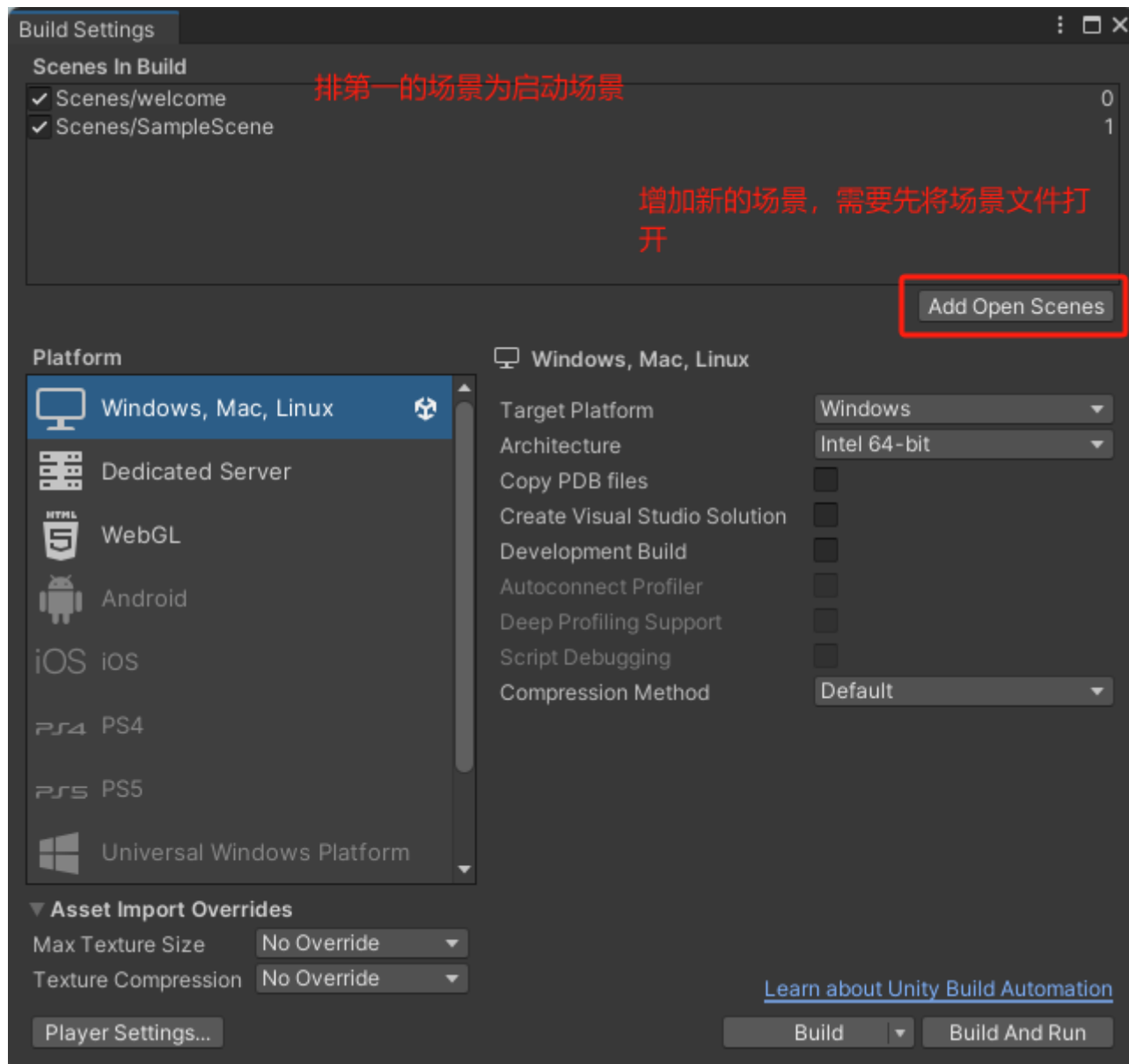


Build & Settings

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



LoadScreen.cs

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

