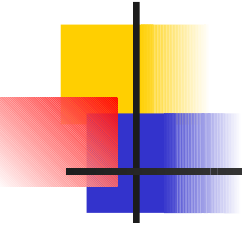


Unity Scripting

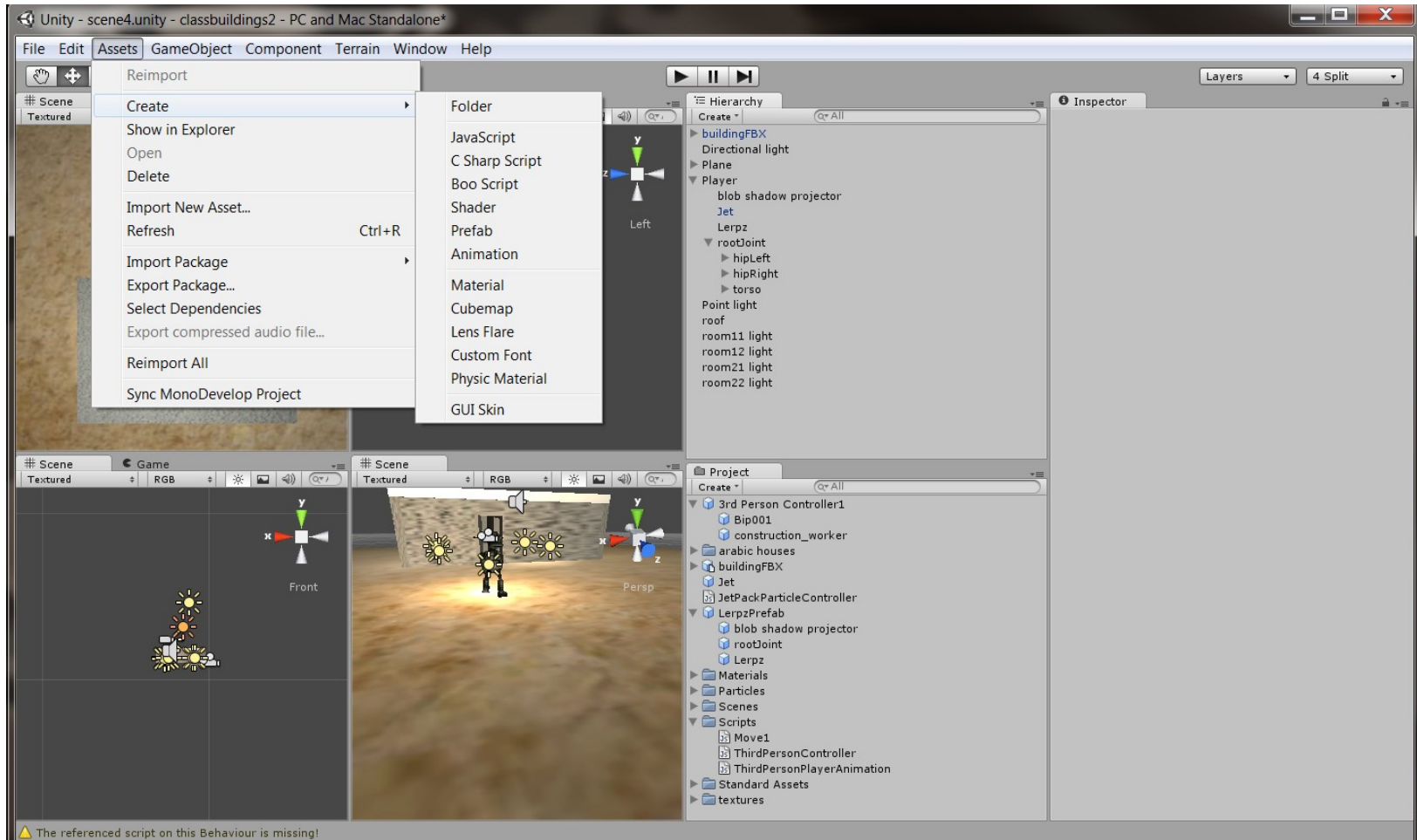
- Function is a script are called on events or by other functions. Some common functions are
 - Update: This function is called before rendering a frame. This is where most game behaviour code goes, except physics code.
 - FixedUpdate: This function is called once every physics time step. This is the place to do physics-based game behaviour.
 - Code outside any function: Code outside functions is run when the object is loaded. This can be used to initialise the state of the script.
- Unity tutorials assume you are using Javascript, but see Writing scripts in C# & Boo for information about how to use C# or Boo scripts.



