

Smart Scene Changer Document

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1 What is [Smart Scene Changer (SSC)] ?

SSC lets you change scenes with the following features.

- Show now loading UI
- Download AssetBundles
- Download WWW contents
- Start any coroutines
- Show a dialog to notify a user to retry or back to the title scene If an error occurred

2 Simple how to use

2.1 How to load next scene

```
SceneManager.Instance.loadNextScene("Scene Name");
```

2.2 How to show UI

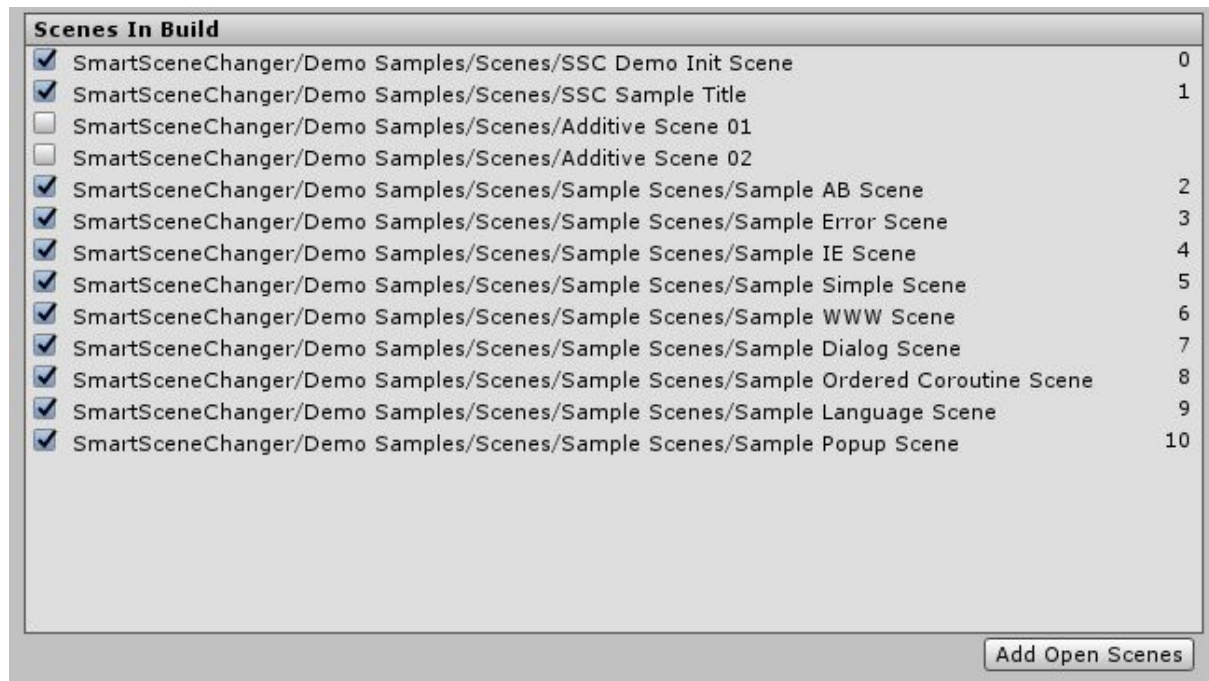
```
UiManager.Instance.showUi("Ui Identifier");
```

3 Demo scenes

3.1 How to play demo scenes

Add the following scenes to [Build Settings]

- Assets/SmartSceneChanger/Demo Samples/Scenes/SSC Demo Init Scene.unity
- Assets/SmartSceneChanger/Demo Samples/Scenes/SSC Sample Title.unity
- Assets/SmartSceneChanger/Demo Samples/Scenes/Sample Scenes/Sample AB Scene.unity
- Assets/SmartSceneChanger/Demo Samples/Scenes/Sample Scenes/Sample Dialog Scene.unity
- Assets/SmartSceneChanger/Demo Samples/Scenes/Sample Scenes/Sample Error Scene.unity
- Assets/SmartSceneChanger/Demo Samples/Scenes/Sample Scenes/Sample IE Scene.unity
- Assets/SmartSceneChanger/Demo Samples/Scenes/Sample Scenes/Sample Simple Scene.unity
- Assets/SmartSceneChanger/Demo Samples/Scenes/Sample Scenes/Sample WWW Scene.unity
- Assets/SmartSceneChanger/Demo Samples/Scenes/Sample Scenes/Sample Ordered Coroutine Scene.unity
- Assets/SmartSceneChanger/Demo Samples/Scenes/Sample Scenes/Sample Language Scene.unity
- Assets/SmartSceneChanger/Demo Samples/Scenes/Sample Scenes/Sample Popup Scene.unity



3.2 Play

Play [SSC Demo Init Scene].

