extends Node

var current\_scene\_path = null

var root\_scene = "res://entities/Main/Launch.tscn"

var history = []

func switch\_scene(path):

#If not on the root scene, store the current scene as the last scene

if current\_scene\_path:

history.append(current\_scene\_path)

#Update the current scene to represent the change

current\_scene\_path = path

get\_tree().change\_scene(path)

func return\_to\_last():

#If there is a scene to return to that isn't the main scene

if not history.empty():

#Get the last scene visited from the END of the history array

var target = history.pop\_back()

#Update the current scene to represent the change

get\_tree().change\_scene(target)

current\_scene\_path = target

#If the only scene left to return to is the root scene

#AND IT HASN'T YET BEEN RETURNED TO

elif current\_scene\_path:

#Go back to the root scene and set the current path to null

#So this doesn't get re-run until a different scene has

#been switched to

get\_tree().change\_scene(root\_scene)

current\_scene\_path = null

func set\_screen\_orientation(value):

OS.screen\_orientation = value