


LAMPIRAN



Bandar Lampung, 16 Januari 2023

Nomor : Penelitian.003/DMJ/DFIK/BAAK/1-23
Lampiran : -
Perihal : Permohonan Izin Penelitian

Kepada Yth,
Pemilik Rumah Adat Istana Sekala Brak Lampung
Di-
Pekon Balak, Kec. Batu Brak, Kab. Lampung Barat, Lampung

Dengan hormat,


Sehubungan dengan peraturan Akademik Institut Bisnis dan Informatika (IBI) bahwa mahasiswa/i Strata Satu (S1) yang akan menyelesaikan studinya diwajibkan untuk memiliki pengalaman kerja dengan melaksanakan Penelitian dan membuat laporan yang waktunya disesuaikan dengan kalender Institut Bisnis dan Informatika (IBI) Darmajaya.

Untuk itu kami mohon kerja sama Bapak/Ibu agar kiranya dapat menerima mahasiswa/i untuk melakukan Penelitian, yang pelaksanaannya dimulai dari tanggal **20 Januari 2023 s.d 20 Februari 2023** (selama satu bulan).




Adapun mahasiswa/i tersebut adalah :

Nama : **Yoga Nurkholish Setya**
NPM : **1811010026**
Jurusan : **S1 Teknik Informatika**
Jenjang : **Strata Satu (S1)**

Demikian permohonan ini dibuat, atas perhatian dan kerjasama yang baik kami ucapkan terimakasih.


Dekan Fakultas Ilmu Komputer,
Dr. Sutedi, S.Kom.,M.T.I.
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Tembusan:
1. Program Studi S1 Teknik Informatika
2. Arsip.

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Surat Izin Penelitian

- APP Manager

```
using System.Collections;
```

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

```
using UnityEngine;
```

```
using UnityEngine.SceneManagement;
```

```
public class AppManager : MonoBehaviour
```

```
{
```

```
    public GameObject PanelMain, PanelInformasi, PanelPanduan,  
    PanelTentang;
```

```
    public GameObject Sounds;
```

```
    void Start()
```

```
{
```

```
        PanelMain.SetActive(true);
```

```
        PanelPanduan.SetActive(false);
```

```
        PanelTentang.SetActive(false);
```

```
        PanelInformasi.SetActive(false);
```

```
}
```

```
    public void MenuAugmentedReality()
```

```
{
```

```
        SceneManager.LoadScene("ARscene");
```

```
}
```

```
public void MenuVirtualTour()
```

```
{
```

```
    SceneManager.LoadScene("VirtualTour");
```

```
}
```

```
public void MenuUtama()
```

```
{
```

```
    PanelMain.SetActive(true);
```

```
    PanelPanduan.SetActive(false);
```

```
    PanelTentang.SetActive(false);
```

```
    PanelInformasi.SetActive(false);
```

```
    Sounds.SetActive(false);
```

```
}
```

```
public void UnduhMarker()
```

```
{
```

```
Application.OpenURL("https://drive.google.com/drive/folders/1a8xWN6NQ3  
2UW_2nmYV8tfMQvzvb3y2LE?usp=share_link");
```

```
}
```

```
public void MenuInformasi()
{
    PanelMain.SetActive(true);
    PanelInformasi.SetActive(true);
    Sounds.SetActive(true);
}
```

```
public void MenuPanduan()
{
    PanelMain.SetActive(true);
    PanelPanduan.SetActive(true);
}
```

```
public void MenuTentang()
{
    PanelMain.SetActive(true);
    PanelTentang.SetActive(true);
}
```

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

```
}  
}
```

- Backpres

```
using UnityEngine;
```

```
using System.Collections;
```

```
using UnityEngine.SceneManagement;
```

```
public class backpres : MonoBehaviour {
```

```
    public string SceneName;
```

```
    // Update is called once per frame
```

```
    void Update()
```

```
    {
```

```
        if (Input.GetKeyDown(KeyCode.Escape))
```

```
        {
```

```
            SceneManager.LoadScene(SceneName);
```

```
        }
```

```
    }
```

```

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

```

- Memunculkan Info

```

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

public class ShowHideInfo : MonoBehaviour {

    public GameObject InfoText;
    private bool ShowInfo = false;

    public void showhideInfo()
    {
        if (!ShowInfo)
        {
            InfoText.SetActive(true);
        }
    }
}

```

```

        ShowInfo = true;
    }
    else
    {
        InfoText.SetActive(false);
        ShowInfo = false;
    }
}
}
}

```

- Memunculkan Suara

```

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

public class soundSwitch : MonoBehaviour
{
    public AudioSource Sounds;
    private bool playSound = false;

    public void PlayStopSound()
    {

```

```
    if (!playSound)
    {
        Sounds.Play();
        playSound = true;
    }
    else
    {
        Sounds.Stop();
        playSound = false;
    }
}
}
```

- Slider Menu Animasi

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

public class SliderMenuAnim : MonoBehaviour
{
    public GameObject PanelMenu;
```



```

public void ShowHideMenu()
{
    if(PanelMenu != null)
    {
        Animator animator = PanelMenu.GetComponent<Animator>();
        if(animator != null)
        {
            bool isOpen = animator.GetBool("show");
            animator.SetBool("show", !isOpen);
        }
    }
}

```

- Trigger Buka Pintu

```

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

public class TriggerDoor : MonoBehaviour
{
    public GameObject DoorObj;

```

```

void OnTriggerEnter(Collider TriggerCol)
{
    if (TriggerCol.gameObject.tag == "Player")
    {

        if (DoorObj != null)
        {
            Animator animator = DoorObj.GetComponent<Animator>();
            if (animator != null)
            {
                bool isOpen = animator.GetBool("open");
                animator.SetBool("open", !isOpen);
            }
        }
    }
}

```

- Memutar Objek 3D pada AR

```
using System.Collections;
```

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

```
using UnityEngine;
```

```
public class LookAtTransform : MonoBehaviour
```

```
{
```

```
    public Transform CameraObj;
```

```
    public GameObject Target;
```

```
    // 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;
```

```
    }
```

```
}
```