



Accessing Components

Components On The Same Object

```
public class LightColorSwitcher : MonoBehaviour {  
  
    private Light LightComponent;  
  
    // Use this for initialization  
    void Start () {  
        LightComponent = GetComponent<Light>();  
    }  
  
    // Update is called once per frame  
    void Update () {  
  
    }  
}
```

Generic Method

```
LightComponent = GetComponent<Light>();
```



TYPE OF
COMPONENT

Components On Other Objects

(Inspector Method)

```
public class Script04_Distance : MonoBehaviour {  
  
    public Transform PlayerTransform;  
  
    // Use this for initialization  
    void Start () {  
  
    }  
  
    // Update is called once per frame  
    void Update () {  
  
    }  
}
```



Components On Other Objects

(Scripting Method)

```
public class Script04_Distance : MonoBehaviour {  
  
    private Transform PlayerTransform;  
  
    // Use this for initialization  
    void Start () {  
  
        GameObject player = GameObject.Find("RigidBodyFPSController");  
        PlayerTransform = player.transform;  
  
    }  
  
    // Update is called once per frame  
    void Update () {  
  
    }  
  
}
```

```
public class DistanceDemo : MonoBehaviour {  
  
    public Transform PlayerTransform;  
  
    void Update () {  
        // Find the distance  
        float distance = Vector3.Distance(PlayerTransform.position, transform.position);  
  
        // Check how this object is to the player  
        if (distance <= 3f) {  
            Debug.Log("Player is close!");  
        } else {  
            Debug.Log("Player is far!");  
        }  
    }  
}
```

Changing Scenes



```
using UnityEngine.SceneManagement;
```

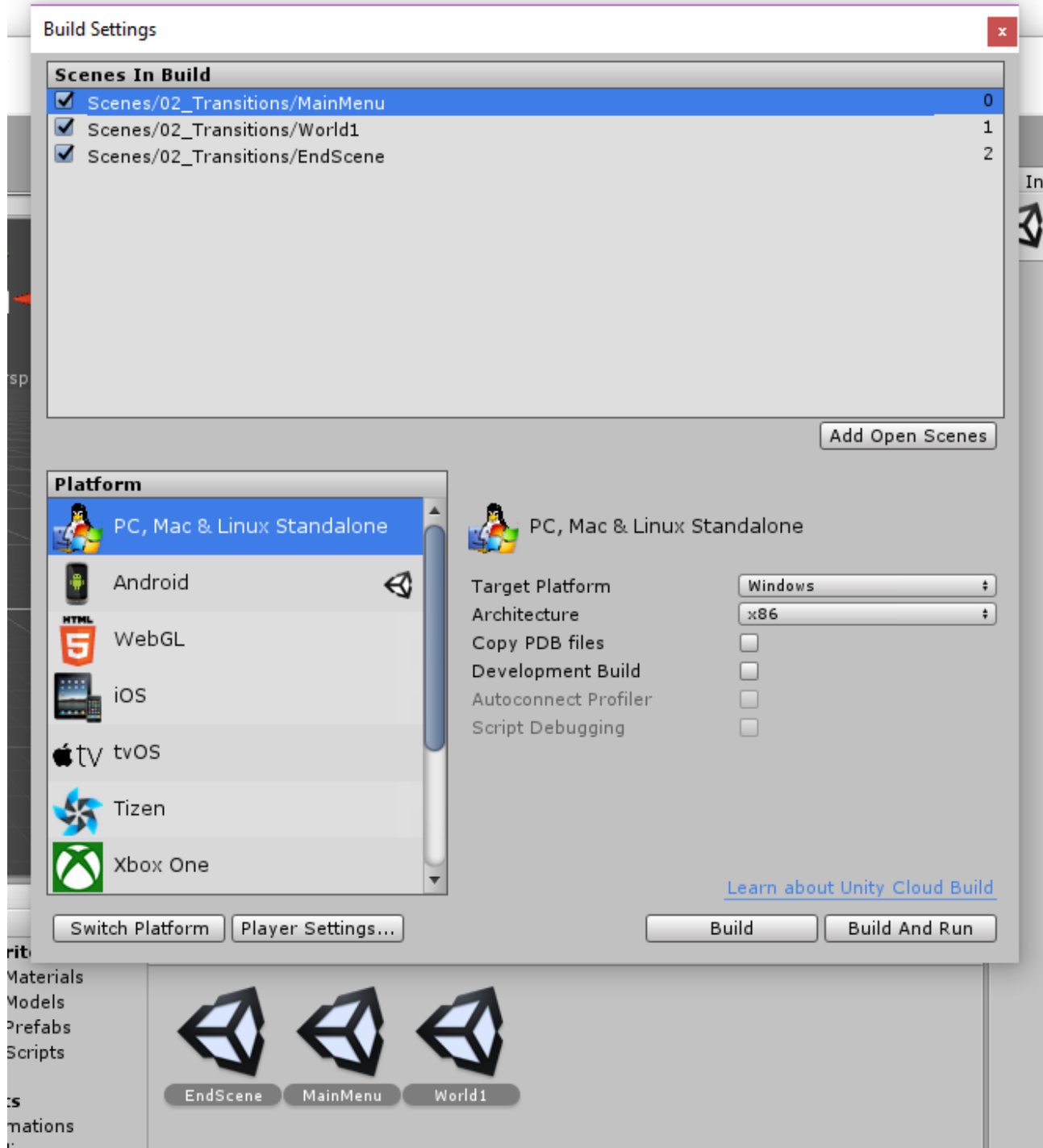
0 references

```
public class SceneChangeTrigger : MonoBehaviour {
```

