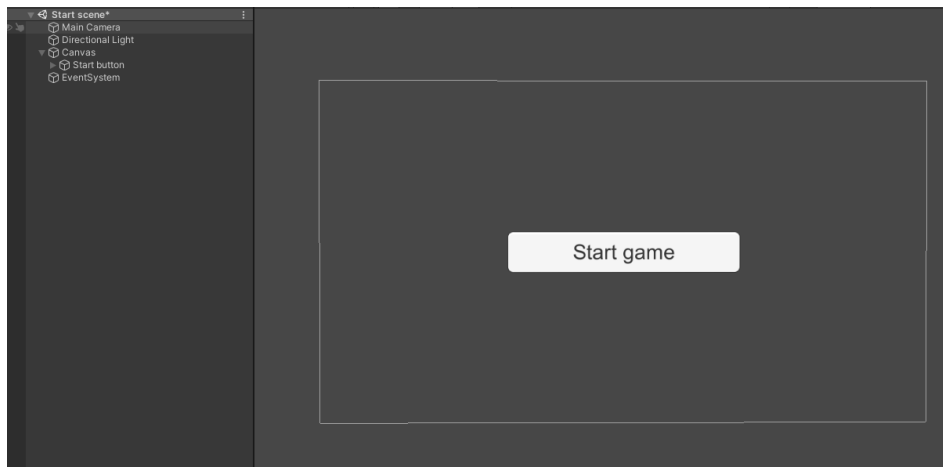

SCENE LOADER DOCUMENTATION

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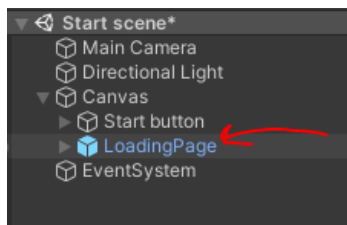
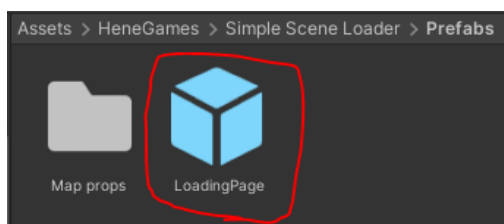
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How To Use

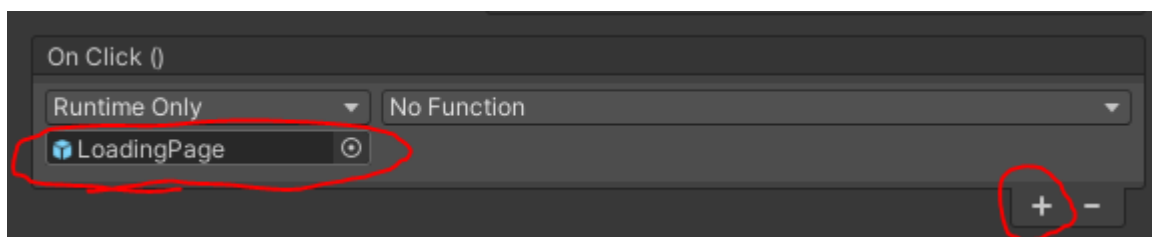
USAGE EXAMPLE



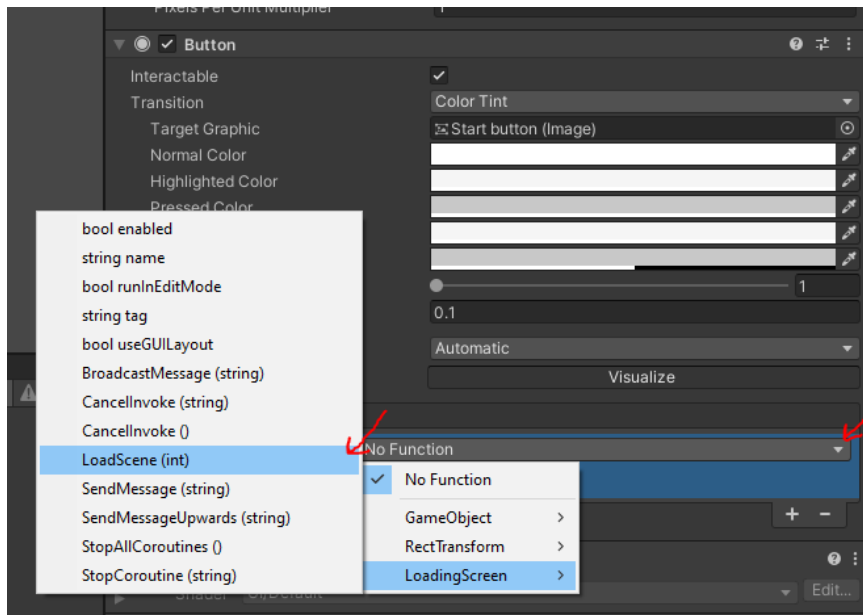
Let's say you already have a start menu scene ready with a start game button.



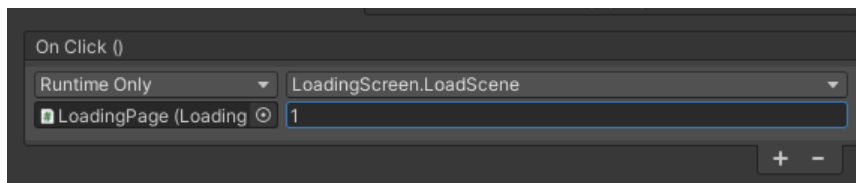
You just need to drag the **LoadingPage** prefab into the canvas at the bottom of the hierarchy. The prefab must be at the bottom of the hierarchy, because otherwise it won't appear at the top when the scene is loaded.



