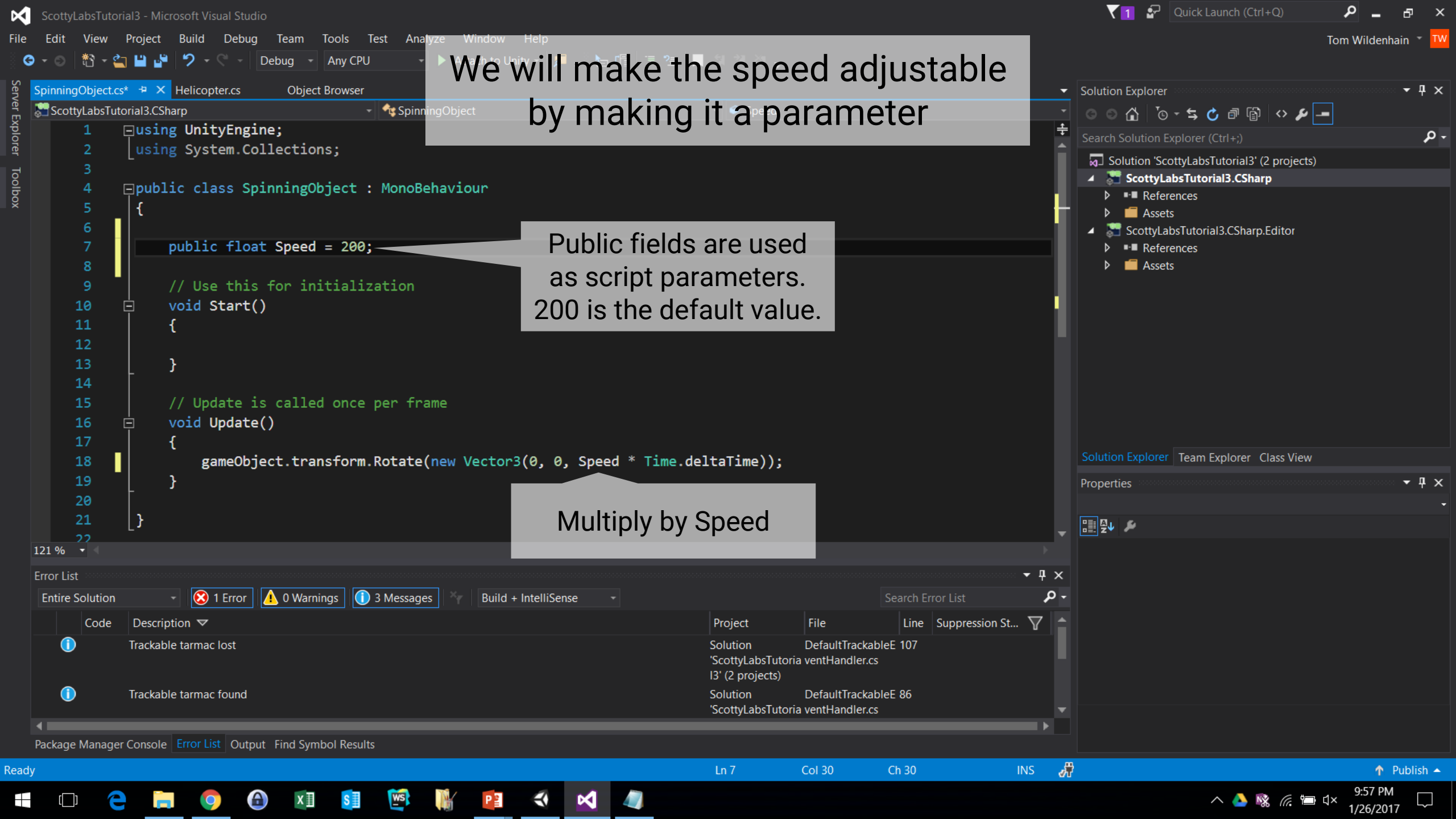


TUTORIAL 3

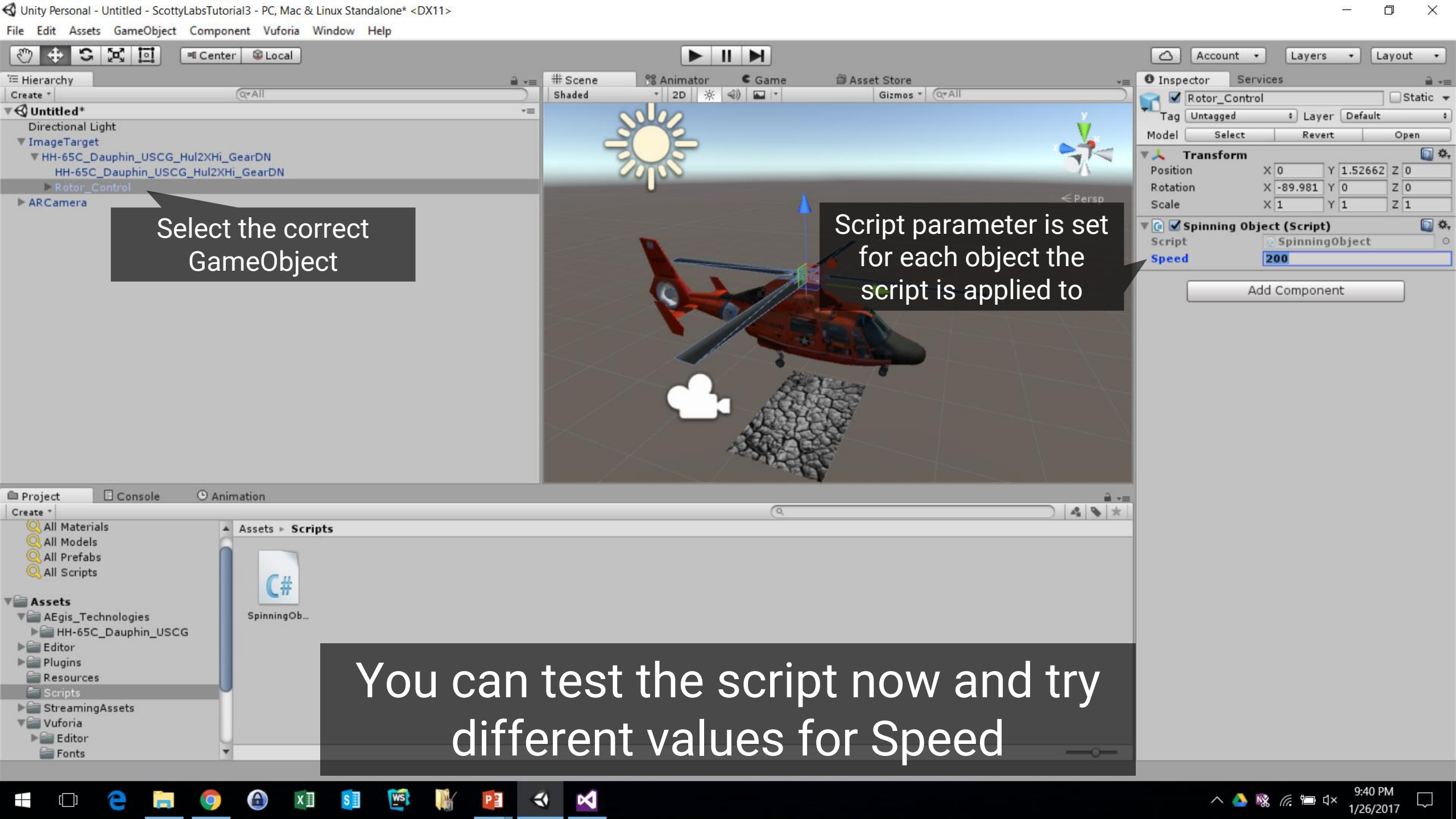
