

PSGG Tutorial #03

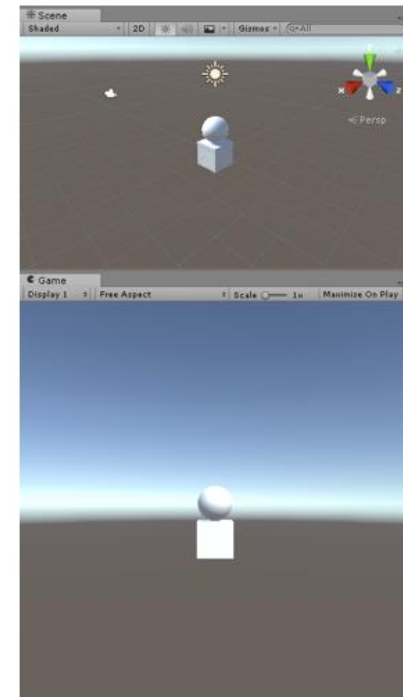
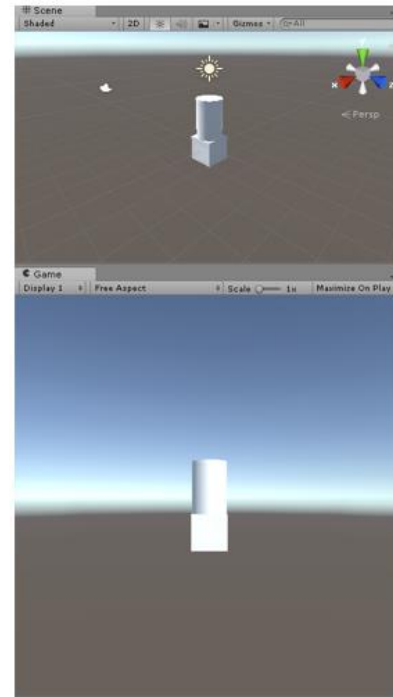
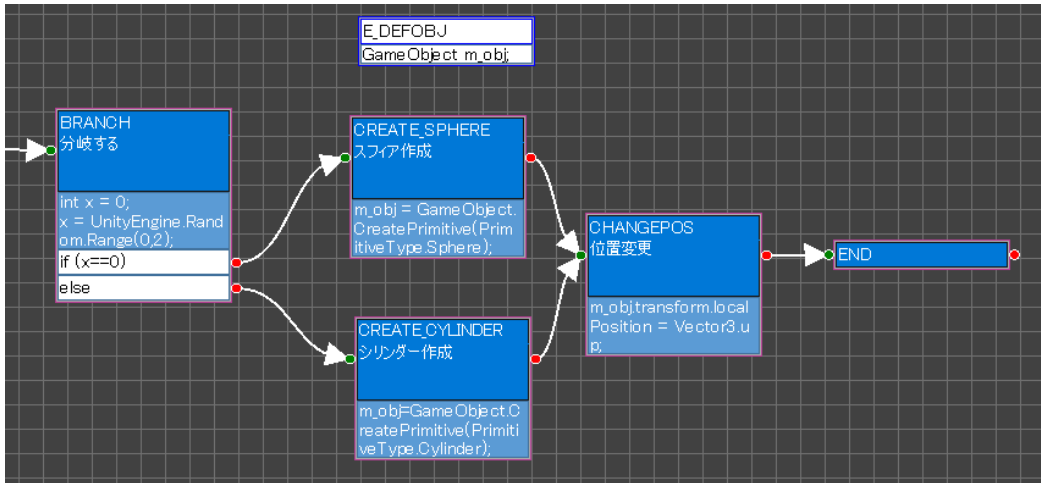
Target Unity

