

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 1/5

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)

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

Clicking the **Presets** button brings up a window with useful one-click presets. (more on page 09)

Resets all LoadUP! parameters back to their default values.

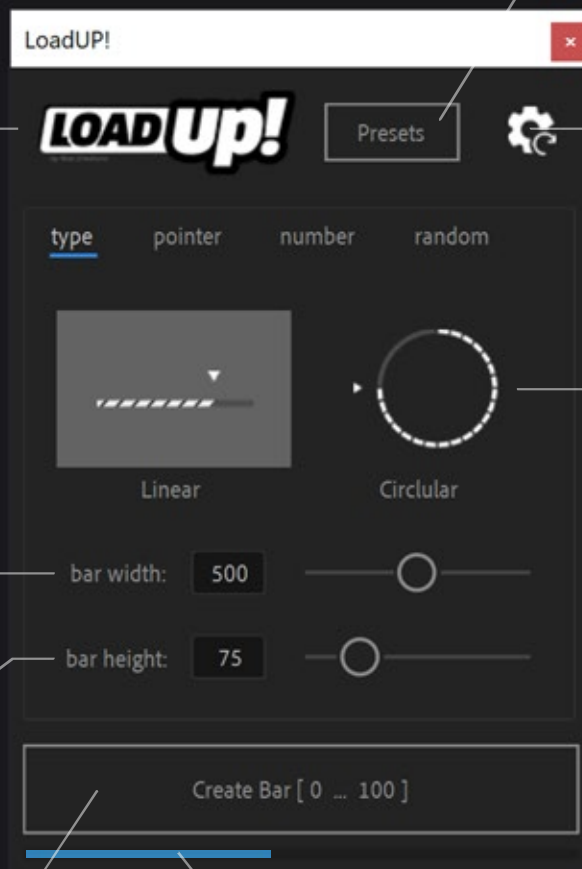
Select the type of ruler. The "Linear" option creates a bar in a straight line. The "Circular" option creates a bar in a circle.

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

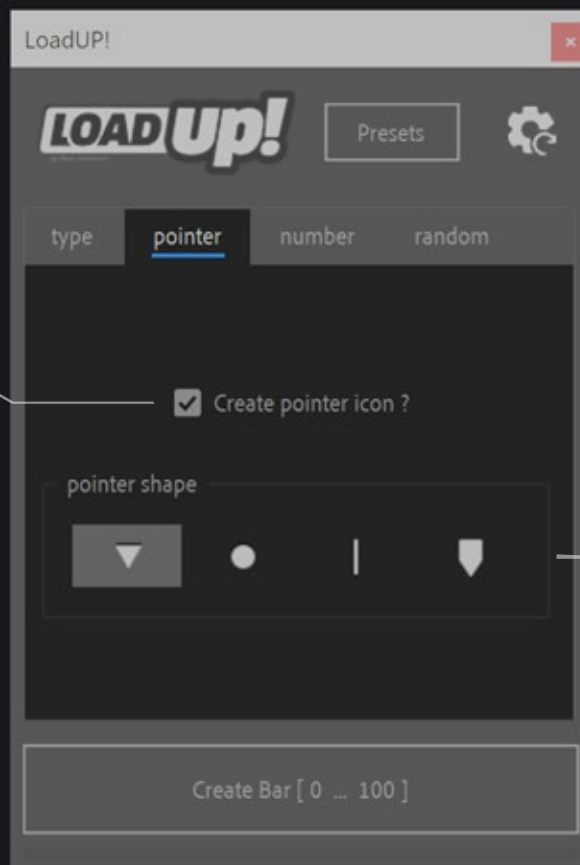
Set the bar height (linear) or Set the circle width (circular)

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)



Enable/Disable the creation of a pointer icon.