Calling scripts from other scripts

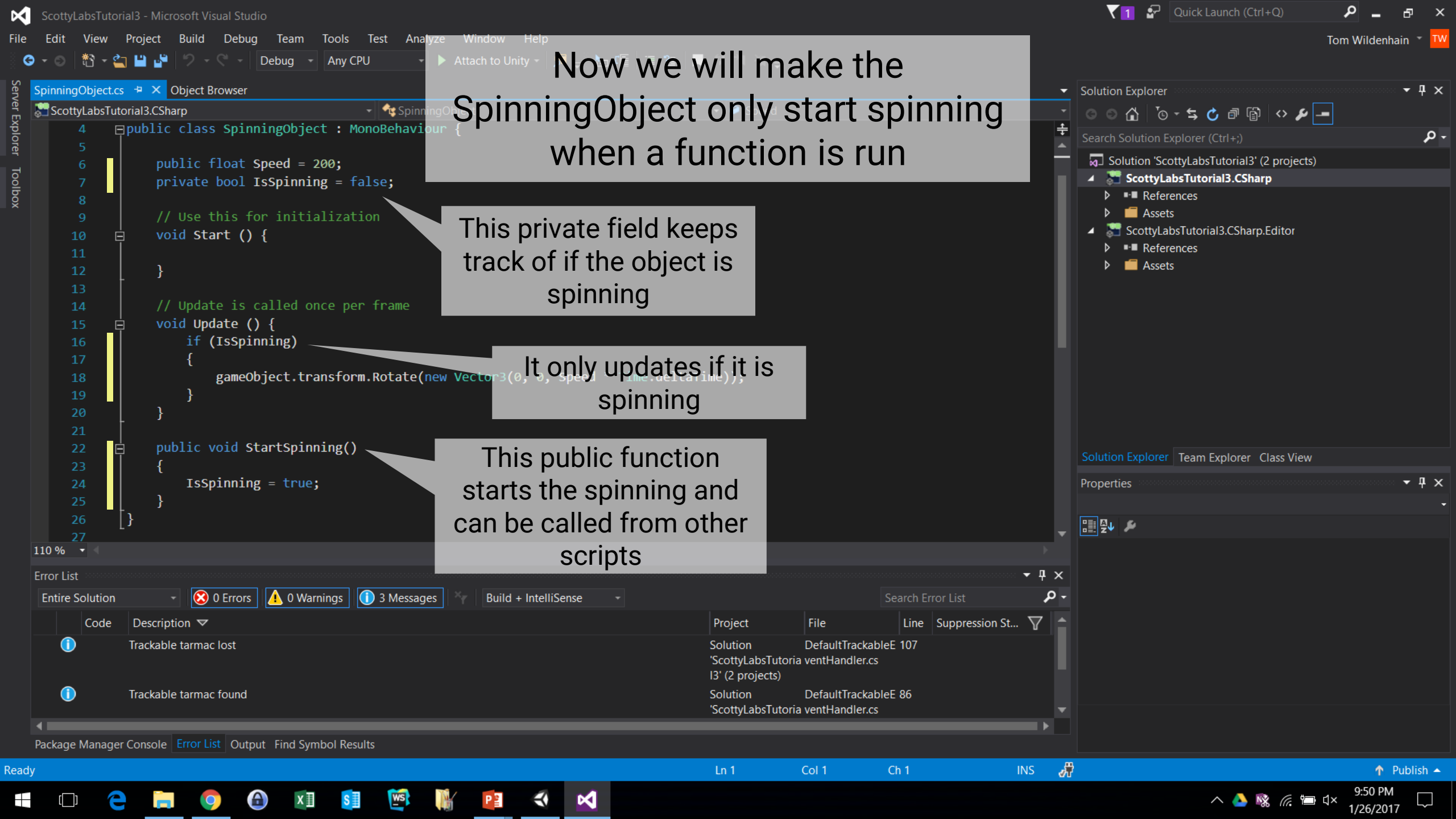


We will make the speed adjustable by making it a parameter

Public fields are used as script parameters. 200 is the default value.

