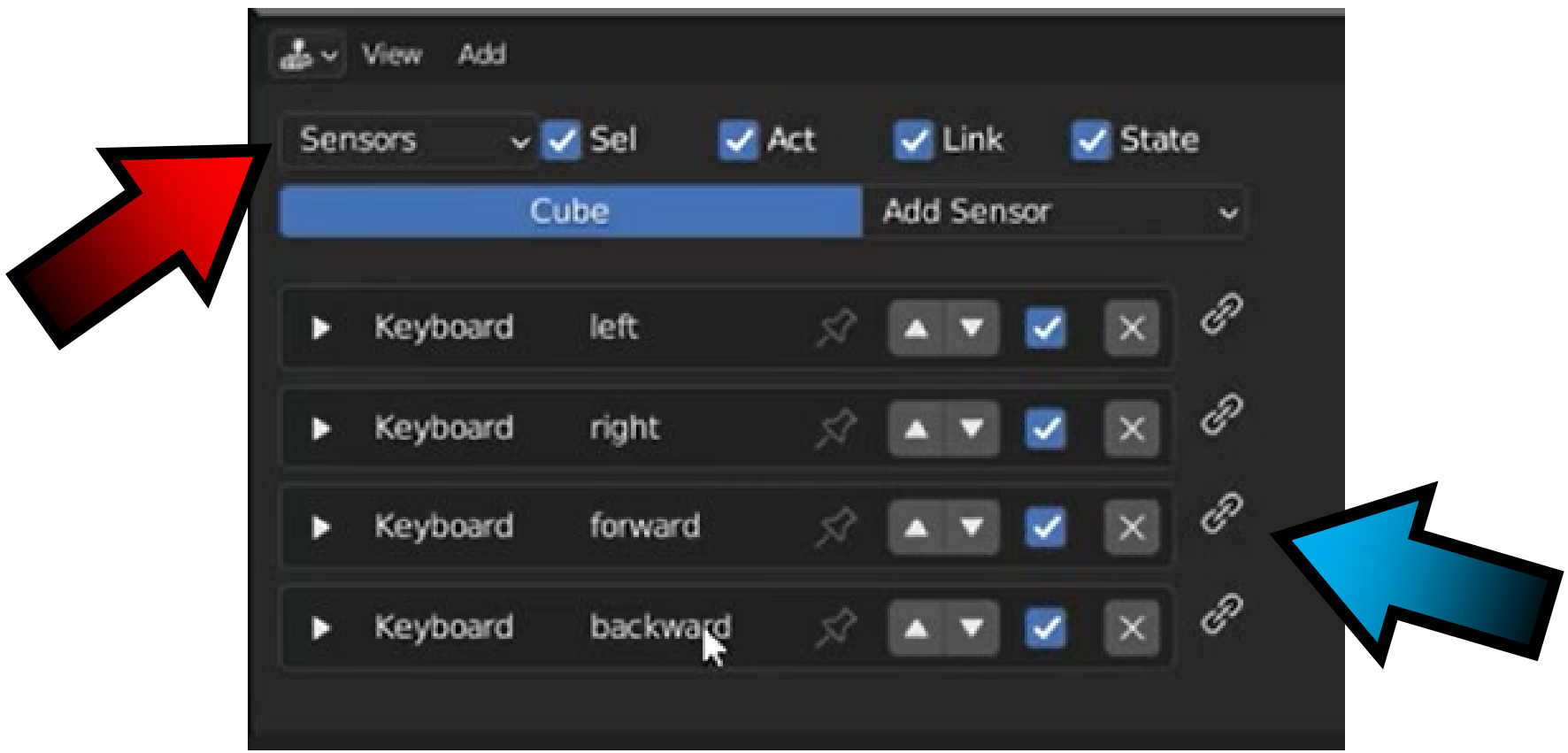
POWER OF AR AND VR

UPBGE

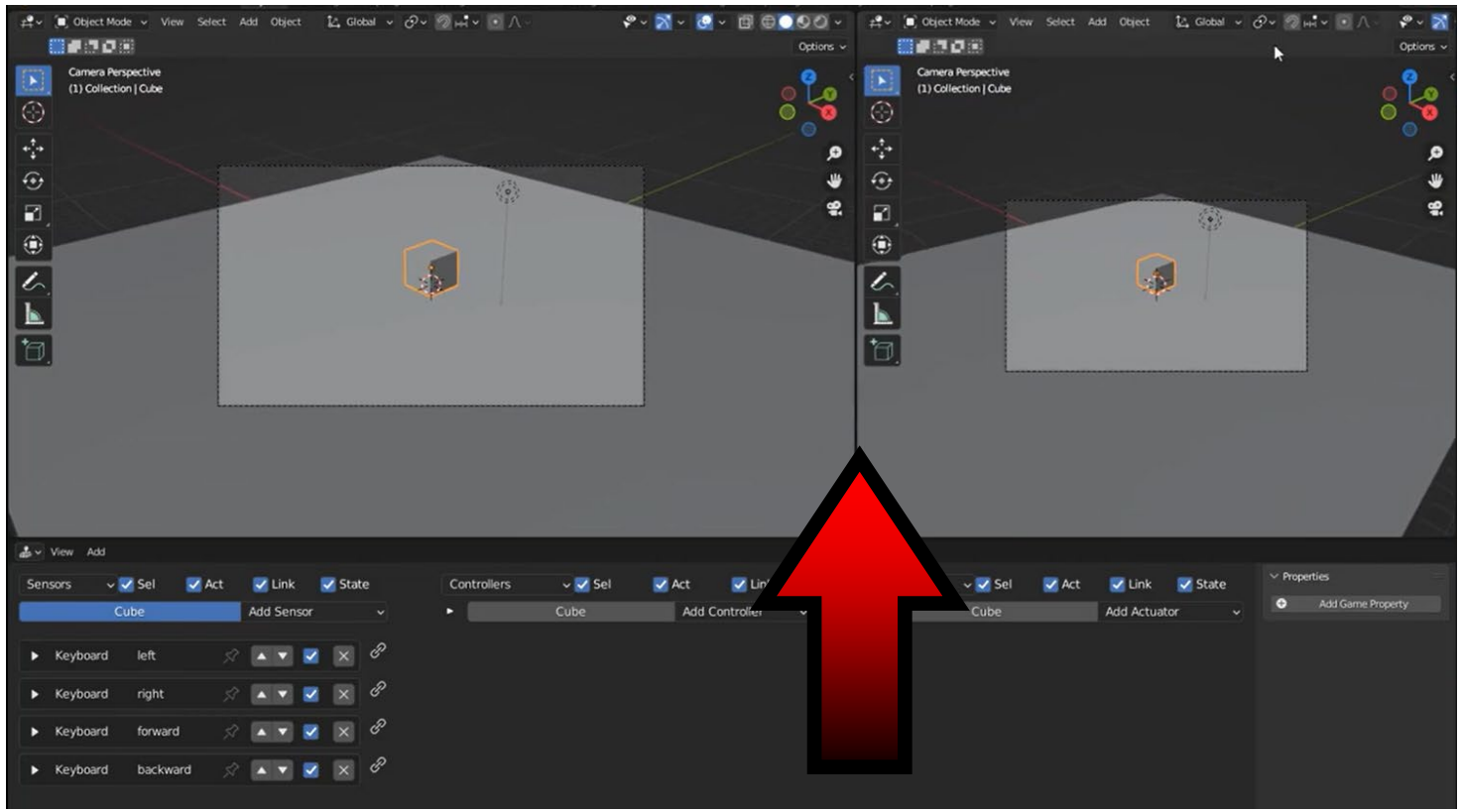
Skrypty Python

Co-funded by
the European Union

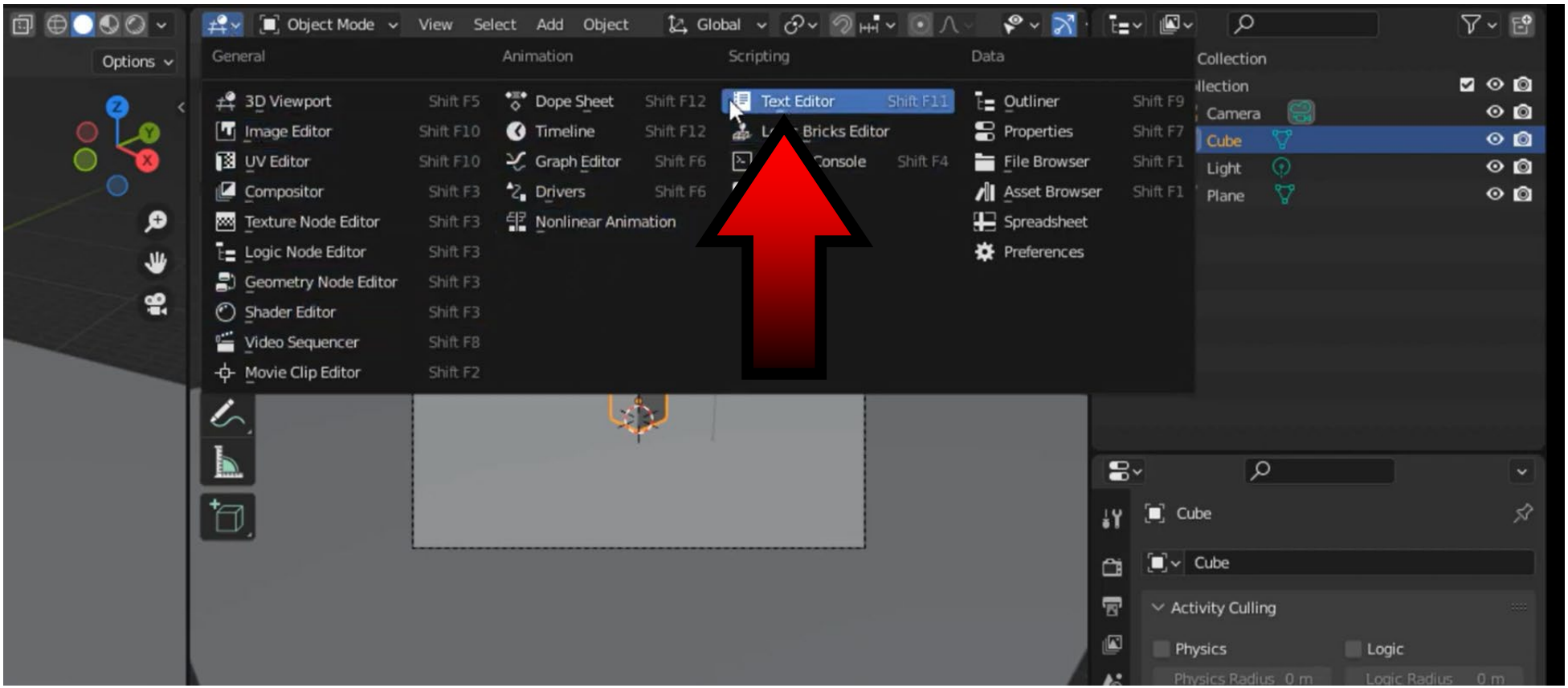
ZACZNIJ JAK WCZEŚNIEJ



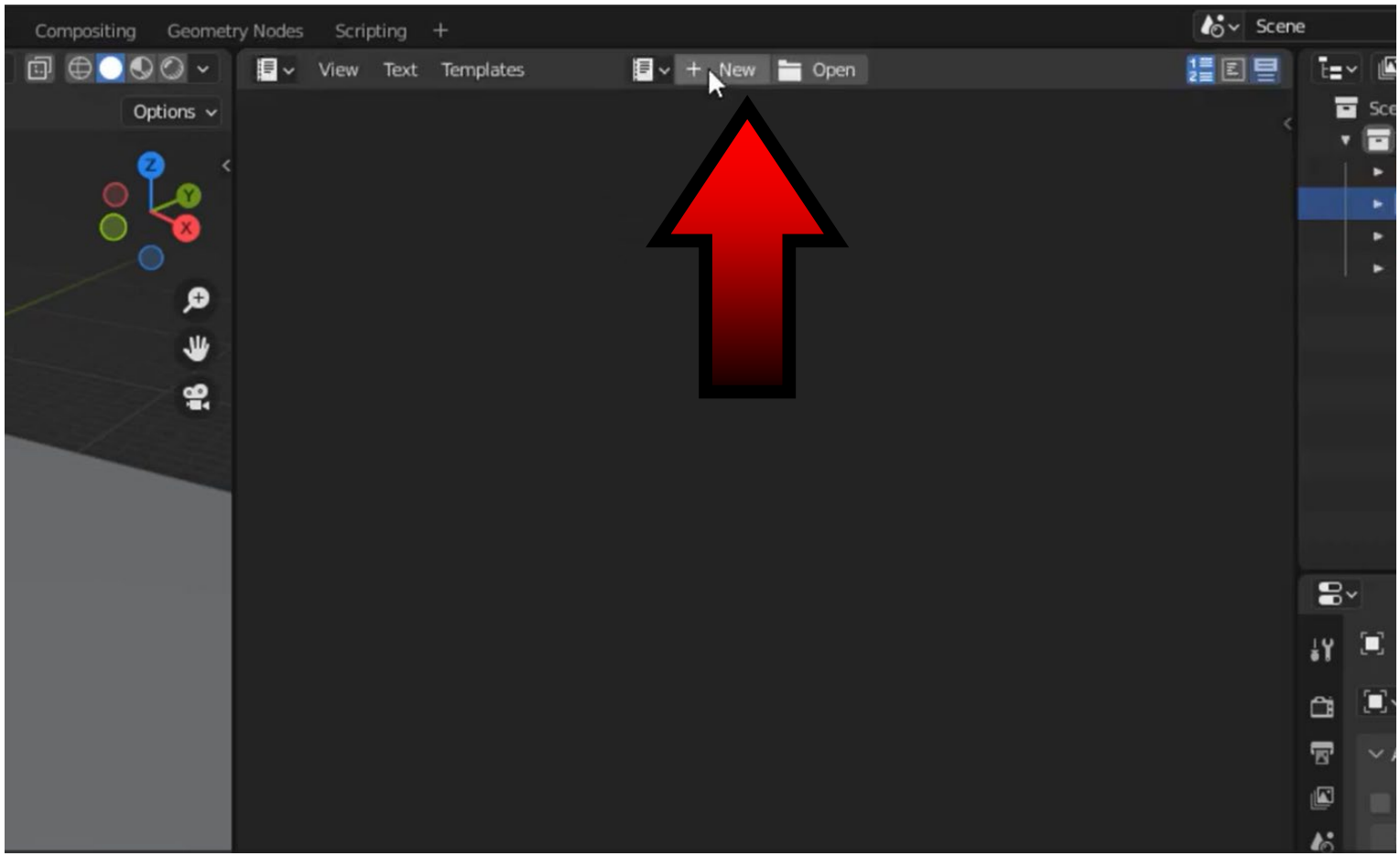
PODZIEL
OKNO NA POŁOWĘ



