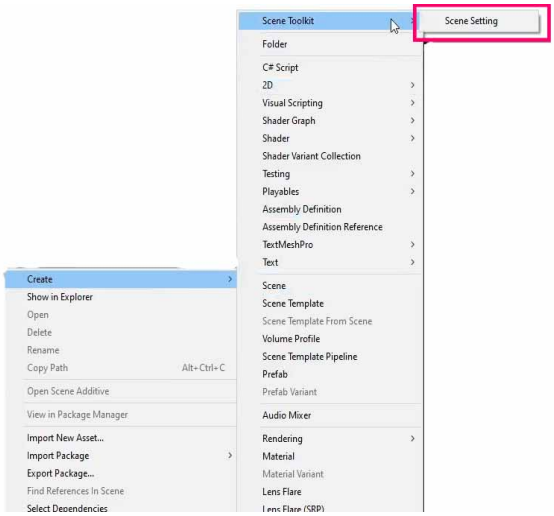
Getting Started Guide

Scene Toolkit Setup

Step: 1

Create a ‘Scene Settings’ Scriptable object asset by right clicking in the ‘Project’ panel and navigating to

Create → Scene Toolkit → Scene Settings

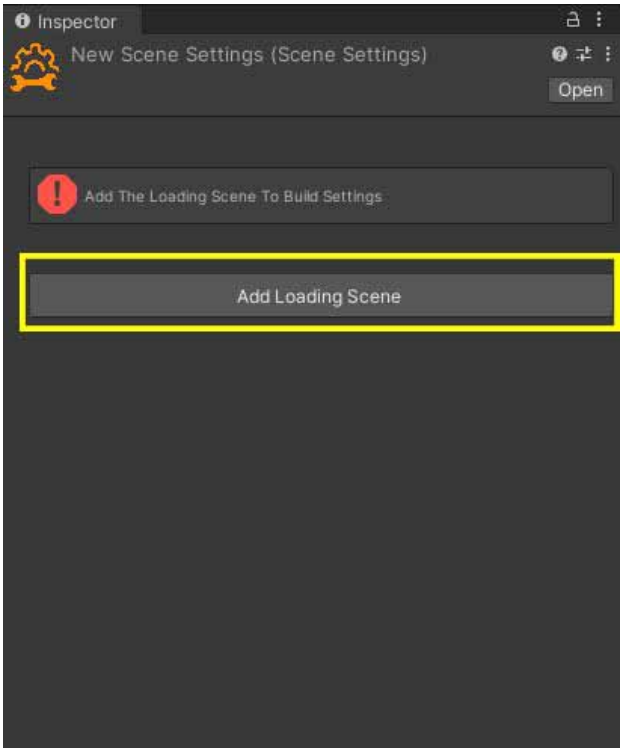


Step: 2

Select the newly created **‘Scene Settings’** Scriptable object asset. It will give a warning if the loading scene is not added to the build settings. Just click the button that says

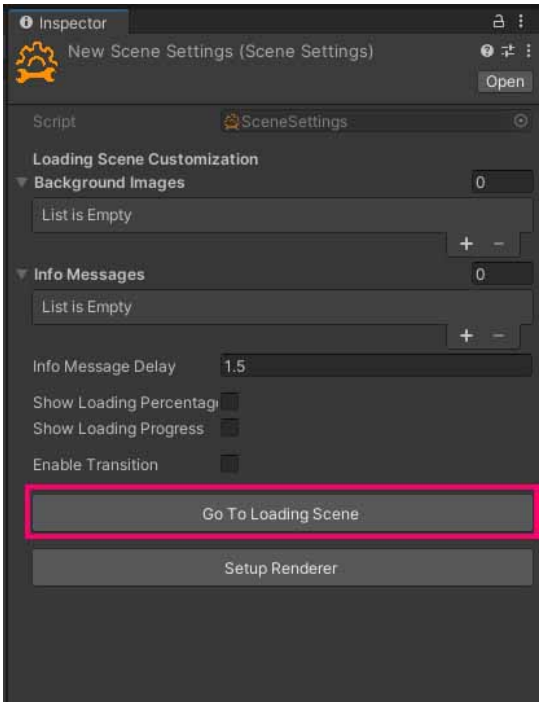
“Add Loading Scene” to add it.

