

# Re-usable Component Package: Scene Switcher

This component allows the player to walk into an empty game object and allows them to switch between scenes and back.

In this example, I have a house, the house has a collider on and an empty game object on the door frame.

The empty game object is being used as a trigger and is what is used to teleport the player to a new scene.



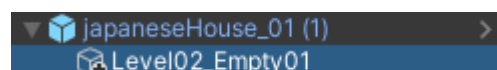
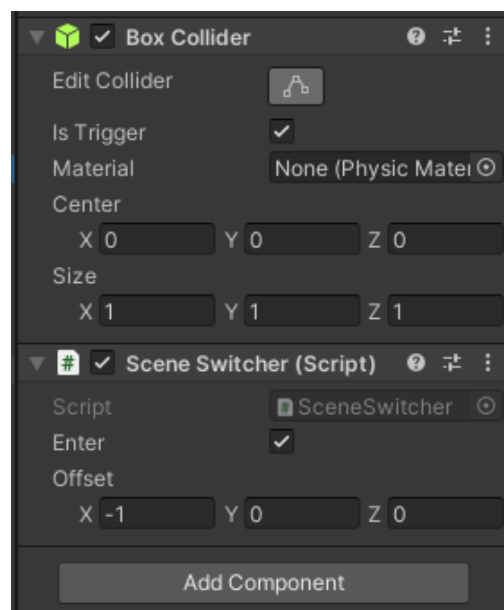
The image on the right shows the settings on the box collider that is on the empty game object that is being used as the door. It also shows that the *Scene Switcher* script has been attached to this game object.

*Is Trigger* is ticked, this is important as it is used to detect whether a player has entered the collider. You will also see that the *offset* on the x axis is set to -1, this is important to set in the opposite direction that your player enters the trigger as it will cause issues with the player getting caught in a loop in the trigger.

We also have *enter* on the *scene switcher* script and as you can see, it is ticked in this instance. This is because it is on the doorway into a building and the player is entering a new scene, having enter ticked switches the player from the current scene to the new scene.

Here we have the house game object with the trigger game object as a child, you will also see the name of a scene, this is the scene that our player will teleport to.

*How does that work you ask?* As you can see, the name of the trigger game object and the scene are the same, this is how we define which trigger is used to teleport the player back to a certain scene.



The script here is placed on the doorway that switches the player to the new scene and that also brings them back to the previous scene.

The same applies, where you will need a box collider on the object that you wish your player to interact with, *is trigger* will also need to be ticked as this will allow the player to switch between scenes.

You can also see that *enter* is not ticked in this case, this is because this doorway is taking us back to our main scene.

When the player is going from the main scene to a new scene, *enter* should be ticked. When the player is returning from this new scene back to the main scene, *enter* should not be ticked. This is to do with the way that the *scene switcher* script is written. It remembers the player's last known position when they first enter the trigger and when they enter the trigger from the other scene, it will spawn the player back where they entered the trigger, therefore it is important to set the offset away from the trigger as the player will not be able to leave the new scene as they will be spawned straight back into the first trigger.

