

**Chamando outra página e incerrando o aplicativo.**

- ▶ Nos slides anteriores temos:
  - ▶ 01 – Apresentação do ambiente Unity 3d
  - ▶ 02 – Criando um cenário

No slide atual iremos criar um script e funções dentro dele para podermos executar através de eventos dos botões.

Criando um projeto novo.

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Unity 2017.4.15f1

Projects Learn

New Open My Account

Project name  
ExecutaCenario

Location  
C:\Users\Public\Documents

Organization  
joseosmanmenezes

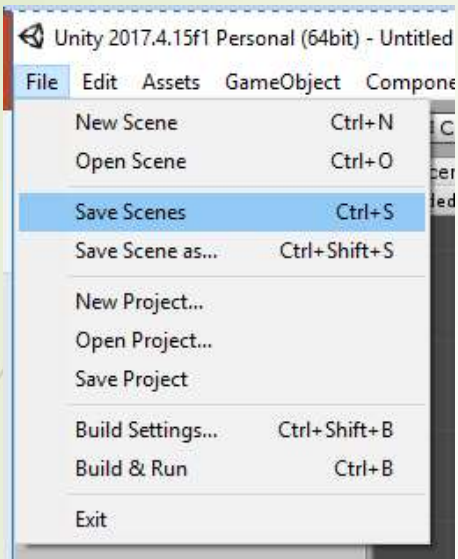
Template  
2D

2D template  
Add Asset Package

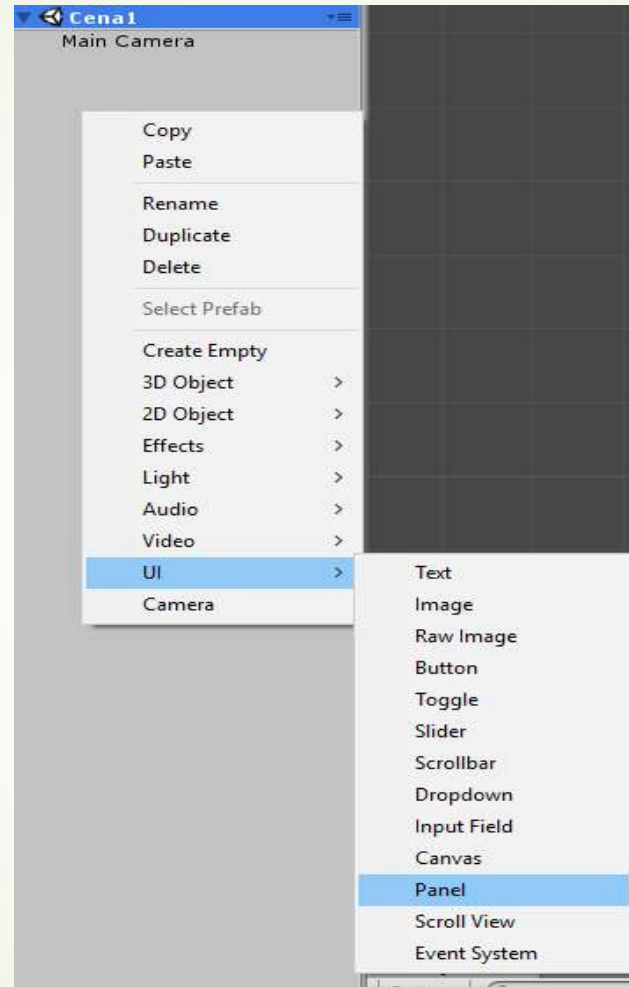
ON Enable Unity Analytics ?

Create project

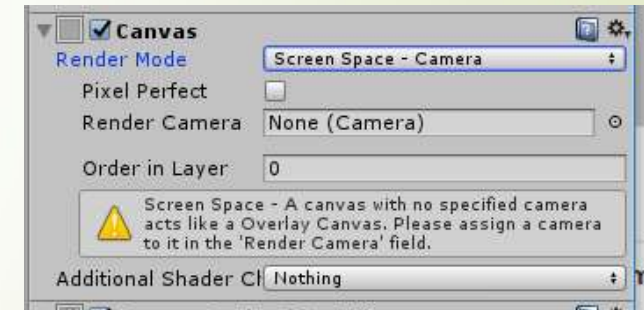
1ª. Salva o Cenário



2ª. Crie um panel.