Programanic

2018/9/30

Step 1

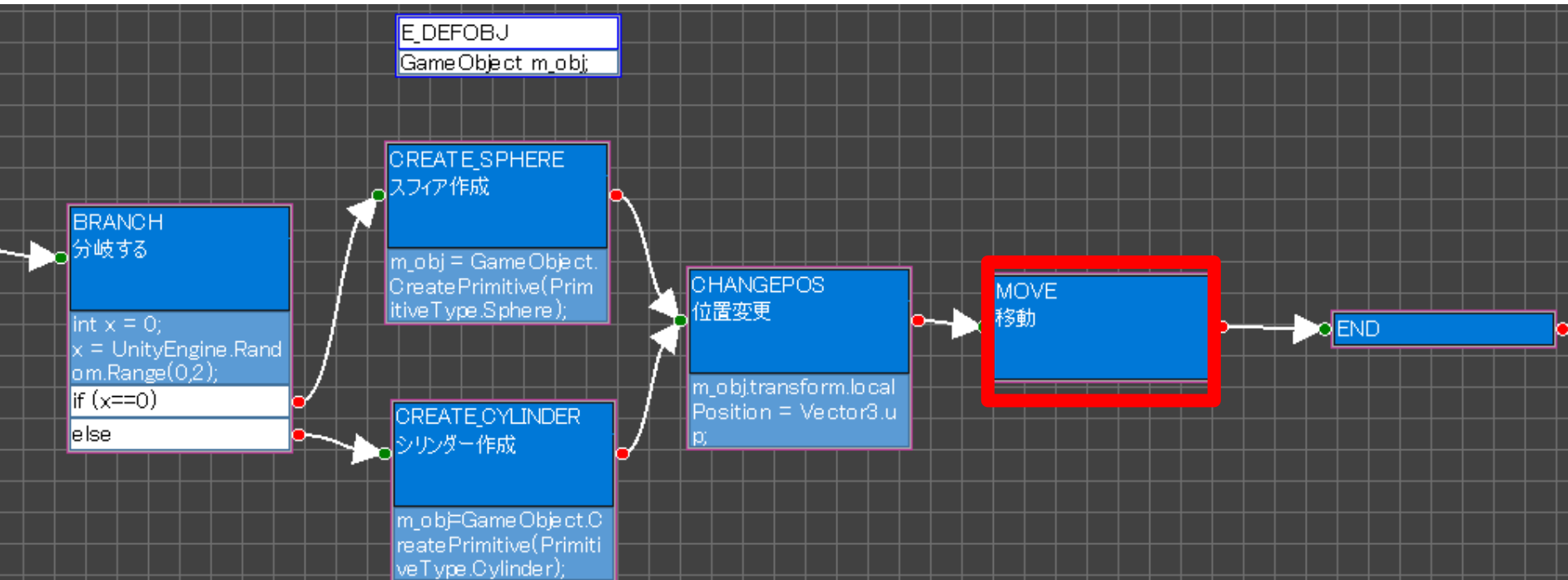
Tutorial #02の完成



Step 2

S_MOVEの作成

生成したオブジェクトを移動するS_MOVEを追加して下図の遷移を作成する。



S_MOVEの作成

members 項

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

init 項

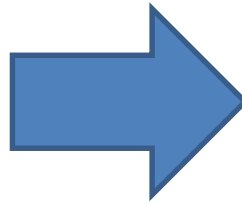
```
m_start = m_obj.transform.position;  
m_goal = new Vector3(5,5,5);  
m_time = 1;  
m_elapsed = 0;
```

