Learning Journal

23/02/2021

The Rotate script file suddenly turned into a read only file, preventing me from making any changes.

With the help of a lecturer, we discovered that the Microsoft Visual Studio has accidently gone into debugging mode, this turns the script into a read only file, to fix this I have to click on the stop icon in the tool bar at the top of the screen.

02/03/2021

An error pops up saying “The namespace '<global namespace>' already contains a definition for 'FaceTowards'”. When I double click the error message, it opens a new script file of the same name.

With the help of a tutor, it was discovered that a an empty duplicate of the script file was created in another folder. It was solved by deleting the duplicate script in the “Project” folder and then I can move my actual script into the folder with no problems.

02/03/2021

I have received the error saying “The name 'ObjectFocus' does not exist in the current context”.

With the help of a tutor, it was discovered the variable name in the Private Void Update script had a capital O. I just had to change it to a lower case o, so that it is the same as the variable name in the definition part of the script.

02/03/2021

The object I want to rotate to face the moving object, had the side facing towards the object.

This was fixed by making the Z Scale large and rotating the object ninety degrees, so that the blue arrow points forwards.

16/03/2021

The script gives the error “The name 'input' does not exist in the current context”.

This was fixed as the i in input needs to be a capital I.

16/03/2021

The script gives the error “'Transform' does not contain a definition for 'upwards'”.

I changed this to up and got this message “An object reference is required for the non-static field, method, or property 'Transform.up'” but was fixed by changing the capital R to a lower case r and defining the rigidbody as a GetComponent Rigidbody with line 14 having “Rigidbody rigidbody;” and line 19, in the void start, having “rigidbody = GetComponent<Rigidbody>();”.

16/03/2021

The code could not recognize the key E.

This was fixed by removing the quotation marks and adding GetKeyDown.E in the if statement, but this made it so you can only go up by pressing the key, so when I removed the word “Down” it allowed me to ascend by holding down the E key.

23/03/2021

The ascend script doesn’t work in the new project.

By increasing the upward speed, I was able to make the cube go upwards. (Note: this is odd as something in the background is changing the unities physics and this is more of a workaround than a fix).

06/04/2021

Error saying “The Object you want to instantiate is null.”

I needed to add public Infront of Rigidbody projectile;, move the cube into project tab and add a rigidbody to that object.

06/04/2021

original object moving all about randomly.

I needed to tick all the freeze positions and rotations.

06/04/2021

Code does nothing after adding timer.