**Learning journal**

11/10/2022

Issue:

The autocorrect in Visual Studio wasn’t working.

Solve:

In Unity in the top left corner go to Edit>Preferences>External Tools. Change the External Script Editor to the Visual Studio that you use. Check all the boxes below and click Regenerate project files. If you had Visual Studio open, close and open it up again and it’ll work now.

04/11/2022

Issue:

I’m trying to make the teleporter work back and forth by duplicating the teleporter object and putting the script on both TP objects, but the character is getting stuck in a loop of teleporting and can’t move.

The script:

Text

Description automatically generated

Solve:

I created two different transforms in the script, one for the first and another for the second TP (yellow platforms) that are just outside the teleporters (purple platforms), so that the player gets teleported just next to the other TP and when he wants to teleport back, he steps onto the teleporter and once again gets placed slightly to the side of the first teleporter.

A picture containing indoor, black, floor

Description automatically generated

New script:

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04/11/2022

Issue: The updated script doesn’t work even though I enabled Auto-sync transforms.

Solve: I had to attach the script to the player instead of the teleporter.

04/11/2022

Issue:

The laser goes through objects, even though in the script I’m telling it to set the second position where the laser hits something: lr.SetPosition(1, hit.point);

A screenshot of a video game

Description automatically generated with medium confidence

Solve:

My else statement was inside the first if statement, so whenever the laser came into contact with something that didn’t have the tag of Player it would keep going for 5000 units. I put it below the first if statement so that it only triggers when the laser isn’t hitting anything.

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A picture containing floor, indoor, white

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13/11/2022

Issue: I’m getting this error with the pickup script in line 69.: NullReferenceException: Object reference not set to an instance of an object.

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Solve: Couldn’t fix the issue so I looked for a different tutorial on this and found a new script that did work:

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With these two scripts interacting I was able to pick up objects, carry them and then drop them.

14/11/2022

Issue:

I couldn’t grab objects in third-person view

Solve:

I just had to set the grab distance in the script to a higher amount. It was originally set to 2 which worked in first-person view, but not in 3rd person as the camera is further back.