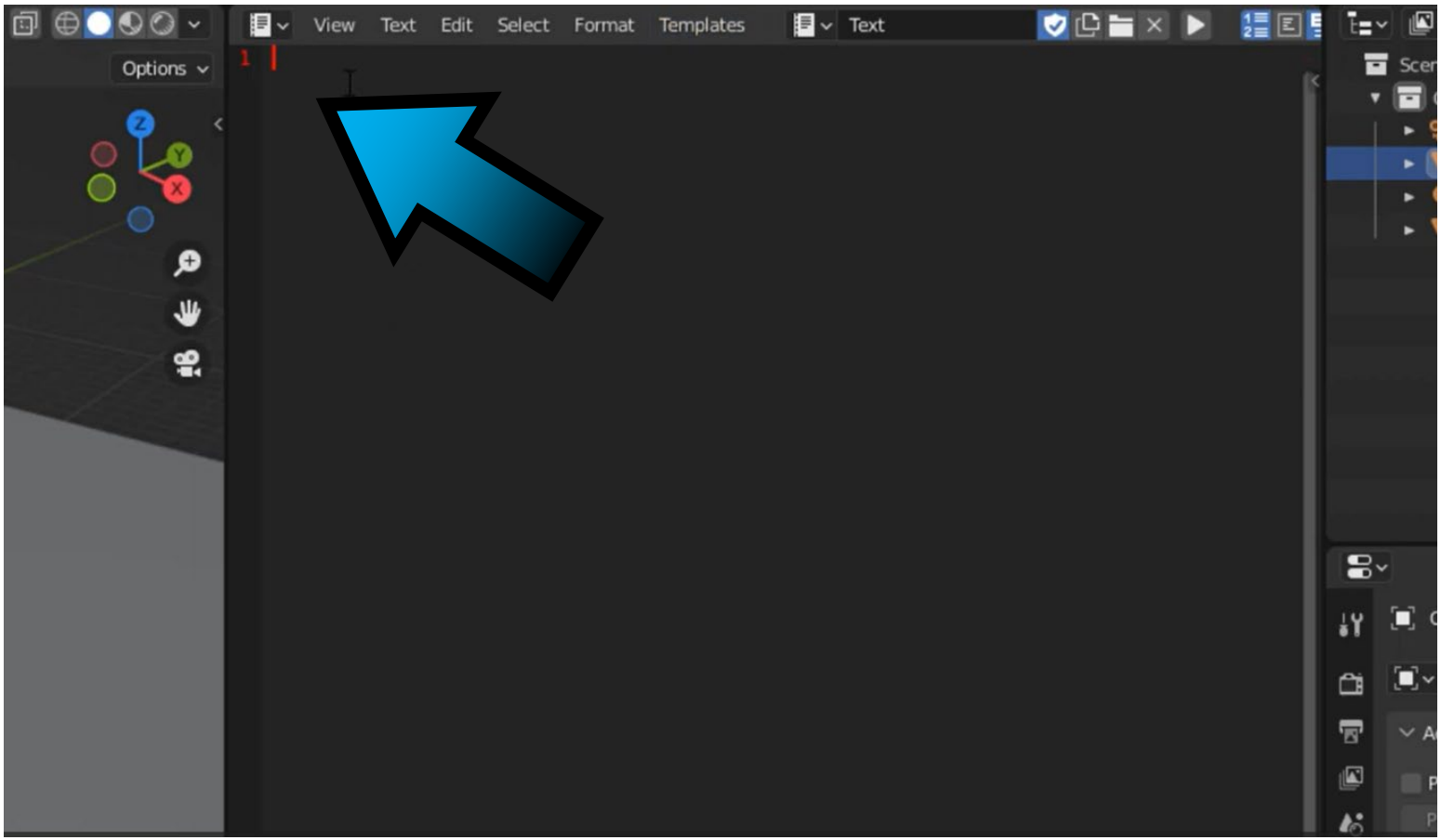
W PRAWYM OKNIE WYBIERZ TEXT EDITOR



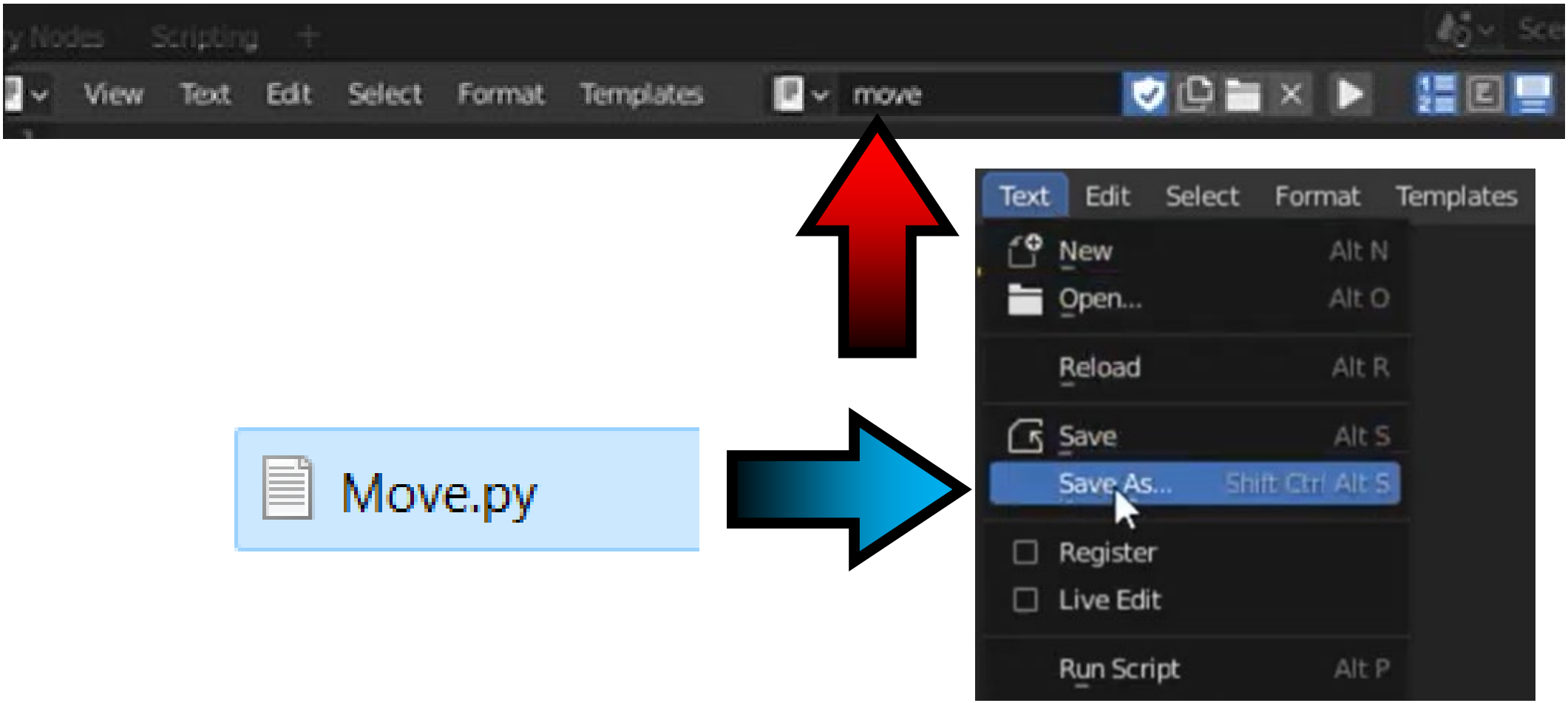
KLIKNIJ NA NEW



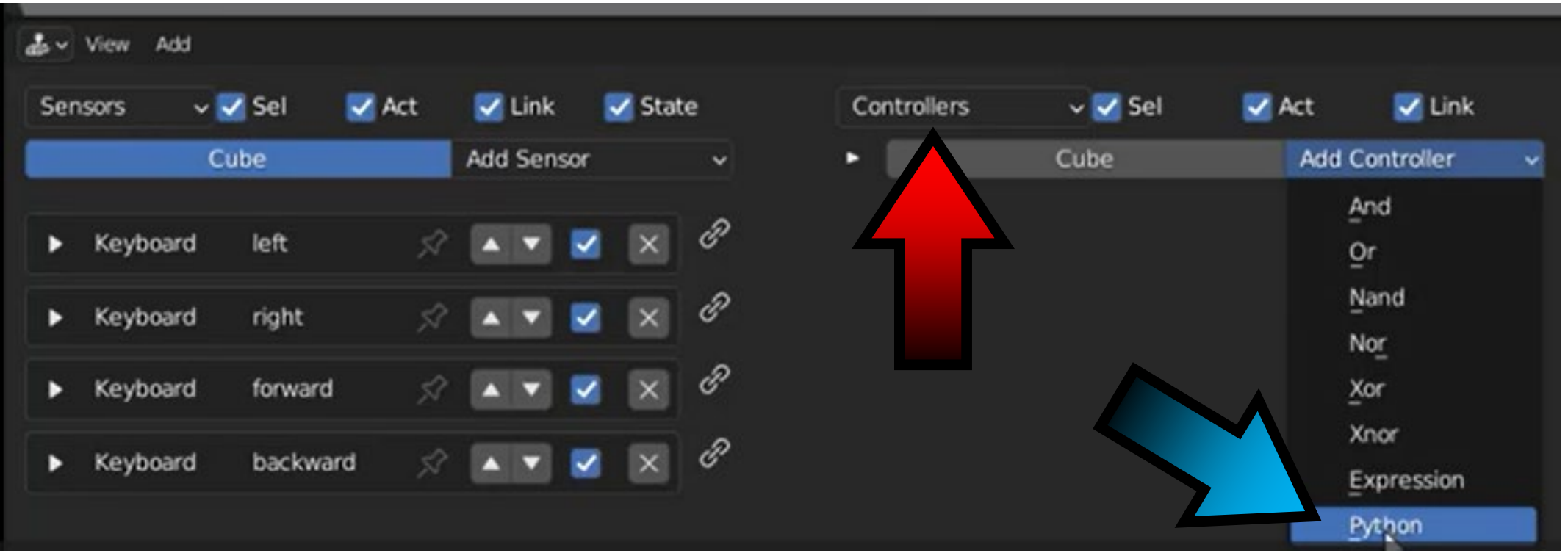
MAMY MOŻLIWOŚĆ PISANIA SKRYPTÓW



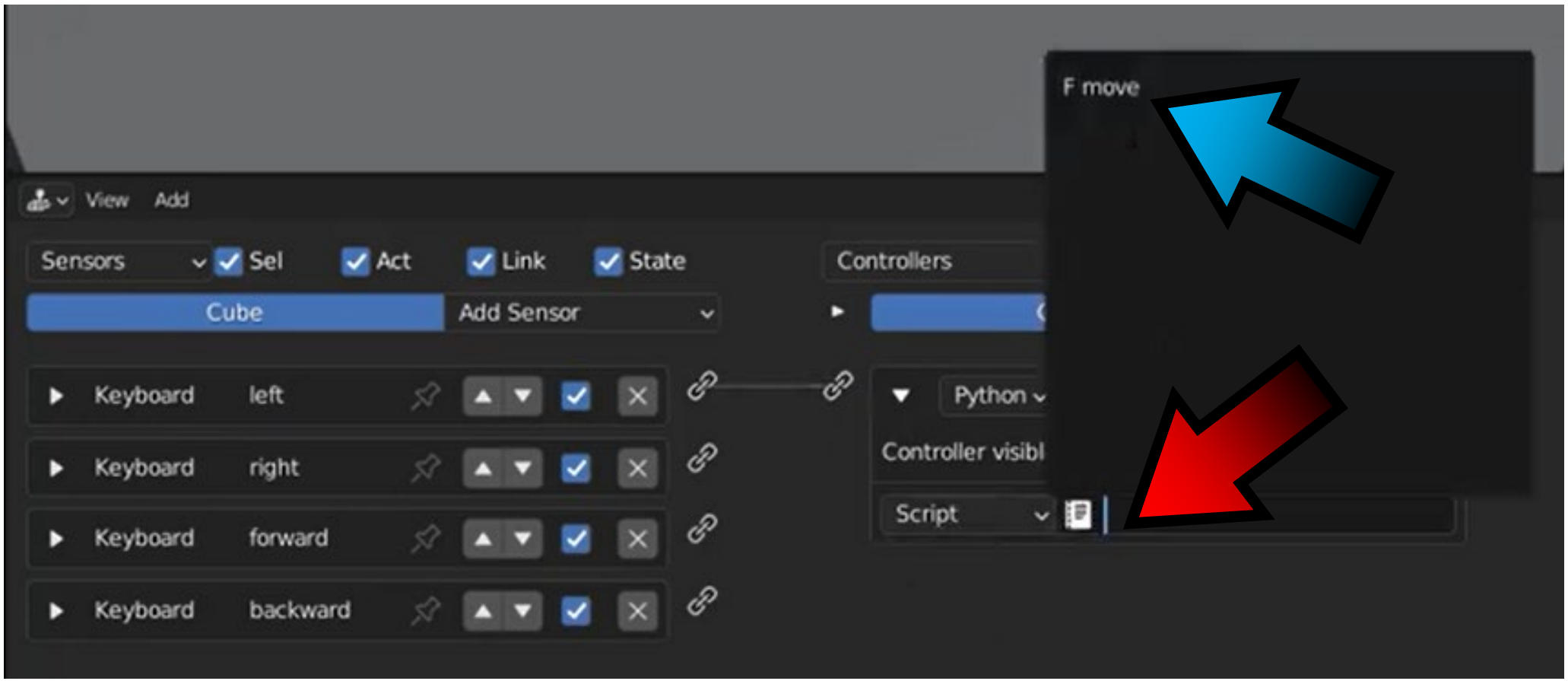
OKREŚL NAZWĘ I ZAPISZ SKRYPT



