**切换场景 – LoadLevel**

Posted on 2013年05月04日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 109 次

储存两个场景分别命名Scene1和Scene2

再将程式码存成JavaScript拖曳到Scene1和Scene2的摄影机上

最后在(File -> Build Setting -> Scene In Build)加入Scene1和Scene2场景

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| --- | --- |
| 01 | function OnGUI () { |
| 02 |  |
| 03 | **if** (GUILayout.Button ("Scene1",GUILayout.Width (100))){ |
| 04 | Application.LoadLevelAsync ("Scene1"); |
| 05 | } |
| 06 |  |
| 07 | **if** (GUILayout.Button ("Scene2")){ |
| 08 | Application.LoadLevelAsync ("Scene2"); |
| 09 | } |
| 10 |  |
| 11 | } |