1 Scripting Overview

The whole note is devoted to introduce some special techniques towards engine.

1.1 Creating and Using Script

The GameObject is controlled by the *Component*, and script is used to modify and customize.

1.1.1 How to create script

1.1.2 Anatomy of Script File

Start(): It's called by Unity before gameplay begins.
Update(): Handling the frame update for the GameObject
The constructor is not needed as it's handled by the editor and may not take place at the start of gameplay.

1.1.3 Controlling a GameObject

Script instance must be attached to a GameObject to control.
Debug.Log("message") can output to the console in the engine.

1.2 Variables and the Inspector

Variables are declared public to be access in the Inspector. You can also make changes to the variables during the gameplay temporarily.

1.3 Controlling GameObject Using Component

1.3.1 Accessing Components

GetComponent function can be used to get reference to the component properties.

$RigidBody\ rb\ =\ GetComponent{<}RigidBody{>}();$

you can use it to access the parameter and manipulate the instances.
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