MANUAL

Activity Indicators
(progress circle)

developed by SSCMIKE

Studio Slovack Ltd
www.slovack.com

PROJECT CONTENT:

Folders:

- 01_Scene
- 02_Prefab
- 05_Texture
- 08_Animation

EXAMPLE SCENE:

STEP 1

Open folder 01_Scene and locate example scene ActivityIndicators.

STEP 2

Open scene and hit play.

HOW TO USE INDICATORS:

STEP 1

Open folder 02_Prefab chose activity indicator of your choice and drag and drop to scene

STEP 2

- All prefabs are set to play automatically in a loop.

- They consist of sprites located in folder 05_Textures and animations located in the folder 08_Animations.

- If you wish to adjust animation or change sprites feel free to do so there is no scripting involved

- If you wish to stop animation just deactivate the GameObject or Animation component via script

ENJOY IT

If you have any questions please contact me via

sscmike@slovack.com