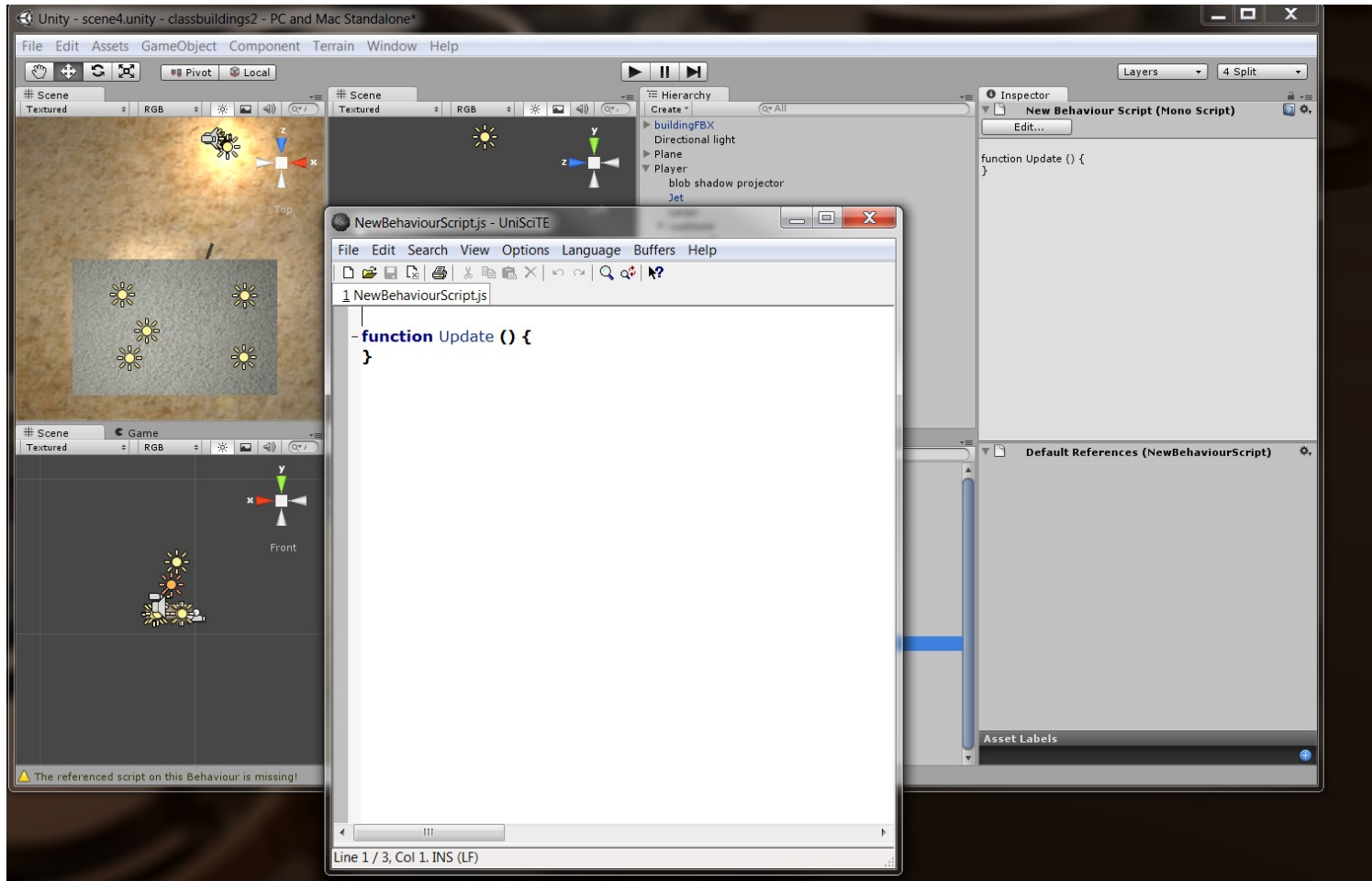
Unity Classes

- **MonoBehaviour** Is the base class that every script derives from.
- **Mono** is an open source substitute for .Net.
- Unity supports JavaScript, C#, and **Boo**.

