POWER OF AR AND VR

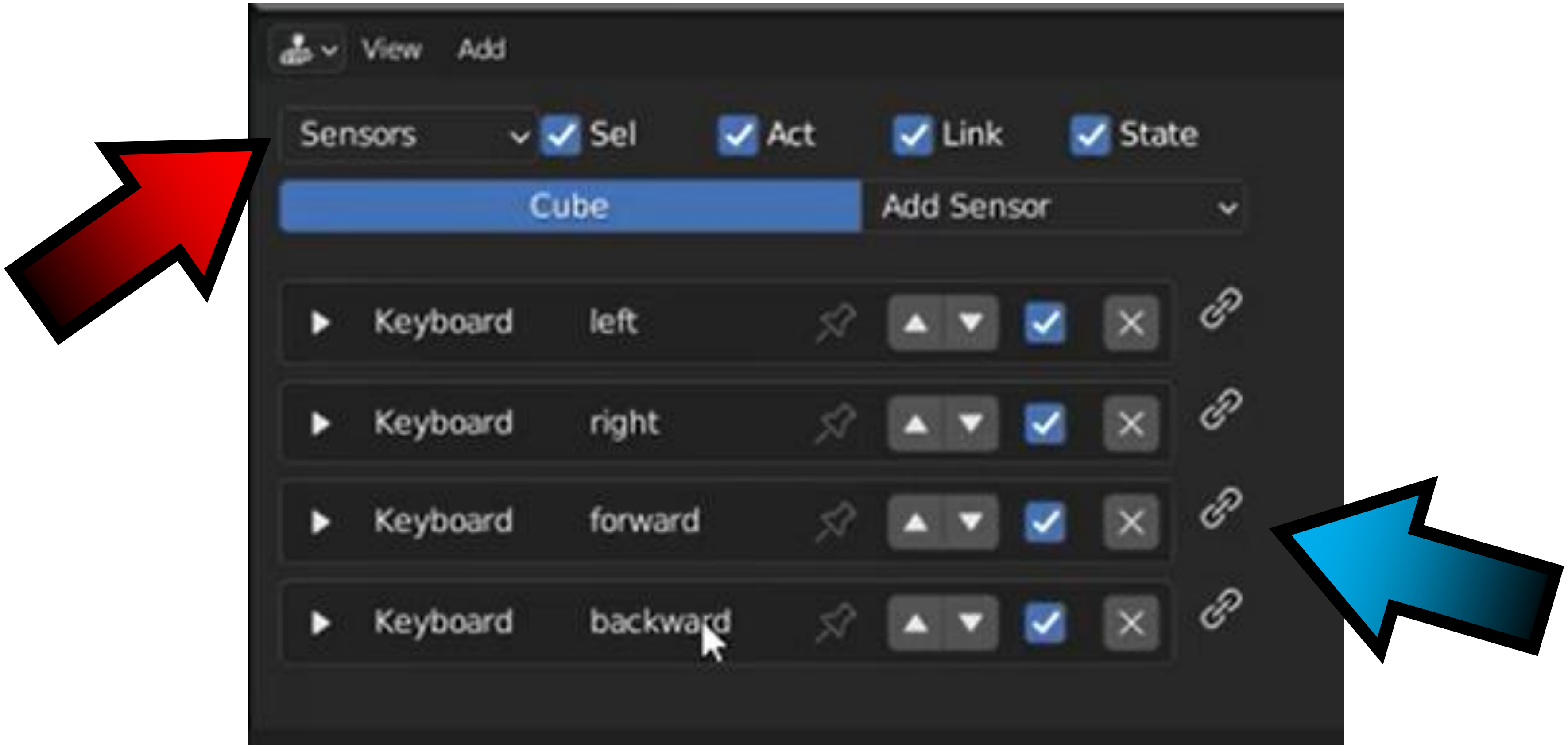
UPBGE

Python Scripts

Co-funded by
the European Union

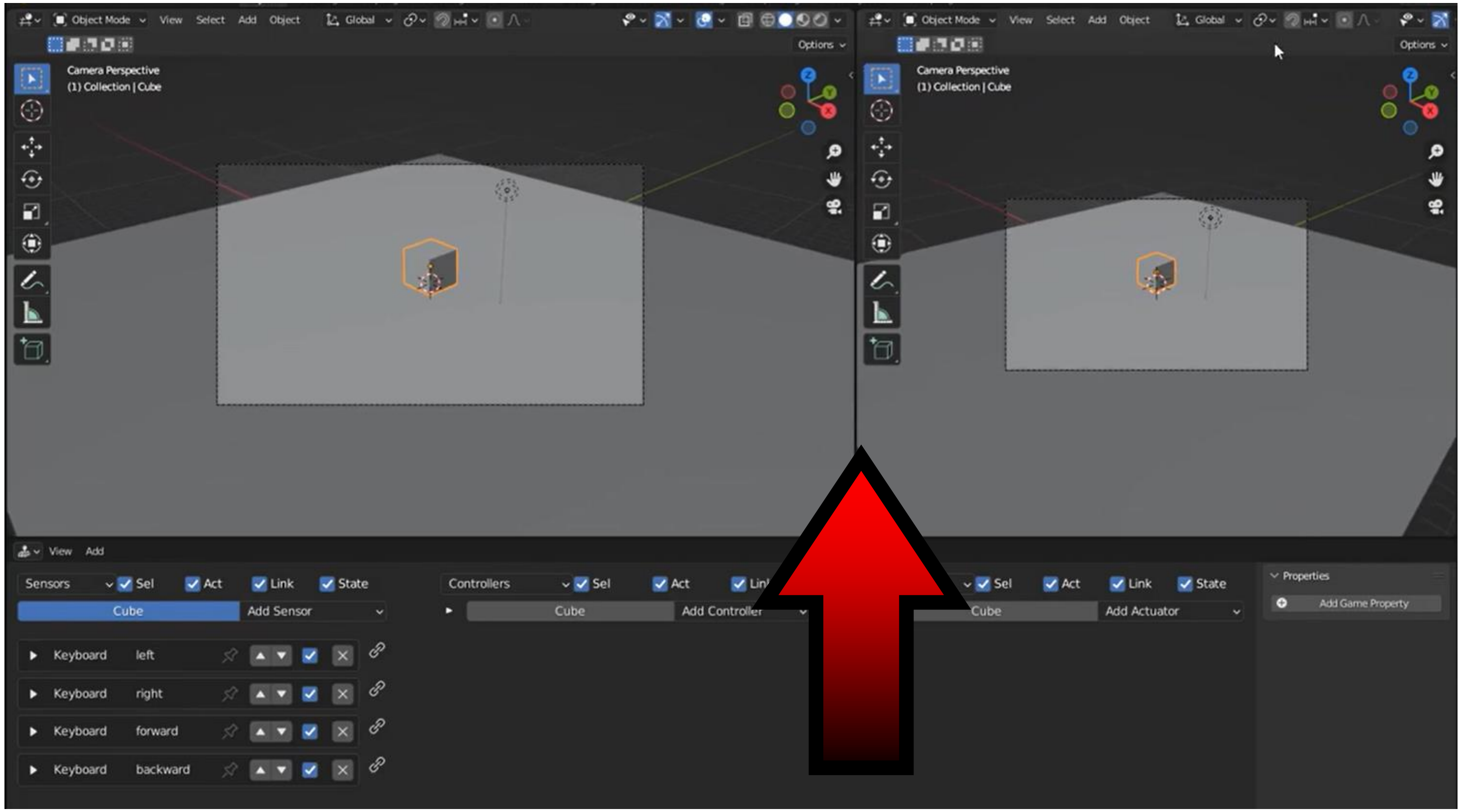
JACEK KAWAŁEK

BEGINNING AS BEFORE



▶	Keyboard	left	☑
▶	Keyboard	right	☑
▶	Keyboard	forward	☑
▶	Keyboard	backward	☑

DIVIDE THE WINDW IN HALF



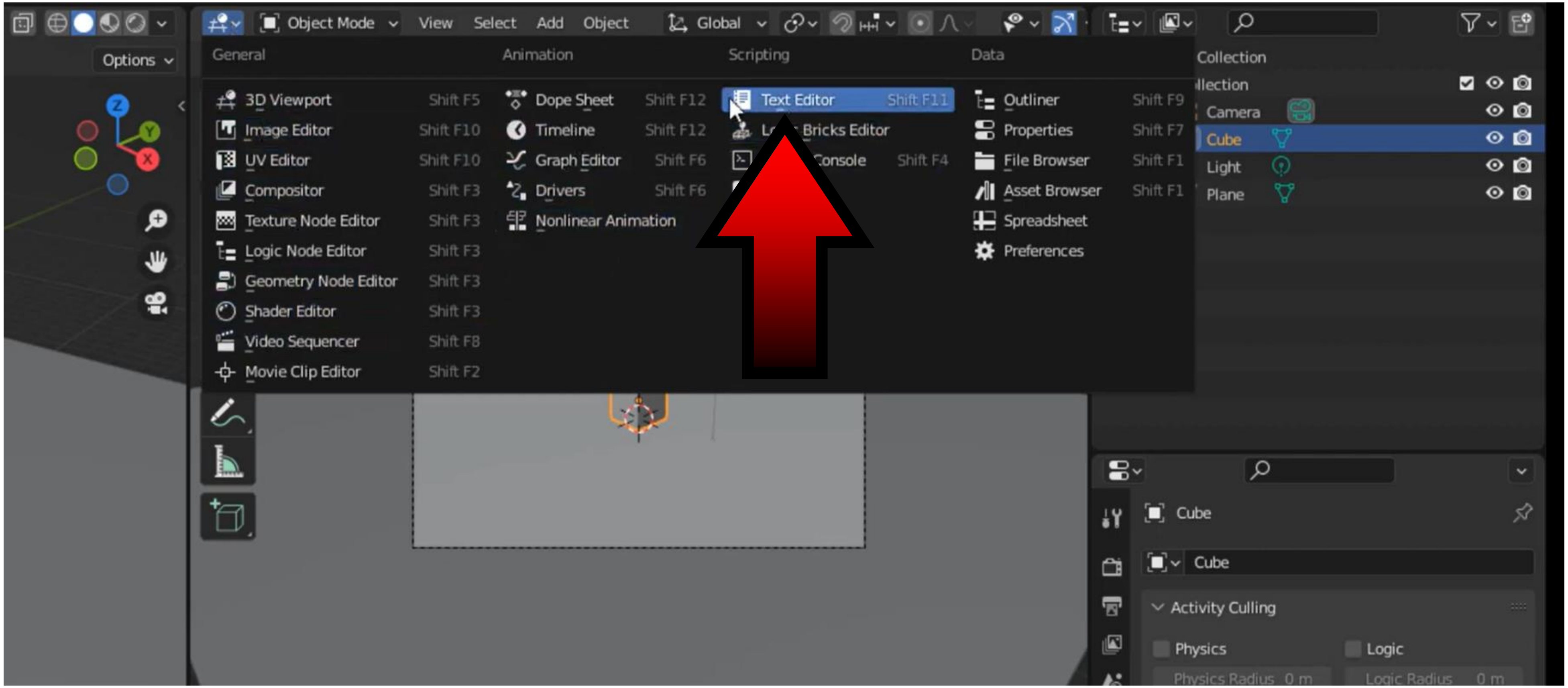
Keyboard left

