EZ Splash Screen v1.2

How to use

Simply drop the EZSplashScreen prefab into your scene and fill out the values in the inspector.

Splash Image

Drag your splash image/logo to the Splash Image field.

Aspect Ratio

Stretch To Fill

Stretch your image/logo to fill the screen.

Center

Center the logo keeping original dimensions.

Background Color

The desired background color behind the image/logo.

Display Values (seconds)

Fade In Time

The desired time taken to fade in your image/logo.

Display Time

The desired time your image/logo stays fully visible.

Fade Out Time

The desired time to fade out your image/logo.

Auto play splash screen

If checked will start playing the splash screen when your scene plays.

You can also uncheck this and start playing the splash screen from script example:

```csharp
using EdgeWay.Unity.EZSplashScreen;

public class CallFromScript : MonoBehaviour
{
    public EZSplashScreen ezSplashScreen;

    void Start()
    {
        // start the splash screen from script
        ezSplashScreen.StartSplashScreen();
    }

}
```


Destroy After Completion

If checked will destroy the splash screen object after splash screen has completed, you can leave checked unless for some reason you want to start the splash screen again during your app/game.

Events

Here you can add functions to call via 2 events in the inspector.

On Fade In

Will be fired when the splash has faded in and before display time.

On Complete

Will be fired after the splash screen has completed i.e. right after fade out.

You can also add these 2 events via script as follows

```
using EdgeWay.Unity.EZSplashScreen;

public class CallFromScript : MonoBehaviour
{
    public EZSplashScreen;
    // Start is called before the first frame update
    void Start()
    {
        // Set callbacks
        ezSplashScreen.onFadedIn += OnFadedInSplash;
        ezSplashScreen.onComplete += OnCompletedSplash;
    }


    public void OnFadedInSplash()
    {
            // Here for example, you could load a heavy scene  during the splash display

    }


    public void OnCompletedSplash()
    {
            // And then here, one could fade in the scene that was loaded

    }

}
```

The package has three example scenes

AutoPlay

A simple splash screen done from the inspector

CallFromScript

A splash screen started in script and events added in script.

DoubleSplash

An example of how to display one splash screen then another, in this example we simply drag in two EZSplashScreen prefabs rename them accordingly, then in first add OnCompleteEvent to call function in script to start second splash screen.