Choose the shape of the pointer:

- triangle
- dot
- line
- squared triangle

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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 every 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:** number
- Create number:** checked
- Placement:** that follows the pointer
- Type:** simple number
- Start:** 0
- End:** 100
- Decimals:** 1
- Divider:** ,
- Thousands divider:** checked
- Prefix:** >
- Suffix:** %
- Separate Digits:** checked
- Font size:** 50

Callouts and their descriptions:

- enable/disable the creation of the text number (points to 'Create number')
- set the starting point of the numbering (when the bar is empty) (points to 'Start')
- enable/disable the addition of decimals and the number of decimal digits [none to 10] (points to 'Decimals')
- enable/disable the thousands divider + set the symbol for the divider (points to 'Thousands divider')
- inserts a prefix in front of the text number (points to 'Prefix')
- puts each digit of the text number to a separate layer (points to 'Separate Digits')
- 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) (points to 'End')
- set the decimal divider symbol (points to 'Divider')
- set the text alignment (points to 'Placement')
- inserts a suffix after the text number (points to 'Suffix')
- set the font size (points to 'Font size')

Thousands Divider

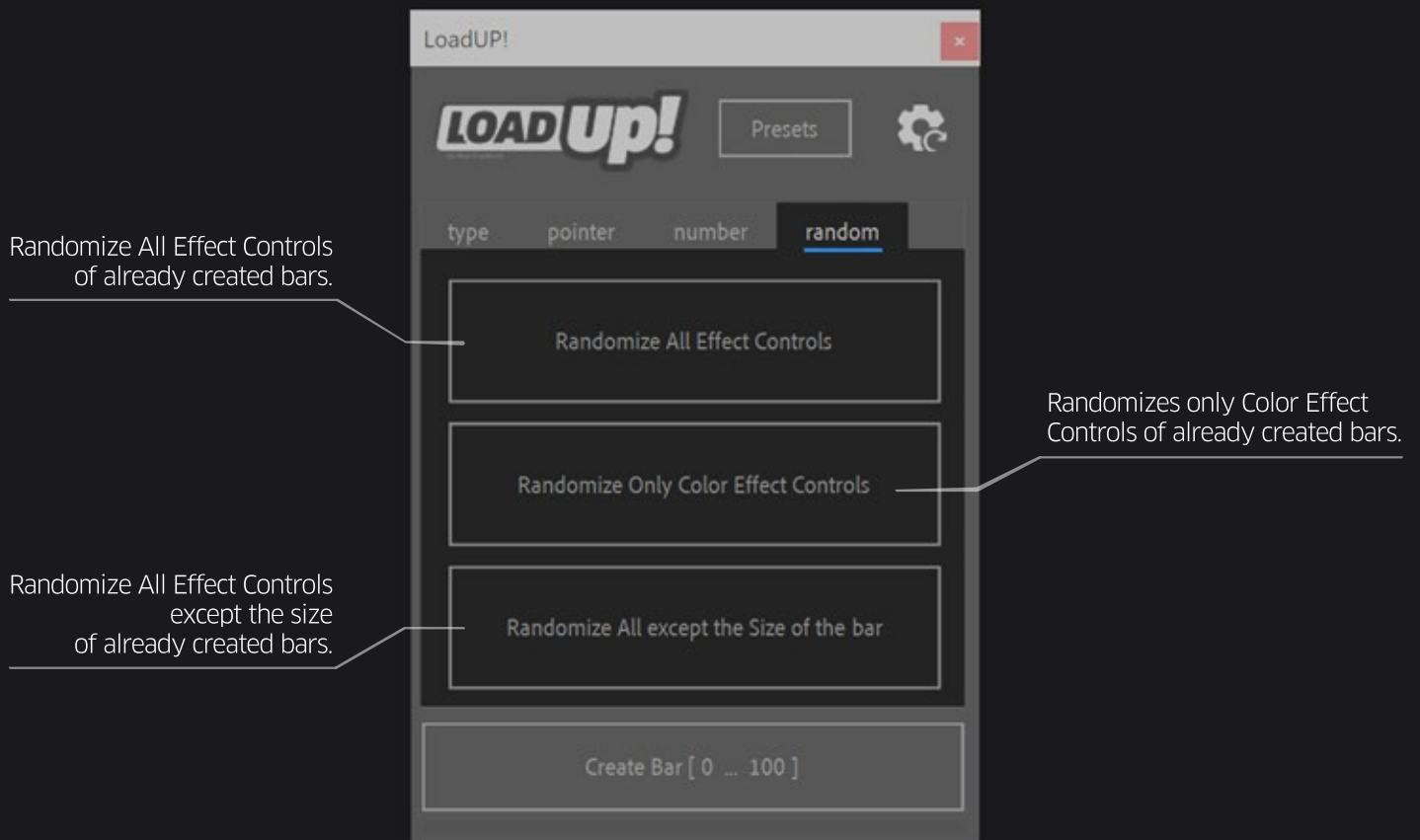
The thousands divider is the symbol that separates large numbers into groups of three digits. It is usually a dot (.) but you can set it to whatever you like.

