

Intro to Unity – Spawning New GameObjects

Spawning GameObjects – Step 1

- Make the Asset that is going to be spawned a GameObject (drag your asset jpg or whatever into the Scene).
- Once it is a GameObject, then drag it back to the asset folder.
- Now it should have a gray border around it compared to the original jpg asset
- It SHOULD NOT be in the scene
- Now that GameObject can be spawned

Spawning GameObjects – Step 2

- Edit the code for the parent (the GameObject that will do the spawning)
- Add a global variable that is type GameObject
- temp will hold the spawned GameObject
- temp will be initialized in the inspector

```
public class instant : MonoBehaviour {  
    public GameObject temp;  
    void Start () {  
  
    }  
}
```

Spawning GameObjects – Step 3

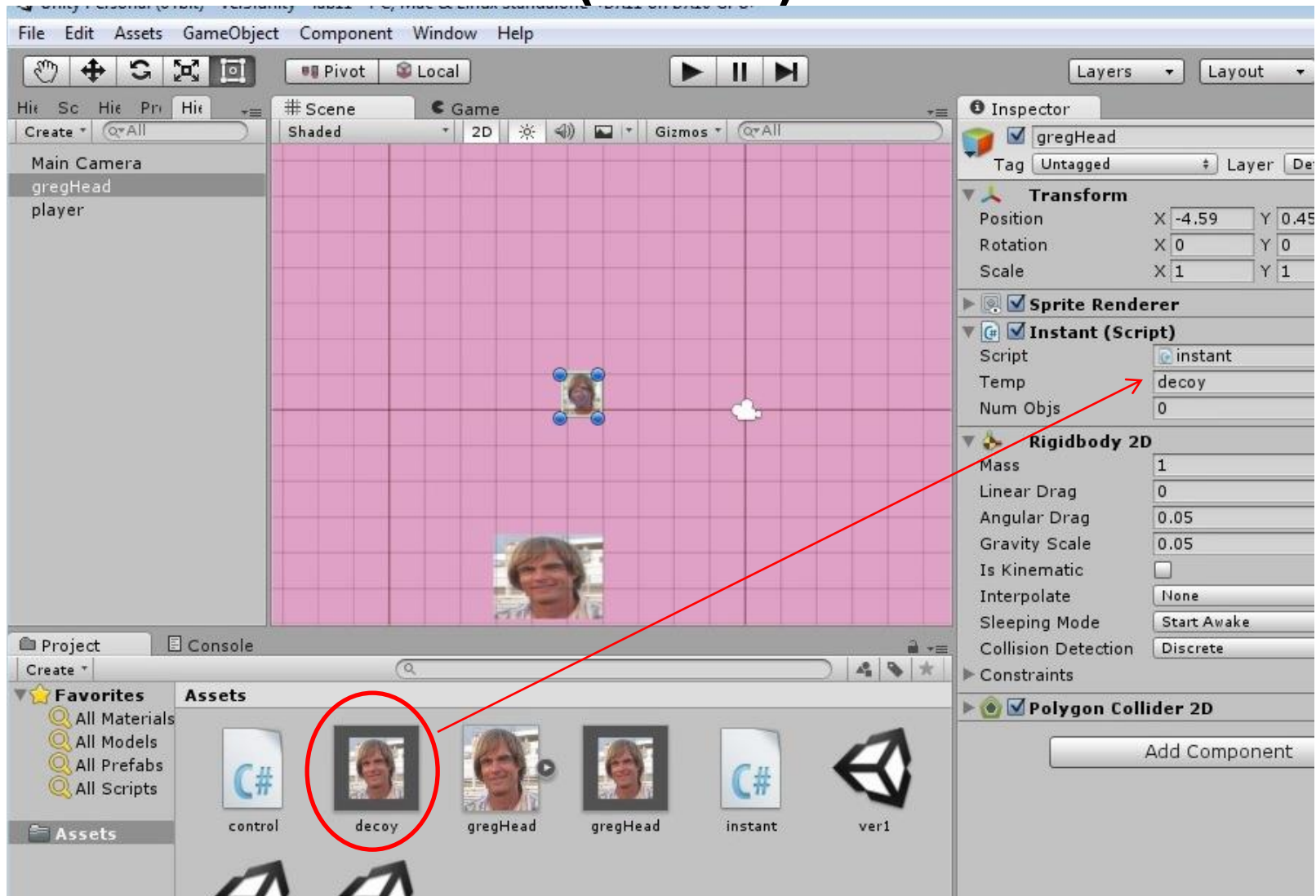
- Spawn the GameObject!
- Use the following function
- temp is the GameObject to be spawned
- transform.* is the place and orientation of where the GameObject will start
- As written, the spawned GameObject will start at the spawning GameObject location