Keyboard right

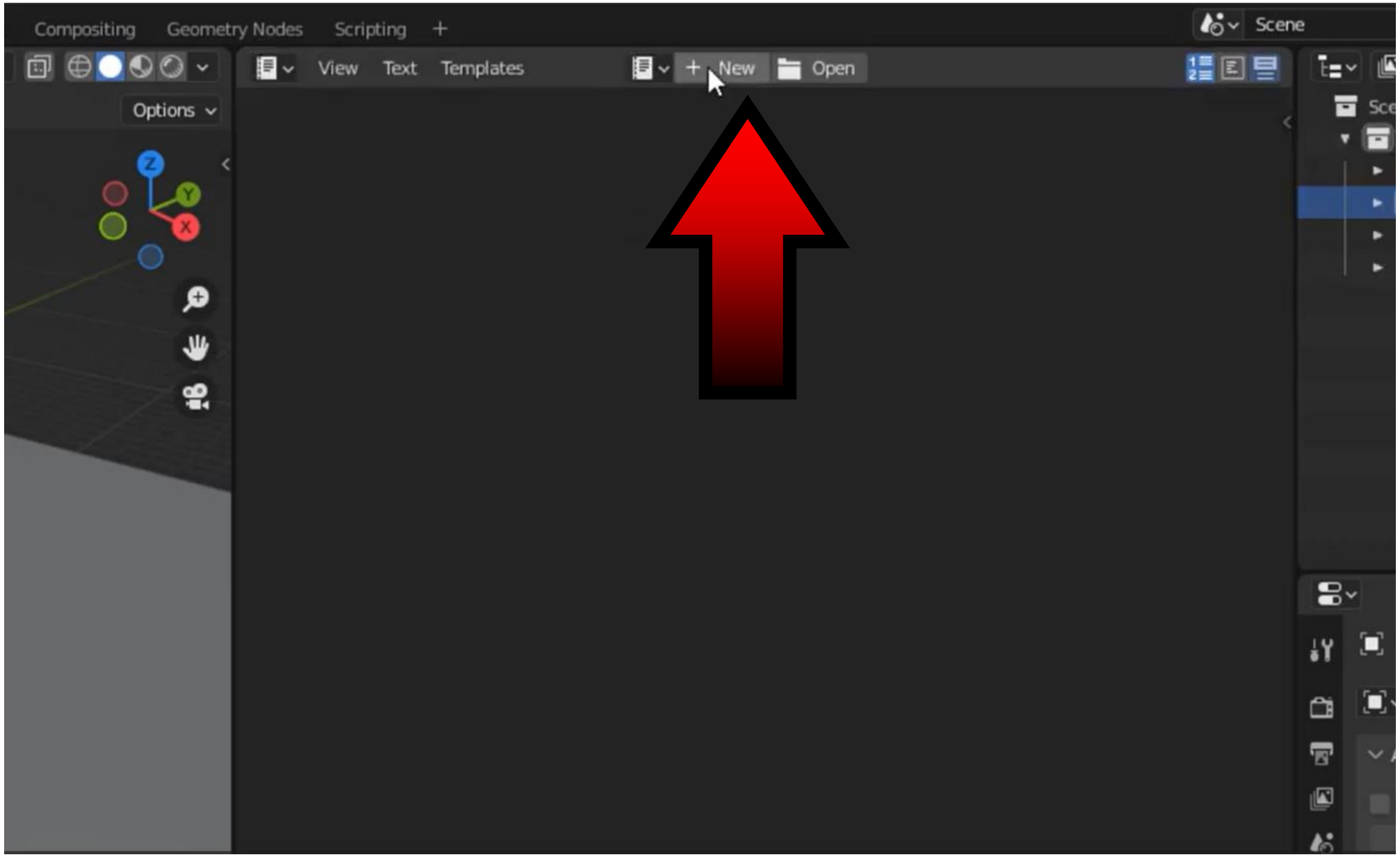
Keyboard forward

Keyboard backward

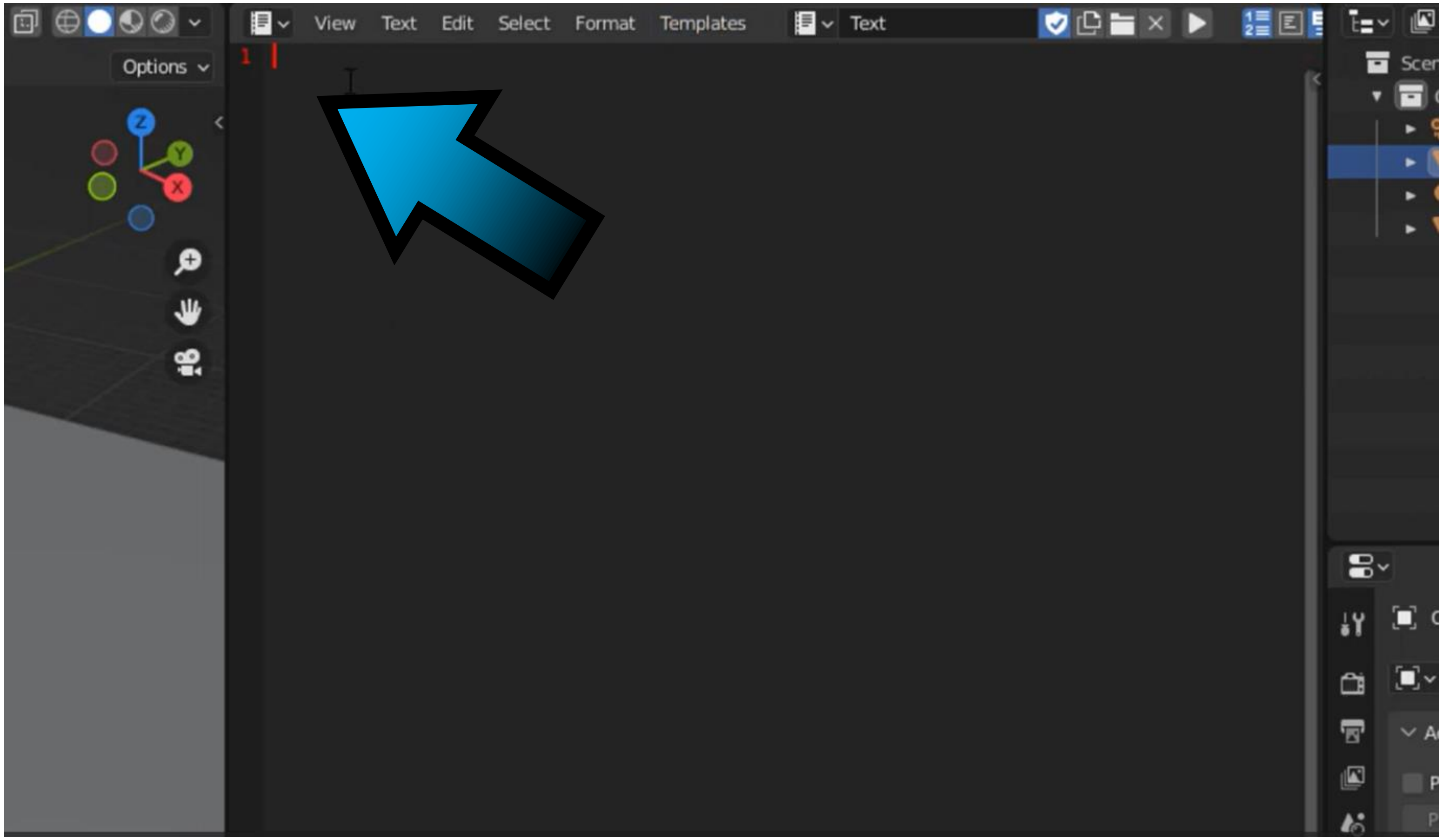
IN THE RIGHT WINDOW CHOSSE TEXT EDITOR



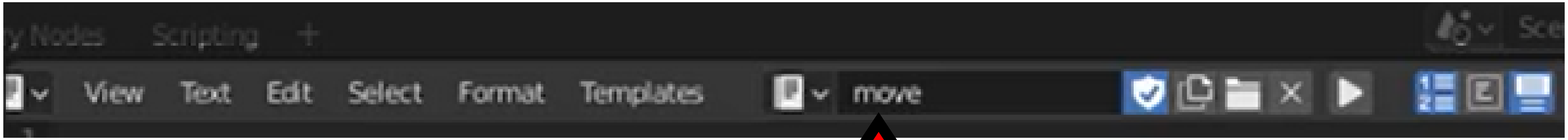
CLICK ON NEW

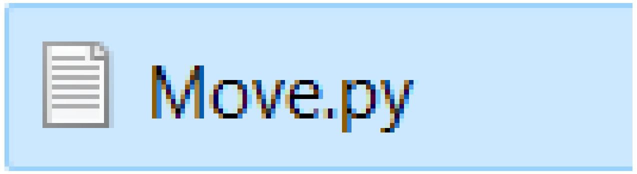

Compositing
Geometry Nodes
Scripting
+
Scene
Options
View
Text
Templates
+ New
Open
Sce

