

# Looader<sup>V1.0</sup>

Documentation



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Package includes  
All necessary scripts,  
Ready to use prefabs,  
3 different templates,  
Animations,  
and more...

So what is **Looader**?

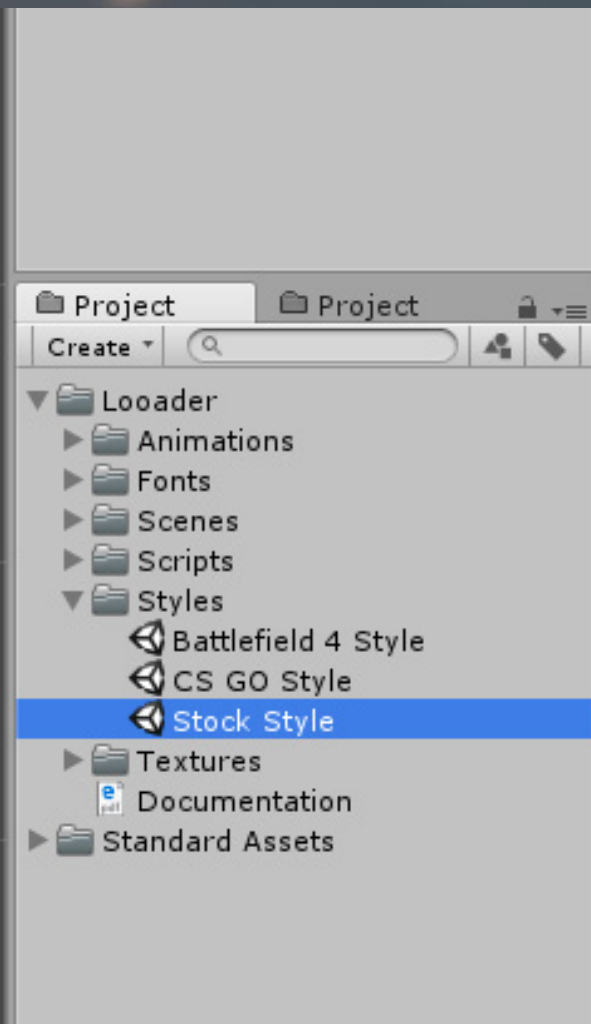
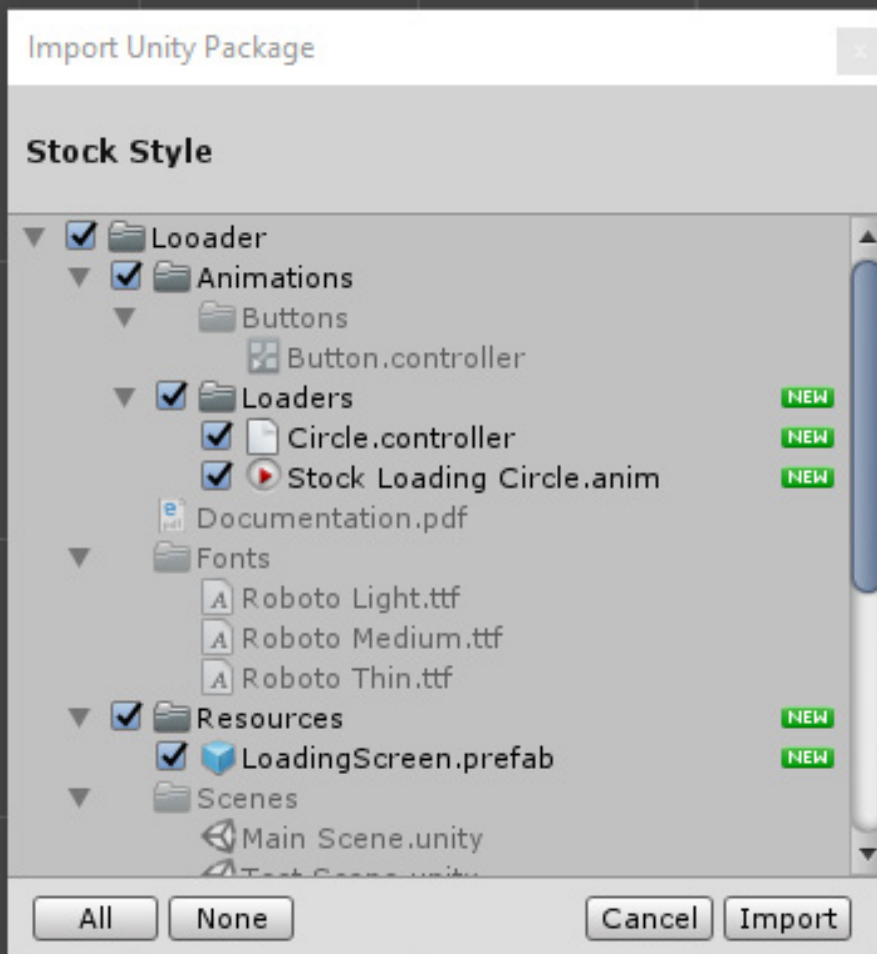
Looader is a loading screen solution for your project. With Looader, you can create good looking loading screen within minutes. And it's totally free!

