

The Object Rotator

The object rotator is a simple object rotation mechanism that allows spin via two simple parameters.

The code was based/sourced from the SpinFree script provided by the Planet Earth Free asset: <https://www.assetstore.unity3d.com/en/#!/content/23399>

Script details

Variables:

- **fltSpeed (float):** specified speed of rotation
- **rotation (Rotation enumeration):** used to provide options for clockwise and anticlockwise spin

Functions:

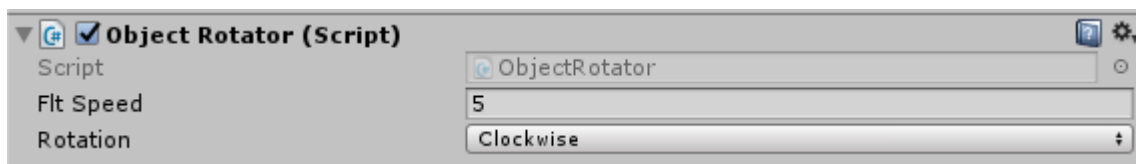
- **Update():** runs rotation calculation each frame

Rotation procedure

1. Check which direction the object should rotate in
2. Rotate on axis by multiplying the speed by the time it takes to render a frame

Using the script

The script is just attached to an object, and needs its speed and rotation direction specified.



Complete implementation

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public enum Rotation { clockwise, anticlockwise };
```

```
public class ObjectRotator : MonoBehaviour
{
    public float fltSpeed = 0f; //speed of rotation
    public Rotation rotation; //direction of rotation

    void Update()
    {
        //usage: constantly rotates the object at each frame render

        if (rotation == Rotation.clockwise)
            transform.Rotate(Vector3.up, fltSpeed * Time.deltaTime);
        else
            transform.Rotate(-Vector3.up, fltSpeed * Time.deltaTime);
    }
}
```