

# **LOAD UP!**

*by Real Creations*

## description

**LoadUP!** is a tool for Adobe After Effects, specifically designed to create loading or progress bars, fast and easy. It is ideal for artists who create HUDs, UI elements, infographics, charts, TV/News graphics etc.

## installation

**LoadUP!** can be run as a dockable panel or as a window.

To install and run as a dockable panel (will be visible in the "Window" menu):

**1.** Copy the file **LoadUP.jsxbin** into the folder:

"..Support Files/Scripts/Script UI Panels" (on Windows)

or "..Scripts/Script UI Panels" (on MacOS) of your After Effects installation.

**2.** Restart After Effects

To install and run as a window (will be visible in the File -> Scripts Menu):

**1.** Copy the file **LoadUP.jsxbin** into the folder:

"..Support Files/Scripts/" (on Windows)

or "..Scripts/" (on OS X) of your After Effects installation.

**2.** Restart After Effects

# interface 1/4

The script can be run as a dockable panel (will be visible and run from the "Window" menu of After Effects) or in "window mode" (visible and run from the File -> Scripts menu). The mode depends on which folder you install the script in (see instructions on page 2)

Resets all LoadUP! parameters back to their defaults.

Clicking on the logo brings up a window with small help tips.

Set the bar width (linear) or Set the circle size (circular)

Set the bar height (linear) or Set the circle width (circular)

Creates the bar! The button also shows the starting and completion numbers of the bar.

Progress bar (only visible when the script is run in "Window" mode)

Resets all LoadUP! parameters back to their defaults.

Clicking the **Presets** button brings up a window with useful one-click presets.

Select the type of ruler. The "Linear" option creates a bar in a straight line.

The "Circular" option creates a bar in a circle.

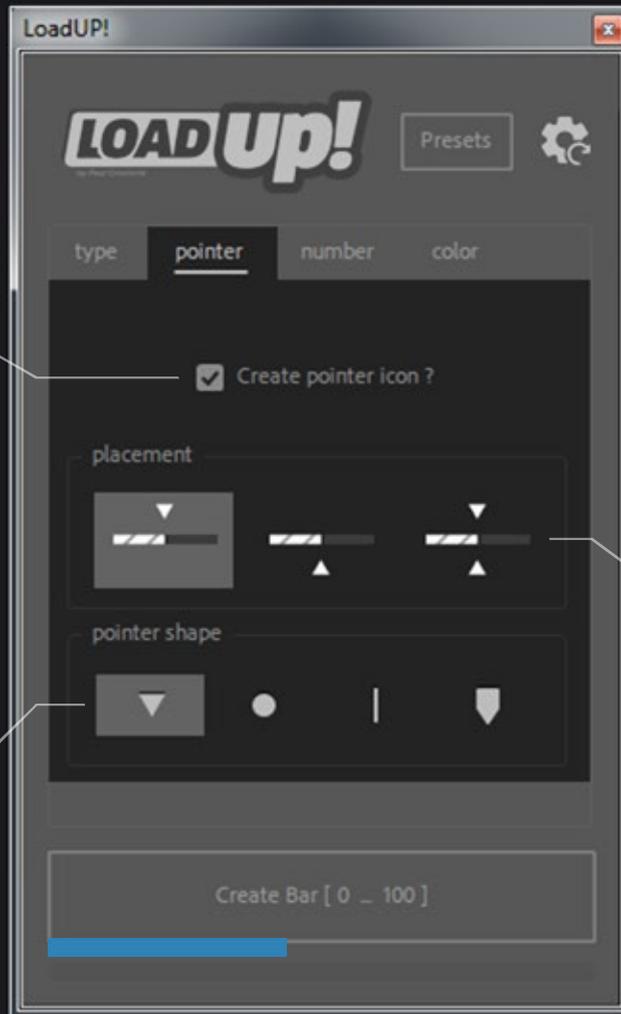
The screenshot shows the main 'LoadUP!' window with tabs for 'type', 'pointer', 'number', and 'color'. The 'type' tab is active, showing 'Linear' and 'Circular' options. Below these are sliders for 'bar width' (set to 500) and 'bar height' (set to 75). A 'Create Bar [ 0 \_ 100 ]' button is at the bottom, with a blue progress bar below it. A 'Presets' button and a gear icon are in the top right. To the right, a 'LoadUP! - One Click Presets' window shows various preset interfaces like 'YouTube Player Interface', 'Vimeo Player Interface', 'Facebook Player Interface', and 'Dailymotion Player Interface', along with four circular bar options labeled 'Circular Bar 1' through '4'.

