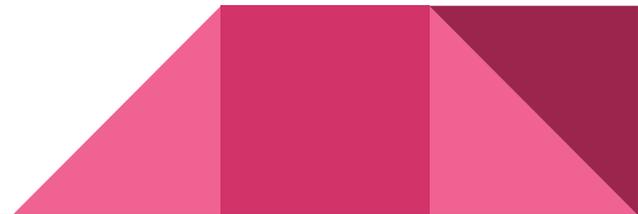


Scripts

Criando seus próprios componentes

Topicos

- A anatomia de um script na unity
 - Using, Class MonoBehaviour, Loops (Start e Update)
- Variáveis e propriedades
- Debug
- Componente detector de colisao
- Scripts Create e destroy



Criando um script

Em Projetos, entrar na pasta Script (se não houver, criar uma)

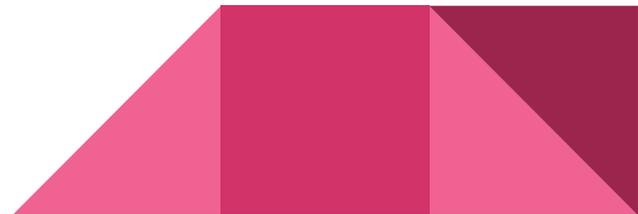
RMB, Create > C# Script

Dê o nome de **SomeScript** para este asset

(O nome do asset é importante, pois ele será utilizado internamente)

Clicar duas vezes no asset criado

(O programa MonoDevelop irá abrir)



Anatomy

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class SomeScript : MonoBehaviour {
6
7     // Use this for initialization
8     void Start () {
9
10    }
11
12    // Update is called once per frame
13    void Update () {
14
15    }
16 }
17 |
```

Documentação

docs.unity3d.com/ScriptReference

unity | DOCUMENTATION Manual Scripting API Search scripting...
Version: 2018.2 (switch to 2018.1 or 2017.4) **CR**

Scripting API

- UnityEngine
 - UnityEngine.Accessibility
 - UnityEngine.Advertisements
 - UnityEngine.AI
 - UnityEngine.Analytics
 - UnityEngine.Animations
 - UnityEngine.Apple
 - UnityEngine.Assertions
 - UnityEngine.Audio
 - UnityEngine.CrashReportHandler
 - UnityEngine.Events
 - UnityEngine.EventSystems
 - UnityEngine.Experimental
 - UnityEngine.iOS
 - UnityEngine.Jobs
 - UnityEngine.Networking
 - UnityEngine.Playables
 - UnityEngine.Profiling

Welcome to the Unity Scripting Reference!

This section of the documentation contains details of the scripting API that Unity provides. To use this information, you should be familiar with the basic theory and practice of scripting in Unity which is explained in the [Scripting section](#) of our manual.

The scripting reference is organised according to the classes available to scripts which are described along with their methods, properties and any other information relevant to their use.

The pages are extensively furnished with example code ("examples"); notwithstanding anything in the [Terms of Service](#) to the contrary, Unity grants you a non-exclusive, non-transferable, non-sublicensable, royalty-free license to access, to use, to modify, and to distribute the examples without crediting Unity.

API are grouped by namespaces they belong to, and can be selected from the sidebar to the left. For most users, the **UnityEngine** section will be the main port of call.

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MonoBehaviour

class in UnityEngine / Inherits from [Behaviour](#) / Implemented in [UnityEngine.CoreModule](#) [Other Versions](#) [Leave feedback](#)

Description

MonoBehaviour is the base class from which every Unity script derives.

When you use C#, you must explicitly derive from MonoBehaviour. When you use UnityScript (a type of JavaScript), you do not have to explicitly derive from MonoBehaviour.

Note: There is a checkbox for disabling MonoBehaviour on the Unity Editor. It disables functions when unticked. If none of these functions are present in the script, the Editor does not display the checkbox. The functions are:

- [Start\(\)](#)
- [Update\(\)](#)
- [FixedUpdate\(\)](#)
- [LateUpdate\(\)](#)
- [OnGUI\(\)](#)
- [OnDisable\(\)](#)
- [OnEnable\(\)](#)

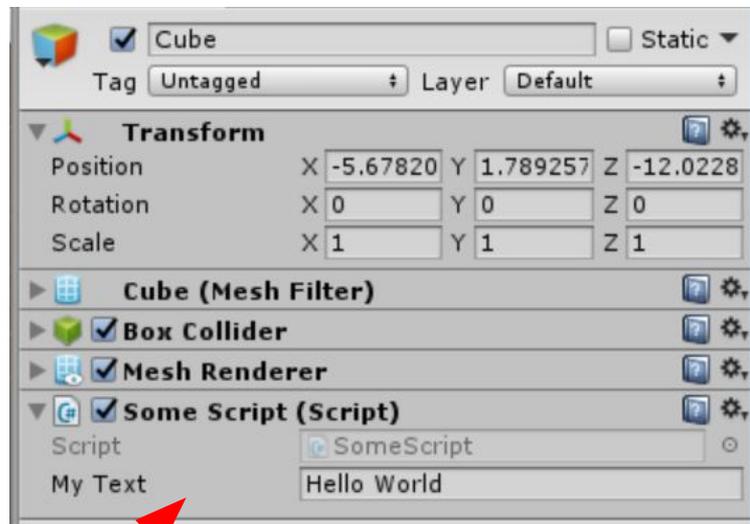
See Also: The [Deactivating GameObjects](#) page in the manual.

Properties

runInEditMode	Allow a specific instance of a MonoBehaviour to run in edit mode (only available in the editor).
useGUILayout	Disabling this lets you skip the GUI layout phase.

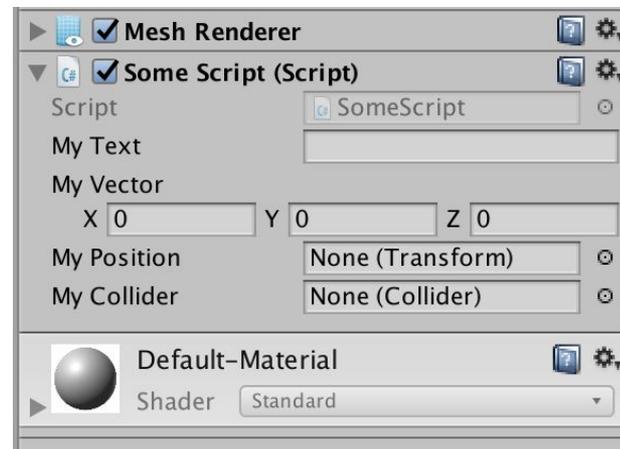
Variáveis e Propriedades