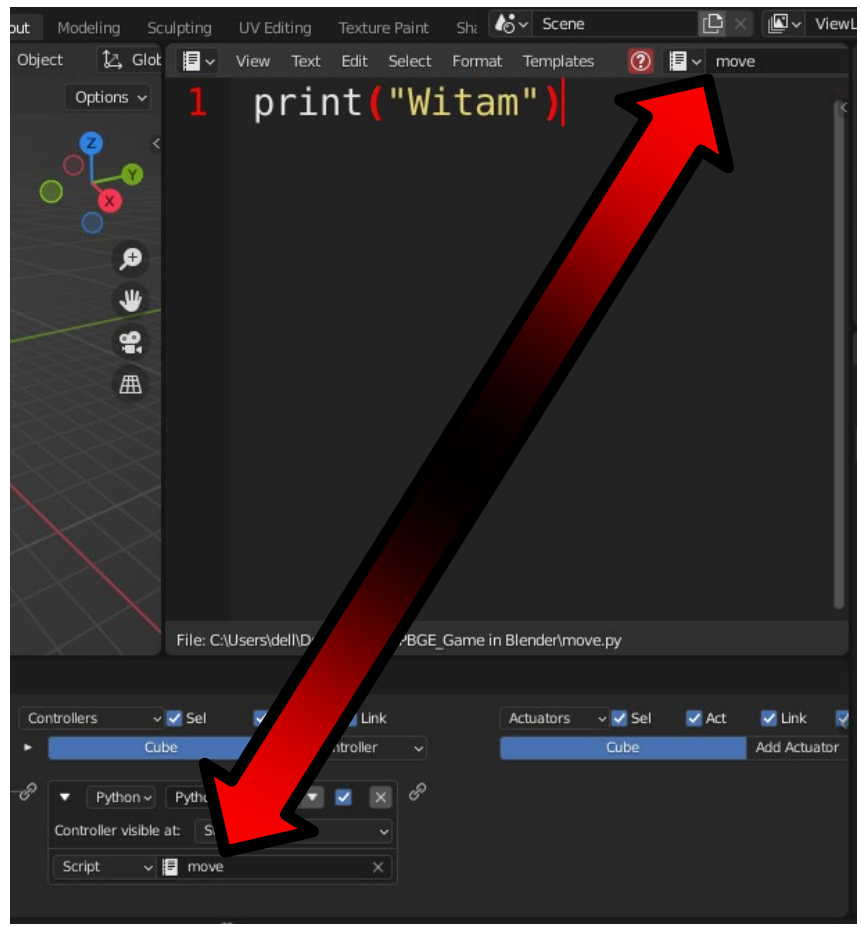
W CONTROLLERS
WYBIERZ PYTHON



ZAZNACZ LUB WPROWADŹ NAZWĘ



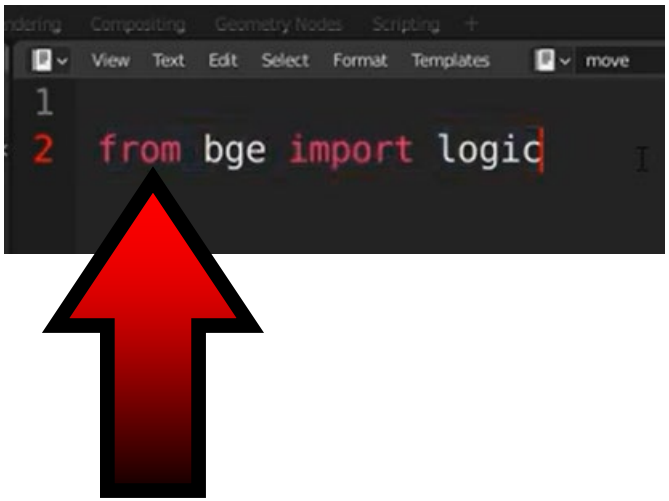
TE POZYCJE POWINNY BYĆ TAKIE SAME

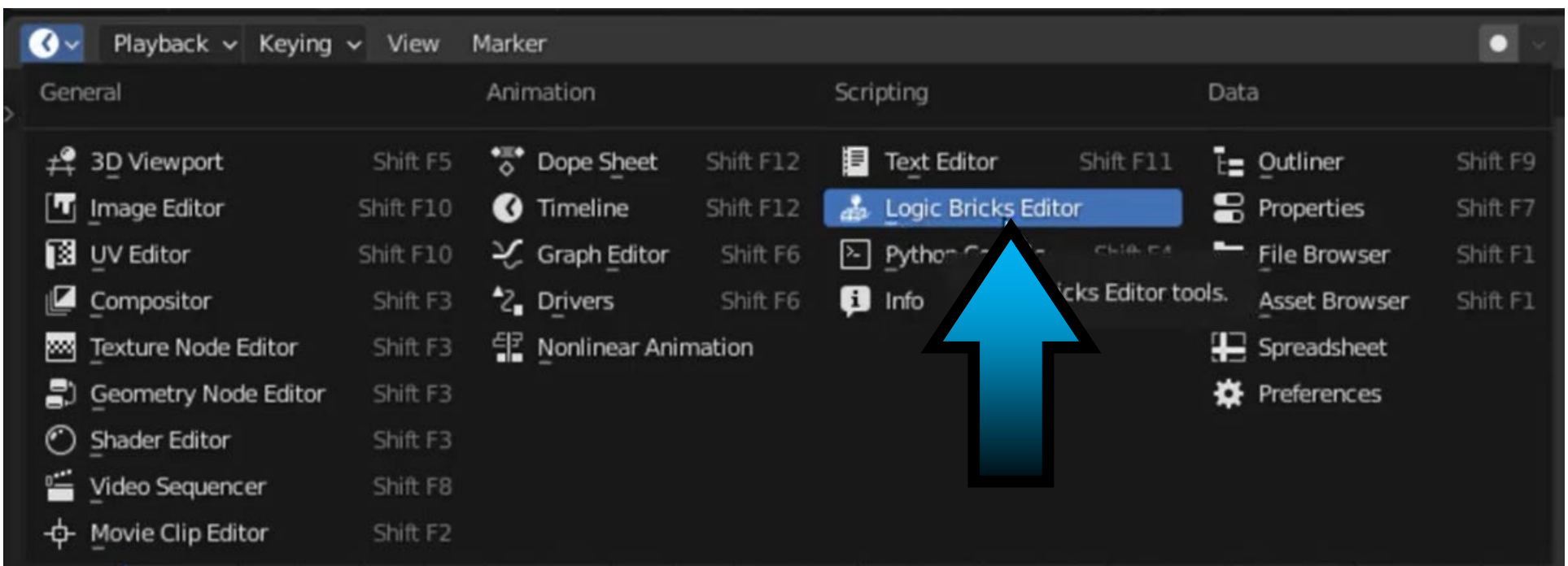


Co-funded by the European Union

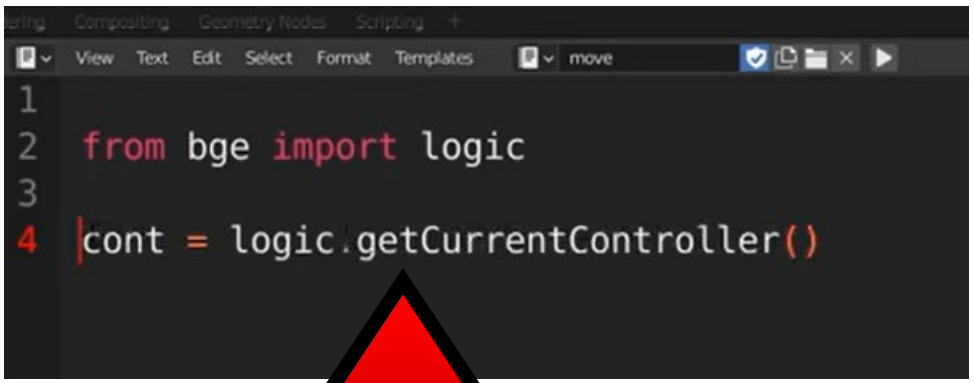
POWER OF AR AND VR

