

# EZ Splash Screen 2.1

## How to use

Simply drop the EZSplashScreens prefab into your scene and fill out the values in the inspector.

### **Auto Play**

Enabled by default the splash screen(s) will begin playing when your scene starts, if unchecked you can call via script as follows

```
using Edgeway.Unity.EZSplashScreen;  
EZSplashScreens.StartSplashScreens();
```

### **Destroy After Completion**

Enabled by default the EZSplashScreens object will be destroyed after splash screen sequence has completed,

You can leave checked unless for some reason you want to start the splash screen again.

### **Enable Esc**

If enabled will allow skipping of splash screen sequence via escape key.

### **Background Color**

Here you can set the color of the splash screen(s) background.

### **Fade Out Background Time**

Here you can set the time for the background to fade out to your scene after splash screen sequence has completed.

# **Splash Screen Values**

## **Splash Image**

Drag your image/logo here.

## **Aspect Ratio**

### ***Stretch to fill***

Stretches your logo/image to fill the screen.

### ***Center***

Center the logo/image keeping original dimensions.

## **Display Values**

**Initial Delay** – Delay before your logo/image starts to fade in.

**Fade In Time** – How long it will take to fade in.

**Display Time** – How long it will stay on screen before fade out.

**Fade Out Time** – How long it will take to fade out.

## **Events**

For each splash screen you can add 2 events

### **On Fade In**

Will be called on completion of fade in right before display

Perfect for doing some background work while splash is being displayed on screen

### **On Complete**

Will be called after the splash screen has faded out.

