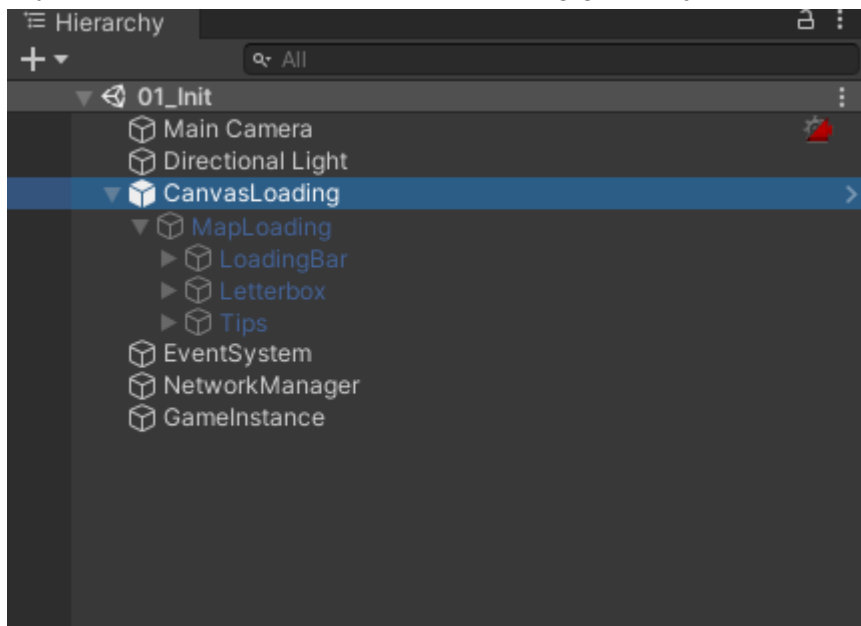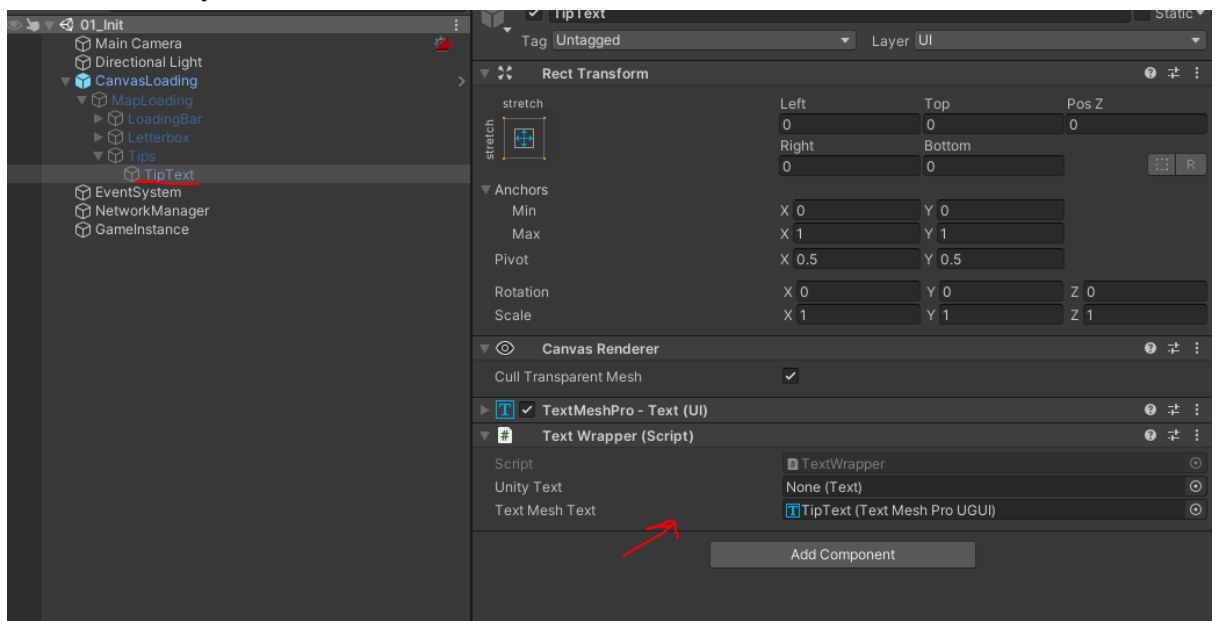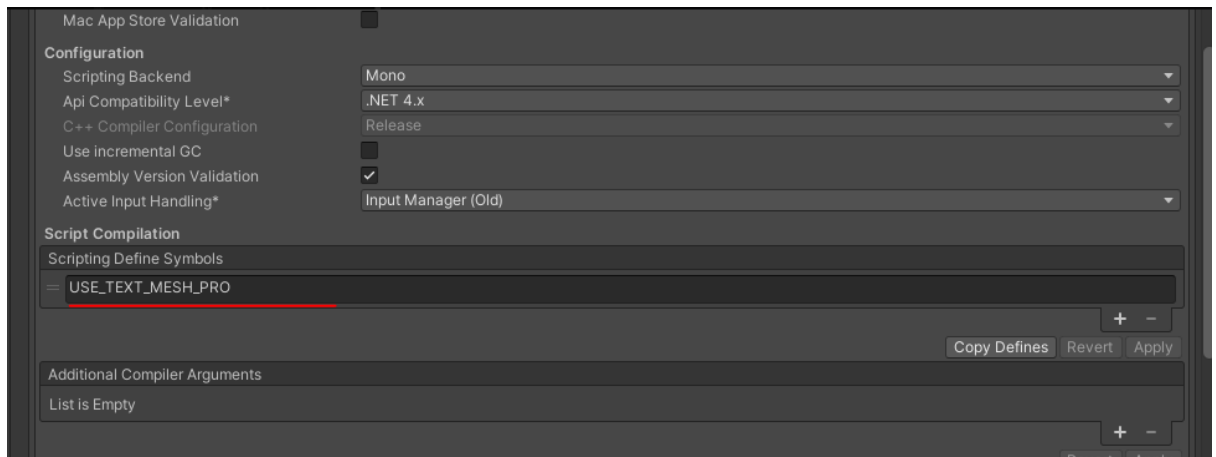1. Install the package.
2. In your Init scene select the CanvasLoading gameobject (prefab)