TO JEST IMPORT Z LOGIC BRICKS EDITOR

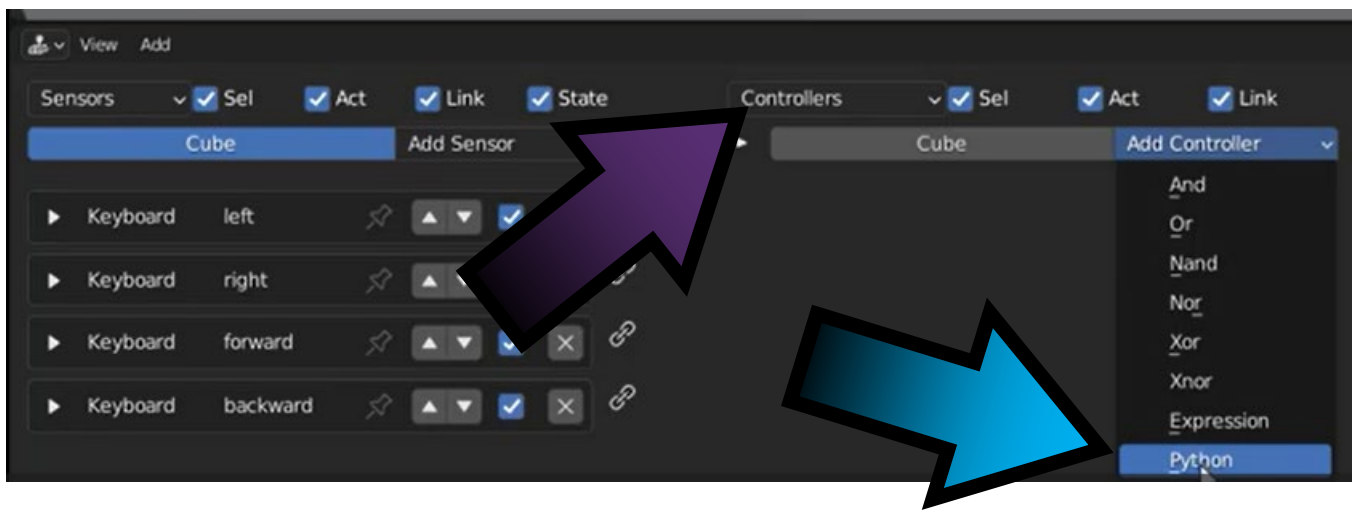


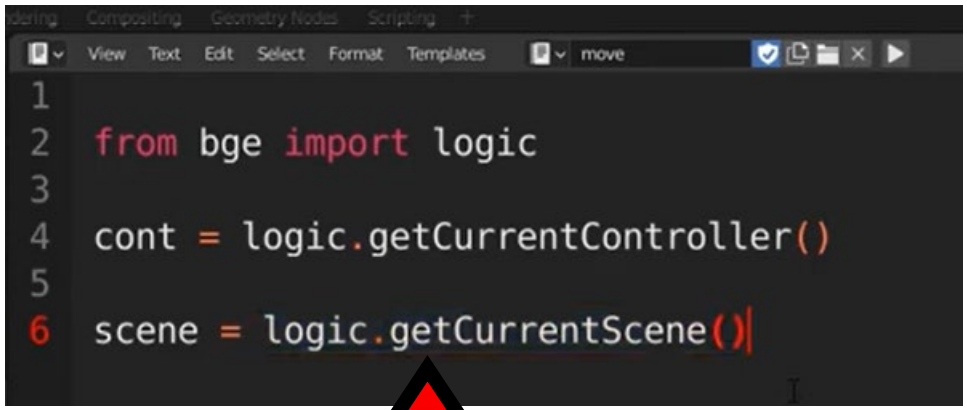


UPBGE

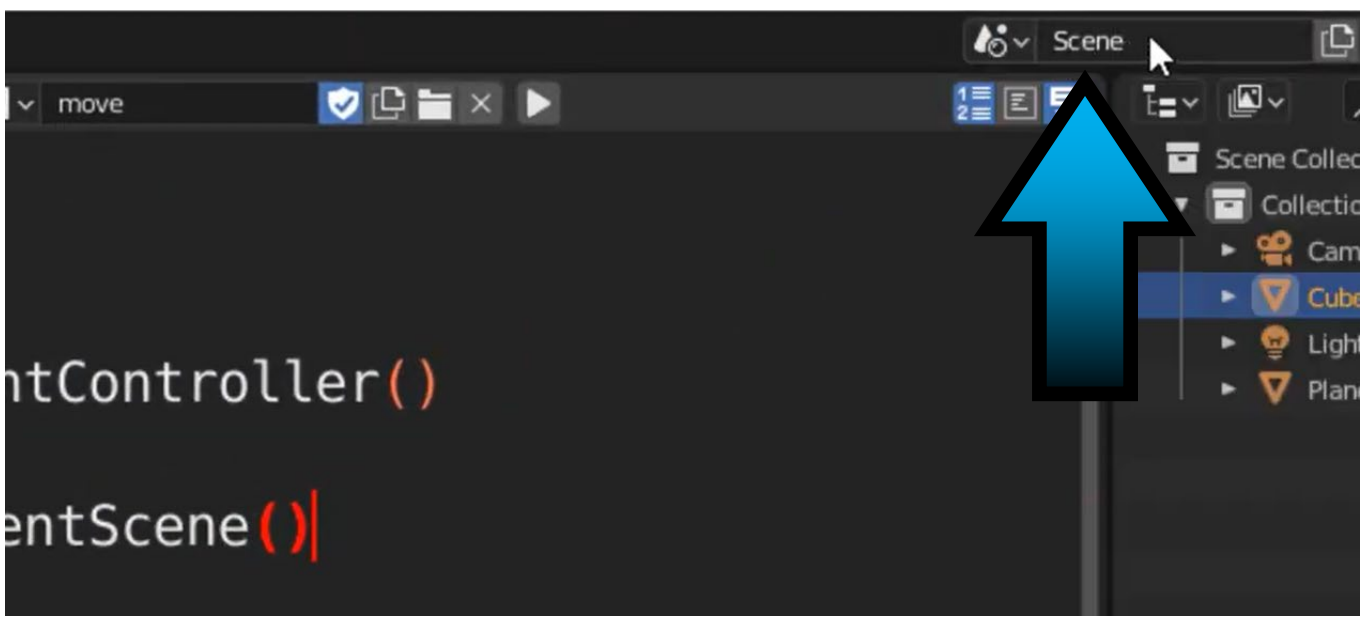


TO JEST POBRANIE USTAWIEŃ Z CONTROLLER KTÓRY JEST SKRYPTEM PYTHON'A





TUTAJ WSKAZUJEMY SCENE

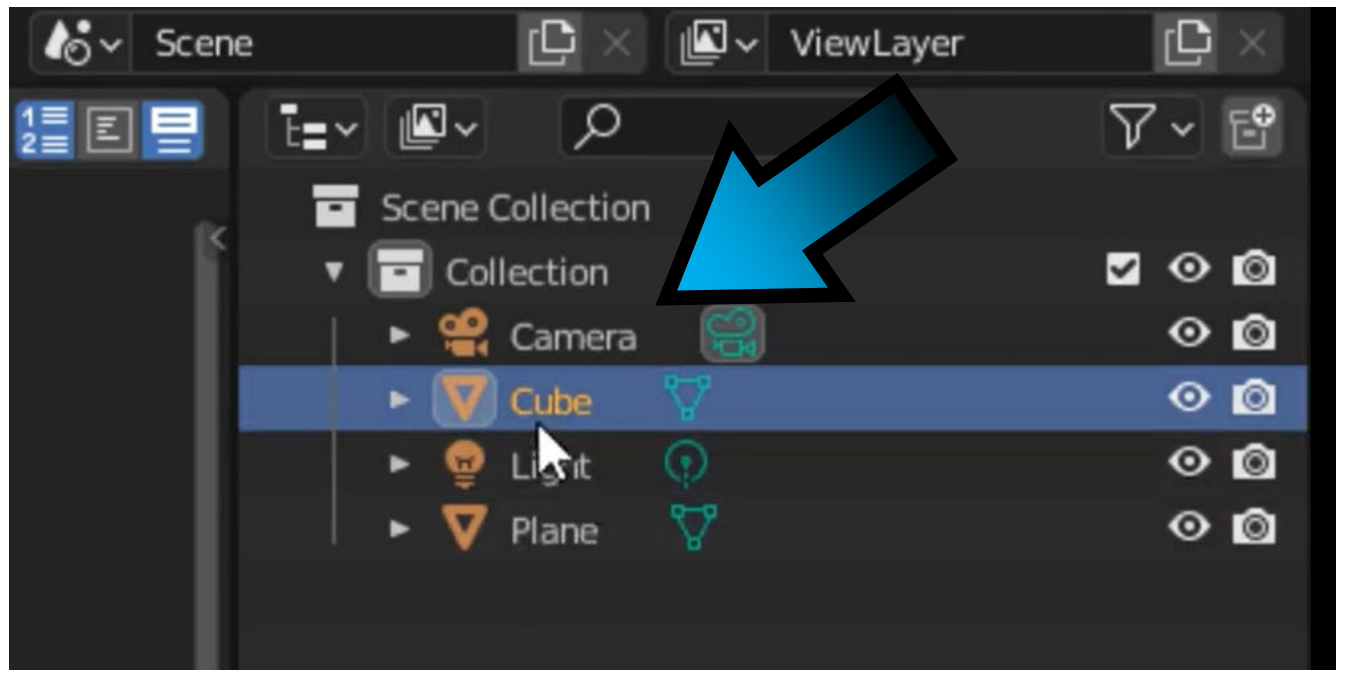