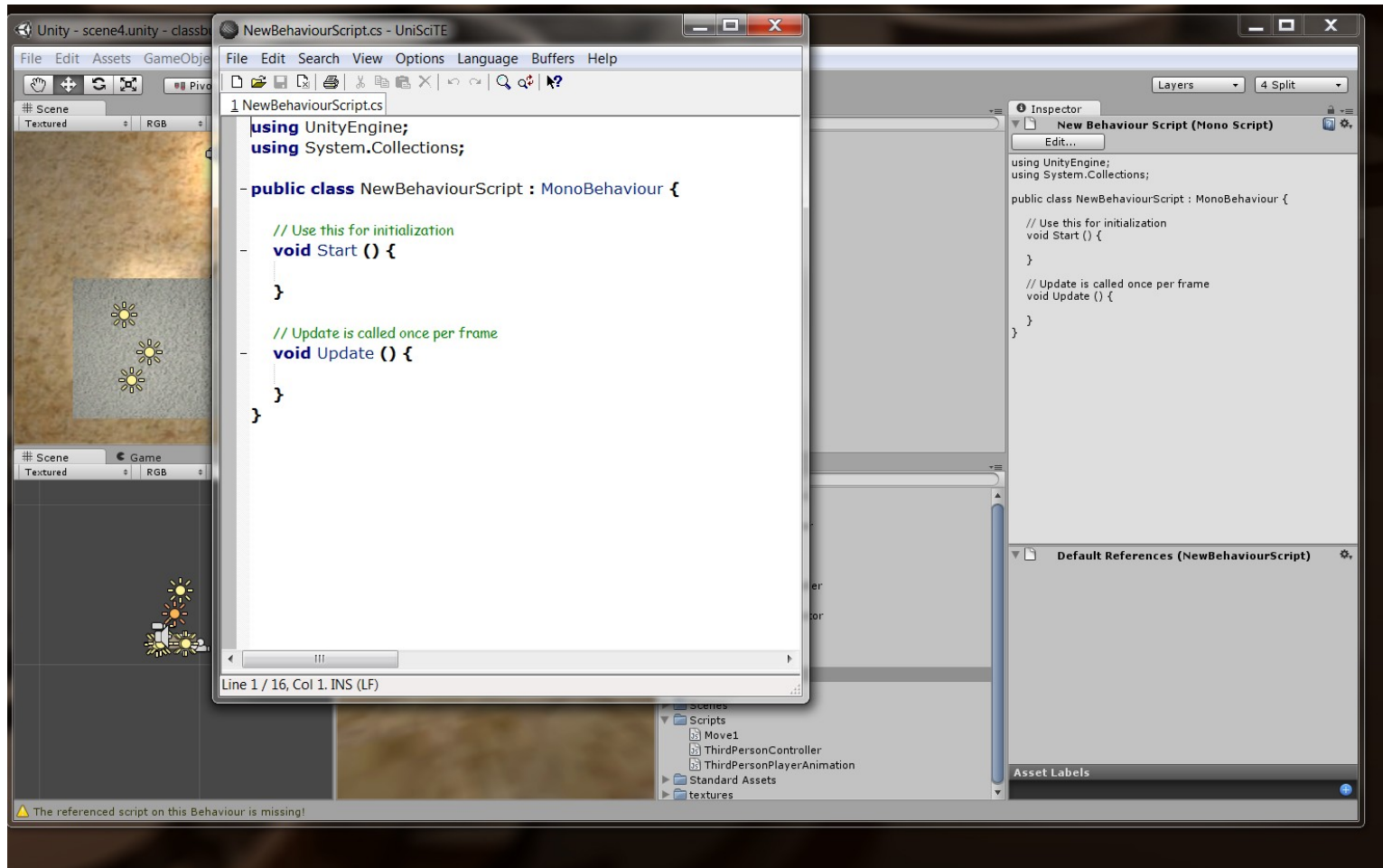
Creating a Script



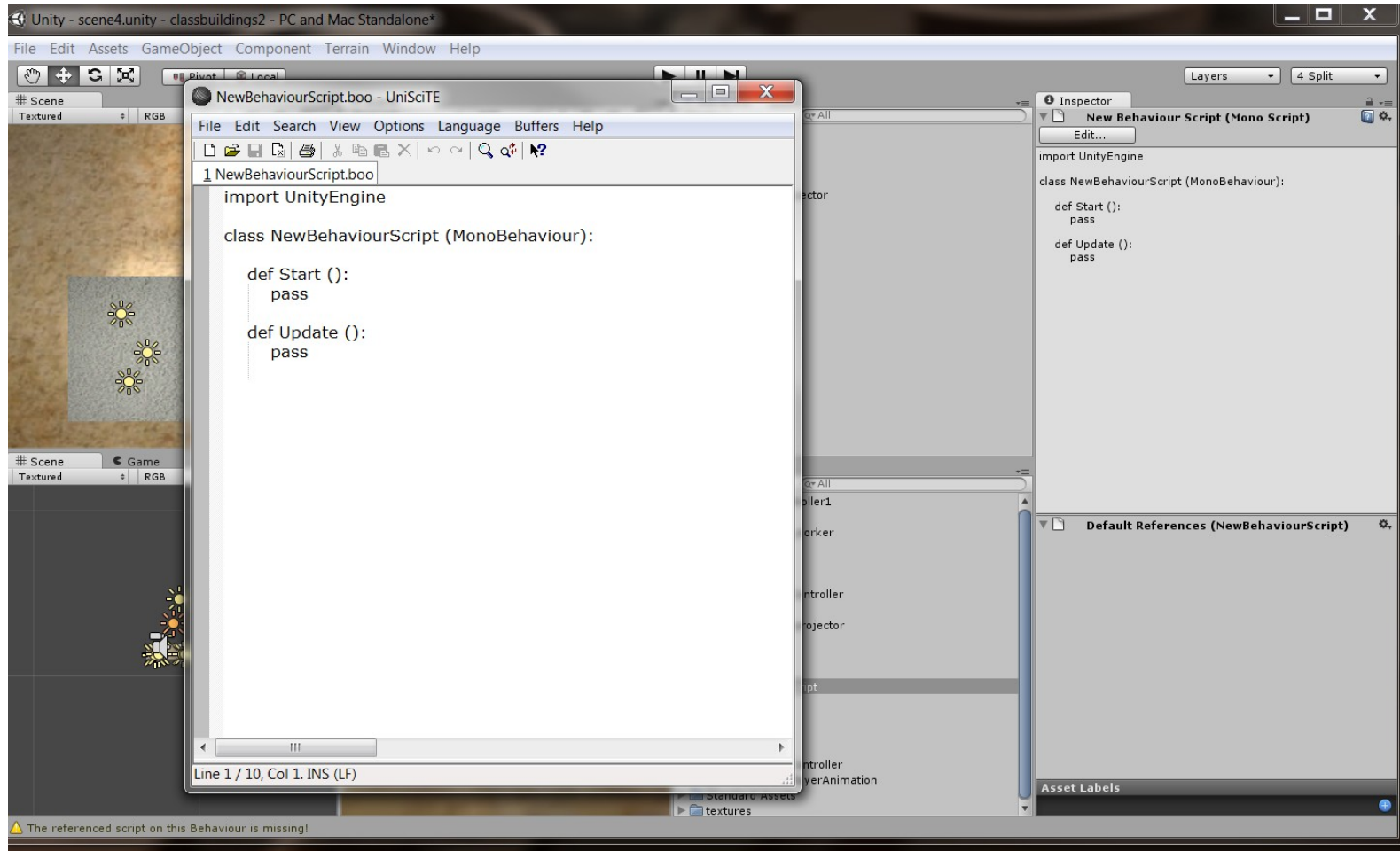
Creating a Script



Creating a Script



Creating a Script





Unity Assignment 2

- Complete the [Scripting Tutorial](#) . Add textures to all the object you added while completing it. Use a different texture for each object. Take a screen shot of your editor after completing the tutorial and adding the textures and a screen shot of the running game. Due 9/20 by class time.