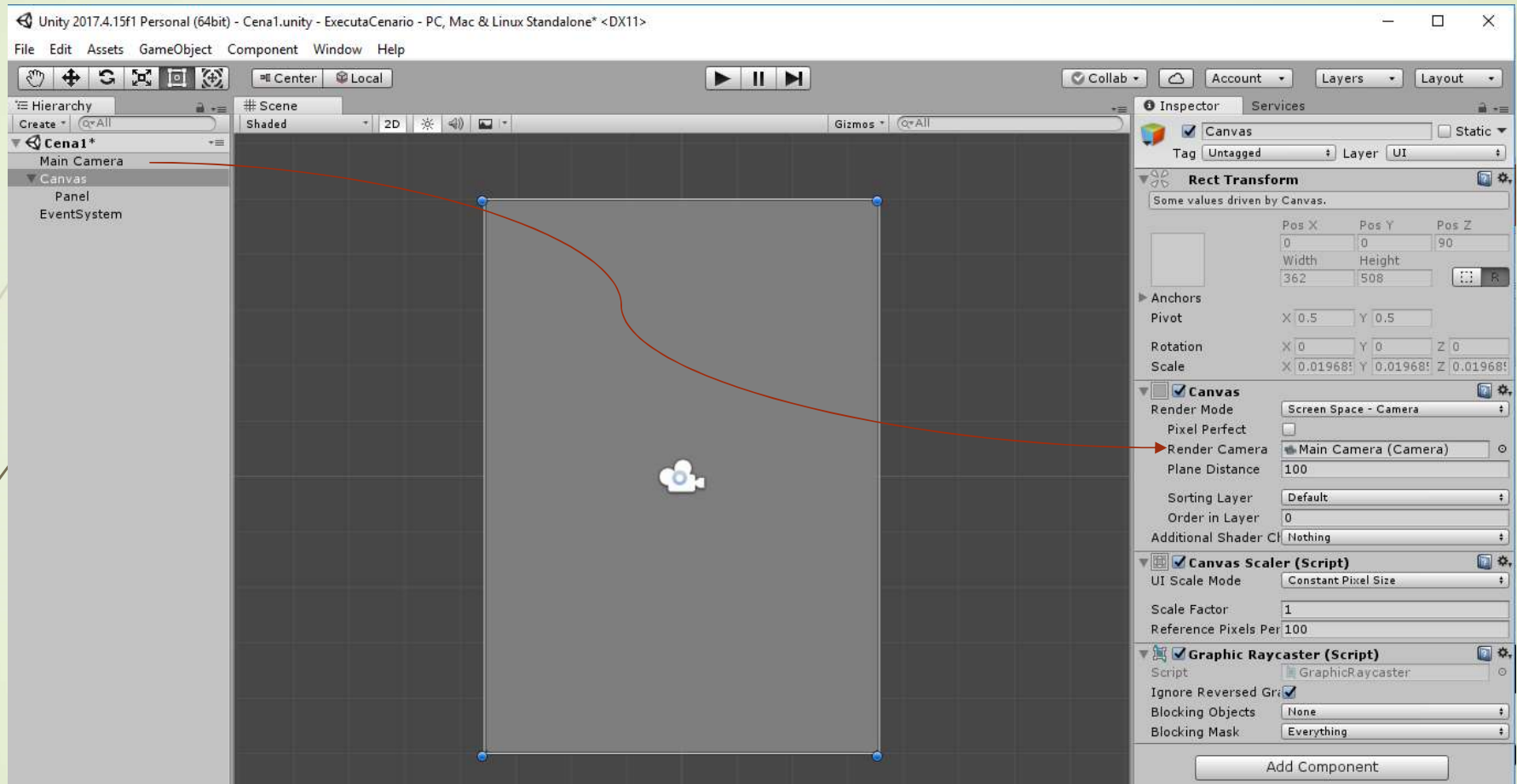


3ª. Em canvas , mude o Render Mode



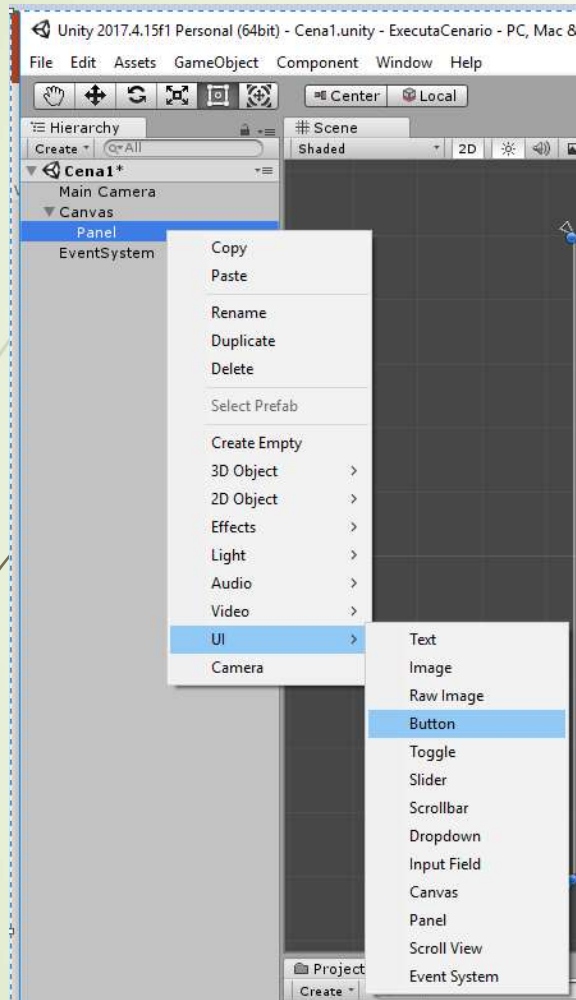
