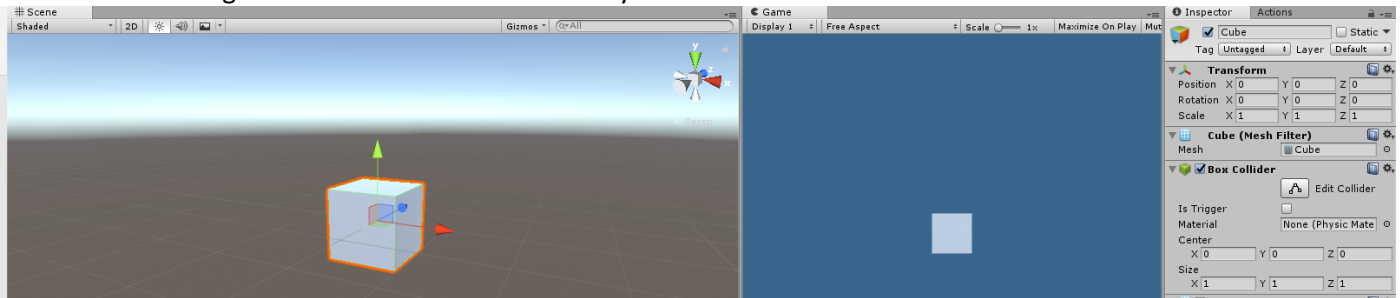


Unity & PlayMaker: Rotate, Keyboard Input and Destroy

Destroy Action

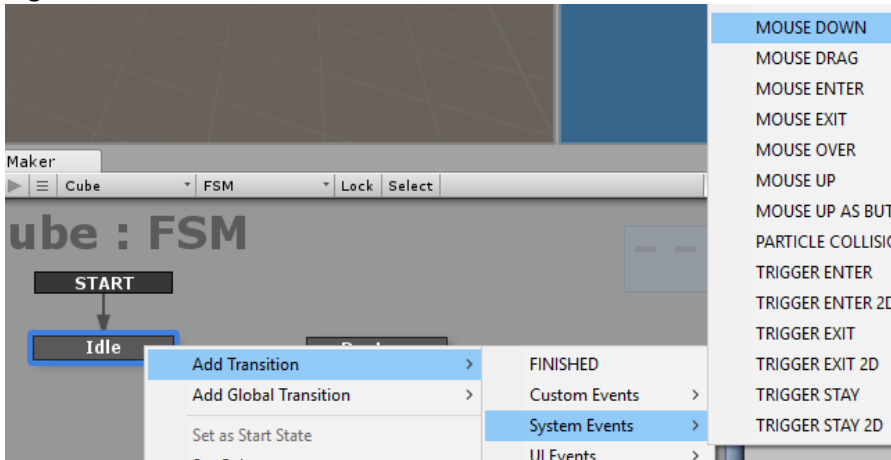
Create a cube and give it 2 states “Idle” and “Destroy”.



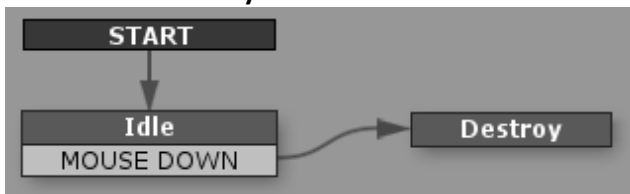
In the Destroy state add a “**Destroy Self**” action, this will destroy the cube.



