

[Transition: Prototype: 28.04.17]

[Things to do]

1. create SceneTrans class for fade in black/white
2. void Fade(fib/fiw depending on situation) and void Dead(always fib)

[Problems]

1. in Unity, the range of color.a is $0f < 1f$
2. Text on UI layer needs to be hidden -> put on canvas

[Next]

1. registering system
2. make the start scene

[Code: Class SceneTrans]

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class SceneTrans : MonoBehaviour {

    public enum FadeIn
    {
        WHITE,
        BLACK
    };

    public FadeIn fadeIn;
    public FadeIn fadeOut;

    private Image trans;
    private float alpha, n;
    private float red, green, blue;
    private bool fading;
    private string next;

    void Start () {
        alpha = 1f;
        n = -1f;
        trans = this.GetComponent<Image>();
        if (fadeOut == FadeIn.WHITE) {
            red = green = blue = 255f;
        } else if (fadeOut == FadeIn.BLACK) {
            red = green = blue = 0f;
        }
        trans.color = new Color (red, green, blue, alpha);
        Debug.Log (trans.color.a.ToString());
        fading = true;
    }
}
```

```

public void Fade (string n){
    if (fadeIn == FadeIn.WHITE) {
        red = green = blue = 255f;
    } else if (fadeIn == FadeIn.BLACK) {
        red = green = blue = 0f;
    }
    next = n;
    trans.color = new Color (red,green,blue,alpha);
    Debug.Log (trans.color.a.ToString());
    fading = true;
}

public void Dead(){
    red = green = blue = 0f;
    next = "start";
    trans.color = new Color (red,green,blue,alpha);
    Debug.Log (trans.color.a.ToString());
    fading = true;
}

void FixedUpdate(){
    if (fading == true && n == -1f) {
        alpha = alpha + n * Time.deltaTime;
        var color = trans.color;
        color.a = alpha;
        trans.color = color;
        Debug.Log (trans.color.a.ToString());

        if (alpha <= 0f) {
            fading = false;
            n = 1f;
        }
    } else if (fading == true && n == 1f) {
        alpha = alpha + n * Time.deltaTime;
        var color = trans.color;
        color.a = alpha;
        trans.color = color;
        Debug.Log (trans.color.a.ToString());

        if (alpha >= 1f) {
            fading = false;
            SceneManager.LoadScene (next,
LoadSceneMode.Single);
        }
    } else {
    }
}
}

```