Fade With UI Toolkit

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http://www.alpasun.com

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Introduction

The demo scene contains an example that allows the player to hit [SPACE] to fade out the scene and then [ESCAPE] to fade the scene back in.

All input is locked during for the transition fade duration.

Base

To use the transition panel, simply drop the prefab into your scene:

/Assets/AlpaSun Fade/Prefabs/Transition Panel

The UXML panel itself is located at:

/Assets/AlpaSun Fade/UI Toolkit/Layouts/TransitionPanel

The default color for the fade is black, but can be changed on the prefab. Once the prefab has been added to a scene, you'll just need to reference the scripts attached to the prefab. In the example, the script is referenced from the Input Manger object in the scene.

StaticCoroutines.cs and TransitionPanel.cs are required by any projects that use this asset. The InputSystem.cs script is an example about how to use key presses to trigger the transitions. Using your own classes to replace the InputSystem class would work just fine.

To call any methods from this asset, add the following using statement to the top of your script:

```
using AlpaSunFade;
```