

Simple Scene Loader

Thank you for downloading 'Simple Scene Loader', this guide will cover everything you need to know about how to use, set-up and configure the tool.

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Guide:

- SimpleSceneLoader loads scenes by STRING names.
- Scenes will load Asynchronously, meaning in the background of your current scene.
- The loading GUI will display editable text and will display the desired loading scene in a load %
- This tool comes with a customisable transition overlay, which allows you to smoothly transition into the next scene once it had loaded, with a different number of styles.

Main Functions:

LoadScene(string lvlToLoad) - Loads the level based on string, handles all the loading and transition calling.

LoadPreviousScene() - Loads the last scene, if available.

Set-Up

1. Install the asset into your project.
2. Expand the asset folder, goto the 'Prefab' folder and drag the "_SimpleLoad" into your scene.

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Using

Code

1. The 'SimpleSceneLoad' script is attached to the '_SimpleLoad' prefab and is tagged with "SimpleSceneLoad"
2. The script's main function for loading another scene is "LoadScene(string lvlToLoad)".
3. This string is a reference to what scene you want to load, called by string name of the scene (*make sure the scene you want to load is set-up in your build settings!*).
4. This function can be called with a reference to the script and is all that's required to load into another scene.

Buttons

1. There is a "SimpleLoadButton", in the scripts folder and you can attach this to a GUI button, then reference the button and call the "LoadScene" function with your string scene input.

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Customising

Load Settings

This is just a visible variable for what scene is being loaded, it is overwritten by the string from `LoadScene(string lvlToLoad)`.

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Text Settings:

Here you can edit:

- Header text
- Font
- Font colour
- References to the GUI Text elements

Transition Settings:

Here you can edit:

- The transition time
- The type, i.e. vertical, horizontal, radial360 etc..
- Enable/Disable random images for the transition image
- TransitionOverlayImages = only used if random images is true, otherwise the TransitionScreenImage is used by default

Image Settings:

Here you can edit:

- The image show when loading into another scene
- The transition image, once loaded into the scene

Gameobject Settings:

These are just references to the different elements for disabling, editing etc...

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Support:

Email: [*alex_lemes@pm.me*](mailto:alex_lemes@pm.me)

Email if you need **help**, have a **bug** to report or want to **suggest** a new feature.