

PSGG Tutorial #03

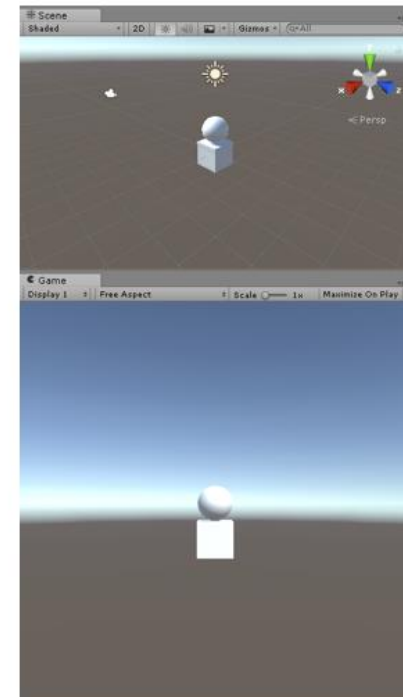
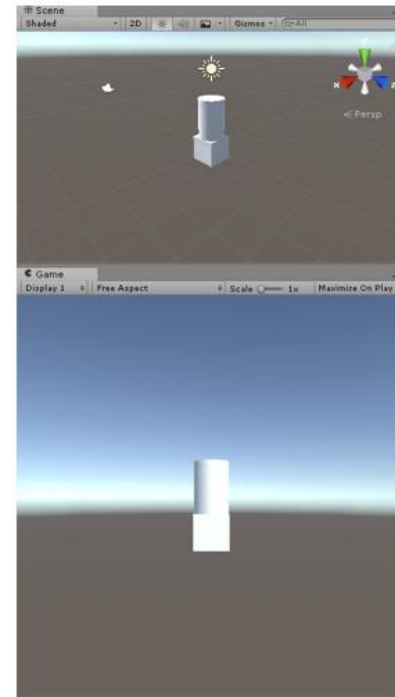
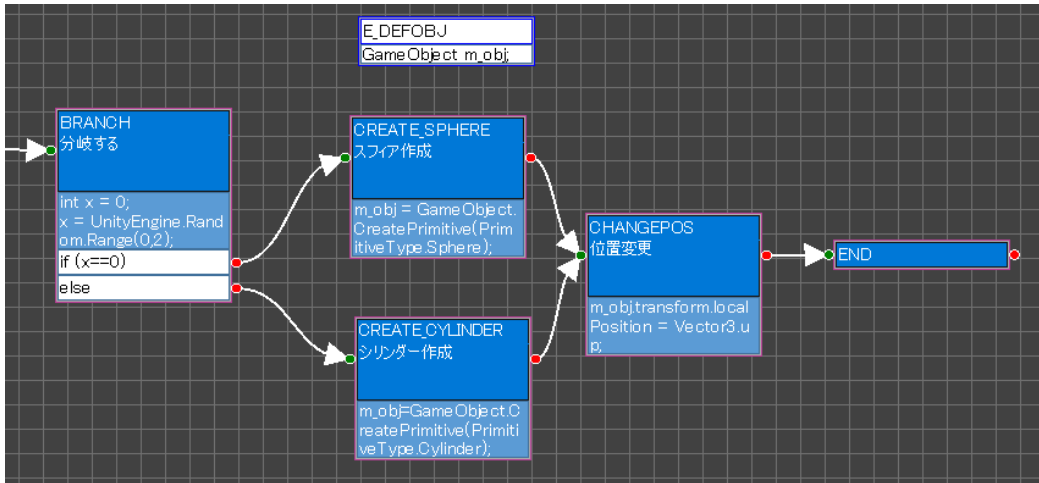
Target Unity

