# REUSING GAME OBJECTS

Coding Challenge: Replicate the load screen in every scene

In the lesson related to adding a load screen, we created a UI Panel in the Splash Scene to be displayed while Scene01 was loading.

One way to replicate the panel for other scenes is to duplicate the same panel in the other scenes and modify the LoadScene script to utilize it.

First, open the Splash scene. Right-click on the LoadPanel GameObject and select Copy.
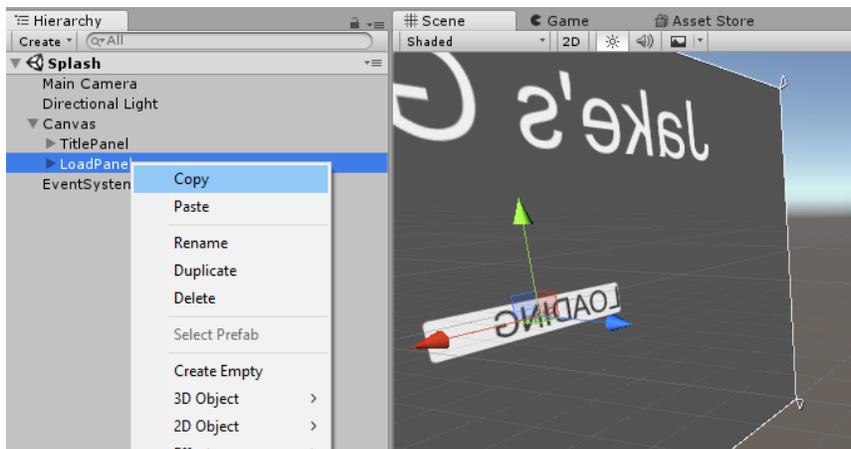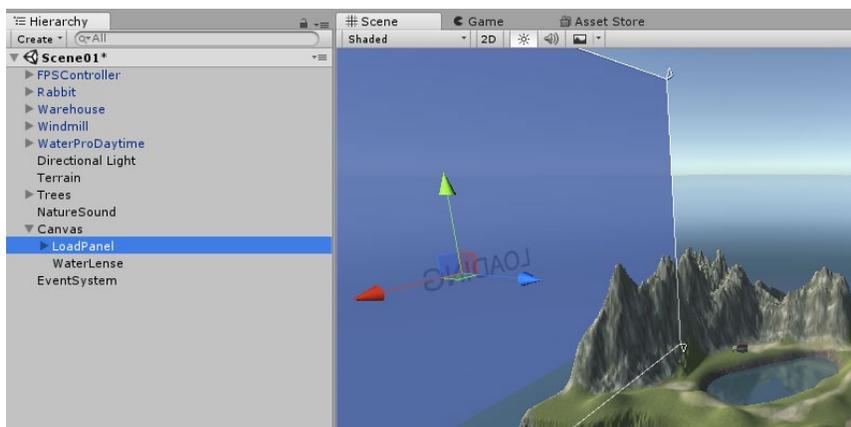

Open Scene01, or whatever you named the next scene of your project.

If the scene has no Canvas for UI elements yet, right-click in the hierarchy and select UI, Canvas.

Right-click in the hierarchy and select Paste.

Move the pasted LoadPanel to be a child of the Canvas.

If you play the game now, you should see the LoadPanel screen appear immediately.

Open the LoadScene script that you created in Unit 3: Scene Management.

Create a loadPanel property to use as a reference to the LoadPanel GameObject.

> **Option 1:** Create loadPanel as a private property of type GameObject and then use the GameObject.Find method to set its value to the LoadPanel GameObject in the Start method.

> **Option 2:** Create loadPanel as a public property of type GameObject and then drag the LoadPanel into the property field of the Inspector to set its value.

If you choose option 1, you will not see the property and its value in the editor. That's ok.

If you choose option 2, the script on the Door should show the public property and its value.
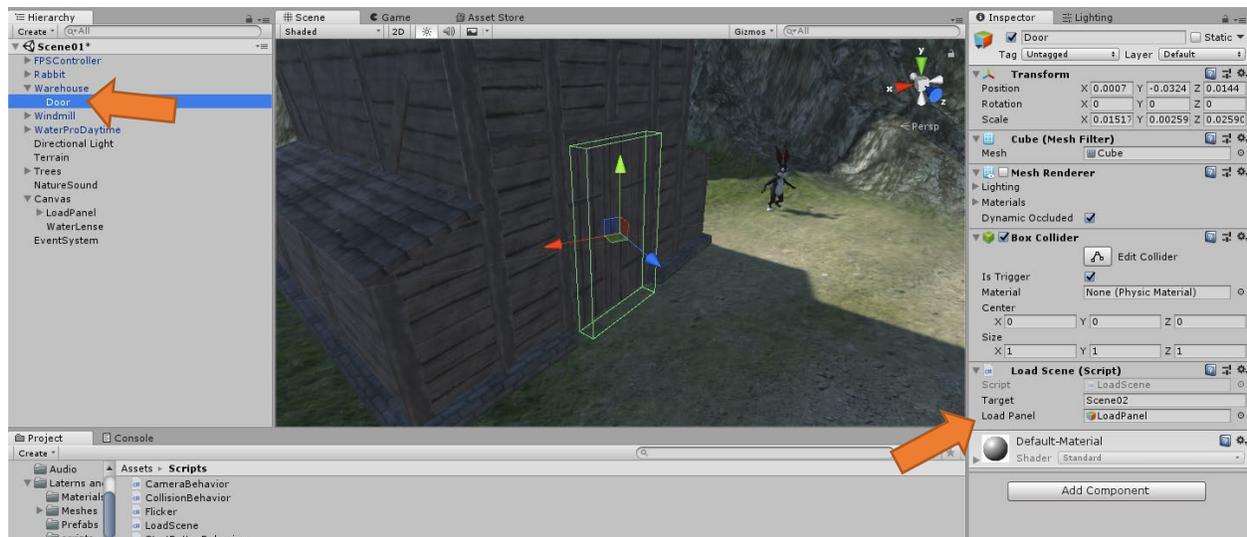
In the Start method, use the SetActive method to set the LoadPanel to be inactive.

You should not see the LoadPanel when you play the game now.

In the OnTriggerEnter method, use the SetActive method to set the LoadPanel to active just before the command to load the next scene.

You should now see the load screen appear after you run into the door, while you are waiting for the next scene to load.

Copy the LoadPanel GameObject again and paste it in **all other scenes** where the LoadScene script is being used.

> If you chose **option 1** from above, no other changes to the scene should be needed because the LoadScene script should automatically find the LoadPanel by name.

> If you chose **option 2** from above, you need to drag the LoadPanel object to set the loadPanel property on every GameObject which has the LoadScreen script as a component.