Jurusan Teknologi Informasi Politeknik Negeri Malang

Tugas Minggu: UTS

Mata Kuliah Komputasi Multimedia

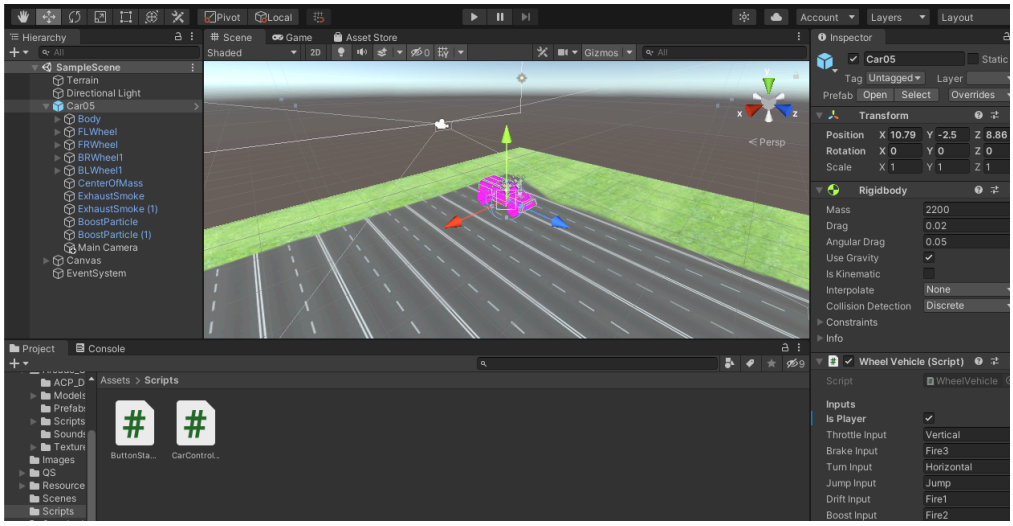
Pengampu:

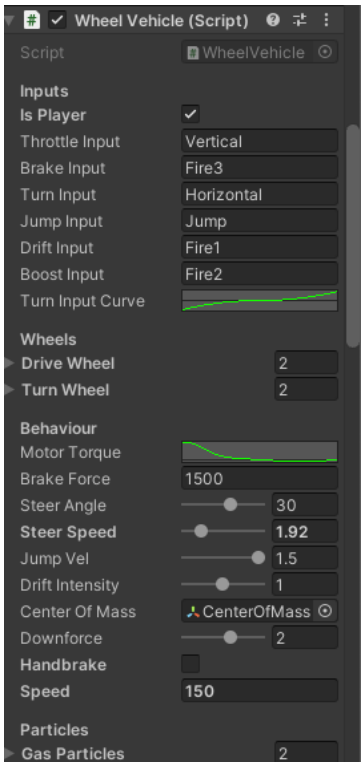
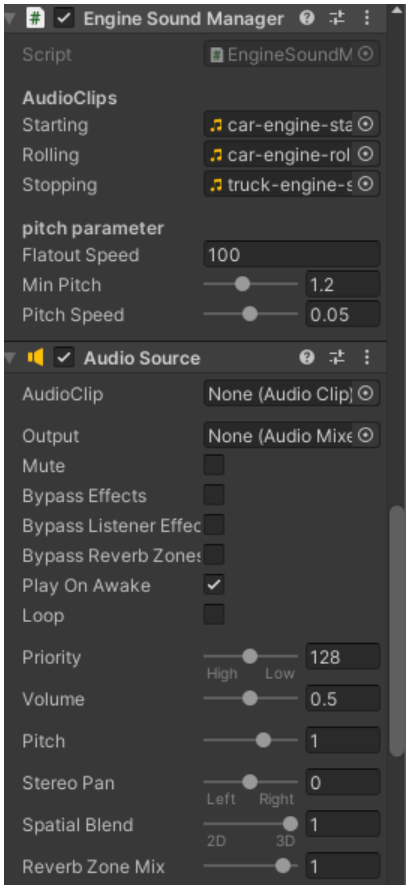
Februari 2021

