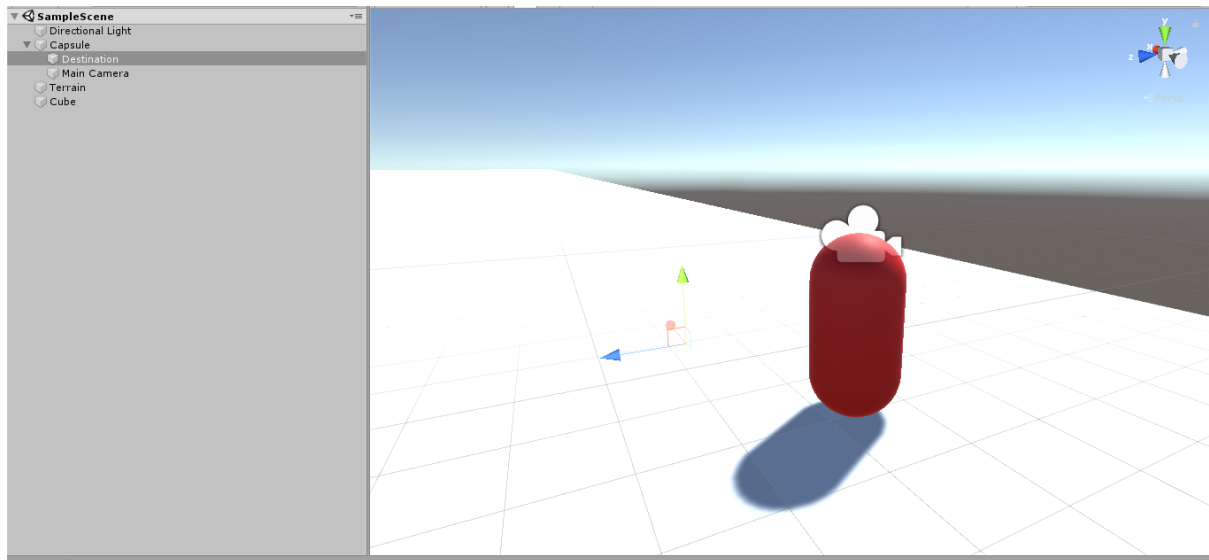Pick Up Item Tutorial

This tutorial will go over how to write a script that will let you pick up an object and let you put it down.

Firstly you will need an empty game object. This will be the place that the object goes to when you pick it up. Place the game object in front of your player so it will look realistic when you pick something up.

Now, create a blank script and open it.

Firstly you should add a public Transform called theDest like this.

```
public class PickUp : MonoBehaviour
{
    public Transform theDest;
```

Next, Create the mouse down function.

Start this deactivating the gravity on the rigidbody of the object.

Next you want to transform the object you are lifting to the position of the gameobject.

Finally, the last line of this code will set the object as a child of the game object.

```
void OnMouseDown()
{
    GetComponent<Rigidbody>().useGravity = false;
    this.transform.position = theDest.position;
    this.transform.parent = GameObject.Find("Destination").transform;
}
```

For our last part we will set the object to have gravity again on the mouse up. This will make it fall to the ground. The code should look like this:

```csharp
void OnMouseUp()
{
    this.transform.parent = null;
    GetComponent<Rigidbody>().useGravity = true;
}
```