[**Project: Unity API (C#)**](http://www.walkerboystudio.com/wbstudio/project-unity-api-c/)

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| 1 - Api1\_gameObjectName  C:\Users\SAMSUNG\Desktop\1.PNG | using System.Collections; using System.Collections.Generic; using UnityEngine;  public class Api1\_gameObjectName: MonoBehaviour {      void Start () {         Debug.Log("Name: "+gameObject.name);     } } |

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| 2 - Api2\_gameObjectPosition  C:\Users\SAMSUNG\Desktop\2.PNG  C:\Users\SAMSUNG\Desktop\1.PNG | using System.Collections; using System.Collections.Generic; using UnityEngine;  public class Api2\_gameObjectPosition: MonoBehaviour {     public Vector3 zero;     public Vector3 up;     public Vector3 right;     public Vector3 left;     public Vector3 down;     public Vector3 forward;     public Vector3 back;     public Vector3 one;      void Start () {                  Debug.Log("Name: "+gameObject.name);         gameObject.transform.position = new Vector3 (0,0,0);         gameObject.transform.position = Vector3.zero;         gameObject.transform.position = Vector3.up;         gameObject.transform.position = Vector3.right;         gameObject.transform.position = Vector3.left;         gameObject.transform.position = Vector3.down;         gameObject.transform.position = Vector3.forward;         gameObject.transform.position = Vector3.back;         gameObject.transform.position = Vector3.one;          zero = Vector3.zero;         up = Vector3.up;         right = Vector3.right;         left = Vector3.left;         down = Vector3.down;         forward = Vector3.forward;         back = Vector3.back;         one = Vector3.one;     } } |

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| 3 - Api3\_Translate  C:\Users\SAMSUNG\Desktop\33.PNG C:\Users\SAMSUNG\Desktop\31.PNG | using System.Collections; using System.Collections.Generic; using UnityEngine;  public class Api3\_Translate : MonoBehaviour {     public Vector3 konum;     public float speed=5.0f;     void Update () {         //transform.Translate (Vector3.up\*Time.deltaTime);          gameObject.transform.Translate (Vector3.up\*Time.fixedDeltaTime\*speed);         konum = transform.position;     } } |

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| 4 - Api4\_AssignColortoBox  C:\Users\SAMSUNG\Desktop\41.PNG C:\Users\SAMSUNG\Desktop\42.PNG  C:\Users\SAMSUNG\Desktop\45.PNG | using System.Collections;-  using System.Collections.Generic; using UnityEngine;  public class Api4\_AssignColortoBox : MonoBehaviour {      void Start () {         GetComponent<Renderer> ().material.color = Color.blue;     } }  // Api4\_AssignColortoBox material nesnesi var |

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| 5 - Api5\_AccessGameObject  C:\Users\SAMSUNG\Desktop\51.PNG C:\Users\SAMSUNG\Desktop\52.PNG | using System.Collections; using System.Collections.Generic; using UnityEngine;  public class Api5\_accessGameObjectThroughInspector : MonoBehaviour {      public GameObject obj;     void Start () {         GetComponent<Renderer> ().material = obj.GetComponent<Renderer> ().material;     } } |

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| 6 - Api6\_instantiate  C:\Users\SAMSUNG\Desktop\61.PNG  C:\Users\SAMSUNG\Desktop\62.PNG | using System.Collections; using System.Collections.Generic; using UnityEngine;  public class Api6\_instantiate : MonoBehaviour {      public GameObject sphere = null;     void Start () {         if (sphere != null) {             GameObject obj = Instantiate (sphere) as GameObject;             obj.name = "SphereClone";             obj.transform.position = Vector3.one;         }     } } |

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| 7 - Api7\_yieldCoroutine  C:\Users\SAMSUNG\Desktop\71.PNG  C:\Users\SAMSUNG\Desktop\72.PNG | using System.Collections; using System.Collections.Generic; using UnityEngine;  public class Api7\_yieldCoroutine : MonoBehaviour {      public GameObject sphere;     void Start () {         StartCoroutine (DelayThenCreate());     }      IEnumerator DelayThenCreate() {         yield return new WaitForSeconds (3);          if (sphere != null) {                          GameObject obj = Instantiate (sphere) as GameObject;             obj.name = "SphereClone";             obj.transform.position = Vector3.one;              Debug.Log (obj.name);         }         Debug.Log ("3 saniye oldu");     } } |

//Renderer boş nesnede yok ekliyorsun kullanıyorsun