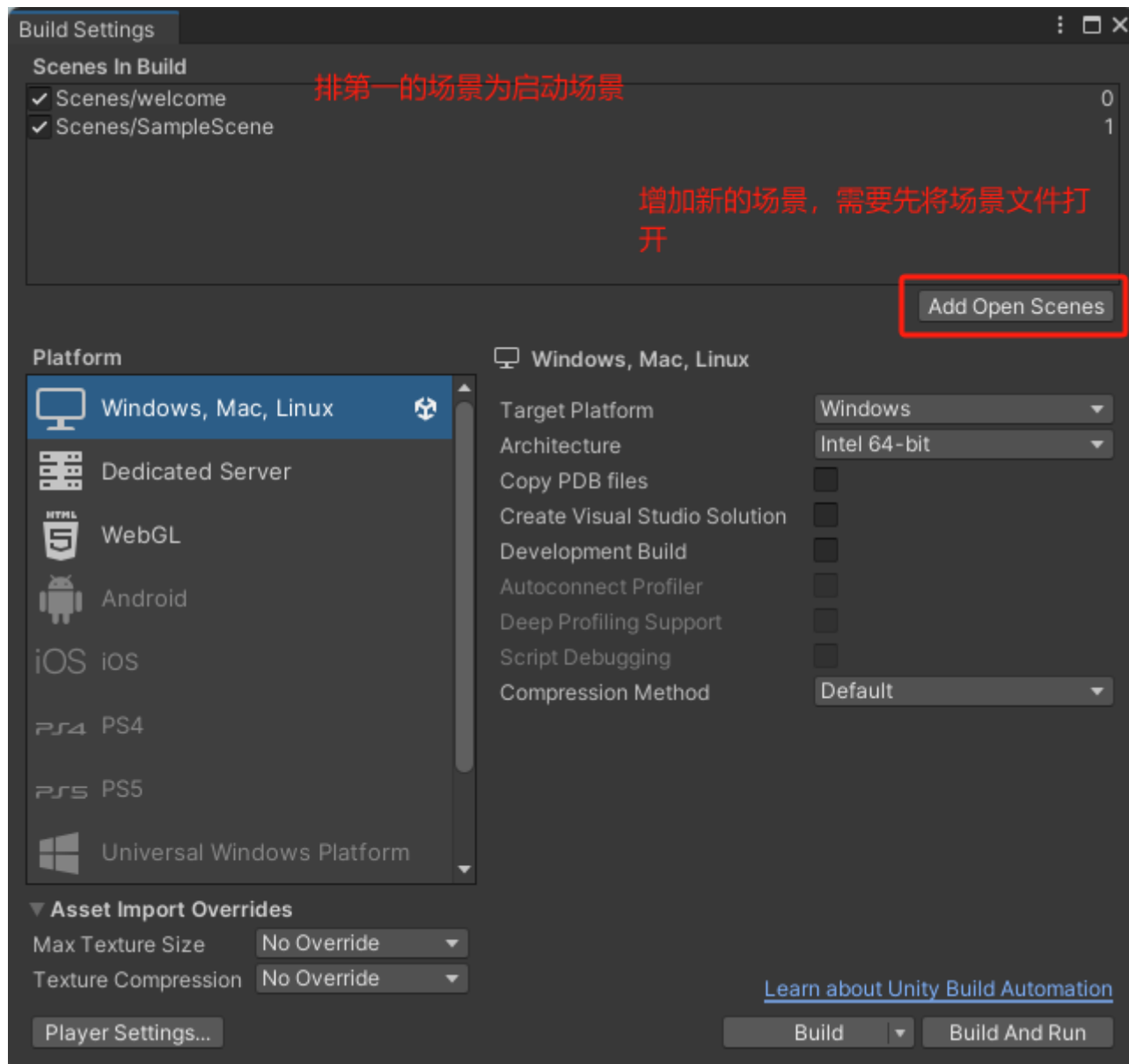


Build & Settings

Build Settings -> file -> build Settings, scenes in build



LoadScreen.cs

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

public class LoadScreen : MonoBehaviour
```

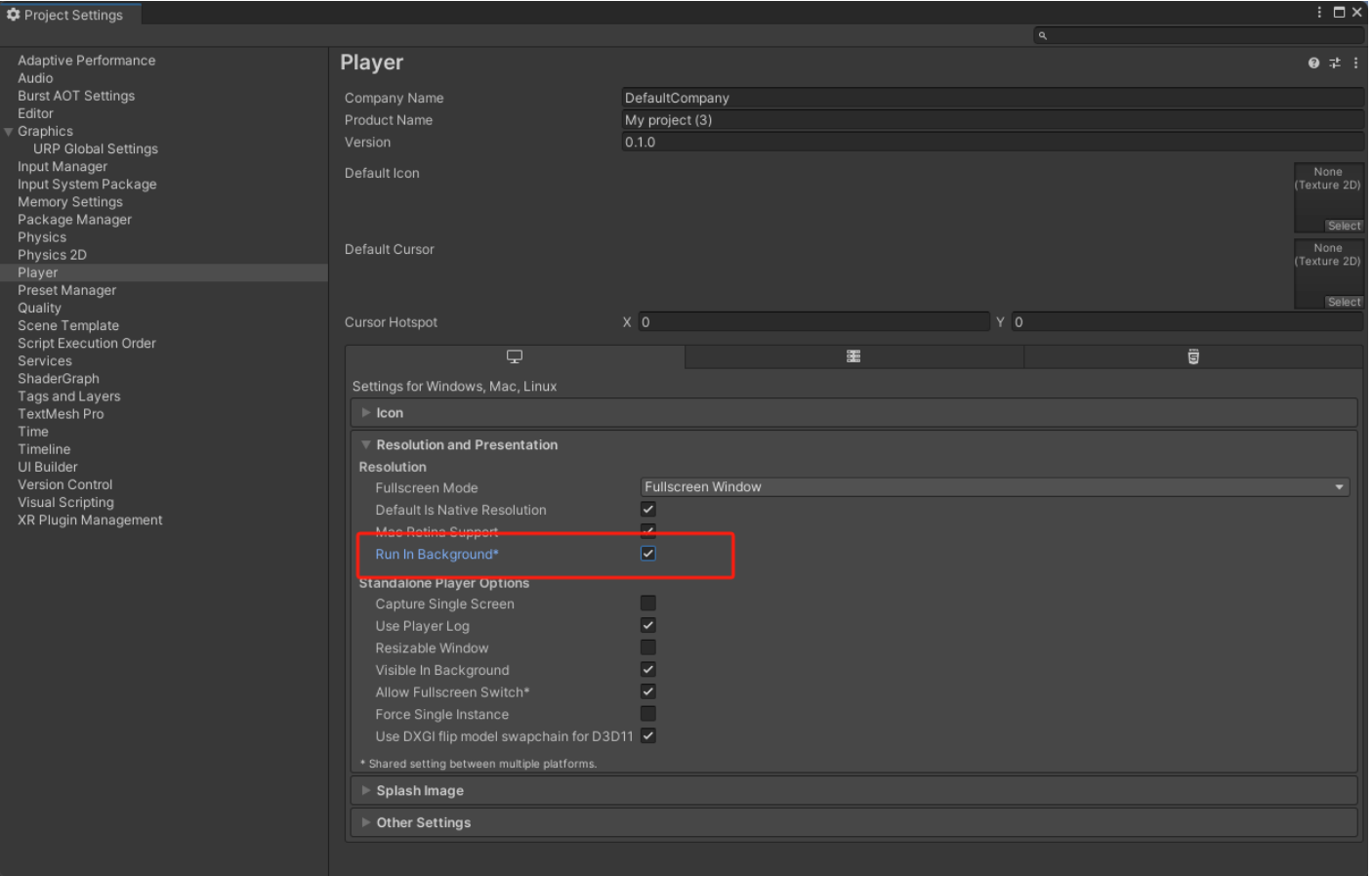
```

{
    //.scenes
    public string SceneName = "SampleScene";
    //
    public float Delay = 5f;
    void Start()
    {
        // 5
        StartCoroutine( ChangeSceneAfterDelay( Delay ));
    }
    //
    private IEnumerator ChangeSceneAfterDelay( float delay)
    {
        // delay
        yield return new WaitForSeconds( delay );
        //
        UnityEngine.SceneManagement.SceneManager.LoadScene( SceneName );
    }
    void Update()
    {

    }
}

```

☐☐Edit->Project Settings->Player☐☐☐Resolution and Presentation☐☐☐☐Run In Background☐☐



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