

```
using UnityEngine.SceneManagement;

using UnityEngine.UI;

public class TestScence : 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(ChangeScence());
        });
    }
}
```

```
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;  
    }  
}
```

}

}

}