TIP: One click presets obey the "Start" and "End" fields in the "number" tab.

Enable/Disable the creation of a pointer icon.

Choose the shape of the pointer:

- triangle
- dot
- line
- squared triangle



Select the placement of the pointer:

- top only
- bottom only
- on both sides

note: if you select a "line" pointer shape, then these options are disabled.

# interface 3/4

## Decimals

You can have up to 10 decimal digits on the text number. You can also set the symbol for the decimal divider to whatever you like.

## Prefix and Suffix

You can easily add a prefix or/and a suffix to the text layer.

## Seperate Digits

When checked, LoadUP separates every needed digit of the text number to individual layers. This way you eliminate the annoying “wiggling” you get from animating text numbers. In other words it converts every font to a mono-spaced font!

The screenshot shows the LoadUP! interface with the 'number' tab selected. The settings are as follows:

- type:** pointer, **number** (selected), color
- Create number** that follows the pointer
- Type:** simple number
- Start:** 0, **End:** 100
- Decimals:** none, **Divider:** ,
- Thousands divider:** [icon]
- Prefix:** [icon],  **Suffix:** %
- Separate Digits**, **Font size:** 50

Callouts on the left side:

- enable/disable the creation of the text number
- set the starting point of the numbering (when the bar is empty)
- enable/disable the addition of decimals and the number of digits [none to 10]
- enable/disable the thousands divider + set the symbol for the divider
- inserts a prefix in front of the text number
- puts each digit of the text number to a separate layer

Callouts on the right side:

- select the placement of the text number:
  - that follows the pointer
  - in the center of the bar
  - start of the bar (linear only)
  - end of the bar (linear only)
  - that follows the pointer - framed (linear only)
- set the type of the number
  - simple number
  - simple number + leading zeros
  - time/duration [MM:SS]
  - time/duration [HH:MM:SS]
  - time/duration [HH:MM]/[TT:TT]
  - timecode [HH:MM:SS:FF] @ 24 fps
  - timecode [HH:MM:SS:FF] @ 25 fps
  - timecode [HH:MM:SS:FF] @ 29.97 fps DF
  - timecode [HH:MM:SS:FF] @ 30 fps
  - timecode [HH:MM:SS:FF] @ 50 fps
  - timecode [HH:MM:SS:FF] @ 59.97 fps DF
  - timecode [HH:MM:SS:FF] @ 60 fps
  - timecode or frame count of current Comp
- set the ending point of the numbering (when the bar is full)
- set the decimal divider symbol
- set the text alignment
- inserts a suffix after the text number
- set the font size

At the bottom of the interface, there is a 'Create Bar [ 0 \_ 100 ]' button and a blue progress bar.

## Thousands Divider

The thousands divider is the symbol that separates large numbers into groups of three digits. It is usually a dot ( . ) but you can set it to whatever you like.

