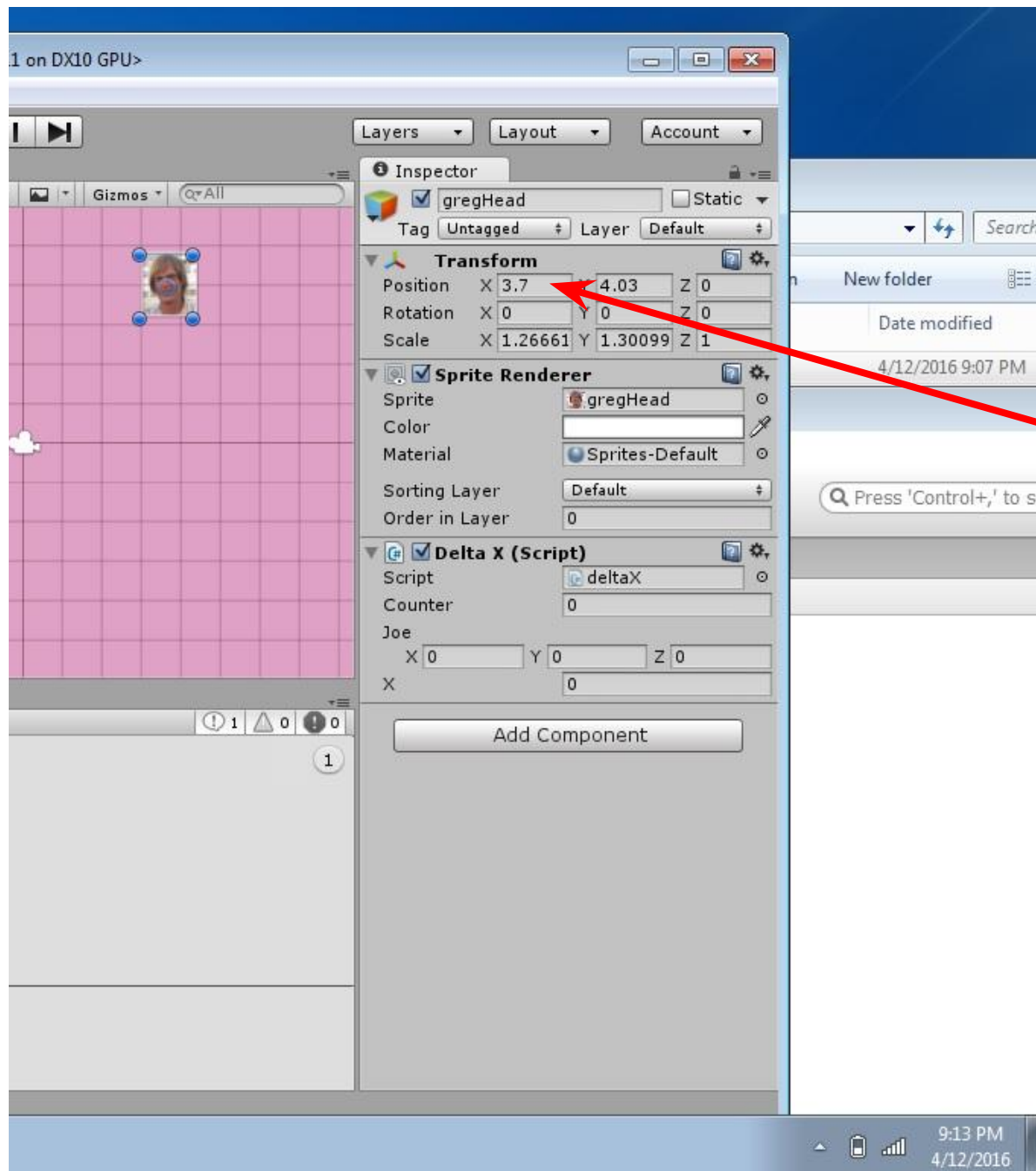


Unity – More More Code - Access the location of GameObjects

Mr. Neat

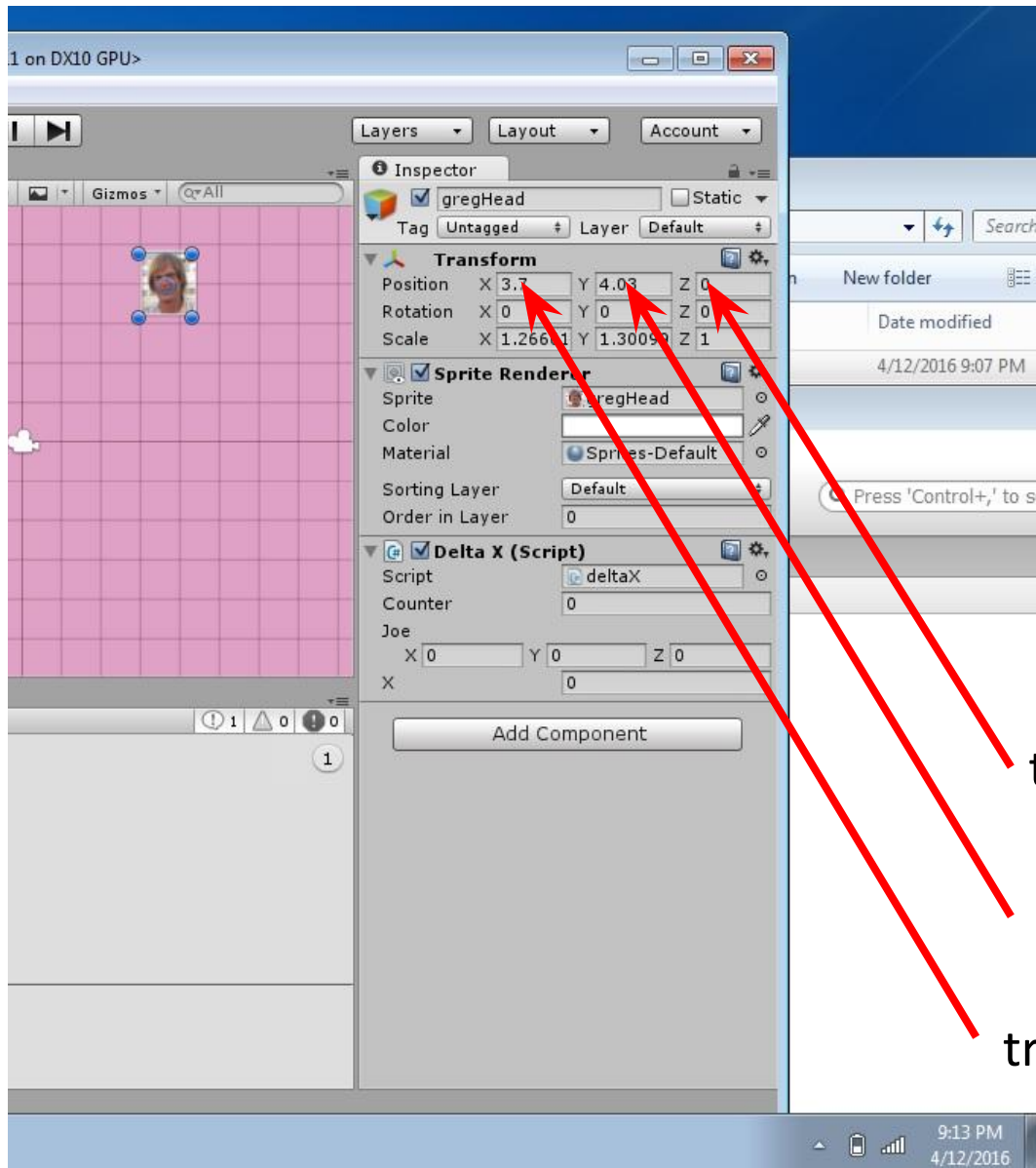
Motivation...

- What if we wanted to know in our code where our GameObject was located on the stage?
- Perhaps we want to turn the GameObject around when it gets to the edge of the screen?
- Or perhaps we want to recycle a GameObject



want to access
this value
using code

Variable Names



`transform.position.z`

`transform.position.y`

`transform.position.x`

The following code writes to the console window where the
GameObject is at the start

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

```
public class deltaX : MonoBehaviour {  
  
    void Start () {  
        print("x = " + transform.position.x);  
        print("y = " + transform.position.y);  
        print("z = " + transform.position.z);  
    }  
  
    void Update () {  
  
    }  
}
```

Console

x = 3.7

y = 4.03

z = 0

Lab

- Write the necessary code to make your GameObject recycle horizontally forever.
- Make the motion slow