

Individual Assignment 1 – Report

Kevin Lounsbury – 100654226

Movement: To move the object, press **W, A, S, D**. Pressing these keys will move the object on the x and y axis of the game world.

Saving: To save the position of the object, press **enter**(return) on the keyboard. This then sends the x, y, and z components of the object's transform's position to the dll. The dll then opens the text file and prints out the float values to it.

Loading: To load the position of the object, you press the **space bar**. This then creates a float array where the three position values will be stored. Then the function is called on the dll side. The dll then reads the file in line by line to store the three floats into a float pointer that is then returned from this function. This then means in the unity side, the function is equal to the float pointer. Then Marshal.Copy is used to copy the memory of that float pointer into the float array. Then the object's transform position is set to the three values in the array.