

# LAMPIRAN



```

** Load Scene AR **
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using
UnityEngine.SceneManagement;

```

```

public class PindahSceneKeAR :
MonoBehaviour {

```

```

public void PindahScene ()
{
    SceneManager.LoadScene("
CameraAR");
}
}

```

```

** Load Panel Petunjuk **

```

```

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

```

```

public class
PindahPanelKePentunjuk :
MonoBehaviour {

```

```

    public GameObject
PanelMainMenu;

```

```

    public GameObject
PanelPetunjuk;

```

```

    public GameObject
PanelFauna;

```

```

    public GameObject
PanelTentang;

```

```

    public void GantiKePanel(){

```

```

        PanelMainMenu.SetActive
(false);

```

```

        PanelPetunjuk.SetActive
(true);

```

```

        PanelFauna.SetActive
(false);

```

```

        PanelTentang.SetActive
(false);

```

```

    }

```

```

    void Start () {

```

```

    }

```

```

    void Update () {

```

```

    }

```

```

}

```

```

** Load Panel List Fauna **

```

```

using System.Collections;

```

```

using System.Collections.Generic;

```

```

using UnityEngine;
using UnityEngine.UI;

public class
PindahPanelKeListFauna :
MonoBehaviour {

    public GameObject
PanelMainMenu;

    public GameObject
PanelPetunjuk;

    public GameObject
PanelFauna;

    public GameObject
PanelTentang;

    public void GantiKePanel(){

        PanelMainMenu.SetActive
(false);

        PanelPetunjuk.SetActive
(false);

        PanelFauna.SetActive
(true);

        PanelTentang.SetActive
(false);

    }

    void Start () {
}

    void Update () {

    }

}

** Quit **
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Exit : MonoBehaviour {

    public void ExitAplikasi()
    {
        Debug.Log ("Tombol
Quit Di Klik");
        Application.Quit ();
    }

    void Start () {

    }

    void Update () {

    }

}

```

### **\*\* Load Panel Tentang \*\***

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

```
public class PindahPanelKeTentang :
MonoBehaviour {
```

```
    public GameObject
PanelMainMenu;
```

```
    public GameObject
PanelPetunjuk;
```

```
    public GameObject
PanelFauna;
```

```
    public GameObject
PanelTentang;
```

```
    public void GantiKePanel(){
```

```
        PanelMainMenu.SetActive
(false);
```

```
        PanelPetunjuk.SetActive
(false);
```

```
        PanelFauna.SetActive
(false);
```

```
        PanelTentang.SetActive
(true);
```

```
    }
```

```
void Start () {
```

```
}
```

```
void Update () {
```

```
}
```

```
}
```

### **\*\* Load Scene Main Menu \*\***

```
using System.Collections;
```

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

```
using UnityEngine;
```

```
using
UnityEngine.SceneManagement;
```

```
public class
PindahKeSceneMainMenu :
MonoBehaviour {
```

```
public void PindahScene ()
```

```
{
```

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

```
}
```

```
}
```

### **\*\* Indikakor Warna \*\***

```
using UnityEngine;
```

```
using UnityEngine.UI;
```

```

public class FrameQualityMeter :
MonoBehaviour
{
    public Image[] LowMedHigh;

    void SetMeter(Color low, Color
med, Color high)
    {
        if (LowMedHigh.Length == 3)
        {
            if (LowMedHigh[0])
                LowMedHigh[0].color =
low;
            if (LowMedHigh[1])
                LowMedHigh[1].color =
med;
            if (LowMedHigh[2])
                LowMedHigh[2].color =
high;
        }
    }

    public void
SetQuality(Vuforia.ImageTargetBuil
der.FrameQuality quality)
    {
        switch (quality)
        {
            case
(Vuforia.ImageTargetBuilder.Frame
Quality.FRAME_QUALITY_NONE
):
                SetMeter(Color.gray,
Color.gray, Color.gray);
                break;
            case
(Vuforia.ImageTargetBuilder.Frame
Quality.FRAME_QUALITY_LOW):
                SetMeter(Color.red,
Color.gray, Color.gray);
                break;
            case
(Vuforia.ImageTargetBuilder.Frame
Quality.FRAME_QUALITY_MEDI
UM):
                SetMeter(Color.red,
Color.yellow, Color.gray);
                break;
            case
(Vuforia.ImageTargetBuilder.Frame
Quality.FRAME_QUALITY_HIGH)
:
                SetMeter(Color.red,
Color.yellow, Color.green);
                break;
        }
    }
}

** Fauna Selector **

using UnityEngine;
using System.Collections;

public class FaunaSelector :
MonoBehaviour {