The **‘Loading’** scene is a special scene that gets loaded between each of your scenes. It is used to display several informationsuch as, *‘Loading Progress’*, *‘Random Messages’* etc.



Step: 3

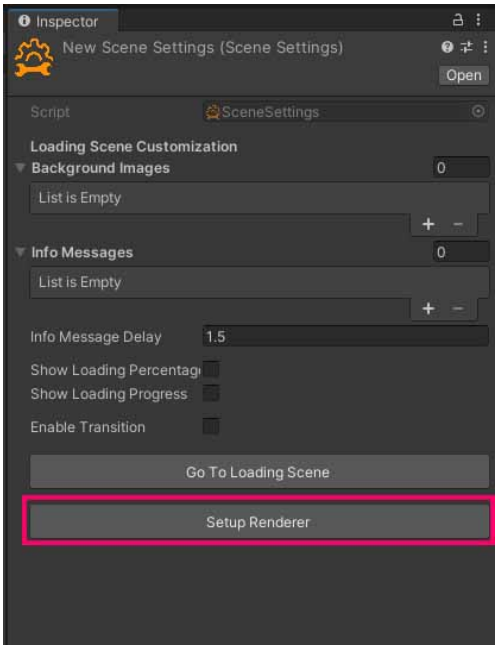
After the **‘Loading’** scene is added, several new options will appear. Notice there are two buttons at the bottom that says **“Go to Loading Scene”** and **‘Setup Renderer’**.



The **‘Go to Loading Scene’** button takes you to the **‘Loading’** scene that you just added in the **‘Step 2’** you can use this button to go back and forth between the existing scene and the **‘Loading’** scene. This button becomes a **‘Back’** button once you are inside the **‘Loading’** scene.

The **‘Setup Renderer’** button sets up the URP renderer to handle the transitions effects. All Transition effects are a full screen effect that uses the URP custom renderer feature.

Just click this button and it will set it up automatically. Once the renderer is setup the button will disappear.



Scene Toolkit Setup is now complete

How to use ‘Scene Switch Trigger’

‘Scene Switch Trigger’ is a custom component that allows you to switch between scenes when certain conditions are met or when user gives some input. It comes in both 2D and 3D variant.

Just create an empty game Object in the scene and attach the component then configure it to your liking.

A box collider gets automatically added when you Add the component.

A ‘Scene Settings’ Scriptable Object needs to Be provided here

Whether the loaded scene will be activated Automatically or manually using a key press

Select Scene load mode additive / single

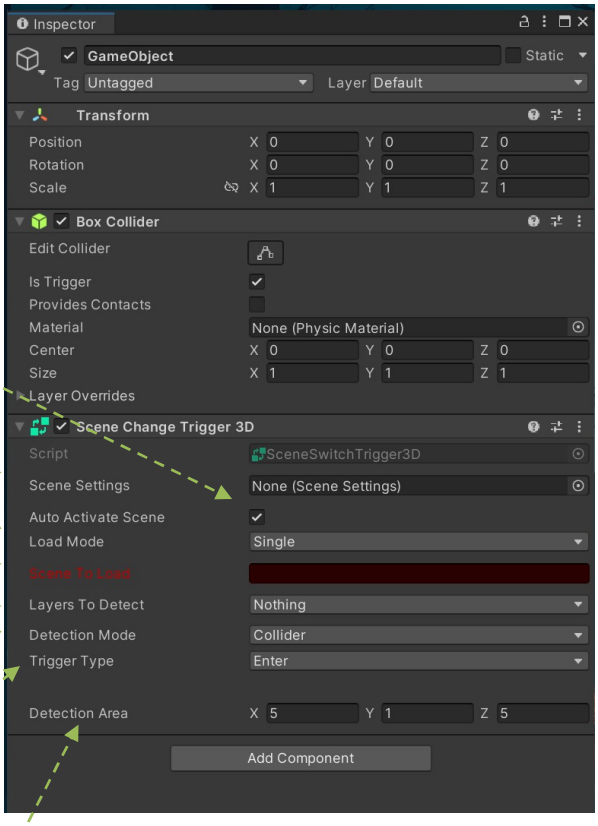
Name of the scene in string, must match exactly If the scene is not in the build settings it will give Warnings