Co-funded by the European Union

POWER OF AR AND VR

TUTAJ DEFINIUJEMY DOSTĘP DO OBJEKTÓW Z PRZYDZIELONEJ SCENY

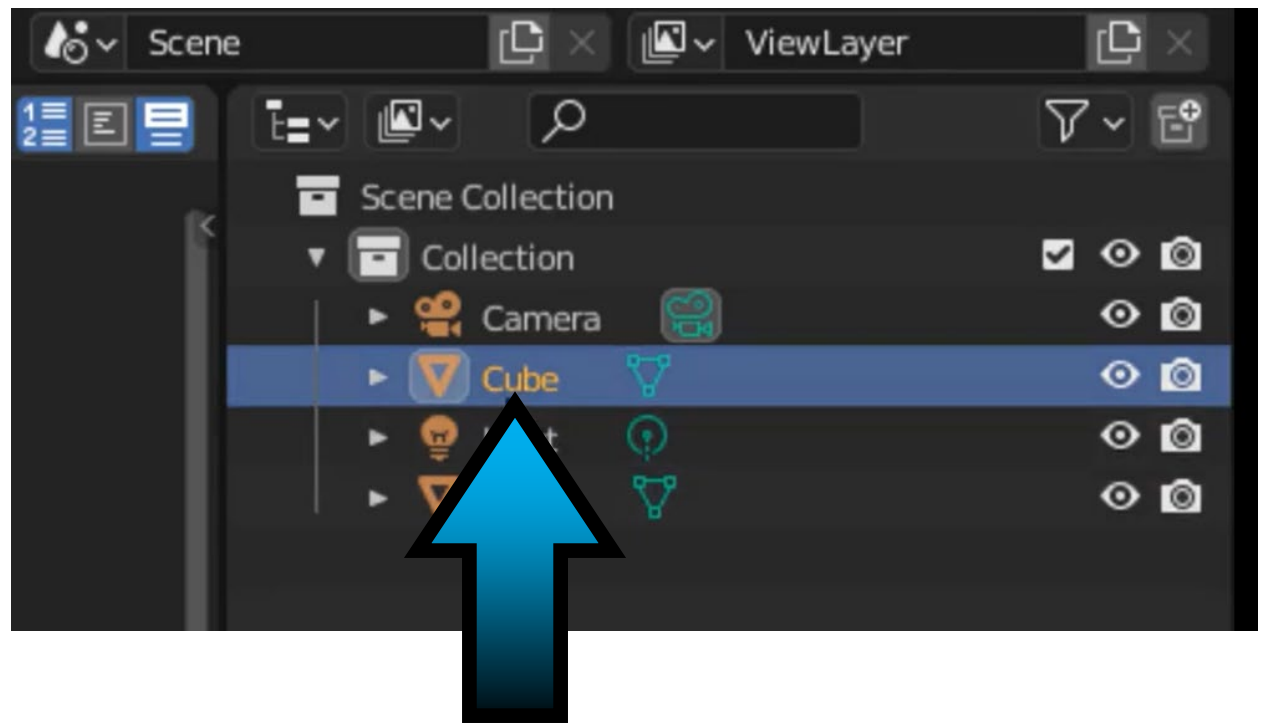
```
1
2  from bge import logic
3
4  cont = logic.getCurrentController()
5
6  scene = logic.getCurrentScene()
7  objects = scene.objects
