

Loading Between Scenes

Intro:

This package lets incorporate the loading scene in between your two scenes.
For Example: You have to go from Menu to Level1. This package will let you load the loading screen automatically in between your two scenes.

This can be used anywhere like Menu -> LevelX & LevelX -> Upgrade Store etc... etc...

There is also facility whether you don't want to show the loading screen Like from Splash Scene to Landing/Home scene you can easily do so.

One extra Feature

It will also let you know the previous loaded scene name.

Assets Included

Demo Scenes:

1. Scene1
2. Scene2
3. LoadingScene

Scripts :

1. Constants
2. LoadingSceneController
3. LoadingSceneDemo
4. LoadRequestedScene
5. SceneController

Instructions for Use

Where ever you want to load the LoadingScene you need to call a method named:
`SceneController.LoadLevel (sceneName);`

To Use the above line you need to add header file :
`using ItsHarshdeep.LoadingScene.Controller;`

If you don't want to use the loading scene then just go for the Inbuilt Unity method like :

```
SceneManager.LoadSceneAsync ("yourSceneName");
```

```
//Or for Unity Below 5.3.1
```

```
Application.LoadLevelAsync("yourSceneName");
```

One More thing :

There is also overload methods present for LoadingScene method:

```
SceneController.LoadLevel (sceneName, loadingSceneWaitTime);
```

This parameter will help you to put the delay on the loading scene, which may be useful when you need to wait user on your loading scene . Some time Developer made their loading screen very beautiful or with cool animations. So in that case you may need that

Same for the Previous scene:

```
SceneController.LoadPreviousScene(1.25f);
```

You can remain this parameters empty. With empty field it will automatically assumes that you don't want to put the delay in that

*** There is a Checkbox/bool tick marked/True in Scene2 on GameObject named 'Script' component 'LoadingSceneDemo.cs' by which it will put some delay of 1.5 seconds from Scene 2 -> Scene 1. But in Scene1 there is no checkbox marked. So no delay from Scene1 -> Scene2 ****

*** If you want to change the LoadingScene Name. You need to update that in Constants .cs Class***