Unity – More Code

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Review

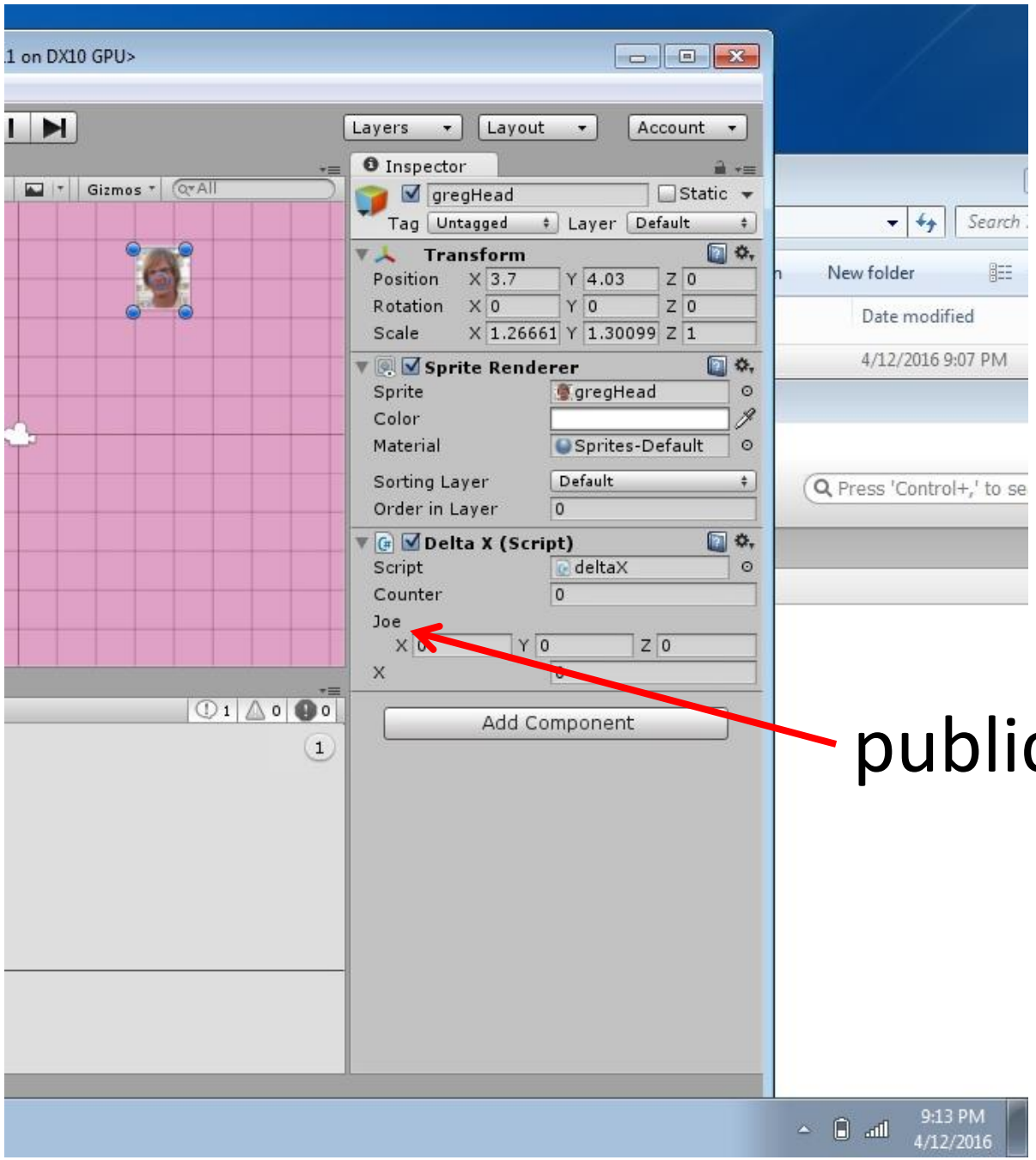
- Must have a GameObject
- Code is a component
- Add component to GameObject
- Select “script” from component list
- C# is scripting language
- Click “create..”

