

# UPBGE

## Podążanie za kamerą



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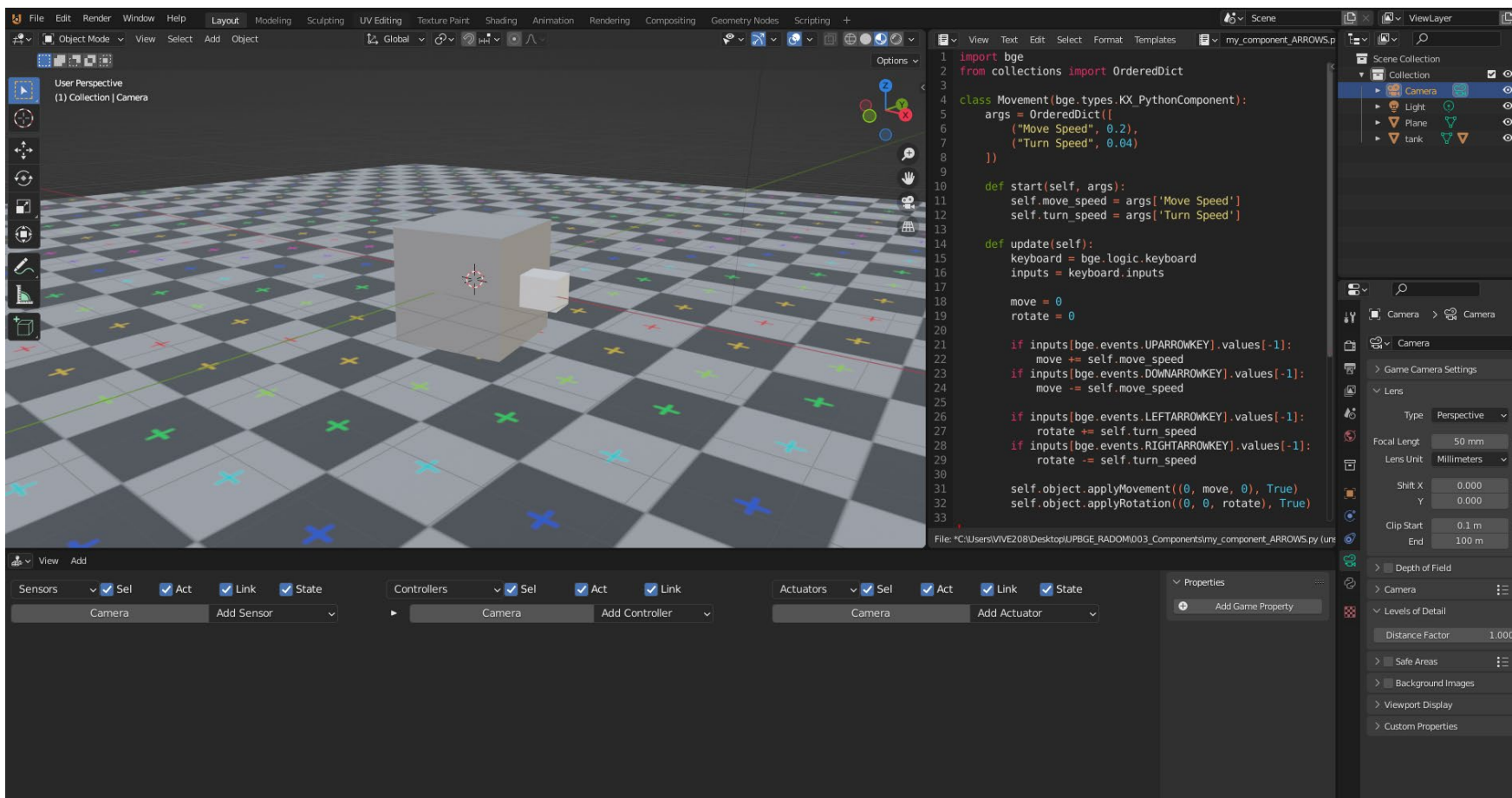
2024-1-PL01-KA220-VET-000243150

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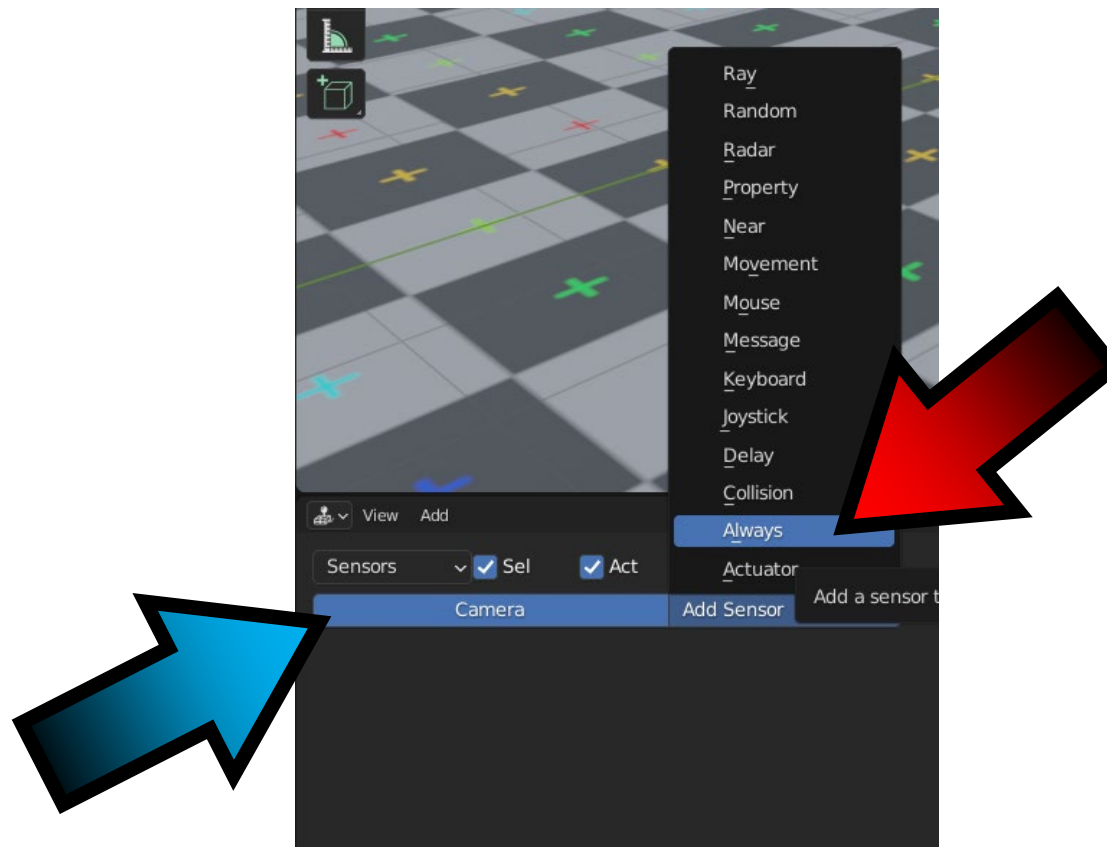
# POWER OF AR AND VR