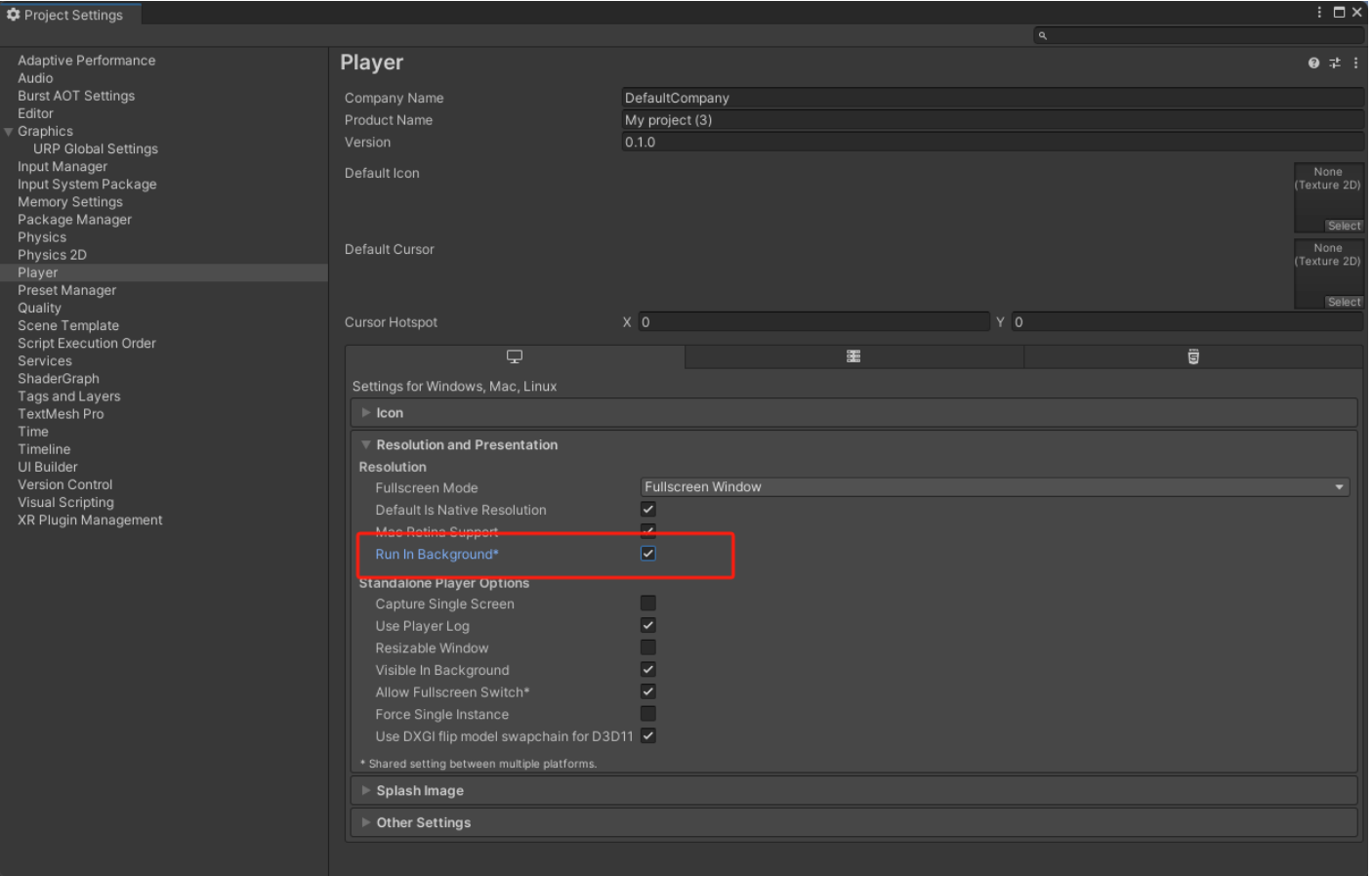
public class LoadScreen : MonoBehaviour
```

```

{
    // 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



000 #4

000 000 8 00 2025 06:12:25

000 000 8 00 2025 07:21:44