

Cycle Menu with Select

credit to Lukeyy19 for the cascade toggle

This may look complicated but its not really, the wiring is messy as the State Event has to target four items, the two it disables and two it Enables.

Example Set Up For Menu Interaction

This uses the Right Bumper to select the menu item the puck is next to, it sends an impulse to all menu items, but only the one that is enabled by the State Event toggle is activated.

In this example all menu items are set to a "Set Value Event:Increment" that is tied to a Variable Data Source.

Replace the Set Value Event:Increment with any event you need, if menu item 1 is designed to toggle invert joystick, this could be a matter of setting the Set Value Event to Set and Value to -1, or you could set a colour event, or toggle a switch, or what ever you requirements are.

Controller Input cascade for selecting the next menu item, all controlled by the State Event.

The heart of the menu system lay in a simple cascade toggle that cycles down the chain when the controller sends an impulse on a button press. As the 1st menu items are enabled and all others are disabled, when the button is pressed the State Event disables menu item1 and enables menu item2, another press and menu item2 is disabled and menu item3 is enabled, when the final menu item is cycled through it is disabled and the 1st is re-enabled to start the cycle again.

This handles the menu item select puck that highlights what menu item you are on, it simply cycles through each item when the controller button is pressed, it works the same as the button cascade controlled by the State Event, but only requires the Impulse sent from the State Event.

Menu puck
Place these next to the menu items you wish to select, only the 1st puck has its Visible checked, all others are unchecked, this is then controlled by the Visibility Event set on Toggle.

