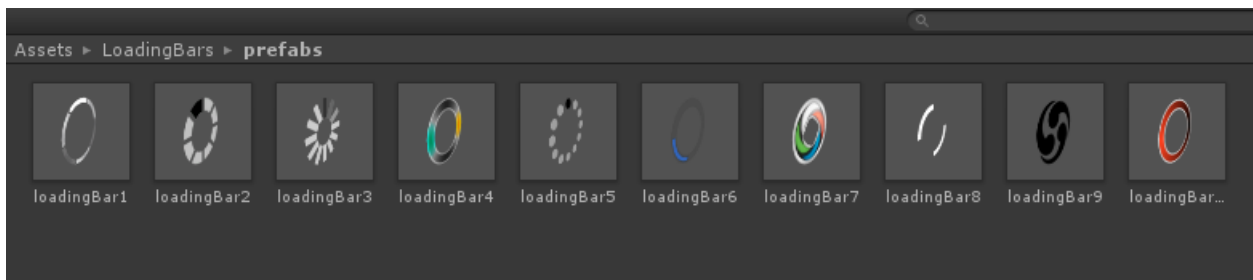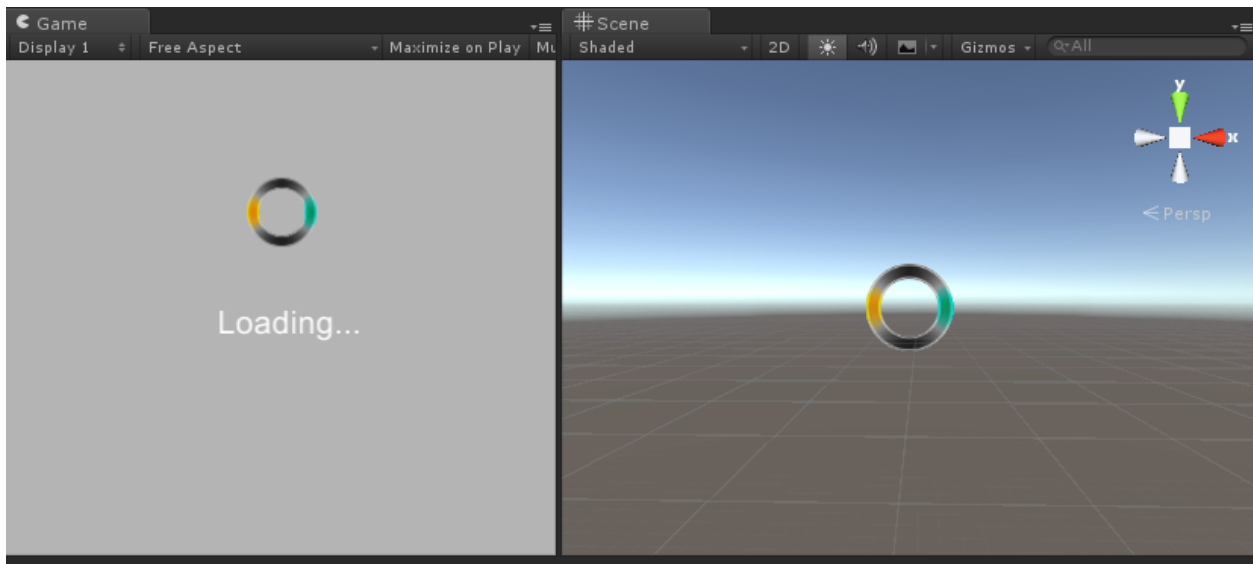# How to implement ?

First create a new scene.
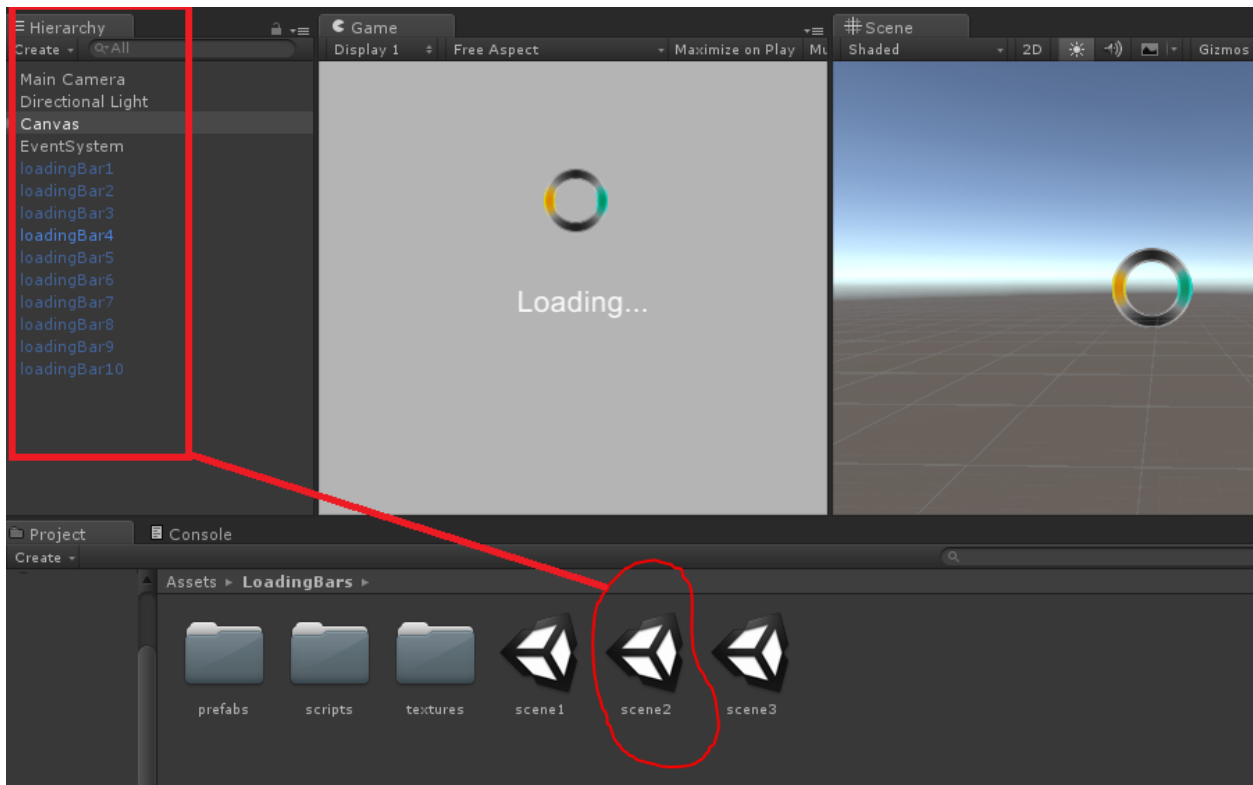
1. Select any Loading Circle from 'prepabs' folder and drag into your scene.

2. Customize your Loading Screen scene as your wish to show perfectly according your needs.

3. See 'scene2' to understand detailed documentation.

4. For the best practice, add 3 scenes in 'Build Window' and open 'scene1', press 'Load 2nd level' button to load 'scene3', in the mean time the 1st scene will call 2nd scene (loading window) before loading 3rd window.