0 references

```
    void OnTriggerEnter() {  
        SceneManager.LoadScene("NextSceneName");  
    }
```

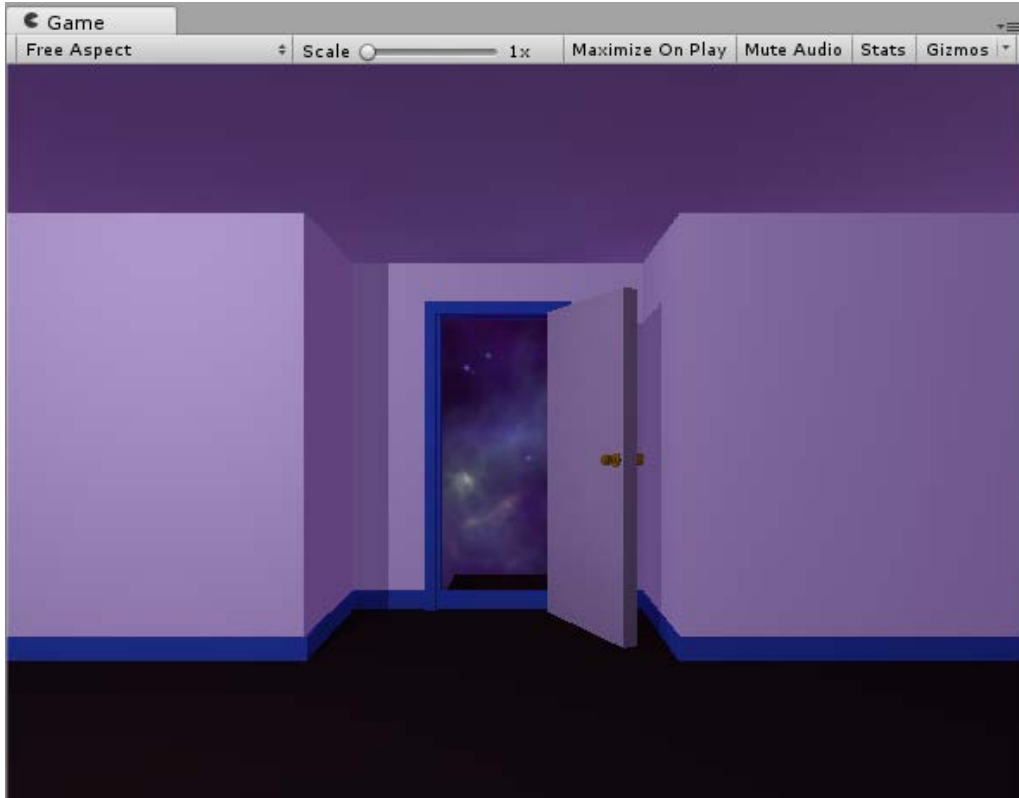
```
}
```

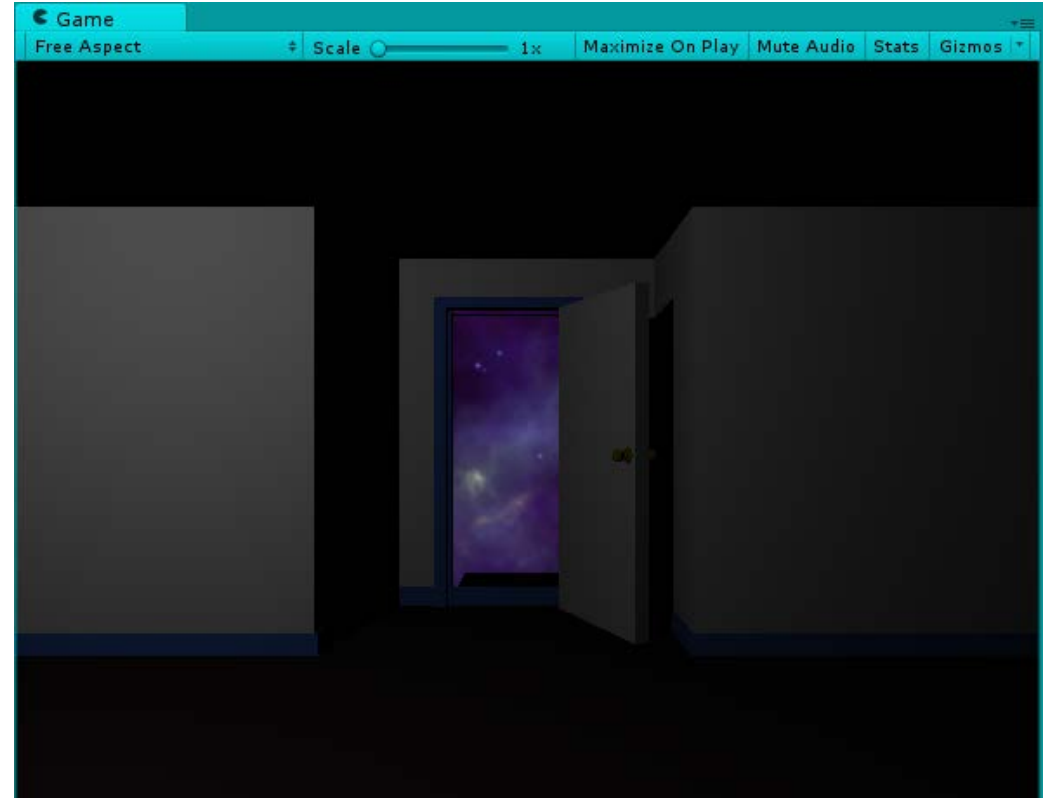
Scene Switching

- In order to switch scenes, scenes must be in build settings
- Drag scenes into “Scenes in Build” to add them
- 1st scene in build settings will be the 1st scene that opens in a build

Scene Switching Lighting Bug



Scene Loaded Directly
By Opening



Scene Loaded Indirectly
By Switching

Solution: Lighting Bug

- Lighting is only borked in the editor! It will be fine in a build.
- Option 1: live with it
- Option 2: bake lights
 - Window -> Lighting
 - Uncheck auto
 - Hit "Build" every time you change your scene

