

LAMPIRAN

Changescene

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

public class ChaneScene :
MonoBehaviour {

    public void
chanemenuscene(string scenename)
    {
        Application.LoadLevel(scenename);
    }

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

Layananlogic

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

public class LayananLogic :
MonoBehaviour {

    public GameObject panelPenumpang;
    public GameObject panelBarang;
    public GameObject panelAset;

    // Use this for initialization
    void Start () {
        panelPenumpang.SetActive(true);
        panelBarang.SetActive(false);
        panelAset.SetActive(false);
    }

    public void PenumpangClicked()
```

```
{
    panelPenumpang.SetActive(true);
    panelBarang.SetActive(false);
    panelAset.SetActive(false);
}

public void BarangClicked()
{
    panelPenumpang.SetActive(false);
    panelBarang.SetActive(true);
    panelAset.SetActive(false);
}

public void AsetClicked()
{
    panelPenumpang.SetActive(false);
    panelBarang.SetActive(false);
    panelAset.SetActive(true);
}
}
```

UserInterfaceButton

```
using UnityEngine;
using System.Collections;
using System.IO;

public class UserInterfaceButtons :
MonoBehaviour
{
    public float scalingSpeed =
0.0000000001f;
    public float rotationSpeed = 70.0f;
    public float translationSpeed =
5.0f;
    // public GameObject Model;
    bool repeatScaleUp = false;
    bool repeatScaleDown = false;
    bool repeatRotateLeft = false;
    bool repeatRotateRight = false;
    bool repeatPositionUp = false;
    bool repeatPositionDown = false;
    bool repeatPositionLeft = false;
    bool repeatPositionRight = false;

    void Update ()
    {
        if (repeatScaleUp) {
```

```

        ScaleUpButton ();
    }

    if (repeatScaleDown) {
ScaleDownButton ();
    }

    if (repeatRotateRight) {
RotationRightButton();
    }

    if (repeatRotateLeft) {
RotationLeftButton();
    }

    if (repeatPositionUp) {
PositionUpButton();
    }

    if (repeatPositionDown) {
PositionDownButton();
    }

    if (repeatPositionLeft) {
PositionLeftButton();
    }

    if (repeatPositionRight) {
PositionRightButton();
    }
}

public void CloseAppButton ()
{
    Application.Quit ();
}

        ScaleUpButton ();
    }

    if (repeatScaleDown) {
ScaleDownButton ();
    }

    if (repeatRotateRight) {
RotationRightButton();
    }

    if (repeatRotateLeft) {
RotationLeftButton();
    }

    if (repeatPositionUp) {
PositionUpButton();
    }

    if (repeatPositionDown) {
PositionDownButton();
    }

    if (repeatPositionLeft) {
PositionLeftButton();
    }

    if (repeatPositionRight) {
PositionRightButton();
    }
}

public void CloseAppButton ()
{
    Application.Quit ();
}

```

```

    public void RotationRightButton
    ()
    {
        // transform.Rotate (0, -
rotationSpeed * Time.deltaTime, 0);

        GameObject.FindWithTag
("Model").transform.Rotate (0, -
rotationSpeed * Time.deltaTime, 0);
    }

    public void RotationLeftButton ()
    {
        // transform.Rotate (0,
rotationSpeed * Time.deltaTime, 0);

        GameObject.FindWithTag
("Model").transform.Rotate (0,
rotationSpeed * Time.deltaTime, 0);
    }

    public void
RotationRightButtonRepeat ()
    {
        // transform.Rotate (0, -
rotationSpeed * Time.deltaTime, 0);
        repeatRotateRight=true;
    }

    public void
RotationLeftButtonRepeat ()
    {
        // transform.Rotate (0,
rotationSpeed * Time.deltaTime, 0);
        repeatRotateLeft=true;
    }

    public void ScaleUpButton ()
    {
        // transform.localScale +=
new Vector3(scalingSpeed, scalingSpeed,
scalingSpeed);

        GameObject.FindWithTag
("Model").transform.localScale += new

```

```

Vector3 (scalingSpeed, scalingSpeed,
scalingSpeed);
    }

    public void ScaleUpButtonRepeat
()
    {
        repeatScaleUp = true;
        Debug.Log ("Up");
    }
    public void
ScaleDownButtonRepeat ()
    {
        repeatScaleDown = true;
        Debug.Log ("Down");
    }
    public void
PositionDownButtonRepeat ()
    {
        repeatPositionDown =
true;
    }
    public void
PositionUpButtonRepeat ()
    {
        repeatPositionUp = true;
    }
    public void
PositionLeftButtonRepeat ()
    {
        repeatPositionLeft = true;
    }
    public void
PositionRightButtonRepeat ()
    {
        repeatPositionRight =
true;
    }

    public void ScaleUpButtonOff ()
    {
        repeatScaleUp = false;
        Debug.Log ("Off");
    }
    public void ScaleDownButtonOff
()
    {
        repeatScaleDown = false;
        Debug.Log ("Off");
    }

    public void RotateLeftButtonOff
()
    {
        repeatRotateLeft = false;
        Debug.Log ("Off");
    }

    public void RotateRightButtonOff
()
    {
        repeatRotateRight = false;
        Debug.Log ("Off");
    }
    public void
PositionRightButtonOff ()
    {
        repeatPositionRight =
false;
        Debug.Log ("Off");
    }
    public void PositionLeftButtonOff
()
    {
        repeatPositionLeft =
false;
        Debug.Log ("Off");
    }
    public void PositionUpButtonOff
()
    {
        repeatPositionUp = false;
        Debug.Log ("Off");
    }
    public void
PositionDownButtonOff ()
    {
        repeatPositionDown =
false;
        Debug.Log ("Off");
    }

```