## First to do

You've added Looader to your project.  
So what now?

Firstly, **backup** your project before  
importing/updating asset.  
Just in case :)

Now let's import a **style**.  
You can select any style that you want.

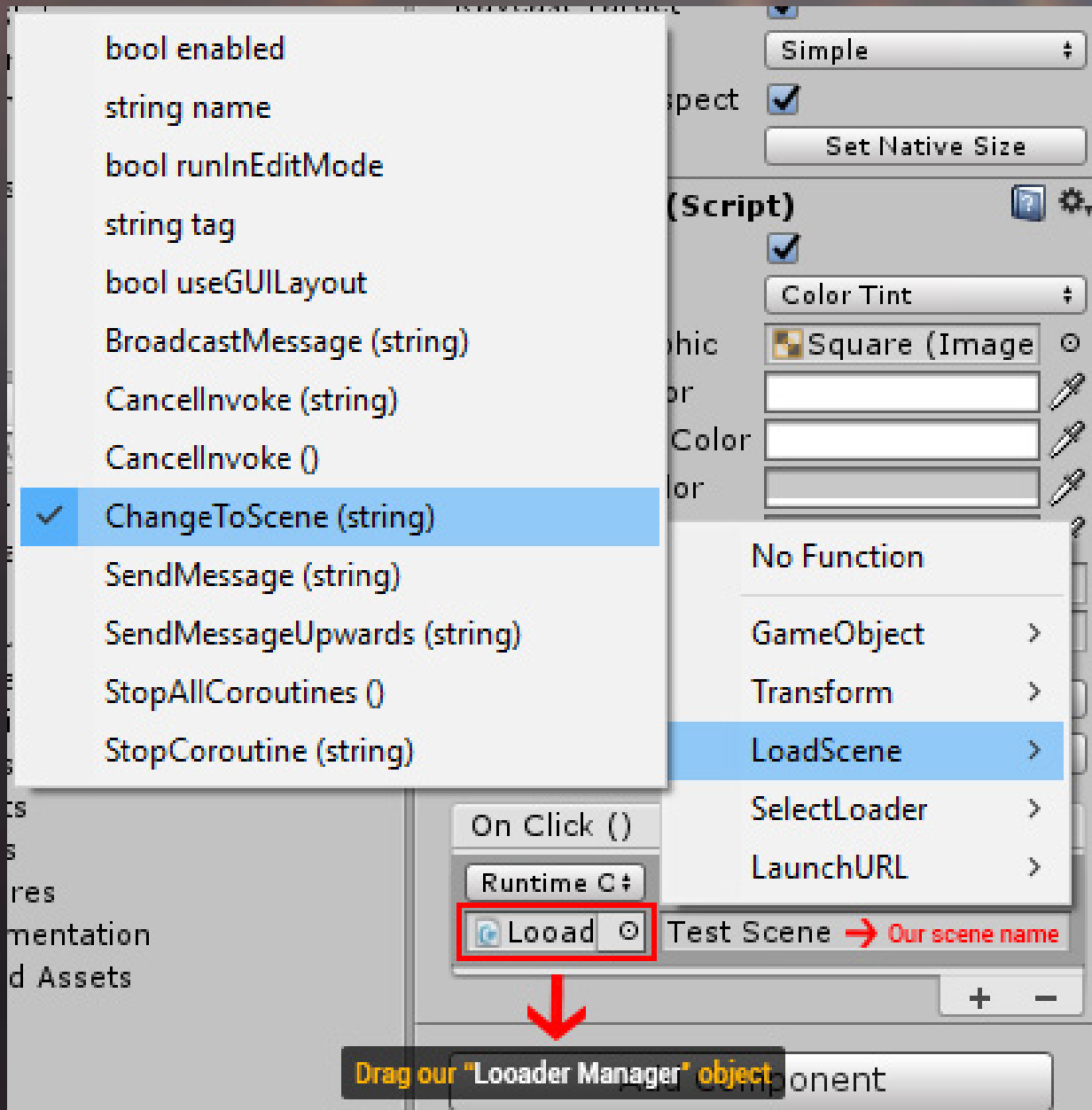


# Loading screen

Do you want a smooth transition between scenes?  