8
9
```



Co-funded by the European Union

PRZYDZIELENIE ZMIENNEJ DO NAZWY OBJEKTU

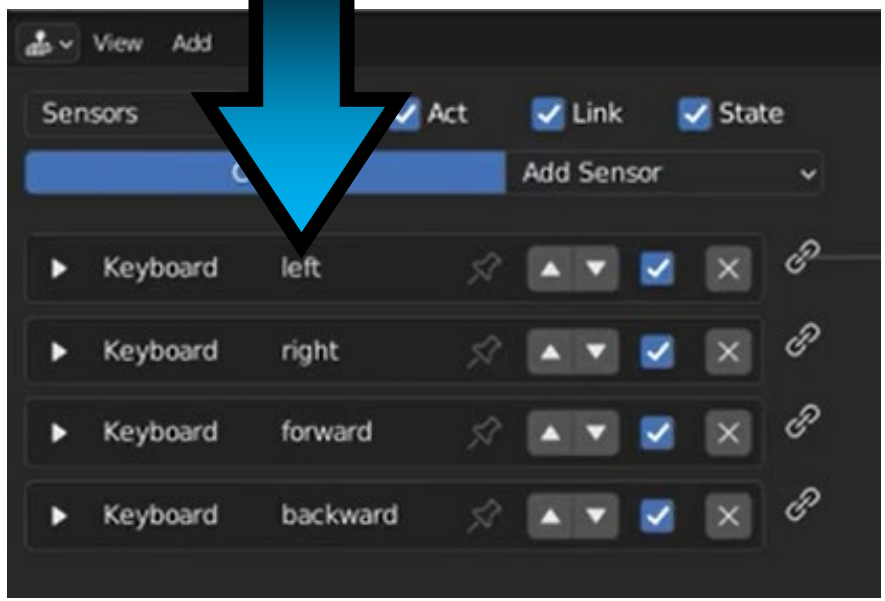
```
1
2  from bge import logic
3
4  cont = logic.getCurrentController()
5
6  scene = logic.getCurrentScene()
7  objects = scene.objects
8
9  cube = objects["Cube"]
```