Type

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

Setting the font

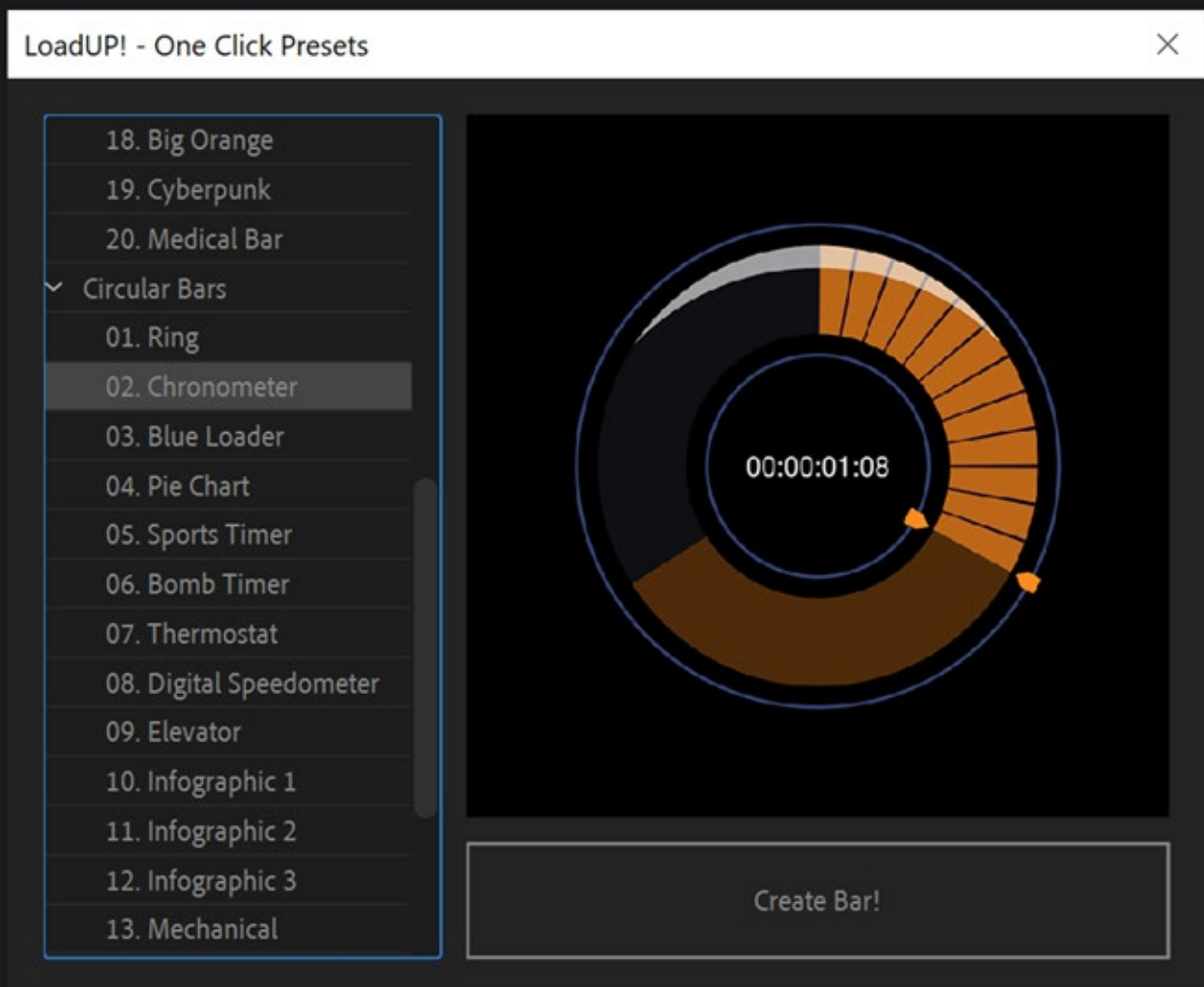
LoadUP! uses whichever font is selected in the After Effects Character panel for every text layer it generates.