`Instantiate (temp, transform.position, transform.rotation);`

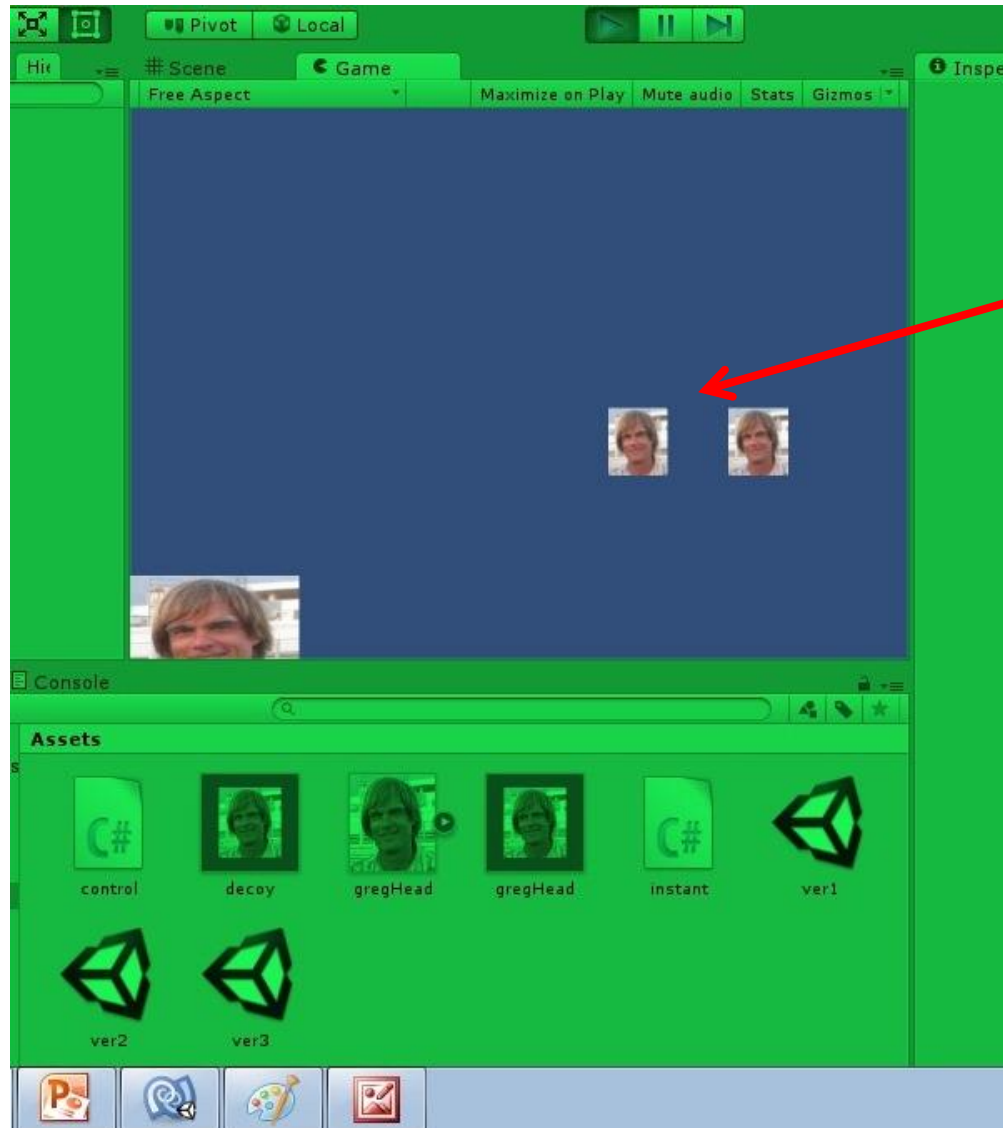
Spawning GameObjects – Step 4

- In Unity, set the public temp variable to be the GameObject to spawn.
- Select the GameObject on the Scene that spawns the GameObjects
- Drag the GameObject to be spawned from the Assets folder over to the box where temp is set in the Inspector.

Spawning GameObjects – Step 4 (cont.)



Lab – Hit the GameObject



One is a decoy,
the other is the
master. Can't
tell by looking.

Lab Details

- Falling master GameObject is controlled by gravity
- Left-right GameObject controlled by (keys)
- User tries to move controlled GameObject so that it hits falling GameObject
- When GameObjects collide, falling GameObject moves back to top of frame at a new Random x location. A second decoy GameObject is also instantiated at a random x location.
- Game is lost if the master falling GameObject passes by the controlled GameObject