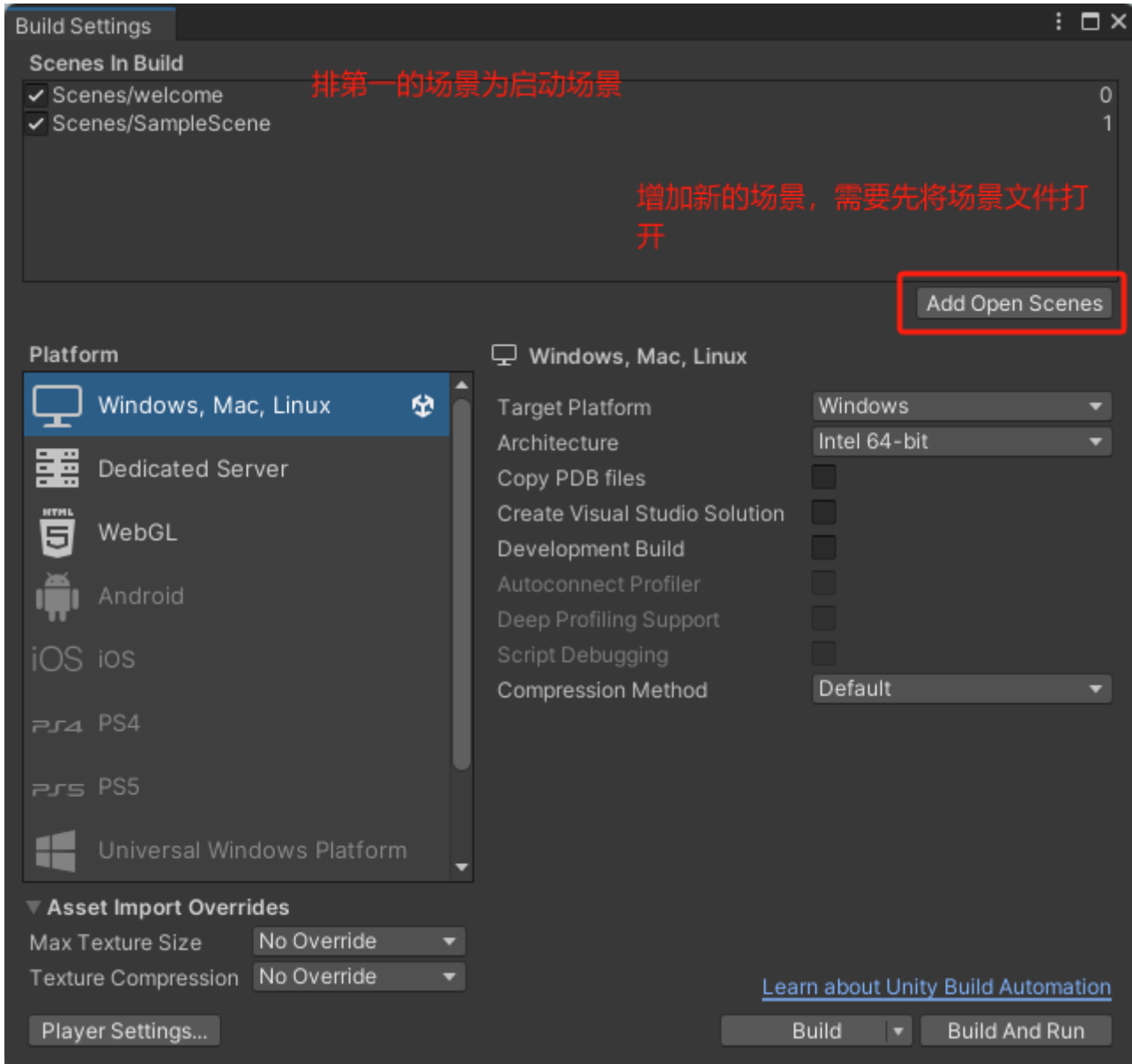


# Build Settings

Build Settings - Scenes In Build

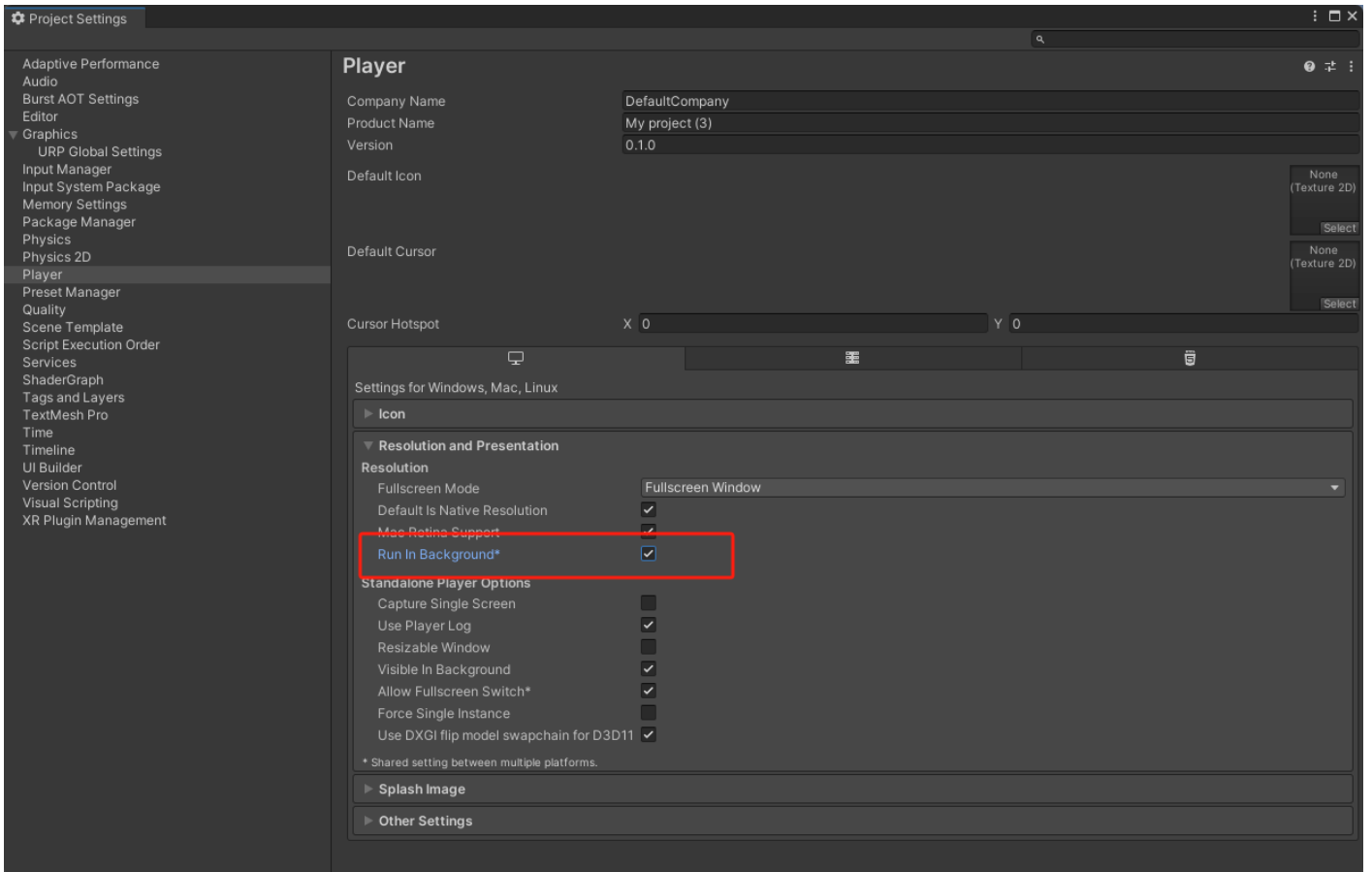


Build Settings - Asset Import Overrides

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

public class LoadScreen : MonoBehaviour
```





### #4

### 8 2025 06:12:25

### 8 2025 07:21:44