

# LAMPIRAN



```

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

public class PindahScene :
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 Object
PanelMainMenu;

    public Object PanelPetunjuk;
    public GObject Panel;

public Object PanelTentang;

public void GantiKePanel(){
    PanelMainMenu.SetActive
(false);

    PanelPetunjuk.SetActive
(true);

    Panel.SetActive
(false);

    PanelTentang.SetActive
(false);
}

void Start () {

}

void Update () {

}
}

** Load Panel List Pelapor **
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

```



```

using UnityEngine.UI;

        }

public class PindahPanelKeTentang : MonoBehaviour {

    public Object
PanelMainMenu;

    public Object PanelPetunjuk;
    public Object Panel;
    public Object PanelTentang;

    public void GantiKePanel(){

        PanelMainMenu.SetActive
(false);

        PanelPetunjuk.SetActive
(false);

        Panel.SetActive
(false);

        PanelTentang.SetActive
(true);

    }

    void Start () {

    }

    void Update () {

        }

    }

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

public class PindahKeSceneMenu :
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;
        }
    }
}

** Selector **
using UnityEngine;
using System.Collections;

public class FaunaSelector :
MonoBehaviour {

;

public Object;
public int BallSelected;

void Start () {

```

```

    }
}

** Reset/Reload Scene **

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

public class ResetScreen :
MonoBehaviour {

    public void Reset () {

        SceneManager.LoadScene("
CameraAR");

    }

    void Update () {

    }

}

```

```

** Collections **

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

```

```

public class : MonoBehaviour
{
    public AudioSource src;

    void Start ()
    {

    }

    void Update ()
    {

    }

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

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

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

}

```

```

** Back Main Menu **
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class MainMenu :
MonoBehaviour
{
    public AudioSource src;

    void Start ()
    {

    }

    void Update ()
    {

    }

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

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

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

** Object **
using UnityEngine;
using System.Collections;

public class Rotate : MonoBehaviour
{

    void Update () {
transform.Rotate(0,20*Time.deltaTime,0);
    }

}

** Objek **
using UnityEngine;

public class SimpleMove :
MonoBehaviour
{
    protected void LateUpdate()
    {

Lean.LeanTouch.MoveObjec

```



```
t(transform,  
Lean.LeanTouch.DragDelta);  
    }  
}
```

### **\*\* Menu Objek \*\***

```
using UnityEngine;
```

```
public class SimpleScale :  
MonoBehaviour  
{  
    protected virtual void  
LateUpdate()  
{  
  
    Lean.LeanTouch.ScaleObject  
(transform,  
Lean.LeanTouch.PinchScale);  
    }  
}
```

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

*Version 1.0.8*

### **\*\* Script \*\***

*Web Support 2018.2-2018.3*