

Swift Playground Troubleshooting Guide

Common Errors

- Forgetting units - Most parameters require a number attached with a unit
 - `let block = Model.square(size: 10)` - **Wrong**
 - `let block = Model.square(size: 10.cm)` - **Correct**
 - Don't forget the .cm
- Wrong capitalisation - everything should be lowercase except for the m in model
 - `let block = mmodel.square(size: 10.cm)` - **Wrong**
 - `let block = Model.square(size: 10.cm)` - **Correct**
- Forgetting to add a model to the scene - Whenever you create a model, you have to add it to the scene in order for it to show up when you run your code
 - `let block = Model.square(size: 10.cm)` - **Wrong**
 - `let block = Model.square(size: 10.cm)` - **Correct**
`scene.add(block)`
- Forgetting let - every time you create a new model you must start with let
 - `block = Model.square(size: 10.cm)` - **Wrong**
 - **`let`** `block = Model.square(size: 10.cm)` - **Correct**

Other things to note

- It can sometimes take a while for playground to detect a flat surface, so if you're worried that it's taking a while for playground to detect a flat surface, don't worry, it's not because of your code