## OTWÓRZ POPRZEDNI PLIK

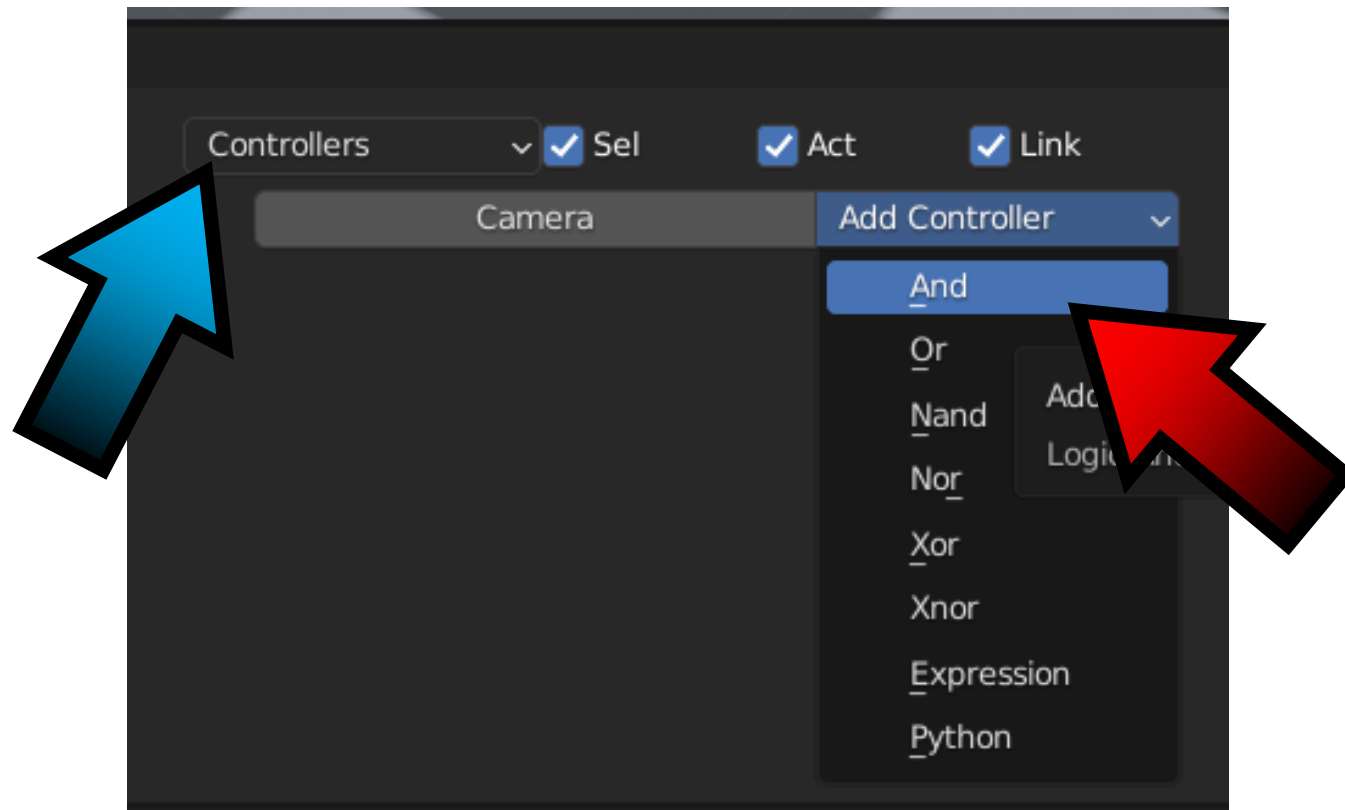


# POWER OF AR AND VR

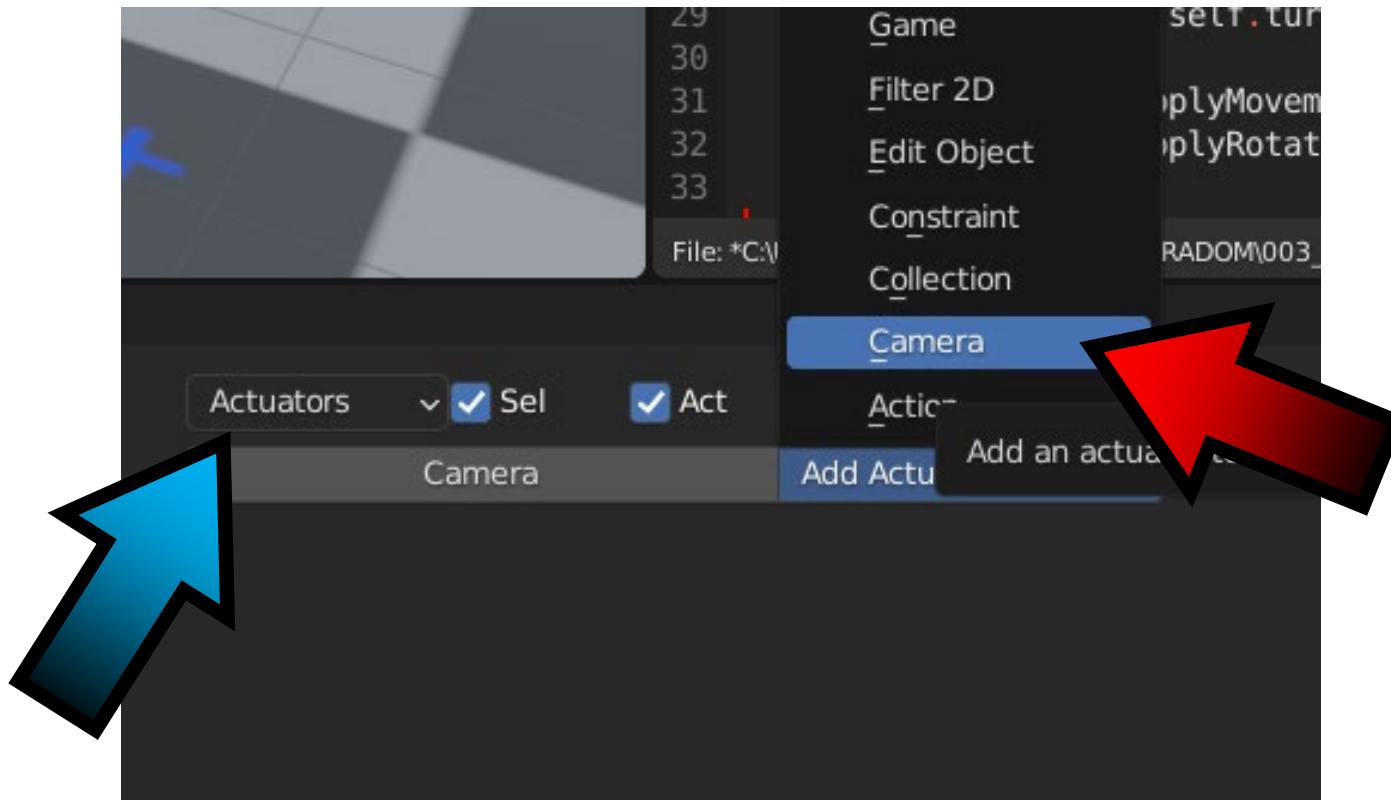
## DLA WYBRANEJ KAMERY WYBIERZ SENSOR ALWAYS



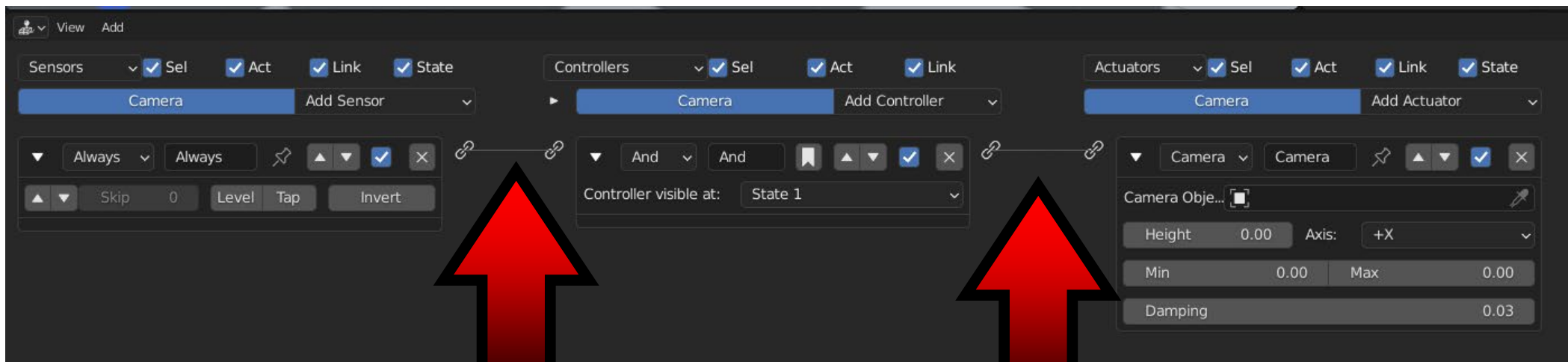
## NASTĘPNIE DLA CONTROLLERS ZAZNACZ **AND**



## DLA ACTUATORS WYBIERZ CAMERA



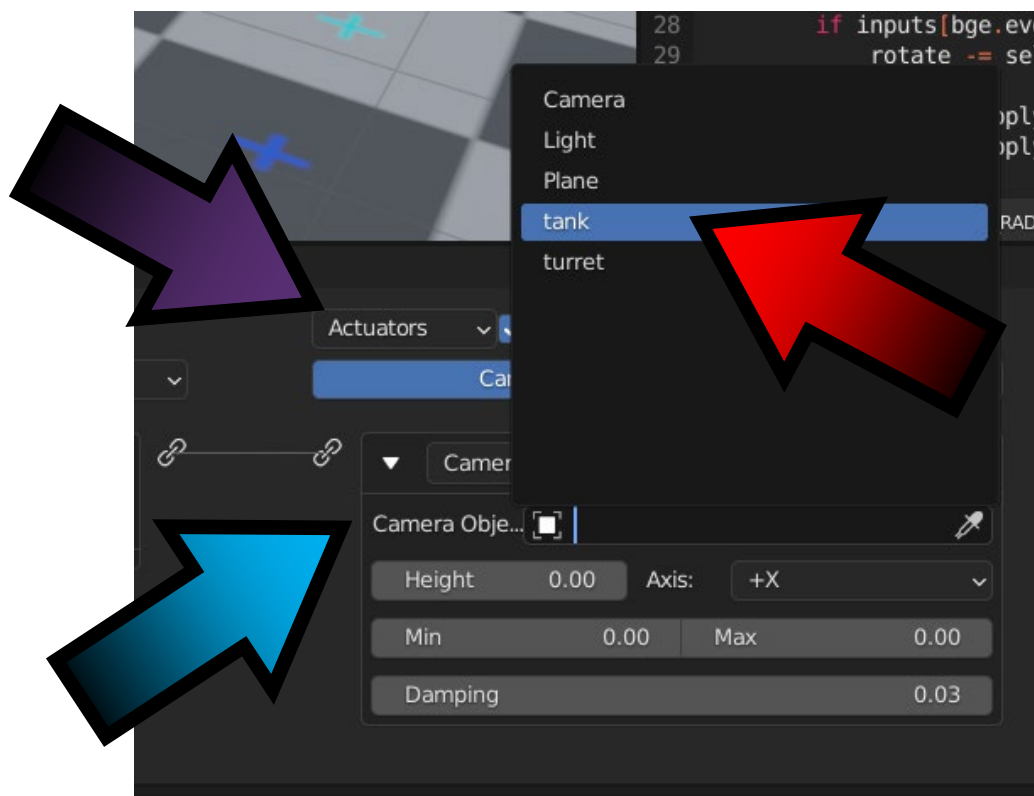
## POŁĄCZ JAK WCZEŚNIEJ



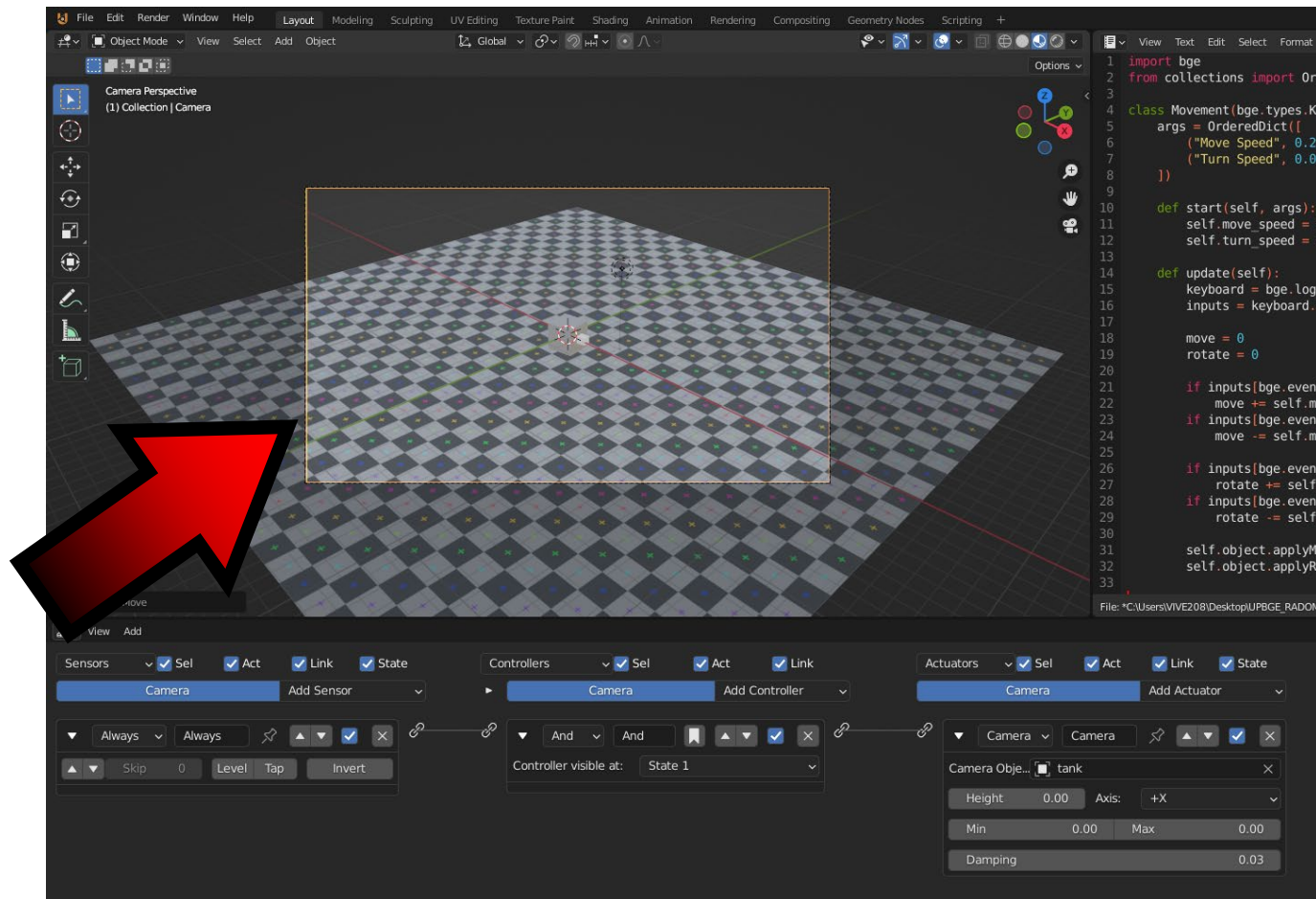
The screenshot displays a software interface with three main sections: Sensors, Controllers, and Actuators. Each section has a dropdown menu for 'Camera' and an 'Add' button. The Sensors section includes a 'State' dropdown set to 'Always' and a 'Link' checkbox checked. The Controllers section includes a 'State' dropdown set to 'And' and a 'Link' checkbox checked. The Actuators section includes a 'State' dropdown set to 'Camera' and a 'Link' checkbox checked. Two large red arrows point upwards from the bottom towards the chain icons connecting the Sensors and Actuators components to the Controllers component.