3. Add a new text element (of Text Mesh Pro), add a TextWrapper component to it and then reference your new text element.

4. If you are using TMPro then you need to add the Scripting Define Symbol to your player settings.
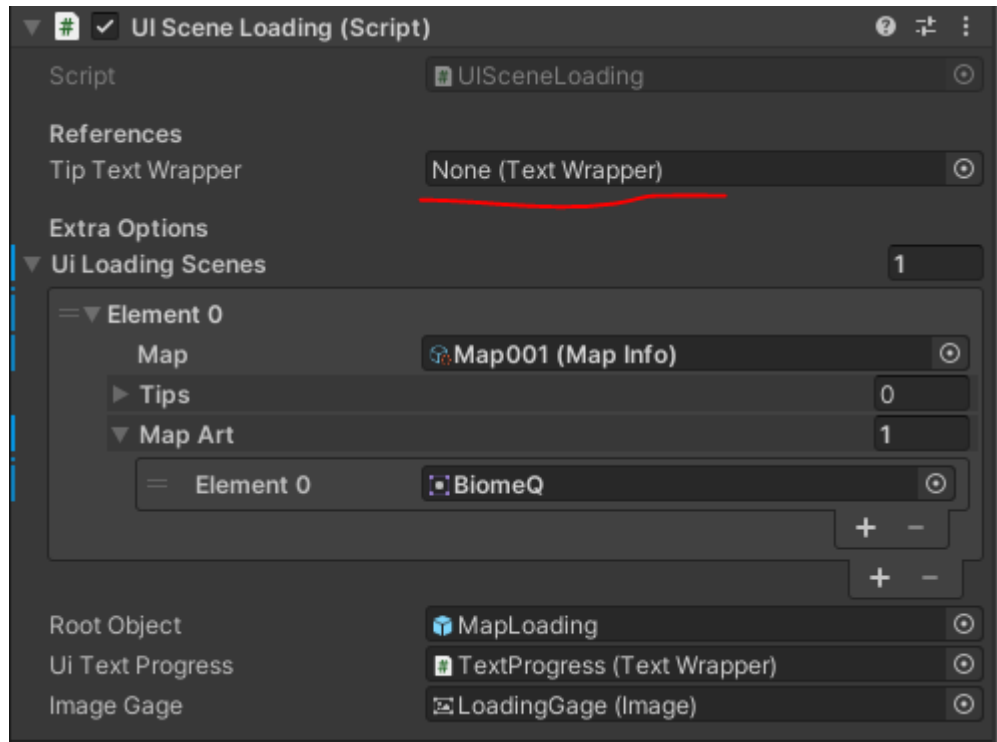

