Accessing a Script/Component

Getting access to another script/Component on the same object your script is attached to

The method needed is as follows:

```
GetComponent<nameOfScriptOrComponent>()
```

The return type will be the same as the nameOfScript and you can save it to a variable of that type.

For example if you wanted the Transform Component on the object you would use:

```
Transform testTransform = GetComponent<Transform>();
```

Warning: If there is no such component attached to the object you will get an error

Getting access to another script/Component an object your script is NOT attached to
Strategy: Get access to the object first and then access the script on it.

Accessing the object

To access an object, first you need its name and then you find it.

```
GameObject.Find("name of object here")
```

Example: Trying to get access to the common GameManager object

```
GameObject.Find("GameManager")
```

To access its component you can use the earlier code on the object

```
GameObject.Find("GameManager").GetComponent<Transform>()
```

Access Variable/Method on another component

Once you have a reference to the component simply call the variable or method to get access to it. Make sure the Variable/Method is part of the API, or is publically accessible

Variable:

```
GetComponent<ComponentName>.VariableName
```

Method:

```
GetComponent<ComponentName>.MethodName(inputsNeeded)
```