

Loading screen – Documentation

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

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The images used were found on [pixabay](#) and they are free for commercial use.

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

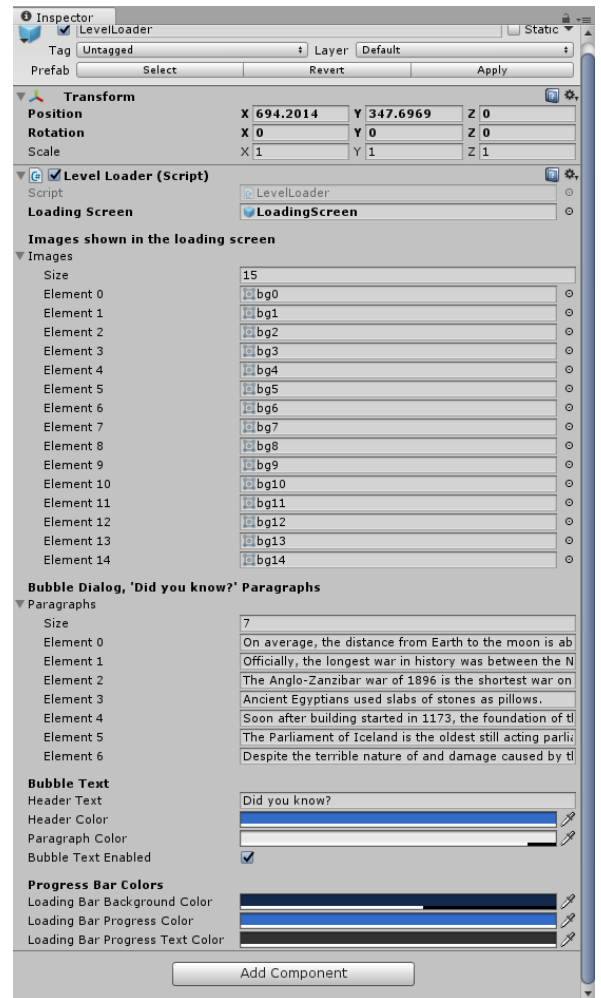
How to implement:

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)
2. 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**
4. 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
2. 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)
3. 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)



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.