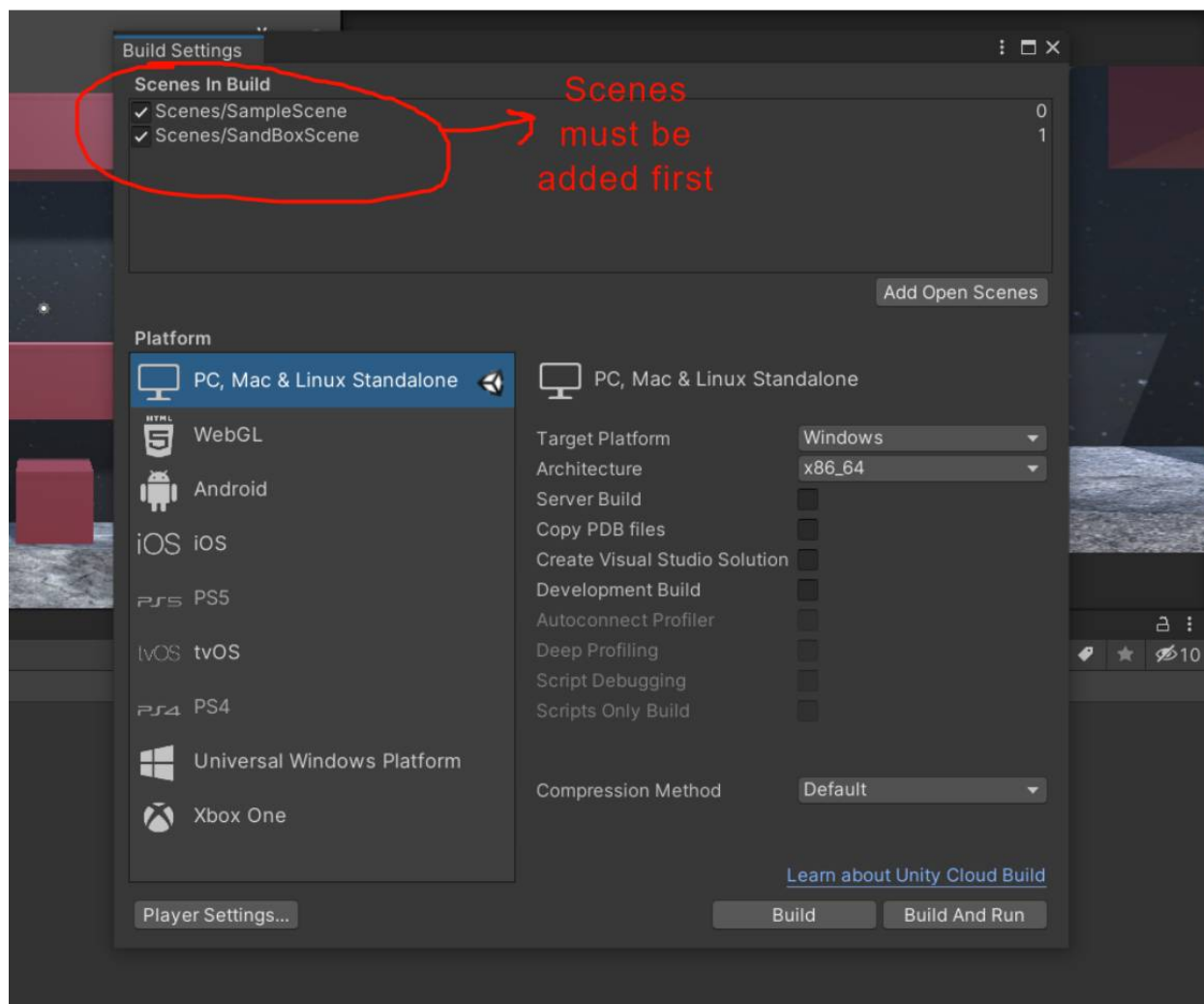


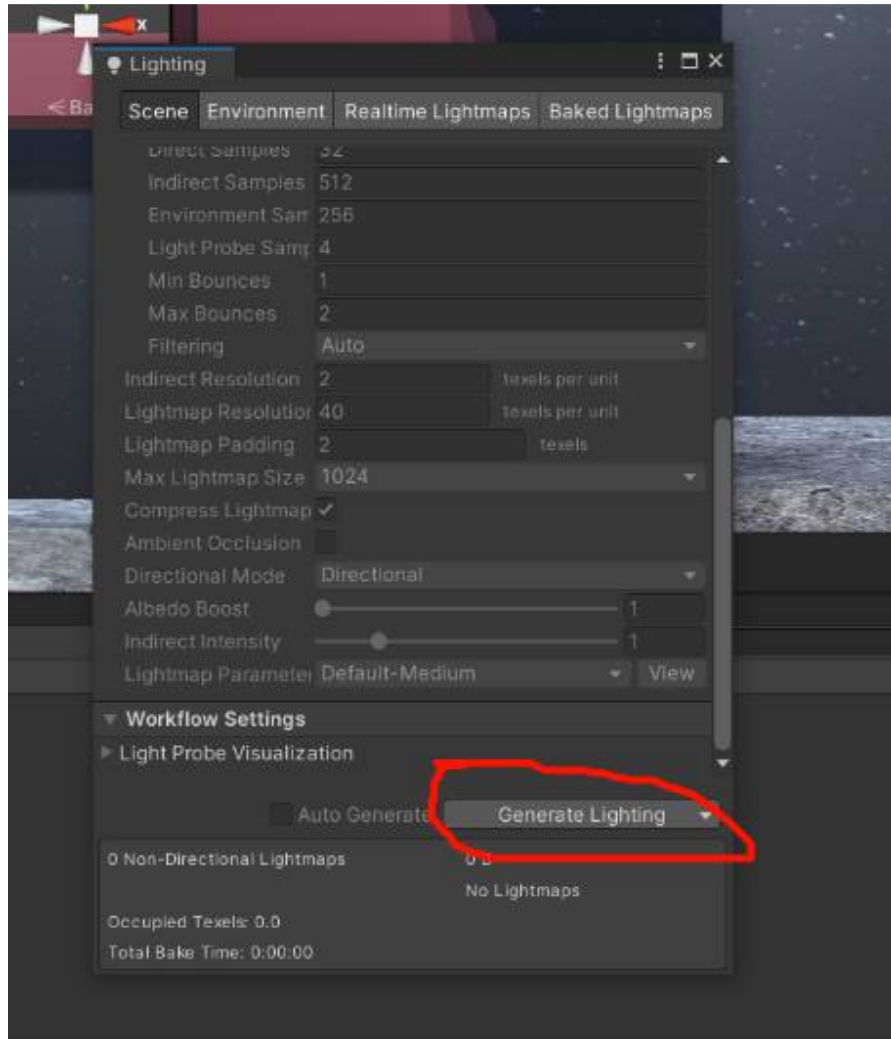
Assets > Scripts > CollisionManager.cs > CollisionManager > OnCollisionEnter(Collision other)

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement; ← MUST USE
5
6 0 references
7 public class CollisionManager : MonoBehaviour
8 {
9     0 references
10    void OnCollisionEnter(Collision other)
11    {
12        if(other.gameObject.tag == "Hit")
13        {
14            SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex);
15            or
16            SceneManager.LoadScene(0); ← Index Number
17            or
18            SceneManager.LoadScene("Scene Name"); ← Scene Name
19        }
20    }
21 }
22
23
24 }
```



NOTE :- For Correcting ' Light Dimmer Bug ' on reloading scene.

- 1) Go to Windows --> Rendering --> Lighting
- 2) Uncheck Auto Generate then click on generate lighting.



Logic for loading next level then back to first level

2 references

```
{ int currentLevelIndex;
```

0 references

```
void OnCollisionEnter(Collision other)
```

```
{  
    switch(other.gameObject.tag)  
    {  
        case "Finish":  
            Debug.Log("Load next level");  
            LoadNextLevel();  
            break;  
        case "Hit":  
            ReloadLevel();  
            break;  
        default:  
            Debug.Log("Keep Playing");  
            break;  
    }  
}
```

```
void LoadNextLevel()
```

```
{  
    currentLevelIndex = SceneManager.GetActiveScene().buildIndex;  
    int NextLevelIndex = currentLevelIndex + 1;  
    if(NextLevelIndex == SceneManager.sceneCountInBuildSettings)  
    {  
        NextLevelIndex = 0;  
    }  
    SceneManager.LoadScene(NextLevelIndex);  
}
```

// getting the index of the scene.

// sceneCountInBuildSettings gets the total no. of scenes

For counting total no.
of scenes

// Loading the scene as per the index value.

```
void ReloadLevel()
```

```
{  
    int currentLevelIndex = SceneManager.GetActiveScene().buildIndex;  
    SceneManager.LoadScene(currentLevelIndex);  
}
```