Right-click idle state and “MOUSE DOWN” transition

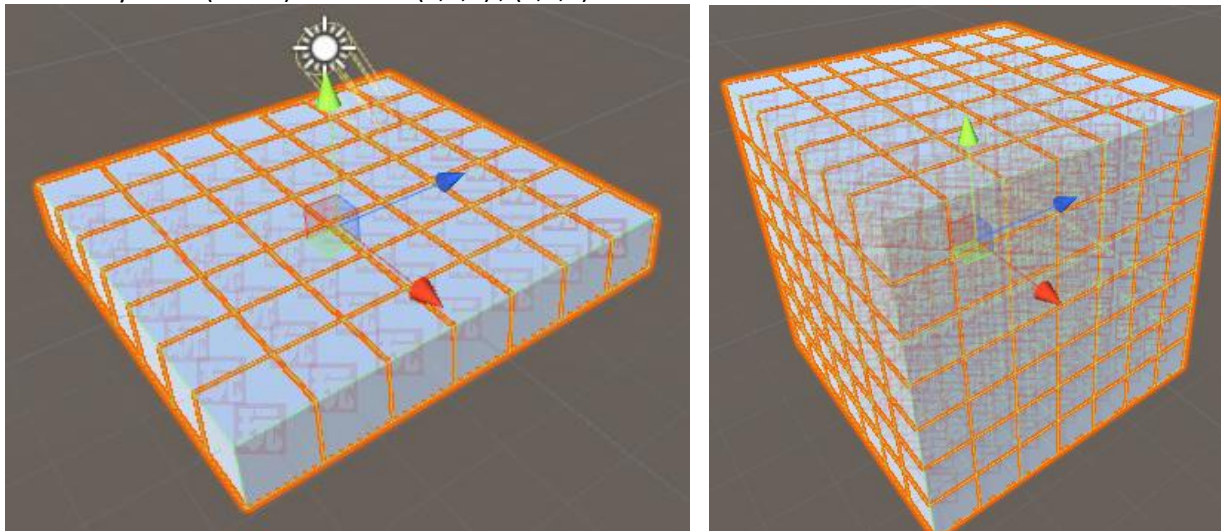


Link it to the **Destroy** state.

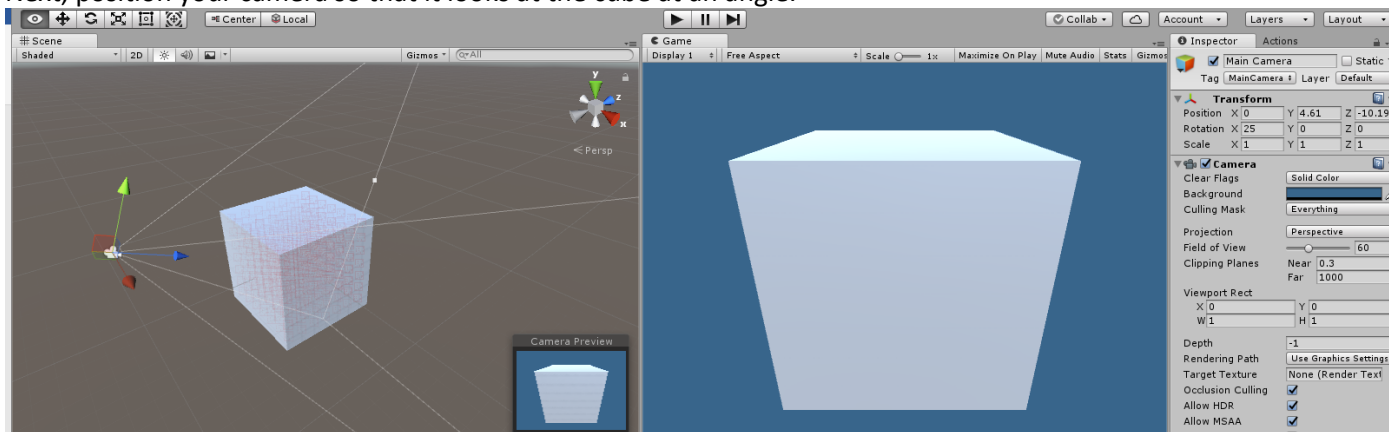


Run the game, you can destroy the cube by clicking on it.

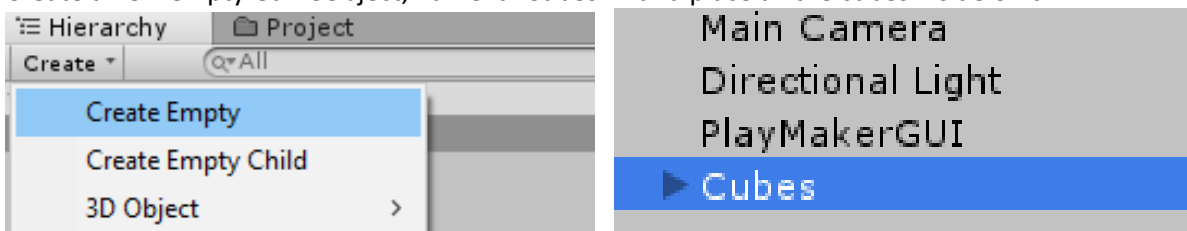
Duplicate this cube, so that you have a massive stack of these cubes.
 Press [Control + D] to Duplicate, or [Control + C] + [Control + V].
 I made my stack (7x7x7). It can be (6,6,6) , (3,3,3) etc.



Next, position your camera so that it looks at the cube at an angle.



Create a new empty GameObject, name it “Cubes” – and place all the cubes inside of it.

