Smooth Scene Loader

Use:

You can use smooth screen loader to make transition between 2 scenes with a fade animation which is better than Unity's default scene changer.

Prerequisites:

You'll require DoTween to let this run. Download DoTween here:

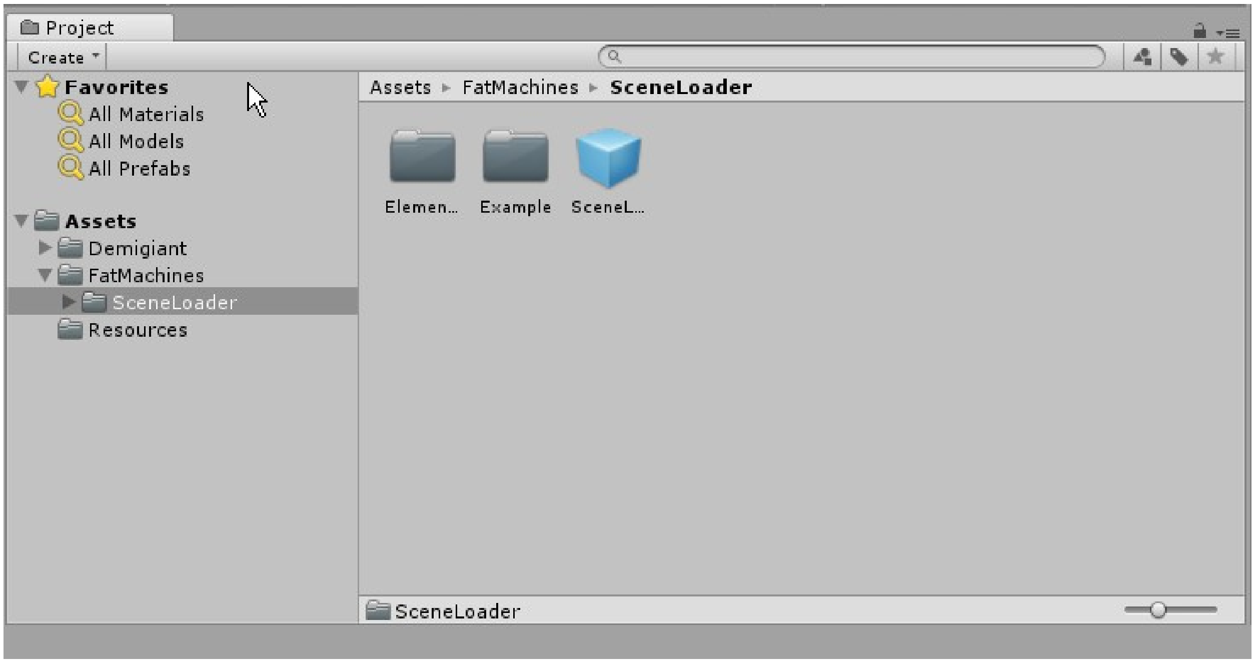
https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676

After Downloading DoTween and Importing it you have to set it up by going into Tools>Demigiant>DoTween Utility Panel and then click on Setup DoTween. And you are good to go.

NOTE: You need to install and setup DoTween before setting up Smooth Scene Loader, otherwise it'll give you error and won't compile.

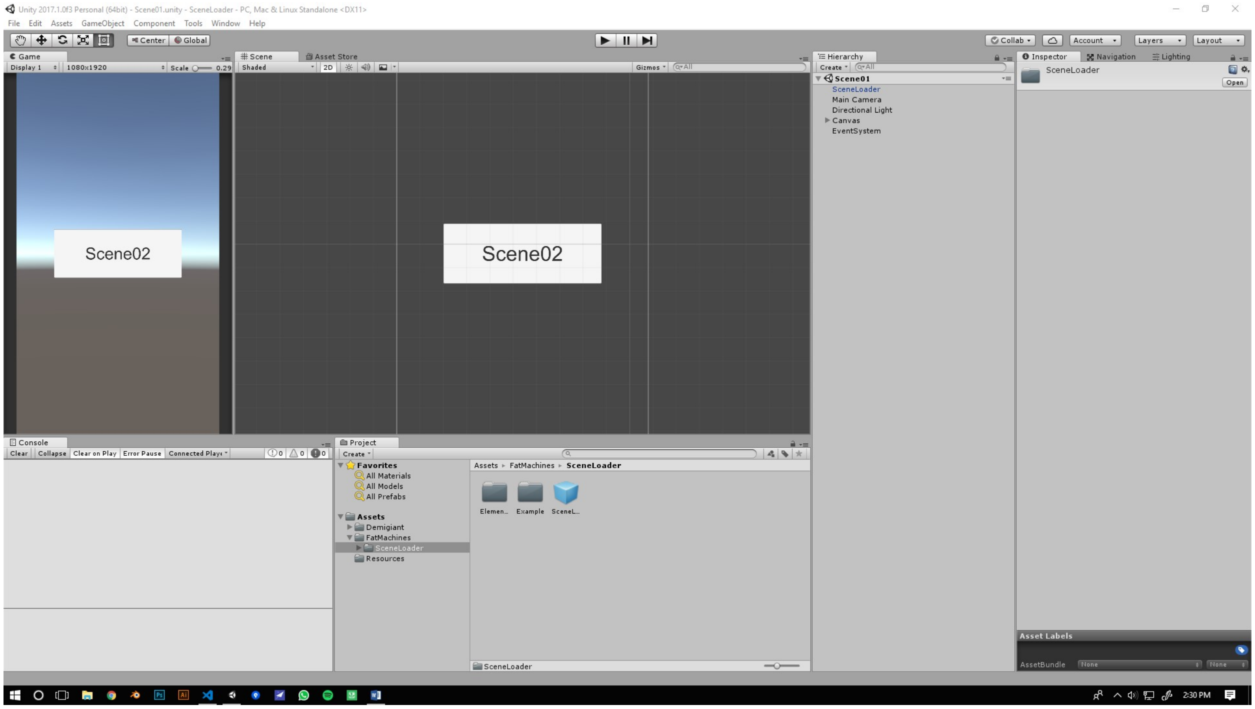
How to Use:

