which is another context menu, this means the menu knows to create an arrow and open that menu when this item is clicked or highlighted.

Each menu item also accepts a delegate, this is a method to run once the item is clicked and you can pass in any method here that you wish.

### Editing The Visuals

A very basic example GUI has been included as part of this pack. If you wish to edit it you can find the 2 prefabs, one for the menu backing and one for the menu items, in the prefabs folder. I would suggest editing those rather than creating your own!