TIP: In order for the above buttons to work properly, you must first select the shape layer of an already created LoadUP! bar in the timeline.

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LoadUP! comes with 40 (20 Linear + 20 Circular) one-click presets for you to choose from. All one-click presets obey the “Start” and “End” fields in the “number” tab of LoadUP!’s interface.



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 main settings of the bar such as width, height, roundness, fill/stroke/background color & opacity, stroke width & offset

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

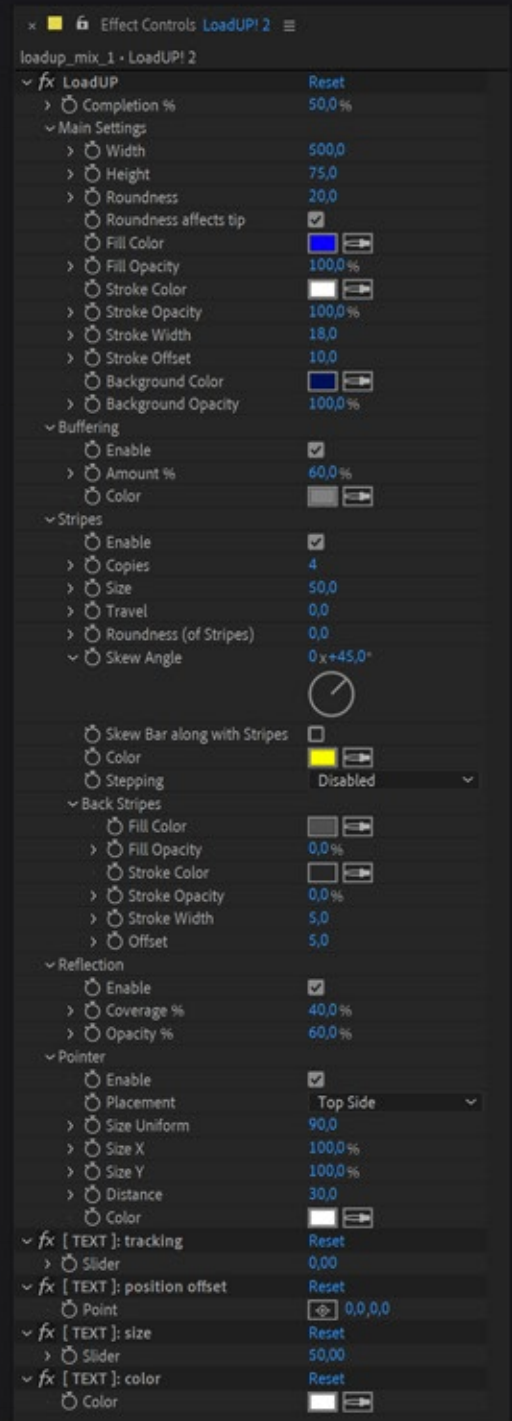
enable/disable + adjust the number of copies, size, travel amount, angle, color and stepping of the **Stripes**

adjust fill/stroke color & opacity, stroke width and offset of the **Back Stripes**

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

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

adjusts the tracking, position offset, size and color of the text number



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 main settings of the bar such as size, width, rotation-fill/stroke/background color & opacity, stroke width & offset