Multiply by Speed





Now we will make the SpinningObject only start spinning when a function is run

This private field keeps track of if the object is spinning

It only updates if it is spinning

This public function starts the spinning and can be called from other scripts

Error List				Search Error List			
Entire Solution				Build + IntelliSense			
0 Errors							
0 Warnings							
3 Messages							
Code	Description	Project	File	Line	Suppression St...		
i	Trackable tarmac lost	Solution 'ScottyLabsTutorial3' (2 projects)	DefaultTrackableE 107 ventHandler.cs				
i	Trackable tarmac found	Solution 'ScottyLabsTutorial3' (2 projects)	DefaultTrackableE 86 ventHandler.cs				



Center Local

Hierarchy

Create

Untitled*

- Directional Light
- ImageTarget
 - HH-65C_Dauphin_USCG_Hul2XHi_GearDN
 - HH-65C_Dauphin_USCG_Hul2XHi_GearDN
 - Rotor_Control
- ARCamera

Make a new script called Helicopter

Project

Console

Animation

Create

- All Materials
- All Models
- All Prefabs
- All Scripts

Assets

- AEgis_Technologies
 - HH-65C_Dauphin_USCG
- Editor
- Plugins
- Resources
- Scripts
- StreamingAssets
- Vuforia
 - Editor
 - Fonts

Assets > Scripts



Helicopter



SpinningOb...

Create

Show in Explorer

Open

Delete

Open Scene Additive

Import New Asset...

Import Package

Export Package...

Find References In Scene

Select Dependencies

Refresh

Ctrl+R

Reimport

Reimport All

Run API Updater...

