Accessing to components

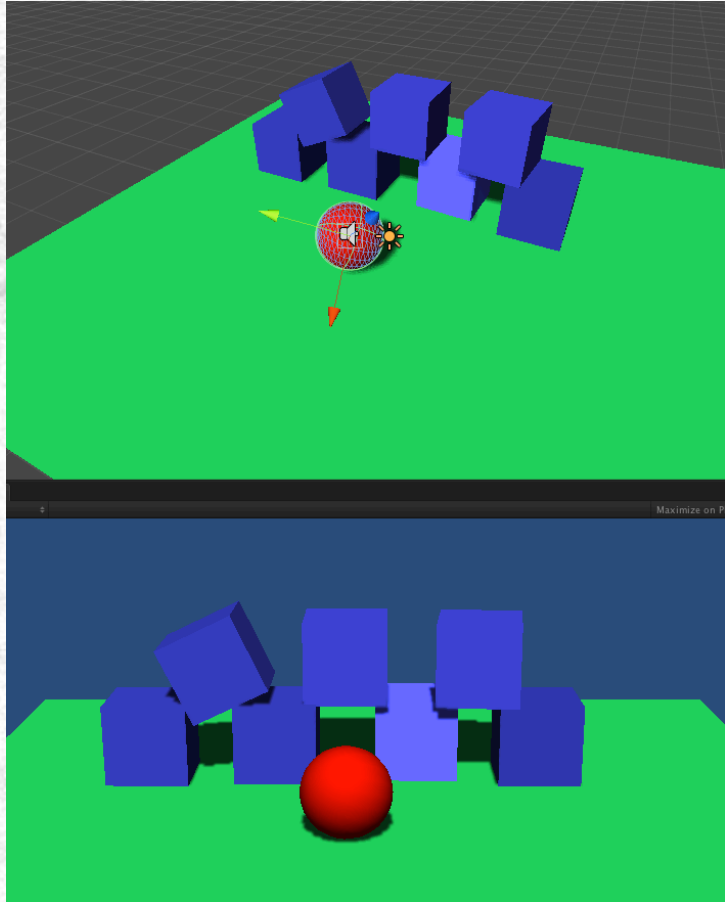Jordi Linares

Accessing to components in your scripts

- One of the most interesting features of scripts is their ability to access any of the object's components, consult and/or modify their properties

- That is, we can access to **AudioSource**, **MeshFilter**, **Rigidbody**, other scripts etc. so that we can finally access object's geometry (mesh), shaders (and change its parameters), textures, colors, etc.

 - We can do it using **gameObject.GetComponent<Component>()**

Accessing to components in your scripts

- *An example*:

```
void OnCollisionEnter(Collision collision) {
    GameObject other = collision.gameObject;
    if (other.tag == "Target") {
        print ("There's a collision");
        Mesh m = other.GetComponent<MeshFilter>().mesh;
        print ("and the size of the object is " + m.bounds.size);
    }
}
```

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```
void OnCollisionEnter(Collision collision) {
    GameObject other = collision.gameObject;
    if (other.tag == "Target") {
        other.GetComponent<MeshRenderer>().material.color *= 1.2f;
    }
}
```

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Jordi Linares