# POWER OF AR AND VR

## W ACTUATORS DLA CAMERA OBJECT WYBIERZ **TANK**



## USTAW WIDOK KAMERY

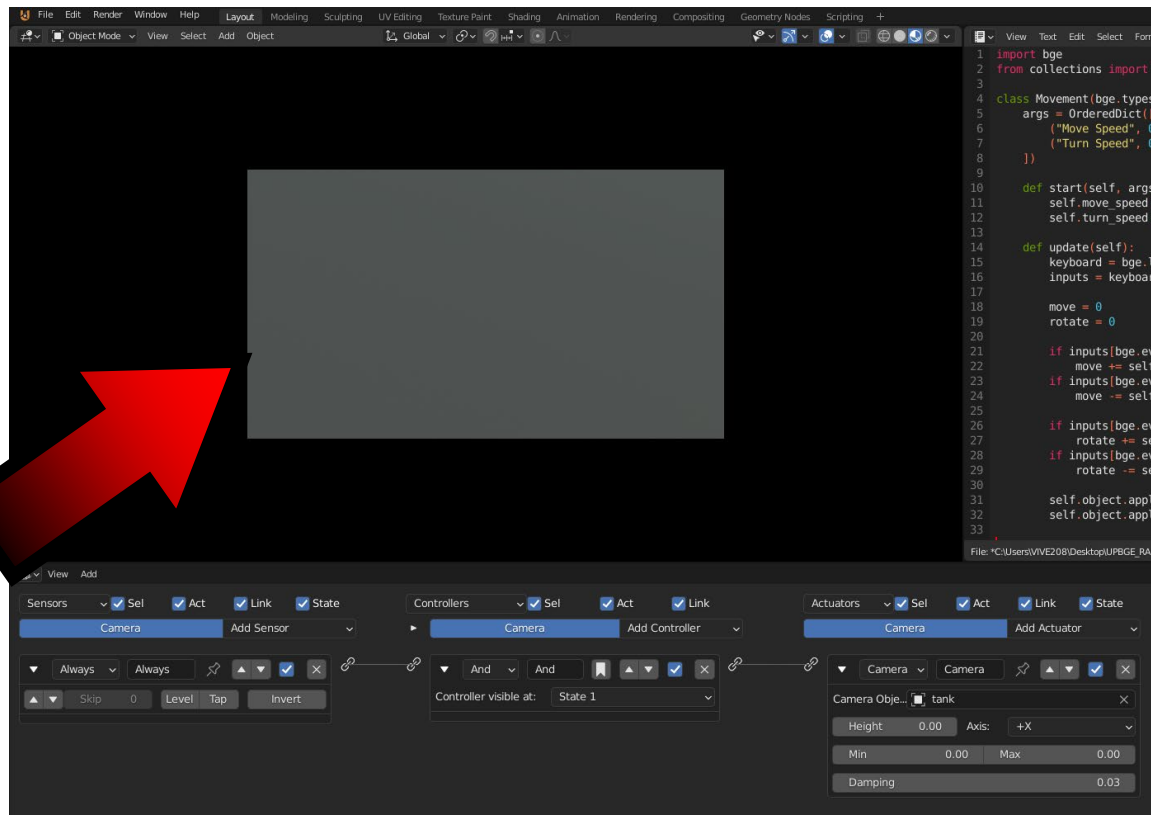


The screenshot displays the Blender 2.80 interface. The 3D Viewport shows a camera object in a perspective view of a checkered floor. A red arrow points to the camera object. The Properties panel on the right shows the camera's settings, including the 'Camera' object and 'Camera' properties like Height, Min, Max, and Damping. The Script Editor on the right shows a Python script for a 'Movement' class.