Open C# Project

Folder

C# Script

Javascript

Editor Test C# Script

Shader

Scene

Prefab

Audio Mixer

Material

Lens Flare

Render Texture

Lightmap Parameters

Sprites

Animator Controller

Animation

Animator Override Controller

Avatar Mask

Physic Material

Physics2D Material

GUI Skin

Custom Font

Legacy



Account

Layers

Layout

Inspector

Services

Scripts

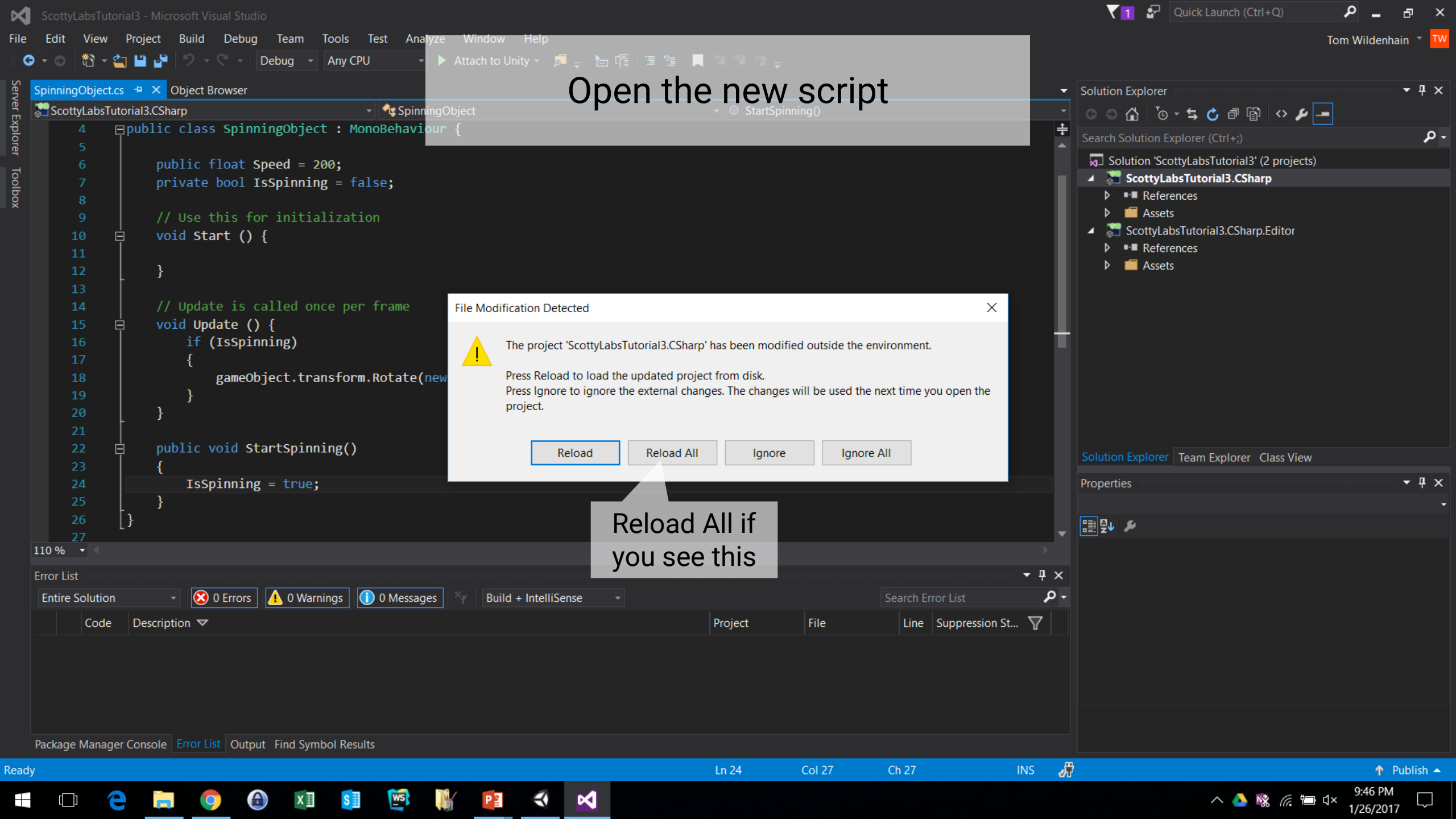
Open

Asset Labels

AssetBundle


None

None



Open the new script

File Modification Detected



The project 'ScottyLabsTutorial3.CSharp' has been modified outside the environment.

Press Reload to load the updated project from disk.

Press Ignore to ignore the external changes. The changes will be used the next time you open the project.