## Mova a câmera para o Render Camera

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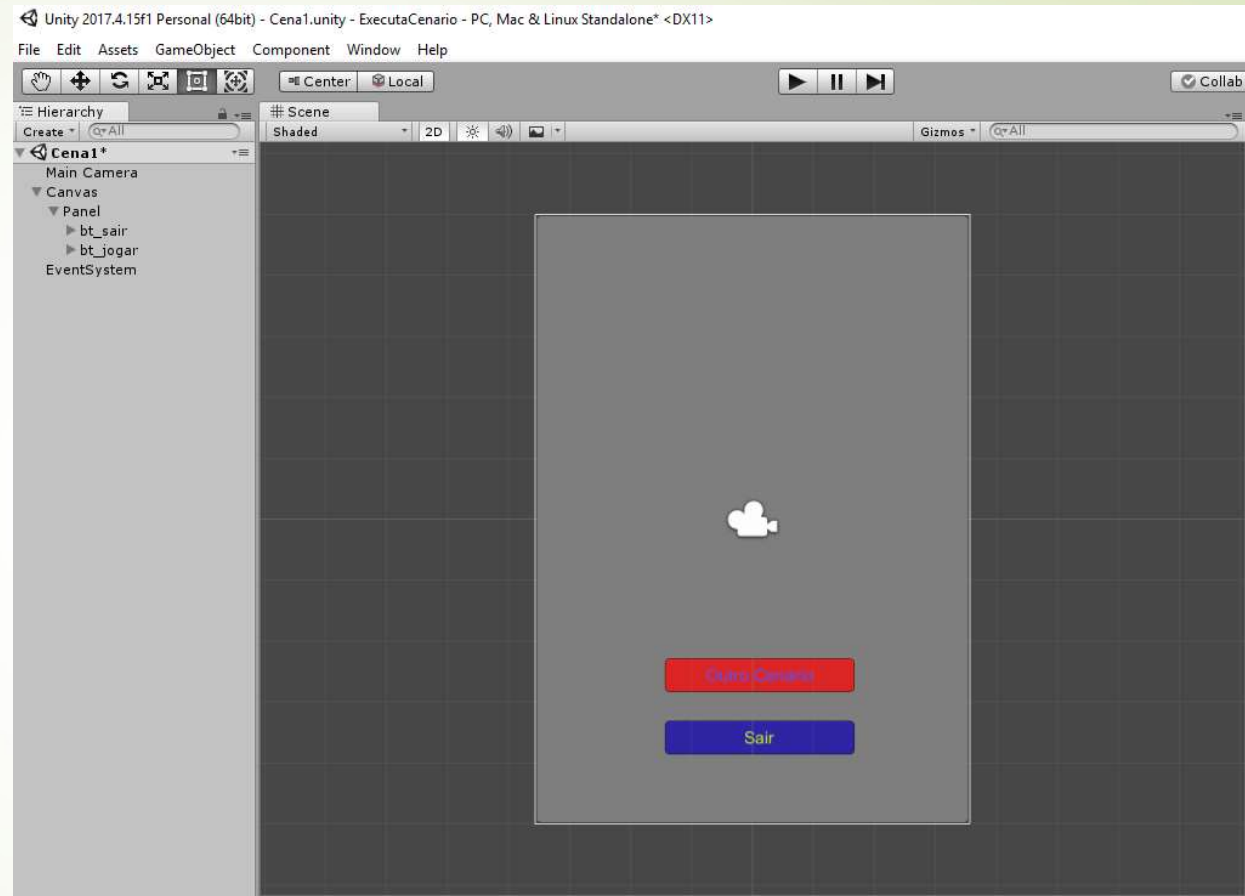