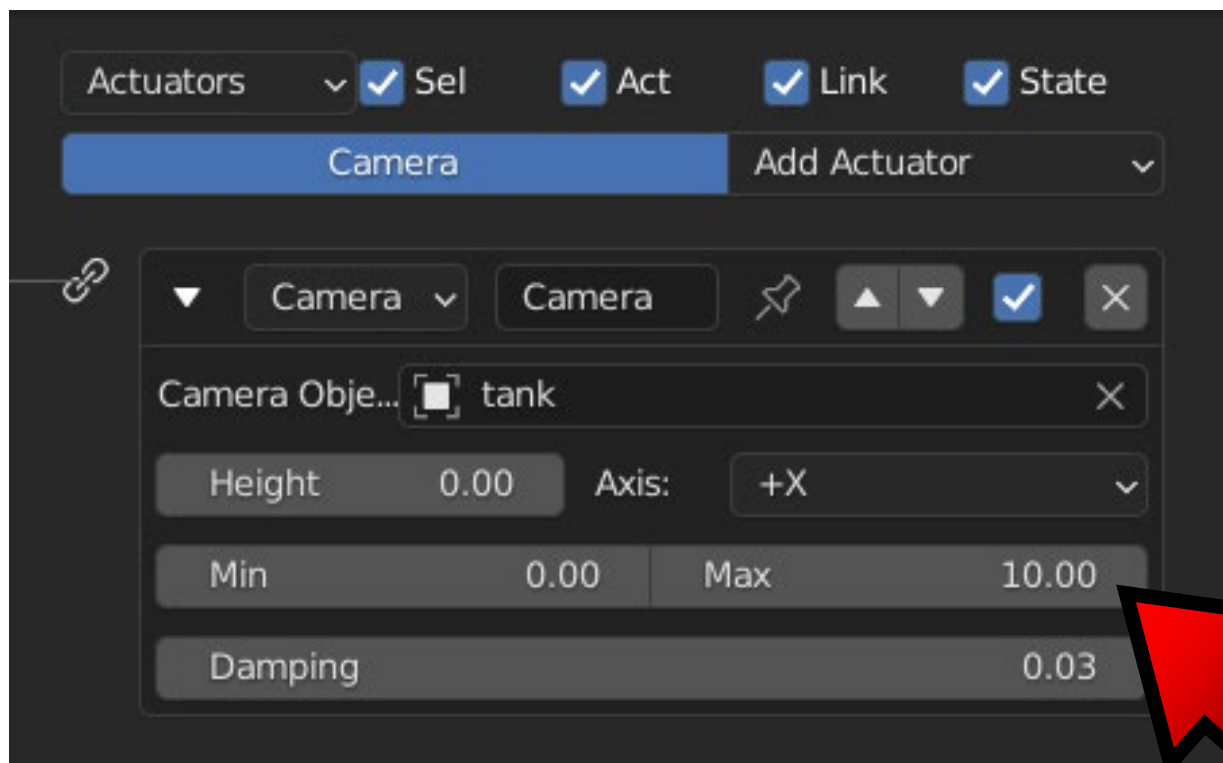
```
1 import bge  
2 from collections import OrderedDict  
3  
4 class Movement(bge.types.Klass):  
5     args = OrderedDict(  
6         ("Move Speed", 0.2),  
7         ("Turn Speed", 0.04)  
8     )  
9  
10    def start(self, args):  
11        self.move_speed = args["Move Speed"]  
12        self.turn_speed = args["Turn Speed"]  
13  
14    def update(self):  
15        keyboard = bge.logic.keyboard  
16        inputs = keyboard.inputs  
17  
18        move = 0  
19        rotate = 0  
20  
21        if inputs[bge.events.LEFT]:  
22            move += self.move_speed  
23        if inputs[bge.events.RIGHT]:  
24            move -= self.move_speed  
25  
26        if inputs[bge.events.UP]:  
27            rotate += self.turn_speed  
28        if inputs[bge.events.DOWN]:  
29            rotate -= self.turn_speed  
30  
31        self.object.applyRotation([0, 0, rotate])  
32        self.object.applyMove([move, 0, 0])  
33
```



