움직이기

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| public class Basic\_Move : *MonoBehaviour*  {  public float speed = 1.0f;  // Start is called before the first frame update  void Start()  {    }  // Update is called once per frame  void Update()  {  if (*Input*.*GetKey*(*KeyCode*.*LeftArrow*))  {  *transform*.*Translate*(*Vector3*.*left* \* speed \* *Time*.*deltaTime*);  }  else if (*Input*.*GetKey*(*KeyCode*.*RightArrow*))  {  *transform*.*Translate*(*Vector3*.*right* \* speed \* *Time*.*deltaTime*);  }  else if (*Input*.*GetKey*(*KeyCode*.*UpArrow*))  {  *transform*.*Translate*(*Vector3*.*forward* \* speed \* *Time*.*deltaTime*);  }  else if (*Input*.*GetKey*(*KeyCode*.*DownArrow*))  *transform*.*Translate*(*Vector3*.*back* \* speed \* *Time*.*deltaTime*);  }  } |

이동/회전

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| public class Move : *MonoBehaviour*  {  public float MoveSpeed;  *Vector3* lookDirection;    void Update ()  {  if (*Input*.*GetKey* (*KeyCode*.*LeftArrow*) ||  *Input*.*GetKey* (*KeyCode*.*RightArrow*) ||  *Input*.*GetKey* (*KeyCode*.*UpArrow*) ||  *Input*.*GetKey* (*KeyCode*.*DownArrow*))  {  float xx = *Input*.*GetAxisRaw* ("Vertical");  float zz = *Input*.*GetAxisRaw* ("Horizontal");  lookDirection = xx \* *Vector3*.*forward* + zz \* *Vector3*.*right*;    // 회전  this.*transform*.*rotation* = *Quaternion*.*LookRotation* (lookDirection);  // 움직임  this.*transform*.*Translate* (*Vector3*.*forward* \* MoveSpeed \* *Time*.*deltaTime*);  }  }    } |