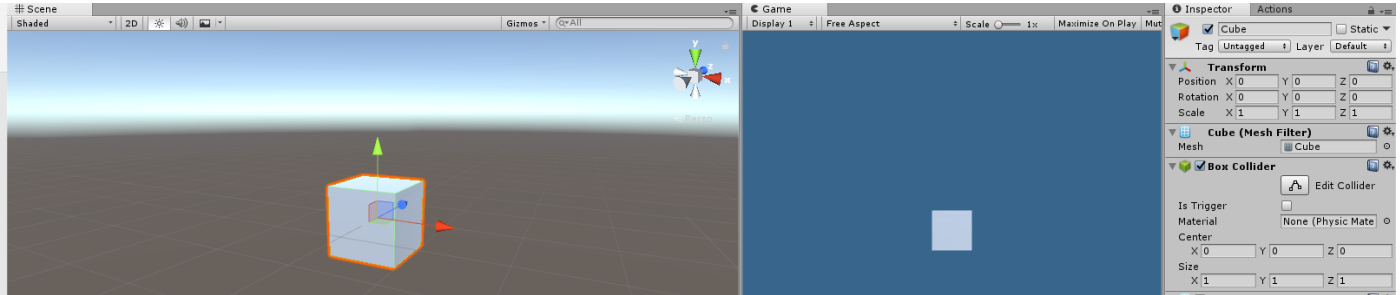# Unity & PlayMaker: Translate/Rotate and Keyboard Input

Translate Action
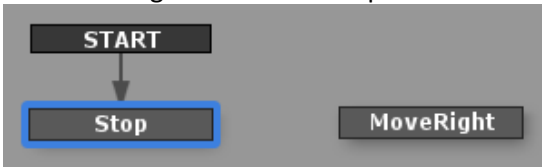
In this tutorial we will make a cube move into a direction when a certain key is pressed.
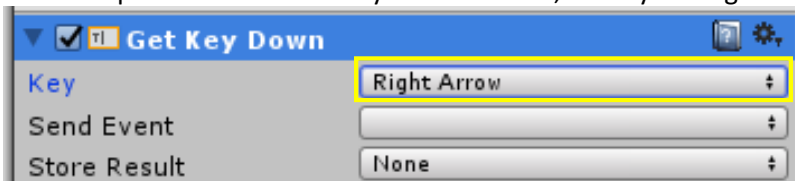Add a cube to the scene.

Add 2 states "**Stop**" and "**MoveRight**".
When the Right button will be pressed the cube will move right, when it will be released the cube will stop.
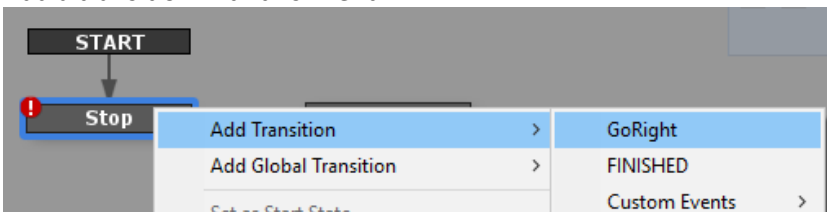

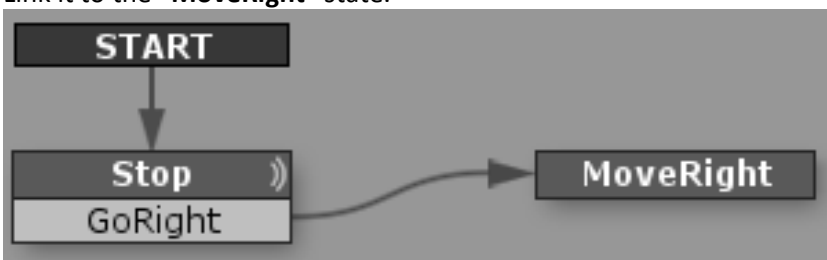In the Stop State add a "Get Key Down" action, set key to "Right Arrow"

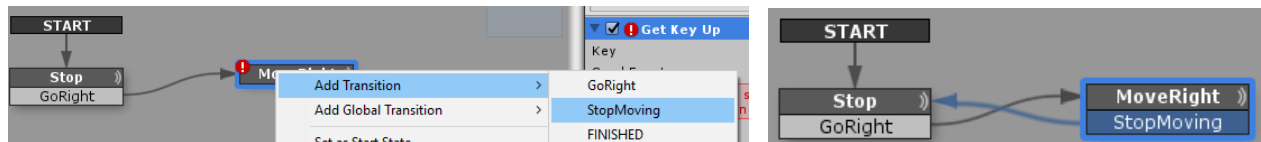Add new event "GoRight"

Add a transition with this Event.

