

3_2_View画面に遷移する

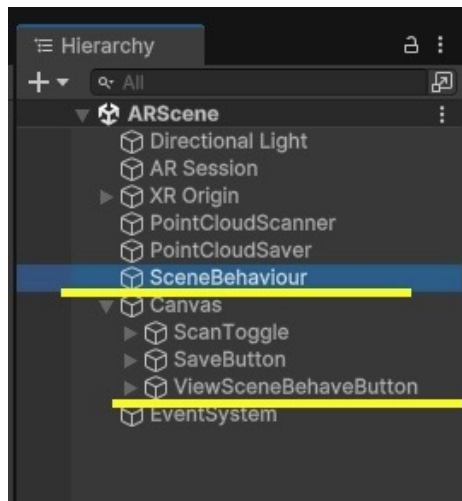
画面遷移を行うクラスを作成 (SceneBehaviour)

```
1 using UnityEngine;
2 using UnityEngine.SceneManagement;
3
4 public class SceneBehaviour : MonoBehaviour
5 {
6     public void LoadViewScene()
7     {
8         SceneManager.LoadScene("ViewScene");
9     }
10 }
11
```

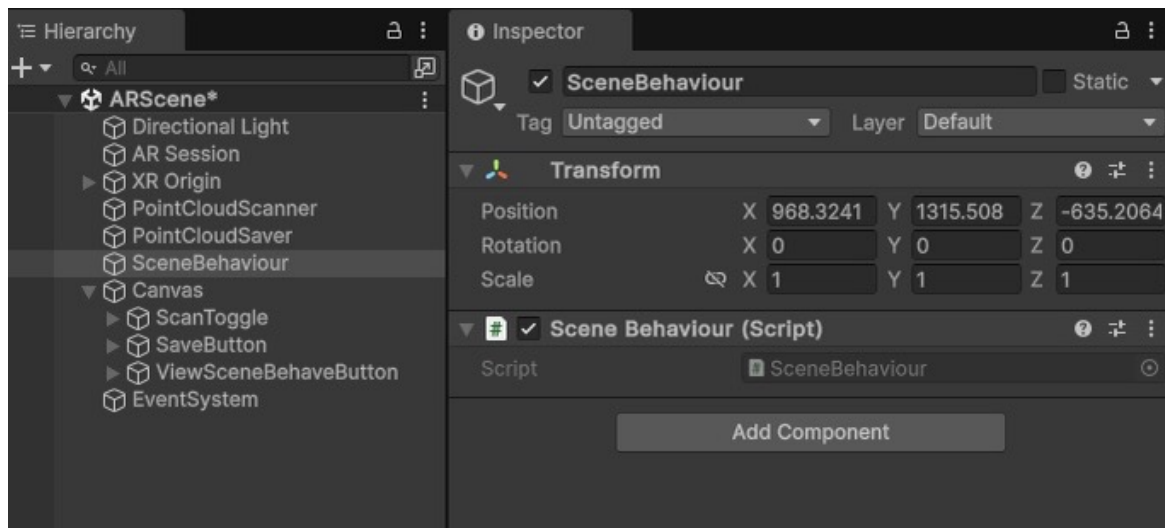
画面遷移ボタンクラスを作成 (ViewSceneBehaveButton)

```
1 using UnityEngine;
2 using UnityEngine.UI;
3
4 public class ViewSceneBehaveButton : MonoBehaviour
5 {
6     [SerializeField]
7     private SceneBehaviour sceneBehaviour;
8
9     private Button button;
10
11     private void Awake()
12     {
13         button = GetComponent<Button>();
14     }
15
16     private void Start()
17     {
18         button.onClick.AddListener(OnClick);
19     }
20
21     private void OnDestroy()
22     {
23         button.onClick.RemoveListener(OnClick);
24     }
25
26     private void OnClick()
27     {
28         sceneBehaviour.LoadViewScene();
29     }
30 }
31
```