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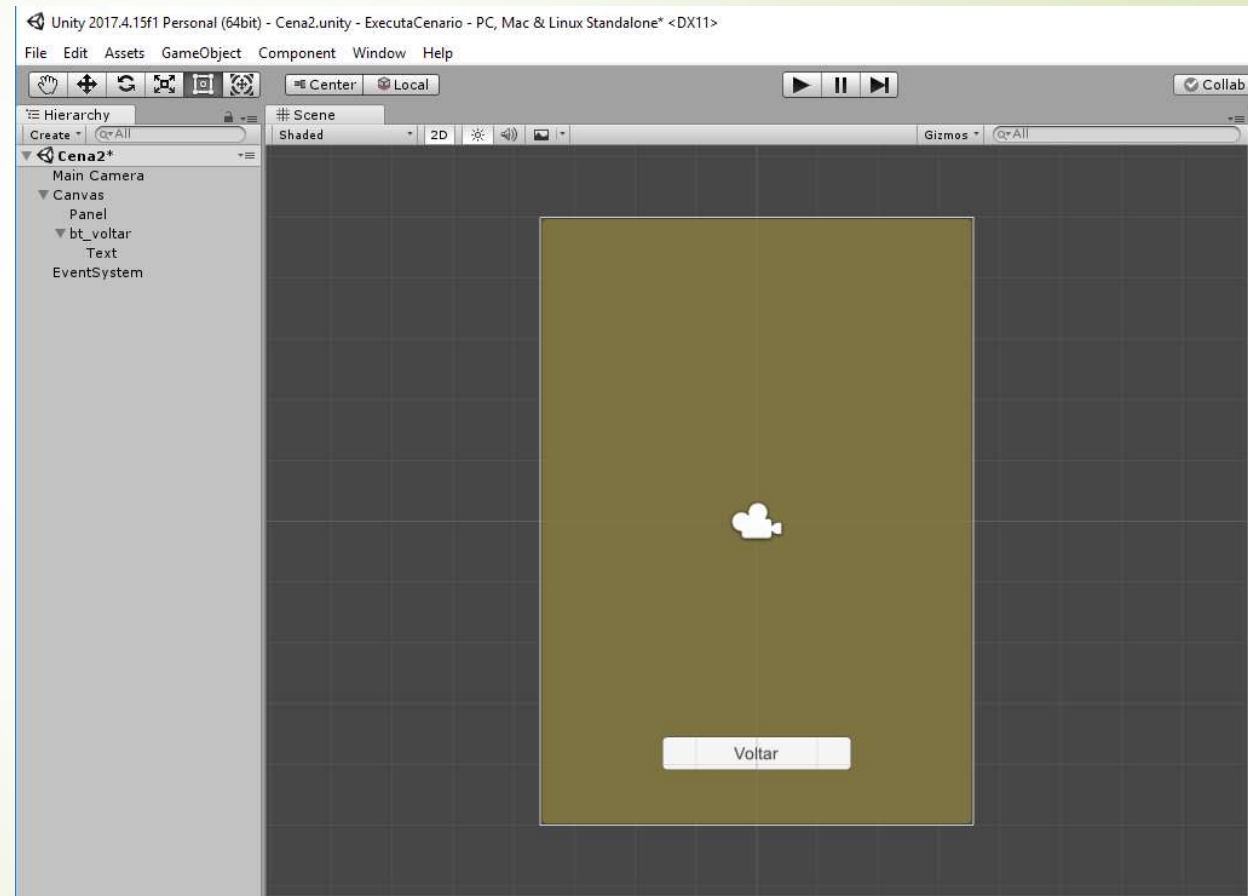
Insira dois botões.