Link it to the "**MoveRight**" state.

In the "**MoveRight**" state, add "Get Key Up" action, assign key to the "Right Arrow", and add a "**StopMoving**" event. Stop moving event will be called when the [right-arrow-key] is released.

Add this transition and link it.

Run the game, the states should work when you press right button, however the cube is not moving yet. Go to "**MoveRight**" state and add the **Tranlate** action.
Set **X** to **5**.
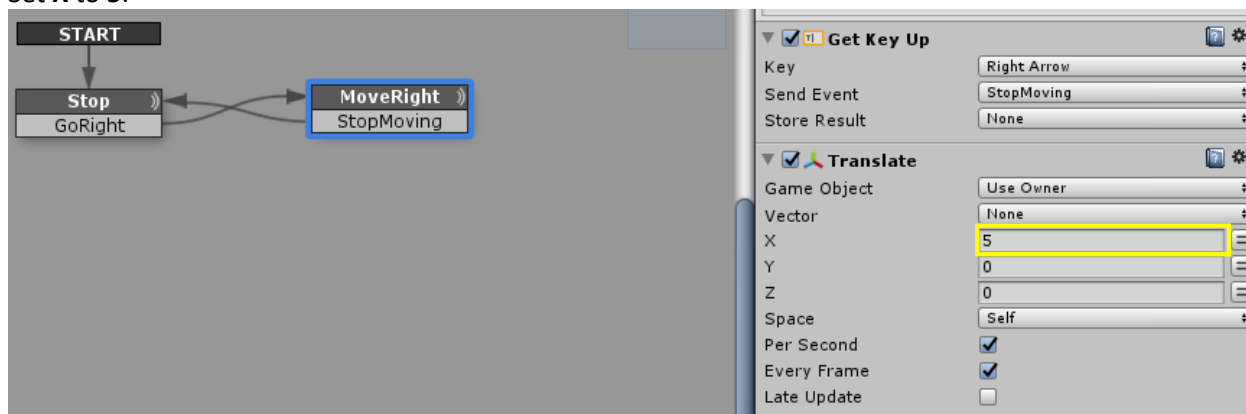
Run the game, you should see the cube move right when you hold the [Right-arrow-key].

