

LAMPIRAN

Coding :

```
using System.Collections;
```

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

```
using UnityEngine;
```

```
using UnityEngine.SceneManagement;
```

```
public class AboutScript : MonoBehaviour
```

```
{
```

```
    // Start is called before the first frame update
```

```
    void Start()
```

```
    {
```

```
    }
```

```
    public void BtnKembali()
```

```
    {
```

```
        // Mendapatkan indeks scene sebelumnya
```

```
        int indeksSceneSebelumnya = SceneManager.GetActiveScene().buildIndex -  
2;
```

```
        // Memuat scene sebelumnya berdasarkan indeks
```

```
        SceneManager.LoadScene(indeksSceneSebelumnya);
```

```
    }
```

```
}
```

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

public class BehaviorScript : MonoBehaviour
{
    public AudioSource audioSource1;
    public AudioSource audioSource2;
    public AudioSource audioSource3;
    public AudioSource audioSource4;
    public AudioSource audioSource5;

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

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

    public void PlayAudio()
    {
        if (audioSource1 != null)
        {
            audioSource1.Play();
        }
    }
}
```

```
    }  
}  
public void PlayAudio2()  
{  
    if (audioSource2 != null)  
    {  
        audioSource2.Play();  
    }  
}  
public void PlayAudio3()  
{  
    if (audioSource3 != null)  
    {  
        audioSource3.Play();  
    }  
}  
public void PlayAudio4()  
{  
    if (audioSource4 != null)  
    {  
        audioSource4.Play();  
    }  
}  
public void PlayAudio5()  
{  
    if (audioSource5 != null)  
    {  
        audioSource5.Play();  
    }  
}
```

```
    }  
  }  
}
```

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

```
public class HomeScript : MonoBehaviour  
{  
    public void StartAr()  
    {  
        SceneManager.LoadScene("ScanArScene");  
    }
```

```
    public void StartAbout()  
    {  
        SceneManager.LoadScene("AboutScene");  
    }
```

```
    public void QuitApp()  
    {  
        Application.Quit();  
        Debug.Log("App Closed");  
    }  
}
```

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

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

    }

    public void BtnKembali()
    {
        // Mendapatkan indeks scene sebelumnya
        int indeksSceneSebelumnya = SceneManager.GetActiveScene().buildIndex -
1;

        // Memuat scene sebelumnya berdasarkan indeks
        SceneManager.LoadScene(indeksSceneSebelumnya);
    }
}
```

