

Game Dev with Unity3D

SCRIPTING: Controls



Moving Avatar Forward with Code

```
// from: https://docs.unity3d.com/ScriptReference/Transform.Translate.html  
  
public float Speed;  
  
void Update () {  
    //always move forward  
    transform.Translate (Vector3.forward * Time.deltaTime * Speed);  
}
```

Moving Left and Right

```
void Update () {  
    // from: https://docs.unity3d.com/ScriptReference/Input.GetKeyDown.html  
    if (Input.GetKeyDown (KeyCode.RightArrow))  
    {  
        transform.Translate(Vector3.right);  
    }  
  
    // GetKey returns true if the key stays pressed  
    if (Input.GetKey (KeyCode.LeftArrow))  
    {  
        transform.Translate(Vector3.left * Time.deltaTime * speed);  
    }  
}
```

Looking towards Mouse Position

```
void Update () {  
  
    transform.localRotation = Quaternion.AngleAxis(Input.mousePosition.x,  
    Vector3.up);  
  
}
```