Review - Start

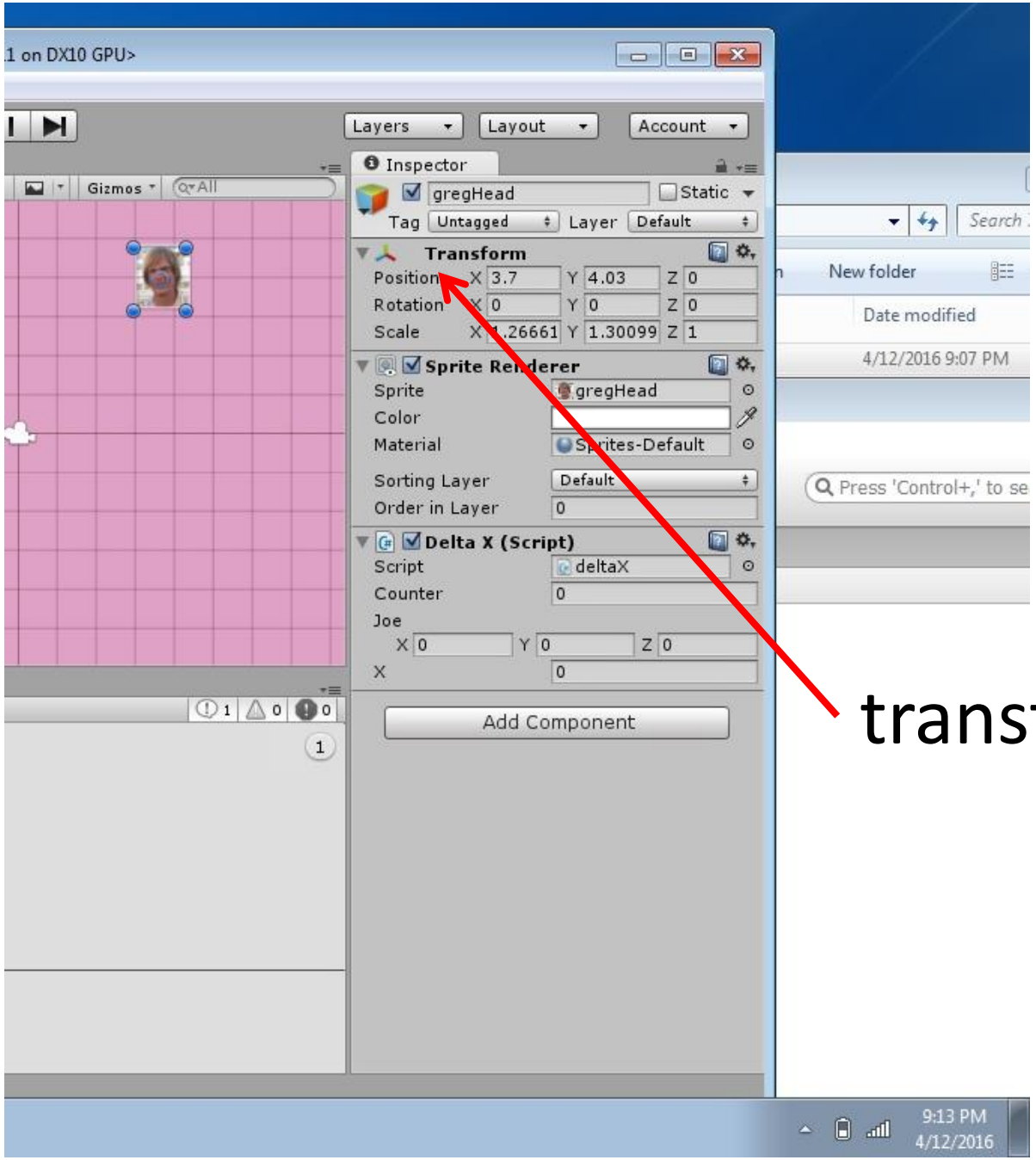
- This method happens once at the beginning of the movie
- Use print(“put string in here”) to write a message out to the console.

Review - Update

- This method happens repeatedly
- This method can access all of the variables defined outside of the methods but inside the class
- We will call these variables “Global variables”



public Vector3 joe;



transform.position

Example

- The following code, moves the GameObject to the transform position

- X = 5.0
- Y = 5.0
- Z = 5.0

- Note the “f” after the number. This means “float”.
- “float” means there is a decimal point in the number

```
using UnityEngine;
using System.Collections;

public class deltaX : MonoBehaviour {

        public Vector3 joe;

        void Start () {

                joe = new Vector3(5.0f, 5.0f, 5.0f);
                transform.position = joe;

        }

        void Update () {


        }
}
```

“float” Type

- A “float” is a number with a decimal point.
- In Unity, you must put “f” after the number.
- You can define “float” variables
- For example,

```
float sue = 1.0f;
```

Lab

- Write the necessary code to make your GameObject move across the screen horizontally.
- Make the motion slow