update 項

```
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項

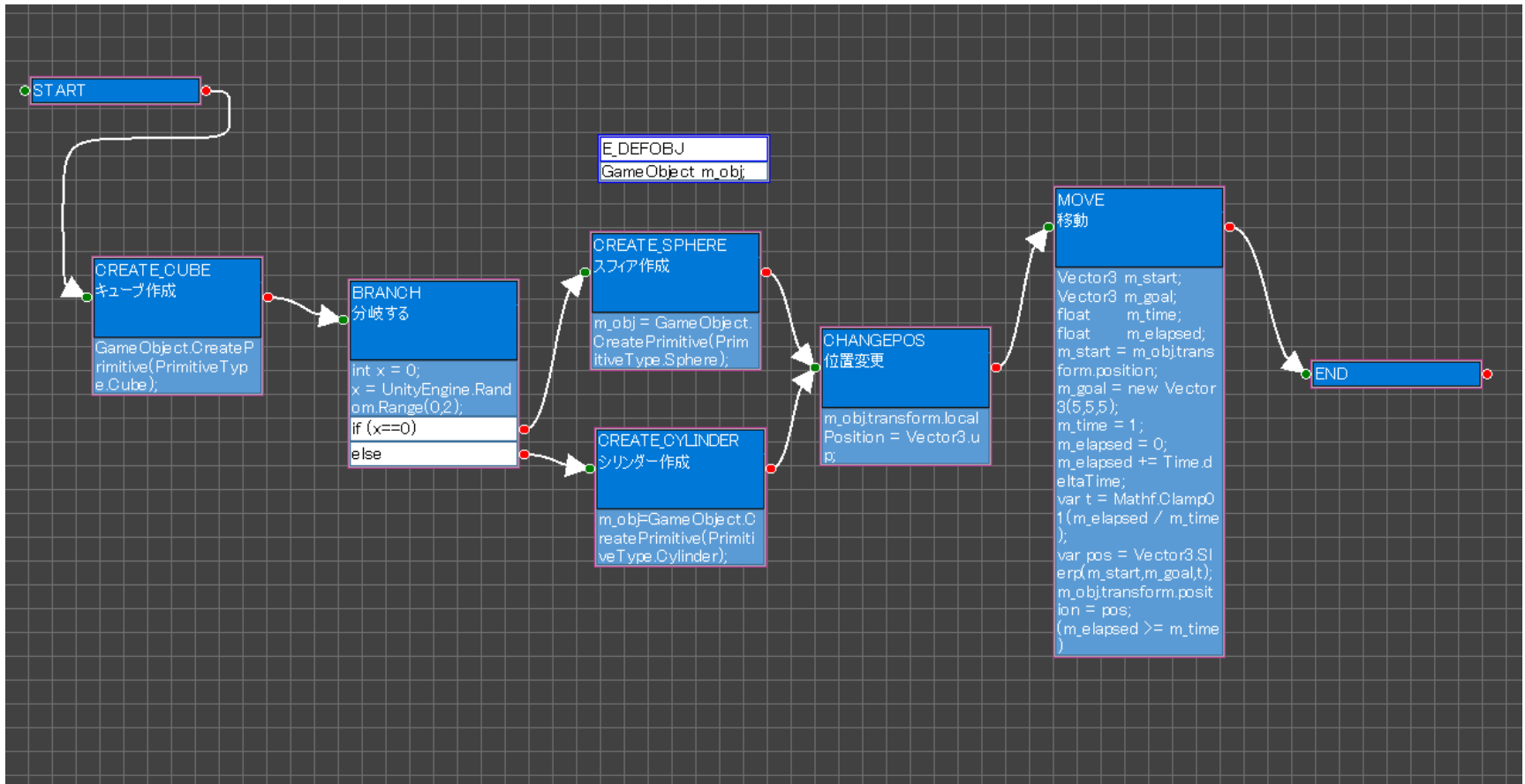
```
(m_elapsed >= m_time)
```

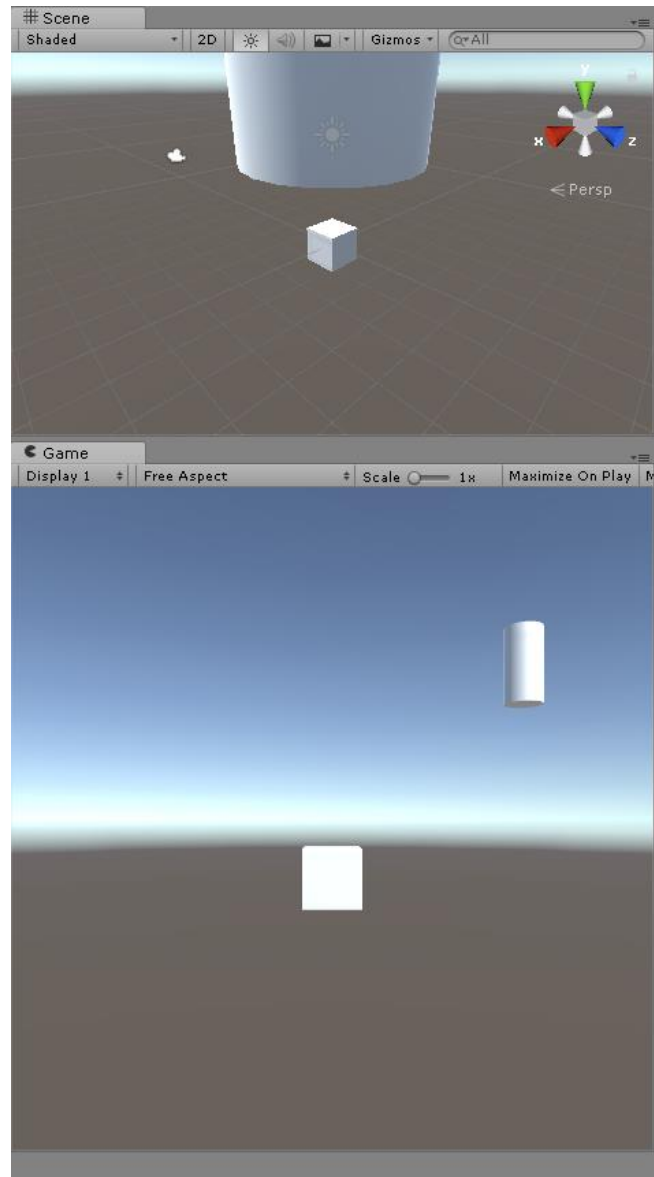


変換結果

```
/*  
    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();  
    }  
}
```

全体図





まとめ

1. membersを使いメンバ変数を定義
2. init,update,waitで移動を実装
3. 変換して実行する