Objects having the layer specified here will be able To trigger the switch

Which detection mode is used, you can use a trigger Collider or physics overlap

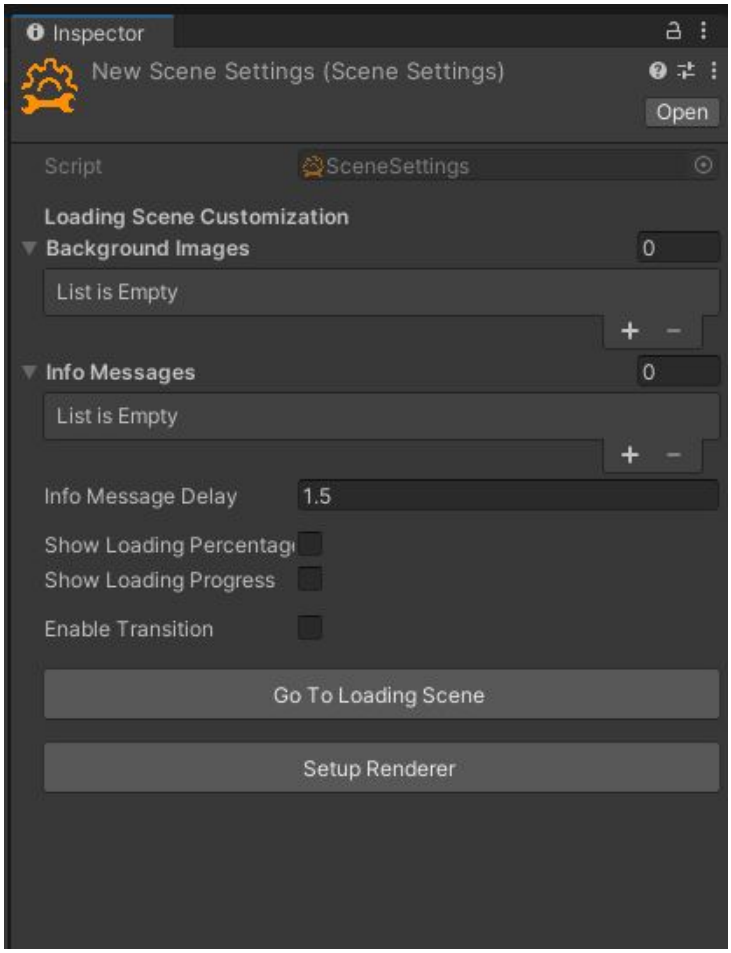
What kind of Trigger type is used, a delay or a key press Can be used to trigger the scene switch

The area within which the scene switch can be triggered



The 2D version of the ‘Scene Switch Trigger’ has the same settings and functionality but only applies to 2D.

How to customize ‘Scene Settings’ Scriptable object asset



Background Images:

Provide Single or multiple images (Sprite 2D and UI) here. These images will be shown during the loading process of your scene. If you provide multiple images one at random will be shown.

Info Messages

Provide info messages or helpful hints to be displayed during the loading process. If you give multiple messages one at random will be shown.

Info Message Delay

When multiple info messages are provided, the messages will be displayed and cycled through after this delay.

Show Loading Percentage

Whether to show or hide the percentage value of loading progress.

