JaminBen007

The start value in the VDS should ideally be divisible by the number of menu options and a high enough value that zero will never be reached. This prevents the cursor jumping to unexpected positions

VARIABLES

Depending on your menu you may need to adjust some of the variables from this tutorial. Your cursor may require a different positional movement, or you may need to switch the increase/decrease set value events around. It all depends on the orientation of your menu and your cursor, but trial and error may be the answer

Left stick: Left

On press

Set value event
Type: Decrease
Value: 1

Variable data source
Value: 1000

Value 1

Two input operator
Type: Modulo
Value 2: Number of menu choices

Value 1

Two input operator
Type: Multiply
Value 2: Distance between menu options

Position X

Left stick: Right

On press

Set value event
Type: Increase
Value: 1

A button

On press

Generic filter
Type: Equals
Comparison value 1: 0

On true

On false

Generic filter
Type: Equals
Comparison value 1: 1

On true

On false

Generic filter
Type: Equals
Comparison value 1: 2

On true

Comparison value 2

Comparison value 2

Comparison value 2

Send these impulses to the events you want to occur for each menu selection

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 set value events

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

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

Distance operator
Type: World

The distance operator can be deleted once you know how far apart your menu items are. Make sure they are all the same distance apart. Round numbers make this easier, you can then use the snap grid set to this value to line them up perfectly

Source 1

Source 2

The cursor can take any form or appearance you like

Menu Option 1

Menu Option 2

Menu Option 3

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