

BAB V

KESIMPULAN DAN SARAN

1. Kesimpulan

Dari hasil pengujian yang dilakukan pada penelitian ini hasil yang diperoleh yaitu

- a. Pada pengujian pertama dari 30 orang penguji, menghasilkan nilai yang melewati batas dari standar nilai yang ditetapkan. Dari 30 data yang didapatkan nilai untuk atribut *performance* 8.26, atribut nilai *feature* 9.00, nilai dari atribut *realibility and durability* sebesar 9.6, nilai dari atribut *conformance* 8.58, nilai atribut *service* 9.00, atribut *astethic* mendapatkan nilai 9.20, dan nilai dari atribut *quality* sebesar 7.83. Dari hasil tersebut nilai rata-rata dari setiap atribut telah mencukupi standar yang telah ditetapkan yaitu 7.
- b. Pada Pengujian kedua dari 30 orang penguji yang sama, menghasilkan nilai yang melewati batas dari standar nilai yang ditetapkan. Dari 30 data yang didapatkan nilai untuk atribut *performance* 7.73, atribut nilai *feature* 8.83, nilai dari atribut *realibility and durability* sebesar 9.5, nilai dari atribut *conformance* 8.33, nilai atribut *service* 9.00, atribut *astethic* mendapatkan nilai 9.13, dan nilai dari atribut *quality* sebesar 7.41. Dari hasil tersebut nilai rata-rata dari setiap atribut telah mencukupi standar yang telah ditetapkan yaitu 7. Sehingga untuk pengujian berikutnya tidak dilakukan.

c. Secara keseluruhan, aplikasi pembelajaran aksara lontara' dapat digunakan sebagai media pembelajaran Karena kinerja dari aplikasi ini telah diuji dan mendapatkan nilai lebih besar dari standar yang ditetapkan. Maka dengan ini perancangan aplikasi pembelajaran aksara lontara berhasil dirancang untuk dijadikan sebagai media pembelajaran.

2. Saran

Pembuatan aplikasi media pembelajaran khususnya untuk aksara sangat perlu dikarenakan kebudayaan lokal khususnya aksara lontara sudah mulai dilupakan. Aplikasi pembelajaran aksara lontara ini masih terbatas kepada pengenalan huruf tanpa tanda baca. Diharapkan pada penelitian selanjutnya bisa mengembangkan aplikasi pembelajaran aksara lontara dengan berbagai fitur yang dapat dikembangkan dari aplikasi ini.

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LAMPIRAN I

SOURCE CODE PROGRAM

1. Huruf Aksara KA



Source Code :

```
using UnityEngine;
using System.Collections;

public class KA1 : MonoBehaviour {

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;

    void Awake(){
        sWidth= Screen.width;
        guiRatio= sWidth/1920;
        GUIsF = new Vector3(guiRatio,guiRatio,1); }

    void OnGUI(){

        GUI.matrix = Matrix4x4.TRS(new
        Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
```

```

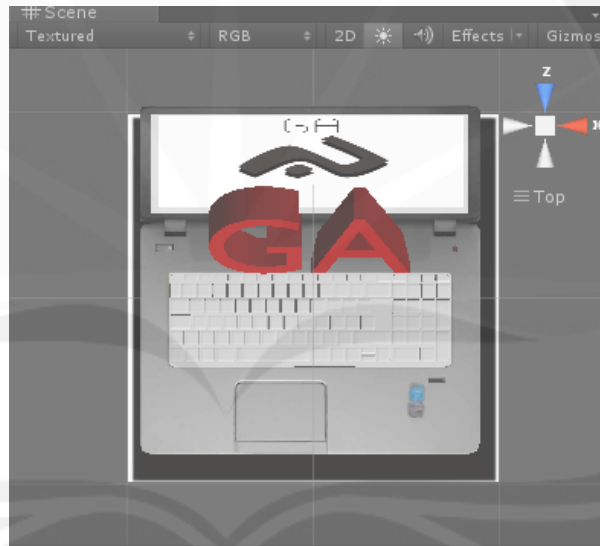
if (GUI.Button (new Rect (20, 20, 258, 89), "BACK"))
    {Application.LoadLevel ("front_menu");}

GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);

if (GUI.Button (new Rect (-20, 20, 258, 89), "2. Ke Aksara GA")) {
    Application.LoadLevel ("2.GA");
}
}
}

```

2. Aksara GA



Source Code :

```

using UnityEngine;
using System.Collections;

public class GA1 : MonoBehaviour {
    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;
    void Awake(){

```

```

sWidth= Screen.width;

guiRatio= sWidth/1920;

GUIsF = new Vector3(guiRatio,guiRatio,1); }

void OnGUI(){

    GUI.matrix = Matrix4x4.TRS(new
    Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);

    if (GUI.Button (new Rect (20, 20, 258, 89), "Kembali KA"))

        {Application.LoadLevel ("Ke Aksara NGA");}

    GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
    256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);

    if (GUI.Button (new Rect (-20, 20, 258, 89), "2. Ke Aksara GA")) {

        Application.LoadLevel ("2.GA");

    }

}

}

```

3. Aksara NGA



Source Code :

```

using UnityEngine;
using System.Collections;
public class NGA3 : MonoBehaviour {