Show Loading Progress

Whether to show or hide a loading progress bar

Enable Transition

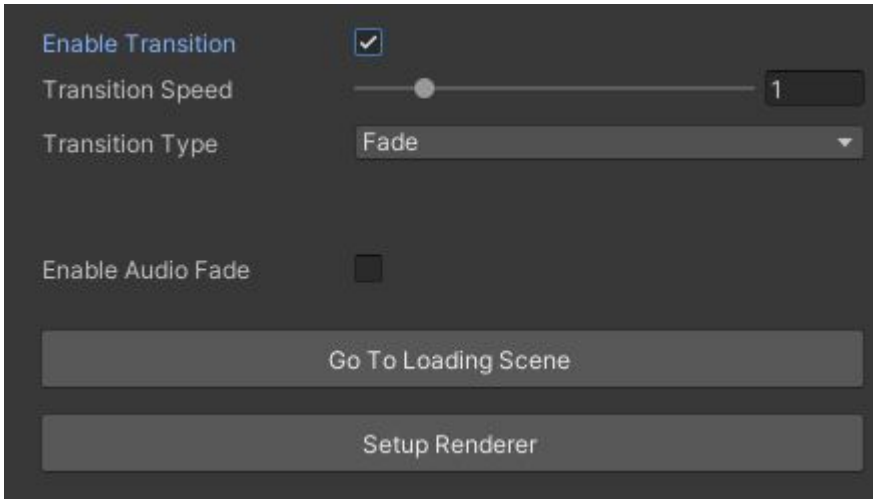
Enable or disable transition effects when switching scene

Transition Speed

Controls the speed of the transition effect

Transition Type

Whether to use a simple fade or pattern type effect. If you use pattern then a pattern texture needs to be provided.



Enable Audio Fade

Enable this to fade audio when switching to another scene

Audio Mixer

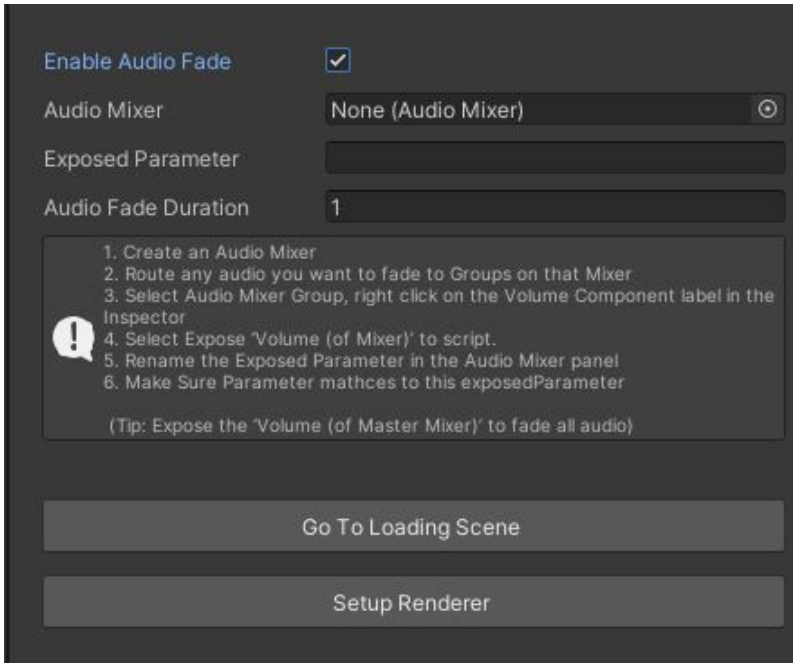
Drag and Drop your audio mixer into here

Exposed Parameter

Name of the exposed parameter in your audio mixer, must match exactly

Audio Fade Duration

The duration of the audio fade



Follow the instruction on the provided here to setup your audio mixer to handle the audio fade.

How to setup Scene Switch with a Key Press

Select the object that will trigger the scene switch and add a new script to it. Name it whatever you want. Make sure the script implements the **'ISceneChangeTrigger'** interface. Implement the interface and configure it to your liking. Refer to the example folder for more

```
using UnityEngine;
using CG.SceneToolkit;

Unity Script (1 asset reference) | 0 references
public class SceneActivationOnKeyPress : MonoBehaviour, ISceneChangeTrigger
{
    2 references
    public bool CanTrigger => Input.GetKeyDown(KeyCode.Space);
    1 reference
    public string KeyName => "Space";


}
```

How to Setup Scene Switch with manual Scene Activation

Step 1

Create an empty object and attach a script to it. Name it whatever you want. Make sure the script implements the **'ISceneActivationKey'** interface.