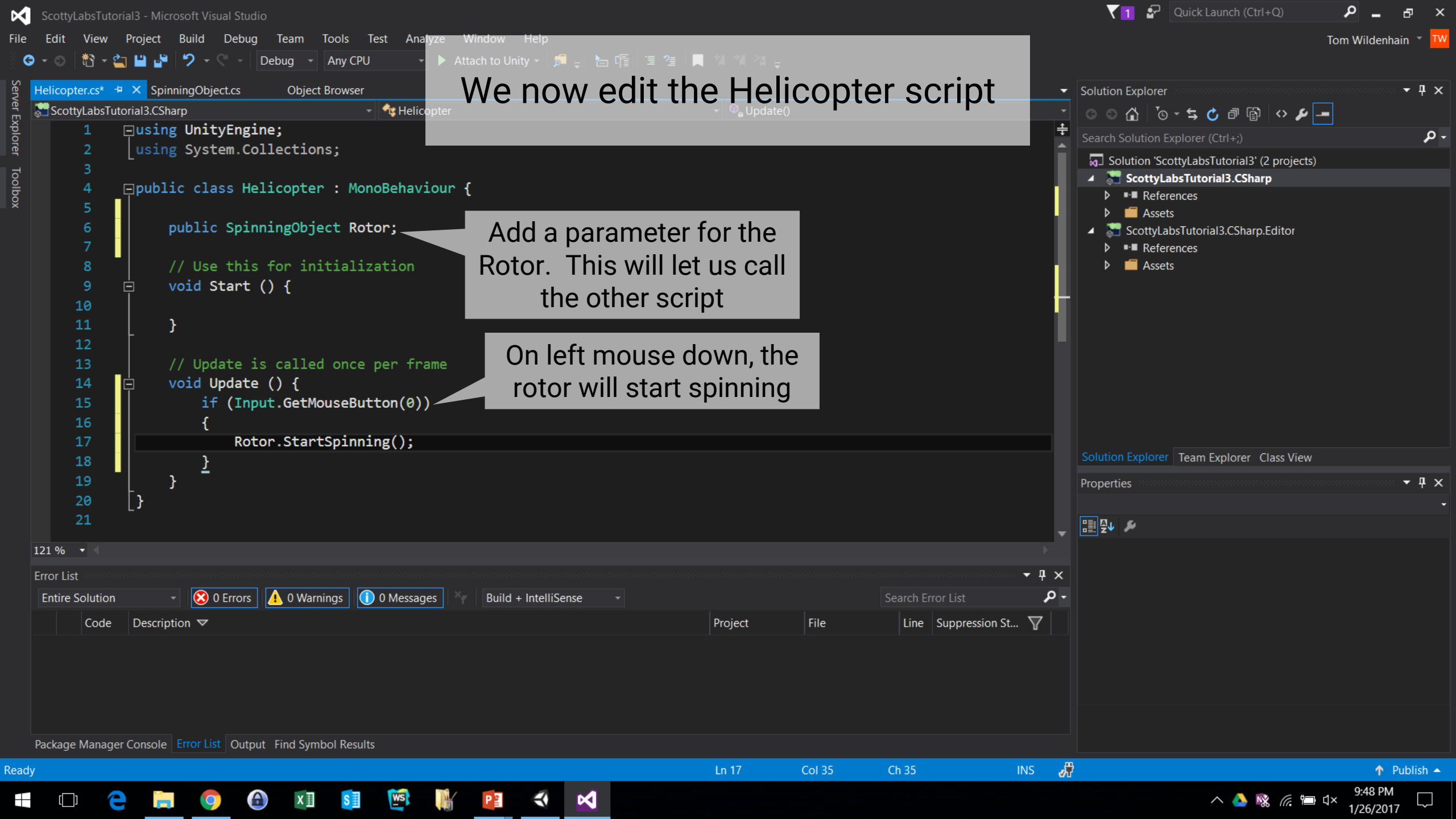
Reload

Reload All

Ignore

Ignore All

Reload All if you see this





Center Local

Hierarchy

Create

QrAll

Untitled*

Directional Light

ImageTarget

HH-65C Dauphin_USCG_Hul2XHi_GearDN

HH-65C Dauphin_USCG_Hul2XHi_GearDN

Rotor_Control

ARCamera

Apply the script to the Helicopter GameObject

Scene

Animator

Game

Asset Store

Shaded

2D

2D

2D

2D

2D

2D

2D

2D

2D

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2D

2D

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2D

2D

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2D

2D

2D

2D

2D

2D

2D

Project

Console

Animation

Create

All Materials

All Models

All Prefabs

All Scripts

Assets

AEgis_Technologies

HH-65C_Dauphin_USCG

Editor

Plugins

Resources

Scripts

StreamingAssets

Vuforia

Editor

Fonts

Assets Scripts



Helicopter



SpinningOb...

Helicopter.cs



Inspector

Services

Helicopter Import Settings

Open...

Execution Order...

