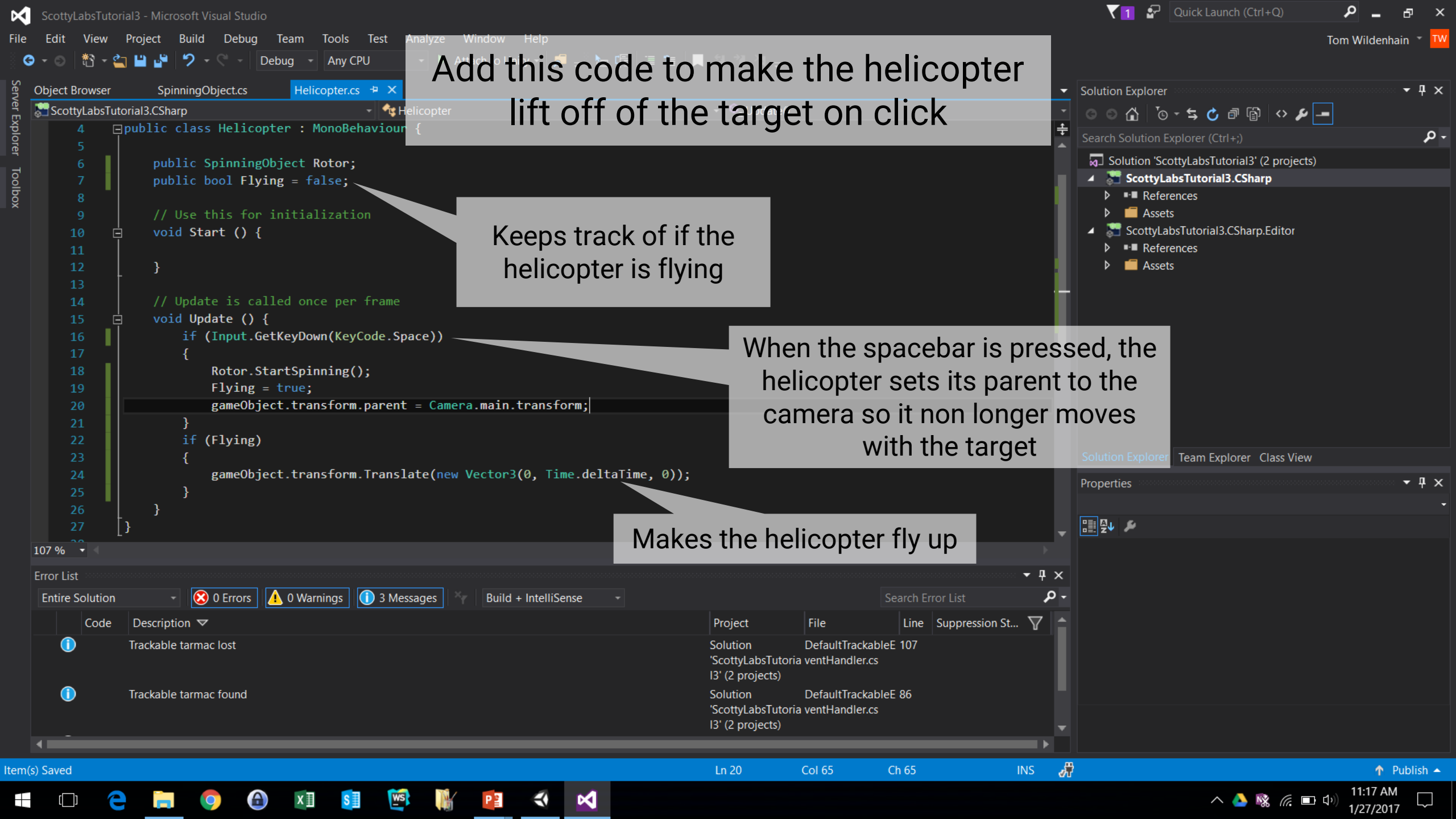


TUTORIAL 4

Anchoring to the camera



Add this code to make the helicopter lift off of the target on click

Keeps track of if the helicopter is flying

When the spacebar is pressed, the helicopter sets its parent to the camera so it non longer moves with the target

Makes the helicopter fly up

```
4 public class Helicopter : MonoBehaviour {
5
6     public SpinningObject Rotor;
7     public bool Flying = false;
8
9     // Use this for initialization
10    void Start () {
11
12    }
13
14    // Update is called once per frame
15    void Update () {
16        if (Input.GetKeyDown(KeyCode.Space))
17        {
18            Rotor.StartSpinning();
19            Flying = true;
20            gameObject.transform.parent = Camera.main.transform;
21        }
22        if (Flying)
23        {
24            gameObject.transform.Translate(new Vector3(0, Time.deltaTime, 0));
25        }
26    }
27 }
```

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

Solution Explorer

Search Solution Explorer (Ctrl+;)

Solution 'ScottyLabsTutorial3' (2 projects)

