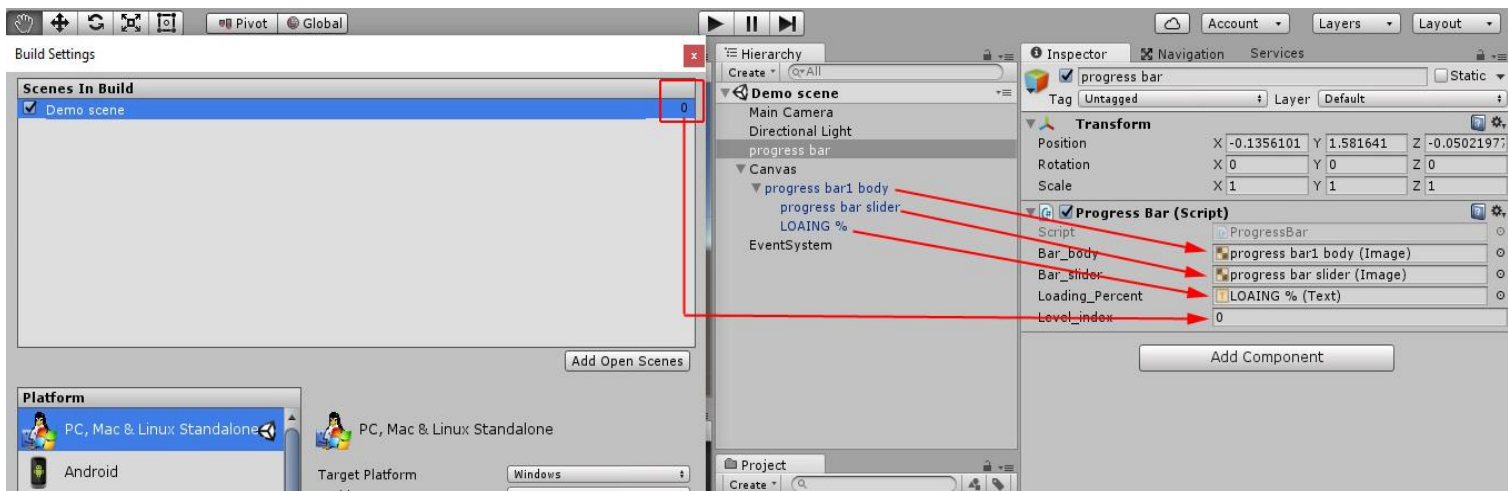


Ultimate Progress Bar User Guide

Ultimate Progress Bar is an easy solution for progress bar in unity engine. With just a few clicks, you can implement a nice and efficient progress bar in your game without any coding.

To use Ultimate Progress Bar in your game, follow these steps:

- 1- Create a new UI canvas
- 2- Drag and drop one of the progress bar prefabs into your scene hierarchy and make it a child of your UI Canvas.
- 3- Drag “ProgressBar” script from project menu and drop it onto any object in your scene, or create an empty object and name it e.g. progress bar.
- 4- Click on your progress bar object to see it in the inspector, and assign the fields of ProgressBar script to objects in the prefab.
- 5- Open Build settings panel and drag your scene into build settings. Then fill the Level_index field in ProgressBar script with the index number of your scene.
- 6- Now you’re done.



Wish you enjoy this progress bar

If you find Ultimate Progress Bar good for you, please rate it on asset store.

Contact me on: adham_star50@yahoo.com