

# UnityLibrary - Documentation

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<https://github.com/Luca00IT/UnityLibrary/tree/main>

## Description

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UnityLibrary contains many different libraries for Unity to speed up the process of developing your own video game. Later you can consult the documentation in order to understand how to implement these libraries in your projects and use the functions

## Prerequisites

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- Unity Engine v2021.3.4f1 or higher
- Visual Studio 2022 Community + "Game Development with Unity" extension
- Initialize the library at the beginning of each script:

```
// using libraryname
```

## FadeTools

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The FadeTools library allows you to use functions that can create and edit a RawImage by creating a "FadeIn" and "FadeOut" effect across the entire screen. You can use this library when, for example, you need this effect for loading a layer or other occasions when you will need this effect.

### Initialize the library

```
using FadeTools;
```

### Initialize the variables

```
RawImage rawImage;  
float duration;
```

### Create RawImage

Creates a black-colored image that covers the entire **Canvas** GameObject. Make sure to create one before using this method.

```
FadeTools.Fade.CreateRawImage();
```

## Fade In

Makes the newly created image darker and darker in a time determined by the duration variable.

```
FadeTools.Fade.FadeIn(rawImage, duration);
```

## Fade Out

Makes the newly create image lighter in a time determined by the duration variable.

```
FadeTools.Fade.FadeOut(rawImage, duration);
```

## License

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All code written within the repository is under **GNU General Public License v3.0**