Max Kemp – 100671306 – Report

Movement:

You use WASD to move the cube around the scene. W – Forward, S – Backward, A – Left, and D – Right,

Saving:

Press O to save the cube's current position. It will create a binary file, called pos.txt, in root directory of the Unity project.

From Unity/C# I send the current position of the cube to the DLL/C++. The plugin then creates a binary file, called 'pos.txt', which stores the current position.

Loading:

Press L to load a previously saved position, and the cube will teleport to that location.

The plugin reads back in the previous file, and retrieves the last saved position. It then passes it back over to Unity. The cube's current position is set to the one supplied by the plugin.