# URUCHOM GRĘ JESTEŚMY WEWNĄTRZ TANK



## ZMIENIĆ **MAX NA 10**



Actuators  Sel  Act  Link  State

Camera Add Actuator

Camera Camera

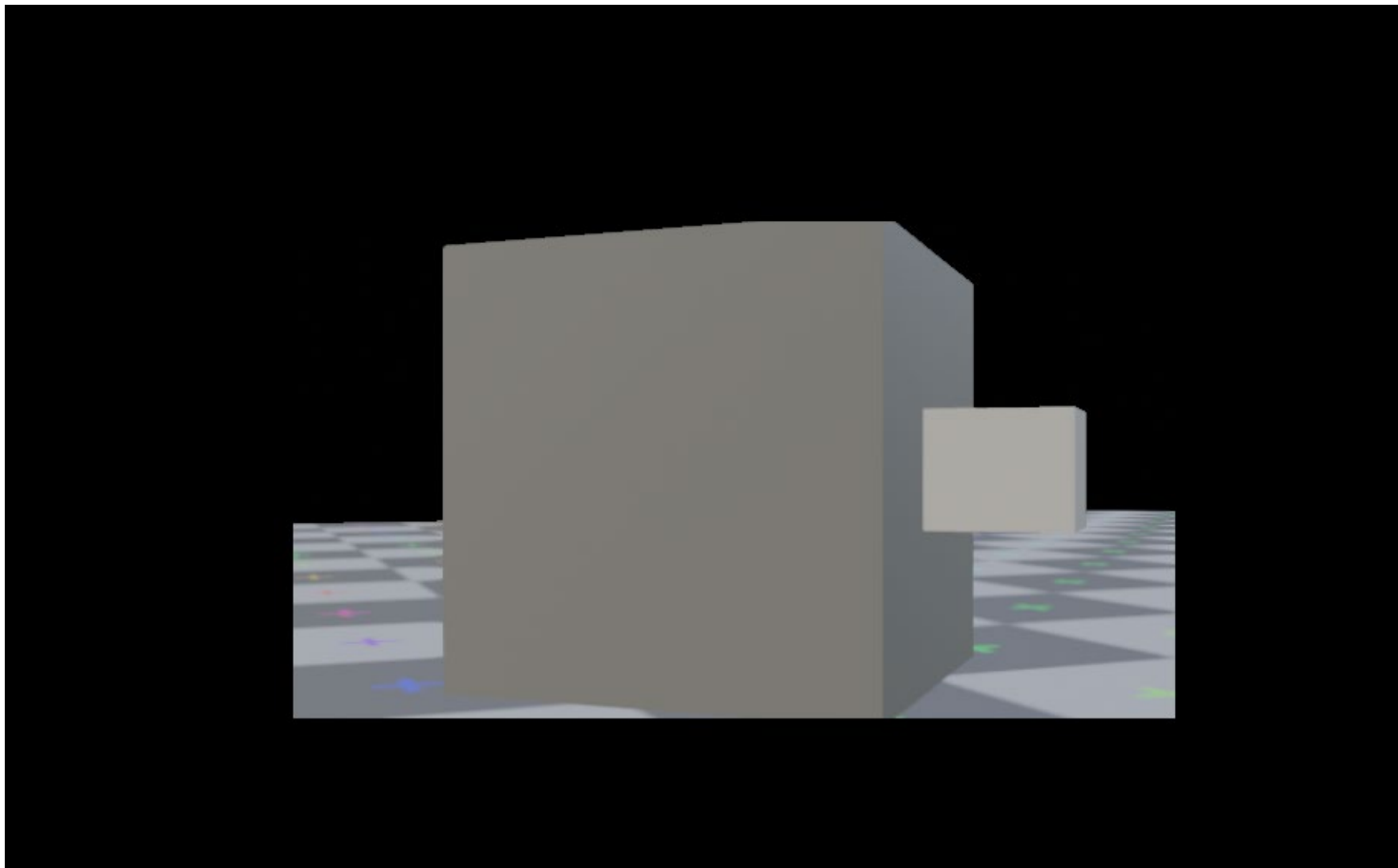
Camera Obj... tank

Height 0.00 Axis: +X

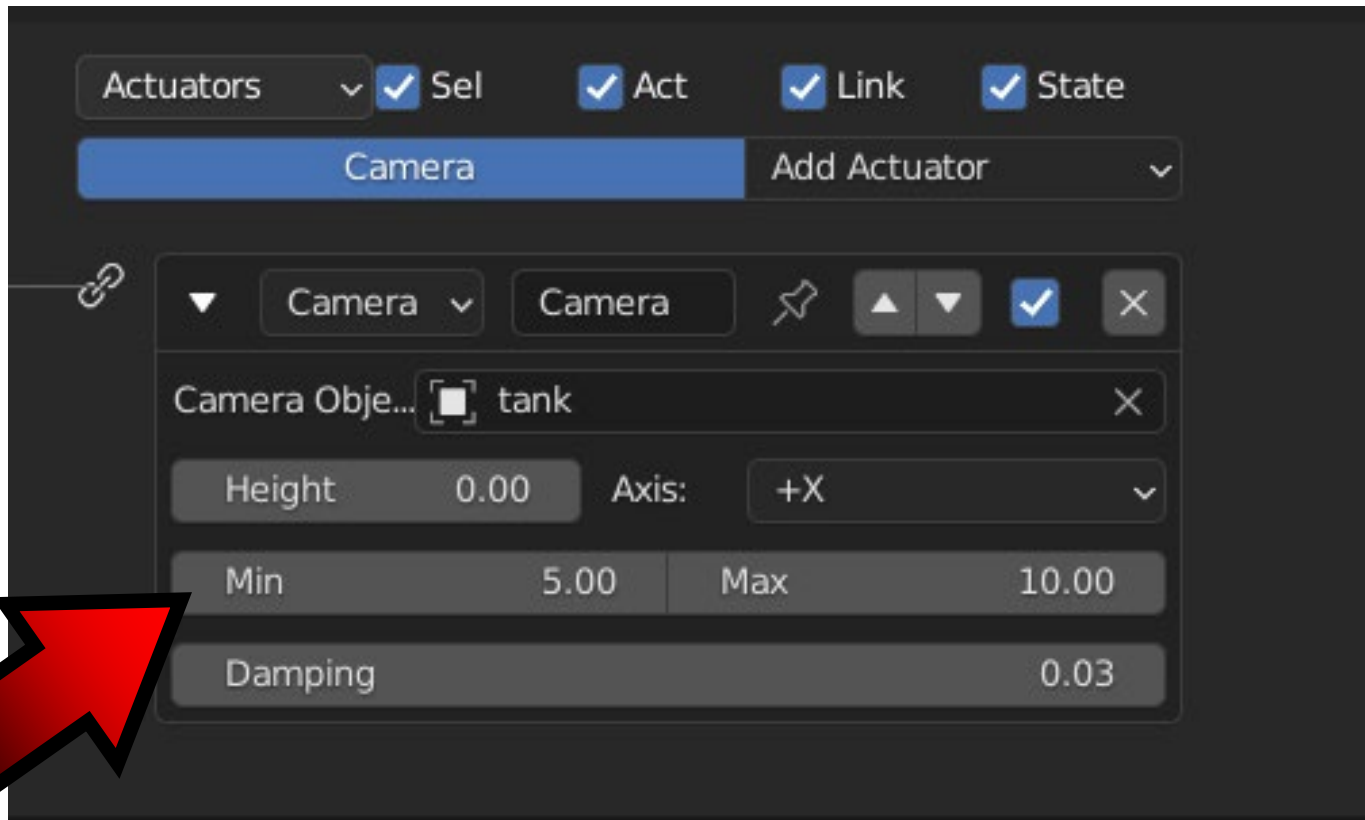
Min 0.00 Max 10.00

Damping 0.03

## URUCHOM GRĘ



## USTAW MIN NA 5



Actuators  Sel  Act  Link  State

Camera Add Actuator

Camera Camera

