Scene Transitioner

Version 1.0.0 Documentation by UshiSoft

Thank you for purchasing Scene Transitioner. If you have any questions, please contact us using the information below.

Documents in languages other than Japanese are machine translated versions of documents written in Japanese. Therefore, there may be some unnatural expressions, but please forgive us.

link

- demo
- Script Reference (Japanese only)
- Email

How to use

1.
Place UshiSoft/SceneTransitioner/Prefabs/SceneTransitioner in the scene that is loaded first. Also place it in scenes that will be played directly, ignoring the original sequence during development. There is no problem if you place it in all scenes. There is no point, but there is no problem if you place multiple instances in the same scene. Unnecessary instances will be automatically deleted.

2.
Write the following code to switch scenes:
SceneTransitioner.Instance.ChangeScene(“SceneName”, “FadeIn”, 0.6f);

First argument:
Scene name to switch to

Second argument:
The name of the transition. Specify the name of the prefab set in TransitionPrefabs of SceneTransitioner.

Third argument:
Transition duration (seconds)

The above code means that it will transition to the scene named SceneName with FadeIn over 0.6 seconds.

Preset Transitions

- FadeIn
- FadeOutInBlack
- FadeOutInWhite
- WipeInHorizontal
- WipeInVertical
- WipeInDiagonal
- WipeOutInHorizontal
- WipeOutInVertical
- WipeOutInDiagonal
- WipeCircleIn
- WipeCircleInReverse
- WipeCircleOutIn
- WipeDiamondIn
- WipeDiamondInReverse
- WiopeDiamondOutIn
- WipeClockIn
- WipeClockInCounterclockwise
- WipeClickOutIn
- SlideInHorizontal
- SlideInVertical
- WipeTiledCircleIn
- WipeTiledCircleReverse
- WipeTiledSquareIn
- WipeTiledSquareInReverse
- WipeTiledCircleOutIn
- WipeTiledCircleOutInReverse
- WipeTiledSquareOutIn
- WipeTiledSquareOutInReverse
- Spin
- Shatter
- NoiseIn
- NoiseOutIn
- PerlinNoiseIn
- PerlinNoiseOutIn

How to create your own transitions

1:
Inherit TransitionBase and override OnOut and OnIn to write the transition processing.

2:

Write the transition out process in OnOut. Transition out refers to the process of hiding the current scene. Some transitions are not necessary. For example, cross fades and wipes do not have a transition out defined.
The argument is the time (0 to 1) after easing and normalization.

3:
Write the transition in process in OnIn. Transition in refers to the process of displaying the next scene.

4:
After implementing the class, create a RawImage. From now on, we will call this game object "Transition".

5.
Change the anchor preset to stretch and set top, bottom, left, right to 0 so that the screen is covered.

6.
Attach the class you just created to Transition.

7.
Set the value in the Inspector.

Is Enabled Capture:
Do you need to capture? Check this box if the transition requires rendering, such as a crossfade.

Is Enabled Out:
Play the transition out. Check this box if you want to play it. If OnOut is not overridden, nothing will happen.

Is Enabled In:
Whether to play the transition in. Check if you want to play. If OnIn is not defined, nothing will happen.

Out Ease Type:
The type of easing for the transition out. Currently, only Linear and Quad can be selected. We will increase the variations in the future.

In Ease Type:
The type of easing for the transition in.

8.
Prefabricate the Transition.

9.
Set the Transition to TransitionPrefabs in UshiSoft/SceneTransitioner/Prefabs/SceneTransitioner.

10.
After that, use it in the same way as a preset transition.

Frequently Asked Questions

Nothing happens when I press the button on the imported demo scene

You need to register the scenes in UshiSoft/SceneTransitioner/Demo/Scenes/ to Scenes In Build.