One example is in the package you can look at and here is the process how to set it up. Which is fairly easy for anyone.

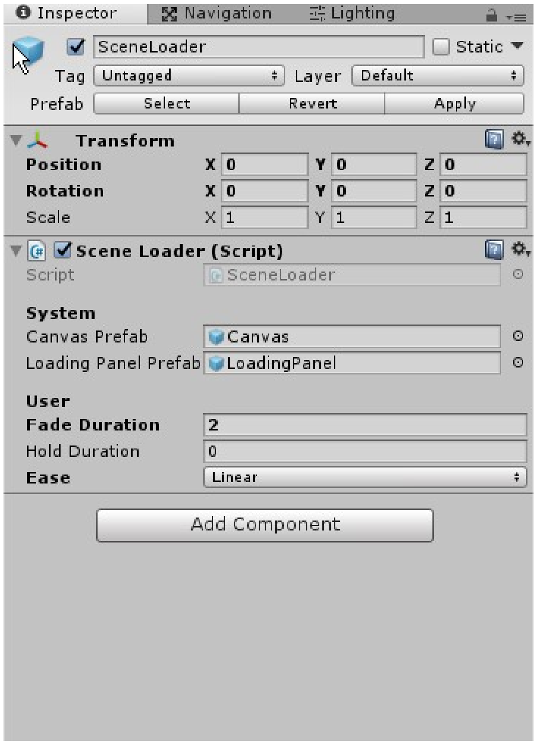


You'll be provided with folder FatMachines>ScreenLoader. In ScreenLoader folder there is a prefab "ScreenLoader.prefab" which is the only element you have to use. In Elements folder there are other elements which this prefab is using.

Now, drag ScreenLoader.prefab into you hierarchy and you are ready to go.


Unity 2017.1.0f3 Personal (64bit) - Scene01.unity - SceneLoader - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Tools Window Help
Center Global
Collab Account Layers Layout
Game
Display 1 1080x1920 Scale 0.29
Scene02
Scene Asset Store
Shaded 2D Gizmos
Scene02
Hierarchy
Create
Scene01
SceneLoader
Main Camera
Directional Light
Canvas
EventSystem
Inspector Navigation Lighting
SceneLoader
Open
Console
Clear Collapse Clear on Play Error Pause Connected Player
Project
Create
Favorites
All Materials
All Models
All Prefabs
Assets
Demigiant
FatMachines
SceneLoader
Resources
Assets ▸ FatMachines ▸ SceneLoader
Elemen... Example SceneL...
SceneLoader
Asset Labels
AssetBundle None None
2:30 PM

This prefab will automatically take care whether you have a canvas in hierarchy or not. So, don't worry about that. Now click on the SceneLoader and open Inspector window.



☑ SceneLoader □ Static
Tag Untagged Layer Default

Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

☑ Scene Loader (Script)
Script SceneLoader

System
Canvas Prefab Canvas
Loading Panel Prefab LoadingPanel

User
Fade Duration 2
Hold Duration 0
Ease Linear

You have 2 segments in SceneLoader script. System and User. Don’t edit the System section. In user section you have Fade Duration, Hold Duration and Ease.

