

## 조이스틱으로 포탑 제어하기

- 기존 박스에 위아래로 회전하는 포탑을 추가하였으며, 공 발사시 발사 각도를 왼쪽 조이스틱 함수의 Y축 값으로 조절하도록 하였다. 함수 f2()에서 위치와 방향을 읽어오기 위해 기존 cb1 대신에 sp1으로 변경된 것에 주의한다.

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| <div style="background-color: #007bff; color: white; padding: 2px; margin-bottom: 2px;">바닥판 추가하기 pn1 <span style="float: right;">✕</span></div> <div style="background-color: #007bff; color: white; padding: 2px; margin-bottom: 2px;">박스모양 추가하기 cb1 <span style="float: right;">^ ✕</span></div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">질량:1.0</div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">위치:0, 0.5, 0</div> <div style="background-color: #007bff; color: white; padding: 2px; margin-bottom: 2px;">공모양 추가하기 sp1 <span style="float: right;">^ ✕</span></div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">부모오브젝트:cb1</div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">크기:0.7, 0.7, 0.7</div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">위치:0, 0.5, 0</div> <div style="background-color: #007bff; color: white; padding: 2px; margin-bottom: 2px;">실린더모양 추가하기 cy1 <span style="float: right;">^ ✕</span></div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">크기:0.25, 0.25, 0.25</div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">부모오브젝트:sp1</div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">위치:0, 0.3, 0.5</div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">방향:-90, 0, 0</div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">조이스틱 추가하기 <span style="float: right;">^ ✕</span></div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">오른쪽 조이스틱 함수:f1</div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">오른쪽버튼 클릭함수:f2</div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">왼쪽 조이스틱 함수:f3</div> | <div style="background-color: #dc3545; color: white; padding: 2px; margin-bottom: 2px;">함수 void f1() <span style="float: right;">✕</span></div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">x = value.X * 0.01 <span style="float: right;">✕</span></div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">y = value.Y * -0.001 <span style="float: right;">✕</span></div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">cb1 회전시키기(0, x, 0) <span style="float: right;">✕</span></div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">cb1 이동하기(0, 0, y) <span style="float: right;">✕</span></div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">a = 0 <span style="float: right;">✕</span></div> <div style="background-color: #dc3545; color: white; padding: 2px; margin-bottom: 2px;">함수 void f2() <span style="float: right;">✕</span></div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">a = a + 1 <span style="float: right;">✕</span></div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">d = sp1.Forward <span style="float: right;">✕</span></div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">p = sp1.Position <span style="float: right;">✕</span></div> <div style="background-color: #007bff; color: white; padding: 2px; margin-bottom: 2px;">공모양 추가하기 b[a] <span style="float: right;">^ ✕</span></div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">탄성:1.0</div> <div style="background-color: #6c757d; padding: 2px; margin-bottom: 2px;">위치:{p.X}, {p.Y + 1}, {p.Z}</div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">b[a] 힘 가하기({d.X*5000}, {d.Y*5000}, <br/> {d.Z*5000}) <span style="float: right;">✕</span></div> <div style="background-color: #dc3545; color: white; padding: 2px; margin-bottom: 2px;">함수 void f3() <span style="float: right;">✕</span></div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">y = value.Y * 0.01 <span style="float: right;">✕</span></div> <div style="background-color: #28a745; color: white; padding: 2px; margin-bottom: 2px;">sp1 회전시키기(y, 0, 0) <span style="float: right;">✕</span></div> |
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