

Reloading A Scene

This will show you how to restart a level or scene within Unity.

1. Making a button

Right-Click in the Hierarchy, Select "UI" and pick Button.

Edit the Text so it says "Test" instead of "Button".

2. Making a Script

Create a script and call it "LoadCurrent". And Open the Script.

Before anything, we need to add "using UnityEngine.SceneManagement" just below "using UnityEngine;"

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5
```

Next create a new "public void" and name it "LoadCurrentScene"

```
19  public void LoadCurrentScene()
```

Within this new void, we are going to type in only one line of code.

```
19  public void LoadCurrentScene()
20  {
21      SceneManager.LoadScene(SceneManager.GetActiveScene ().buildIndex);
22  }
```

That's all the coding done, move back to unity.

3. Linking the Button

Drag the Script on the “Button”.

Then click on the “Button” in the Hierarchy and scroll down the “inspector” until you find the “On-Click” function.

Click on the small plus icon and drag the “Button” from the Hierarchy into the box just below “Runtime”.

Click where it says “No Function” and Select “LoadCurrent” and then select “LoadCurrentScene”.