

Freeloader

Freeloader Documentation

Welcome to Freeloader's documentation! Choose a link below to get started.

Quick Start



Scripting



Support



Rate Me?



Quick Start

Installation

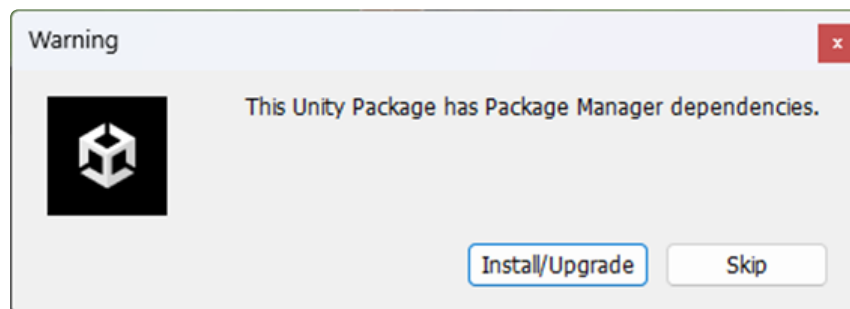
How to install Freeloader in your Unity project.

Asset Store

You can find the latest version of Freeloader in the asset store with [this link](#).

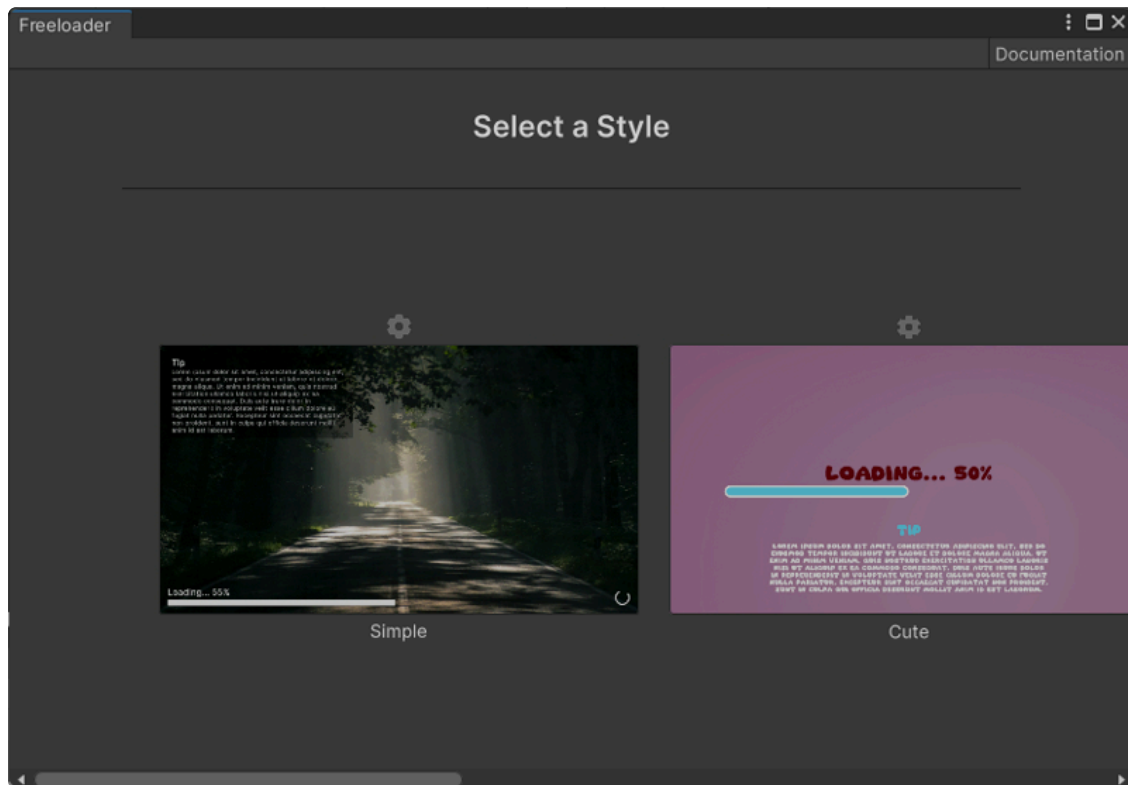
Installation Steps:

1. Get Freeloader from the asset store.
2. Open your Unity project, go into `Window > Package Manager`, switch to `My Assets` from the packages dropdown at the top-left, and then type `Freeloader` in the search bar.
3. Download and import the package. You may be prompted to install package manager dependencies. If so, click `Install/Upgrade`.