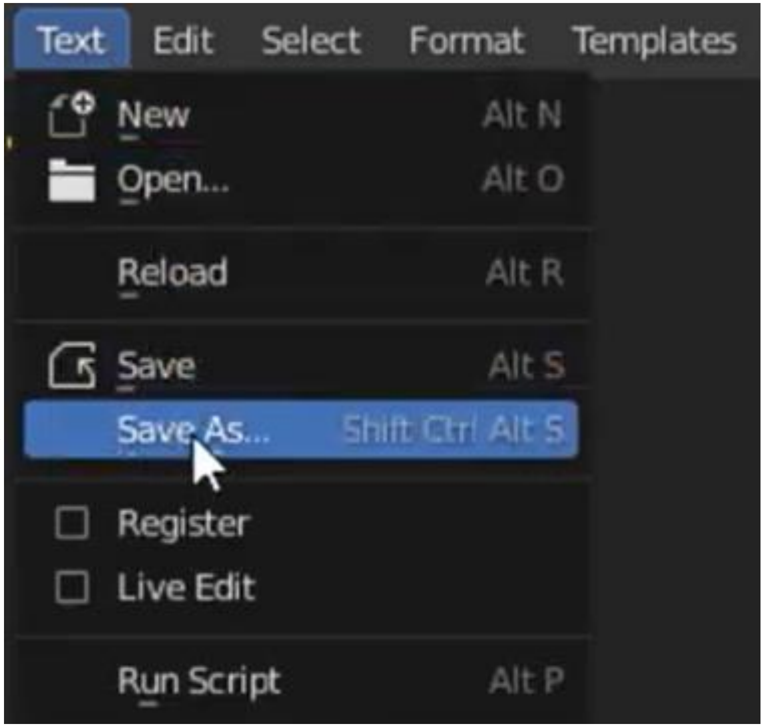
WE HAVE THE ABILITY WRITE SCRIPTS



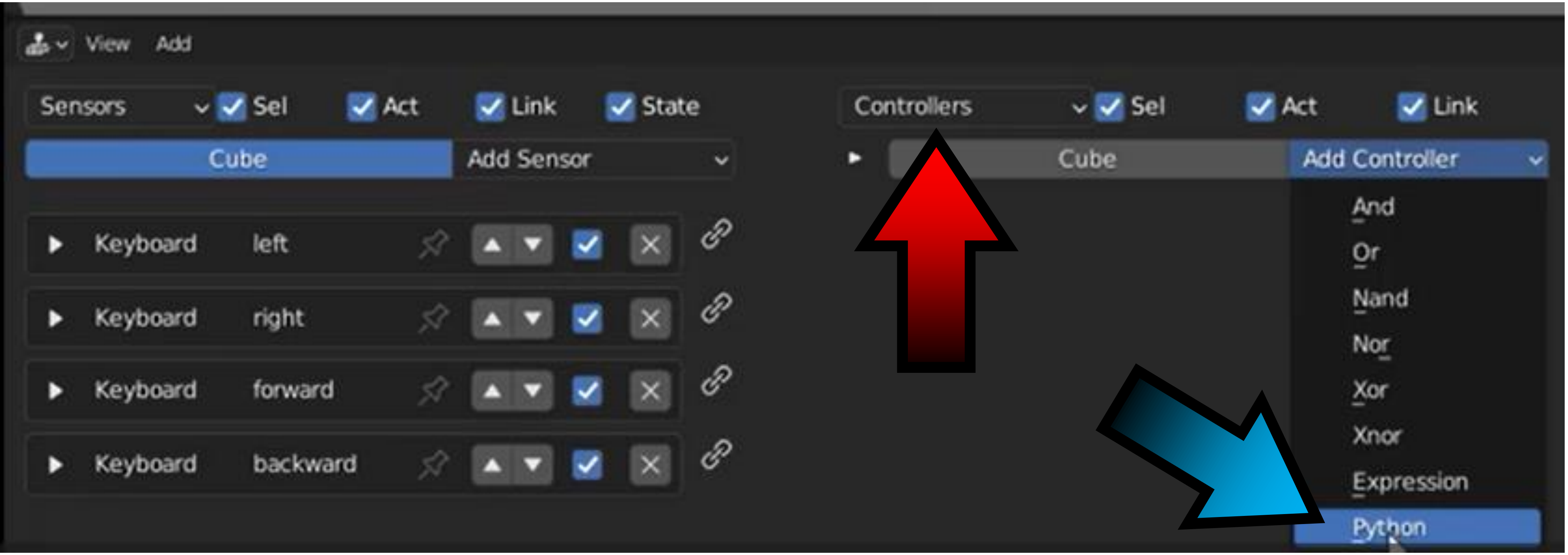
DETEMINE THE NAME AND SAVE THE SCRIPT



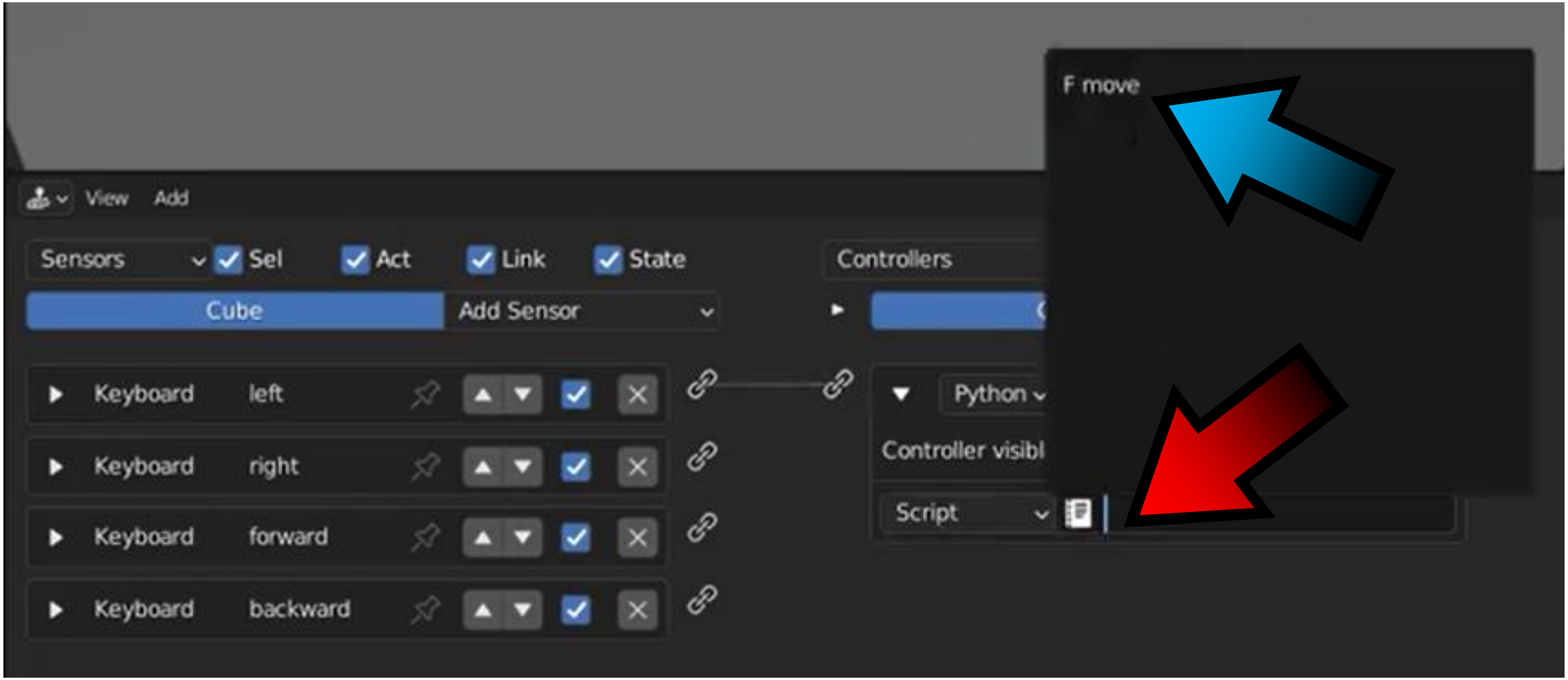




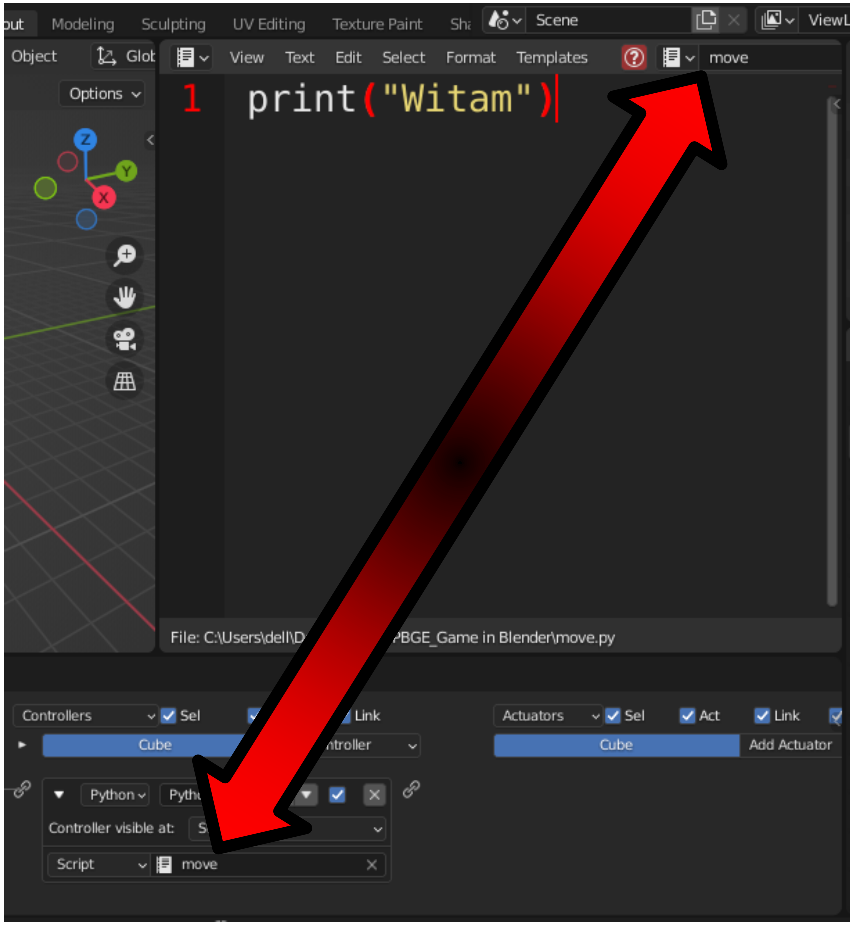
IN CONTROLLERS WE CHOOSE PYTHON



SELECT OR ENTER THE NAME



THIS POSITIONS SHOULD BE THE SAME



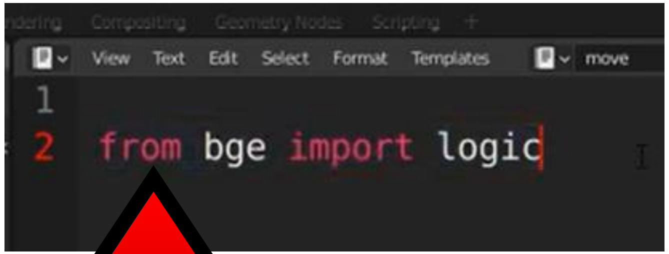
```
print("Witam")
```

File: C:\Users\dell\D PBGE_Game in Blender\move.py

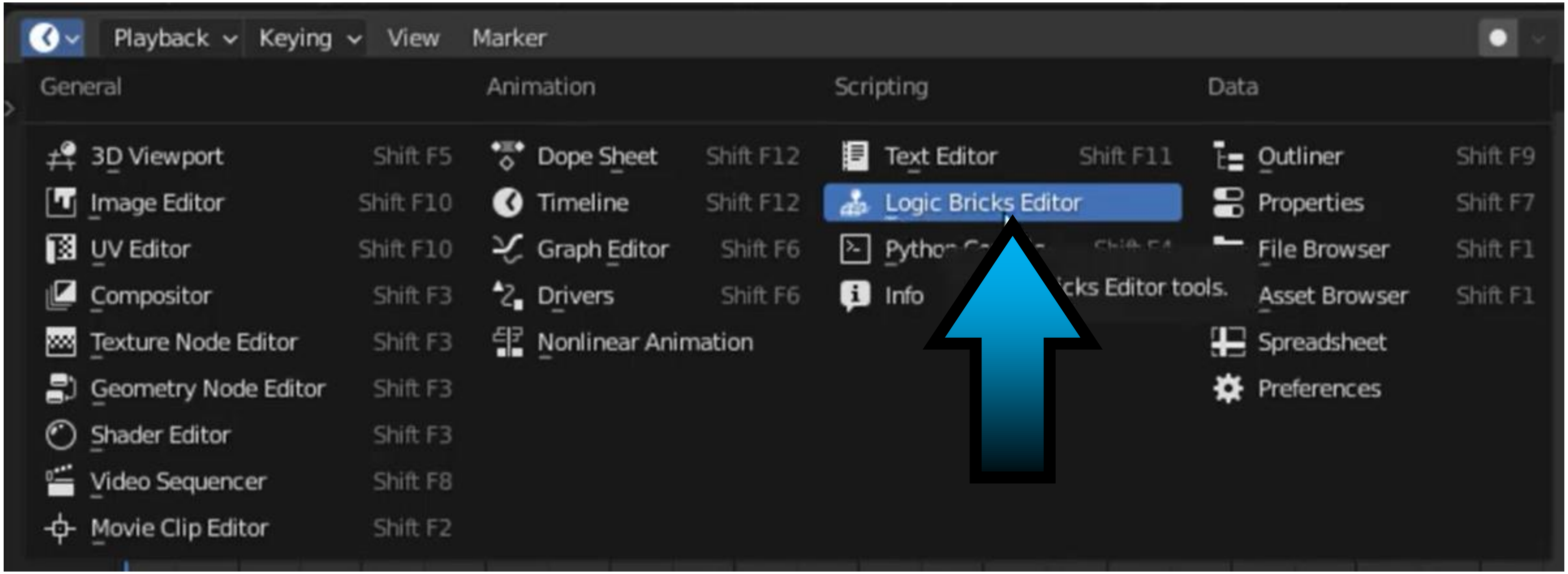
Controller visible at: S

Script move

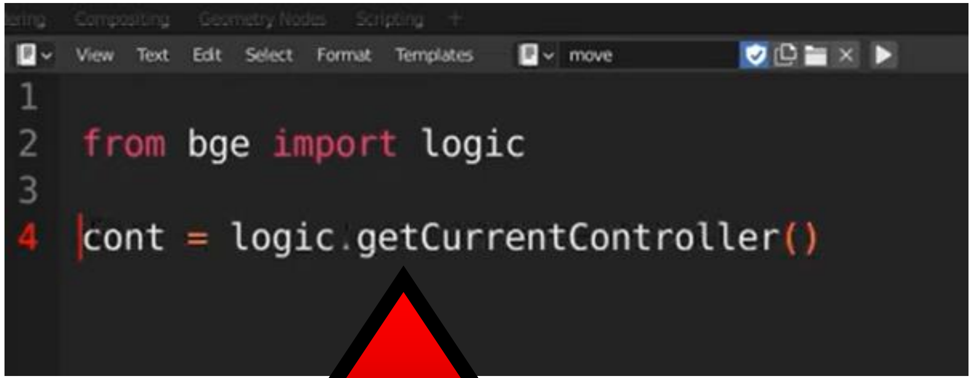
THIS IS AN IMPORT FROM LOGIC BRICKS EDITOR



