

Features:

- One line integration into your project
- 7 pre-designed loading bar
- Easily extendable

The example loading scenes are built using the Unity UI but you can create 3d loading scenes if you want with no difficulty. All the source code is included so you can extend the assets as much as you want!

Loading()

- This loading bar as a same as windows 10 official loading animation. It has an open and close dynamic speed.

SimpleLoading()

- Basic loading to rotate progressbar

Loadingbar()

- Fill up simple bar with dynamic speed can be changed to `asyn.progress` later

Simplerotate()

- Yellow example which rotate image with certain degree

Rotaterotate()

- Rotate arrow represents rotation of object

Loadingcolorful()

- Colorfull picture fill up with dynamic speed that can be changed later

Loadingtext()

- Most used loading bar in most applications or games. It fills up image with given speed value