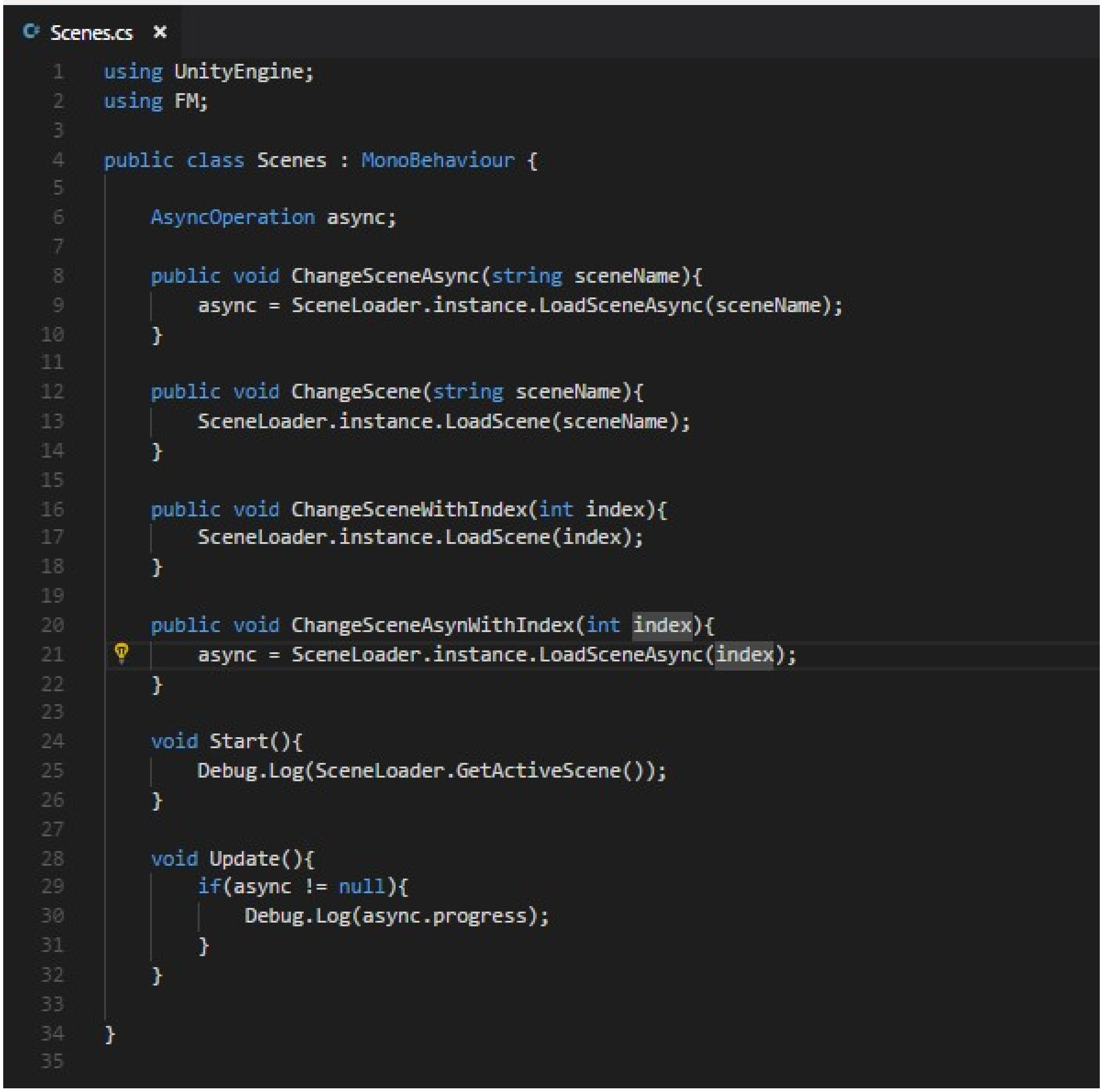
Fade Duration: Delay in which panel will fade and transit to another screen

Hold Duration: Duration for which you want user to stay on loading screen

Ease: Ease for fade animation.

Code:

You have to write just 1 line of code to change the scene. Use FM name space to use SceneLoader.



```
using UnityEngine;
using FM;

public class Scenes : MonoBehaviour {

    AsyncOperation async;

    public void ChangeSceneAsync(string sceneName){
        async = SceneLoader.instance.LoadSceneAsync(sceneName);
    }

    public void ChangeScene(string sceneName){
        SceneLoader.instance.LoadScene(sceneName);
    }

    public void ChangeSceneWithIndex(int index){
        SceneLoader.instance.LoadScene(index);
    }

    public void ChangeSceneAsynWithIndex(int index){
        async = SceneLoader.instance.LoadSceneAsync(index);
    }

    void Start(){
        Debug.Log(SceneLoader.GetActiveScene());
    }

    void Update(){
        if(async != null){
            Debug.Log(async.progress);
        }
    }

}
```

You have 4 options to change the scene. Change scene with scene name/ index. Or change scene async to track the loading progress with scene name/index.

You can access the script using SceneLoader.instance and then function name.

SceneLoader.instance.LoadSceneAsync return AsyncOperation to track the loading progress, and you can show a loading bar based on this.

You can get active scene using SceneLoader.GetActiveScene(). It returns type Scene.

If you have any query, suggestion or want a change in the package contact me on:

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