```

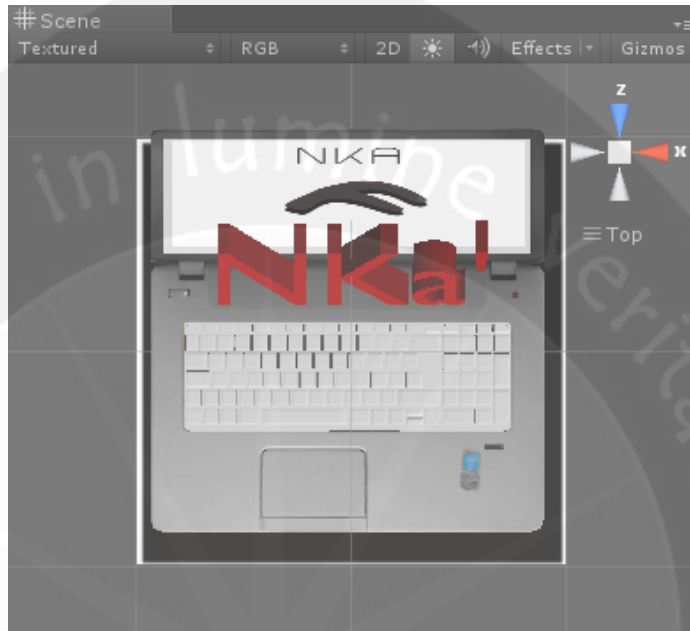
```

public GUISkin guiSkin;
public float guiRatio;
public float sWidth;
public Vector3 GUIsF;

void Awake(){
    sWidth= Screen.width;
    guiRatio= sWidth/1920;
    GUIsF = new Vector3(guiRatio,guiRatio,1);
}
void OnGUI(){
    //Meletakkan menu di pojok kiri
    GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    //buton diletakaana pada pojok kiri atas laayar
    if (GUI.Button (new Rect (20, 20, 258, 89), "3.Ke aksara GA")) {
        Application.LoadLevel ("2.GA");
    }
    //
    GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    //
    if(GUI.Button(new Rect(-20,150,208,59),"Back")){
    //
        Application.LoadLevel("front_menu");
    //
    }
    //menu di pojok kanan bagian atas
    GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    if (GUI.Button (new Rect (-20, 20, 258, 89), "5. Ke Aksara NKA"))
    {
        Application.LoadLevel ("4.NKA");
    }
    if(GUI.Button(new Rect(-20,150,208,59),"Back")){
        Application.LoadLevel("front_menu");
    }
}
}

```

4. Aksara NKA



Source Code :

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

```
public class NKA4 : MonoBehaviour {
```

```
    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;
```

```
    void Awake(){
        sWidth= Screen.width;
        guiRatio= sWidth/1920;
        GUIsF = new Vector3(guiRatio,guiRatio,1);
    }
```

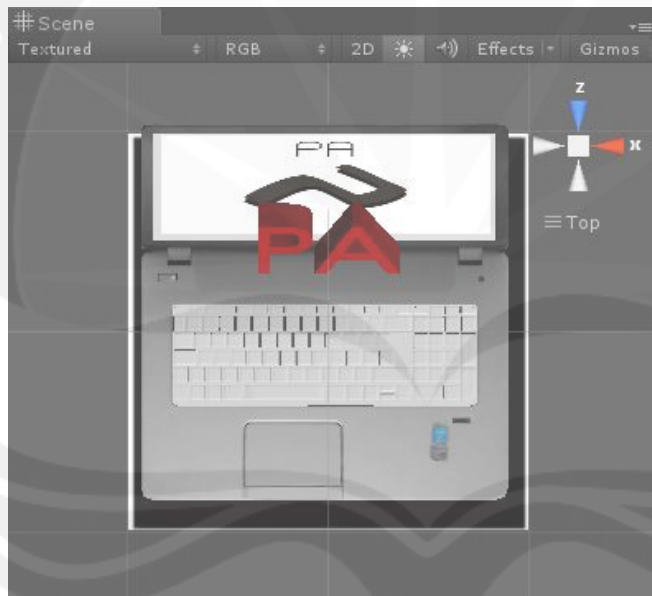
```
    void OnGUI(){
        //Meletakkan menu di pojok kiri
        GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
        //buton diletakaana pada pojok kiri atas laayar
        if (GUI.Button (new Rect (20, 20, 258, 89), "3.Ke aksara NGA")) {
```

```

        Application.LoadLevel ("3.NGA");
    }
    //menu di pojok kanan bagian atas
    GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    if (GUI.Button (new Rect (-20, 20, 258, 89), "5. Ke Aksara PA")) {
        Application.LoadLevel ("5.PA");
    }
    if(GUI.Button(new Rect(-20,150,208,59),"Back")){
        Application.LoadLevel("front_menu");
    }
}
}
}

```

5. Aksara PA



Source Code :

```

using UnityEngine;
using System.Collections;

public class PA5 : MonoBehaviour {

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;

    void Awake(){

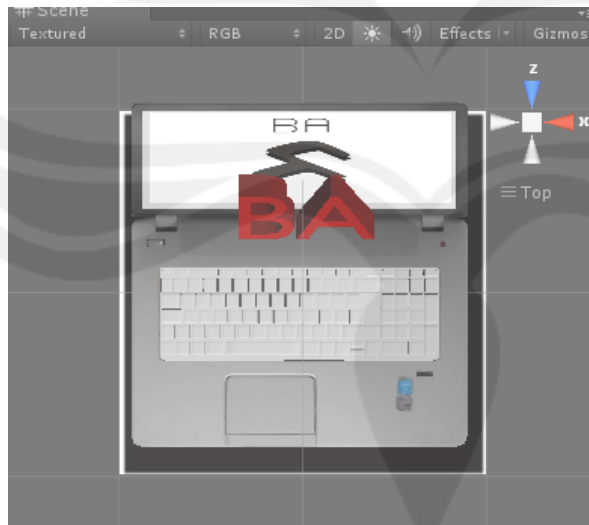
```

```

        sWidth= Screen.width;
        guiRatio= sWidth/1920;
        GUIsF = new Vector3(guiRatio,guiRatio,1);
    }
    void OnGUI(){
        //Meletakkan menu di pojok kiri
        GUI.matrix = Matrix4x4.TRS(new
        Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
        //buton diletakaana pada pojok kiri atas laayar
        if (GUI.Button (new Rect (20, 20, 258, 89), "4.Ke aksara NKA")) {
            Application.LoadLevel ("4.NKA");
        }
        //menu di pojok kanan bagian atas
        GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
        256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
        if (GUI.Button (new Rect (-20, 20, 258, 89), "6. Ke Aksara BA")) {
            Application.LoadLevel ("6.BA");
        }
        if(GUI.Button(new Rect(-20,150,208,59),"Back")){
            Application.LoadLevel("front_menu");
        }
    }
}