Rotor

None (Spinning Object)

Imported Object

Helicopter

using UnityEngine;
using System.Collections;

public class Helicopter : MonoBehaviour {

public SpinningObject Rotor;

// Use this for initialization
void Start () {

}

// Update is called once per frame

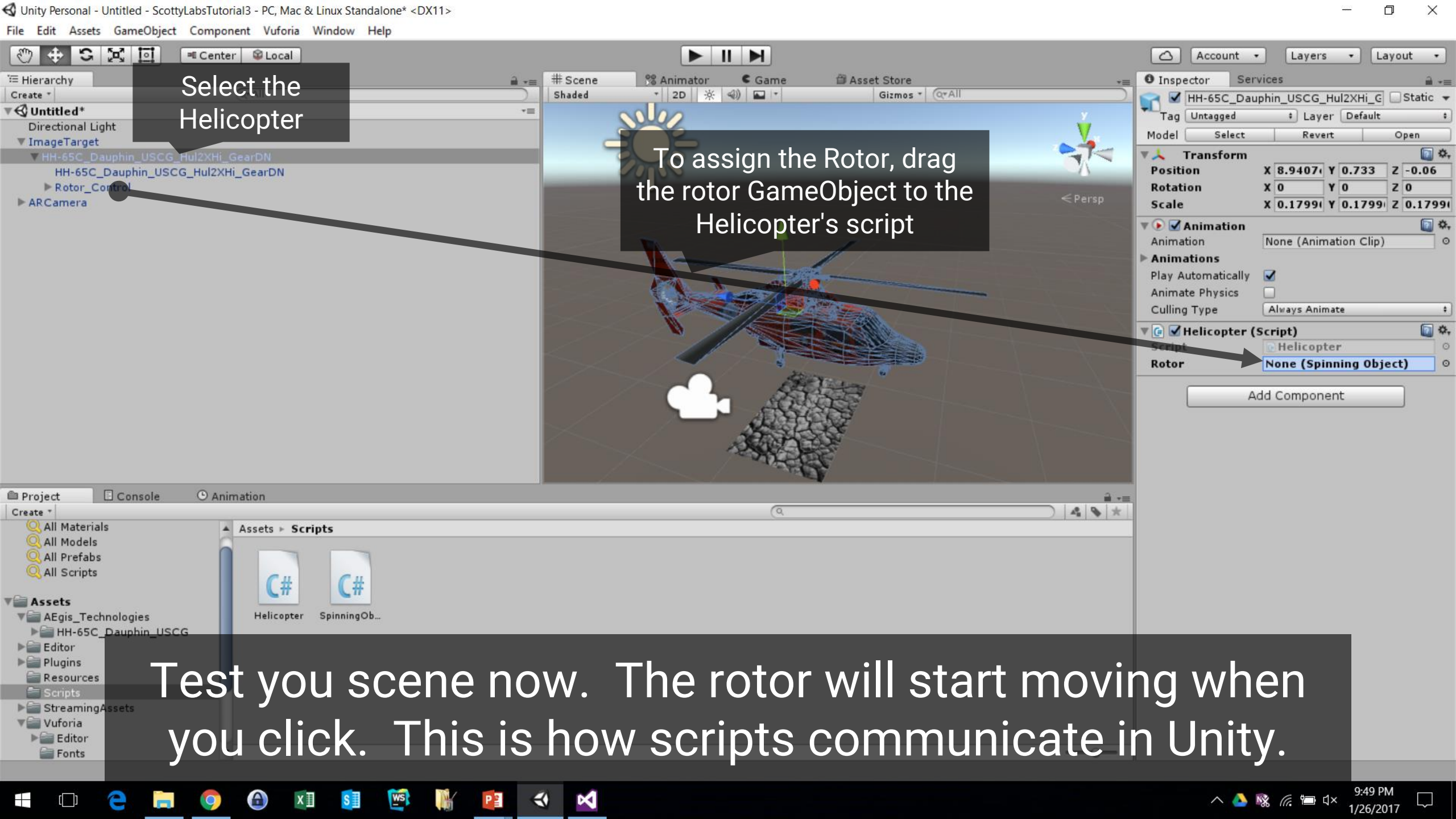
void Update () {
if (Input.GetMouseButton(0))

{
Rotor.StartSpinning();

}

}

Asset Labels



Select the Helicopter

To assign the Rotor, drag the rotor GameObject to the Helicopter's script

Test you scene now. The rotor will start moving when you click. This is how scripts communicate in Unity.