

Fade Scene Transition

Welcome to the *Fade Scene Transition* asset. This asset allows you to perform smooth transitions between scenes by adding a fade effect.

First of all, import the package into your project. If you look in the **Project View**, you will notice a new folder named *FadeSceneTransition* in the *Assets* folder. This folder can be moved and/or renamed. Do not delete this folder or change its contents.

Fading Between Scenes

In order to set up a fade effect between a source scene and a destination scene, follow these steps:

1. Find the place in your code where you load your destination scene. For example:

```
Application.LoadLevel("DestinationScene");
```

2. Add the following `using` declaration at the top of your script:

```
using TheNextFlow.UnityPlugins;
```

3. Change the code to load your destination scene so it looks like this:

```
FadeSceneTransition.FadeAndLoadLevel("DestinationScene");
```

4. You are done! Run your source scene and see the fade effect when your destination scene loads.

Do you want more control over the transition look and feel?

You can change the fade duration, fade color and get a callback when the transition completes:

```
FadeSceneTransition.FadeAndLoadLevel("DestinationScene", 2.5f,  
Color.white, () => {  
    Debug.Log("Scene changed.");  
});
```

Do you use custom code to load your scenes?

Don't worry, we've got your back! You can pass an action to perform the scene loading like this:

```

FadeSceneTransition.FadeAndLoadLevelManually(() => {
    Application.LoadLevel("DestinationScene");
});

FadeSceneTransition.FadeAndLoadLevelManually(2.5f, Color.white, () =>
{
    Application.LoadLevel("DestinationScene");
}, () => {
    Debug.Log("Scene changed.");
});

```

Fade Out/Fade In effect in the same scene

In order to set up the fade effect in your scene, follow these steps:

1. Add the following `using` declaration at the top of your script:

```
using TheNextFlow.UnityPlugins;
```

2. Find the place in your code where you want to perform a fade effect and add the following code:

```

FadeSceneTransition.FadeOut(0.5f, Color.white, () => {
    Debug.Log("Fade out completed.");
    // insert custom logic here
    FadeSceneTransition.FadeIn(0.5f, Color.white, () => {
        Debug.Log("Fade in completed.");
    });
});

```

3. You are done!

I need help!

Please write us at support@thenextflow.com and we will be happy to help you

Please make sure to include as many details as you can about your issue. Specifically, you should include your Unity Editor version, OS version and any errors or messages shown in the Unity Console.

I need feature X your plugin does not provide!

Please tell us! We are constantly updating and extending the functionality of our plugins in order to better serve the needs of our customers. If you have a suggestion on how we can improve our work feel free to write us at support@thenextflow.com and we will do our best

to implement it in a future version. Thank you!