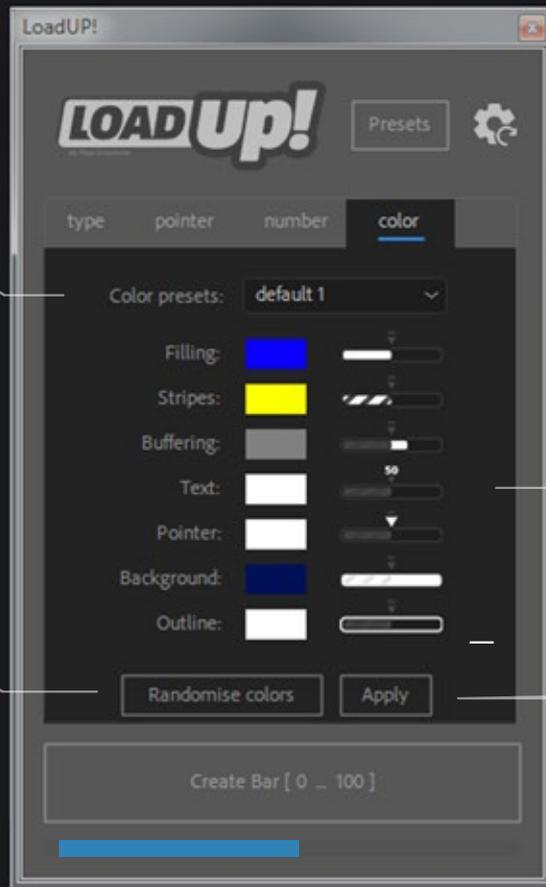
## Type

You can select between 13 types of numbers. From a simple number to complicated time, duration and timecode types of numbers.

## Setting the font

LoadUP! uses whichever font is selected in the After Effects Character panel for every text layer it generates.

# interface 4/4



You can choose between 10 different color presets

Set the colors for the various parts of the bar.

Randomizes all of the above colors

Applies the current combination of colors to an existing LoadUP shape layer. (must be selected)

If you hold the CTRL key pressed, then the colors are first randomised before they are applied.

interface for CS6 only



From this tab you can install the custom effects of LoadUP!

This will add the appropriate entries in the PresetEffects.xml of AE CS6 which eliminates the 'missing effect:' message on the effects control panel.

Once the installation of the custom effects is complete and AE is restarted, this tab will no longer be visible as it will be redundant.

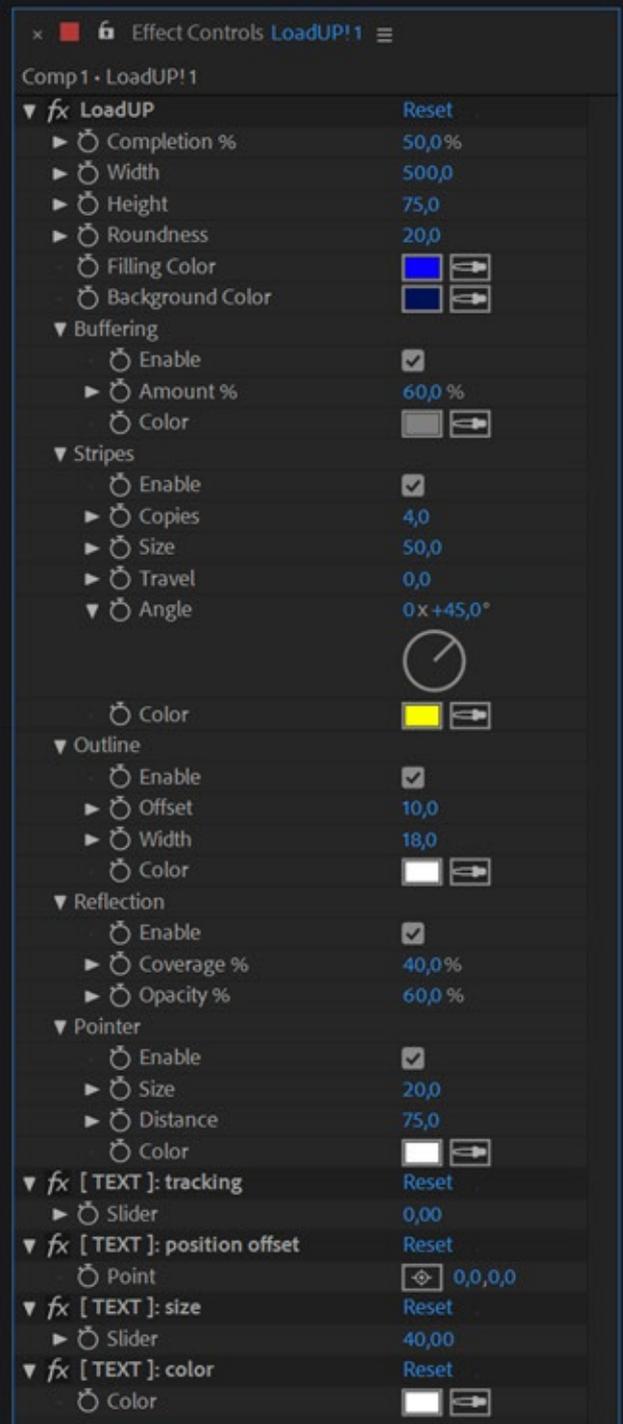
This tab is only visible and applicable to versions of After Effects before CC (v12). On newer versions of After Effects there is no need for an installation of custom effects.