```

6. Aksara BA



Source Code :

```

using UnityEngine;
using System.Collections;

```

```

public class BA6 : MonoBehaviour {

```

```

public GUISkin guiSkin;
public float guiRatio;
public float sWidth;
public Vector3 GUIsF;

void Awake(){
    sWidth= Screen.width;
    guiRatio= sWidth/1920;
    GUIsF = new Vector3(guiRatio,guiRatio,1);
}
void OnGUI(){
    //Meletakkan menu di pojok kiri
    GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    //buton diletakaana pada pojok kiri atas laayar
    if (GUI.Button (new Rect (20, 20, 258, 89), "5.Ke Aksara PA")) {
        Application.LoadLevel ("5.PA");
    }
    //menu di pojok kanan bagian atas
    GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    if (GUI.Button (new Rect (-20, 20, 258, 89), "7. Ke Aksara MA")) {
        Application.LoadLevel ("7.MA");
    }
    if(GUI.Button(new Rect(-20,150,208,59),"Back")){
        Application.LoadLevel("front_menu");
    }
}
}

```

7. Aksara MA



Source Code :

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

```
public class MA7 : MonoBehaviour {

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;

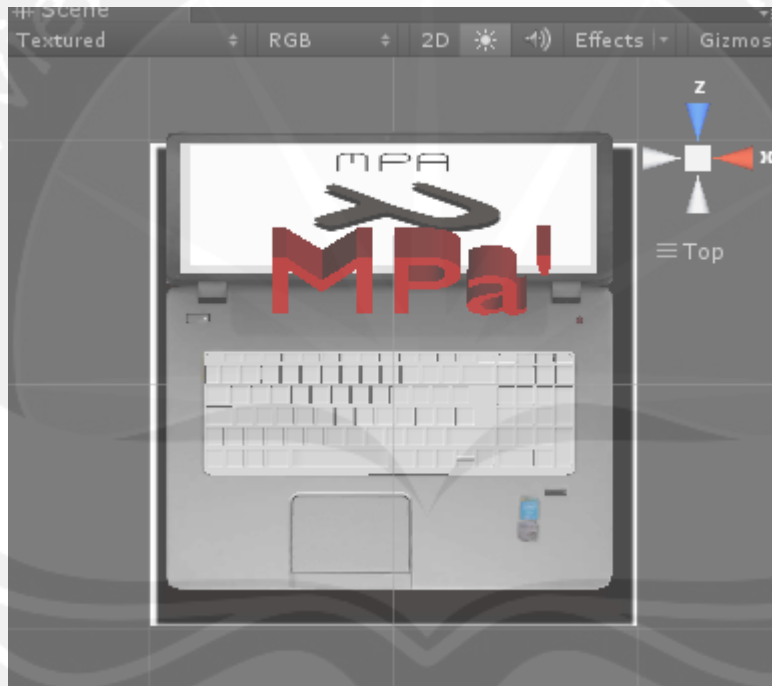
    void Awake(){
        sWidth= Screen.width;
        guiRatio= sWidth/1920;
        GUIsF = new Vector3(guiRatio,guiRatio,1);
    }
    void OnGUI(){
        //Meletakkan menu di pojok kiri
        GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
        //buton diletakaana pada pojok kiri atas laayar
        if (GUI.Button (new Rect (20, 20, 258, 89), "6.Ke Aksara BA")) {
            Application.LoadLevel ("6.BA");
        }
        //menu di pojok kanan bagian atas
```

```

GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
if (GUI.Button (new Rect (-20, 20, 258, 89), "8. Ke Aksara MPA"))
{
    Application.LoadLevel ("8.MPA");
}
if(GUI.Button(new Rect(-20,150,208,59),"Back")){
    Application.LoadLevel("front_menu");
}
}
}

```

8. Aksara MPA



Source Code :

```

using UnityEngine;
using System.Collections;

public class MPA8 : MonoBehaviour {

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;

    void Awake(){

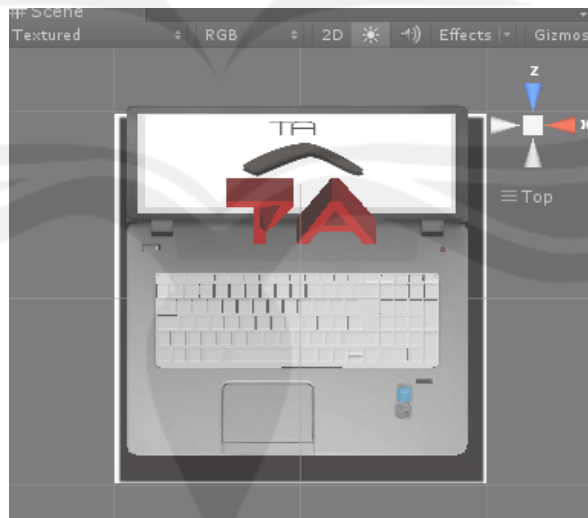
```

```

sWidth= Screen.width;
guiRatio= sWidth/1920;
GUIsF = new Vector3(guiRatio,guiRatio,1);
}
void OnGUI(){
    //Meletakkan menu di pojok kiri
    GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    //buton diletakaana pada pojok kiri atas laayar
    if (GUI.Button (new Rect (20, 20, 258, 89), "7.Ke Aksara MA7")) {
        Application.LoadLevel ("7.MA");
    }
    //menu di pojok kanan bagian atas
    GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    if (GUI.Button (new Rect (-20, 20, 258, 89), "9. Ke Aksara TA")) {
        Application.LoadLevel ("9.TA");
    }
    if(GUI.Button(new Rect(-20,150,208,59),"Back")){
        Application.LoadLevel("front_menu");
    }
}
}