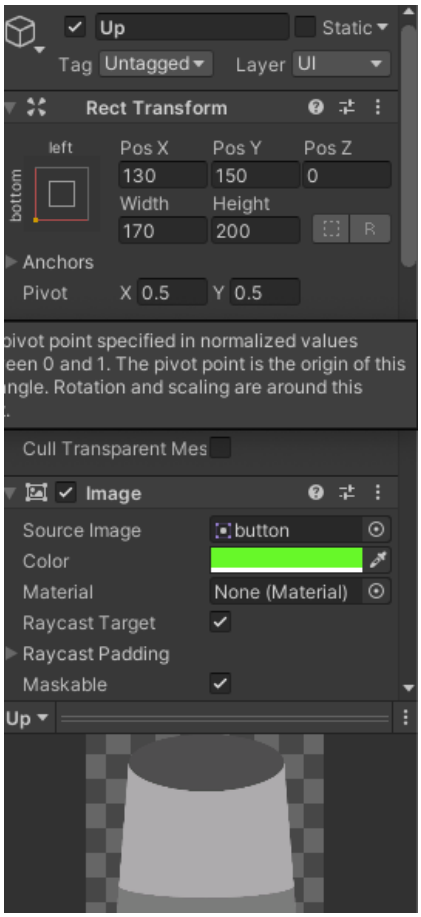
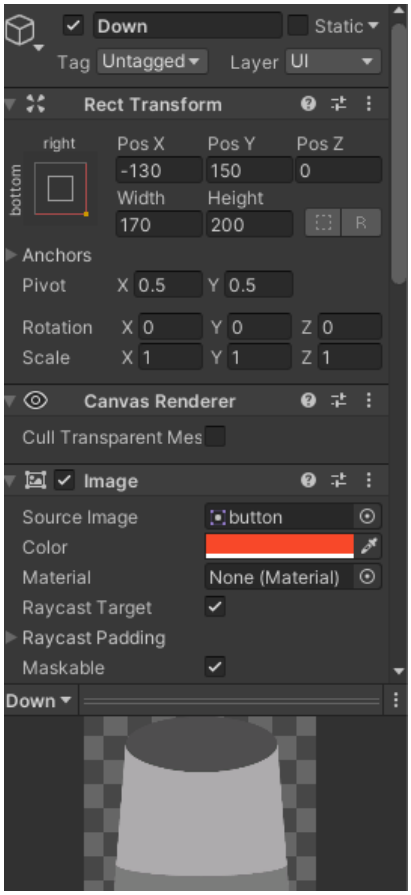
Nama : Muhammad Iqbaluddin Al Huda

