

# Readme

A collection of useful scripts used in all my games.

## B Scene Management

Takes care of scenes and transitioning between those

Inside the Global Managers, you will find 2 components:



**B Scene Loader** takes care of preloading scenes and is only used by transition manager, dont use it by outside scripts most of the time.

**B Scene Transition Manager** takes care of all the transitions, use the following method:

- TransitionIntoPreloadedScene
- TransitionDefault
- TransitionThroughTransitionScene
- LoadSceneSaveThroughTransitionScene

As Fade Prefabs, take a look at the prefabs included in the scripting foundations package inside the prefabs folder.

The most complicated transition is

### **TransitionExecutorLoadSceneSaveThroughTransitionScene**

It loads the target scene while in transition, than it executes the initializers first and than the save load logic, than it calls the **OnTransitionFinishedHook**

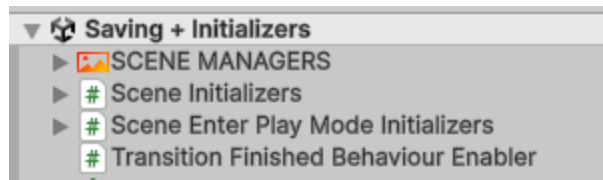
### **OnTransitionFinishedHook**

use this as an awake that can be executed after the transition entered the scene.

## Initializers

Are executed in a scene before the transition enters into the scene. Use it for stuff like procedural generations etc...

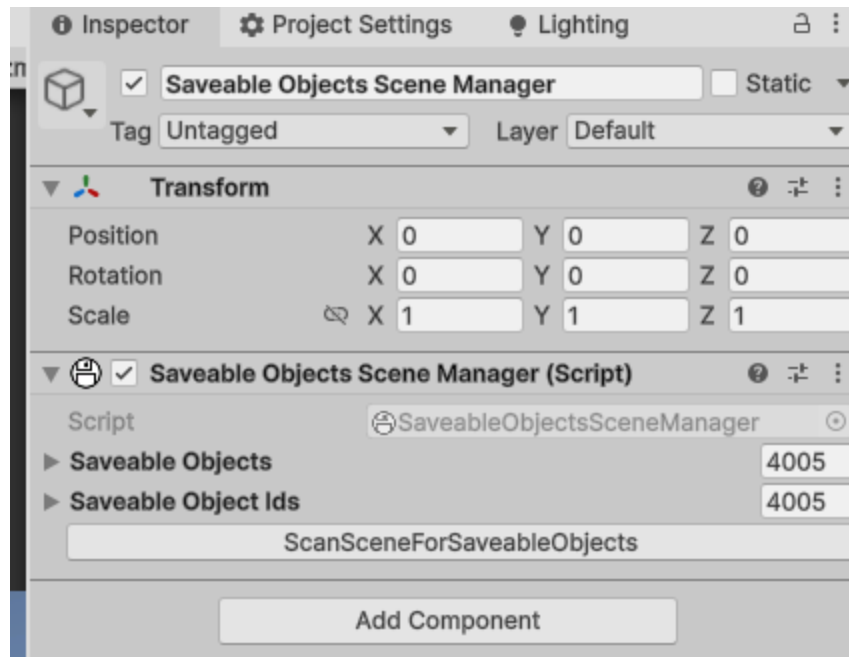
Put them together with Scene Managers etc...



Every Initializer manager is a singleton. The Enter Play Mode Initializers are only used in editor if you enter with skipping the intro scenes to do stuff like set gamestate to InGame etc..

## Saving

The Savable Object Scene Manager takes care of savable objects in the scene, its inside the Local Scene Managers.



To load saves, do it via the BScene Manager

- LoadSceneSaveThroughTransitionScene