

LOADING CIRCLE EFFECTS

Introduction

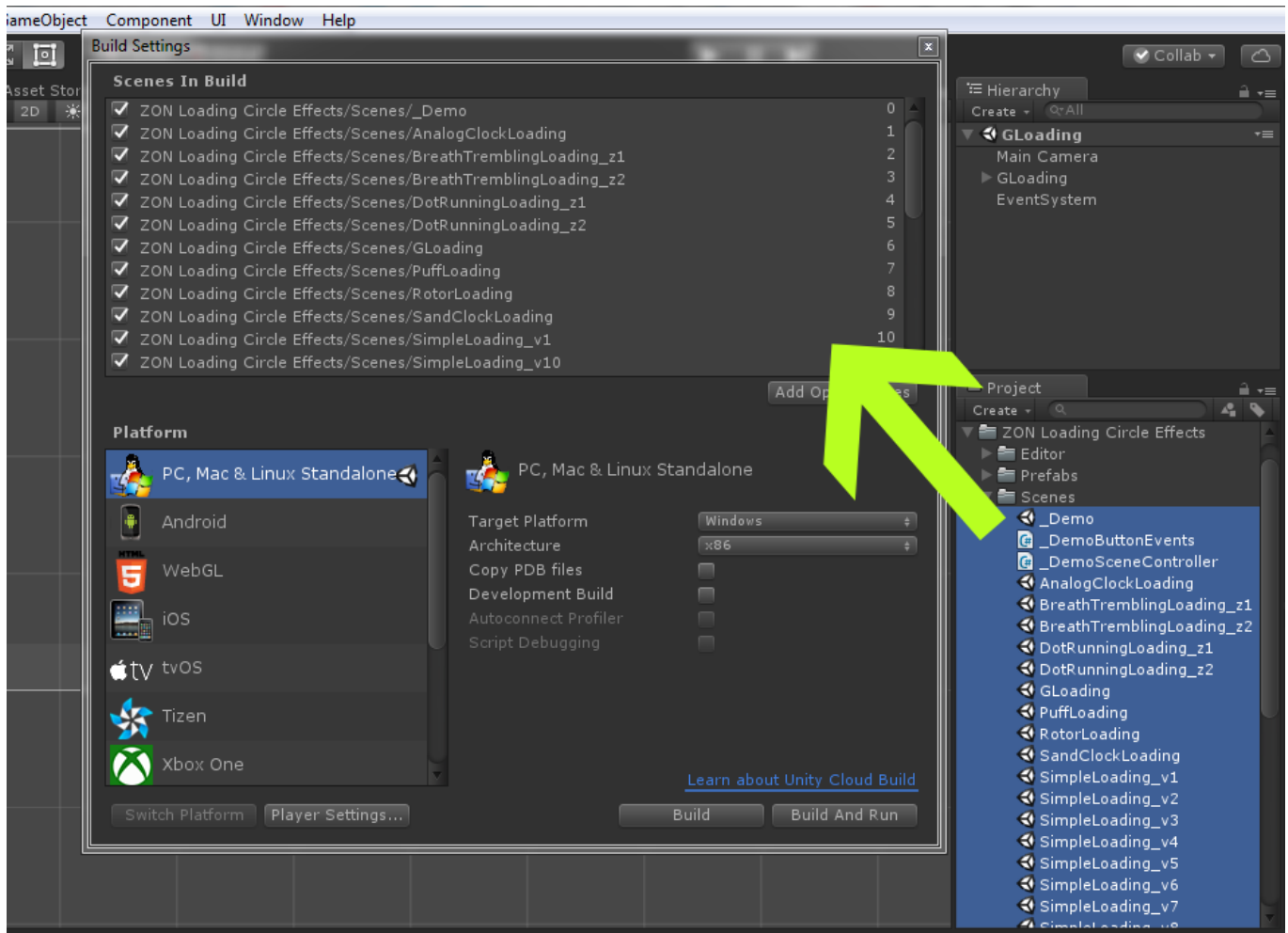
Loading Circle Effects is a collection of scripts that control loading animation that you can easily use and customize parameters as well as the icons to create loading effects according to your creativity.



The package includes:

- 1 Illustrator file contains all the graphics used in the examples.
- 48 sprites used in the examples.
- 33 scenes containing 195 examples of loading animations.
- 39 prefabs are typical loading animations.
- 16 main scripts to control loading animations.
- Additional scripts and scenes.

Demo

- All demos
 - Open the **Build Settings** window and drag all scenes in the **ZON Loading Circle Effects/Scenes** folder into **Scenes In Builds** area.



- Open the scene **_Demo** in the **ZON Loading Circle Effects/Scenes** folder and press the **Play** button to run.
 - Use the  and  buttons to move back and forth between scenes. Each scene will show the name of the sample prefabs and also the name of the opening scene.
- Run individual demo
 - Double click on one of the scenes (except the scene **_Demo**) in the **ZON Loading Circle Effects/Scenes** folder and press the **Play** button to see the corresponding animations.