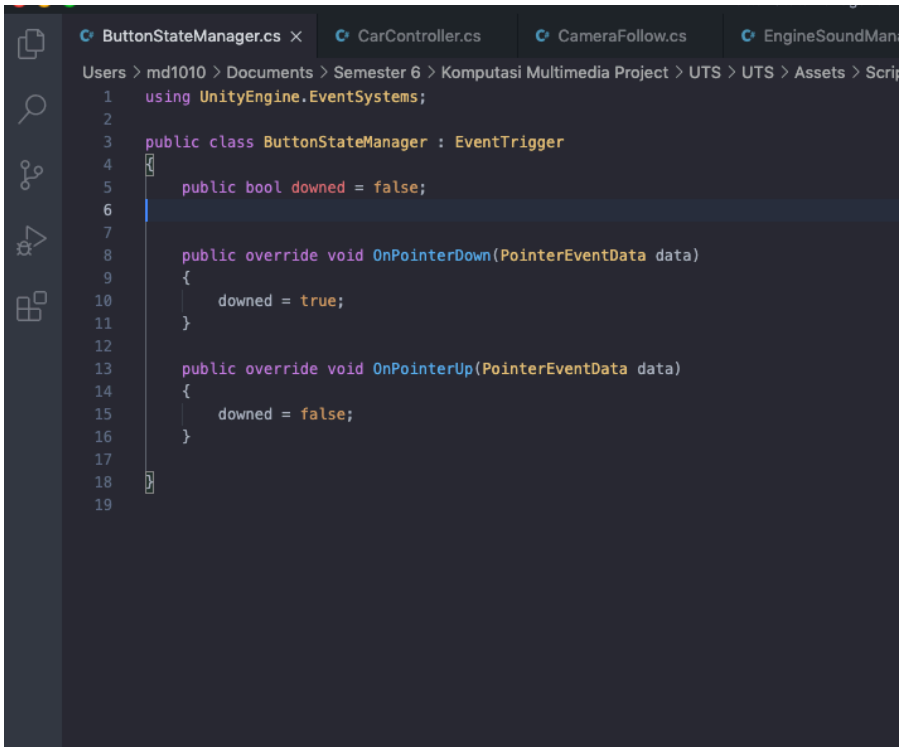
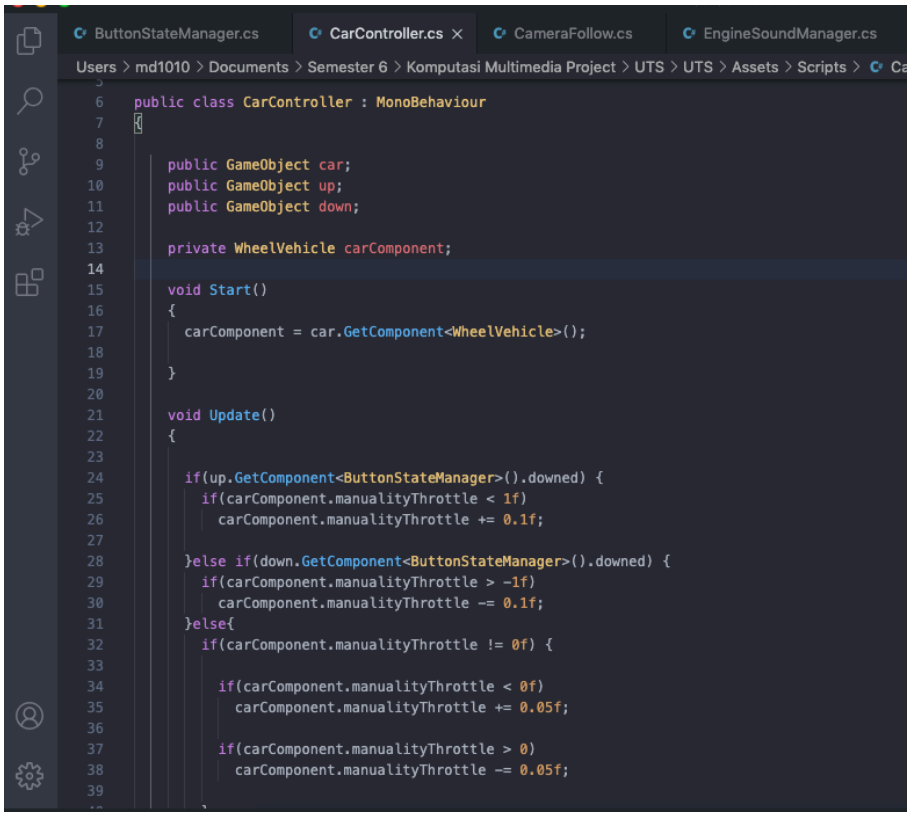
Kelas : TI-3E

NIM : 1841720013

Langkah	Keterangan
1	
2	Inspector memasukkan sciprt wheel vechile

	
3	Inspector memasukkan sciprt Engine Sound Manager 
4	Button up

	
	Button down
5	
6	Class ButtonStateManager

	
7	Class CarController 
8	Class CameraFollow

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```
ButtonStateManager.cs  CarController.cs  CameraFollow.cs ×  EngineSoundManager.cs
Users > md1010 > Documents > Semester 6 > Komputasi Multimedia Project > UTS > UTS > Assets > Arcade_Car_Phy
namespace VehicleBehaviour.Utils {
    public class CameraFollow : MonoBehaviour {
        [SerializeField] bool follow = false;
        public bool Follow { get { return follow; } set { follow = value; } }
        [SerializeField] Transform target;
        [SerializeField] Transform[] targets;
        [SerializeField] Vector3 offset;
        [Range(0, 10)]
        [SerializeField] float lerpPositionMultiplier = 1f;
        [Range(0, 10)]
        [SerializeField] float lerpRotationMultiplier = 1f;

        Rigidbody rb;

        void Start () {
            rb = GetComponent<Rigidbody>();
        }

        public void SetTargetIndex(int i) {
            target = targets[i % targets.Length];
        }

        void FixedUpdate() {
            if (!follow) return;

            this.rb.velocity.Normalize();

            Quaternion curRot = transform.rotation;

            Rigidbody rb = target.GetComponent<Rigidbody>();
            if (rb == null)
                transform.LookAt(target);
            else {
                transform.LookAt(target.position/* + target.forward * rb.velocity.sqrMagnitu
            }
```

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<tr><td></td><td>Class EngineSoundManager</td></tr>
<tr><td>9</td><td>

```
ButtonStateManager.cs  CarController.cs  CameraFollow.cs  EngineSoundManager.cs ×
Users > md1010 > Documents > Semester 6 > Komputasi Multimedia Project > UTS > UTS > Assets > Arcade_Car_Phy
namespace VehicleBehaviour {
    [RequireComponent(typeof(WheelVehicle))]
    [RequireComponent(typeof(AudioSource))]

    public class EngineSoundManager : MonoBehaviour {

        [Header("AudioClips")]
        public AudioClip starting;
        public AudioClip rolling;
        public AudioClip stopping;