```
from bge import logic
```

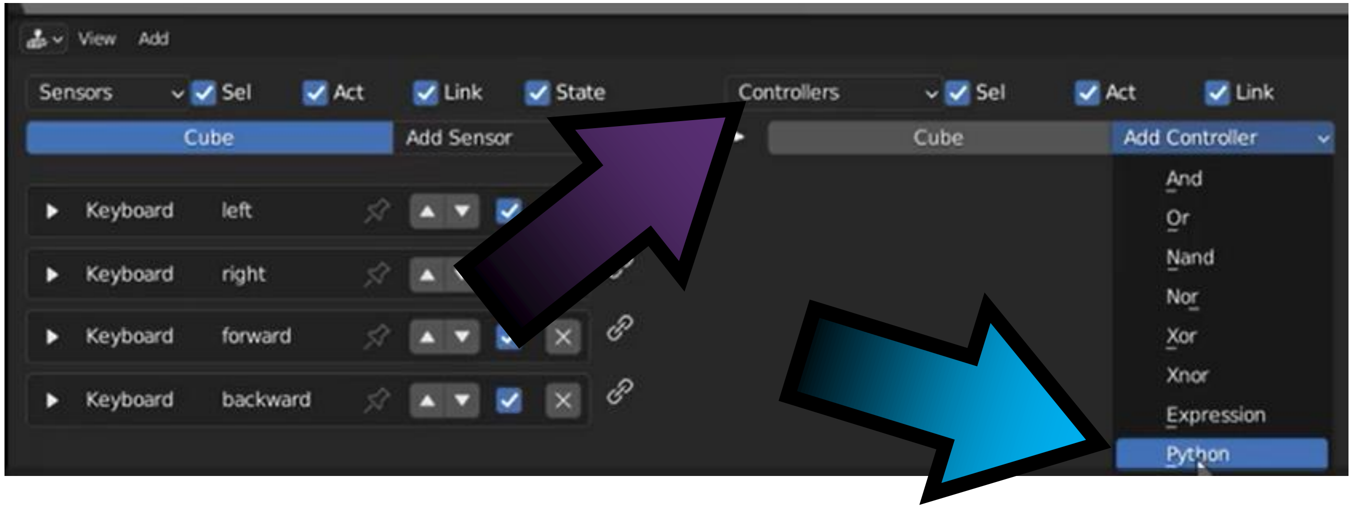


UPBGE



```
from bge import logic

cont = logic.getCurrentController()
```

THIS IS GETTING THE SETTINGS FROM CONTROLLER WHICH IS THE PYTHON SCRIPT



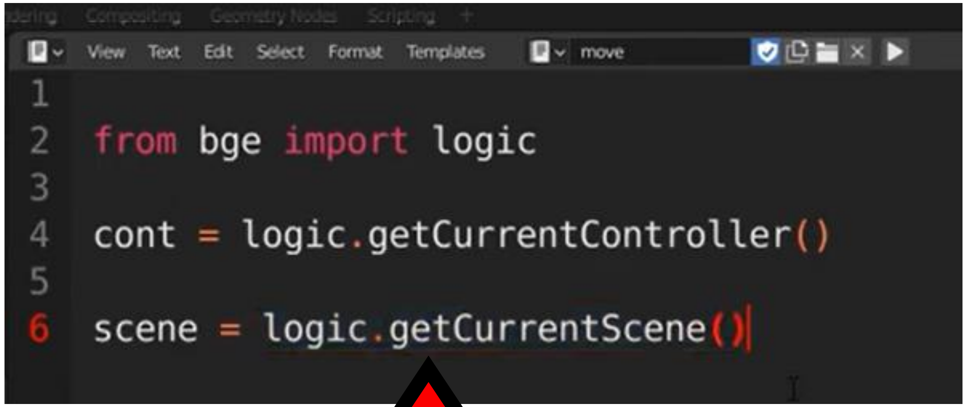
Keyboard left

Keyboard right

Keyboard forward

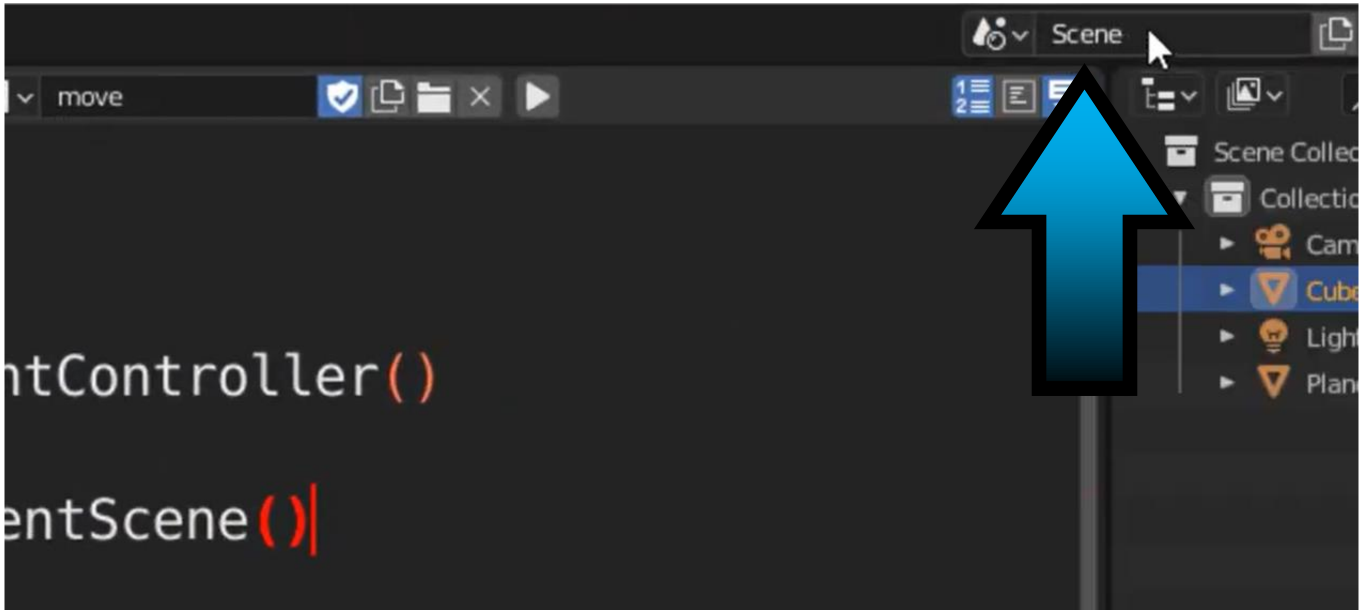
Keyboard backward

POWER OF AR AND VR


ndering Compositing Geometry Nodes Scripting +
View Text Edit Select Format Templates move

```
from bge import logic

cont = logic.getCurrentController()

scene = logic.getCurrentScene()
```

