Loading screen – Documentation

Thank you for purchasing this loading screen made by Ivan Stojanov.

For more follow me on <u>Twitter</u>.

If you are interested you can check out my latest game Dragon Ball Arena.

You can also support me on Patreon.

The images used were found on <u>pixabay</u> and they are free for commercial use.

Hope you will find this asset useful and easy to implement in your own game.

How to implement:

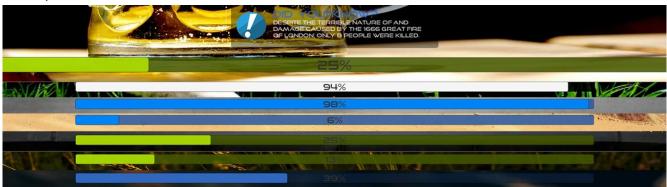
- 1. From the prefab folder drag & drop the "level loader" prefab into the desired scene(yes, you will need to do this for every scene you want to have a loading screen in)
- From the prefab folder drag & drop the "Loading screen" prefab into the canvas.(this loading screen has been tested on a 1920x1080 and 1280x720 canvas using scale with screen size)
- 3. In the loading screen field input the "loading screen" from the same scene
- Connect Button -> OnClick() with GameObject(with the LevelLoader script) and choose LevelLoader.LoadLevel(int sceneBuildIndex) as a function.
- 5. That's it! Now let's move on to the features.



How to use Features:

- 1. Switch to the "levelloader" gameobject
- In the "images" dropdown enter the number of images you want to select and select the images one by one. (These images will be displayed while loading)
- in the "paragraphs" dropdown enter the number of different paragraphs and afterwards enter them. (this is the text that will show up in the bubble as a paragraph, when displaying them they are chosen randomly)
- 4. In the "Bubble Text" section you can change
 - The Header(replacing "Did you know?")
 - Header color
 - Paragraph color
 - You can also disable the Bubble Text by just unticking the box in "Bubble Text Enabled"
- 5. In the "Progress Bar Colors you can change
 - background color
 - progress color
 - progress text color (the percentage)

LevelLoader	_ st	auc 🗶
Tag Untagged	* Layer Default	+
Prefab Select	Revert Apply	
🙏 Transform		🔯 🌣,
Position	X 694.2014 Y 347.6969 Z 0	
Rotation	X 0 Y 0 Z 0	
Scale	X 1 Y 1 Z 1	
🕒 🗹 Level Loader (Script)		🔯 🌣,
Script	💽 LevelLoader	0
Loading Screen	₩LoadingScreen	0
Images shown in the loadin	a screen	
Images		
Size	15	
Element 0	1 bg0	0
Element 1	10 bg1	0
Element 2	10 bg2	0
Element 3	10 bg3	0
Element 4	10 bg4	0
Element 5	10 bg5	0
Element 6	1 bg6	0
Element 7	10 bg7	0
Element 8	10 bg8	0
Element 9	10 bg9	0
Element 10	10 bg10	0
Element 11	10 bg11	0
Element 12	10 bg12	0
Element 13	10 bg13	0
Element 14	10 bg14	0
Bubble Dialog, 'Did you kno	w2' Paragraphs	
Paragraphs	w: Taragraphs	
Size	7	_
Element 0	On average, the distance from Earth to the moor	n is ab
Element 1	Officially, the longest war in history was between	
Element 2	The Anglo-Zanzibar war of 1896 is the shortest w	
Element 3	Ancient Egyptians used slabs of stones as pillows	
Element 4	Soon after building started in 1173, the foundation	
Element 5	The Parliament of Iceland is the oldest still acting	
Element 6	Despite the terrible nature of and damage cause	
Public Trut		
Bubble Text Header Text	Did you know?	
Header Color	Did you know?	- 4
Paragraph Color		=4
Bubble Text Enabled	-	
bubble lext Enabled		
Progress Bar Colors		
Loading Bar Background Color		II.
Loading Bar Progress Color		I I
Loading Bar Progress Text Col	or	II.



6. experiment with the colors

Notes:

- "Demo" scene has a 1280x720 canvas and the "Scene1" has a 1920x1080 canvas size, don't let that confuse you.
- You probably noticed that you don't have to choose all the gameobjects that's because it finds them by name so don't use the same names for gameobjects as the "Loading Screen" asset, you'll be wondering where all the errors are coming from.