        [Header("pitch parameter")]
        public float flatoutSpeed = 20.0f;
        [Range(0.0f, 3.0f)]
        public float minPitch = 0.7f;
        [Range(0.0f, 0.1f)]
        public float pitchSpeed = 0.05f;

        private AudioSource _source;
        private WheelVehicle _vehicle;

        void Start () {
            _source = GetComponent<AudioSource>();
            _vehicle = GetComponent<WheelVehicle>();
        }

        void Update () {
            if (_vehicle.Handbrake && _source.clip == rolling)
            {
                _source.clip = stopping;
                _source.Play();
            }

            if (!_vehicle.Handbrake && (_source.clip == stopping || _source.clip == null))
            {
```

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<tr><td>10</td><td>Class Suspension</td></tr>
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ButtonStateManager.cs | CarController.cs | CameraFollow.cs | EngineSoundManager.cs

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```
public class Suspension : MonoBehaviour {

    public GameObject _wheelModel;
    private WheelCollider _wheelCollider;

    [SerializeField] Vector3 localRotOffset;

    private float lastUpdate;

    void Start()
    {
        lastUpdate = Time.realtimeSinceStartup;

        _wheelCollider = GetComponent<WheelCollider>();
    }

    void FixedUpdate()
    {
        if (Time.realtimeSinceStartup - lastUpdate < 1f/60f)
        {
            return;
        }
        lastUpdate = Time.realtimeSinceStartup;

        if (_wheelModel && _wheelCollider)
        {
            Vector3 pos = new Vector3(0, 0, 0);
            Quaternion quat = new Quaternion();
            _wheelCollider.GetWorldPose(out pos, out quat);

            _wheelModel.transform.rotation = quat;
            _wheelModel.transform.localRotation *= Quaternion.Euler(localRotOffset);
            _wheelModel.transform.position = pos;

            WheelHit wheelHit;
```

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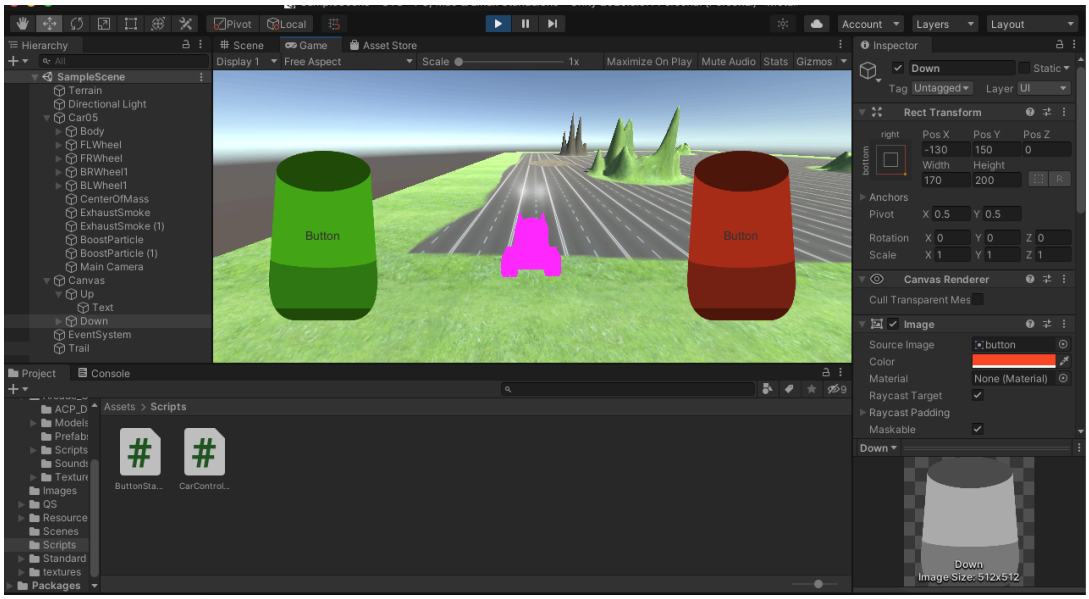
<tr><td>11</td><td>Output</td></tr>
<tr><td></td><td> 
</td></tr>
<tr><td>12</td><td>https://youtu.be/sgtZVxxUZ_k</td></tr>
<tr><td></td><td>https://github.com/iqbal1922/Komputasi-Multimedia/tree/master</td></tr>
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