加载场景（AsyncOperation）

```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.UI;
5  using UnityEngine.SceneManagement;
6
7  public class LoadScene : MonoBehaviour
8  {
9  public GameObject loadScene;
10 public Text loadText;
11 public Slider slider;//进度条
12
13
14 private void LoadNextScene()
15 {
16     StartCoroutine(LoadLeve());
17 }
18
19 IEnumerator LoadLeve()
20 {
21    loadScene.SetActive(true);
22    AsyncOperation operation =
   SceneManager.LoadSceneAsync(SceneManager.GetActiveScene().buildIndex + 1);
23    operation.allowSceneActivation = false;
24    while (!operation.isDone)
25    {
26      slider.value = operation.progress;
27      loadText.text = operation.progress * 100 + "%";
28      if (operation.progress >= 0.9f)
29      {
30        slider.value = 1;
31        loadText.text = "Please press  anykey";
32        if (Input.anyKeyDown)
33        {
34            operation.allowSceneActivation = true;
35        }
36      }
37      yield return null;
38    }
39
40 }
```

```
41 }
```