//The code on this page is mainly responsible for jumping to the AR camera interface by clicking the button

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.SceneManagement;

public class tophoto: MonoBehaviour

{

public Button btnRestart; //Press the button to take a photo

public void ClickRestart()

{

SceneManager.LoadScene("AR-photo"); //Jump to the third scene

}

// Use this for initialization

void Start()

{

btnRestart.onClick.AddListener(ClickRestart);

}

// Update is called once per frame

void Update()

{

}

}