Code Button:
using UnityEngine;
using System.Collections;

public class Event_Script : MonoBehaviour {

    public void EventStartLevel1 (int startEventLevel1) {
        Application.LoadLevel (startEventLevel1);
    }

    public void EventBackHome (int backEventHome) {
        Application.LoadLevel (backEventHome);
    }

    public void EventARHDD (int AREventHDD) {
        Application.LoadLevel (AREventHDD);
    }

    public void EventARCD (int AREventCD) {
        Application.LoadLevel (AREventCD);
    }

    public void EventARRAM (int AREventRAM) {
        Application.LoadLevel (AREventRAM);
    }

    public void EventARCPU (int AREventCPU) {
        Application.LoadLevel (AREventCPU);
    }

    public void EventARPSU (int AREventPSU) {
        Application.LoadLevel (AREventPSU);
    }

    public void EventZoomHDD (int ZoomEventHDD){
        Application.LoadLevel (ZoomEventHDD);
    }
}
public void EventZoomCD (int ZoomEventCD) {
    Application.LoadLevel (ZoomEventCD);
}

public void EventZoomRAM (int ZoomEventRAM) {
    Application.LoadLevel (ZoomEventRAM);
}

public void EventZoomCPU (int ZoomEventCPU) {
    Application.LoadLevel (ZoomEventCPU);
}

public void EventZoomPSU (int ZoomEventPSU) {
    Application.LoadLevel (ZoomEventPSU);
}

public void EventBack (int backEvent) {
    Application.LoadLevel (backEvent);
}

Code Hide Button:
using UnityEngine;
using System.Collections;
using UnityEngine.UI;

public class HideButtonMusic : MonoBehaviour {

    public GameObject Button1, Button2;

}
public void ShowBtn()
{
    Button1.gameObject.SetActive(true);
    Button2.gameObject.SetActive(true);
}

public void HideBtn()
{
    Button1.gameObject.SetActive(false);
    Button2.gameObject.SetActive(false);
}

Code Button Rotate
using UnityEngine;
using System.Collections;

public class ButtonRotate : MonoBehaviour
{
    public float rotationsPerSecond = 0.1f;
    public Transform model;
    private bool buttonDown = false;
    private float rps;

    public void toggleRotateRight (bool asBool)
    {
        buttonDown = asBool;
        rps = rotationsPerSecond;
    }

    public void toggleRotateLeft (bool asBool)
    {
        buttonDown = asBool;
    }
rps = -rotationsPerSecond;

void Update ()
{
    if (buttonDown) {
        Vector3 euler = model.transform.localEulerAngles;
        euler.x += rps * 0f * Time.deltaTime;
        euler.y += rps * 0f * Time.deltaTime;
        euler.z += rps * 360f * Time.deltaTime;
        model.transform.localEulerAngles = euler;
    }
}

Code Slider AR Zoom
using UnityEngine;
using System.Collections;

class SliderZoomARCDVD : MonoBehaviour {

    private float nilaiAwalSlider = 100.0f;
    public GameObject Object; // objek yang akan di zoom

    void Update () {

        Object.transform.localScale = new Vector3(0.01516764f,
        0.01462383f, 0.01418423f) * nilaiAwalSlider * 
        0.01f; // perubahan ukuran berdasarkan ukuran awal objek

    }
}
void OnGUI() //untuk menampilkan GUI slider
{
    nilaiAwalSlider = GUI.VerticalSlider(new Rect(10/*posisi x*/, 85/*posisi z*/,100/*lebar*/,
120/*tinggi slider*/), nilaiAwalSlider, 170.0f,
100.0f/*nilai max min zoom objek*/);
}
}
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