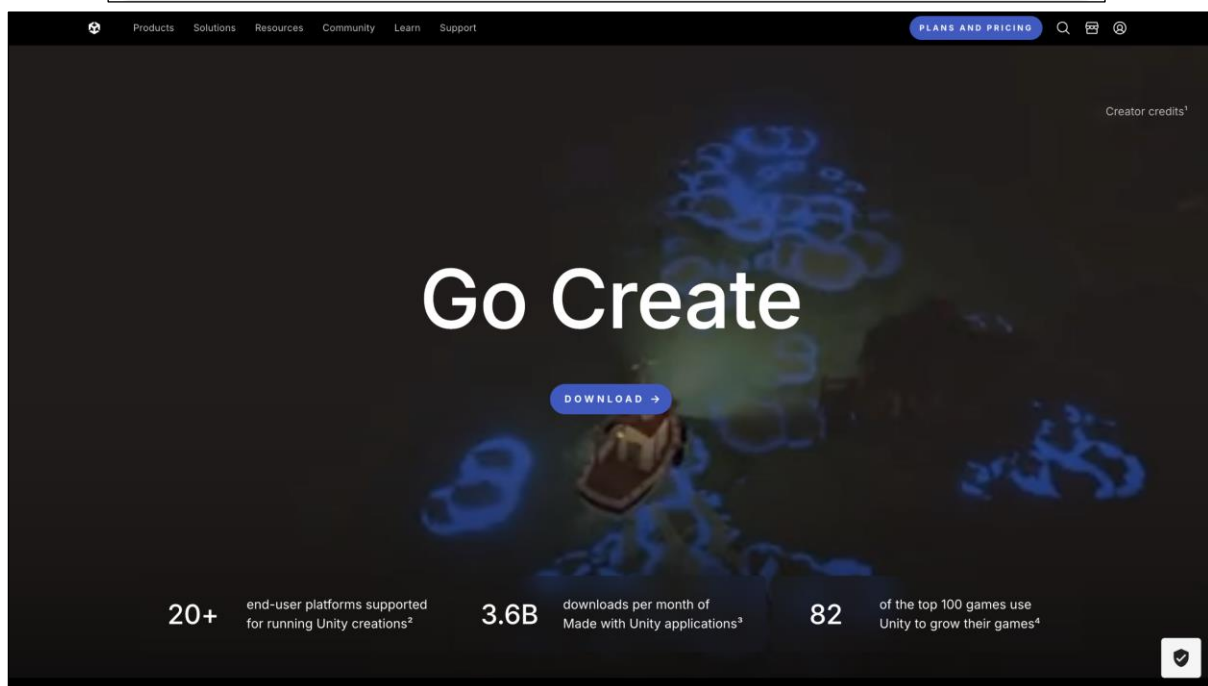
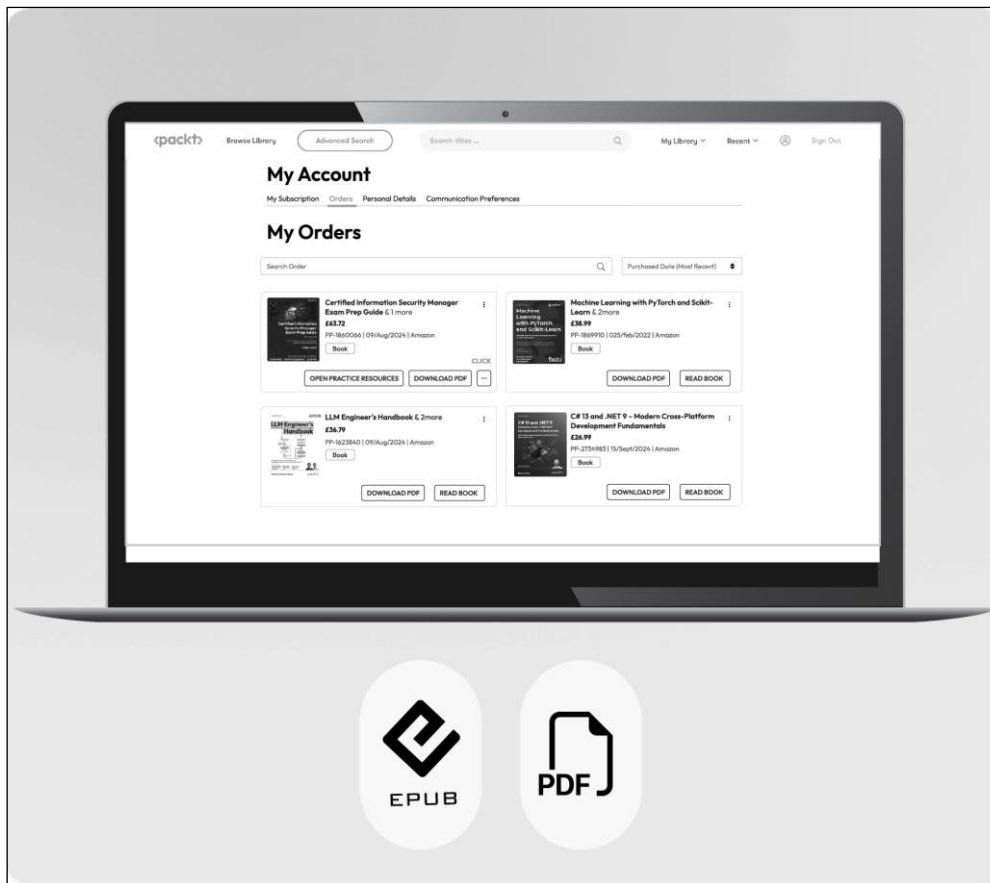