Now follow similar steps to make the cube move left when the left key is pressed down.
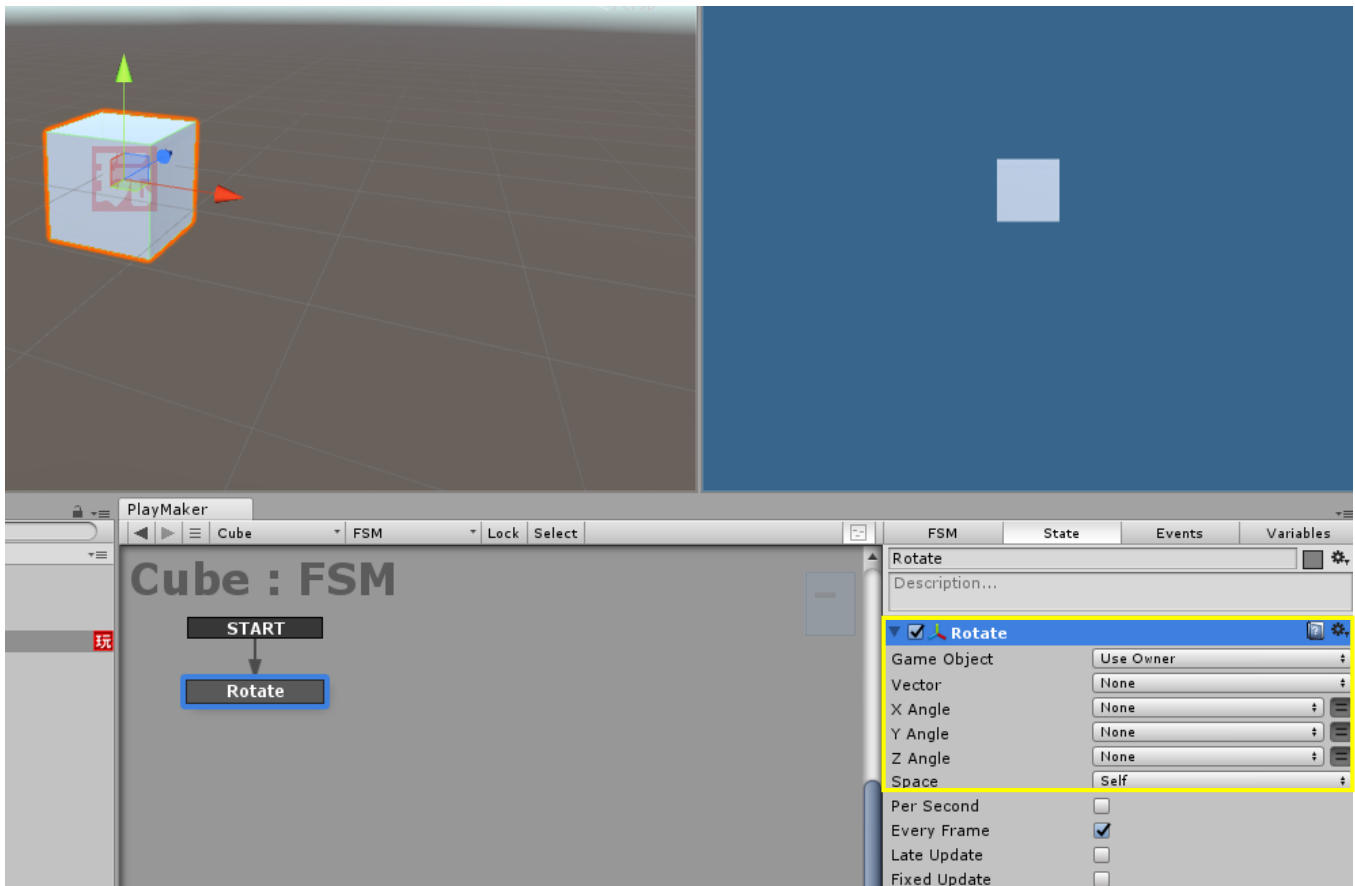
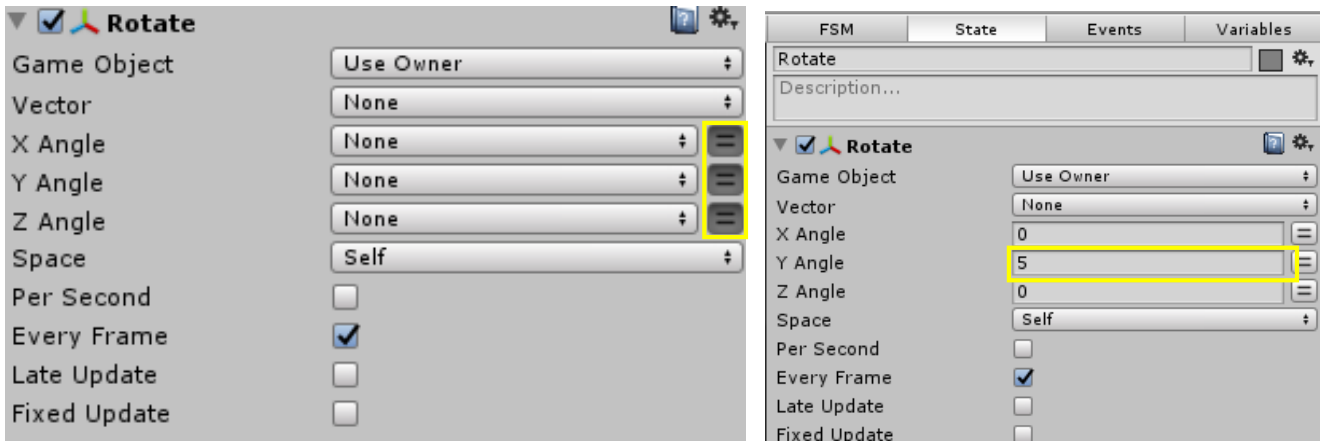The complete FSM should look like this.

Rotate Action

Add a cube to the scene.

Create a new state, call it "Rotate" , then add "**Rotate**" action.

Click on those little icons to enable values instead of variables. Set Y values to 5

Run the Game, you should see the cube rotate. Play with different rotation values.