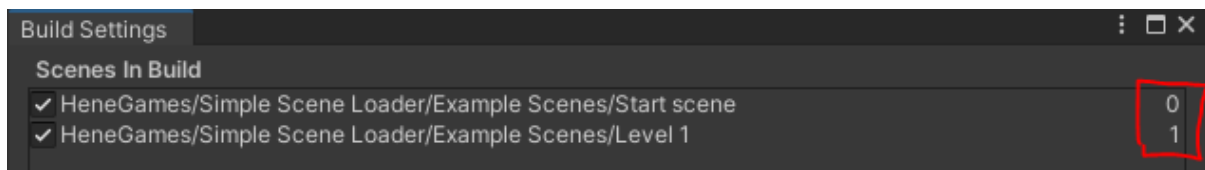
Click your start game button in the scene hierarchy and you will find a section like this. Click the plus icon and drag **LoadingPage** prefab from the scene hierarchy to the object slot.



Next, click on the small arrow icon and select the **LoadScene** function from the menu.

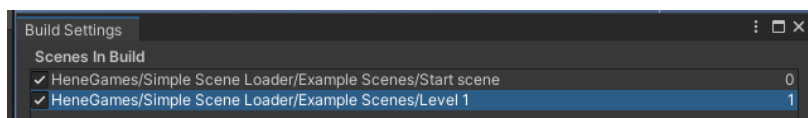
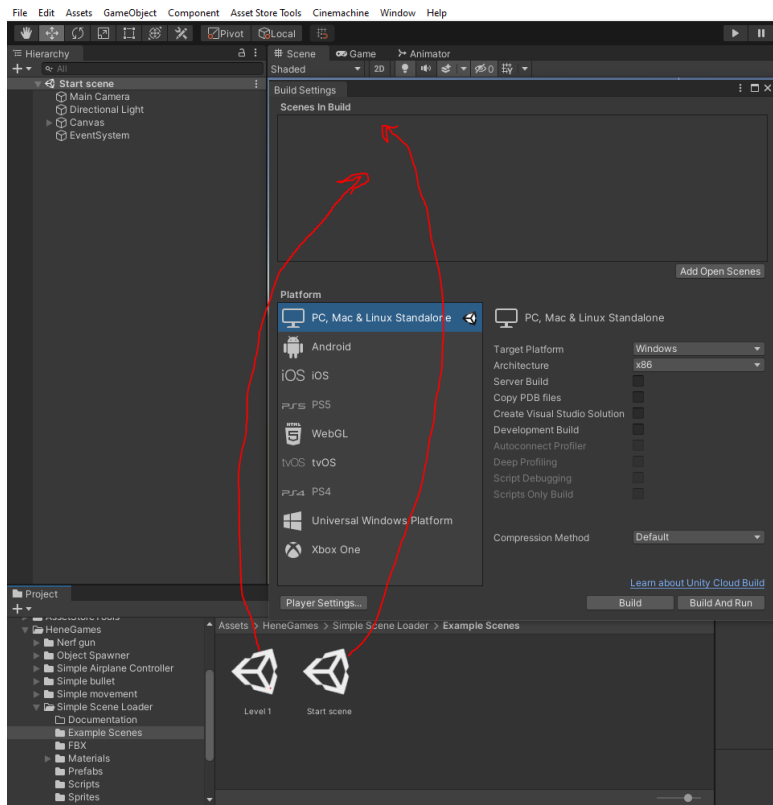


Now you can put any build index that you want Scene Loader to load when start button is pressed.



You can find the build indexes of the scenes by clicking on **File** and **Build settings**.

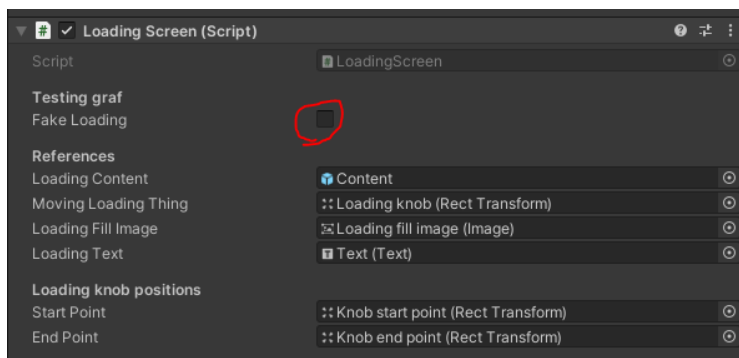
EXAMPLE SCENES



To make the example scenes work, you need to do the following. Open scene from folder **HeneGames/Simple Scene Loader/Example Scenes /Start scene** click **File, Build settings** and drag the scenes as shown in the picture.

After that, click Start scene to open and click the editor's play button.

FAKE LOADING



If this Boolean is selected and you click editor's play button, the scene loader will show an example of how the graphics would look when it loads the scene. This makes it convenient to try out how the graphics look without having to load the scene every time.

HOW TO USE IN CODE

```
1  using UnityEngine;
2
3  public class TestingScript : MonoBehaviour
4  {
5      public HeneGames.SceneLoader.LoadingScreen loadingScreen;
6
7      private void Update()
8      {
9          if(Input.GetKeyDown(KeyCode.Space))
10         {
11             loadingScreen.LoadScene(1);
12         }
13     }
14 }
```

You need to make a reference from the loading screen class to your script, after which you can call a function called **LoadScene** from there, you just put the build index of the scene you want to load in brackets.

VIDEO TUTORIALS

- HOW TO USE [YOUTUBE LINK](#)
- CUSTOM LOADING SCREEN [YOUTUBE LINK](#)