Parameters:

1. AnalogClockLoading:

Parameter	Type	Requirement	Runtime Editable
Hour Hand	RectTransform	x	x
Minute Hand	RectTransform	x	x
Loading Text	Text		x
Duration	float	x	x
Transitive Colors	Color[]		x

2. BreathTremblingLoading_z1

Parameter	Type	Requirement	Runtime Editable
Front Icon	RectTransform	x	x
Back Icon	RectTransform	x	x
Loading Text	Text		x
Min Scale	float	x	x
Max Scale	float	x	x
Expiratory Duration	float	x	x
Inhale Duration	float	x	x
Transitive Colors	Color[]		x

3. BreathTremblingLoading_z2

Parameter	Type	Requirement	Runtime Editable
Inside Icon	RectTransform	x	x
Outside Icon	RectTransform	x	x
Loading Text	Text		x
Inside Min Scale	float	x	x
Inside Max Scale	float	x	x
Outside Min Scale	float	x	x
Outside Max Scale	float	x	x
Expiratory Duration	float	x	x
Inhale Duration	float	x	x
Transitive Colors	Color[]		x

4. DotRunningLoading_z1

Parameter	Type	Requirement	Runtime Editable
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Main Icon	DotRunningLoading_z1_Element	x	
Element Count	int	x	
Loading Text	Text		
Min Scale	float	x	
Max Scale	float	x	
Duration	float	x	
Transitive Colors	Color[]		

5. DotRunningLoading_z2

Parameter	Type	Requirement	Runtime Editable
Main Icon	DotRunningLoading_z2_Element	x	
Element Count	int	x	
Min Scale	float	x	
Max Scale	float	x	
Min Alpha	float	x	
Max Alpha	float	x	
Duration	float	x	
Colors	Color[]		

6. GLoading

Parameter	Type	Requirement	Runtime Editable
Main Icon	Image	x	x
Start Dot	RectTransform	x	x
Fly Dot	RectTransform	x	x
Loading Text	Text		x
Expand Angle	float	x	x
Expand Duration	float	x	x
Collapse Duration	float	x	x
Transitive Colors	Color[]		x

7. PuffLoading

Parameter	Type	Requirement	Runtime Editable
Main Icon	PuffLoading_Element	x	
Loading Text	Text		x
Min Scale	float	x	x
Max Scale	float	x	x
Appear Duration	float	x	x

Disappear Duration	float	x	x
Colors	Color[]		x

8. RotorLoading

Parameter	Type	Requirement	Runtime Editable
Outside Icon	RectTransform	x	x
Inside Icon	RectTransform	x	x
Loading Text	Text		x
Duration	float	x	x
Delay Time	float	x	x
Inside Speed Multiplier	int	x	x
Same Direction	bool	x	x
Transitive Colors	Color[]		x

9. SandClockLoading

Parameter	Type	Requirement	Runtime Editable
Body	RectTransform	x	x
Upper Sand	RectTransform	x	x
Lower Sand	RectTransform	x	x
Loading Text	Text		x
Rotate Duration	float	x	x
Timer Duration	float	x	x
Transitive Colors	Color[]		x

10. SimpleRotation

Parameter	Type	Requirement	Runtime Editable
Main Icon	RectTransform	x	x
Loading Text	Text		x
Time Step	float	x	x
Step Angle	float	x	x
Transitive Colors	Color[]		x

11. SpreadOutLoading

Parameter	Type	Requirement	Runtime Editable
Main Icon	Image	x	x
Loading Text	Text		x
Min Scale	float	x	x
Max Scale	float	x	x
Min Alpha	float	x	x
Max Alpha	float	x	x
Duration	float	x	x
Delay Time	float	x	x
Switch Clors	Color[]		x

12. SwapScaleLoading_z1

Parameter	Type	Requirement	Runtime Editable
Back Icon	RectTransform	x	x
Front Icon	RectTransform	x	x
Loading Text	Text		x
Min Scale	float	x	x
Max Scale	float	x	x
Duration	float	x	x
Transitive Colors	Color[]		x

13.SwapScaleLoading_z2

Parameter	Type	Requirement	Runtime Editable
Back Icon	RectTransform	x	x
Front Icon	RectTransform	x	x
Loading Text	Text		x
Duration	float	x	x
Delay Time	float	x	x
Transitive Colors	Color[]		x

14.SwapScaleLoading_z3

Parameter	Type	Requirement	Runtime Editable
Icon Container	RectTransform	x	x
Icon 1	RectTransform	x	x
Icon 2	RectTransform	x	x
Loading Text	Text		x
Min Scale	float	x	x
Max Scale	float	x	x
Duration	float	x	x
Transitive Colors	Color[]		x

15.SwapScaleLoading_z4

Parameter	Type	Requirement	Runtime Editable
Icon Container	RectTransform	x	x
Icon 1	RectTransform	x	x
Icon 2	RectTransform	x	x
Loading Text	Text		x
Min Scale	float	x	x
Max Scale	float	x	x
Duration	float	x	x
Transitive Colors	Color[]		x

16. WLoading

Parameter	Type	Requirement	Runtime Editable
First Element	Transform	x	
Element Template	Wloading_Element	x	
Element Count	int	x	
Loading Text	Text		
Run Angle	float	x	
Run Duration	float	x	
Walk Duration	float	x	
Element Follow Speed	float	x	
Angle Between 2 Elements	float	x	
Transitive Colors	Color[]		x