

LAMPIRAN

Lampiran 1. Kode MainMenu.cs

```
using System.Collections;                                }
using System.Collections.Generic;                        public void StartAbout()
using UnityEngine;                                      {
using
UnityEngine.SceneManagement;                            SceneManager.LoadScene("MenuAb
out");
public class MainMenu :                                }
MonoBehaviour                                           public void QuitApp()
{                                                         {
    public void StartKatalog()                          Application.Quit();
    {                                                     Debug.Log("App Closed");
                                                         }
SceneManager.LoadScene("MenuPil                          }
ih");
```

Lampiran 2. Kode MenuAbout.cs

```
using System.Collections;                                }
using System.Collections.Generic;                        public void BtnKembali()
using UnityEngine;                                       {
using                                                    int indeksSceneSebelumnya =
UnityEngine.SceneManagement;                            SceneManager.GetActiveScene().bui
public class MenuAbout :                               ldIndex - 2;
MonoBehaviour
{
    // Start is called before the first                SceneManager.LoadScene(indeksSce
frame update                                           neSebelumnya);
    void Start()                                       }
    {                                                 }
}
```

Lampiran 3. Kode MenuPilih.cs

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

public class MenuPilih :
MonoBehaviour
{
    public void BtnKembali()
    {
        int indeksSceneSebelumnya =
SceneManager.GetActiveScene().bui
ldIndex - 1;

SceneManager.LoadScene(indeksSce
neSebelumnya);
    }
    public void StartLemari()
    {
SceneManager.LoadScene("Katalog
Lemari");
    }
    public void StartMeja()
    {
SceneManager.LoadScene("Katalog
Meja");
    }
    }
    public void StartKursi()
    {
SceneManager.LoadScene("Katalog
Kursi");
    }
    public void StartRak()
    {
SceneManager.LoadScene("Katalog
Rak");
    }
    public void StartSofa()
    {
SceneManager.LoadScene("Katalog
Sofa");
    }
    public void StartKasur()
    {
SceneManager.LoadScene("Katalog
Ranjang");
    }
}
```

Lampiran 4. Kode KatalogKursi.cs

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

public class KatalogKursi :
MonoBehaviour
{
    public float rotateSpeed = 180f;
    // Start is called before the first
frame update
    void Start()
    {

    }

    // Update is called once per frame
    public void BtnKembali()
    {
        int indeksSceneSebelumnya =
SceneManager.GetActiveScene().bui
ldIndex - 4;

SceneManager.LoadScene(indeksSce
neSebelumnya);
    }

    public void
UnHideUIObject(GameObject obj)
    {
        obj.SetActive(true);
    }

    public void
HideUIObject(GameObject obj)
    {
        obj.SetActive(false);
    }

    public void
RotateRight(GameObject obj){

obj.transform.Rotate(Vector3.up*rot
ateSpeed*Time.deltaTime);
    }

    public void
RotateLeft(GameObject obj){

obj.transform.Rotate(Vector3.down*
rotateSpeed*Time.deltaTime);
    }
}
```

Lampiran 5. Kode KatalogLemari.cs

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

public class KatalogLemari :
MonoBehaviour
{
    public float rotateSpeed = 180f;
    public void BtnKembali()
    {
        int indeksSceneSebelumnya =
SceneManager.GetActiveScene().buildIndex - 2;

SceneManager.LoadScene(indeksSceneSebelumnya);
    }

    public void
UnHideUIObject(GameObject obj)
    {
        obj.SetActive(true);
    }

    public void
HideUIObject(GameObject obj)
    {
        obj.SetActive(false);
    }
}