5. Make sure your MapLoading gameobject has an Image component and also set the color to white and alpha is full. You could also set a default sprite here to display.
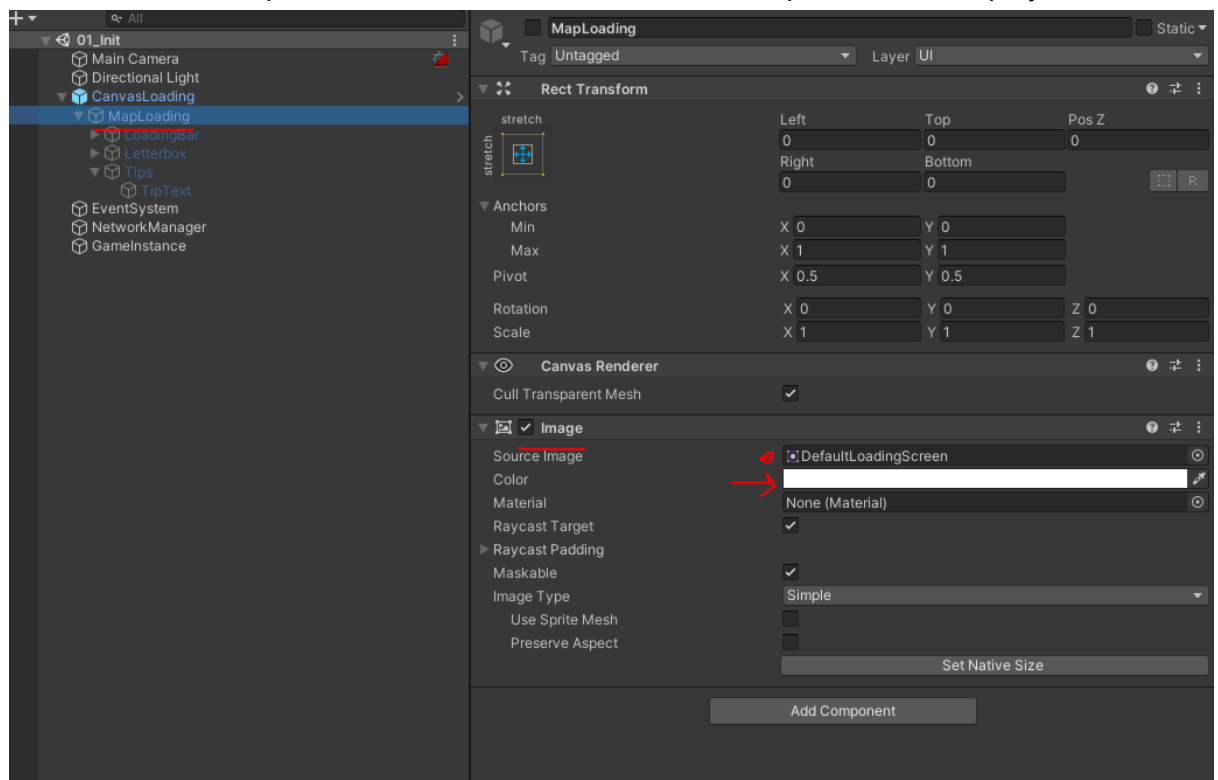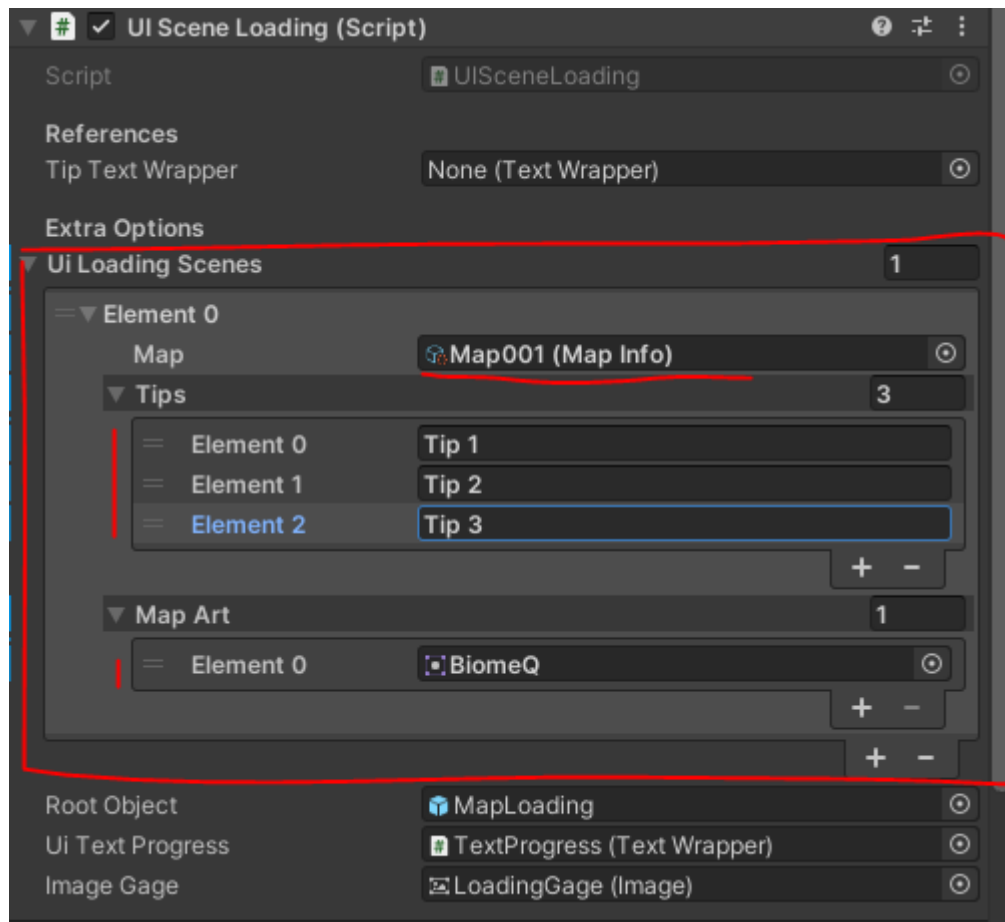

6. Select the CanvasLoading gameobject again, expand the UI Scene Loading component. Drag the new Text gameobject from step 8 into the Tip Text Wrapper

reference.

7. Under UI Scene Loading click the + (plus) to add a new UI Loading Scene.
8. Drag / Select a MapInfo object (A)
You can now add many tips (strings) and many map art (sprites) as you like for that

map.

Each art and tip is displayed randomly on loading of the map.