3.3 About sample demo scenes

3.3.1 [SSC Demo Init Scene]

The scene contains a main SSC GameObject with DontDestroyOnLoad.

3.3.2 [SSC Sample Title]

The scene has UI buttons to load sample scenes.

3.3.3 [Sample AB Scene]

The scene shows you how to load AssetBundles while changing scenes. You have to follow the directions below before you play.

- Prepare a server
- Build AssetBundles and put them into the server. (There is a sample tool in [Tools -> SSC -> Sample Build AssetBundles Window])

- Check [SampleAssetBundleStartupManager.cs] attached to [SmartSceneChangerSample2] in [SSC Demo Init Scene] and change a manifest url as you want. (or override [AssetBundleStartupManager.cs])
- Open the scene and follow the directions on UI texts.

3.3.4 [Sample Error Scene]

The scene shows you an error dialog.

3.3.5 [Sample IE Scene]

The scene shows you how to start coroutines while changing scenes.

3.3.6 [Sample Simple Scene]

The scene is just a simple scene. (How to control UIs would be explained on another topic)

3.3.7 [Sample WWW Scene]

The scene shows you how to load WWW while changing scenes. Open the scene and follow the directions on UI texts before you play.

3.3.8 [Sample Dialog Scene]

The scene shows you how to show a dialog.

3.3.9 [Ordered Coroutine Scene]

The scene shows you how to start ordered coroutines.

3.3.10 [Sample Language Scene]

The scene shows you how to support multiple languages. Follow the directions if you want to customize language settings.

- Check a csv file attached to [LanguageManager.cs] in [SSC Sample Init Scene].
- Add any languages and texts to the csv
- Use [LanguageManager.Instance.GetFormattedString] in your scripts

3.3.11 [SSC Sample Popup Scene]

The scene shows you how to show a popup dialog.

4 SSC Managers

You have to put the following SSC managers into your first scene. You can also use a prefab named SmartSceneChangerSample2 in [SSC Demo Init Scene] but you are recommended to override the original managers. (The prefab contains EventSystem GameObject, so be careful not to add EventSystem to other scenes)

4.1 [DontDestroyScript.cs]

The script does DontDestroyOnLoad.

4.1.1 Variables

- No variables

4.1.2 Sample scenes and scripts

- No samples

4.2 [SimpleReduxManager.cs]

The script sends SSC events for scene change, pause, and language.

4.2.1 Variables

- No variables

4.2.2 Sample scenes and scripts

- [Sample Simple Scene] : [TestSReduxScript.cs]
- [Sample IE Scene] : [SampleSceneCommonScript.cs]
- [Sample Language Scene] : [SampleLanguageScript.cs]

4.3 [IEnumeratorStartupManager.cs]

The script adds and starts coroutines while changing scenes.

4.3.1 Variables

- [Number Of Co] : The number of coroutines to start at the same time
- [Ignore Error] : Ignore errors and continue

4.3.2 Sample scenes and scripts

- [Sample IE Scene] : [SampleIEnumeratorStartupScript.cs]

4.4 [WwwStartupManager.cs]

The script adds and starts WWW loading while changing scenes.

4.4.1 Variables

- [Number Of Co] : The number of coroutines to start at the same time
- [Ignore Error] : Ignore errors and continue
- [Thread Priority] : ThreadPriority
- [No Progress Time Out Seconds] : Shows timeout error if a download has no progress in N seconds (N > 0)

4.4.2 Sample scenes and scripts

- [Sample WWW Scene] : [SampleWwwStartupScript.cs]

4.5 [AssetBundleStartupManager.cs]

The script adds and starts AssetBundle loading while changing scenes.