```
4
5 public class SomeScript : MonoBehaviour {
6
7     public string MyText = "Hello World";
8
9     // Use this for initialization
10    void Start () {
11
12    }
13
14    // Update is called once per frame
15    void Update () {
16
17    }
18 }
19
```



Tipos de Variavel

```
5 public class SomeScript : MonoBehaviour {  
6  
7     public string myText;  
8     public Vector3 myVector;  
9     public Transform myPosition;  
10    public Collider myCollider;  
11  
12    // Use this for initialization  
13    void Start () {  
14
```



Context Help, Classes e Métodos

```
12 // Use this for initialization
13 void Start () {
14     debug|
15
16
17
18
19
```



A context help popup window is displayed over the code. It shows a tree view under the heading 'Uncategorized'. A class named 'Debug' is selected and highlighted in green. To the right of the tree view, a yellow box contains the text 'public static void Log (object message)' and 'Summary'.

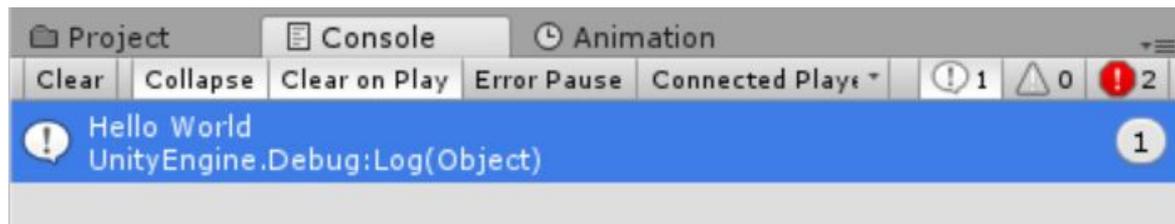
```
13 void Start () {
14     Debug.|
15 }
16
17 // Update
18 void Update () {
19
20 }
21 }
22
```



A context help popup window is displayed over the code. It shows a list of methods with icons: a purple 'P' for 'isDebugEnabled' and blue 'M' for 'Log', 'LogAssertion', 'LogAssertionFormat', 'LogError', and 'LogErrorFormat'. The 'Log' method is selected and highlighted in green. To the right of the list, a yellow box contains the text 'public static void Log (object message)' and 'Summary Logs message to the Unity Console.'.

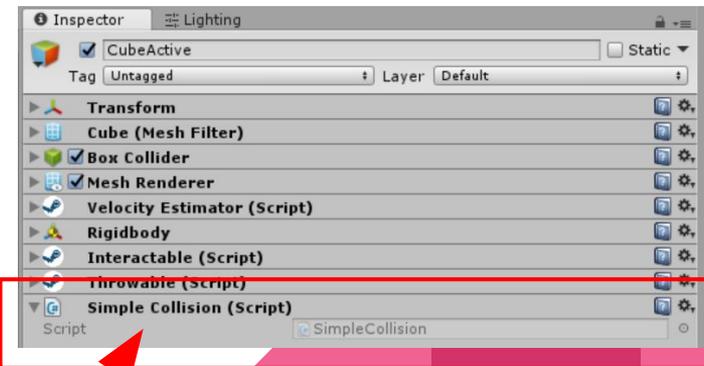
Console

