## **Tutorial 2 – IF Statements and Controller Bindings**

Estimated Time: 45 minutes

### **Prerequisite**

Create objects and scripts. Navigate Unity.

### **Learning Objectives**

Students will be introduced to the IF statement programming construct. Students will learn how to use the controller binding methods of the API.

### **API Methods Covered**

* isControllerTriggerDown()
* isControllerRightTriggerDown()
* isControllerLeftTriggerDown()
* isControllerTriggerClicked()
* isControllerRightTriggerClicked()
* isControllerLeftTriggerClicked()
* isControllerGripDown()
* isControllerRightGripDown()
* isControllerLeftGripDown()
* isControllerRightTiltedUp()
* isControllerRightTiltedDown()
* isControllerRightTiltedRight()
* isControllerRightTiltedLeft()
* isControllerLeftTiltedUp()
* isControllerLeftTiltedDown()
* isControllerLeftTiltedRight()
* isControllerLeftTiltedLeft()
* setObjectText()
* setObjectTextFontSize()
* setObjectTextFontHeight()

### **Activity**

1. Introduce the IF statement
2. Introduce the controller API methods
   1. Controller trigger methods
   2. Controller grip methods
   3. Controller tilt methods
3. Create Sphere object
4. Add Script to Sphere (named sphereScript.cs)
5. Add if statements to set different text on the object
   1. If trigger is down, set text “Trigger”
   2. If grip is down, set text “Grip”
   3. If right controller is tilted up, set text “Tilt”
6. Allow students to explore changing the text appearance through the methods
   1. setObjectTextFont()
   2. setObjectTextFontSize()

### ***Source Code***

**sphereScript.cs**

void updateGame () {

if (isControllerTriggerDown())

{

setObjectText("Trigger");

}

if (isControllerGripDown())

{

setObjectText("Grip");

}

if (isControllerRightTiltedUp())

{

setObjectText("Tilt");

}

}