# effect controls 1/2

Once the bar has been created, you will find a number of the following effect controls in the effect panel of the shape layer of LoadUP. **Only the effect controls that are needed are added to the effects control panel.** For example, if you select not to generate a text number then the “[TEXT]: size”, “[TEXT]: tracking”, “[TEXT]: position offset”, and “[TEXT]: Color” will not be added as they are redundant.

## Linear Bar

- Completion % of the bar (empty to full)
  - adjusts the width of the bar
  - adjusts the height of the bar
  - adjusts the roundness of the bar
  - set the filling color of the bar
  - set the background color of the bar
- enable/disable + adjust the amount percentage and color of the **Buffering Bar**
- enable/disable + adjust the number of copies, size, travel amount, angle and color of the **Stripes**
- enable/disable + adjust the offset, width and color of the **Outline**
- enable/disable + adjust the coverage percentage and opacity of the **Reflection** highlight
- enable/disable + adjust size, distance and color of the **Pointer**
- adjusts the tracking of the text number
- adjusts the offset of the position of the text number
- adjusts the text size
- sets the text color



# effect controls 2/2

Once the bar has been created, you will find a number of the following effect controls in the effect panel of the shape layer of LoadUP. **Only the effect controls that are needed are added to the effects control panel.** For example, if you select not to generate a text number then the “[TEXT]: size”, “[TEXT]: tracking”, “[TEXT]: distance”, and “[TEXT]: Color” will not be added as they are redundant.

## Circular Bar

- Completion % of the bar (empty to full)  
adjusts the amount of circle to be used
- adjusts the size of the bar
- adjusts the width of the bar
- set the rotation of the whole bar

enable/disable + adjust the amount percentage and color of the **Buffering Bar**

enable/disable + adjust the number of copies, size, travel amount, angle and color of the **Stripes**

enable/disable + adjust the offset, width and color of the **Outline**

enable/disable + adjust the coverage percentage and opacity of the **Reflection** highlight

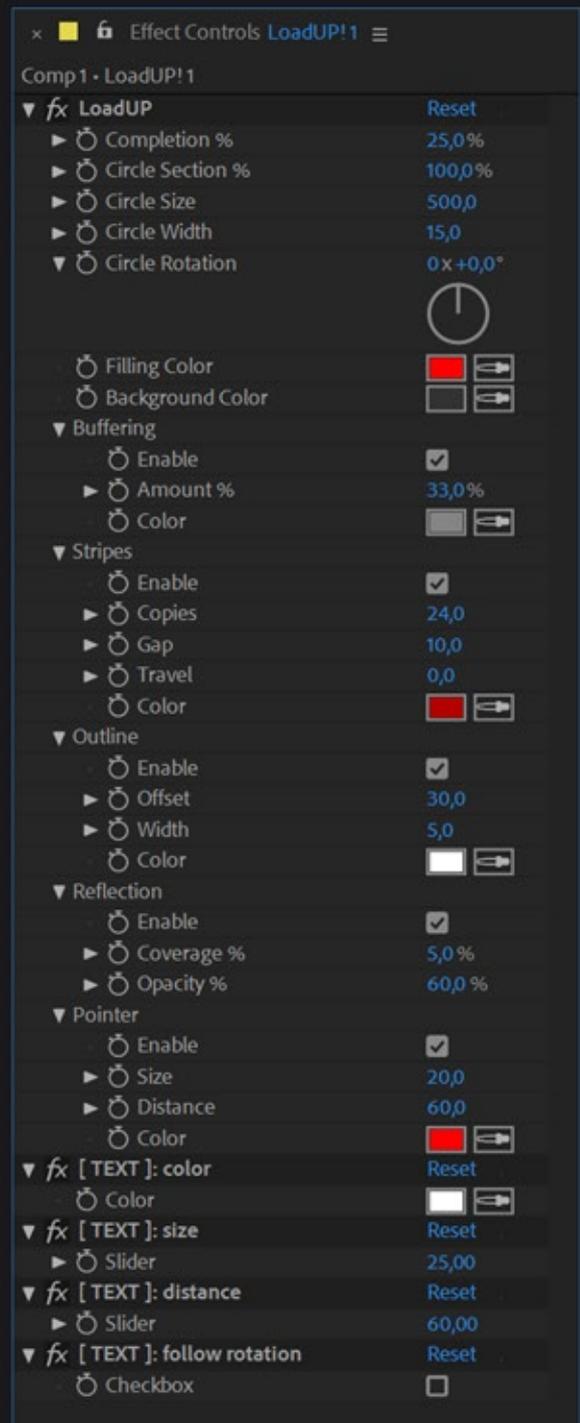
enable/disable + adjust the size, distance and color of the **Pointer**