```
4
5 public class SomeScript : MonoBehaviour {
6
7     public string MyText = "Hello World";
8
9     // Use this for initialization
10    void Start () {
11        Debug.Log (MyText);
12    }
```



Criando um Script e aplicando a um objeto

- na janela de Projetos, criar pasta “Scripts”
- Botão direito do mouse > Create > C# Script
- Nomear como “ SimpleCollision ”
- Adicione (arraste) o novo componente para o objeto CubeActive



Editando o script

- Clicar duas vezes sobre o script na janela Projects
- (O editor de scripts será aberto)
- Entre as chaves da classe SimpleCollision, adicionar as linhas como abaixo:

```
5 public class SimpleCollision : MonoBehaviour {  
6  
7     void OnCollisionEnter () {  
8         Debug.Log ("Colidiu");  
9     }  
10 }
```

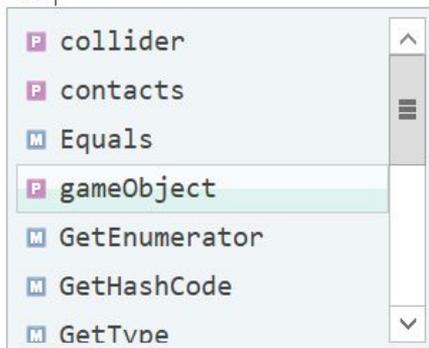
- Testar - toque os obstáculos com o CubeActive e observe a mensagem no console

Incluindo dependentes

```
→ 6 [RequireComponent( typeof( Rigidbody ) )]  
7 public class SimpleCollision : MonoBehaviour {  
8  
9     void OnCollisionEnter(){  
10         Debug.Log ("Colidiu");  
11     }
```

Informações da colisão

```
5 public class SimpleCollision : MonoBehaviour {  
6  
7     void OnCollisionEnter (Collision info){  
8  
9         if (info.  
10    }  
11 }  
12
```



```
public GameObject gameObject { get; }
```

Summary

The GameObject whose collider we are colliding with. (Read Only).

Filtrando colisões por nome

- Altere o script como mostrado abaixo:

```
5 public class SimpleCollision : MonoBehaviour {  
6  
7     void OnCollisionEnter (Collision info){  
8  
9         if (info.gameObject.name == "Obstacle") {  
10             Debug.Log ( "Colidiu" );  
11         }  
12     }  
13 }  
14 |
```

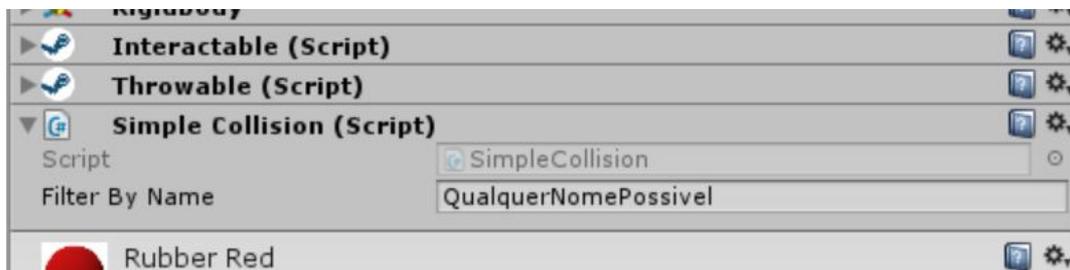


- Testar - repita o teste tocando os obstáculos

Scripts genéricos: variáveis

- Adicione a variável “FilterByName” no script como abaixo
- Veja a mudança no componente Simple Collision

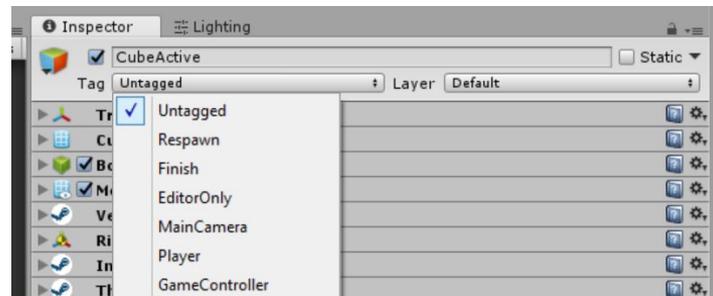
```
5 public class SimpleCollision : MonoBehaviour {  
6  
7     public string FilterByName; ←  
8  
9     void OnCollisionEnter (Collision info){  
10  
11         if (info.gameObject.name == FilterByName) { ←  
12             Debug.Log ("Colidiu");  
13         }  
14     }  
15 }  
16
```



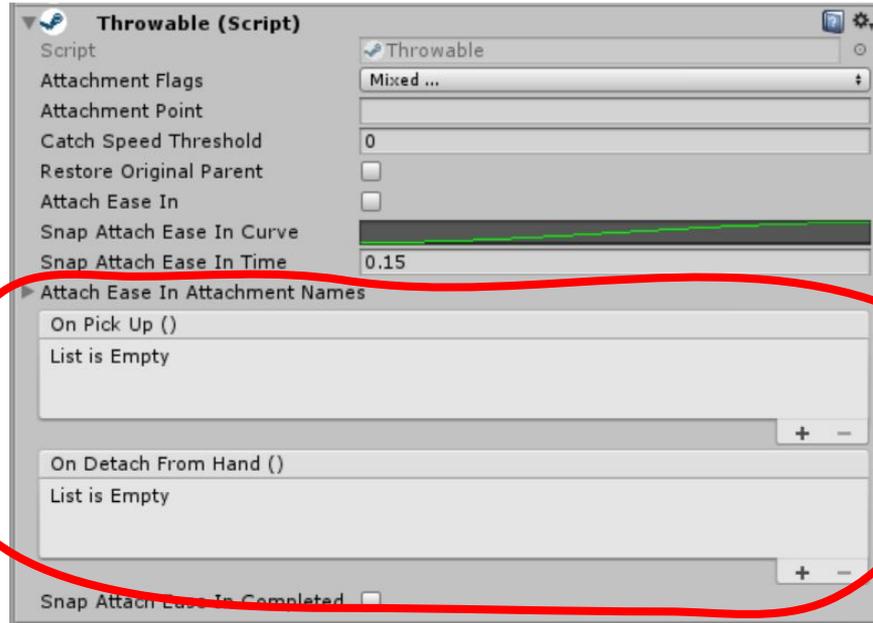
+Filtros: Tags

- Agora cria a variável “FilterByTag” como abaixo

