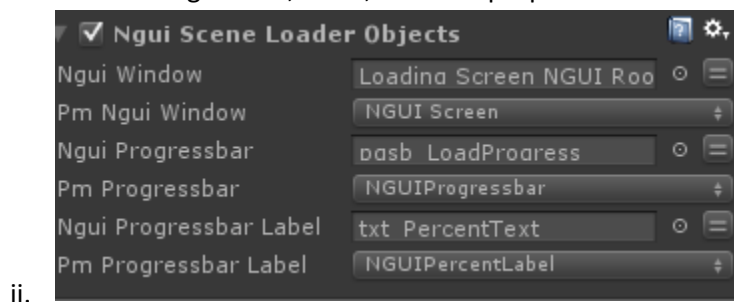


1. Create NGUI setup for the scene (Camera, Panel, etc)
 - a. NGUI > Open the UI Wizard
2. Assign the following to the NGUI panel
 - a. Background sprite
 - i. must cover the whole screen
 - ii. I suggest you use UIAnchor and UIStretch
 - b. Progressbar (for showing loading progress)
 - c. Label for the progressbar text (OPTIONAL)
 - d. Label for the Hint message (OPTIONAL)
3. Create a new layer, called "NGUI Layer"
4. Assign the NGUI components to the new layer. Click yes in the popup to assign its children to this layer also.
5. Select the NGUI Camera
 - a. Change the Depth value to be a large number. This ensures the NGUI camera is the last drawn camera, thus will be the topmost displayed. Try a value of 100
 - b. Set the "Culling Mask" to be ONLY "NGUI Layer"
6. Add the prefab "Camera – Scene Loader" to the scene. (Prefabs\Camera – Scene Loader)
7. Select the "Camera – Scene Loader" prefab in the hierarchy panel
 - a. Set the "Culling Mask" to be everything except the "NGUI Layer"
8. Open the PlayMaker panel for the "Camera – Scene Loader"
 - a. Select the state "Set NGUI Objects"
 - i. Set the Progressbar, Label, and Hint properties.



b. Select the state “Load Scene Objects”

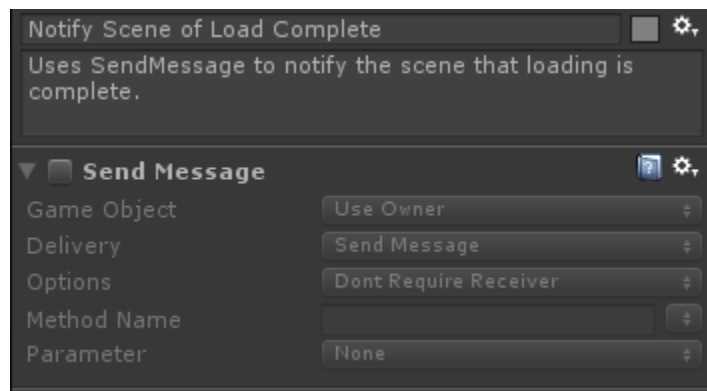
- i. Set the camera, window, and other properties
- ii. Add the list of GameObjects which you want to pre-render to the GPU. Checking the “Parse Children” checkbox will make the camera visit each child of the GO as well (very useful for nested GOs inside an Empty GO).



- iii.
- iv. Note: The property “Pm Delay Between Object Loads” is mostly used for demo purposes. I recommend you keep this to 0, as it will insert a delay between the loading of each object in the scene. However, it can be useful if you want to force showing the loading progressbar screen.

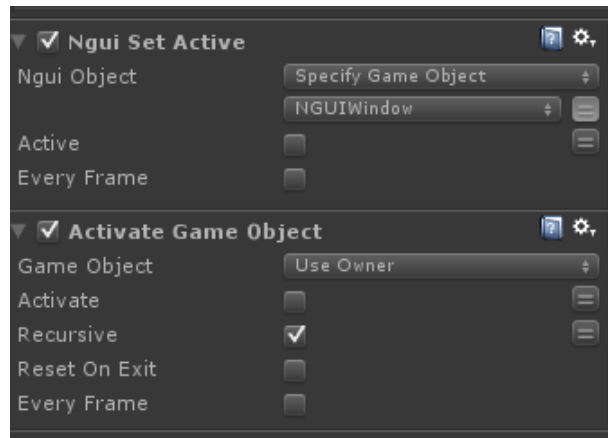
c. Select the state “Notify Scene of Load Completion”

- i. Add whatever notifications you need to send to your scripts to let them know the scene is loaded.



- ii.
- iii. **NOTE:** This is where you need to add whatever post-loading actions you need for the scene.

- d. Select the state “Disable NGUI Screen”
 - i. Set the NGUI window to be disabled when loading is completed



ii.