Mude a cor o texto e o nome.



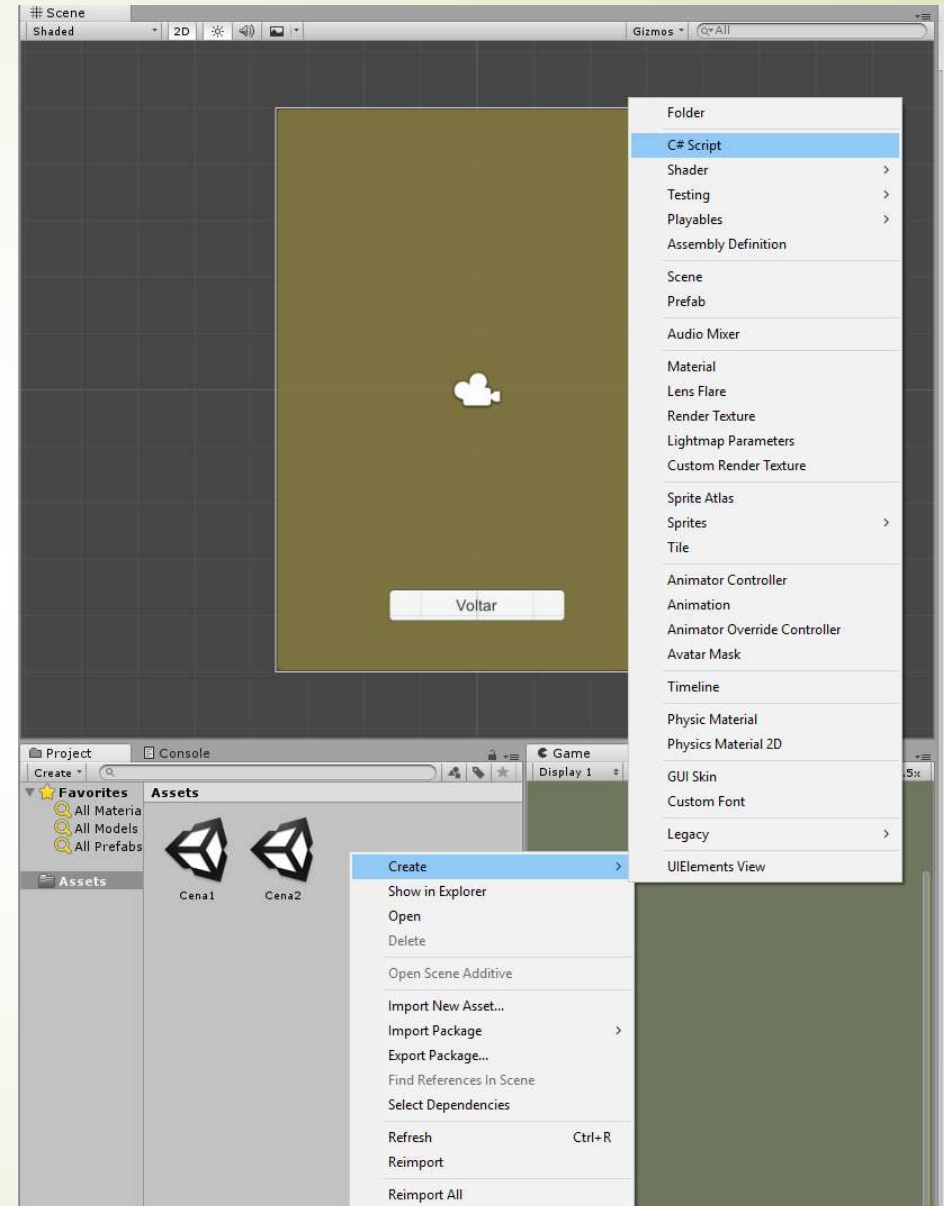
- Crie um novo cenário.
- Renomei para cena2
- Crie um painel
- Mude o render mode do canvas
- Mova a câmera para Render Camera.
- Mude a cor do painel
- Crie um botão Voltar.



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Criando um script.

