UPBGE Podążanie za kamerą



Co-funded by the European Union

Co-runged by the European Union



2024-1-PL01- KA220-VET-000243150





OTWÓRZ POPRZEDNI PLIK

👌 File Edit Render Window Help Lay	out Modeling Sculpting UV Editing					lov Scene	× یا	l≝ v ViewLayer	
≠♀∽ [■] Object Mode ∽ View Select Add	Object 🛃 Global	 О< Øщ< ∧ ∧ 	\$ ~ <mark>™</mark> ~		🗏 🗸 View Text Edit Select Format Template:	my_component_ARROW5.p	Ē∎~	R~ ∕	V
 File Edit Render Window Heip Lay I Object Mode View Select Add I Object Mode View Select Add I Object In Content I Object In Content I Object In Content 	out Modeling Sculpting UV Editing Object E2, Global	Texture Paint Shading Animation Renc	dering Compositing Geometry Nodes	Scripting +	<pre>view Text Edit Select Format Template import bge from collections import OrderedDid class Movement(bge.types.KX_Pythor args = OrderedDict([</pre>	<pre></pre>		ViewLayer ViewLayer O	
		×			<pre>8 move = 0 9 rotate = 0 1 if inputs[bge.events.UPAR 1 move += self.move_spec 3 if inputs[bge.events.DOMN 4 move -= self.move_spec 5 if inputs[bge.events.LEFT 7 rotate += self.turn s; 8 if inputs[bge.events.RIGH 9 rotate -= self.turn_s; 1 self.object.applyRotation 1 self.object</pre>	OWKEY].values[-1]; d RROWKEY].values[-1]; d RROWKEY].values[-1]; eed ARROWKEY].values[-1]; eed (0, move, 0), True) (0, 0, rotate), True) onerdshry_component_ARROWS py (ure		Camera > 2 Cam Gamera → 2 Cam Gamera Settings Lens Type Perspectiv Ocal Leng 50 m Lens Unit Millimeter Shift X 0.000 Y 0.000 Clip Start 0.1 n End 100 r	nera x ve v • m • 0 • m • m •
å ∼ View Add						< Properties		Depth of Field	
Sensors V Sel Act	⊿ Link ✓ State Cont Id Sensor → ►	rollers v Sel Act	dd Controller	Actuators V Sel V A Camera	kt V Link V State Add Actuator V	Add Game Property		Camera Levels of Detail Distance Factor Safe Areas Background Images Background Images Vewport Display Custom Properties	







DLA WYBRANEJ KAMERY WYBIERZ SENSOR ALWAYS









NASTĘPNIE DLA CONTROLLERS ZAZNACZ AND

Controllers	🗸 🗹 Sel	🗹 Act 🛛 🔽 Link
	Camera	Add Controller







DLA ACTUATORS WYBIERZ CAMERA









POŁĄCZ JAK WCZEŚNIEJ









WACTUATORS DLA CAMERA OBJECT WYBIERZ TANK



UPBGE





USTAW WIDOK KAMERY









URUCHOM GRĘ JESTEŚMY WEWNĄTRZ TANK









ZMIEŃ MAX NA 10

Camer	а	Add Actua	tor ~
▼ Camera 、	Camera	\$ ▲	• 🔽 🗙
Camera Obje] tank		×
Height	0.00 Axis:	+X	~
Min	0.00	Max	10.00
Damping			0.03







URUCHOM GRĘ









USTAW MIN NA 5

	Came	era	Ado	d Actuator	~
۶ •	Camera	✓ Came	ra 🖍		×
Can	nera Obje	🔲 tank			×
	Height	0.00 A	xis: +X		~
	Min	5.00	Max	10	0.00
	Damping			(0.03

UPBGE





URUCHOM GRĘ









USTAW HEIGHT NA 10

Actuators	v 🗸 Sel	🛃 Act	🛃 Link	🗹 State
	Camera		Add Actuat	tor ~
▼	Camera 🗸	Camera	∫ x² ▲ •	 X X
Heio	100je	Axis:	+X	× •
Min		5.00	Max	10.00
Dam	nping			0.03







URUCHOM GRĘ









PARAMETR DAMPING SŁUŻY DO TŁUMIENIA

Act	tuators 🛛 🗸 🗹 S	el 🗹 🗹	t 🗾 Link	🛃 State
	Camer	ra	Add Actua	ator ~
-3	▼ Camera	∽ Camera	<i>☆</i>	• · ×
	Camera Obje] tank		×
	Height 1	.0.00 Axis	: +X	~
	Min	2.00	Max	100.00
	Damping			0.03

UPBGE





W TEN SPOSÓB MOŻESZ TESTOWAĆ RÓZNE PROJEKTY

Import bge Import bge Import bge	
1 import bge 2 from collections import OrderedDict 3 class Movement(bge.types.KX_PythonComponent): 3 args = OrderedDict([6 ("Move Speed", 0.2), 7 ("Turn Speed", 0.04) 8]) 10 def start(self, args):	∎⊙@ ⊜⊙ [6]
10 def start(self, args):	
11 setT.move speed = args['Move Speed'] 12 setf.move speed = args['Torve Speed'] 13 def uptate(setf): 14 def uptate(setf): 15 keyboard = bge.logic.keyboard 16 inputs = keyboard.inputs	
	
19 rotate = 0	2 Camera 🕺
21 if inputs[bge.events.UPARROMKEY].values[-1]:	Ø
22 more += set.i.move = set.i.move += set.i	ttings
24 move - self.move speed	
25 26 if innits[hop events [EFTABROWEY] values[.1].	spective 🗸 •
27 rotate += self.turn speed	
28 if inputs(bge.events.RIGHTARROWKEY].values[-1]: 29 rotate -= self.turn_speed	imeters v •
Self.object.applyMovement((0, move, 0), True) Self.object.applyRotation((0, 0, rotate), True) Self.object.applyRotation((0, 0, rotate), True) Self.object.applyRotation((0, 0, rotate), True)	0.000 • 0.000 •
File: *C:\Users\VIVE208\Desktop\UPBGE_RADOM003_Component.stmy_component_ARROWS.py (un: 🔗 End	100 m •
La v View Add C Depth of Fiel	
Sensors 🗸 🖉 Sel 🖉 Act 🖉 Link 🖉 State Controllers 🗸 🖉 Sel 🖉 Act 🖉 Link Actuators 🗸 🖉 Sel 🖉 Act 🖉 Link 🖉 State 🔷 Properties 📟 🔗 > Camera	i≡
Camera Add Sensor V Camera Add Controller V Camera Add Actuator V Add Game Property 💥 V Levels of Detail	
▼ Always → Always ☆ ▲ ▼ ✓ × & C → V ▼ And ↓ ▲ ▼ ✓ × & C → V ⊂ Camera → Camera → Camera → X	1.000
Safe Areas	E
Carriera Obje a tank X	lages
Height 10.00 Axis: +X ~	
Min 2.00 Max 50.00> Custom Property	5
Damping 0.03	



DZIĘKUJĘ ZA UWAGĘ



Co-funded by the European Union

Co-runged by the European Union



2024-1-PL01- KA220-VET-000243150