A black screen with white text

Description automatically generated



Groep project met 7 mensen ik heb de ghost gemaakt

In dit scrip slaat he op hoe je met de auto rijdt

[

public Ghost Ghost;

private float timer;

private float timeValue;

private void Awake()

{

if (Ghost.IsRecord)

{

Ghost.ResetData();

timeValue = 0;

timer = 0;

}

}

void Update()

{

timer += Time.unscaledDeltaTime;

timeValue += Time.unscaledDeltaTime;

if(Ghost.IsRecord& timer >= 1 / Ghost.RecordFrequancy)

{

Ghost.TimeStamp.Add(timeValue);

Ghost.Position.Add(this.transform.position);

Ghost.Rotation.Add(this.transform.eulerAngles);

timer = 0;

}

}]

En heer onder steelt he het af

[

public Ghost Ghost;

private float timeValue;

private int index1;

private int index2;

private void Awake()

{

timeValue = 0;

}

void Update()

{

timeValue += Time.unscaledDeltaTime;

if (Ghost.IsReplay)

{

GetIndex();

SetTransform();

}

}

private void GetIndex()

{

for(int i=0; i< Ghost.TimeStamp.Count-2; i++)

{

if(Ghost.TimeStamp[i]== timeValue)

{

index1 = i;

index2 = i;

return;

}

else if(Ghost.TimeStamp[i]< timeValue& timeValue < Ghost.TimeStamp[i + 1])

{

index1 = i;

index2 = i + 1;

return;

}

}

index1 = Ghost.TimeStamp.Count - 1;

index2 = Ghost.TimeStamp.Count - 1;

}

private void SetTransform()

{

if(index1== index2)

{

this.transform.position = Ghost.Position[index1];

this.transform.eulerAngles = Ghost.Position[index1];

}

else

{

float interpolationFactor = (timeValue - Ghost.TimeStamp[index1]) / (Ghost.TimeStamp[index2] - Ghost.TimeStamp[index1]);

this.transform.position = Vector3.Lerp(Ghost.Position[index1], Ghost.Position[index2], interpolationFactor);

this.transform.eulerAngles = Vector3.Lerp(Ghost.Rotation[index1], Ghost.Rotation[index2], interpolationFactor);

}

}]