```

```
public GameObject Gajah;  
public GameObject Lumba;  
public GameObject Anjing;  
public GameObject Hiu;  
public GameObject Kerbau;  
public GameObject Meong;  
public int BallSelected;
```

```
void Start () {  
Lumba.SetActive (false);  
Anjing.SetActive (false);  
Hiu.SetActive (false);  
Kerbau.SetActive (false);  
Meong.SetActive (false);  
}
```

```
public void LoadGajah(){  
Gajah.SetActive (true);  
Lumba.SetActive (false);  
Anjing.SetActive (false);  
Hiu.SetActive (false);  
Kerbau.SetActive (false);  
Meong.SetActive (false);  
}
```

```
public void LoadLumba(){  
Gajah.SetActive (false);  
Lumba.SetActive (true);  
Anjing.SetActive (false);
```

```
Hiu.SetActive (false);  
Kerbau.SetActive (false);  
Meong.SetActive (false);  
}
```

```
public void LoadAnjing(){  
Gajah.SetActive (false);  
Lumba.SetActive (false);  
Anjing.SetActive (true);  
Hiu.SetActive (false);  
Kerbau.SetActive (false);  
Meong.SetActive (false);  
}
```

```
public void LoadHiu(){  
Gajah.SetActive (false);  
Lumba.SetActive (false);  
Anjing.SetActive (false);  
Hiu.SetActive (true);  
Kerbau.SetActive (false);  
Meong.SetActive (false);  
}
```

```
public void LoadKerbau(){  
Gajah.SetActive (false);  
Lumba.SetActive (false);  
Anjing.SetActive (false);  
Hiu.SetActive (false);  
Kerbau.SetActive (true);
```

```

Meong.SetActive (false);
}

public void LoadMeong(){
Gajah.SetActive (false);
Lumba.SetActive (false);
Anjing.SetActive (false);
Hiu.SetActive (false);
Kerbau.SetActive (false);
Meong.SetActive (true);
}
}

** Reset/Reload Scene **
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using
UnityEngine.SceneManagement;

public class ResetScreen :
MonoBehaviour {

    public void ResetFauna () {

        SceneManager.LoadScene("
CameraAR");
    }
}

void Update () {

}

** Suara Fauna **
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class SuaraFauna :
MonoBehaviour
{

    public AudioSource src;

    void Start ()
    {

    }

    void Update ()
    {

    }

    public void PlaySuaraFauna()
    {

        src.Play();
    }
}

```



```

        public void
PauseSuaraFauna()
    {
        src.Pause();
    }

    public void StopSuaraFauna()
    {
        src.Stop();
    }
}

        public void PlaySuaraFauna()
    {
        src.Play();
    }

    public void
PauseSuaraFauna()
    {
        src.Pause();
    }
}

```

**\*\* Backsound Main Menu \*\***

```

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

```

```

public class SuaraMainMenu :
MonoBehaviour

```

```

{
    public AudioSource src;

```

```

    void Start ()

```

```

    {

```

```

    }

```

```

    void Update ()

```

```

    {

```

```

    public void StopSuaraFauna()

```

```

    {

```

```

        src.Stop();

```

```

    }

```

```

}

```

**\*\* Putar Object \*\***

```

using UnityEngine;

```

```

using System.Collections;

```

```

public class Rotate : MonoBehaviour

```

```

{

```

```

    void Update () {

```

```
transform.Rotate(0,20*Time.deltaTime,0);  
    }  
}
```

**\*\* Geser Objek \*\***

```
using UnityEngine;
```

```
public class SimpleMove :  
MonoBehaviour
```

```
{  
    protected virtual void  
LateUpdate()  
    {
```

```
        LeanLeanTouch.MoveObject  
t(transform,  
LeanLeanTouch.DragDelta);  
    }  
}
```

**\*\* Zoom Objek \*\***

```
using UnityEngine;
```

```
public class SimpleScale :  
MonoBehaviour
```

```
{  
    protected virtual void  
LateUpdate()  
    {
```

```
        LeanLeanTouch.ScaleObject
```

```
(transform,  
LeanLeanTouch.PinchScale);  
    }  
}
```

**\*\* Lean Touch Script \*\***

```
Version 1.0.8
```

**\*\* Vuforia Script \*\***

```
Vuforia AR Support 2018.2-2018.3
```