

LAMPIRAN

Lampiran 1 : Contoh Script

SCRIPT FUNGSI *MAINMENU*

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.SceneManagement;  
  
public class MULAI : MonoBehaviour  
{  
    public void KEMBALI()  
    {  
        SceneManager.LoadScene("MainMenu");  
    }  
  
    public void KerangkaManusia()  
    {  
        SceneManager.LoadScene("KerangkaManusia");  
    }  
  
    public void Jantung()  
    {  
        SceneManager.LoadScene("Jantung");  
    }  
  
    public void Reproduksi()  
    {  
        SceneManager.LoadScene("Reproduksi");  
    }
```

```
}  
  
public void SistemPernafasan()  
{  
    SceneManager.LoadScene("SistemPernafasan");  
}  
public void Syaraf()  
{  
    SceneManager.LoadScene("Syaraf");  
}  
public void Pencernaan()  
{  
    SceneManager.LoadScene("Pencernaan");  
}  
  
}
```

SCRIPT FUNGSI PUTAR KANAN

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

public class Kanan : MonoBehaviour
{
    bool isRotate;
    public float rotateSpeed;
    public void ActivatedRotation()
    {
        if (isRotate)
        {
            isRotate = false;
        }

        else
        {
            isRotate = true;
        }
    }

    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
```

```
void Update()
{
    if (isRotate)
    {
        transform.Rotate(0, -10 * rotateSpeed * Time.deltaTime, 0,
Space.World);
    }
}

public void StopRotation()
{
    isRotate = false;
}
}
```

SCRIPT FUNGSI PUTAR KIRI

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

public class Kiri: MonoBehaviour
{
    bool isRotate;
    public float rotateSpeed;
    public void ActivatedRotation()
    {
        if (isRotate)
        {
            isRotate = false;
        }

        else
        {
            isRotate = true;
        }

    }
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
```

```
void Update()
{
    if (isRotate)
    {
        transform.Rotate(0, 10 * rotateSpeed * Time.deltaTime, 0,
Space.World);
    }
}
public void StopRotation()
{
    isRotate = false;
}
}
```