```

9. Aksara TA



Source Code :

```

using UnityEngine;
using System.Collections;

```

```

public class TA9 : MonoBehaviour {

```

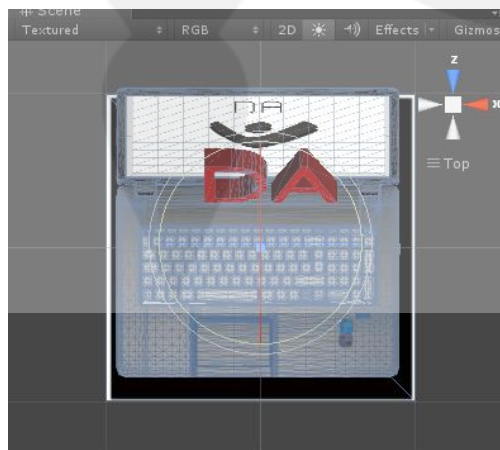
```

public GUISkin guiSkin;
public float guiRatio;
public float sWidth;
public Vector3 GUIsF;

void Awake(){
    sWidth= Screen.width;
    guiRatio= sWidth/1920;
    GUIsF = new Vector3(guiRatio,guiRatio,1);
}
void OnGUI(){
    //Meletakkan menu di pojok kiri
    GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    //buton diletakaan pada pojok kiri atas laayar
    if (GUI.Button (new Rect (20, 20, 258, 89), "8.Ke Aksara MPA")) {
        Application.LoadLevel ("8.MPA");
    }
    //menu di pojok kanan bagian atas
    GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    if (GUI.Button (new Rect (-20, 20, 258, 89), "10. Ke Aksara DA")) {
        Application.LoadLevel ("10.DA");
    }
    if(GUI.Button(new Rect(-20,150,208,59),"Back")){
        Application.LoadLevel("front_menu");
    }
}
}

```

10. Aksara DA



Source Code :

using UnityEngine;

using System.Collections;

public class DA10 : MonoBehaviour {

public GUISkin guiSkin;

public float guiRatio;

public float sWidth;

public Vector3 GUIsF;

void Awake(){

sWidth= Screen.width;

guiRatio= sWidth/1920;

GUIsF = new Vector3(guiRatio,guiRatio,1);

}

void OnGUI(){

//Meletakkan menu di pojok kiri

GUI.matrix = Matrix4x4.TRS(new

Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);

//buton diletakaana pada pojok kiri atas laayar

if (GUI.Button (new Rect (20, 20, 258, 89), "9.Ke Aksara TA")) {

Application.LoadLevel ("9.TA");

}

//menu di pojok kanan bagian atas

GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -

256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);

if (GUI.Button (new Rect (-20, 20, 258, 89), "11. Ke Aksara NA")) {

Application.LoadLevel ("11.NA");

}

if(GUI.Button(new Rect(-20,150,208,59),"Back")){

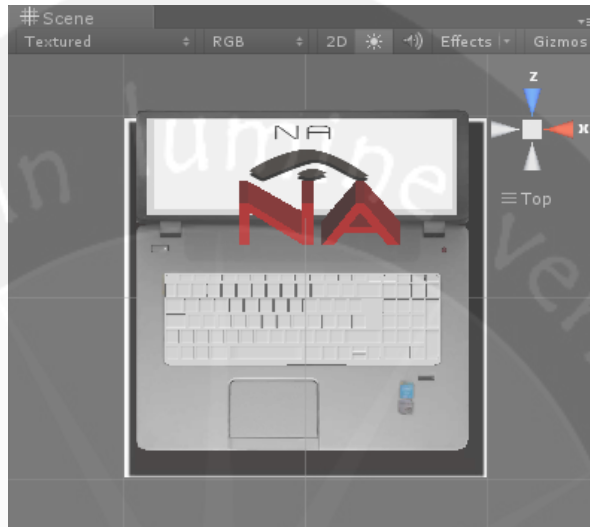
Application.LoadLevel("front_menu");

}

}

}

11. Aksara NA



Source Code :

```
using UnityEngine;
using System.Collections;

public class NA11 : MonoBehaviour {

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;

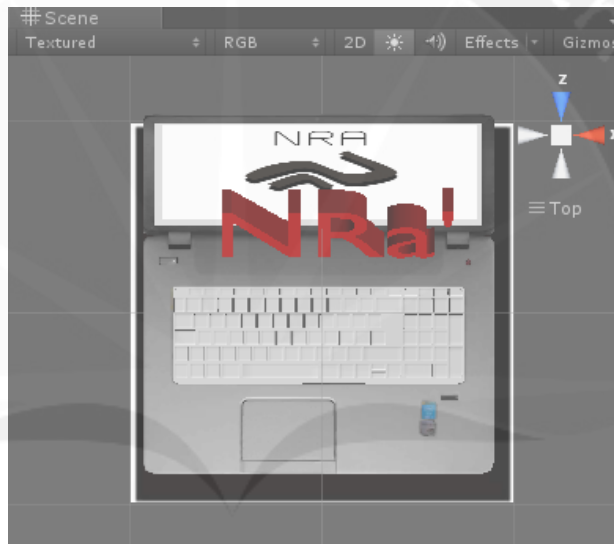
    void Awake(){
        sWidth= Screen.width;
        guiRatio= sWidth/1920;
        GUIsF = new Vector3(guiRatio,guiRatio,1);
    }
    void OnGUI(){
        //Meletakkan menu di pojok kiri
        GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
        //buton diletakaana pada pojok kiri atas laayar
        if (GUI.Button (new Rect (20, 20, 258, 89), "10.Ke Aksara DA")) {
            Application.LoadLevel ("10.DA");
        }
        //menu di pojok kanan bagian atas
```

```

GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
if (GUI.Button (new Rect (-20, 20, 258, 89), "12. Ke Aksara NRA"))
{
    Application.LoadLevel ("12.NRA");
}
if(GUI.Button(new Rect(-20,150,208,59),"Back")){
    Application.LoadLevel("front_menu");
}
}
}