No problem!

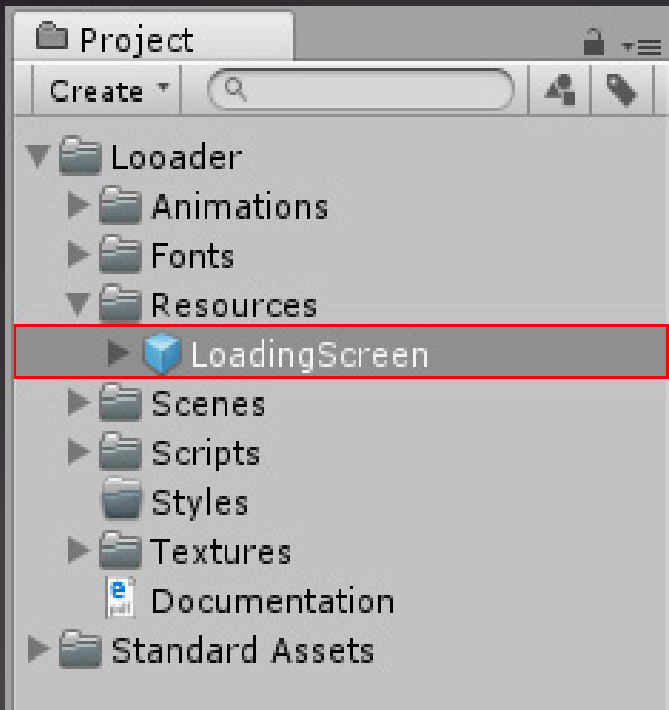
Allright, let's get started. First, we need to add **Load Scene** script to loader manager. Just create an empty object and name it "**Loader Manager**" and add the script.

Then we need to create a button. After that, add an `OnClick` event to our `button`. Fill the `OnClick` event like that:



