

Tutorial 1 - moving an object by activating a button

It is a code for moving a wall, platform or whatever when activating a button or any other object.

1. Create a script called "movePlatform"
2. Create variables for pick up text, platform that will be moved, a bool for allowing the platform movement and a bool for pressing the button that will move the platform and a vector3 to capture the current platform

```
public GameObject pickUptext;  
public GameObject platform;  
public bool moveAllowed = false;  
public bool pressButtonAllowed = false;  
public Vector3 platformPosition;
```

position

3. At the start disable the pick up text

```
void Start ()  
{  
    pickUptext.SetActive (false);  
}
```

4. Then in update create if statements for moving the wall. First one for for moving the wall – when the button is activated, another one for when the button is activated and the platform is moved, and another one for stopping the movement when it reaches wanted x position

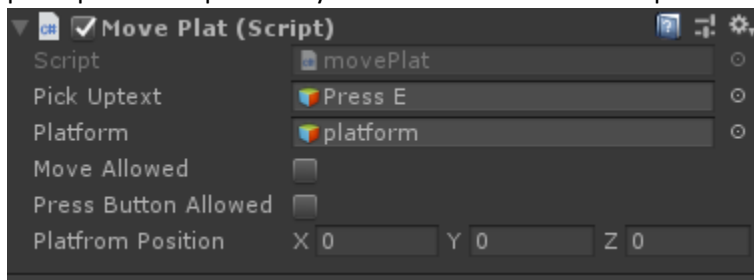
```
void Update ()  
{  
    if (Input.GetKeyDown (KeyCode.E) && pressButtonAllowed == true) {  
        moveAllowed = true;  
        pickUptext.SetActive (false);  
    }  
    if (moveAllowed == true)  
    {  
        platform.transform.Translate(Vector3.left * Time.deltaTime);  
    }  
  
    if (platform.transform.position.x < 11.5)  
    {  
        moveAllowed = false;  
    }  
}
```

- Then create if statements for pressing the button – when the character is in the collider

```
private void OnTriggerEnter(Collider Collision)
{
    if (Collision.gameObject.name.Equals("Character"))
    {
        pickUptext.gameObject.SetActive (true);
        pressButtonAllowed = true;
    }
}

private void OnTriggerExit (Collider collision)
{
    if (collision.gameObject.name.Equals ("Character"))
    {
        pickUptext.SetActive (false);
        pressButtonAllowed = false;
    }
}
```

- Save the script and go to Unity. Create a button – cube or sphere and drag the script on it. Drag pick up text and platform you want to move in the script



- Create a new collider for the button and make it “is trigger”, also make it a bit bigger