You would need the 'Scene Settings' scriptable object, so create a serialize field for it and drag and drop the reference in the inspector.

```
using UnityEngine;
using CG.SceneToolkit;

Unity Script (1 asset reference) | 0 references
public class ManualSceneActivation : MonoBehaviour, ISceneActivationKey
{
    [SerializeField] SceneSettings sceneSettings;
    2 references
    public string Name => "Space Bar";
    2 references
    public bool IsPressed => Input.GetKeyDown(KeyCode.Space);
    0 references
    public void ChangeScene(string sceneToLoad) => SceneLoadManager.Load(sceneToLoad, sceneSettings, this);
}
```

Step 2

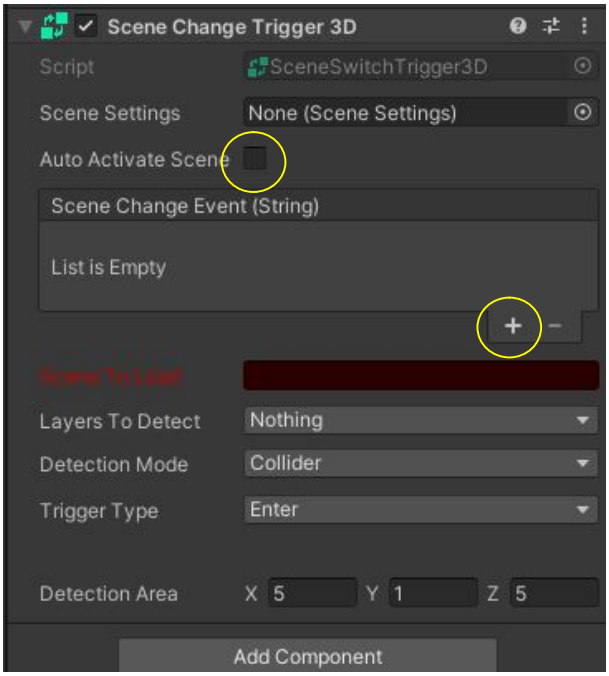
Create a public function that takes a string as argument and inside this function call the **‘SceneLoadManager’** static function called **‘Load’** and then pass the required parameters.

Then select the **‘SceneSwitchTrigger3D’** or **‘SceneSwitchTrigger2D’** object in the hierarchy

Uncheck the **‘Auto Activate Scene’** tick mark

Click the plus button and drag and drop the object created in **‘Step 1’.**

then select the public function from the script that has **‘ISceneActivationKey’** interface which was created at **‘Step 2’**.



How to Setup Audio Fade When Switching Scenes

Step 1

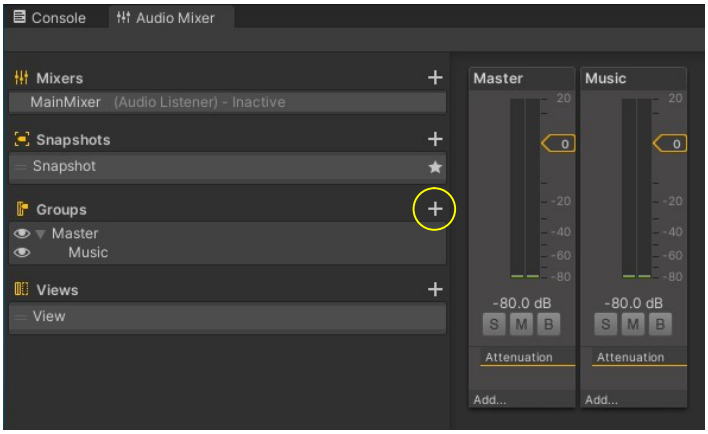
Create and ‘Audio Mixer’ by right clicking in the ‘Project’ panel and selecting ‘Audio Mixer’. Select the ‘Audio Mixer’ and navigate to ‘Audio Mixer’ panel. If you can’t see it then go to

Window → Audio → Audio Mixer or use the shortcut ‘CTRL + 8’

Step 2

Create ‘Groups’ for all your audio in the ‘Groups’ section by clicking the ‘+’ icon highlighted here.

