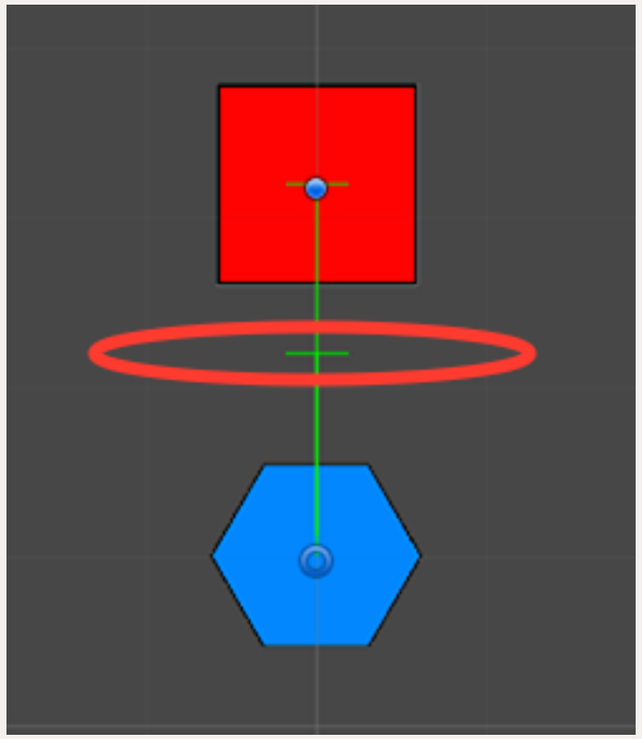
PHYSICAL COMPUTING

WEEK 05: Events, Delegates and Messages

Distance Joint

The Connected Anchor parameter specifies the anchor point of the other end of the joint.



Hinge Joint

You can use this joint to make two points overlap and act like a hinge

Those two points can be:
* Two Rigidbody2D components
* Rigidbody2D component and a fixed position in the world.

Use the Hinge Joint2D component to make this happen

The Connected Anchor parameter specifies the anchor point of the other end of the joint.

Spring Joint

The Spring Joint 2D works in a similar way to distance joints.

Acts like a spring - many of the same features

http://www.raywenderlich.com/87370/physics-joints-in-unity-2d

Delegates

Where as variables hold data, delegates hold functions.

You can add as many functions as you want to a delegate

In this way you can call one delegate and I can in turn call several functions

https://unity3d.com/learn/tutorials/modules/intermediate/scripting/delegates

Events

Where as variables hold data, delegates hold functions.

You can add as many functions as you want to a delegate

In this way you can call one delegate and I can in turn call several functions

More private than delegates

https://unity3d.com/learn/tutorials/modules/intermediate/scripting/events

Static

A variable that is a member of the class not the instance of the class

https://unity3d.com/learn/tutorials/modules/intermediate/scripting/statics?playlist=17117

Send Message

Let’s you call a function in a script on an object

http://docs.unity3d.com/ScriptReference/Component.SendMessage.html