Programanic

2018/9/30

Step 1

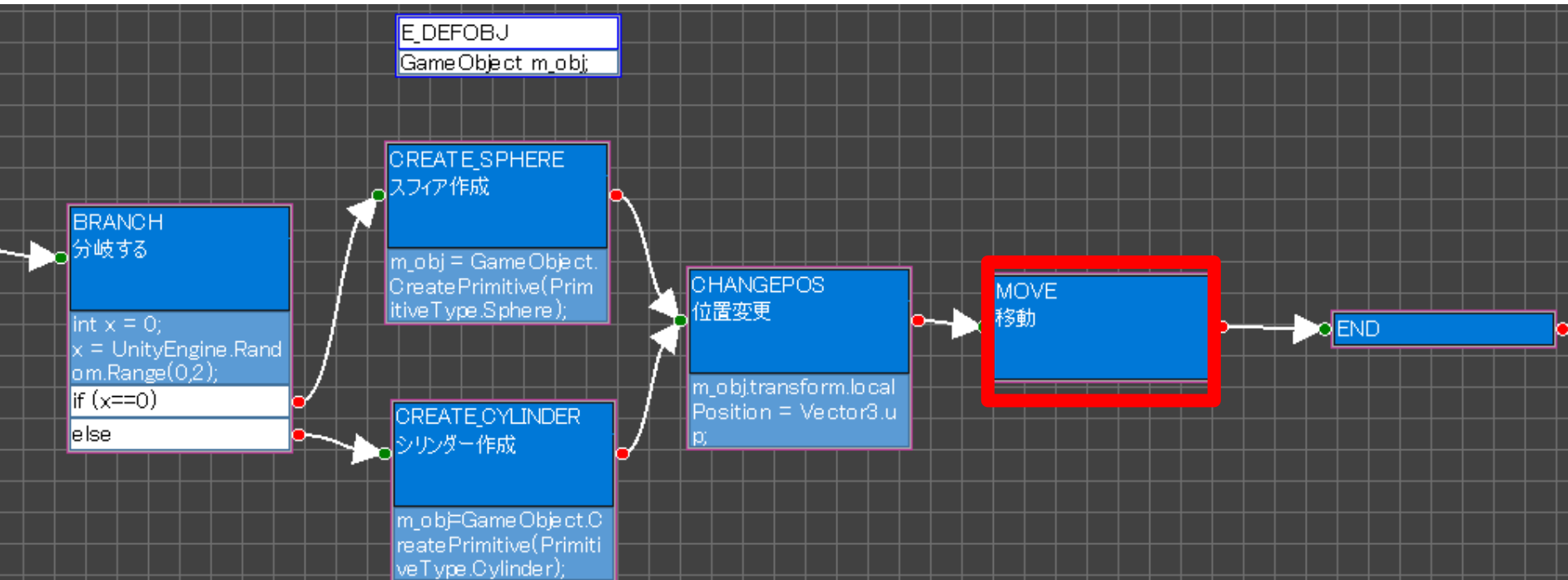
Starting from the end of “Tutorial #02”



Step 2

Create "S_MOVE"

Create "S_MOVE" to move a object as below.



Create S_MOVE

変換結果

“members” item

```
Vector3 m_start;  
Vector3 m_goal;  
float m_time;  
float m_elapsed;
```

“init” item

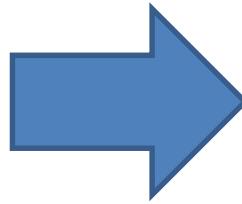
```
m_start = m_obj.transform.position;  
m_goal = new Vector3(5,5,5);  
m_time = 1;  
m_elapsed = 0;
```

“update” item

```
m_elapsed += Time.deltaTime;  
var t = Mathf.Clamp01(m_elapsed / m_time);  
var pos = Vector3.Slerp(m_start, m_goal, t);  
m_obj.transform.position = pos;
```

