Tutorial 4 – Light turning of and on mechanic on player with function

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Light : MonoBehaviour

{

public UnityEngine.Light LightBulb;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

if(Input.GetKeyDown(KeyCode.L))

{

LightBulb.enabled = !LightBulb.enabled;

}

}

}

Add this code. In this code we create a turning off of and on a light mechanic. Create this script# and assigned to the player. This script makes sure that when L is pressed the light on the player is turned off and then can be turned on. Game object is an object in unity which can represent a character, they act as containers.