Na paleta Project , use o botão direito do mouse e click em Create >> C# script



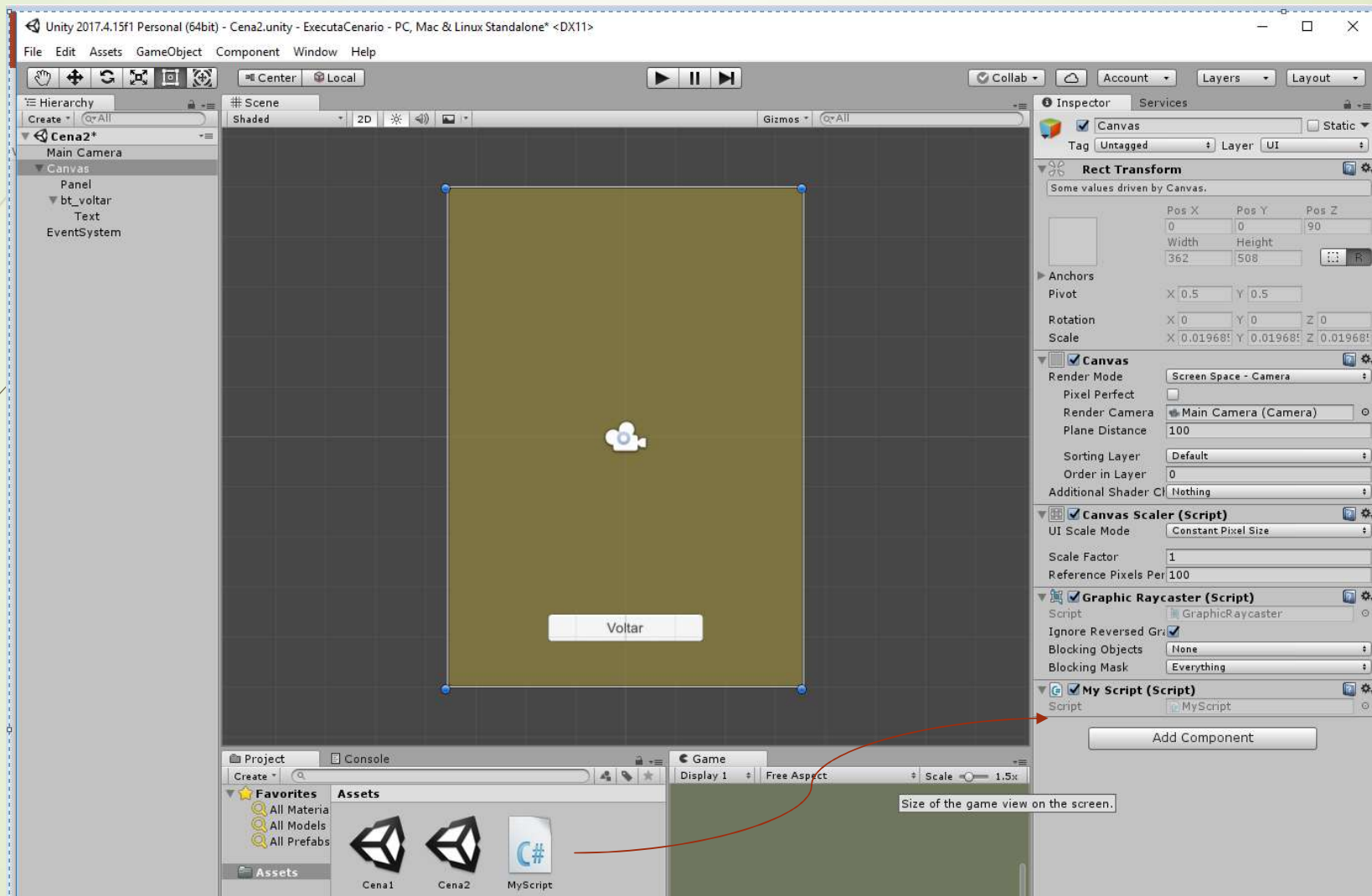


Crie o nome MyScript.

```
MyScript.cs
No selection
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class MyScript : MonoBehaviour {
6
7     // Use this for initialization
8     void Start () {
9
10    }
11
12    // Update is called once per frame
13    void Update () {
14
15    }
16 }
17
```