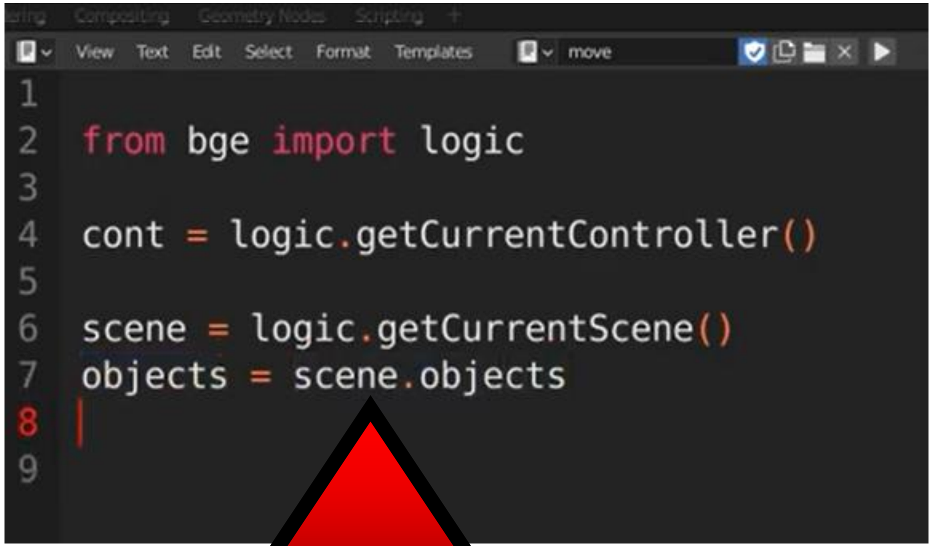
HERE WE INDICATE SCENE



```
ntController()

entScene()
```

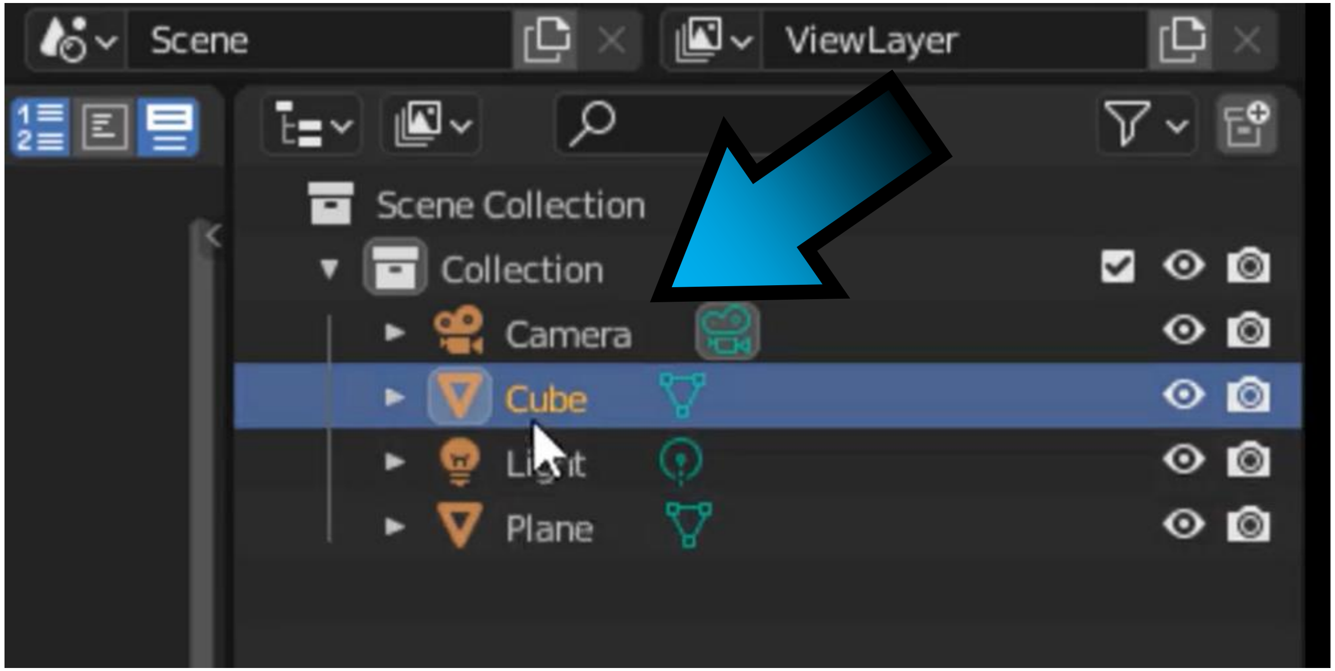
UPBGE

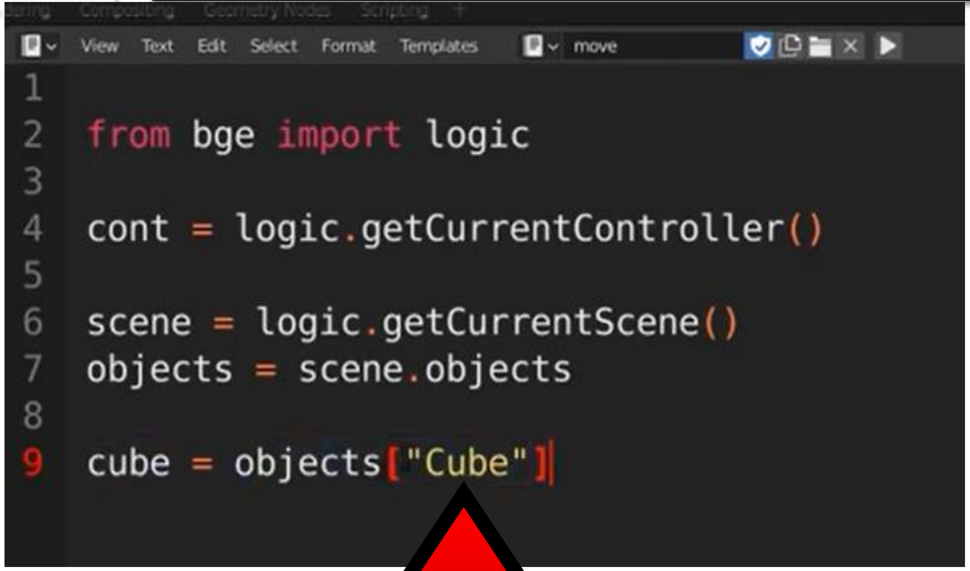
POWER OF AR AND VR



```
from bge import logic

cont = logic.getCurrentController()

scene = logic.getCurrentScene()
objects = scene.objects
```

