# Unity

* <https://docs.unity3d.com/ScriptReference/Input.GetMouseButtonDown.html>
* <https://answers.unity.com/questions/636622/how-to-make-holding-the-mouse-down-count-as-one-cl.html>

## Tutorial & videos

* <https://unity3d.com/learn/tutorials>
* <https://unity3d.com/learn/tutorials/s/2d-roguelike-tutorial>
* <https://unity3d.com/learn/tutorials/s/roll-ball-tutorial>
* <https://www.youtube.com/watch?v=VyIo5tlNNeA>

# Bugfixing

* <https://answers.unity.com/questions/1277330/scene-couldnt-be-loaded-because-it-isnt-added-to-t.html>
* <https://answers.unity.com/questions/1237706/the-namespace-global-already-contains-a-definition-2.html>
* <https://blogs.unity3d.com/2015/09/10/unity-services-are-just-a-few-clicks-away/>
* <https://answers.unity.com/questions/1229321/scene-assetsfirst-levelunity-1-couldnt-be-loaded-b.html>

# Informatieve websites

## Slimme meter

* <https://www.viessmann.be/nl/Informatie-voor/Huiseigenaars/slimme-meters.html>
* <https://www.vlaanderen.be/nl/bouwen-wonen-en-energie/elektriciteit-aardgas-en-verwarming/de-digitale-energiemeter>
* <https://www.vreg.be/nl/faq>
* <https://www.zoopla.co.uk/moving/buyers-guide/energy/smart-meters-vs-normal-meters/>
* <https://lockergnome.com/2011/09/14/traditional-vs-smart-meter/>
* <https://en.wikipedia.org/wiki/Automatic_meter_reading>