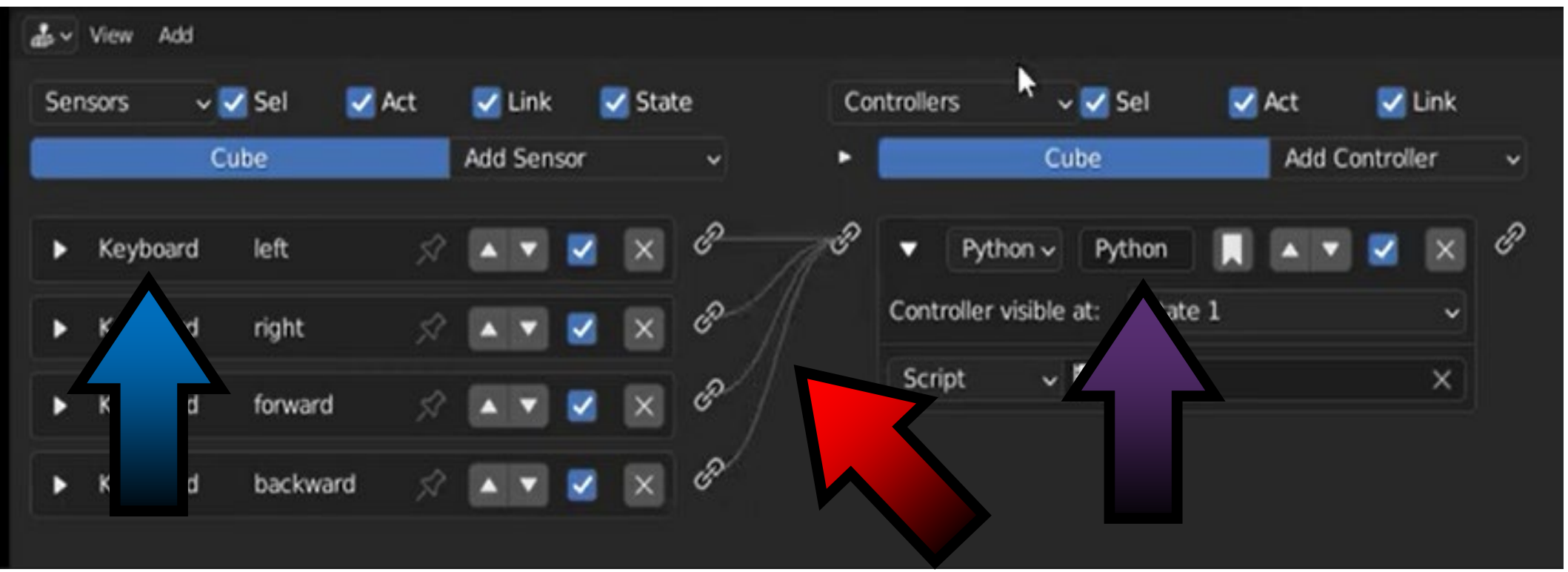
Co-funded by the European Union

```
 8
 9  cube = objects["Cube"]
10
11  left = cont.sensors['left']
12  right = cont.sensors['right']
13  forward = cont.sensors['forward']
14  backward = cont.sensors['backward']
```

PRZYDZIELENIE ZMIENNEJ DO NAZWY SENSORA



POŁĄCZENIE SENSORS Z CONTROLLERS

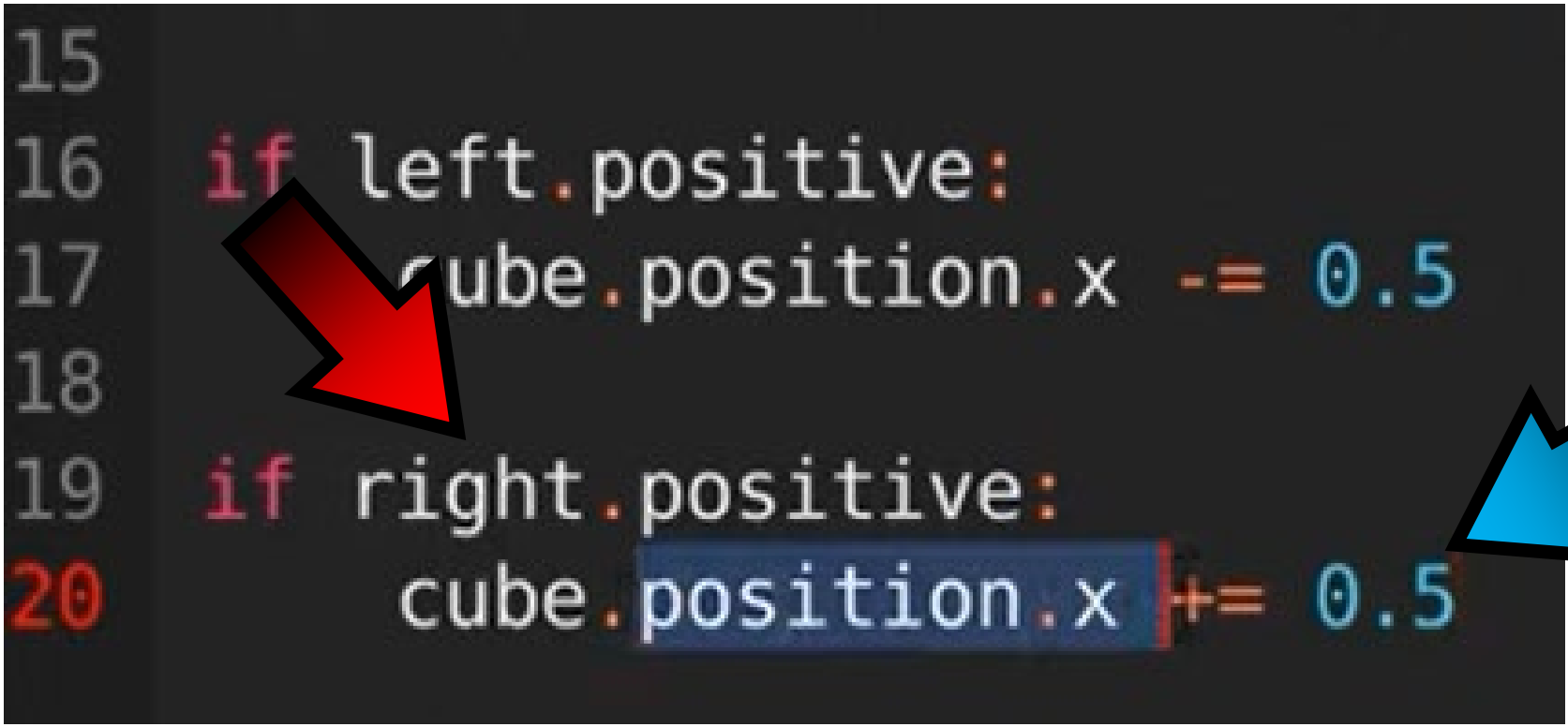


Co-funded by the European Union

PRZESUNIĘCIE W LEWO

```
10
11  left = cont.sensors['left']
12  right = cont.sensors['right']
13  forward = cont.sensors['forward']
14  backward = cont.sensors['backward']
15
16  if left.positive:
17      cube.position.x -= 0.5
```