```
5 public class SimpleCollision : MonoBehaviour {
6
7     public string FilterByName;
8     public string FilterByTag;
9
10    void OnCollisionEnter (Collision info){
11
12        if (info.gameObject.name == FilterByName || info.gameObject.tag == FilterByTag) {
13            Debug.Log ("Colidiu");
14        }
15    }
16 }
```



Componentes modulares?

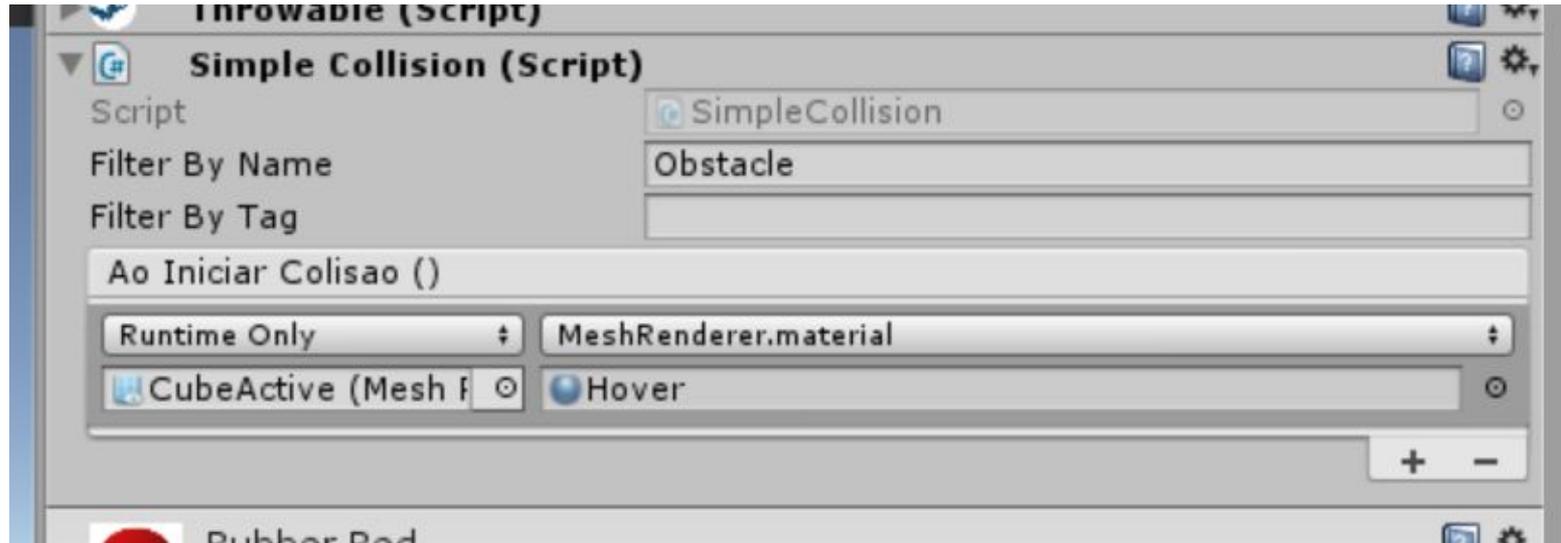


Unity Events

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.Events;
5
6 public class SimpleCollision : MonoBehaviour {
7
8     public string FilterByName;
9     public string FilterByTag;
10    public UnityEvent aoIniciarColisao;
11
12    void OnCollisionEnter (Collision info){
13
14        if (info.gameObject.name == FilterByName || info.gameObject.tag == FilterByTag) {
15            Debug.Log ("Colidiu");
16            aoIniciarColisao.Invoke();
17        }
18    }
19 }
```

Testando

- Arrastar o objeto “CubeActive” da Hierarchy para o campo Object
- Selecionar propriedade MeshRenderer Material material
- Escolher/arrastar um material, como o material “Hover” das aulas passadas
- Testar



OnCollisionExit...

- Declarar variável pública tipo UnityEvent “aoTerminarColisao”
- Copiar método OnCollisionEnter > trocar nome para OnCollisionExit e trocar evento para aoTerminarColisao

```
6 public class SimpleCollision : MonoBehaviour {
7
8     public string FilterByName;
9     public string FilterByTag;
10    public UnityEvent aoIniciarColisao;
11    public UnityEvent aoTerminarColisao;
12
13    void OnCollisionEnter (Collision info){
14
15        if (info.gameObject.name == FilterByName || info.gameObject.tag == FilterByTag) {
16            aoIniciarColisao.Invoke();
17        }
18    }
19
20    void OnCollisionExit (Collision info){
21        if (info.gameObject.name == FilterByName || info.gameObject.tag == FilterByTag) {
22            aoTerminarColisao.Invoke();
23        }
24    }
25 }
26 |
```

OnCollisionExit...

No componente Simple Collision, método Ao Terminar Colisao ():

- Arrastar o objeto “CubeActive” da Hierarchy para o campo Object
- Selecionar uma função MeshRenderer Material material
- Escolher/arrastar o material inicial “Default-Material”
- Testar