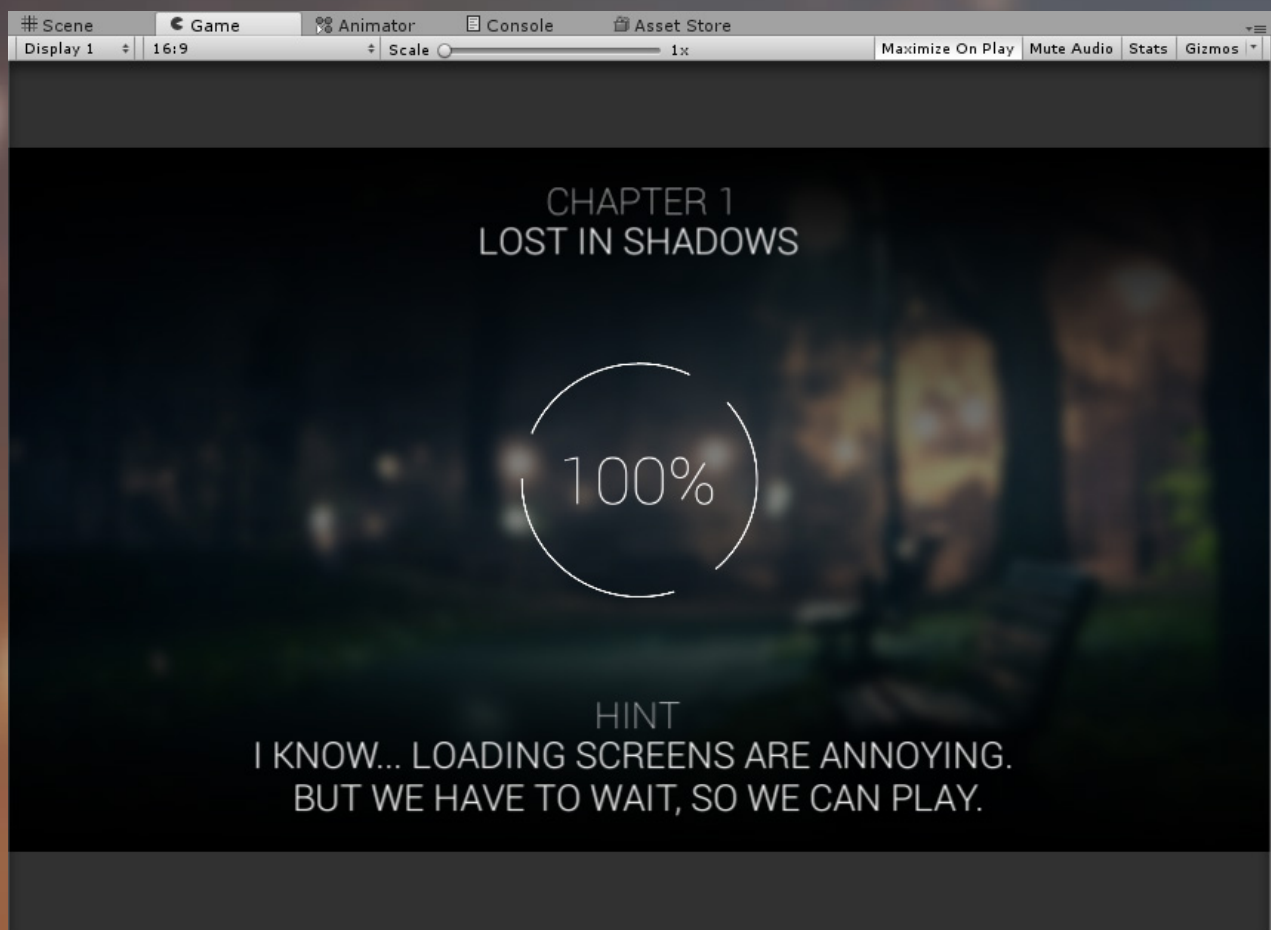
We're calling Loading Screen with **LoadScene** script.

All we have to do now is personalize the loading screen. The loading screen is managed by prefab. So first we have to find the prefab. (The script mentions how the logic works.)

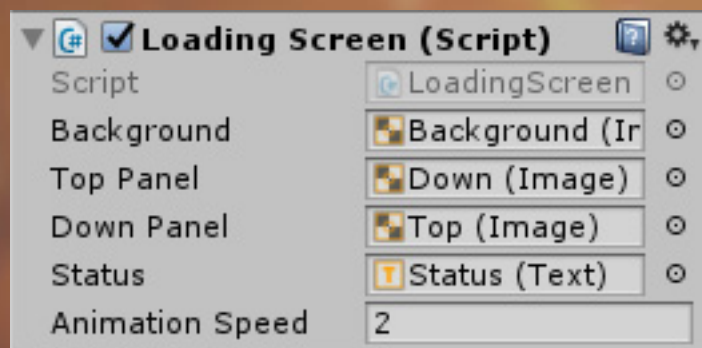


Hey! Here is our prefab we are looking for.

- Now add **prefab** to the scene.
- Do what you want on **prefab** after adding.
- Press **Apply** button to apply the changes when you are done.







Change it as you like.  
It's all up to you!



**Apply** when you're done. And delete the prefab from scene.

That's all!

Simply you can make loading screen with this way.  
More features and information coming soon!