Add a Loading Screen

To add a loading screen, open the Freeloader window from `Window > Freeloader`.



Freeloader window

Simply click on one of the styles and it will be added to your scene. Ensure there is only one instance of a loading screen.

Customization Settings

Above each style option is a settings icon. Clicking it will open the customization settings. You can adjust these settings as needed.

Freeloader

Simple Settings

Loading

Hide Bar

☐

Default Loading Text

Loading...


Show Percentage


☒

Show Spinner

☒

Spinner Icon

loading



Spinner Speed


1


Background

▼ Backgrounds


3


Element 0

simple1





Element 1

simple2



Element 2

simple3



+

-

Background Display Length

6

Enable Background Zoom

☐

Tips

Show Tips

☒

Tips Title

Tip

▼ Tips

2

Element 0

Lorem ipsum dolor sit amet, cor

Element 1

This is the second tip!

+

-

Tip Display Length

6

Input

Require Input To Continue

☒

Continue Text

Continue

More Customizations

Any more customizations outside of the settings would have to be done on your own either through code or through the UI Builder window. All loading screens are made with the UI Builder. You can open the loading screens in the UI Builder by

double clicking their .uxml file. You can find these in

Assets/StylishEsper/Freeloader/LoadingScreens in their respective folders.

Scripting

Loading



Remember to use the `Esper.Freelader` namespace.

Freelader is a simple asset meant for loading scenes. You can use Freelader to load scenes as long as you have an instance of a loading screen in your initial scene. See [Add a Loading Screen](#).

Loading a Scene

Use the `Load` method to load a scene.

Load By Scene Name

```
string sceneName = "scene name";  
LoadingScreen.Instance.Load(sceneName)
```

Load By Build Index

```
int buildIndex = 1;  
LoadingScreen.Instance.Load(buildIndex);
```

Tracking Progress

The progress of the loading the scene itself is tracked automatically. To track anything else that your game will need to load during the loading screen will have to be added manually. You can use the `LoadingProgressTracker` struct for this purpose.

Adding a Progress Tracker

Before you begin to load a scene, you can add multiple progress trackers.

The `LoadingScreen.Instance.Load` methods accepts an array of `LoadingProgressTracker`'s as it's second parameter.

Step 1: Create a Float

Create a float field that will be updated as whatever it is you need to load progresses. Ensure that the reference to this field isn't lost due to a scene being unloaded.

```
private static float progress;
```

Step 2: Creating the Tracker

Create a `LoadingProgressTracker` that uses a getter so that it can get the value of the `progress` field as necessary.

The first parameter is the text displayed in the loading screen. The second parameter is the progress getter.

```
var process = new LoadingProgressTracker("Please wait...", () => progress)
```

Step 3: Adding the Tracker

This tracker can be added with the loading screen's `Load` method. You can't add a tracker while loading is ongoing, only before.

```
// Where sceneName is a string that contains the name of the scene you wa  
LoadingScreen.Instance.Load(sceneName, process);
```

Support

Getting Help

In need of assistance?

A Little Heads Up...

I'm a solo developer trying to simplify game development for others (and myself) by creating useful Unity tools. I'm not a part of a large or even small team; it's just me. If I receive your message, I will respond as soon as I can (just give me a day or two).

Help Me Help You

Errors

If you're facing an error, please list them in your message and explain the steps you took that led to that error.

Bug Reports

If you're reporting a bug, please include answers to these questions in your report:

1. What were you trying to do?
2. What did you expect would happen?
3. What actually happened?

Feature Request

I'm always looking to improve my products. If you'd like a specific feature added, don't hesitate to let me know. In your message, please explain how the feature will help your use case.

Options

You can contact me using any of these methods.

1. [Discord Server](#)
2. [Website Contact Form](#)
3. Emailing developer@stylishesper.com
4. Messaging me on [X \(Twitter\)](#)

Changelogs

Latest Releases

v1.0.0

Initial release of Freeloader.

Rate Me?

If it's not too much to ask.

I'm a solo developer passionate about making game development easier for everyone, including myself. If this asset has been helpful to you, I'd greatly appreciate it if you could leave a rating. Your support motivates me to improve this asset further and create even more useful tools. Thank you!



Freeloader

UnityAssetStore