sets the text color

adjusts the text size

adjusts the text distance from the bar

sets the rotation of the text to always be horizontal



## compatibility

The script is compatible and has been successfully tested on:

- After Effects CS6
- After Effects CC
- After Effects CC 2014
- After Effects CC 2015
- After Effects CC 2015.3
- After Effects CC 2017
- After Effects CC 2018
- After Effects CC 2019

on both Windows and Mac OS platforms.

## trial limitations

You can test loadUP! free for 7 days. In trial mode these limitations apply:

- The completion percentage on every bar you create, goes up only to 75%.
- The “start” field on the numbers tab is locked to -1.000

# version history

## 1.65 January 5, 2019

**optimised:** LoadUP! is now fully compatible with After Effects CC2019

**optimised:** more robust text size and tracking calculations when "separate digits" is enabled

**fixed:** a bug that prevented negative numbers with decimals to be rendered properly

**fixed:** a few UI bugs

**fixed:** a bug in the [ Apply ] colors button, which prevented new colors to be applied in circular bars

**changed:** the "Set Font" checkbox + text field has been removed. LoadUP! will now use whichever font is selected in the After Effects Character Panel

## 1.61 August 18, 2018

**fixed:** a small bug fix for non-English AE installations

## 1.60 August 2, 2018

**added:** "Circle Section%" - You can now create circular sections of a loading bar. The "Circle Section %" adjusts how much of a full circle the loading bar should cover.

**added:** one additional numbering mode: "timecode or frame count of current Comp". This mode shows the current timecode -[HH:MM:SS:FF] or frame count- of the composition that the bar is created in. The 'Completion %' is automatically connected to the current time indicator.

**optimised:** improved box frame positioning code + additional effect controls

## 1.51 February 25, 2018

**added:** Option to install LoadUP! custom effect controls on After Effects CS6, which eliminates the 'missing effect' warning.

## 1.5 January 3, 2018

**fixed:** flipped pointer placement

**added:** new option for putting numbers inside a box frame

**added:** new option for buffering. Every bar has an extra buffering bar (like on-line video player interfaces)

**added:** 8 one-click presets (4 of which are interfaces from video sharing sites)

**added:** nine (9) additional numbering modes

- \_ simple number + leading zero
- \_ HH:MM / TT:TT
- \_ HH:MM:SS:FF @ 24 fps
- \_ HH:MM:SS:FF @ 25 fps
- \_ HH:MM:SS:FF @ 29,97 fps - DF
- \_ HH:MM:SS:FF @ 30 fps
- \_ HH:MM:SS:FF @ 50 fps
- \_ HH:MM:SS:FF @ 59,94 fps - DF
- \_ HH:MM:SS:FF @ 60 fps

**optimised:** improved text positioning code

**optimised:** custom effect controls have been implemented for a more compact look

**optimised:** renamed "Reflection Amount" to "Reflection Coverage %" which is now relative to the bar height.

## 1.02 December 12, 2017

**fixed:** a math rounding issue appearing on very small numbers

## 1.01 February 16, 2017

**fixed:** a small bug fix for non-English AE installations

## 1.0 November 11, 2016

- initial release

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This script is provided "as is," without warranty of any kind, expressed or implied. In no event shall the author be held liable for any damages arising in any way from the use of 'LoadUP!'.