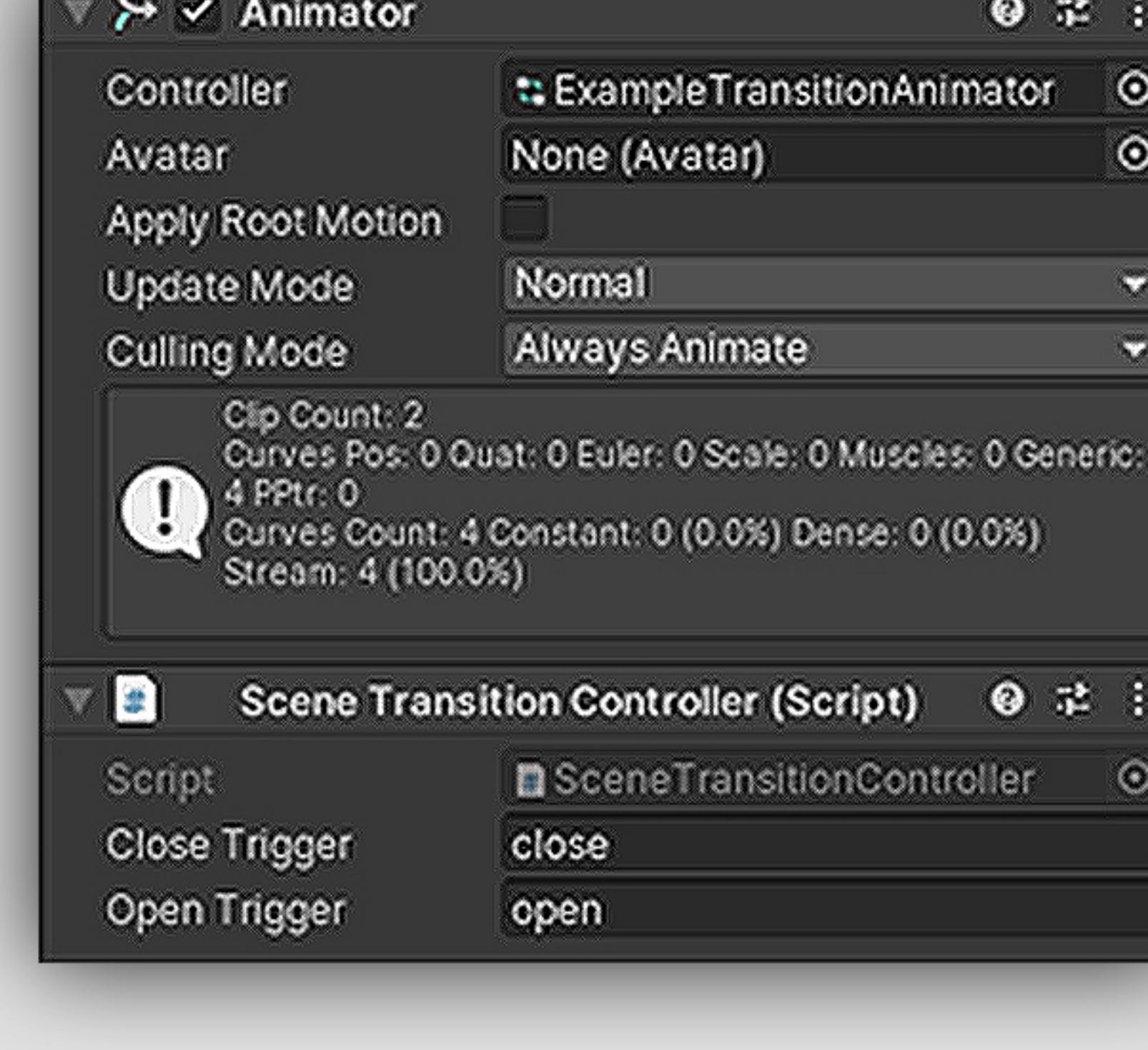


Scene transition

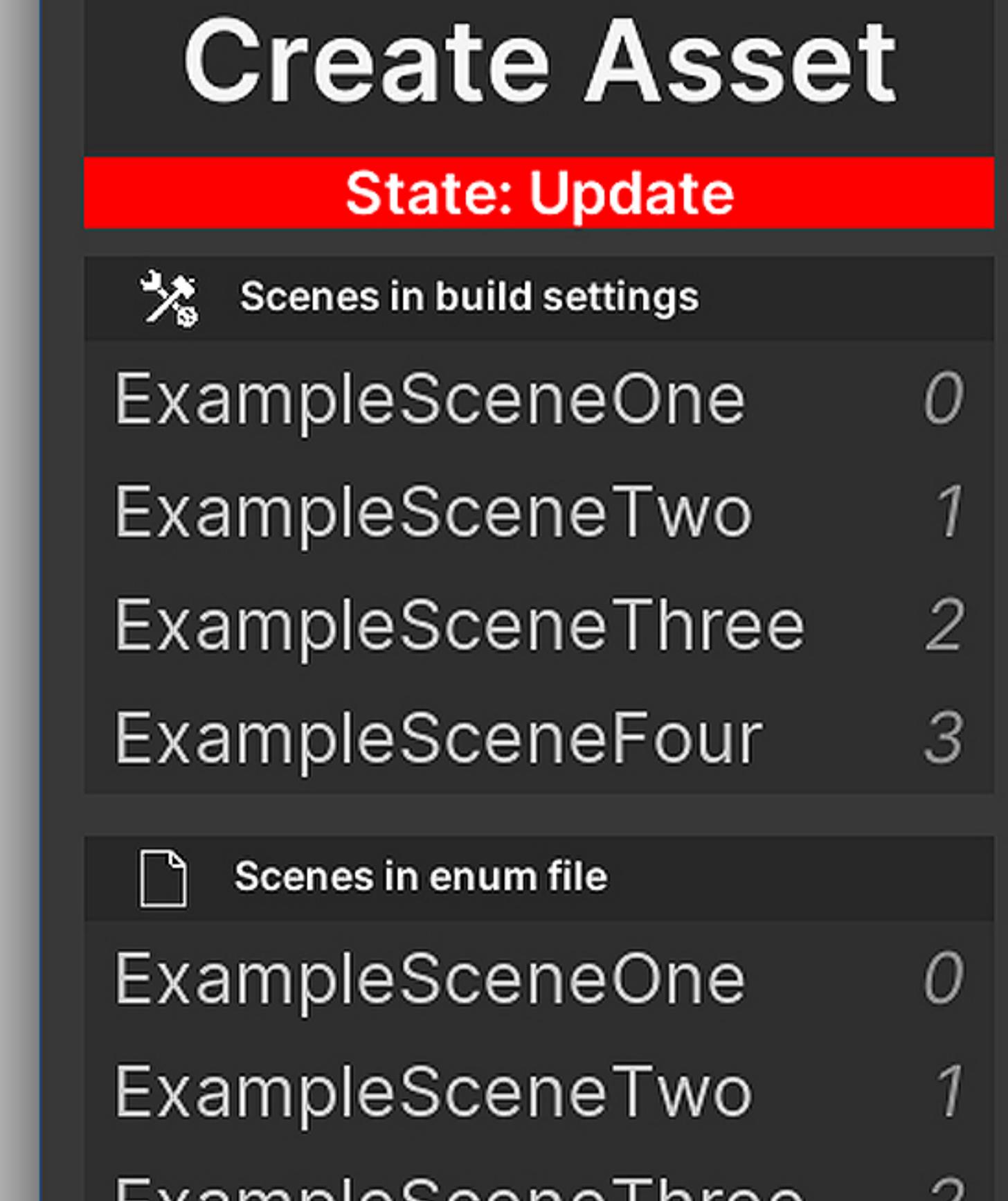
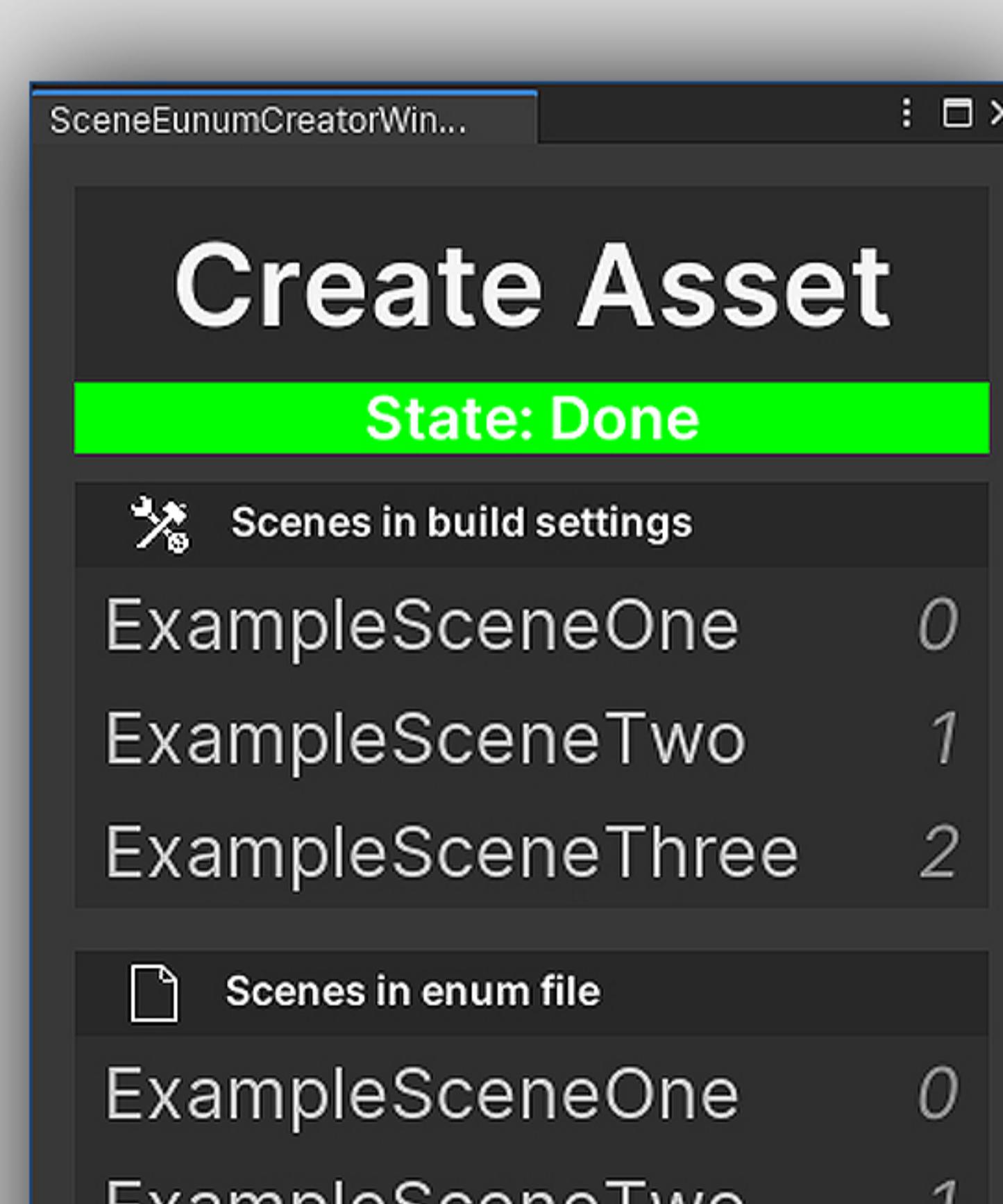
Add the scene transition controller to your scene.

And add custom open and close animations.



```
SceneLoader.LoadSceneTransition(Scenes.ExampleSceneTwo);
```

Scenes update window



Enum asset

```
public enum AssetEnum
{
    idle = 0,
    walk = 1,
    run = 2,
}

// This is an automated file, don't edit this file.
```