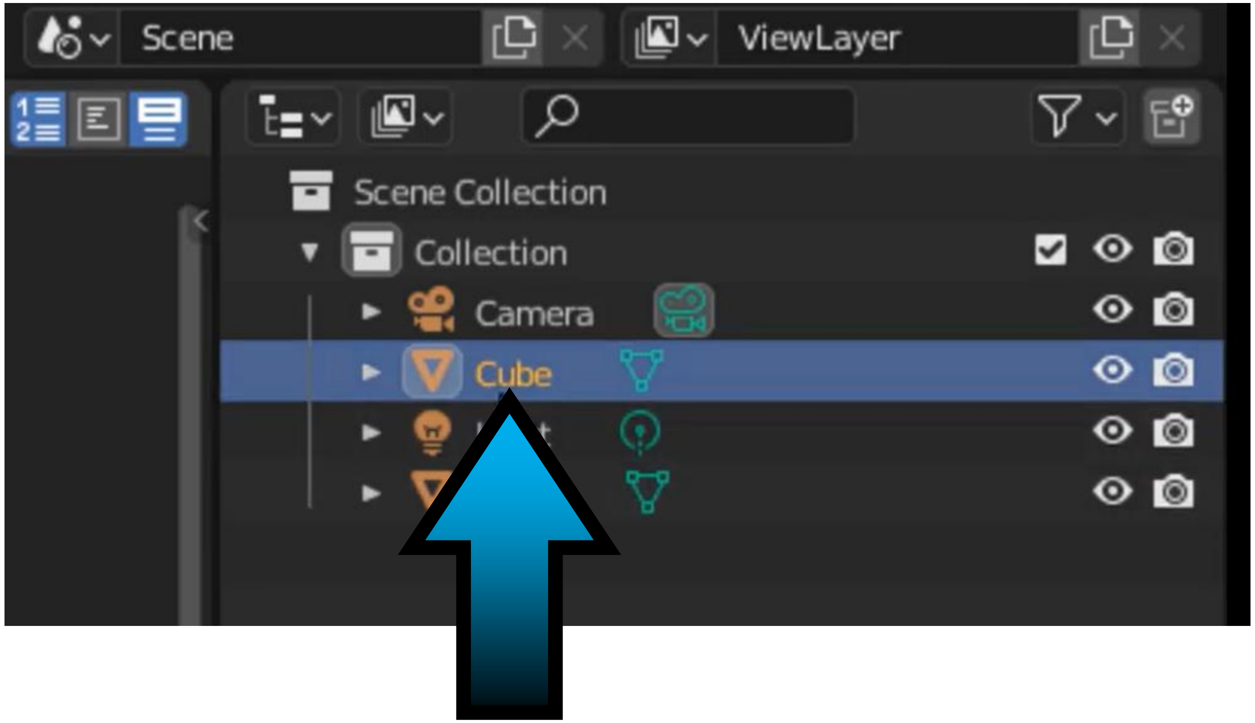
HERE WE DEFINE **ACCESS TO OBJECTS** WITH **THE ASSIGNED SCENE**



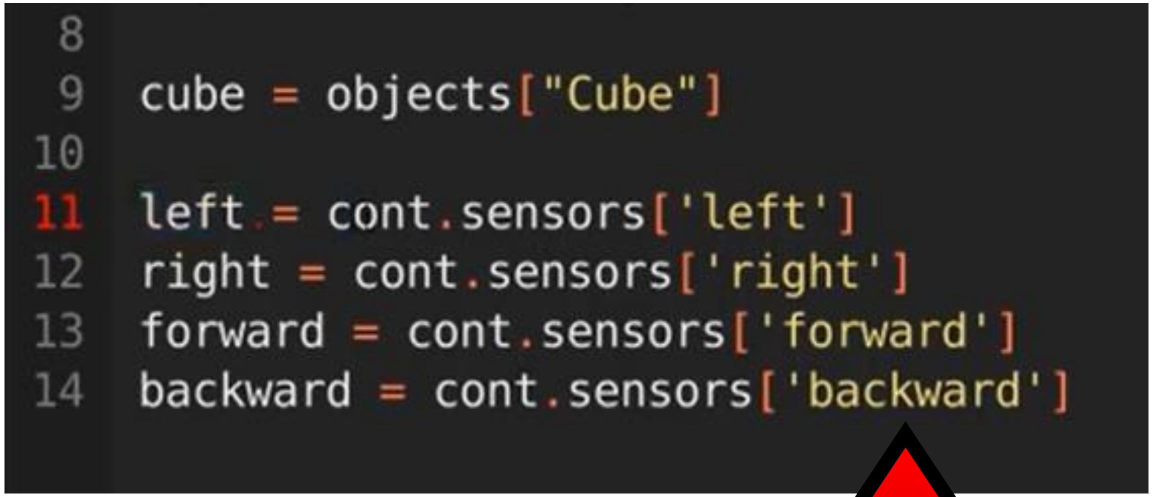


```
from bge import logic

cont = logic.getCurrentController()

scene = logic.getCurrentScene()
objects = scene.objects

cube = objects["Cube"]
```

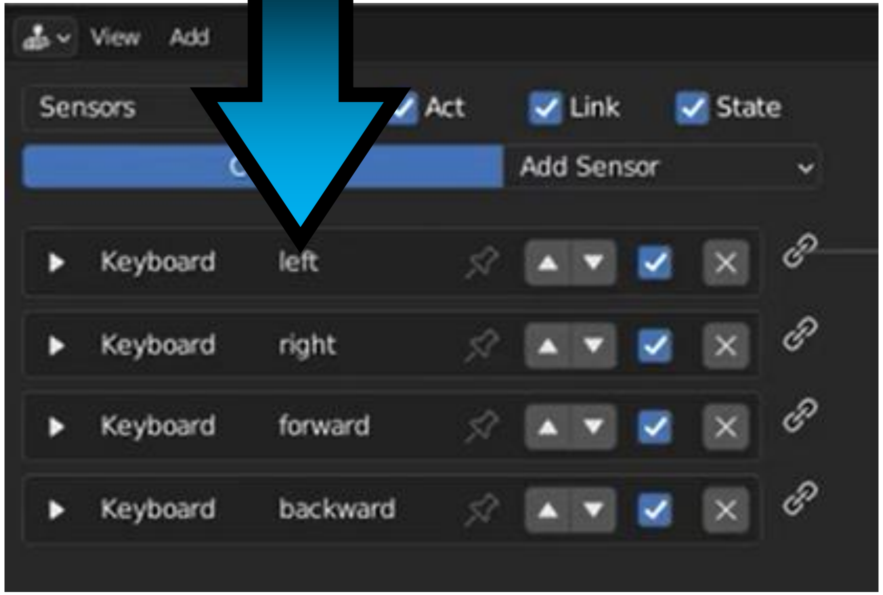
ASSIGNING A VARIABLE TO THE OBJECT NAME



ASSIGNING VARIABLES TO NAMES IN SENSORS



```

cube = objects["Cube"]

left = cont.sensors['left']
right = cont.sensors['right']
forward = cont.sensors['forward']
backward = cont.sensors['backward']
```