ScottyLabsTutorial3.CSharp

References

Assets

ScottyLabsTutorial3.CSharp.Editor

References

Assets

Solution Explorer Team Explorer Class View

Properties



Center Local



Account Layers Layout

Hierarchy

Create All

MainScene*

Directional Light

ImageTarget

ARCamera

Select the AR camera

Scene Animator Game Asset Store

Shaded 2D Gizmos All



Inspector Services

ARCamera

Tag Untagged Layer Default

Prefab Select Revert Apply

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Audio Listener

Vuforia Behaviour (Script)

Script VuforiaBehaviour

World Center Mode CAMERA

Open

SPECIFIC_TARGET

FIRST_TARGET

CAMERA

DEVICE_TRACKING

Set the world center to the camera, to prevent the directional light from moving with the image target

Project Console Animation

Create

Favorites

All Materials

All Models

All Prefabs

All Scripts

Assets

AEgis_Technologies

Editor

Plugins

Resources

Scripts

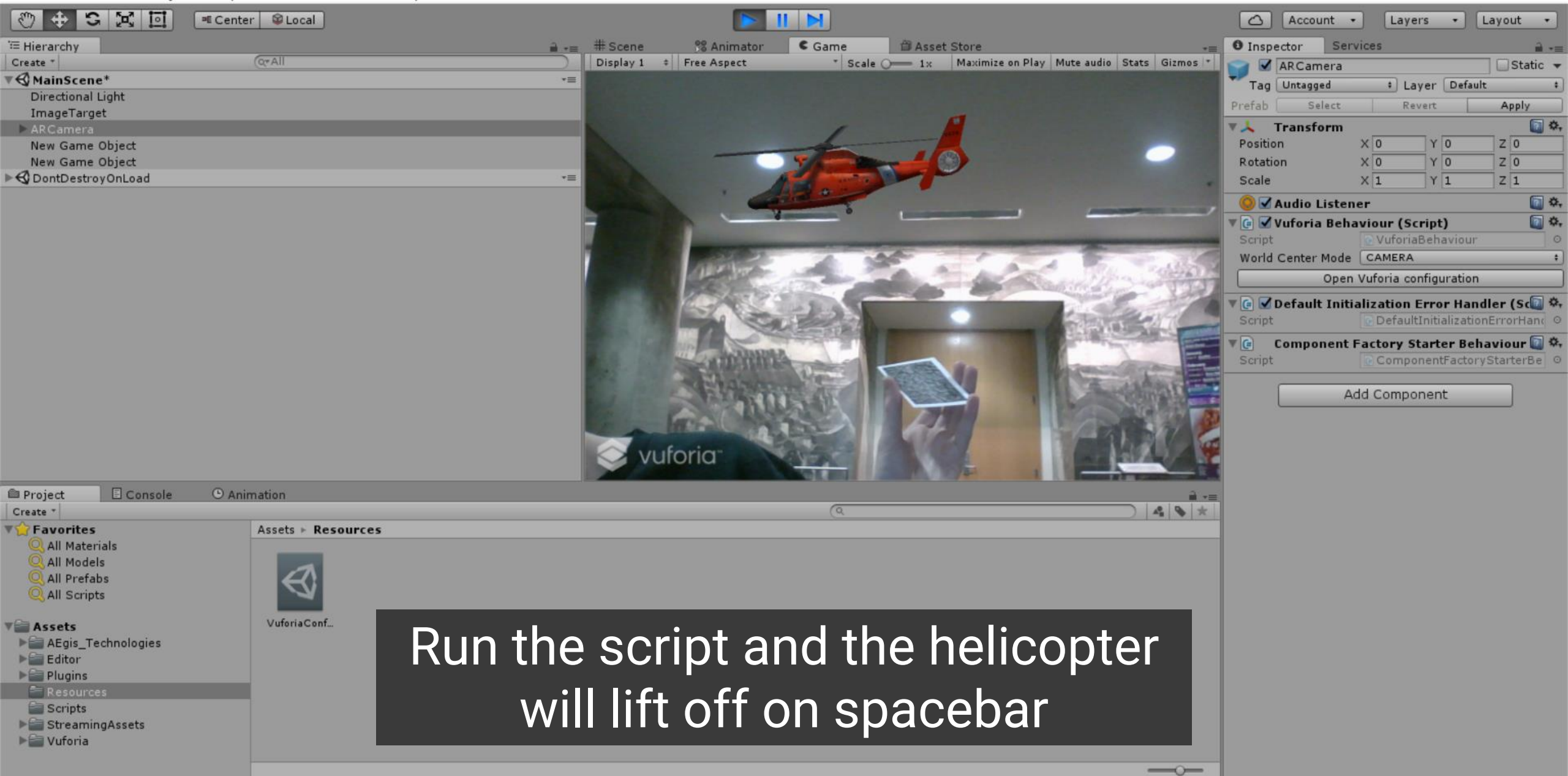
StreamingAssets

Vuforia

Assets Resources



VuforiaConf...



Run the script and the helicopter
will lift off on spacebar