# Animated Scene Loader

1. Install DoTween (Free or Paid) from UnityAssetStore. This is the first step to be taken, or Animated Scene Loader won't compile. Download from: https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676
2. Install Animated Scene Loader.
3. There are 5 example scenes with animations, you can test. And an example script.
4. Create an empty GameObject in the hierarchy.
5. Attach "SceneLoader" script to the GameObject.
6. There are 3 types of animations for Entry and Exit of the Scene.
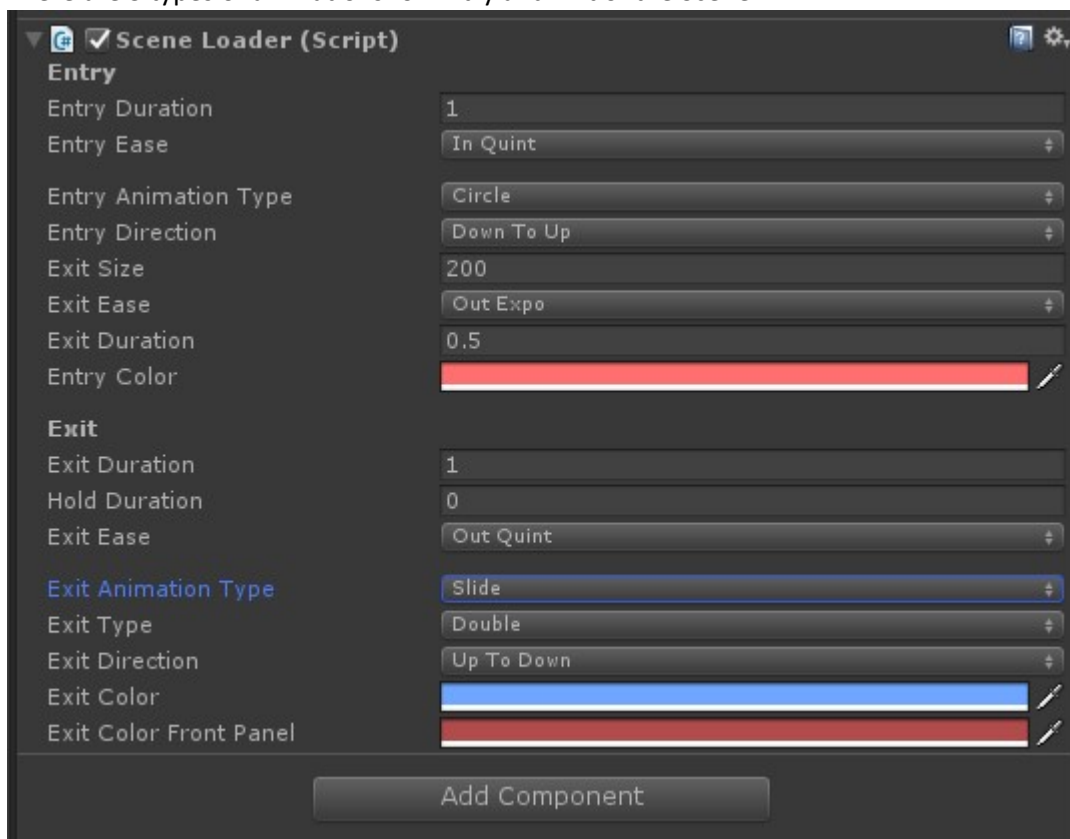
   a. Duration: Animation duration in seconds
   b. Ease: Animation Ease
   c. Hold Duration (In case of exit): Hold the current scene with panel
   d. Slide
       i. Use Single or Double Panel & Direction of the slide.
   e. Fade
       i. Fade the scene
   f. Circle
       i. Zoom the circle to load the scene
       ii. Slide and the zoom the circle to load the scene

7. Code:
   a. Use namespace FM: **using FM**
   b. To load a new scene now use **SceneLoader.LoadScene("Scene Name")** or **SceneLoader.LoadScene(1)**
   c. You can change the scene using **SceneLoader** function as the native Unity's **SceneManager**. With scene name or index.
   d. You can use Async Loading using: **SceneLoader.LoadSceneAsync.** And track the progress of the scene loading.
   e. Get Active scene using **SceneLoader.GetActiveScene()**

If you have any query, suggestion or want a change in the package contact me on:
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