

## Scripting components in Unity

Setting a default code editor in Unity

Preferences window - <https://docs.unity3d.com/Manual/Preferences.html>

C# primer

Scripting basics

<https://docs.unity3d.com/Manual/CreatingAndUsingScripts.html>

Monobehaviour - component relationship

<https://docs.unity3d.com/Manual/CreatingComponents.html>

<https://docs.unity3d.com/Manual/VariablesAndTheInspector.html>

API - <https://docs.unity3d.com/ScriptReference/MonoBehaviour.html>

Event functions

<https://docs.unity3d.com/Manual/EventFunctions.html>

<https://docs.unity3d.com/Manual/ExecutionOrder.html>

Custom methods (in-class demonstration)

Error messages/console usage

<https://docs.unity3d.com/Manual/Console.html>

- <https://docs.unity3d.com/ScriptReference/Debug.Log.html>
  - <https://docs.unity3d.com/ScriptReference/Debug.LogWarning.html>
  - <https://docs.unity3d.com/ScriptReference/Debug.LogError.html>
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Detecting input

<https://docs.unity3d.com/Manual/ConventionalGameInput.html>

Get an input axis from the input manager

<https://docs.unity3d.com/ScriptReference/Input.GetAxis.html>

Get a mouse click

- Button down - <https://docs.unity3d.com/ScriptReference/Input.GetMouseButtonDown.html>
- Button up - <https://docs.unity3d.com/ScriptReference/Input.GetMouseButtonUp.html>

Get a keyboard key

- Key down - <https://docs.unity3d.com/ScriptReference/Input.GetKeyDown.html>
  - Key up - <https://docs.unity3d.com/ScriptReference/Input.GetKeyUp.html>
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**Manipulating the transform in code**

**In-class demonstration**

Get/Set Position

World - <https://docs.unity3d.com/ScriptReference/Transform-position.html>

Local - <https://docs.unity3d.com/ScriptReference/Transform-localPosition.html>

Get/Set Rotation (Radians)

World - <https://docs.unity3d.com/ScriptReference/Transform-rotation.html>

Local - <https://docs.unity3d.com/ScriptReference/Transform-localRotation.html>

Get/Set Rotation (Degrees)

World Euler - <https://docs.unity3d.com/ScriptReference/Transform-eulerAngles.html>

Local Euler - <https://docs.unity3d.com/ScriptReference/Transform-localEulerAngles.html>

Translate (Move)

<https://docs.unity3d.com/ScriptReference/Transform.Translate.html>

Rotate

<https://docs.unity3d.com/ScriptReference/Transform.Rotate.html>

Move/rotate over time

<https://docs.unity3d.com/ScriptReference/Vector3.Lerp.html>