



2D Random Movement In Diamond 1.0



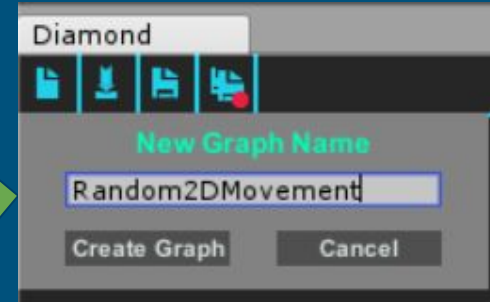
www.mezanix.com



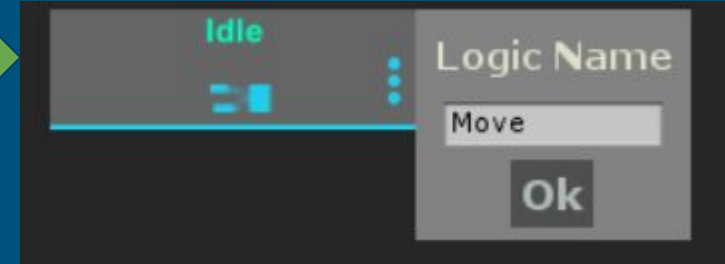


How To Do It In Diamond

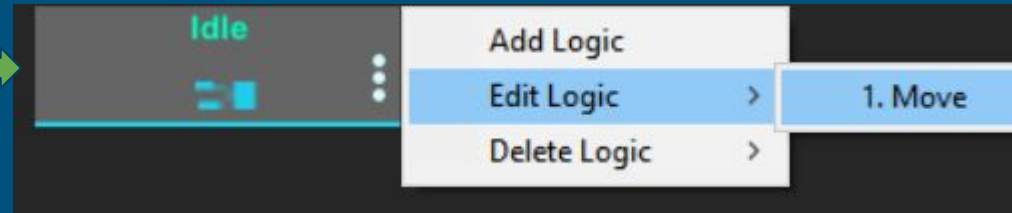
1. Create a new graph



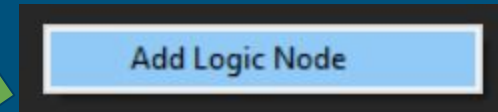
2. In a state, click on the 3 dot menu to create a new logic, name it 'Move'



3. In the same state, Click again to the 3 dot menu to edit your logic



4. In your logic editor right click to create a logic node

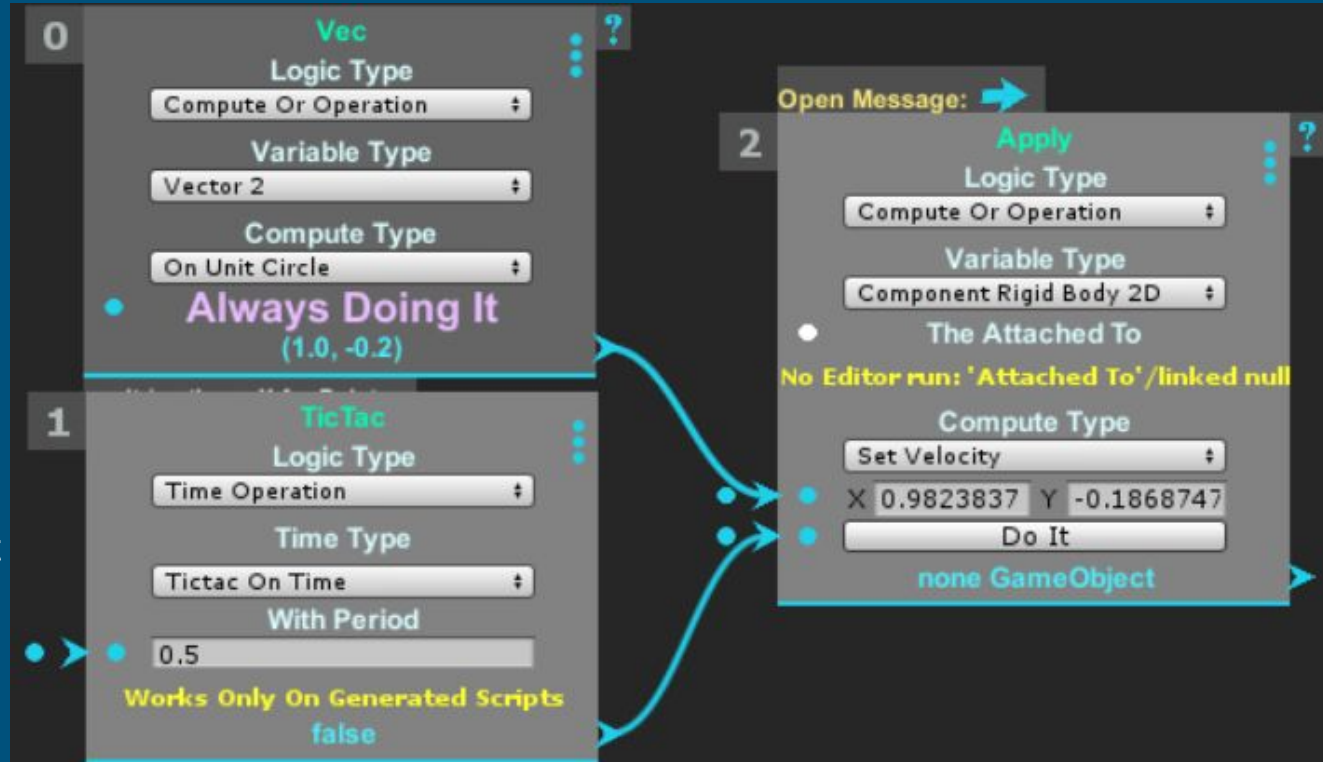


How To Do It In Diamond

Create your logic nodes

In your logic editor:

1. Create 3 Logic Nodes
2. Configure the Logic Nodes like shown
3. 0: Random vector on unit circle, i.e random direction
4. 1: TicTac every 0.5 seconds, change the movement's direction periodically
5. 2: Apply the direction as a velocity on the rigid body 2D
6. 2: Configure the game object field as the 'Attached To One', script will act on the game object holding it.



Conclusion

- You have noticed the simplicity of Diamond. Few logic nodes are able to do complex behaviors
- With the upcoming Diamond versions, frequently needed behaviors will be modeled with few logic nodes
- As you see, Diamond is always user-friendly