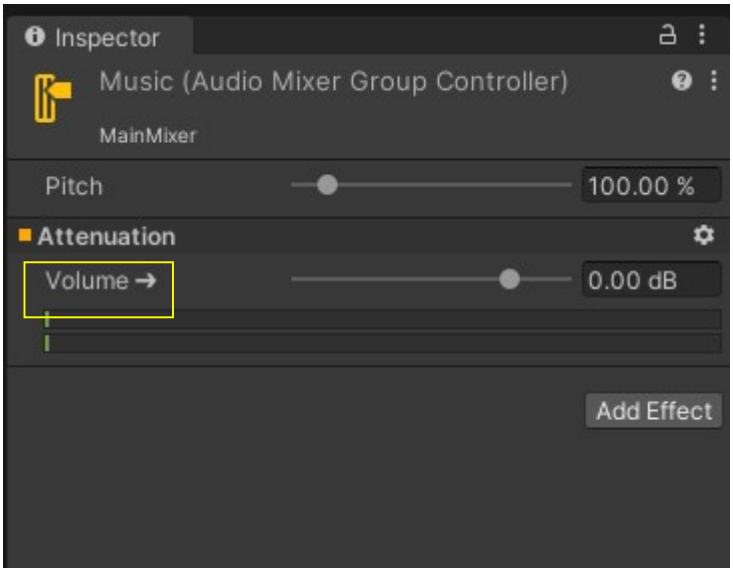
Route any audio you want to fade to these groups that you just created in the mixer.



Step 3

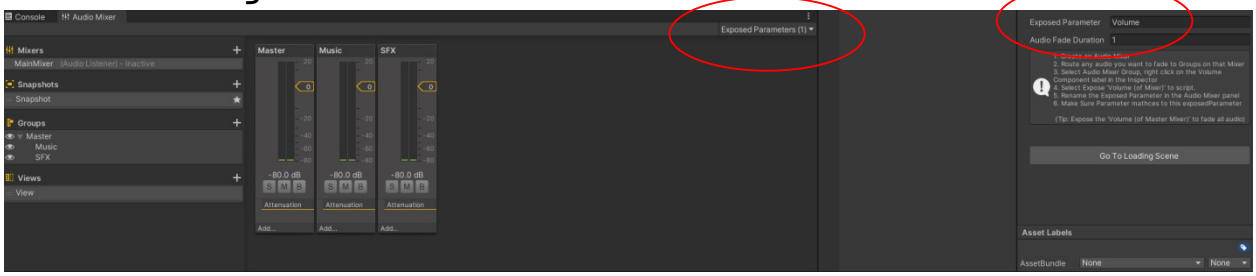
Select the ‘Group’ that you created in the ‘Audio Mixer’ from the previous step and then the ‘Volume’ parameter in the inspector. Right click on it and choose

‘Expose Volume of (group name) to scripts’



Step 3

Navigate to the ‘Audio Mixer’ panel and find the ‘Exposed Parameter’ section and click on it to rename, make sure the parameter name matches exactly with the ‘Exposed Parameter’ in the ‘Scene Settings’



Note: Don’t forget to add the ‘Mixer group’ in the output field of each of your audio sources.

Alternatively, if you are not using any ‘Audio Mixer’ for some reason, but want to fade one or two audio clips you can use the ‘AudioSourceFader’ component. Just attach this componenet to the same gameObject as your ‘AudioSource’. This is NOT a recommended method as this can produce some unexpected results. Always try and use ‘Audio Mixer’ to handle all your audio.

Thanks