☑ Act ☑ Link ☑ State

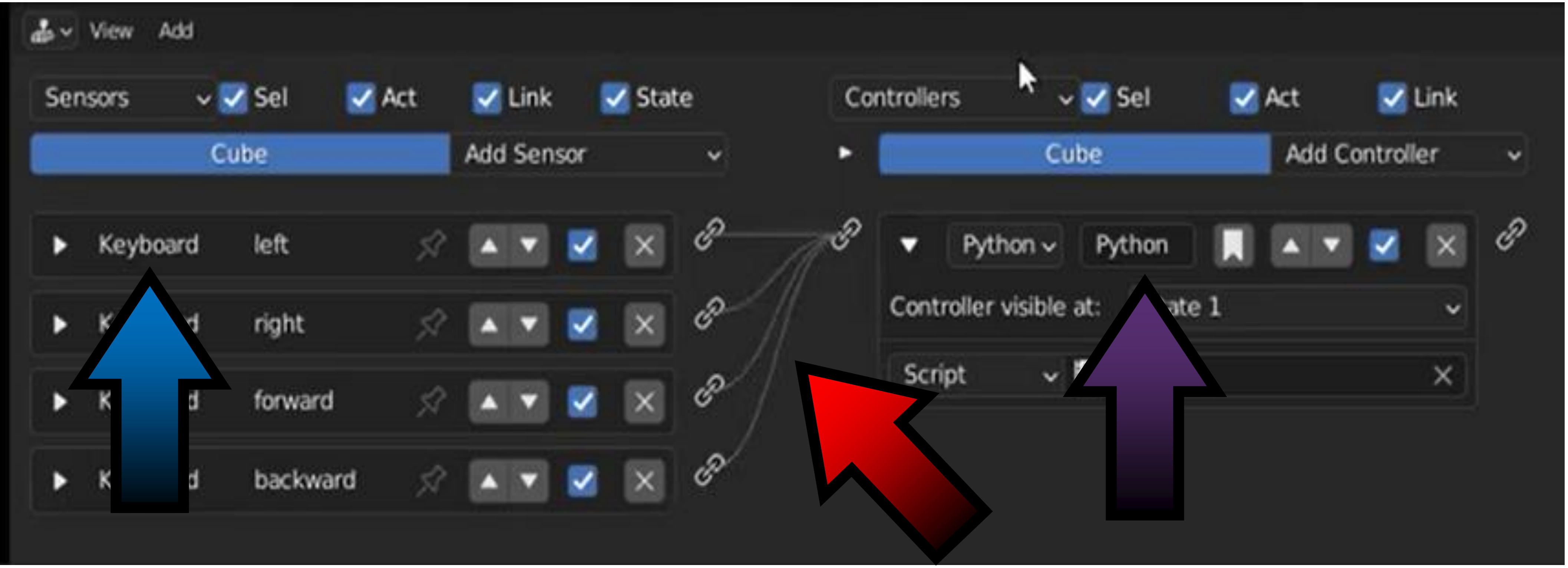
Keyboard left ☑

Keyboard right ☑

Keyboard forward ☑

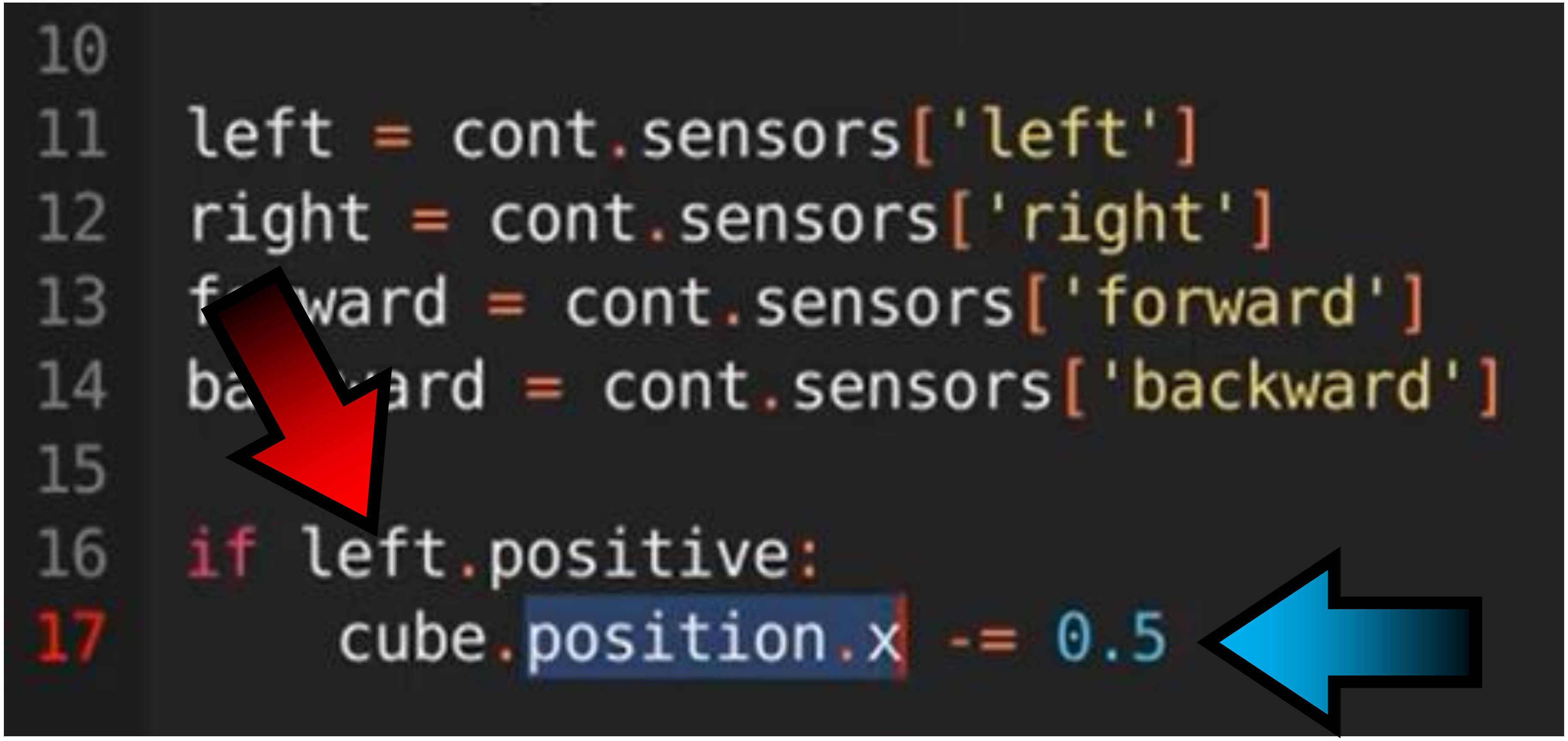
Keyboard backward ☑

SENSORS TO CONTROLLERS CONNECTION



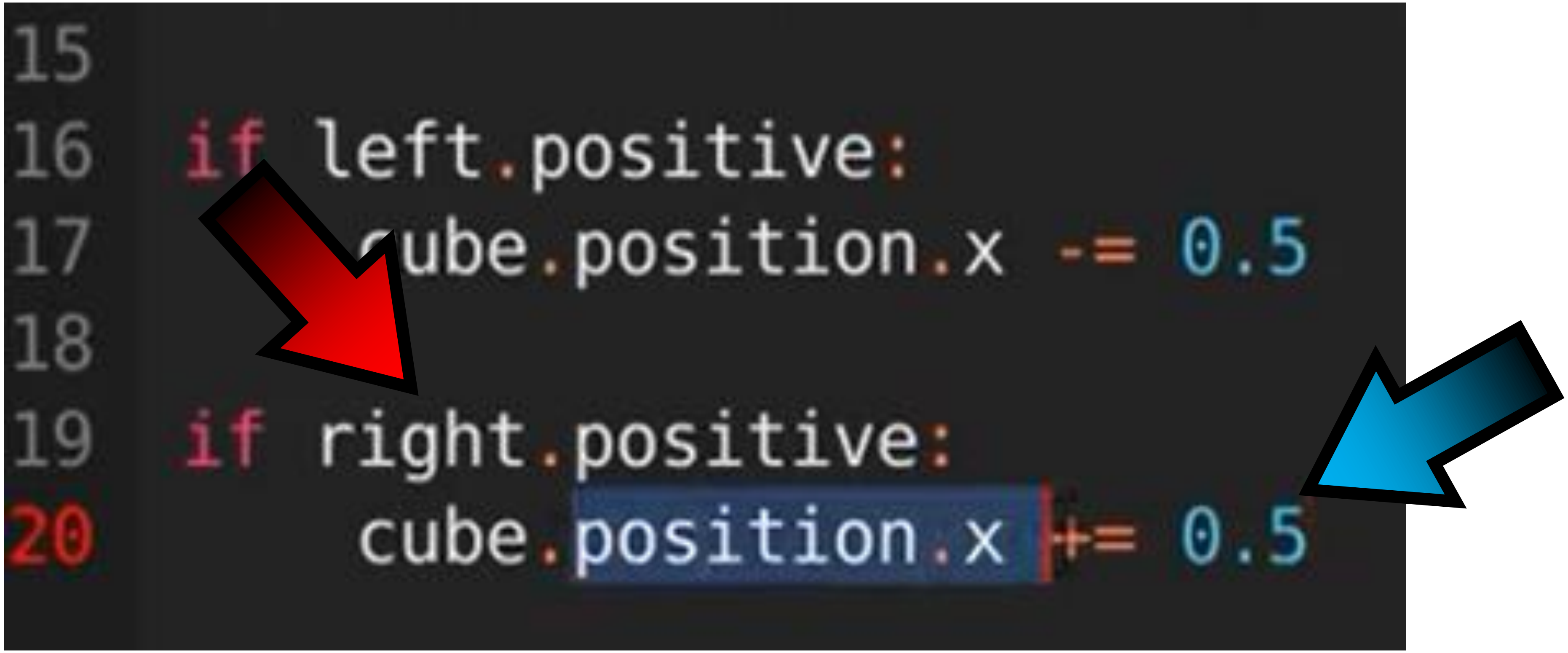
UPBGE

MOVING LEFT



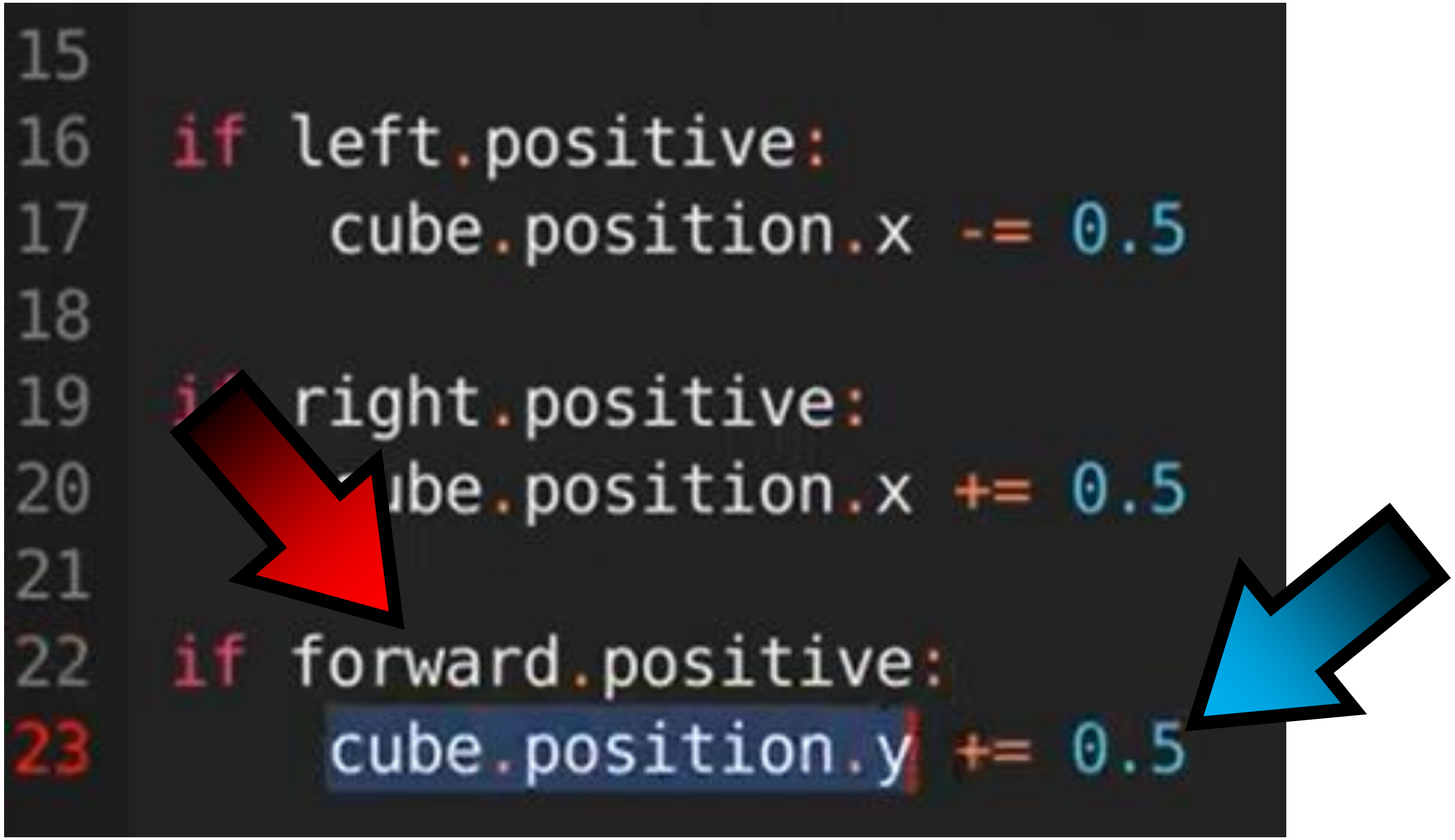
```
left = cont.sensors['left']
right = cont.sensors['right']
forward = cont.sensors['forward']
backward = cont.sensors['backward']

if left.positive:
    cube.position.x -= 0.5
```

MOVIN RIGHT



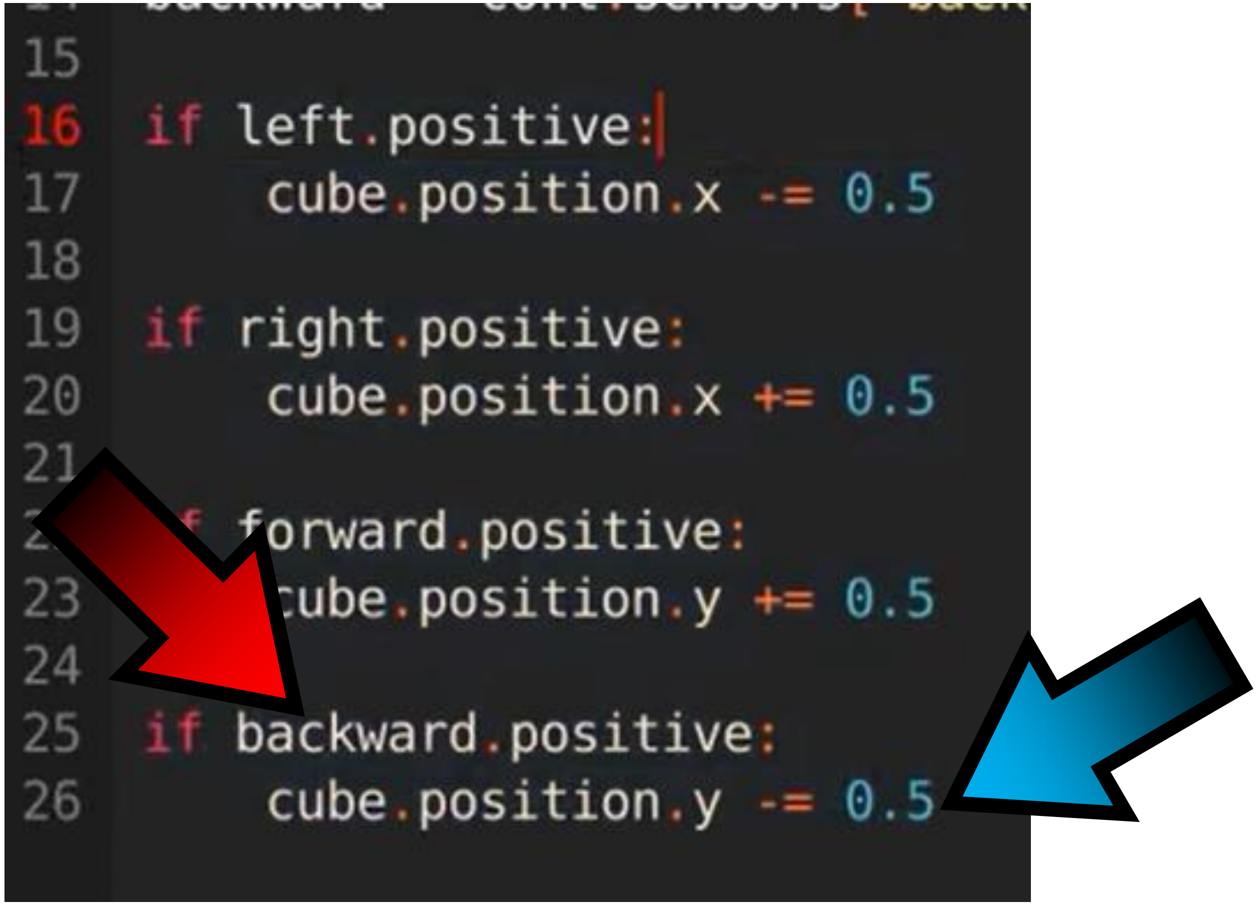
```
if left.positive:
    cube.position.x -= 0.5

if right.positive:
    cube.position.x += 0.5
```

