using UnityEngine;

using UnityEngine.SceneManagement;

public class MainMenu : MonoBehaviour

{

    // The name of the scene to load, editable in the Inspector

    [SerializeField] private string sceneToLoad;

    // This method can be called by a UI button or event to load the selected scene

    public void LoadScene()

    {

        if (!string.IsNullOrEmpty(sceneToLoad))

        {

            SceneManager.LoadScene(sceneToLoad);

        }

        else

        {

            Debug.LogWarning("Scene name is empty! Please set it in the Inspector.");

        }

    }

    // Optional: Method to quit the game

    public void QuitGame()

    {

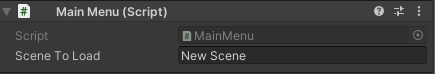
        Debug.Log("Quitting game...");

        Application.Quit();

    }

}

Script untuk main main menu

  
  
tulis nama scene nya ( harus tepat )

### VolumeController Script:

using UnityEngine;

using UnityEngine.UI;

public class VolumeController : MonoBehaviour

{

[SerializeField] private Slider volumeSlider; // Reference to the UI slider

[SerializeField] private AudioSource audioSource; // The AudioSource component you want to control

private void Start()

{

// Set the slider's value to the current volume at start

if (audioSource != null && volumeSlider != null)

{

volumeSlider.value = audioSource.volume;

volumeSlider.onValueChanged.AddListener(SetVolume); // Add listener for slider changes

}

}

// Method to adjust the volume

public void SetVolume(float volume)

{

if (audioSource != null)

{

audioSource.volume = volume; // Set the AudioSource volume

}

}

}

```

### How to use:

1. \*\*Create a Slider in the UI:\*\*

- In Unity, go to `GameObject > UI > Slider` to create a slider for controlling volume.

- Customize the slider to fit your UI.

2. \*\*Attach the Script to a GameObject:\*\*

- Attach the `VolumeController` script to any GameObject (e.g., `SettingsManager`).

3. \*\*Assign the Slider and AudioSource in the Inspector:\*\*

- Drag and drop the slider you created into the `Volume Slider` field in the Inspector.

- Drag and drop the `AudioSource` you want to control into the `Audio Source` field (e.g., your background music or sound effects).

4. \*\*Test the Volume Control:\*\*

- When you move the slider during gameplay, it will adjust the volume of the assigned `AudioSource`.

This approach allows the player to modify the in-game sound volume via a settings menu.