```

12. Aksara NRA



Source Code :

```

using UnityEngine;
using System.Collections;

```

```

public class NRA12 : MonoBehaviour {

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;

    void Awake(){
        sWidth= Screen.width;
        guiRatio= sWidth/1920;
        GUIsF = new Vector3(guiRatio,guiRatio,1);
    }
}

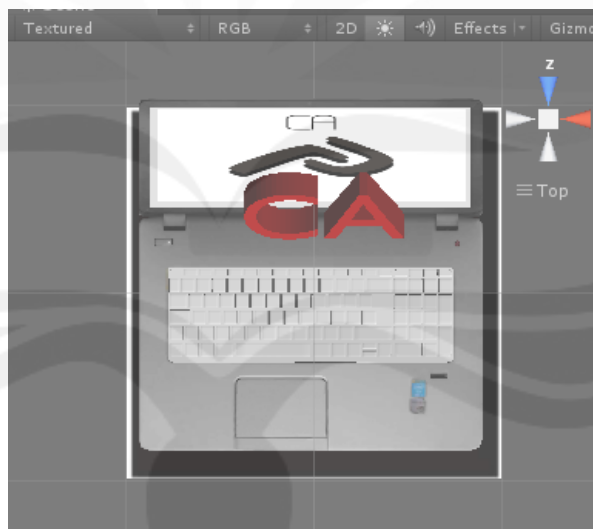
```

```

void OnGUI(){
    //Meletakkan menu di pojok kiri
    GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    //buton diletakaana pada pojok kiri atas laayar
    if (GUI.Button (new Rect (20, 20, 258, 89), "11.Ke Aksara NA")) {
        Application.LoadLevel ("11.NA");
    }
    //menu di pojok kanan bagian atas
    GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    if (GUI.Button (new Rect (-20, 20, 258, 89), "13. Ke Aksara CA")) {
        Application.LoadLevel ("13.CA");
    }
    if(GUI.Button(new Rect(-20,150,208,59),"Back")){
        Application.LoadLevel("front_menu");
    }
}
}

```

13. Aksara CA



Source Code :

```

using UnityEngine;
using System.Collections;

```

```

public class CA13 : MonoBehaviour {

```

```

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;

```

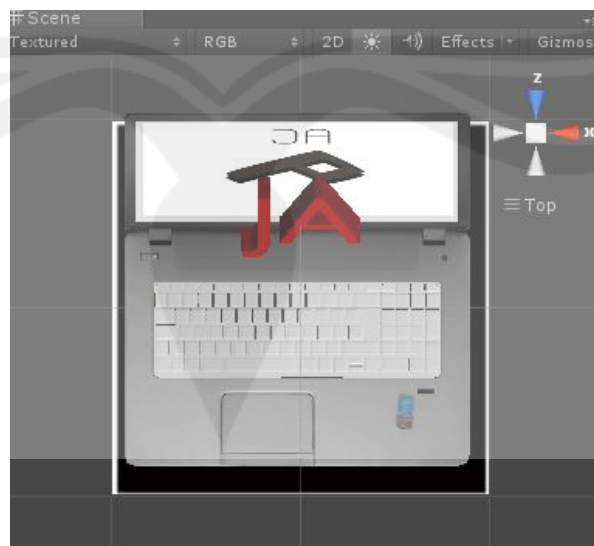
```

public Vector3 GUIsF;

void Awake(){
    sWidth= Screen.width;
    guiRatio= sWidth/1920;
    GUIsF = new Vector3(guiRatio,guiRatio,1);
}
void OnGUI(){
    //Meletakkan menu di pojok kiri
    GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    //buton diletakaana pada pojok kiri atas laayar
    if (GUI.Button (new Rect (20, 20, 258, 89), "12.Ke Aksara NRA")) {
        Application.LoadLevel ("12.NRA");
    }
    //menu di pojok kanan bagian atas
    GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    if (GUI.Button (new Rect (-20, 20, 258, 89), "14. Ke Aksara JA")) {
        Application.LoadLevel ("14.JA");
    }
    if(GUI.Button(new Rect(-20,150,208,59),"Back")){
        Application.LoadLevel("front_menu");
    }
}
}

```

14. Aksara JA



Source Code :

using UnityEngine;

using System.Collections;

public class JA14 : MonoBehaviour {

public GUISkin guiSkin;

public float guiRatio;

public float sWidth;

public Vector3 GUIsF;

void Awake(){

sWidth= Screen.width;

guiRatio= sWidth/1920;

GUIsF = new Vector3(guiRatio,guiRatio,1);

}

void OnGUI(){

//Meletakkan menu di pojok kiri

GUI.matrix = Matrix4x4.TRS(new

Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);

//buton diletakaana pada pojok kiri atas laayar

if (GUI.Button (new Rect (20, 20, 258, 89), "13.Ke Aksara CA")) {

Application.LoadLevel ("13.CA");

}

//menu di pojok kanan bagian atas

GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -

256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);

if (GUI.Button (new Rect (-20, 20, 258, 89), "15. Ke Aksara NYA"))

{

Application.LoadLevel ("15.NYA");

}

if(GUI.Button(new Rect(-20,150,208,59),"Back")){

Application.LoadLevel("front_menu");

}

}

}

15. Aksara NYA



Source Code :

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

```
public class NYA15 : MonoBehaviour {
```

```
    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;
```

```
    void Awake(){
        sWidth= Screen.width;
        guiRatio= sWidth/1920;
        GUIsF = new Vector3(guiRatio,guiRatio,1);
    }
```