Script: Create Instance

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class CreateInstance : MonoBehaviour
6 {
7     public void Create(GameObject prefab)
8     {
9         GameObject instance = Instantiate (prefab, this.transform.position, this.transform.rotation);
10    }
11 }
12 |
```

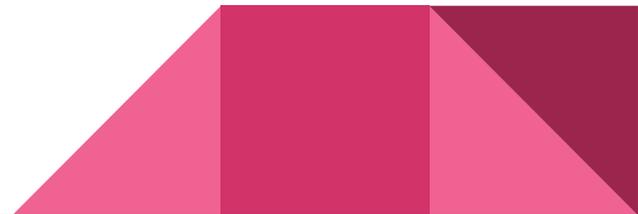
Script: Create Instance

- Na pasta Scripts crie o script “CreateInstance” e abra-o para edição
- Crie o método “Create” como na figura abaixo
 - Recebe um prefab
 - Uma variável temporária (tipo GameObject) armazena uma instância do prefab, gerada pelo
 - Método “Instantiate”, que o coloca na posição do objeto que contém este script

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class CreateInstance : MonoBehaviour
6 {
7     public void Create(GameObject prefab)
8     {
9         GameObject instance = Instantiate (prefab, this.transform.position, this.transform.rotation);
10    }
11 }
12 |
```

Script: Create Instance

- Arraste o script para o objeto CubeActive
- No componente Simple Collision, altere o método “Ao Iniciar Colisao”: na função chamada, selecione agora CreateInstance - Create ()
- No campo de Objeto arraste o “ObstacleSphere” (da Hierarquia)
- Teste - arraste e solte o ActiveCube em cima do Obstacle



Script: Self Destroy

```
4
5 public class SelfDestroy : MonoBehaviour {
6
7     public void Destroy(){
8         Destroy(gameObject.transform.root.gameObject);
9     }
10 }
11 |
```



Script: Self Destroy

- Na pasta Scripts crie o script “SelfDestroy” e abra-o para edição
- Crie o método “Destroy ()” como na figura abaixo
- Arraste-o para o objeto CubeActive
- No componente Simple Collision, altere o método “Ao Terminar Colisao”: na função chamada, selecione agora Self Destroy - Destroy()
- Testar

```
4
5 public class SelfDestroy : MonoBehaviour {
6
7     public void Destroy(){
8         Destroy(gameObject.transform.root.gameObject);
9     }
10 }
11 |
```

Exercicios

- Easy: Dragonball Capsules
 - Quando uma capsula encosta no chão, se transforma em outro objeto!
- Tricky: AngryBirds Stack
 - Um porco se protege no alto de um castelo de blocos
 - Quando o porco é derrubado no chão, a fase recomeça



Lab: Projeto

- Consolidar as equipes
- Para semana que vem (entrega pelo representante no e-disciplinas):
 - definição do escopo - objetivo, principais features, descrever a experiência esperada
 - divisão de tarefas - listar representante / papel principal de cada membro
 - previsão de logística - reuniões e trabalho fora de aula; computadores pessoais



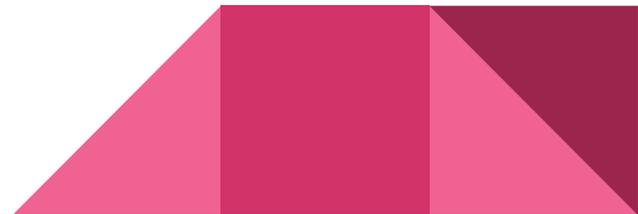
Exercícios p/ casa - próximo abre dia 05

- Óculos anaglifo - devolver
 - Bruno Akio Shirasuna
 - Bruno da Costa Braga
 - Bruno Mucha Pasini
 - Guilherme de Agrela Lopes
 - Lucas Giannella de Oliveira
 - Raul da Silva Souza
 - Gabriel de Souza Oliva
 - Gustavo Kimura
 - **Quem ainda não devolveu**
- permanecer
 - Igor Freitas Sym
 - Rodrigo Zanette de Magalhães
- Pegar - devolver próxima aula
 - Adriano Carvalho e Sousa
 - Augusto Ruy Machado
 - Felipe Caracciolo Goncalves
 - Gustavo Henrique Alves Gregorio
 - Juliana de Abreu Faria
 - Lincoln Makoto Kawakami
 - Lucas Almeida Santos
 - Lucas Gabriel de Castro Negrini
 - Lucas Grob Sponchiado
 - Lucas Paiva da Costa
 - Marcos Roberto Franco Filho
 - Rodrigo M. Magaldi
 - Thiago Perroni Meletti
 - Vinicius H. de Freitas
 - Vitor Martes Sternlicht

Proxima aula

Mais scripts!

A lendária arma de um jogo clássico



Lab: Projeto

- Combinar os componentes estudados para criar interações mais complexas
- Não esquecer dos eventos em componentes do SteamVR
 - Throwable : OnPickUp, OnDetachFromHand
 - Hover : OnHandHoverBegin/End, OnAttachedTo/DetachedFromHand
- Rotina de testes!