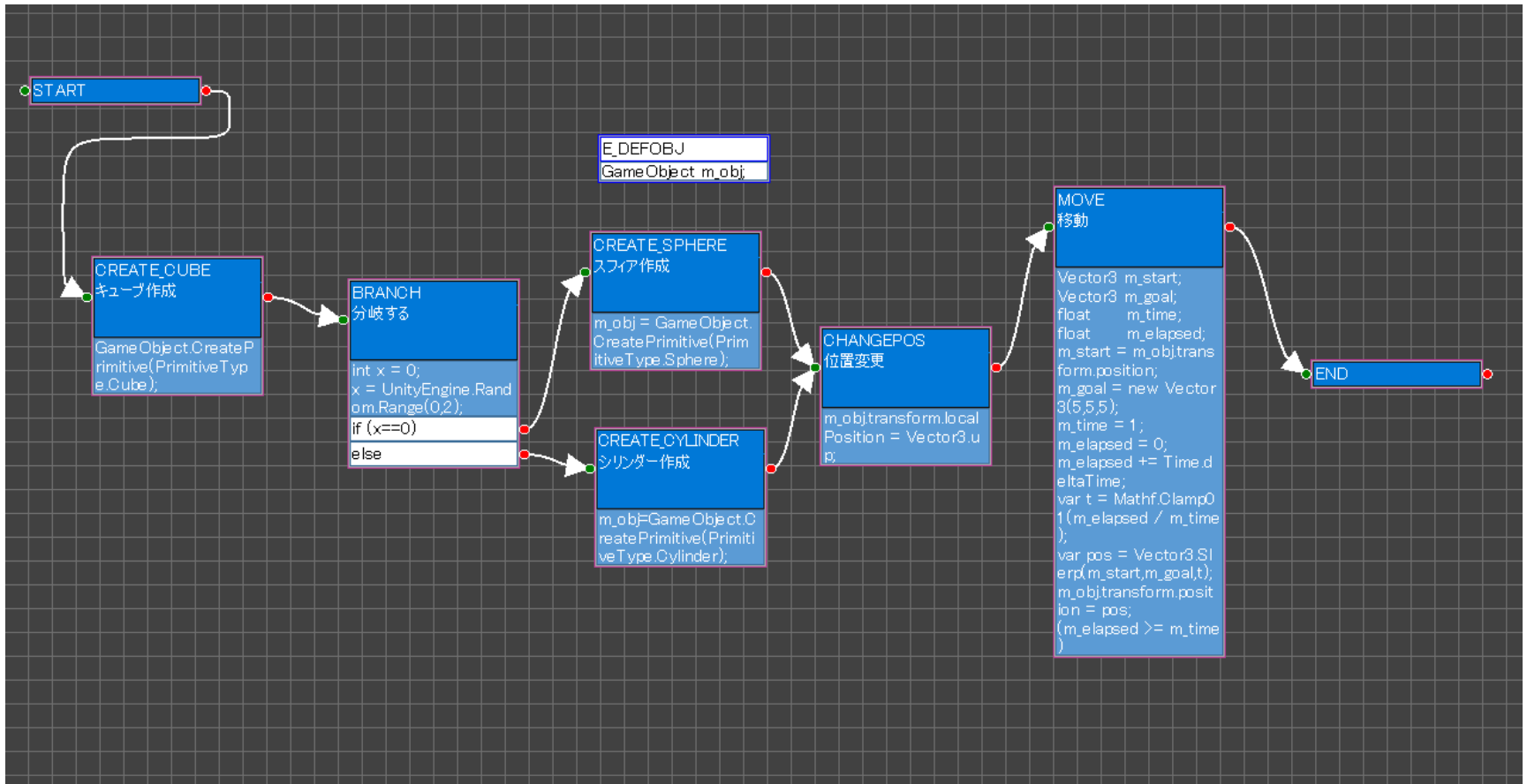
“wait” item

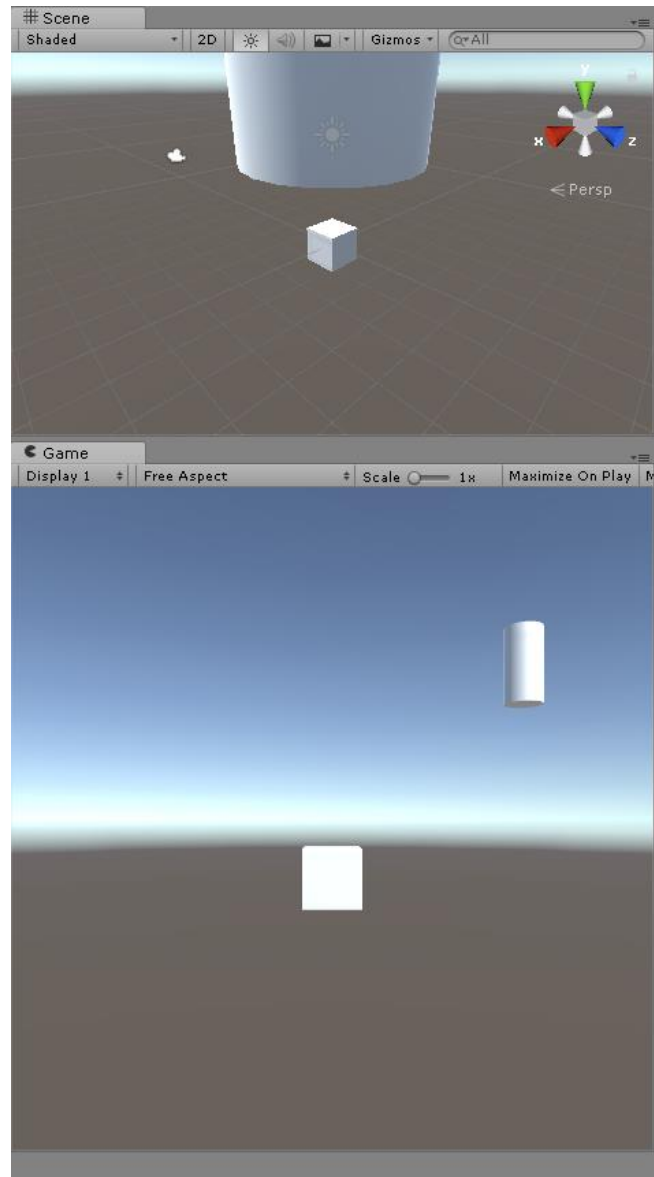
```
(m_elapsed >= m_time)
```



```
/*  
    S_MOVE  
    移動  
*/  
Vector3 m_start;  
Vector3 m_goal;  
float m_time;  
float m_elapsed;  
void S_MOVE(bool bFirst)  
{  
    if (bFirst)  
    {  
        m_start = m_obj.transform.position;  
        m_goal = new Vector3(5,5,5);  
        m_time = 1;  
        m_elapsed = 0;  
    }  
    m_elapsed += Time.deltaTime;  
    var t = Mathf.Clamp01(m_elapsed / m_time);  
    var pos = Vector3.Slerp(m_start, m_goal, t);  
    m_obj.transform.position = pos;  
    if (!(m_elapsed >= m_time)) return;  
    //  
    if (!HasNextState())  
    {  
        SetNextState(S_END);  
    }  
    //  
    if (HasNextState())  
    {  
        GoNextState();  
    }  
}
```

It is the result.





Summary

1. Define member variable use “members” item.
2. Implement the move using “init”, “update” and “wait” item.
3. Convert and execute.