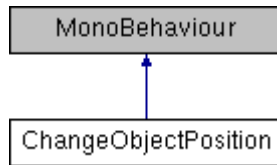


# ChangeObjectPosition Class Reference

---

Spawns two different images that depicts two different emotions, on the wall at different positions whenever the participant clicks the space button and the positions, orientation, scale of different objects in the virtual reality environment are written to a text document. [More...](#)

Inheritance diagram for ChangeObjectPosition:



## Public Attributes

---

GameObject[] **gameObjects**

GameObjects array whose positions are to be changed. [More...](#)

GameObject **hotSpot**

GameObject that represents the gaze point in the virtual reality environment. [More...](#)

## Private Member Functions

---

void **Start** ()

void **Update** ()

void **DestroyAll** (string tag)

## Private Attributes

---

string **path** = "Assets/Files/DatasetDetails.txt"

Path to the text file into which the data is written. [More...](#)

StreamWriter **writer**

Writer object is used to write the data to the text document. [More...](#)

int **counter** = 0

Counts the number of instances i.e., the number of times the participant clicks the space button. [More...](#)

## Detailed Description

---

Spawns two different images that depicts two different emotions, on the wall at different positions whenever the participant clicks the space button and the positions, orientation, scale of different objects in the virtual reality environment are written to a text document.

## Member Function Documentation

---

### ◆ DestroyAll()

```
void ChangeObjectPosition.DestroyAll ( string tag )
```

private

DestroyAll method destroys all the game objects with a specific tag.

#### Parameters

[in] **tag** is used to identify the game objects and destroy them.

#### Returns

Nothing

### ◆ Start()

```
void ChangeObjectPosition.Start ( )
```

private

Start method is called on the frame when a script is enabled just before any of the Update methods are called the first time.

### ◆ Update()

```
void ChangeObjectPosition.Update ( )
```

private

Update method is called every frame, if the MonoBehaviour is enabled.

## Member Data Documentation

---

### ◆ counter

```
int ChangeObjectPosition.counter = 0
```

private

Counts the number of instances i.e., the number of times the participant clicks the space button.

### ◆ gameObjects

GameObject [] ChangeObjectPosition.gameObjects

GameObjects array whose positions are to be changed.

#### ◆ hotSpot

GameObject ChangeObjectPosition.hotSpot

GameObject that represents the gaze point in the virtual reality environment.

#### ◆ path

string ChangeObjectPosition.path = "Assets/Files/DatasetDetails.txt"

private

Path to the text file into which the data is written.

#### ◆ writer

StreamWriter ChangeObjectPosition.writer

private

Writer object is used to write the data to the text document.

The documentation for this class was generated from the following file:

- Change Object Position File/ChangeObjectPosition.cs