Chancing scenes using a trigger

The script is created so when the player enters the trigger area and presses an assignment it will change from one scene to another.

We start by creating a OnTriggerLoadLevel C#Script.

First we need to declare that we are using UnityEngine.SceneManagement;

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

As we are going to need to press a key to enter the new level we need to declare it and also declare the level that we are going to be loading;

```csharp
public class OnTriggerLoadEndLevel : MonoBehaviour
{
    public GameObject enterText;
    public string levelToLoad;
    Unity Message | 0 references
```

As we only want the Text(presskey) to only appear once the player enters the trigger we need to state that the text is set to false in the start function so it doesn't show the text all the time.

```csharp
11      {
12          enterText.SetActive(false);
13      }
14
```

Now we need to add a OnTriggerStay condition (this condition is called every frame when the player is inside the trigger and set the enterText to true, using OnTriggerEnter will call the condition only one time when they player enters the trigger) this allows us to only show the enterText only when the player is inside the trigger and make it dissapear once he leaves it.

```csharp
15      private void OnTriggerStay(Collider player)
16      {
17          if (player.gameObject.tag == "Player")
18          {
19              enterText.SetActive(true);
20          }
21      }
22
```

To load te new scene by pressing an assigned key we need to create another if statement .

I want to use the letter key E so we need to create an input(use) in the project settings.

```csharp
19              enterText.SetActive(true);
20          if (Input.GetButtonDown("use"))
21          {
22              SceneManager.LoadScene(levelToLoad);
23          }
24      }
25  }
26
```

Next we need to create a OnTriggerExit condition, so when they player leaves the trigger the text dissapears.

```
27          void OnTriggerExit(Collider Player)
28          {
29              if (Player.gameObject.tag == "Player")
30              {
31                  enterText.SetActive(false);
32              }
33          }
34      }
```
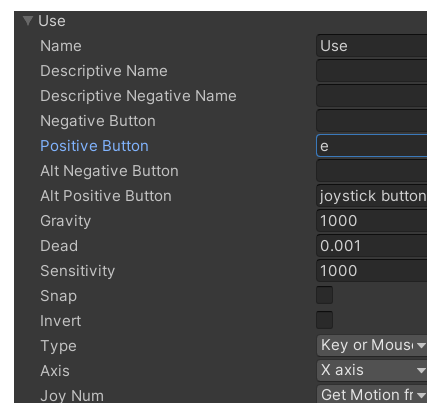
Create "Use" Key Input

Edit>Project Setting>Input

To add an Input simply change the Size to +1

Now rename the Input to the same name used in the script.

We can assign any letter we want in the Positive Button

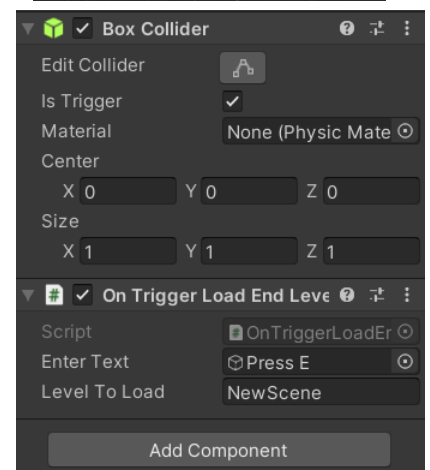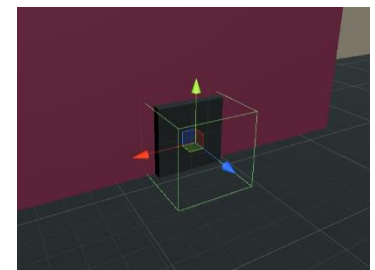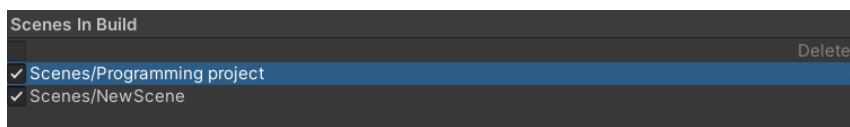| Use	
Name	Use
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	e
Alt Negative Button	
Alt Positive Button	joystick button
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	
Invert	
Type	Key or Mous
Axis	X axis
Joy Num	Get Motion fr

Implement the script in unity editor

Create an empty game object(New Scene) and add a Box Collider on the area that you want the player change scenes once entered and set the collider to Is Trigger, next we need to add the On trigger load level script.

To create the enter text go to UI>Text(orTextMeshPro), choose the font and type the text(Press E), now assign the text in the On Trigger Load Level Script in the inspector channel.

To assign the level the want to load we need to specify the name of which level we want to load.

We need to add all the levels in the build setting, the current scene needs to be first in the hierarchy followed by the new scene we want to load.

Box Collider	
Edit Collider	
Is Trigger	✓
Material	None (Physic Mate
Center	
X 0	Y 0	Z 0
Size	
X 1	Y 1	Z 1

On Trigger Load End Leve	
Script	OnTriggerLoadEr
Enter Text	Press E
Level To Load	NewScene

Add Component

Scenes In Build

	Deleted
✓ Scenes/Programming project	0
✓ Scenes/NewScene	1

Change scenes using a Trigger Full Script

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

// Unity Script | 0 references
public class OnTriggerLoadEndLevel : MonoBehaviour
{
    public GameObject enterText;
    public string levelToLoad;
    // Unity Message | 0 references
    void Start()
    {
        enterText.SetActive(false);
    }

    // Unity Message | 0 references
    private void OnTriggerStay(Collider player)
    {
        if (player.gameObject.tag == "Player")
        {
            enterText.SetActive(true);
            if (Input.GetButtonDown("use"))
            {
                SceneManager.LoadScene(levelToLoad);
            }
        }
    }

    // Unity Message | 0 references
    void OnTriggerExit(Collider Player)
    {
        if (Player.gameObject.tag == "Player")
        {
            enterText.SetActive(false);
        }
    }
}
```