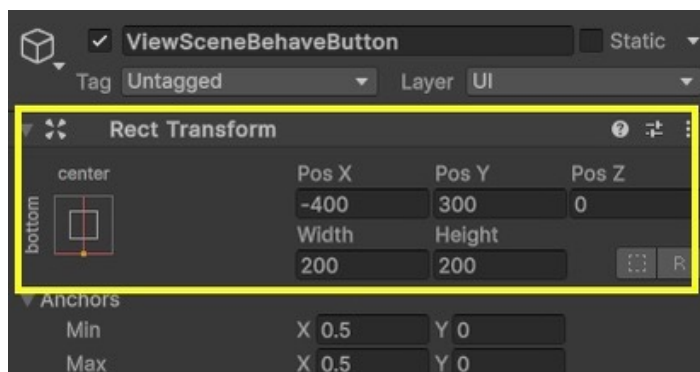
AR SceneにGame Objectを生成してアタッチ

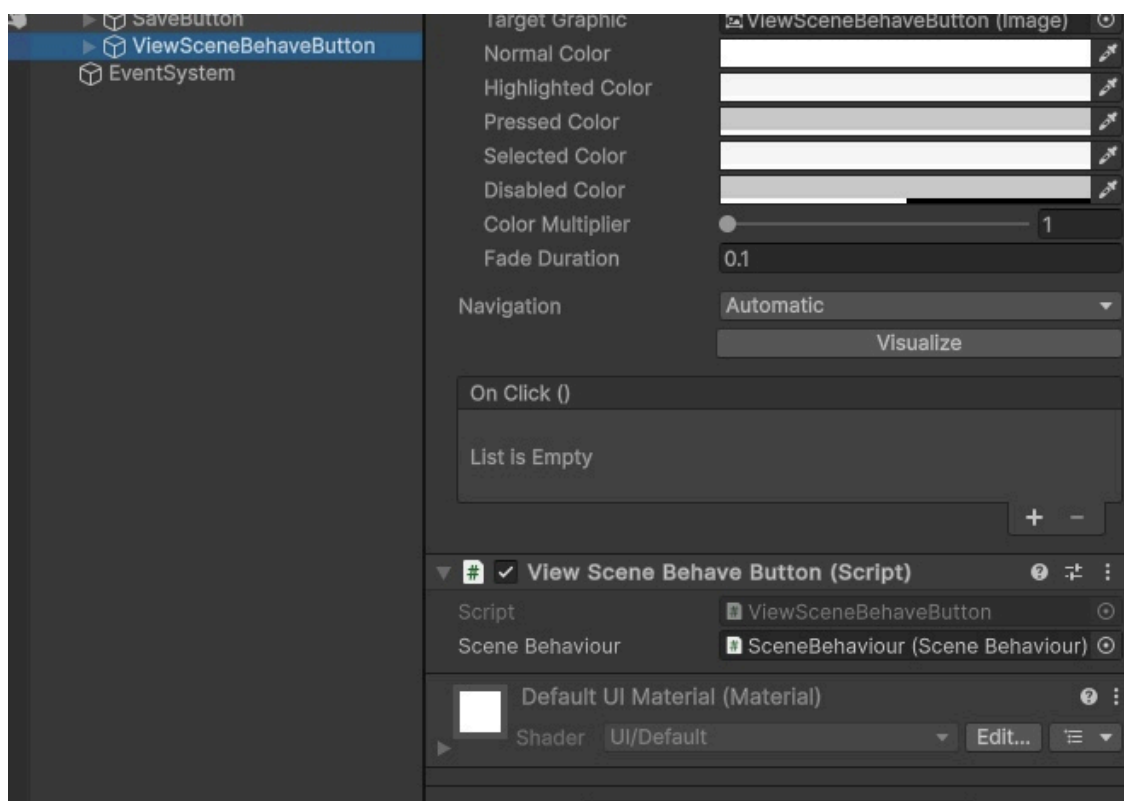
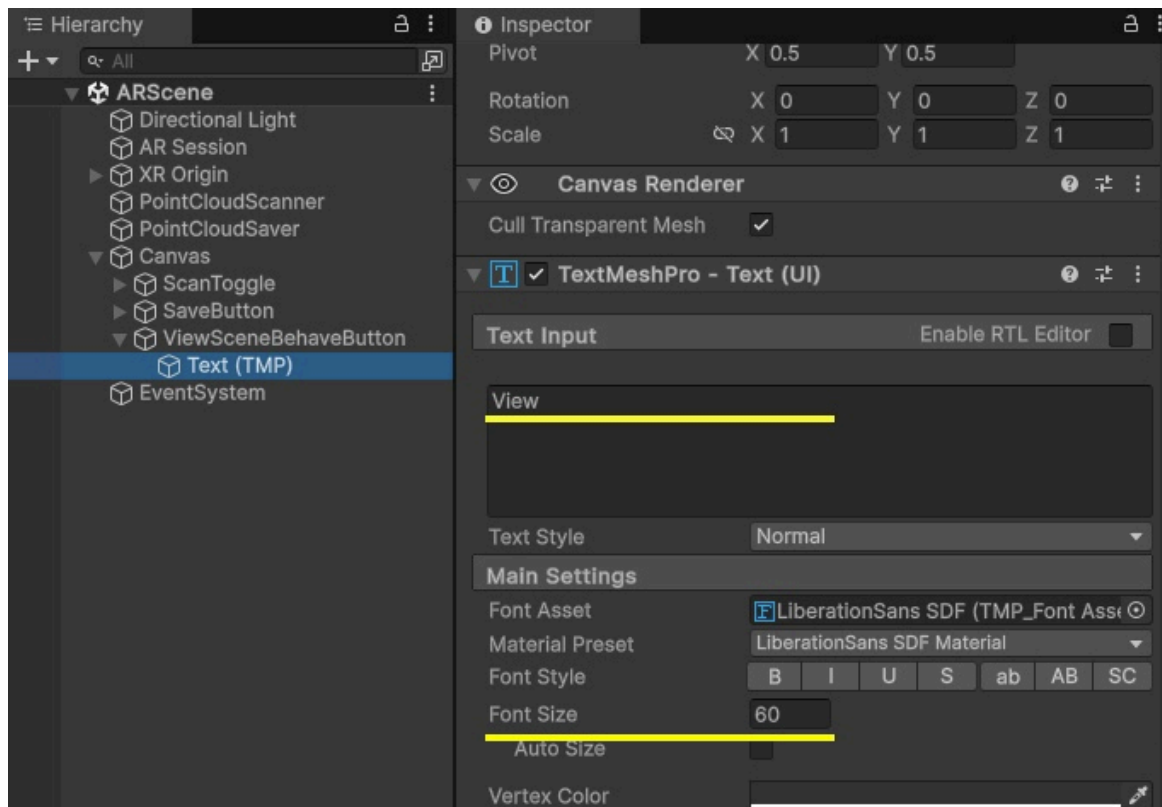


SceneBehaviour



ViewSceneBahaveButton





Editorで確認