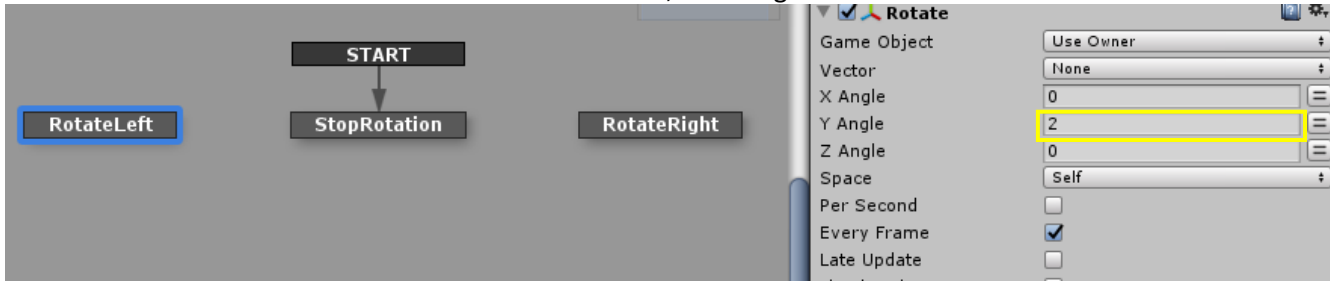


Add a new FSM on the “Cubes” object, with following states.



We are making a state machine to change to rotation of the cubes by pressing buttons.

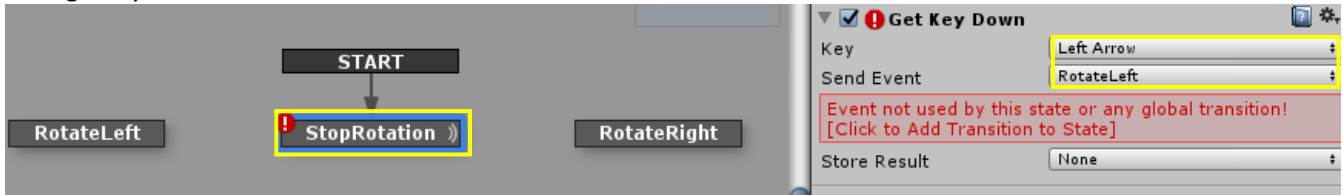
Click on the **“RotateLeft”** state and add **“Rotate”** action, set Y angle to **2**.



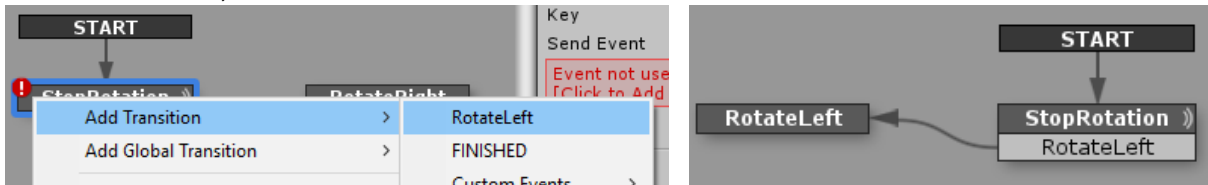
Similarly, in the **“RotateRight”** state add **“Rotate”** action, set Y angel to **-2**.



Select the **“StopRotation”** state and add **“Get Key Down”** action. Change Key to **“Left Arrow”** and add new a Event **“RotateLeft”**.



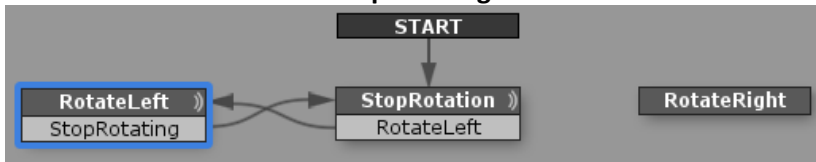
Add the transition, with this event. Link it to **“RotateLeft”** state.



Select the **“RotateLeft”** state and add **“Get Key Up”** action, with following settings, and a new event.

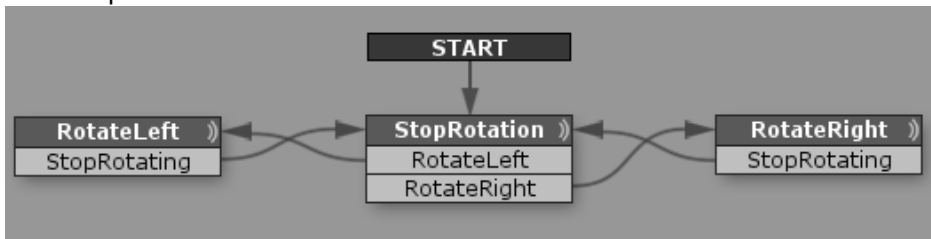


Add a new transition with **“StopRotating”** event and link it to the **“StopRotating”** state.



If you run the game, you should see the cube will rotate into the left direction when you press the left key. The cube will stop rotating when you release the key.

Add the functionality for the right button.
The complete FSM should look like this.



Now you can sculpt low poly shapes.