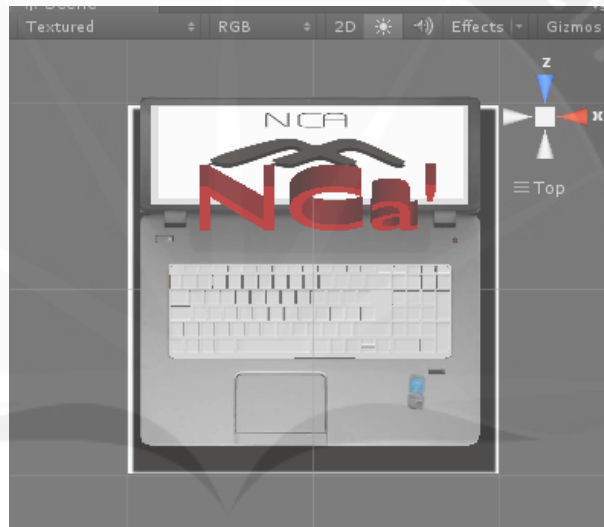
```
    void OnGUI(){
        //Meletakkan menu di pojok kiri
        GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
        //buton diletakaana pada pojok kiri atas laayar
        if (GUI.Button (new Rect (20, 20, 258, 89), "14.Ke Aksara JA")) {
            Application.LoadLevel ("14.JA");
        }
        //menu di pojok kanan bagian atas
```

```

GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
if (GUI.Button (new Rect (-20, 20, 258, 89), "16. Ke Aksara NCA"))
{
    Application.LoadLevel ("16.NCA");
}
if(GUI.Button(new Rect(-20,150,208,59),"Back")){
    Application.LoadLevel("front_menu");
}
}
}

```

16. Aksara NCA



Source Code :

```

using UnityEngine;
using System.Collections;

public class NCA16 : MonoBehaviour {

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;

    void Awake(){
        sWidth= Screen.width;
        guiRatio= sWidth/1920;
        GUIsF = new Vector3(guiRatio,guiRatio,1);
    }
    void OnGUI(){

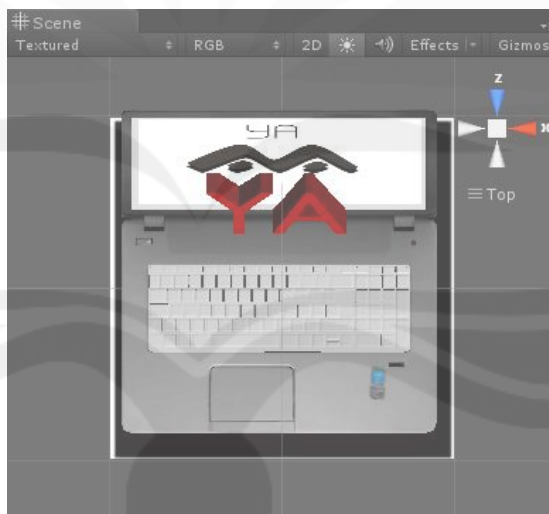
```

```

//Meletakkan menu di pojok kiri
GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
//buton diletakaana pada pojok kiri atas laayar
if (GUI.Button (new Rect (20, 20, 258, 89), "15.Ke Aksara NYA"))
{
    Application.LoadLevel ("15.NYA");
}
//menu di pojok kanan bagian atas
GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
if (GUI.Button (new Rect (-20, 20, 258, 89), "17. Ke Aksara YA")) {
    Application.LoadLevel ("17.YA");
}
if(GUI.Button(new Rect(-20,150,208,59),"Back")){
    Application.LoadLevel("front_menu");
}
}
}

```

17. Aksara YA



Source Code :

```

using UnityEngine;
using System.Collections;

```

```

public class YA17 : MonoBehaviour {

```

```

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;

```

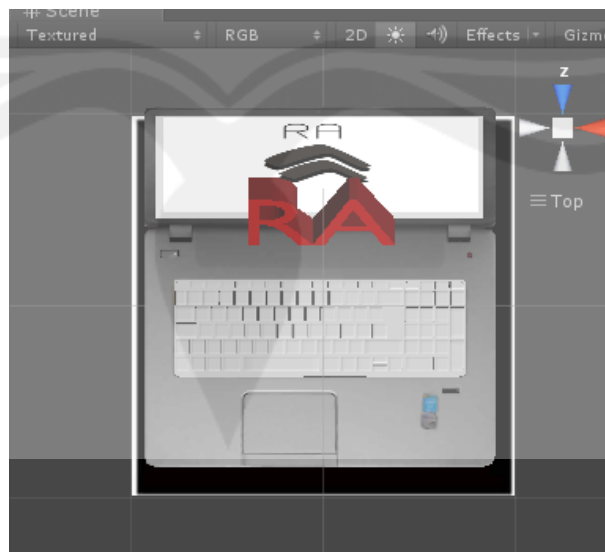
```

public Vector3 GUIsF;

void Awake(){
    sWidth= Screen.width;
    guiRatio= sWidth/1920;
    GUIsF = new Vector3(guiRatio,guiRatio,1);
}
void OnGUI(){
    //Meletakkan menu di pojok kiri
    GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    //buton diletakaana pada pojok kiri atas laayar
    if (GUI.Button (new Rect (20, 20, 258, 89), "16.Ke Aksara NCA")) {
        Application.LoadLevel ("16.NCA");
    }
    //menu di pojok kanan bagian atas
    GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    if (GUI.Button (new Rect (-20, 20, 258, 89), "18. Ke Aksara RA")) {
        Application.LoadLevel ("18.RA");
    }
    if(GUI.Button(new Rect(-20,150,208,59),"Back")){
        Application.LoadLevel("front_menu");
    }
}
}

```

18. Aksara RA



Source Code :

using UnityEngine;

using System.Collections;

public class RA18 : MonoBehaviour {

public GUISkin guiSkin;

public float guiRatio;

public float sWidth;

public Vector3 GUIsF;

void Awake(){

sWidth= Screen.width;

guiRatio= sWidth/1920;

