JaminBen007

Left stick: Left

On down

Impulse clamp filter
Max impulses to: 3
Max impulses from: 1
Wait ticks: 3

Set value event
Type: Decrease
Value: 1

The start value in the VDS should ideally be divisible by the grid height/length and a high enough value that zero will never be reached. This prevents the cursor jumping to unexpected positions

Variable data source
Value: 100002 (approx.)

Value 1

Two input operator
Type: Modulo
Value 2: Grid length

Value 1

Two input operator
Type: Multiply
Value 2: Distance between grid squares

Position X

Left stick: Right

On down

Impulse clamp filter
Max impulses to: 3
Max impulses from: 1
Wait ticks: 3

Set value event
Type: Increase
Value: 1

NOT WORKING??

If your cursor isn't moving over your grid properly, you may need to adjust some of the variables from this tutorial. Your cursor may require a different axis for positional movement, or you may need to switch the increase/decrease set value events around, or change the input buttons. It all depends on the orientation of your menu and your cursor, but trial and error may be the answer.

If your cursor moves but not over your grid, the simplest answer may be to just move your cursor to a different starting position so when it moves it is over the grid properly

Left stick: Down

On down

Impulse clamp filter
Max impulses to: 3
Max impulses from: 1
Wait ticks: 3

Set value event
Type: Decrease
Value: 1

Variable data source
Value: 100002 (approx.)

Value 1

Two input operator
Type: Modulo
Value 2: Grid height

Value 1

Two input operator
Type: Multiply
Value 2: Distance between grid squares

Position Z

Left stick: Up

On down

Impulse clamp filter
Max impulses to: 3
Max impulses from: 1
Wait ticks: 3

Set value event
Type: Increase
Value: 1

Having the buttons set to "On down" allows the Stick or the D-pad to be held down to scroll quickly. The impulse clamps slow down this movement to a reasonable level

If you don't want to scroll quickly, change the button to "On press" and remove the clamps

Comparison value 2

Object Position Event
Local (position): Checked
Modify rotation: Unchecked

A button

On press

Sound event
Type: On

SOUNDS

If you want a sound when you move your cursor, feed the impulses for the sound event from the Object Position Event. If you want a different sound for each menu direction, put the sound events in between the buttons and the impulse clamps

If you want a sound for menu selection, put the sound event after the A button (or whichever button you want for selection).

Sound for menu selection
Static: Checked

Sound for cursor movement
Static: Checked

Sound event
Type: On

Generic filter
Type: Equals
Comparison value 1: 0

On true

Generic filter
Type: Equals
Comparison value 1: 0

On false

Generic filter
Type: Equals
Comparison value 1: 1

On false

Generic filter
Type: Equals
Comparison value 1: 2

On false

Generic filter
Type: Equals
Comparison value 1: 1

On true

Generic filter
Type: Equals
Comparison value 1: 0

On false

Generic filter
Type: Equals
Comparison value 1: 1

On false

Generic filter
Type: Equals
Comparison value 1: 2

On false

Generic filter
Type: Equals
Comparison value 1: 2

On true

Generic filter
Type: Equals
Comparison value 1: 0

On false

Generic filter
Type: Equals
Comparison value 1: 1

On false

Generic filter
Type: Equals
Comparison value 1: 2

If you copy and paste the filters you won't need to connect each one to the modulo function.

However, you'll still need to open each one up to connect the true and false options and change the comparison value 1

GOT DLC??

If you have either DLC, you can replace the filters with Switch Filters. Each Switch Filter replaces up to four regular filters and can be chained in the same way.

Any number of grid choices can be done, you just need to increase the number in the "Modulo" operators and add a filter for each choice

On true

Events to occur for grid option 0,0

Events to occur for grid option 0,1

Events to occur for grid option 0,2

Events to occur for grid option 1,0

Events to occur for grid option 1,1

Events to occur for grid option 1,2

Events to occur for grid option 2,0

Events to occur for grid option 2,1

Events to occur for grid option 2,2

The cursor can take any form or appearance you like

Grid option 0,0

The grid options are visual only. They must all be placed exactly the same distance apart, as this is the number for the Two input operators used above. Use the snap grid in the editor for this

Grid option 0,1

Grid option 0,2

Grid option 1,0

Grid option 1,1

Grid option 1,2

Grid option 2,0

Grid option 2,1

Grid option 2,2