LAMPIRAN

#AppManager

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;
using DG.Tweening;

public class AppManager : MonoBehaviour
{

    public GameObject MainPanel, PetunjukPanel, AboutPanel;
    public List<GameObject> UIAnimation = new List<GameObject>();
    public float fadeTime = 1f;

    // Start is called before the first frame update
    void Start()
    {
        MainPanel.SetActive(true);
        AboutPanel.SetActive(false);
        PetunjukPanel.SetActive(false);
        StartCoroutine(ListAnimation());
    }

    IEnumerator ListAnimation()
    {
        foreach (var item in UIAnimation)
        {
            item.transform.localScale = Vector3.zero;
        }
        foreach (var item in UIAnimation)
        {
            item.transform.DOScale(1f, fadeTime).SetEase(Ease.OutBounce);
            yield return new WaitForSeconds(0.25f);
        }

    }

public void MenuAR()
{
    SceneManager.LoadScene("ARscene");
}

public void MainMenu()
{
    SceneManager.LoadScene("MainMenu");
}

public void MainMenuPanel()
{
    MainPanel.SetActive(true);
    AboutPanel.SetActive(false);
    PetunjukPanel.SetActive(false);
}

public void PetunjukMenuPanel()
{
    MainPanel.SetActive(false);
    AboutPanel.SetActive(false);
    PetunjukPanel.SetActive(true);
}

public void AboutMenuPanel()
{
    MainPanel.SetActive(false);
    AboutPanel.SetActive(true);
    PetunjukPanel.SetActive(false);
}

public void QuitApps()
{
    Application.Quit();
}
```

```
}
```

#Back

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

public class back : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {



    }

    public void Back(string Form)
    {
        SceneManager.LoadScene("Form");
    }
}
```

#BackPres

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

public class backpress : MonoBehaviour {

                                                    public string SceneName;


// berfungsi untuk keluar aplikasi menggunakan tombol back
// Update is called once per frame

void Update()
{if (Input.GetKeyDown(KeyCode.Escape))
        {
SceneManager.LoadScene(SceneName);
        }
                                                }

public void BackToMenu()
    {
SceneManager.LoadScene(SceneName);
                                                }

}
```

#FadeEffectScene

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

public class FadeEffectScene : MonoBehaviour {

// berfungsi untuk memberikan animasi fade saat perpindahan scene

    public Texture2D fadeOutTexture;
    public float fadeSpeed = 0.8f;

    private int drawDepth = -1000;
    private float alpha = 1.0f;
    private int fadeDir = -1;
```

```
    void OnGUI()
    {
        alpha += fadeDir * fadeSpeed * Time.deltaTime;
        alpha = Mathf.Clamp01(alpha);

        GUI.color = new Color(GUI.color.r, GUI.color.g, GUI.color.b, alpha);

        GUI.depth = drawDepth;
        GUI.DrawTexture(new Rect(0, 0, Screen.width, Screen.height), fadeOutTexture);
    }

    public float BeginFade (int direction)
    {
        fadeDir = direction;
        return (fadeSpeed);
    }

    void OnLevelWasLoaded()
    {
        BeginFade(-1);
    }
}
```

#LookAtTransform

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

public class LookAtTransform : MonoBehaviour {

    public Transform CameraObj;
    public GameObject Target;

// Use this for initialization
void Start () {

    }

// Update is called once per frame
    void Update () {

        Target.transform.LookAt(new Vector3(CameraObj.position.x, Target.transform.position.y, CameraObj.position.z));

        Target.transform.forward *= -1;

    }
}
```

#Menu

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

public class menu : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
```

```
    }
    public void StartButton(string Game)
    {
        SceneManager.LoadScene("Game");
    }

    public void QuitButton()
    {
        Application.Quit();
        Debug.Log("Keluar");

    }

}
```

#PlayStopSound

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

public class PlayStopSound : MonoBehaviour
{

    public AudioSource Sounds;
    private bool SoundActive = false;

    public void PlayAndStopSound()
    {
        if (!SoundActive)
        {
            Sounds.Play();
            SoundActive = true;
        }
        else
        {
            Sounds.Stop();
            SoundActive = false;
        }
    }

    public void StopAndPlaySound()
    {
        if (!SoundActive)
        {
            Sounds.Pause();
            SoundActive = true;
        }

        else
        {
            Sounds.Play();
            SoundActive = false;
        }
    }
}
```

#RotateObject

```
using UnityEngine;
using System.Collections;

public class RotateObject : MonoBehaviour {

public GameObject  objectRotate;

public float
rotateSpeed = 50f;
bool
rotateStatus = false;

public void Rotasi() {

if
(rotateStatus==false){
rotateStatus = true;
```

```
}
else{
                                        rotateStatus = false;
                                    }
                                }

                                void Update() {
                                    if (rotateStatus == true) {
                                        objectRotate.transform.Rotate (Vector3.up, rotateSpeed * Time.deltaTime);
                                    }
                                }
}
```

#ZoomObj

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

public class ZoomObj : MonoBehaviour {

    public GameObject Object;

    private bool _ZoomIn;
    private bool _ZoomOut;

//object scale speed
    public float Scale = 0.1f;

    // Update is called once per frame
    void Update()
    {
        if (_ZoomIn)
        {
//make a bigger object

            Object.transform.localScale += new Vector3(Scale, Scale, Scale);
        }

        if (_ZoomOut)
        {
//make a small object
            Object.transform.localScale -= new Vector3(Scale, Scale, Scale);
        }
    }

//Make object scaled big
    public void OnPressZoomIn()
    {
        _ZoomIn = true;
    }

    public void OnReleaseZoomIn()
    {
        _ZoomIn = false;
    }

//Make object scaled small
    public void OnPressZoomOut()
    {
        _ZoomOut = true;
    }

    public void OnReleaseZoomOut()
    {
        _ZoomOut = false;
    }
```


Grand Zafira

MARKER