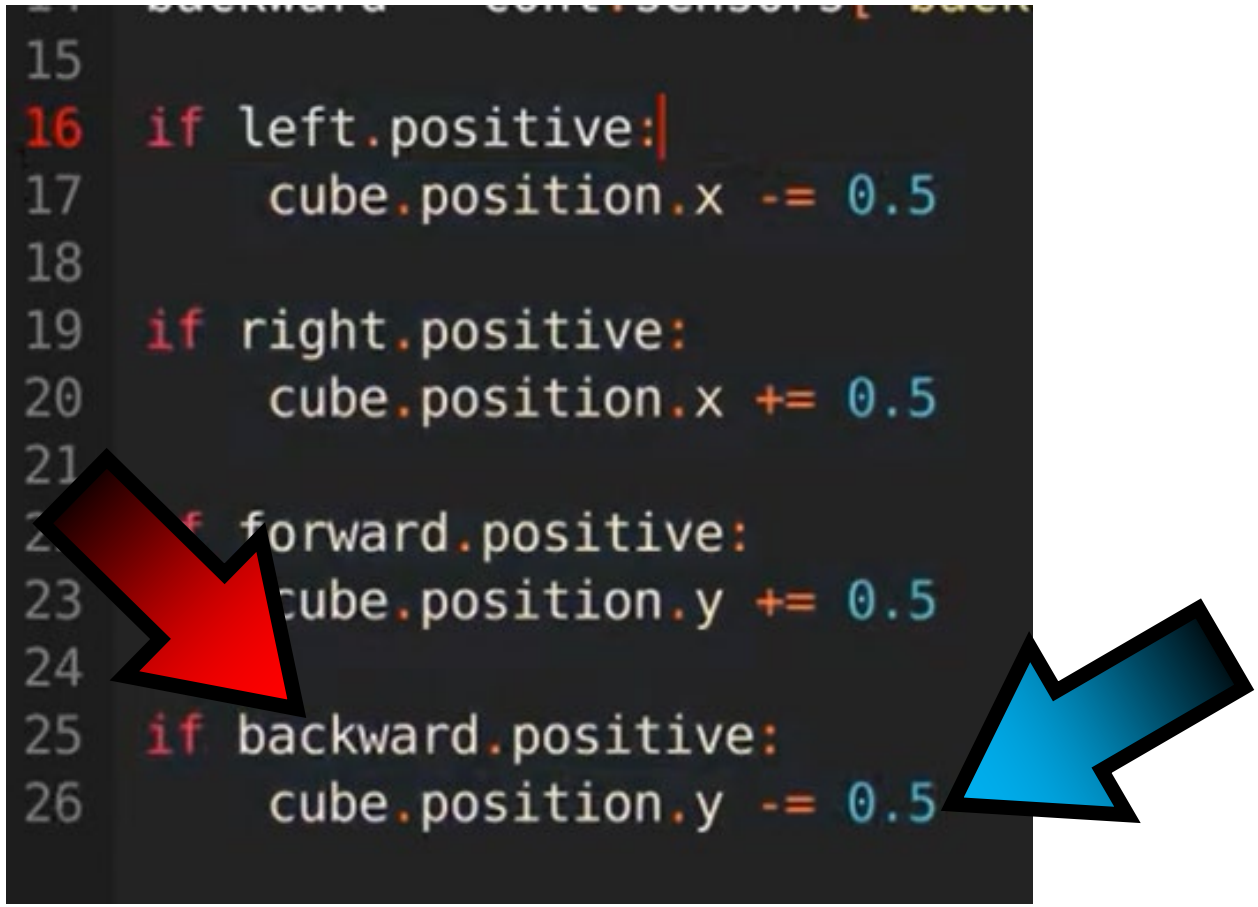
PRZESUNIĘCIE W PRAWO



PRZESUNIĘCIE DO PRZODU

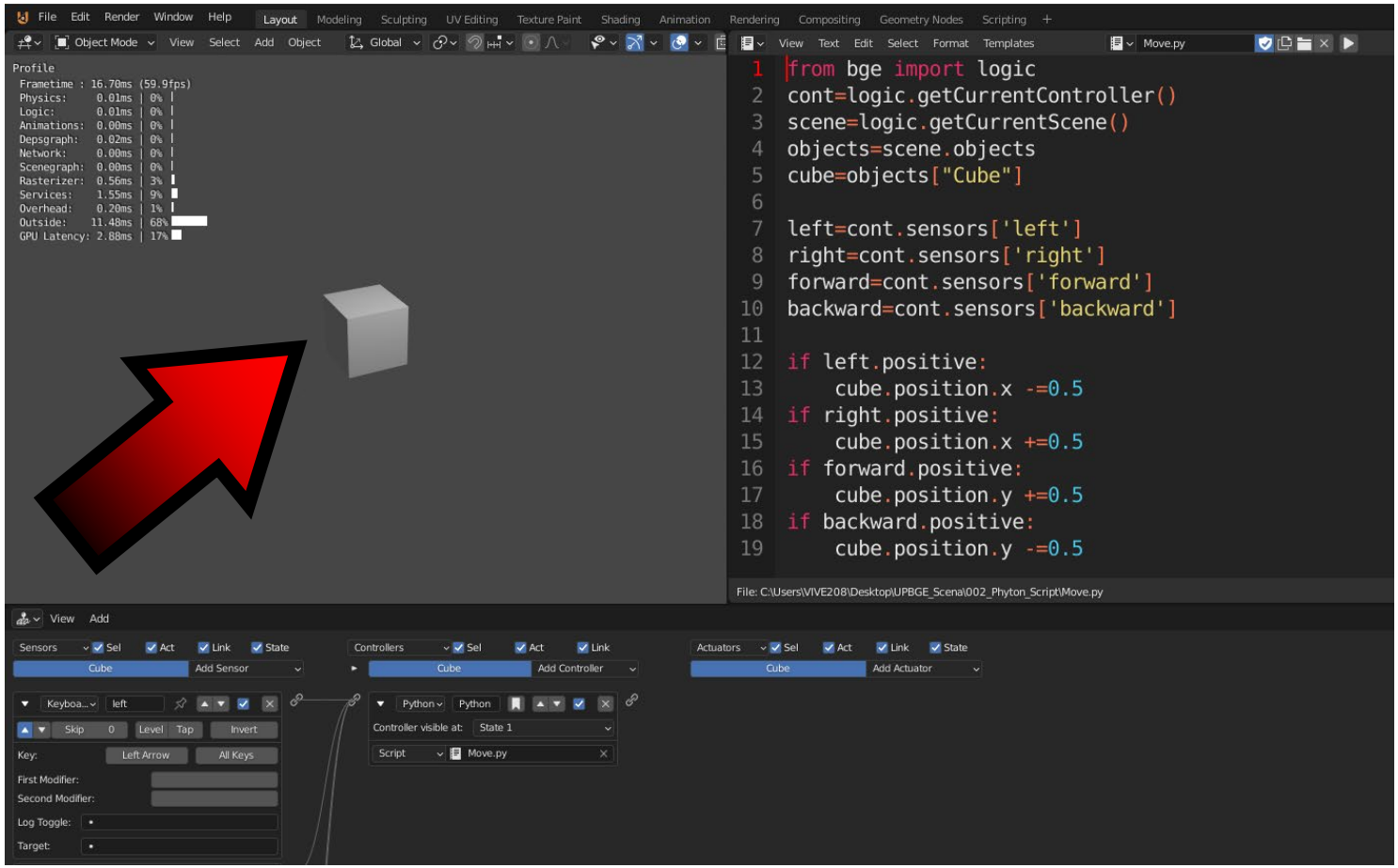
```
15
16  if left.positive:
17      cube.position.x -= 0.5
18
19  if right.positive:
20      cube.position.x += 0.5
21
22  if forward.positive:
23      cube.position.y += 0.5
```

PRZESUNIĘCIE DO TYŁU

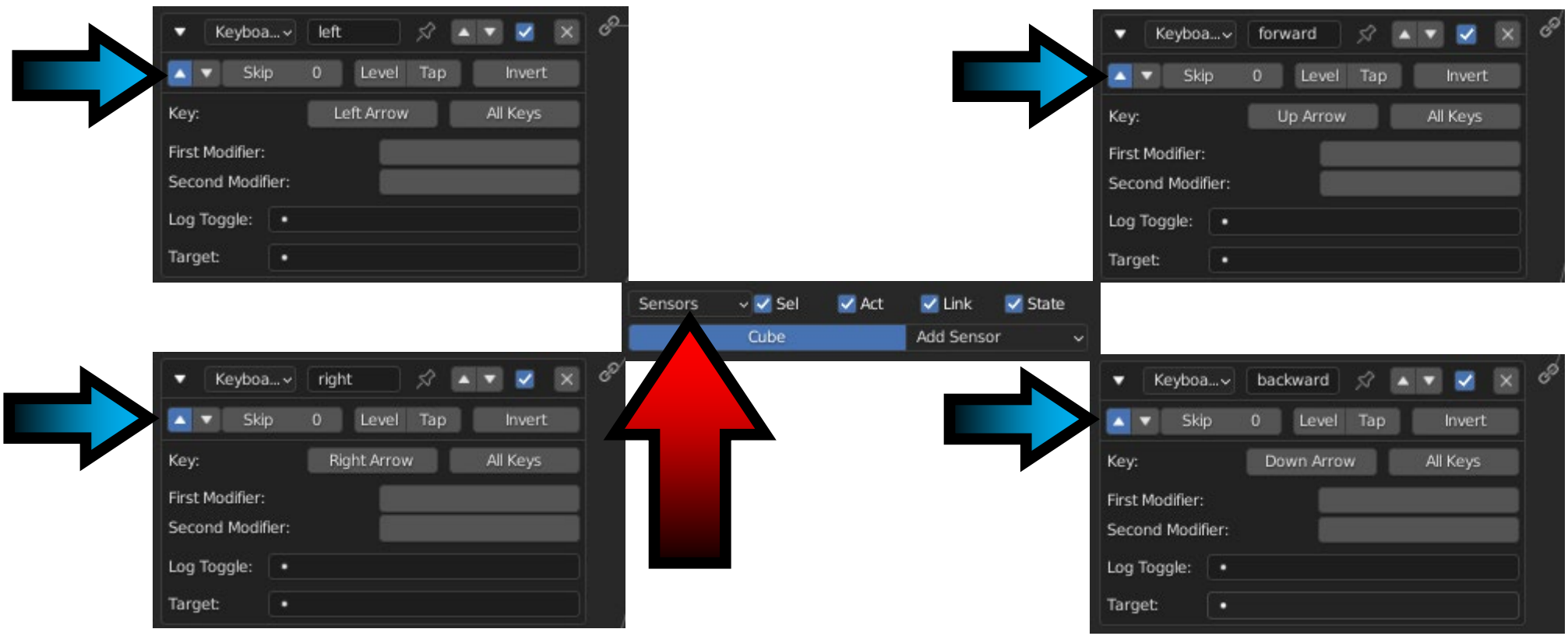


SPRAWDŹ GRE

URUCHAMIAJĄC KLAWISZEM P



ABY WYKONAĆ CIĄGŁY RUCH
DLA SENSORS WŁĄCZAMY STRZAŁKI



POWER OF AR AND VR

DZIĘKUJĘ ZA UWAGĘ

Co-funded by the European Union