MOVING FORWARD



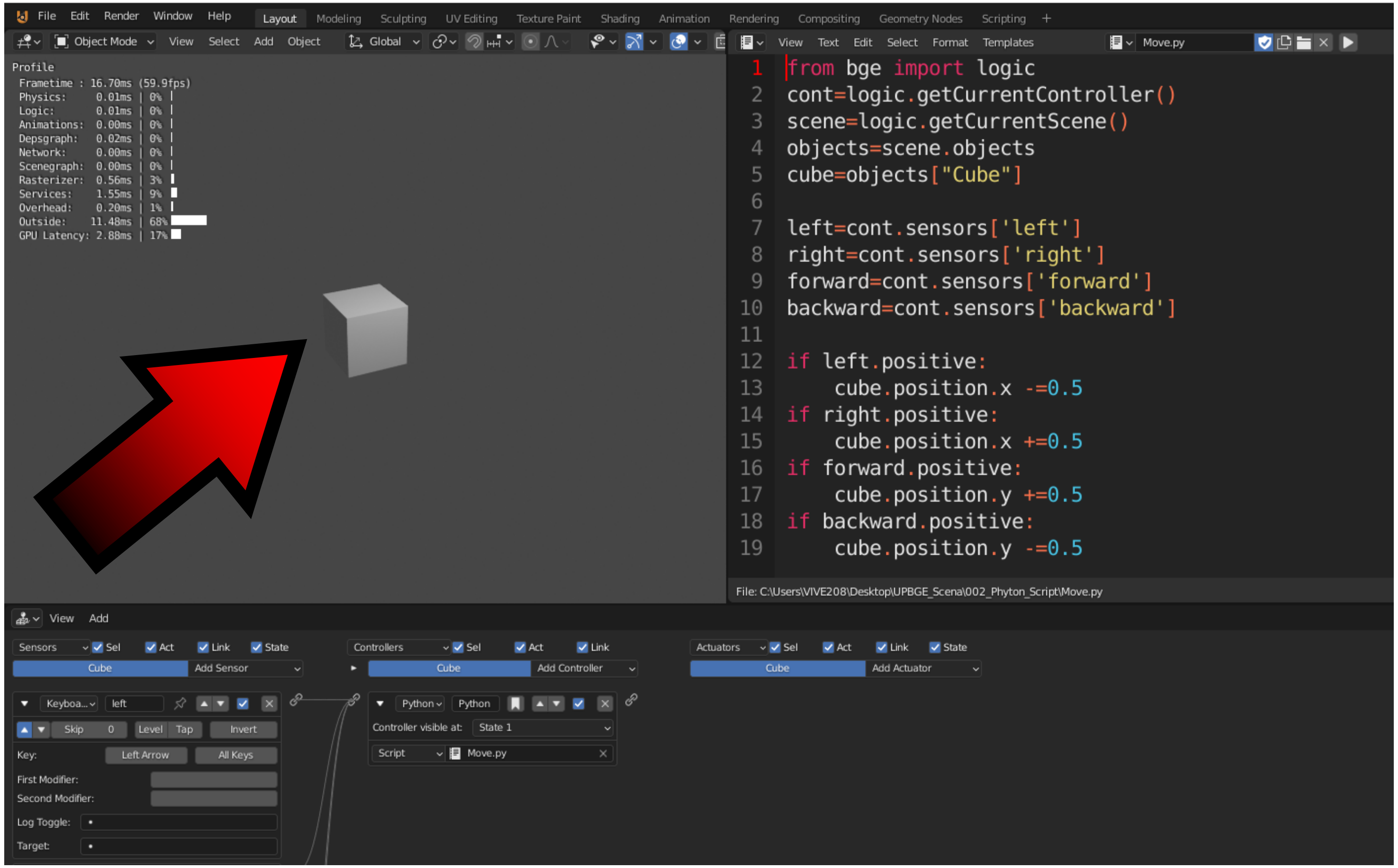
```

if left.positive:
    cube.position.x -= 0.5

if right.positive:
    cube.position.x += 0.5

if forward.positive:
    cube.position.y += 0.5
```

MOVING BACKWARD



```
backward = cont.sensors['back

if left.positive:
    cube.position.x -= 0.5

if right.positive:
    cube.position.x += 0.5

if forward.positive:
    cube.position.y += 0.5

if backward.positive:
    cube.position.y -= 0.5
```

CHECK BY RUNNING THE GAME WITH THE P KEY



```
Profile
  Frametime : 16.70ms (59.9fps)
  Physics:      0.01ms | 0%
  Logic:        0.01ms | 0%
  Animations:   0.00ms | 0%
  Depsgraph:    0.02ms | 0%
  Network:      0.00ms | 0%
  Scenegraph:   0.00ms | 0%
  Rasterizer:   0.56ms | 3%
  Services:     1.55ms | 9%
  Overhead:     0.20ms | 1%
  Outside:     11.48ms | 68%
  GPU Latency: 2.88ms | 17%
```

```python
from bge import logic
cont=logic.getCurrentController()
scene=logic.getCurrentScene()
objects=scene.objects
cube=objects["Cube"]

left=cont.sensors['left']
right=cont.sensors['right']
forward=cont.sensors['forward']
backward=cont.sensors['backward']

if left.positive:
    cube.position.x -=0.5
if right.positive:
    cube.position.x +=0.5
if forward.positive:
    cube.position.y +=0.5
if backward.positive:
    cube.position.y -=0.5
```

File: C:\Users\VIVE208\Desktop\UPBGE_Scena\002_Phyton_Script\Move.py

Sensors ☑ Sel ☑ Act ☑ Link ☑ State
Cube
Add Sensor
Keyboa... left ☑
Skip 0 Level Tap Invert
Key: Left Arrow All Keys
First Modifier:
Second Modifier:
Log Toggle:
Target:

Controllers ☑ Sel ☑ Act ☑ Link
Cube
Add Controller
Python Python ☑
Controller visible at: State 1
Script Move.py

Actuators ☑ Sel ☑ Act ☑ Link ☑ State
Cube
Add Actuator

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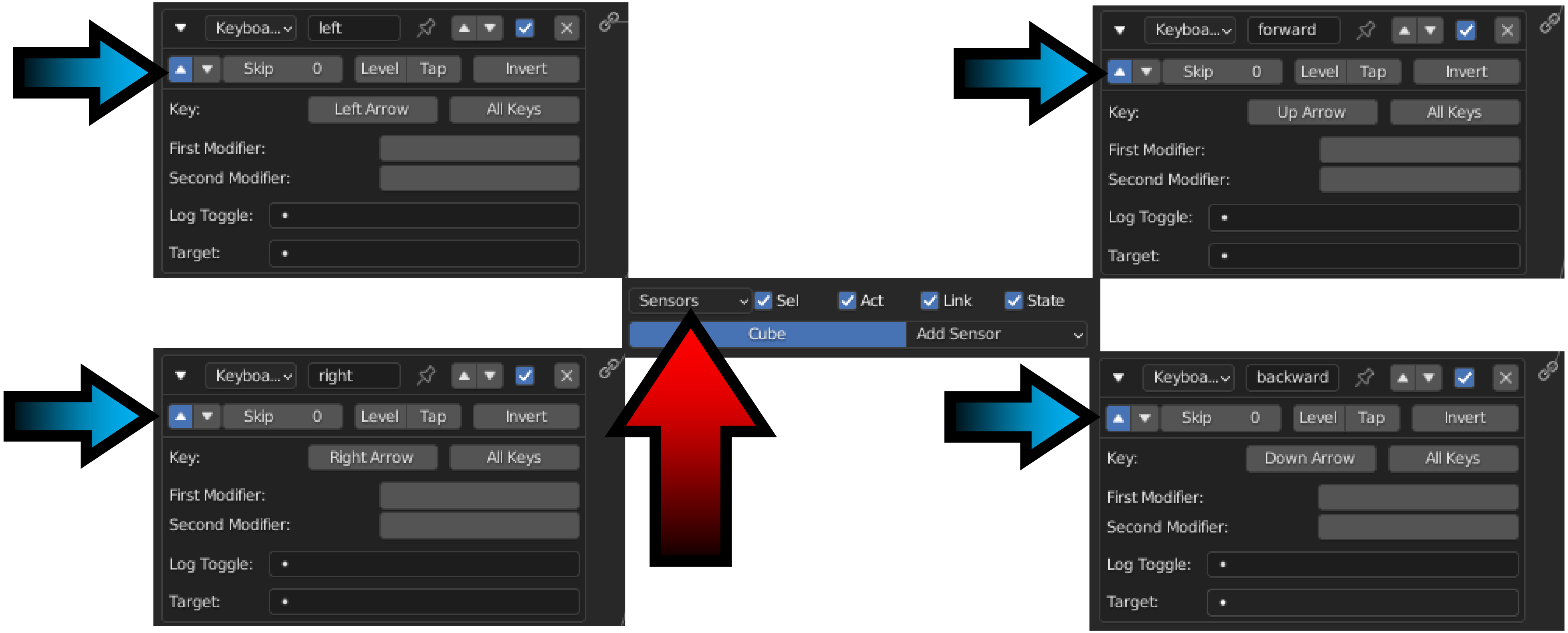
TO MAKE CONTINUOUS MOTION FOR SENSORS WE TURN ON THE STRANDS



Keyboa... left
Skip 0 Level Tap Invert
Key: Left Arrow All Keys
First Modifier:
Second Modifier:
Log Toggle: •
Target: •

Keyboa... forward
Skip 0 Level Tap Invert
Key: Up Arrow All Keys
First Modifier:
Second Modifier:
Log Toggle: •
Target: •

Sensors ☑ Sel ☑ Act ☑ Link ☑ State
Cube Add Sensor

Keyboa... right
Skip 0 Level Tap Invert
Key: Right Arrow All Keys
First Modifier:
Second Modifier:
Log Toggle: •
Target: •

Keyboa... backward
Skip 0 Level Tap Invert
Key: Down Arrow All Keys
First Modifier:
Second Modifier:
Log Toggle: •
Target: •

THANK YOU FOR YOUR ATTENTION

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