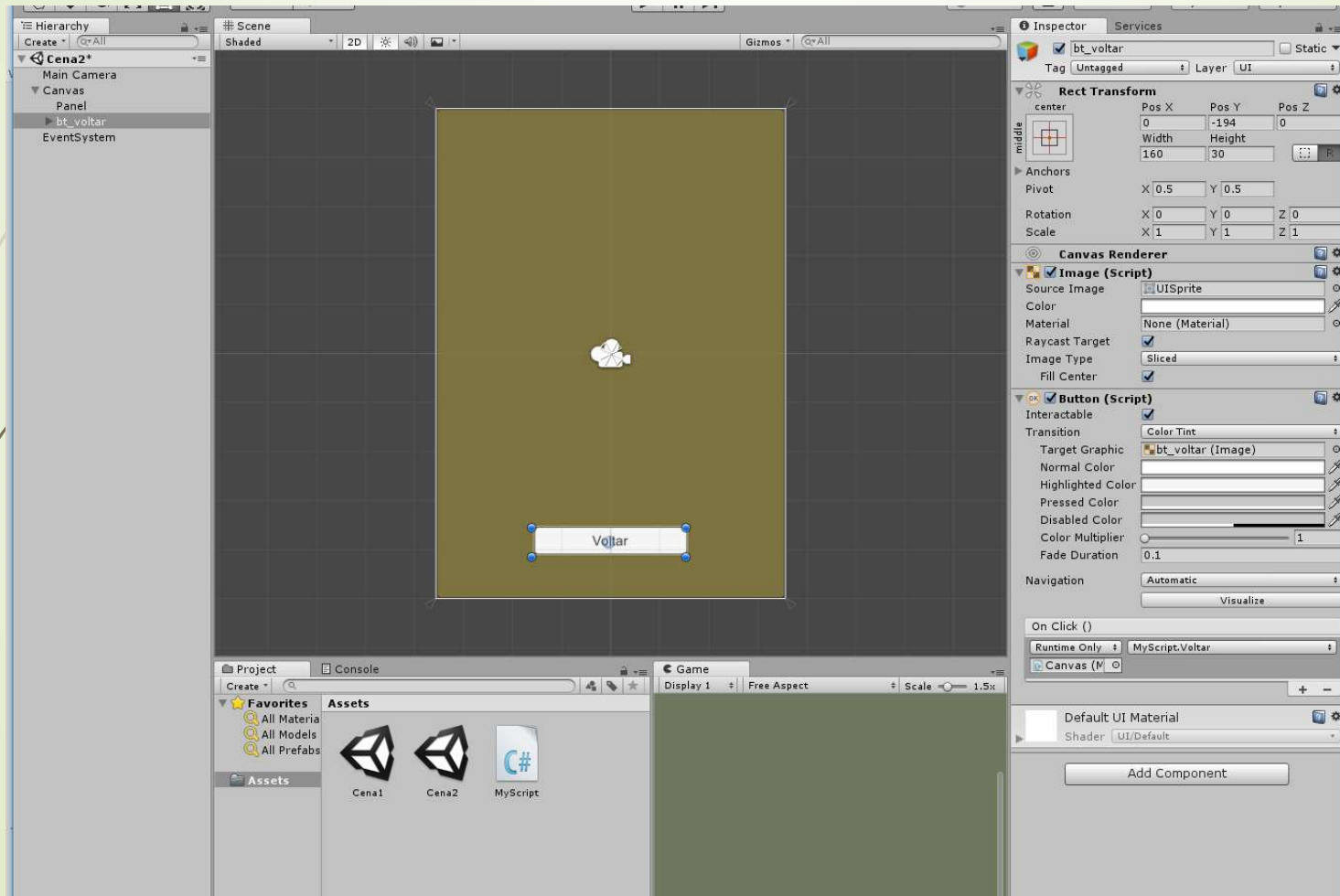
Crie a cláusula using e a função Sair, Jogar e Voltar.

```
MyScript.cs
MyScript ▶ Voltar ()
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5
6 public class MyScript : MonoBehaviour {
7
8     // Use this for initialization
9     void Start () {
10
11    }
12
13    // Update is called once per frame
14    void Update () {
15
16    }
17
18    public void BotaSair () {
19        Application.Quit();
20    }
21
22    public void BotaPlay() {
23        SceneManager.LoadScene (1);
24    }
25
26    public void Voltar () {
27        SceneManager.LoadScene (0);
28    }
29
30 }
31
```



Selecionar o botão e no evento click adicionar + e especificar o evento Voltar.

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Vincular no cena1 o botão sair com o evento BotaSair e Outro Cenário para botaPlay

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