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

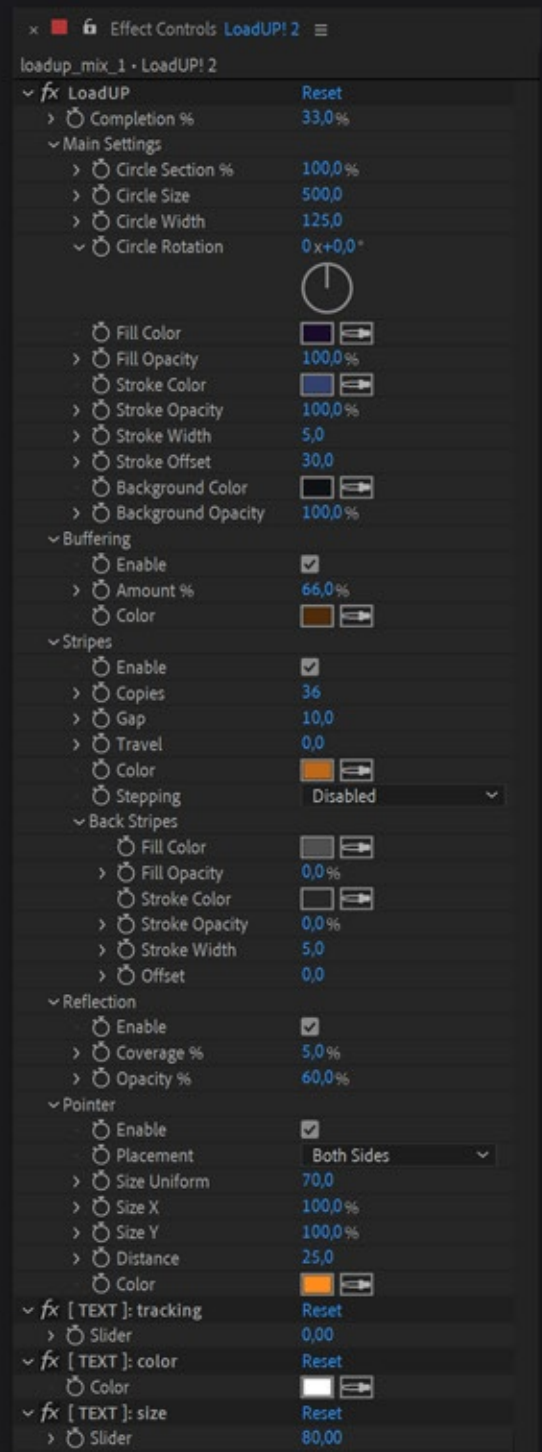
enable/disable + adjust the number of copies, size, gap, angle, color and stepping of the **Stripes**

adjust fill/stroke color & opacity, stroke width and offset of the **Back Stripes**

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

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

adjusts the tracking, size and color of the text number



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
- After Effects 2020
- After Effects 2021
- After Effects 2022
- After Effects 2023
- After Effects 2024

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

1.75 September 19, 2024

fixed: an issue where the reflection was turning pure white on 32bit color depth comps
fixed: an issue where double quotes (") on the Prefix and Suffix values were causing expression errors
added: a third "Randomize" button, that randomizes All Effect controls, except the size (of an already created bar)
updated: license framework to v4.2.0 + fix for -38 license deactivation error

1.71 August 26, 2020

fixed: a small bug that prevented LoadUP! from working properly, when run as a dockable panel

1.70 August 23, 2020

optimised: more compact UI
optimised: limit the "Font Size" number input in the Script UI panel, to the maximum allowed by After Effects (1296 points)
optimised: Pointer width and height can now be changed independently in the effects control panel
optimised: licensing optimisations for Korean Windows Systems
optimised: when the "Circle Section %" is used, the stripes are now proportionally distanced
optimised: code concerning "stripes" (copies/travel/gap) has been improved and is now more accurate
added: "Fill Opacity", "Background Opacity", "Roundness affects tip", "Stripes Roundness" effect control
added: Stripes Background feature (with Fill, Stroke, Stroke Width & Stroke Color effect controls)
added: you can now skew the whole Linear Bar
added: Stepping option. This option makes LoadUP bars fill-up in equal increments
added: 40 (!) one-click presets with new preset selection interface
added: "Randomize All" & "Randomize Colors Only" button in the UI
fixed: text layer position is now connected with the pointer distance value in circular bars (it now works exactly like the linear bar does)
fixed: the "timecode or frame count of Current Comp" number type, now calculates also the very last frame of the comp
fixed: several issues with the roundness of shapes (especially at the very start/end of the bar) have been fixed
fixed: progress bar now works properly
fixed: several fixes for CS6 users
removed: "Pointer placement" options from the Script UI panel. Pointer placement can now be changed on-the-fly from the effect controls panel

1.66 November 18, 2019

added: support for After Effects CC2020
added: support for MacOS Catalina

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".
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
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

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!'.