

로봇카에 발사기능 추가하기

- 자동차 그룹 명령어에 있는 로봇카 추가하기 명령어를 활용하여, 로봇카에 공 발사기능을 추가하였다. 함수 f1()의 박스 조종 내용이 로봇카 조종 내용으로 수정되었다.

<div style="background-color: #4a90e2; color: white; padding: 2px; margin-bottom: 2px;">바닥판 추가하기 pn1 ✕</div> <div style="background-color: #4a90e2; color: white; padding: 2px; margin-bottom: 2px;">로봇카 추가하기 rb1 ^ ✕</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">모터 파워 비율:2</div> <div style="background-color: #4a90e2; color: white; padding: 2px; margin-bottom: 2px;">박스모양 추가하기 cb1 ^ ✕</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">질량:1.0</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">위치:0, 1, 0</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">부모오브젝트:rb1</div> <div style="background-color: #4a90e2; color: white; padding: 2px; margin-bottom: 2px;">공모양 추가하기 sp1 ^ ✕</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">부모오브젝트:cb1</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">크기:0.7, 0.7, 0.7</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">위치:0, 0.5, 0</div> <div style="background-color: #4a90e2; color: white; padding: 2px; margin-bottom: 2px;">실린더모양 추가하기 cy1 ^ ✕</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">크기:0.25, 0.25, 0.25</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">부모오브젝트:sp1</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">위치:0, 0.3, 0.5</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">방향:-90, 0, 0</div> <div style="background-color: #27ae60; color: white; padding: 2px; margin-bottom: 2px;">조이스틱 추가하기 ^ ✕</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">오른쪽 조이스틱 함수:f1</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">오른쪽버튼 클릭함수:f2</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">왼쪽 조이스틱 함수:f3</div>	<div style="background-color: #e74c3c; color: white; padding: 2px; margin-bottom: 2px;">함수 void f1() ✕</div> <div style="background-color: #27ae60; color: white; padding: 2px; margin-bottom: 2px;">left = value.X - value.Y ✕</div> <div style="background-color: #27ae60; color: white; padding: 2px; margin-bottom: 2px;">right = -value.X - value.Y ✕</div> <div style="background-color: #4a90e2; color: white; padding: 2px; margin-bottom: 2px;">rb1 로봇 주행 제어(left, right) ✕</div> <div style="background-color: #27ae60; color: white; padding: 2px; margin-bottom: 2px;">a = 0 ✕</div> <div style="background-color: #e74c3c; color: white; padding: 2px; margin-bottom: 2px;">함수 void f2() ✕</div> <div style="background-color: #27ae60; color: white; padding: 2px; margin-bottom: 2px;">a = a + 1 ✕</div> <div style="background-color: #27ae60; color: white; padding: 2px; margin-bottom: 2px;">d = sp1.Forward ✕</div> <div style="background-color: #27ae60; color: white; padding: 2px; margin-bottom: 2px;">p = sp1.Position ✕</div> <div style="background-color: #4a90e2; color: white; padding: 2px; margin-bottom: 2px;">공모양 추가하기 b[a] ^ ✕</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">탄성:1.0</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">위치:{p.X}, {p.Y + 1}, {p.Z}</div> <div style="background-color: #27ae60; color: white; padding: 2px; margin-bottom: 2px;">b[a] 힘 가하기({d.X*5000}, {d.Y*5000}, ✕</div> <div style="background-color: #27ae60; color: white; padding: 2px; margin-bottom: 2px;">사운드 실행하기 ^ ✕</div> <div style="background-color: #808080; padding: 2px; margin-bottom: 2px;">사운드파일:"LaserBeam1"</div> <div style="background-color: #e74c3c; color: white; padding: 2px; margin-bottom: 2px;">함수 void f3() ✕</div> <div style="background-color: #27ae60; color: white; padding: 2px; margin-bottom: 2px;">y = value.Y * 0.01 ✕</div> <div style="background-color: #27ae60; color: white; padding: 2px; margin-bottom: 2px;">sp1 회전시키기(y, 0, 0) ✕</div>
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