4.5.1 Variables

- [Number Of Co] : The number of coroutines to start at the same time
- [Ignore Error Except Manifest] : Ignore errors and continue (except for manifest file)
- [Check Manifest After Loading] : Redownload a manifest at the end of changing scenes and reload the scene if some changes in a new manifest detected
- [Use Decryption] : Decrypt AssetBundles. Override the script if you want to decrypt AssetBundles
- [Thread Priority] : ThreadPriority
- [No Progress Time Out Seconds] : Shows timeout error if a download has no progress in N seconds (N > 0)

4.5.2 Sample scenes and scripts

- [Sample AB Scene] : [SampleAssetBundleStartupAsyncScript.cs]
- [Sample AB Scene] : [SampleAssetBundleStartupScript.cs]
- [Sample AB Scene] : [RuntimeLoadABScript.cs]

4.6 [SceneManager.cs]

The script controls changing scenes.

4.6.1 Variables

- [Title Scene] : Your title scene
- [Current Now Loading Ui Identifier] : Ui identifier for now loading (defined in UiManager.cs)

4.6.2 Sample scenes and scripts

- [SSC Sample Init Scene] : [SampleInitSceneScript.cs]
- [SSC Sample Title Scene] : [LoadSceneButtonScript.cs]

4.7 [DialogManager.cs]

The script shows dialogs for yes and no, ok, and progress.

4.7.1 Variables

- [Ref Input Blocker] : Reference to a UI to block user inputs
- [Ref Ok Dialog] : Reference to a UI for OK dialog
- [Ref Yes No Dialog] : Reference to a UI for Yes No dialog
- [Ref Progress Dialog] : Reference to a UI for progress dialog
- [Ref Ok Button Selectable] : Reference to a UI for OK button
- [Ref Yes Button Selectable] : Reference to a UI for Yes button
- [Ref No Button Selectable] : Reference to a UI for No button
- [Number Of Error Stack] : The number of error stack

4.7.2 Sample scenes and scripts

- [Sample Dialog Scene] : [SampleDialogScript.cs]
- [SSC Sample Title Scene] : [SamplePrintErrorsScript.cs]

4.8 [UiManager.cs]

The script shows UIs distinguished by an identifier. You can add a UI to the script by using [UiControllerScript.cs] and show the UIs by an identifier. Some variables could be changed by using [SceneUiInfoScript.cs] in any scenes.

4.8.1 Variables

- [Current Showing Ui] : Current showing Ui (read only)
- [Previous Showing Ui] : Previous showing Ui (read only)
- [Update Ui Group For Debug] : Update [Ui Group] variable for debug purpose
- [Ui Groups] : Ui Groups for each identifier
- [Ui Groups - Identifier] : UI identifier to belong
- [Ui Groups - Ui List] : UI list
- [Ui Groups - Default Selectable] : First selected Selectable when the identifier UI group shown. This variable is not available in mobile platforms
- [Ui Groups - Send Pause Signal] : Send pause signal when the identifier UI group shown
- [Popup Ui Info] : Show popup UI

4.8.2 Sample scenes and scripts

- [Sample Simple Scene] : [SceneUiInfoScript.cs]
- [Sample Simple Scene] : [SampleSimpleSceneScript.cs]
- [Sample Popup Scene] : [SamplePopupUiScript.cs]

4.9 [CoroutineManager.cs]

The script provides a support for non-MonoBehaviour class to start coroutines. Also provides ordered coroutines.

4.9.1 Variables

- No variables

4.9.2 Sample scenes and scripts

- [Sample Ordered Coroutine Scene] : [TestOrderedCoroutineScript.cs]

4.10 [LanguageManager.cs]

The script provides multiple language supports.

4.10.1 Variables

- [Current System Language] : Current SystemLanguage
- [Language Csv For System Text] : Multiple language definition CSV file
- [Language And Font List] : Language and font list
- [Supported Languages Editor Only] : You would see a warning message if a non-supported language would be used

4.10.2 Sample scenes and scripts

- [Sample Language Scene] : [ChangeSystemTextByLanguageScript.cs]
- [Sample Language Scene] : [ChangeSpriteByLanguageScript.cs]
- [Sample Language Scene] : [SampleLanguageScript.cs]

5 Tools

5.1 Tools -> SSC -> Editor Scene Loader Window

Quick scene access tool in editor.

5.2 Tools -> SSC -> Sample Build AssetBundles Window

A tool to build AssetBundles with encryption.

5.3 Tools -> SSC -> Set AssetBundle Name Window

A tool to label AssetBundles.

5.4 Tools -> SSC -> Show All AssetBundle Names Window

A tool to show all AssetBundle names.

5.5 Tools -> SSC -> Create Starter Window

A tool to create starter managers.