GUIsF = new Vector3(guiRatio,guiRatio,1);

}

void OnGUI(){

//Meletakkan menu di pojok kiri

GUI.matrix = Matrix4x4.TRS(new

Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);

//buton diletakaana pada pojok kiri atas laayar

if (GUI.Button (new Rect (20, 20, 258, 89), "17.Ke Aksara YA")) {

Application.LoadLevel ("17.YA");

}

//menu di pojok kanan bagian atas

GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -

256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);

if (GUI.Button (new Rect (-20, 20, 258, 89), "19. Ke Aksara LA")) {

Application.LoadLevel ("19.LA");

}

if(GUI.Button(new Rect(-20,150,208,59),"Back")){

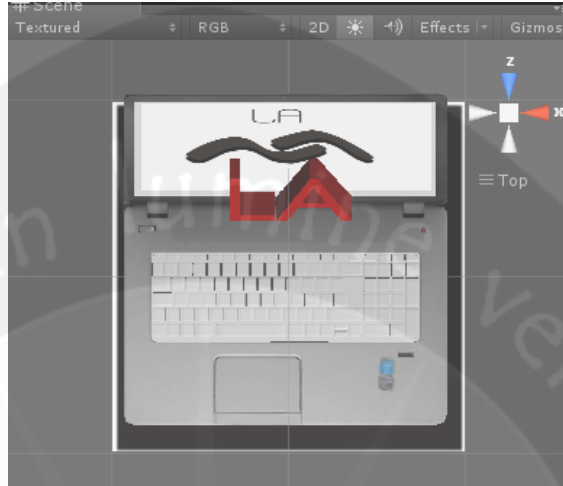
Application.LoadLevel("front_menu");

}

}

}

19. Aksara LA



Source Code :

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

```
public class LA19 : MonoBehaviour {
```

```
    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;
```

```
    void Awake(){
        sWidth= Screen.width;
        guiRatio= sWidth/1920;
        GUIsF = new Vector3(guiRatio,guiRatio,1);
    }
```

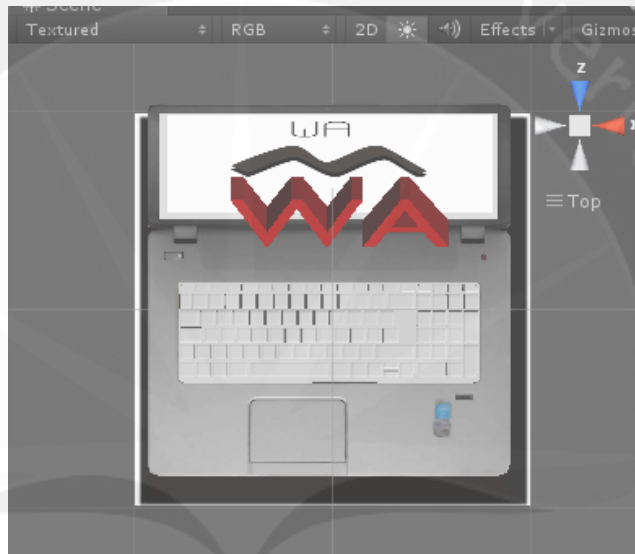
```
    void OnGUI(){
        //Meletakkan menu di pojok kiri
        GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
        //buton diletakaana pada pojok kiri atas laayar
        if (GUI.Button (new Rect (20, 20, 258, 89), "18.Ke Aksara RA")) {
            Application.LoadLevel ("18.RA");
        }
        //menu di pojok kanan bagian atas
        GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
```

```

        if (GUI.Button (new Rect (-20, 20, 258, 89), "20. Ke Aksara WA"))
        {
            Application.LoadLevel ("20.WA");
        }
        if(GUI.Button(new Rect(-20,150,208,59),"Back")){
            Application.LoadLevel("front_menu");
        }
    }
}

```

20. Aksara WA



Source Code :

```

using UnityEngine;
using System.Collections;

public class WA20 : MonoBehaviour {

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;

    void Awake(){
        sWidth= Screen.width;
        guiRatio= sWidth/1920;
        GUIsF = new Vector3(guiRatio,guiRatio,1);
    }
    void OnGUI(){
        //Meletakkan menu di pojok kiri
    }
}

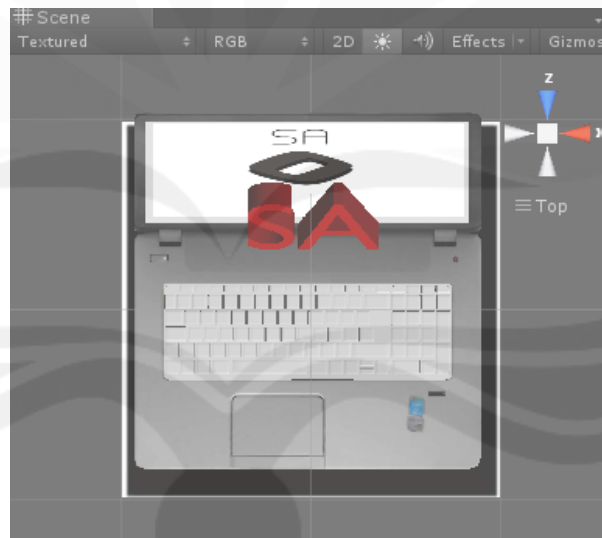
```

```

GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
//buton diletakaana pada pojok kiri atas laayar
if (GUI.Button (new Rect (20, 20, 258, 89), "19.Ke Aksara LA")) {
    Application.LoadLevel ("19.LA");
}
//menu di pojok kanan bagian atas
GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
if (GUI.Button (new Rect (-20, 20, 258, 89), "21. Ke Aksara SA")) {
    Application.LoadLevel ("21.SA");
}
if(GUI.Button(new Rect(-20,150,208,59),"Back")){
    Application.LoadLevel("front_menu");
}
}
}