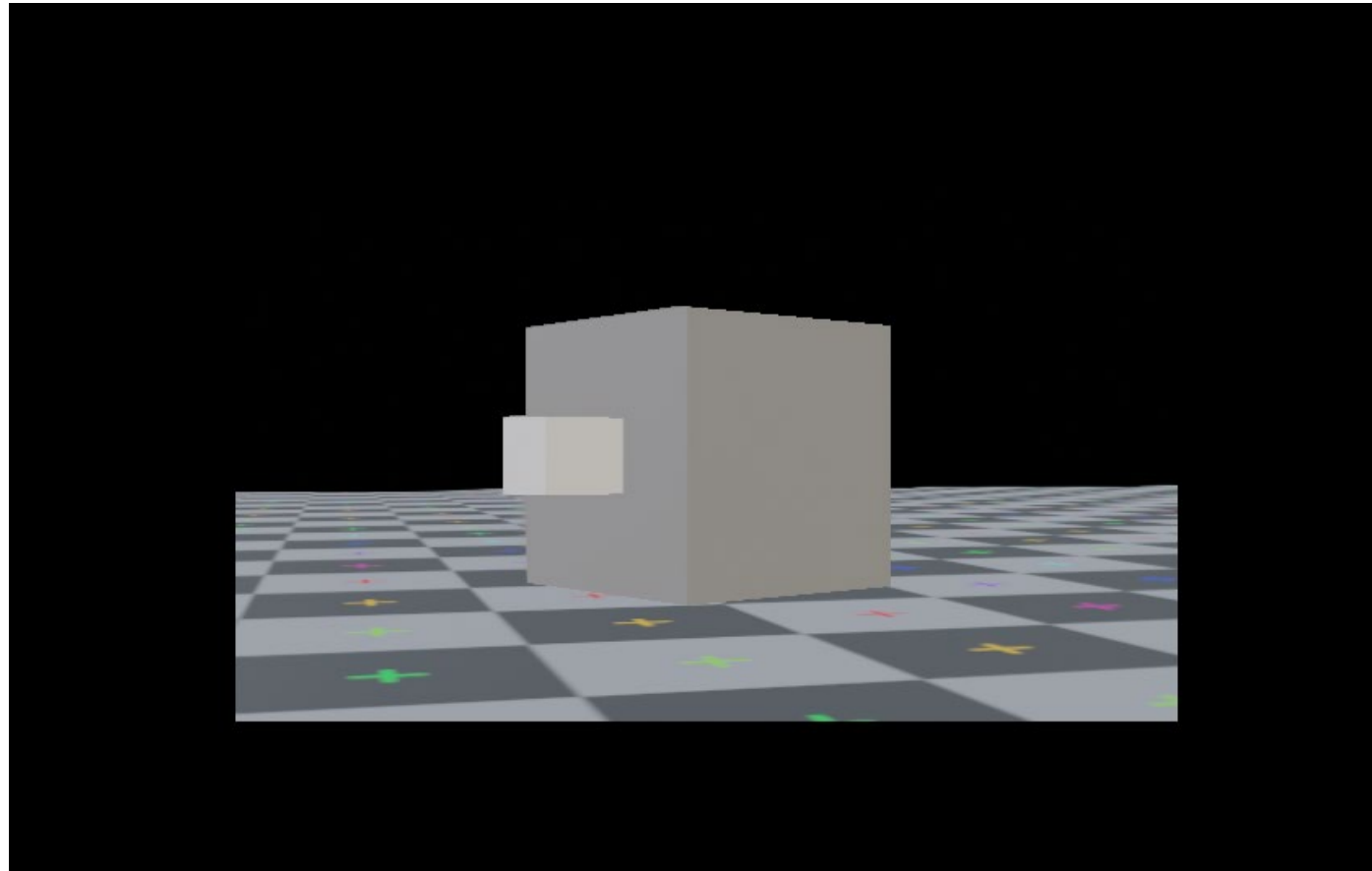
Camera Obj...  tank

Height 0.00 Axis: +X

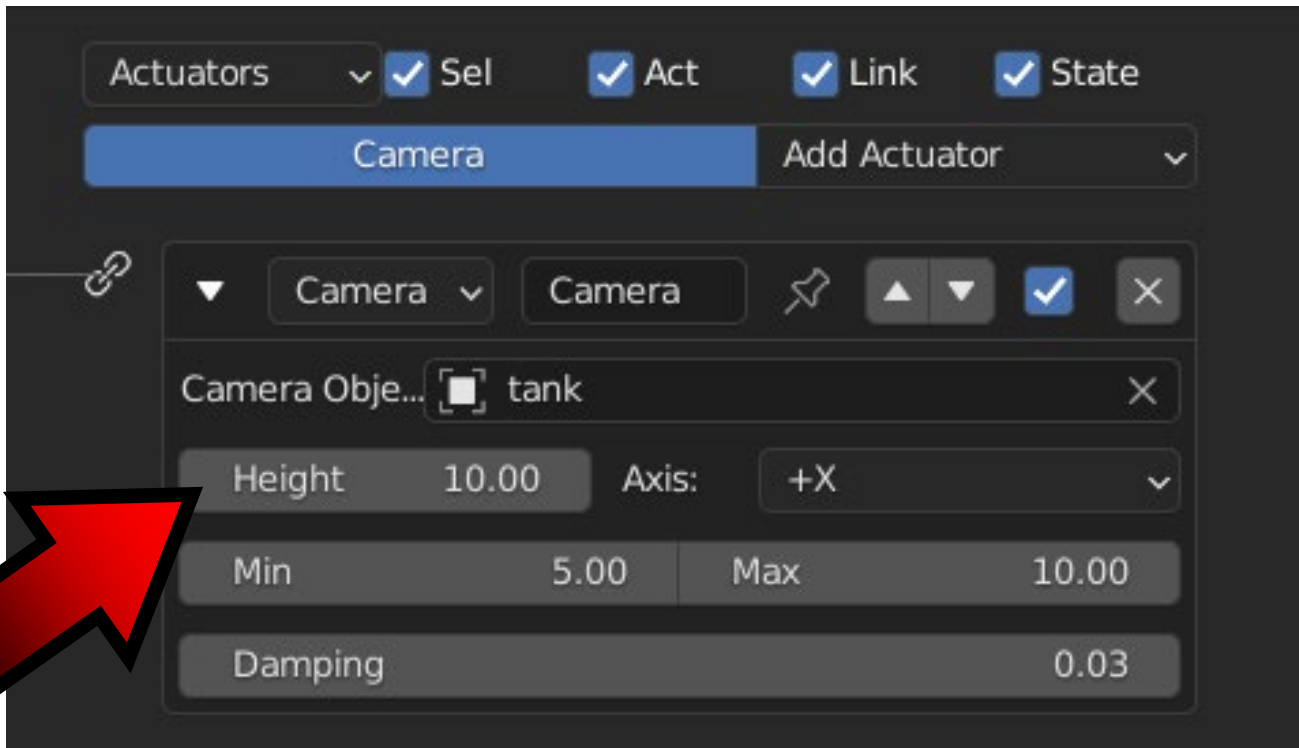
Min 5.00 Max 10.00

Damping 0.03

## URUCHOM GRE



## USTAW **HEIGHT NA 10**



Actuators  Sel  Act  Link  State

Camera Add Actuator

Camera Camera

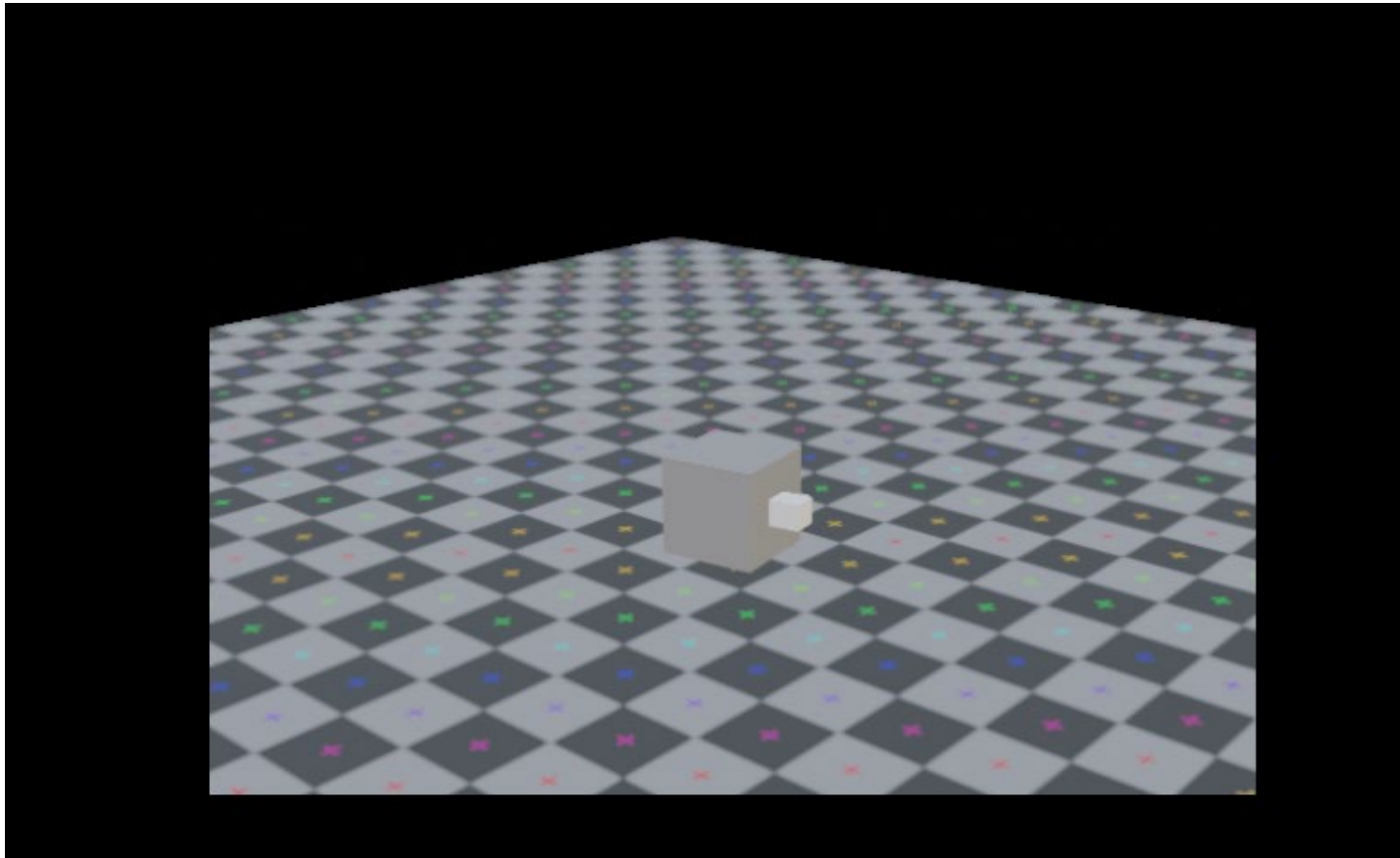
Camera Obj... tank

Height 10.00 Axis: +X

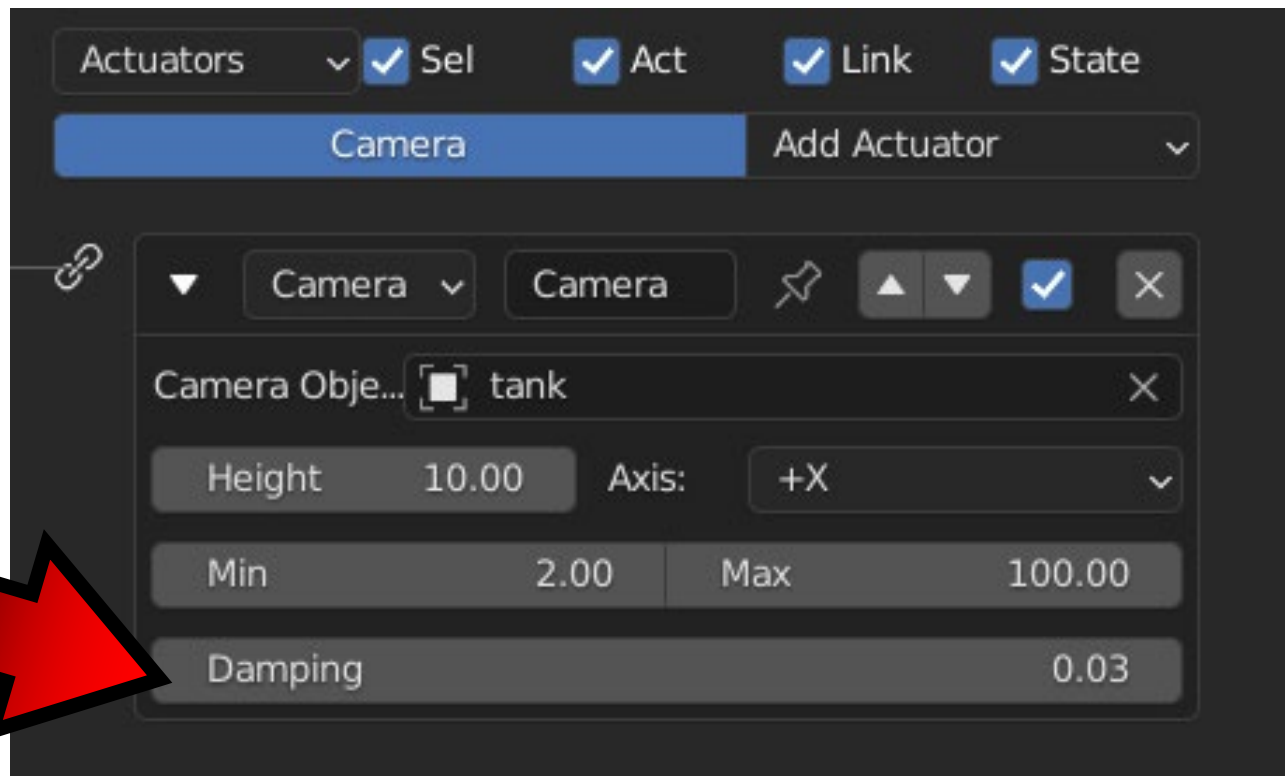
Min 5.00 Max 10.00

