# Transform and rotate

public class TransformFunctions : MonoBehaviour

{

public float moveSpeed = 10f;

public float turnSpeed = 50f;

void Update ()

{

if([Input.GetKey](http://docs.unity3d.com/Documentation/ScriptReference/Input.GetKey.html" \t "_blank)([KeyCode.UpArrow](http://docs.unity3d.com/Documentation/ScriptReference/KeyCode.UpArrow.html" \t "_blank)))

transform.Translate([Vector3.forward](http://docs.unity3d.com/Documentation/ScriptReference/Vector3-forward.html) \* moveSpeed \* [Time.deltaTime](http://docs.unity3d.com/Documentation/ScriptReference/Time-deltaTime.html));

if([Input.GetKey](http://docs.unity3d.com/Documentation/ScriptReference/Input.GetKey.html" \t "_blank)([KeyCode.DownArrow](http://docs.unity3d.com/Documentation/ScriptReference/KeyCode.DownArrow.html" \t "_blank)))

transform.Translate(-[Vector3.forward](http://docs.unity3d.com/Documentation/ScriptReference/Vector3-forward.html) \* moveSpeed \* [Time.deltaTime](http://docs.unity3d.com/Documentation/ScriptReference/Time-deltaTime.html));

if([Input.GetKey](http://docs.unity3d.com/Documentation/ScriptReference/Input.GetKey.html" \t "_blank)([KeyCode.LeftArrow](http://docs.unity3d.com/Documentation/ScriptReference/KeyCode.LeftArrow.html" \t "_blank)))

transform.Rotate([Vector3.up](http://docs.unity3d.com/Documentation/ScriptReference/Vector3-up.html), -turnSpeed \* [Time.deltaTime](http://docs.unity3d.com/Documentation/ScriptReference/Time-deltaTime.html));

if([Input.GetKey](http://docs.unity3d.com/Documentation/ScriptReference/Input.GetKey.html" \t "_blank)([KeyCode.RightArrow](http://docs.unity3d.com/Documentation/ScriptReference/KeyCode.RightArrow.html" \t "_blank)))

transform.Rotate([Vector3.up](http://docs.unity3d.com/Documentation/ScriptReference/Vector3-up.html), turnSpeed \* [Time.deltaTime](http://docs.unity3d.com/Documentation/ScriptReference/Time-deltaTime.html));

}

}

# Componenten verwijderen (bijvoorbeeld mesh op platform)

if([Input.GetKey](http://docs.unity3d.com/Documentation/ScriptReference/Input.GetKey.html" \t "_blank)([KeyCode.Space](http://docs.unity3d.com/Documentation/ScriptReference/KeyCode.Space.html" \t "_blank)))

{

Destroy(GetComponent<MeshRenderer>());

}

# Keycodes

bool down = [Input.GetKeyDown](http://docs.unity3d.com/Documentation/ScriptReference/Input.GetKeyDown.html)([KeyCode.Space](http://docs.unity3d.com/Documentation/ScriptReference/KeyCode.Space.html" \t "_blank));

bool held = [Input.GetKey](http://docs.unity3d.com/Documentation/ScriptReference/Input.GetKey.html)([KeyCode.Space](http://docs.unity3d.com/Documentation/ScriptReference/KeyCode.Space.html" \t "_blank));

bool up = [Input.GetKeyUp](http://docs.unity3d.com/Documentation/ScriptReference/Input.GetKeyUp.html)([KeyCode.Space](http://docs.unity3d.com/Documentation/ScriptReference/KeyCode.Space.html" \t "_blank));

# Muis klikken

void OnMouseDown ()

# DeltaTime

void Update ()

{

countdown -= [Time.deltaTime](http://docs.unity3d.com/Documentation/ScriptReference/Time-deltaTime.html);

if(countdown <= 0.0f)

light.enabled = true;

if([Input.GetKey](http://docs.unity3d.com/Documentation/ScriptReference/Input.GetKey.html" \t "_blank)([KeyCode.RightArrow](http://docs.unity3d.com/Documentation/ScriptReference/KeyCode.RightArrow.html" \t "_blank)))

transform.position += new Vector3(speed \* [Time.deltaTime](http://docs.unity3d.com/Documentation/ScriptReference/Time-deltaTime.html), 0.0f, 0.0f);

}

# Instantiate

if([Input.GetButtonDown](http://docs.unity3d.com/Documentation/ScriptReference/Input.GetButtonDown.html" \t "_blank)("Fire1"))

{

Rigidbody rocketInstance;

rocketInstance = Instantiate(rocketPrefab, barrelEnd.position, barrelEnd.rotation) as Rigidbody;

rocketInstance.AddForce(barrelEnd.forward \* 5000);

# Enumerations