

This is used to set a limit (or restriction) to a certain variable by passing desired range in the parameter.

```
0 references
public class PlayerControls : MonoBehaviour
{
    1 reference
    [SerializeField] float HorizontalSpeed = 2f;
    1 reference
    [SerializeField] float VerticalSpeed = 2f;
    2 references
    [SerializeField] float xRange = 5f;
    2 references
    [SerializeField] float yRange = 5f;
    0 references
    void Update()
    {
        float xThrow = Input.GetAxis("Horizontal") * Time.deltaTime * HorizontalSpeed;
        float yThrow = Input.GetAxis("Vertical") * Time.deltaTime * VerticalSpeed;

        float rawXPos = transform.localPosition.x + xThrow;
        float ClampedXPos = Mathf.Clamp(rawXPos, -xRange, xRange); // Clamping (or limiting) the position
        float rawYPos = transform.localPosition.y + yThrow;
        float ClampedYPos = Mathf.Clamp(rawYPos, -yRange, yRange); // Clamping (or limiting) the position

        transform.localPosition = new Vector3(ClampedXPos, ClampedYPos, transform.localPosition.z);
        /* tranform.localPosition or transform.position gives the position of the game Object.
        |   transform.localPosition.x gives the particular value of the object */
    }
}
```