Damping 0.03

## URUCHOM GRE



## PARAMETR **DAMPING** SŁUŻY DO TŁUMIENIA



Actuators  Sel  Act  Link  State

Camera Add Actuator

Camera Camera

Camera Obj... tank

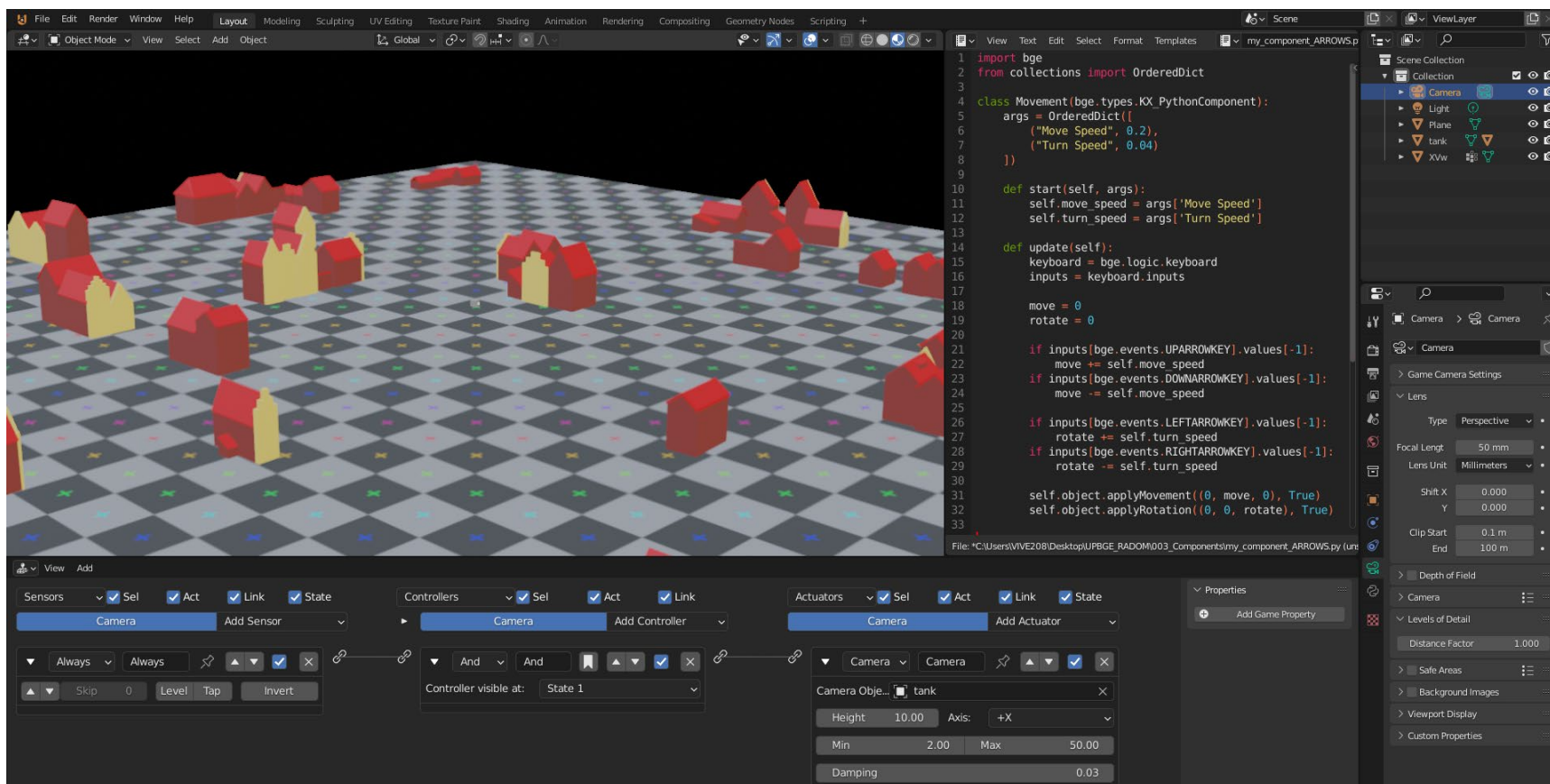
Height 10.00 Axis: +X

Min 2.00 Max 100.00

Damping 0.03



## W TEN SPOSÓB MOŻESZ TESTOWAĆ RÓŻNE PROJEKTY



# POWER OF AR AND VR

## DZIĘKUJĘ ZA UWAGĘ



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