

**LAMPIRAN**

-----Source Code BackPress-----

```
using UnityEngine;
using System.Collections;

public class backpressARCamera : MonoBehaviour {

    public void GoToARCamera()
    {
        Application.LoadLevel("ARCamera");
    }
}
```

-----Source Code BackPress-----

```
using UnityEngine;
using System.Collections;

public class backpressMARKER : MonoBehaviour {

    public void GoToMARKER()
    {
```

```
Application.LoadLevel("MARKER");
```

```
    }  
}
```

-----Source Code Loading Screen-----

```
using UnityEngine;  
using UnityEngine.UI;  
using System.Collections;  
  
public class loading : MonoBehaviour {  
  
    public Transform LoadingBar;  
  
    [SerializeField] private float currentAmount;  
    [SerializeField] private float speed;  
  
    // Update is called once per frame  
    void Update () {  
        if (currentAmount < 100) {  
            currentAmount += speed * Time.deltaTime;  
            Debug.Log ((int)currentAmount);  
        } else {  
            Application.LoadLevel ("main_menu");  
        }  
    }  
}
```

```

        LoadingBar.GetComponent<Image> ().fillAmount =
currentAmount / 100;
    }
}

```

-----Source Code Splash Screen-----

```

using UnityEngine;
using System.Collections;

public class splash : MonoBehaviour {

    // Use this for initialization
    void Start () {
        StartCoroutine (Example ());
    }

    IEnumerator Example ()
    {
        yield return new WaitForSeconds (2);
        Application.LoadLevel ("LoadingScreen");
    }
}

```

-----Source Code Main Menu-----

```

using UnityEngine;
using System.Collections;

```

```

public class menu : MonoBehaviour {

    public void GoToARCamera(){
        Application.LoadLevel("ARCamera");
    }
    public void GoToMARKER(){
        Application.LoadLevel("MARKER");
    }
    public void GoToInfo(){
        Application.LoadLevel("info");
    }

    public void GoToAbout(){
        Application.LoadLevel("ABOUT");
    }
    public void GoToKontak(){
        Application.LoadLevel("kontak");
    }

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

```

-----Source Code Menu Marker -----

```

using UnityEngine;
using System.Collections;

```

```
public class menuMarker : MonoBehaviour {

    public void GoToT40(){
        Application.LoadLevel("T40");
    }

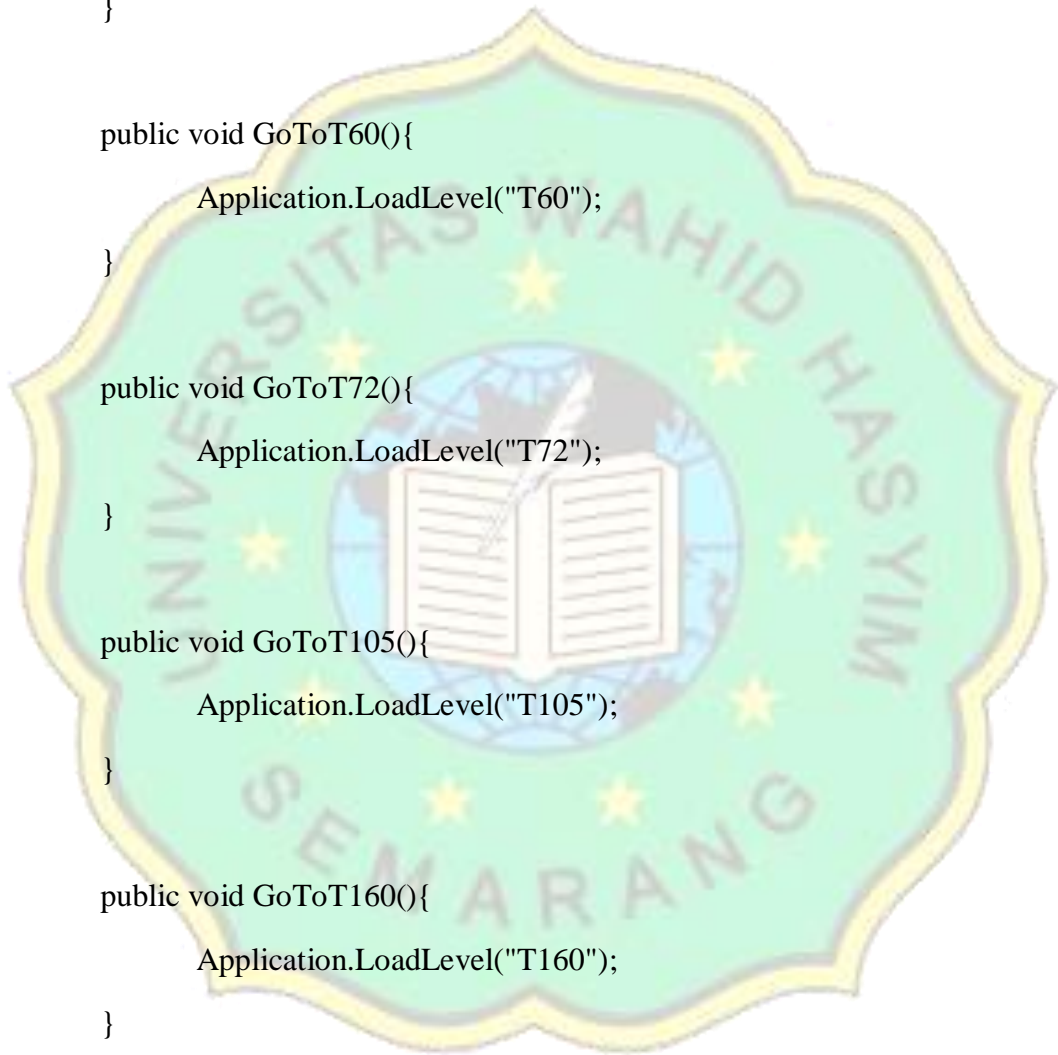
    public void GoToT60(){
        Application.LoadLevel("T60");
    }

    public void GoToT72(){
        Application.LoadLevel("T72");
    }

    public void GoToT105(){
        Application.LoadLevel("T105");
    }

    public void GoToT160(){
        Application.LoadLevel("T160");
    }

    public void GoToT210(){
        Application.LoadLevel("T210");
    }
}
```



```

public void GoToMainMenu(){
    Application.LoadLevel("main_menu");
}

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

```

-----Source Code goURL -----

```

using UnityEngine;
using System.Collections;

public class goURL : MonoBehaviour {

    public void access()
    {
        Application.OpenURL("http://access-architect.com");
    }

    public void email()
    {
        Application.OpenURL("http://gmail.com");
    }

    public void map()
    {
        Application.OpenURL("https://www.google.com/maps/place/Jl.+Genuk+
Karanglo+No.10,+Tegalsari,+Candisari,+Kota+Semarang,+Jawa+Tengah+50614/

```

@-  
7.0019453,110.4187238,17z/data=!3m1!4b1!4m5!3m4!1s0x2e708b63eec5ef3f:0x75f1f0ad4ddfb336!8m2!3d-7.0019453!4d110.4209125");

}

}