```

21. Aksara SA



Source Code :

```

using UnityEngine;
using System.Collections;

```

```

public class SA21 : MonoBehaviour {

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;

```

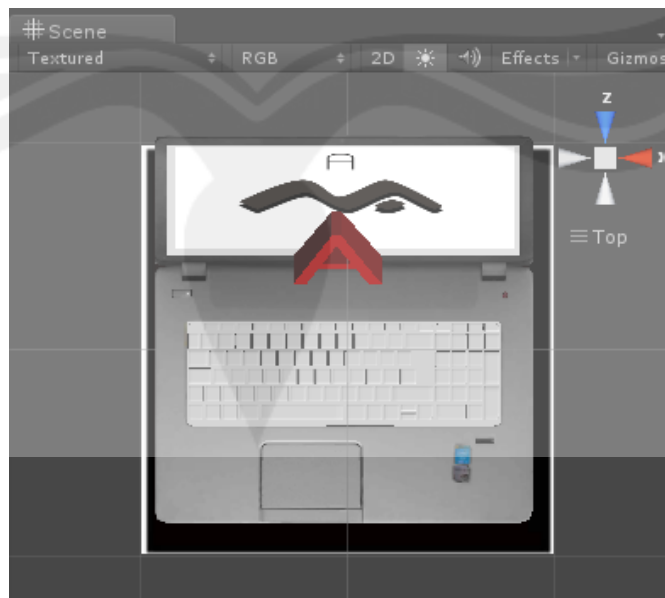
```

public Vector3 GUIsF;

void Awake(){
    sWidth= Screen.width;
    guiRatio= sWidth/1920;
    GUIsF = new Vector3(guiRatio,guiRatio,1);
}
void OnGUI(){
    //Meletakkan menu di pojok kiri
    GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    //buton diletakaana pada pojok kiri atas laayar
    if (GUI.Button (new Rect (20, 20, 258, 89), "20.Ke Aksara WA")) {
        Application.LoadLevel ("20.WA");
    }
    //menu di pojok kanan bagian atas
    GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
    if (GUI.Button (new Rect (-20, 20, 258, 89), "22. Ke Aksara A")) {
        Application.LoadLevel ("22.A");
    }
    if(GUI.Button(new Rect(-20,150,208,59),"Back")){
        Application.LoadLevel("front_menu");
    }
}
}

```

22. Aksara A



Source Code :

using UnityEngine;

using System.Collections;

public class A22 : MonoBehaviour {

public GUISkin guiSkin;

public float guiRatio;

public float sWidth;

public Vector3 GUIsF;

void Awake(){

sWidth= Screen.width;

guiRatio= sWidth/1920;

GUIsF = new Vector3(guiRatio,guiRatio,1);

}

void OnGUI(){

//Meletakkan menu di pojok kiri

GUI.matrix = Matrix4x4.TRS(new

Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);

//buton diletakaana pada pojok kiri atas laayar

if (GUI.Button (new Rect (20, 20, 258, 89), "21.Ke Aksara SA")) {

Application.LoadLevel ("21.SA");

}

//menu di pojok kanan bagian atas

GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -

256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);

if (GUI.Button (new Rect (-20, 20, 258, 89), "23. Ke Aksara HA")) {

Application.LoadLevel ("23.HA");

}

if(GUI.Button(new Rect(-20,150,208,59),"Back")){

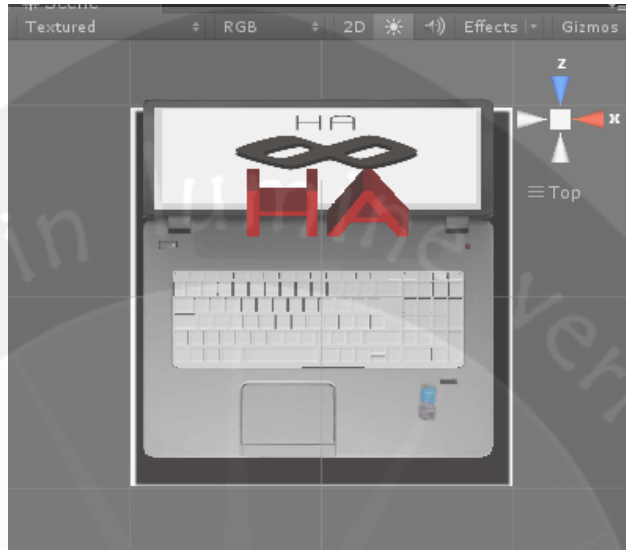
Application.LoadLevel("front_menu");

}

}

}

23. Aksara HA



Source Code :

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

```
public class HA23 : MonoBehaviour {

    public GUISkin guiSkin;
    public float guiRatio;
    public float sWidth;
    public Vector3 GUIsF;

    void Awake(){
        sWidth= Screen.width;
        guiRatio= sWidth/1920;
        GUIsF = new Vector3(guiRatio,guiRatio,1);
    }
    void OnGUI(){
        //Meletakkan menu di pojok kiri
        GUI.matrix = Matrix4x4.TRS(new
Vector3(GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);
        //buton diletakaana pada pojok kiri atas laayar
        if (GUI.Button (new Rect (20, 20, 258, 89), "22.Ke Aksara A")) {
            Application.LoadLevel ("22.A");
        }
        //menu di pojok kanan bagian atas
```

```
GUI.matrix = Matrix4x4.TRS (new Vector3(Screen.width -  
256*GUIsF.x,GUIsF.y,0),Quaternion.identity,GUIsF);  
if (GUI.Button (new Rect (-20, 20, 258, 89), "BACK TO MENU"))  
{  
    Application.LoadLevel ("front_menu");  
}  
if(GUI.Button(new Rect(-20,150,208,59),"Back")){  
    Application.LoadLevel("front_menu");  
}  
}
```

