Api

Getting Started

Addr requires you to be familiar with Addressables. If you're new or at all unfamiliar you should check the Unity provided documentation at [Getting Started](#). Make sure to select the correct version in the Version dropdown.

Scene Loader

The piece de resistance of **Addr**. A partial class, inheriting from the **SceneLoaderListenerBase** **r**esponsible for simplifying and standardizing your loading/unloading needs.

Add this component to an object in your scene to begin configuration. Invoke the **Load/Unload** methods to use it.

Fields

bool **CanExecuteLoad**: Indicates whether the **SceneLoader** can begin loading.

bool **CanExecuteUnload**: Indicates whether the **SceneLoader** can begin unloading.

bool **IsLoaded**: Indicates whether the scenes of the **SceneLoader** have been loaded.

bool **IsLoading**: Indicates whether the scenes of the **SceneLoader** are being loaded.

bool **IsUnloaded**: Indicates whether the scenes of the **SceneLoader** are unloaded.

bool **IsUnloading**: Indicates whether the scenes of the **SceneLoader** are being unloaded.

bool **Progress**: Indicate the loading percentage while scenes of the **SceneLoader** are loading.

bool **SceneCount**: Indicates the total number of scenes the **SceneLoader** will managing.

Inspector Variables

bool **LoadOnStart**: Indicates whether loading should begin in OnStart.

bool **UnloadPrevious**: Indicates whether loading should unload previously loaded SceneLoaders.

bool **DestroyOnUnload**: Indicates whether unloading this SceneLoader should cause its GameObject to be deleted.

Optional<float> **LoadingFadeDuration**: Amount of time, in seconds it will take to load the LoadingScene.

Optional<AssetReference> **LoadingScene**: Reference to the LoadingScene AssetReference.

bool **LoggerEnabled**: Indicates whether events should be logged to the console.

List<AssetReference> **Scenes**: References to the Scene AssetReferences that will be loaded. The first scene in the collection will be set as Active.

Events

OnLoadStart: Event triggered when loading is started.

OnLoadingTick: Event triggered each frame while loading.

OnLoadEnd: Event triggered when loading has completed.

OnUnloadStart: Event triggered when unloading is started.

OnUnloadingTick: Event triggered each frame while unloading.

OnUnloadEnd: Event triggered when unloading has completed.

Methods

void **Load**: Attempts to load scenes.

IEnumerator **LoadAsync**: Attempts to load scenes.

void **Unload**: Attempts to unload scenes.

IEnumerator **UnloadAsync**: Attempts to unload scenes.

Loading Tracker

Required component for using a loading scene while loading/unloading scenes with the **SceneLoader**.

Inspector Variables

CanvasGroup **CanvasGroup**: Reference to the **CanvasGroup** component on an object with a **Canvas** component.

Slider **ProgressSlider**: Reference to the **Slider** component on an object with a **Canvas** component.

Methods

IEnumerator **Open**: Fades the CanvasGroup in over time.

IEnumerator **Close**: Fades the CanvasGroup out over time.

Scene Loader Listener Base

An abstract class providing implementing the interface **ISceneLoaderListener**. Any class inheriting from **SceneLoaderListenerBase** or implementing the **ISceneLoaderListener** interface will have their event methods invoked.

Methods

virtual void **OnLoadEnd** (OnLoadEndData): Event triggered when loading has completed.

virtual void **OnLoadingTick**(OnLoadingTickData): Event triggered each frame while loading.

virtual void **OnLoadStart**(OnLoadStartData): Event triggered when loading is started.

virtual void **OnUnloadEnd** (OnUnloadEndData): Event triggered when unloading has completed.

virtual void **OnUnloadingTick**(OnUnloadingTickData): Event triggered each frame while unloading.

virtual void **OnUnloadStart**(OnUnloadStartData): Event triggered when unloading is started.

[END]