

# unity basic c# script and how to use

this is technically day 1.5, it should've worked day one but I only got it to work on day 2 the system collections but is probs useless but the tutorial i followed didn't remove it so idk.

super basic script but it's got the important things, like  
using UnityEngine.SceneManagement; spelled correctly

and the fact that the part that says MainMenu is going to be the script's title when u choose, so that  
public class part  
yeah naming it is important

the SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);  
also super important, it allows me / us to do the important thing, switch between scenes, aka,  
what I'm going to do (maybe) levels :D

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class MainMenu : MonoBehaviour{

    public void PlayGame ()
    {
        SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);
    }
}
```

---

Revision #3

Created 7 May 2023 23:36:37 by naruzkurai

Updated 9 May 2023 08:57:24 by naruzkurai