

Unity for Flash Developers - Tutorial 5

Tutorial Covers:

1. Using UnityGUI to create buttons

```
function OnGUI () {  
  
    if (GUI.Button (Rect (x,y,width,height), "The Buttons Label")) {  
        //this is where you want to put code for responding to the button being  
        pressed  
    }  
}
```

2. Hiding and showing a GameObject (like .visible in Flash)

```
theCube.renderer.enabled = false; //hide  
theCube.renderer.enabled = true; //show
```

3. Changing a GameObject's color

```
theCube.renderer.material.color = Color.red; //color it red
```

4. Scaling a GameObject (like .scaleX in Flash)

```
theCube.transform.localScale.x += 1.0; //increase  
theCube.transform.localScale.x -= 1.0; //decrease
```