

## VISUAL STUDIO

### Scripts:

1. **Select Script:** Used for Learning Mode.

#### **Select script**

```
using System.Collections;
```

```
using System.Collections.Generic;
```

```
using UnityEngine;
```

```
using UnityEngine.Events;
```

```
public class Select : MonoBehaviour
```

```
{
```

```
    Renderer rend;
```

```
    Renderer rend1;
```

```
    Renderer rend2;
```

```
    Material orgMat;
```

```
    GameObject[] parts;
```

```
    // GameObject nameofpart;
```

```
    public Camera MainCamera;
```

```
    public Material[] mat;
```

```
    GameObject[] orgparts;
```

```
    GameObject[] slides;
```

```
    // Start is called before the first frame update
```

```
    void Start()
```

```
{
```

```
    MainCamera = Camera.main;
```

```
    rend = GetComponent<Renderer>();
```

```
    //nameofpart = GameObject.FindGameObjectWithTag("PN");
```

```
    parts = GameObject.FindGameObjectsWithTag("Part");
```

```
    orgparts = GameObject.FindGameObjectsWithTag("orgpart");
```

```
    slides = GameObject.FindGameObjectsWithTag("slide");
```

```
}
```

```
// Update is called once per frame
```

```
void Update()
```

```
{
```

```
}
```

```
void OnMouseDown()
```

```
{
```

```
    Debug.Log("M.Down");
```

```
    foreach (GameObject part in parts)
```

```
    {
```

```
        rend1 = part.GetComponent<Renderer>();
```

```
        rend1.enabled = true;
```

```
        rend1.sharedMaterial = mat[2];
```

```
        part.SetActive(true);
```

```
        Debug.Log(part.name);
```

```
    }
```

```
    Debug.Log(name);
```

```
    rend.sharedMaterial = mat[1];
```

```
    this.gameObject.SetActive(false);
```

```
    //nameofpart.GetComponent<TextMesh>().text = this.name;
```

```
    // Change color of original part
```

```
    foreach (GameObject S in slides)
```

```
    {
```

```
        if (S.name == this.name)
```

```
            S.SetActive(true);
```

```
        else
```

```
        S.SetActive(false);
    }
    // Change color of original part
    foreach (GameObject part in orgparts)
    {

        rend2 = part.GetComponent<Renderer>();
        rend2.enabled = true;

        if (part.name == this.name)
            rend2.sharedMaterial = mat[1];
        else
            rend2.sharedMaterial = mat[0];
    }
}

void OnMouseUp()
{
}
```