

```
using UnityEngine.SceneManagement;

using UnityEngine.UI;

public class TestScene : MonoBehaviour
{
    //异步式句柄
    AsyncOperation changOperator;

    Slider myslider;
    // Start is called before the first frame update
    void Start()
    {

        //切换场景的时候 不能清除 画布
        DontDestroyOnLoad(transform.root.gameObject);
        //阻塞式
        // SceneManager.LoadScene();

        Button tmpBtn = transform.Find("Button").GetComponent<Button>();

        tmpBtn.onClick.AddListener(() => {

            //异步式
            changOperator = SceneManager.LoadSceneAsync("TestOne");

            //不让下一个场景 马上显示
            changOperator.allowSceneActivation = false;

            StartCoroutine(ChangeScene());
        });
    }
}
```

```

myslider = transform.Find("Slider").GetComponent<Slider>();

}

IEnumerator ChangeScence()
{

    yield return changOperator;

    // yield return new WaitForEndOfFrame();

}

// Update is called once per frame
void Update()
{
    if(changOperator != null)
    {
        Debug.Log(changOperator.progress);

        myslider.value = changOperator.progress;

    }

    if (Input.GetKeyDown(KeyCode.A))
    {
        //让下一个场景显示出来
        changOperator.allowSceneActivation = true;
    }
}

```

}

}

}