    }
    public void
RotateRight(GameObject obj){

obj.transform.Rotate(Vector3.forward*rotateSpeed*Time.deltaTime);
    }

    public void
RotateLeft(GameObject obj){

obj.transform.Rotate(Vector3.back*rotateSpeed*Time.deltaTime);
    }

    public void RotateUp(GameObject
obj){

obj.transform.Rotate(Vector3.up*rotateSpeed*Time.deltaTime);
    }

    public void
RotateDown(GameObject obj){

obj.transform.Rotate(Vector3.down*rotateSpeed*Time.deltaTime);
    }
}
```

Lampiran 6. Kode KatalogMeja.cs

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

public class KatalogMeja :
MonoBehaviour
{
    public float rotateSpeed = 180f;

    // Update is called once per frame
    public void BtnKembali()
    {
        // Mendapatkan indeks scene
        sebelumnya
        int indeksSceneSebelumnya =
        SceneManager.GetActiveScene().buildI
        ndex - 3;

        // Memuat scene sebelumnya
        berdasarkan indeks

        SceneManager.LoadScene(indeksScene
        Sebelumnya);
    }

    public void
    UnHideUIObject(GameObject obj)
    {
        obj.SetActive(true);
    }

    public void
    HideUIObject(GameObject obj)
    {
        obj.SetActive(false);
    }

    public void RotateRight(GameObject
    obj){
        obj.transform.Rotate(Vector3.up*rotateS
        peed*Time.deltaTime);
    }

    public void RotateLeft(GameObject
    obj){
        obj.transform.Rotate(Vector3.down*rota
        teSpeed*Time.deltaTime);
    }
}
```

Lampiran 7. Kode KatalogLemari.cs

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

public class KatalogRak :
MonoBehaviour
{
    public float rotateSpeed = 180f;
    public void BtnKembali()
    {
        // Mendapatkan indeks scene
        sebelumnya
        int indeksSceneSebelumnya =
        SceneManager.GetActiveScene().bui
        ldIndex - 6;

        // Memuat scene sebelumnya
        berdasarkan indeks

        SceneManager.LoadScene(indeksSce
        neSebelumnya);
    }

    public void
    UnHideUIObject(GameObject obj)
    {
        obj.SetActive(true);
    }

}

}

public void
HideUIObject(GameObject obj)
{
    obj.SetActive(false);
}

public void
RotateRight(GameObject obj){

obj.transform.Rotate(Vector3.forwar
d*rotateSpeed*Time.deltaTime);
}

public void
RotateLeft(GameObject obj){

obj.transform.Rotate(Vector3.back*r
otateSpeed*Time.deltaTime);
}

public void RotateUp(GameObject
obj){

obj.transform.Rotate(Vector3.up*rot
ateSpeed*Time.deltaTime);
}

public void
RotateDown(GameObject obj){

obj.transform.Rotate(Vector3.down*
rotateSpeed*Time.deltaTime);
}
```

Lampiran 8. Kode KatalogRanjang.cs

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

public class KatalogRanjang :
MonoBehaviour
{
    public float rotateSpeed = 180f;
    public void BtnKembali()
    {
        int indeksSceneSebelumnya =
SceneManager.GetActiveScene().buildIndex - 5;

SceneManager.LoadScene(indeksSceneSebelumnya);
    }
    public void
UnHideUIObject(GameObject obj)
    {
        obj.SetActive(true);
    }

    public void
HideUIObject(GameObject obj)
    {
        obj.SetActive(false);
    }
}

    public void
RotateRight(GameObject obj){

obj.transform.Rotate(Vector3.forward*rotateSpeed*Time.deltaTime);
    }

    public void
RotateLeft(GameObject obj){

obj.transform.Rotate(Vector3.back*rotateSpeed*Time.deltaTime);
    }
    public void RotateUp(GameObject obj){

obj.transform.Rotate(Vector3.up*rotateSpeed*Time.deltaTime);
    }
    public void
RotateDown(GameObject obj){

obj.transform.Rotate(Vector3.down*rotateSpeed*Time.deltaTime);
    }
}
```

Lampiran 9. Kode KatalogLemari.cs

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

public class KatalogSofa : MonoBehaviour
{
    public float rotateSpeed = 180f;
    public void BtnKembali()
    {
        // Mendapatkan indeks scene sebelumnya
        int indeksSceneSebelumnya = SceneManager.GetActiveScene().buildIndex - 7;
        SceneManager.LoadScene(indeksSceneSebelumnya);
    }

    public void UnHideUIObject(GameObject obj)
    {
        obj.SetActive(true);
    }
    public void HideUIObject(GameObject obj)
    {
        obj.SetActive(false);
    }
    public void RotateRight(GameObject obj){
        obj.transform.Rotate(Vector3.forward*rotateSpeed*Time.deltaTime);
    }
}
```