Chapter 1: Getting to Know Your Environment







ProductsSolutionsResourcesCommunityLearnSupport

PLANS AND PRICING

Q

Download Unity

Download the world's most popular development platform for creating 2D and 3D multiplatform games and interactive experiences.

DOWNLOAD FOR MAC →

LEARN ABOUT LICENSING →

Available also for [Windows](#) or [Linux](#)



How to get started

STEP 1

Download the Unity Hub

Before you can start creating in Unity you'll need to download and install the Unity Hub. [Windows](#), [Mac](#), or [Linux](#).

STEP 2

Install the Unity Hub

Once your download and install has completed, open the Hub and login or create a Unity account.

STEP 3

Install the Unity Engine

In the Hub, start a tutorial or open a new project. The latest version of the Unity Engine will download automatically.

HF

Projects

Installs

Learn

Community

Downloads

Installs

Locate

Install Editor

Search

Install Unity Editor

Unity 6 (6000.0.44f1)

Apple SiliconLTS

Location

/Applications/Unity/Hub/Editor

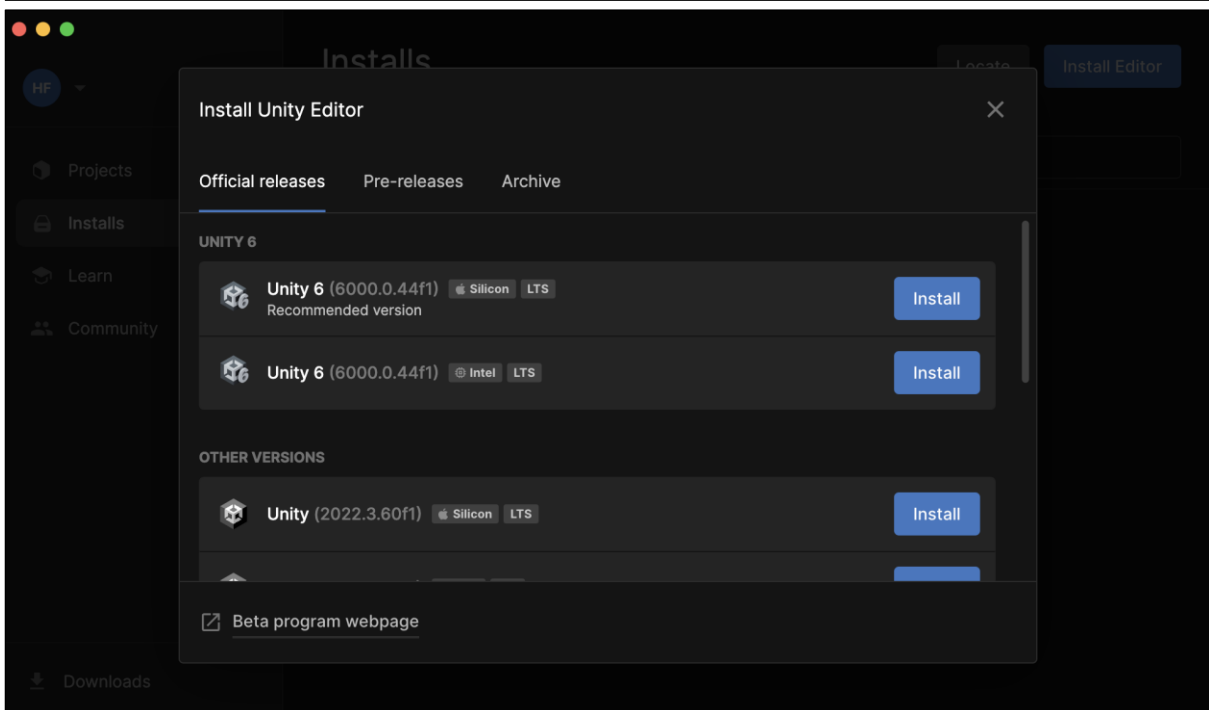
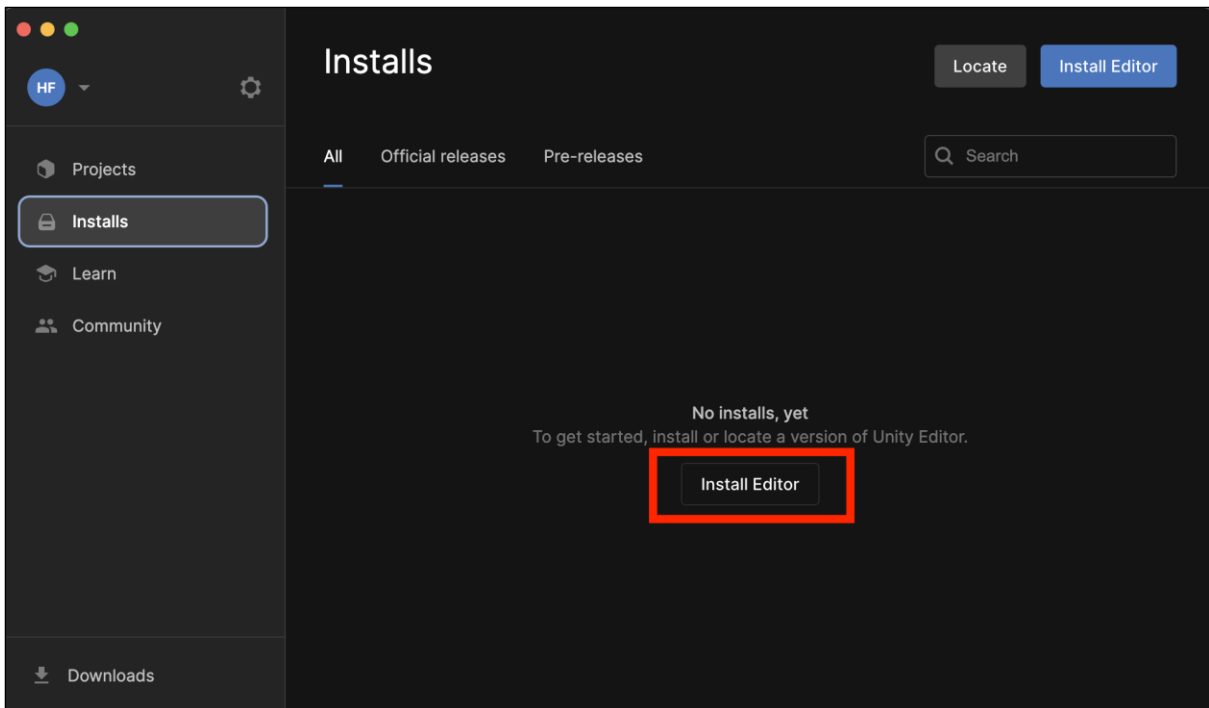
Required: 8.47 GB Available: 455.5 GB

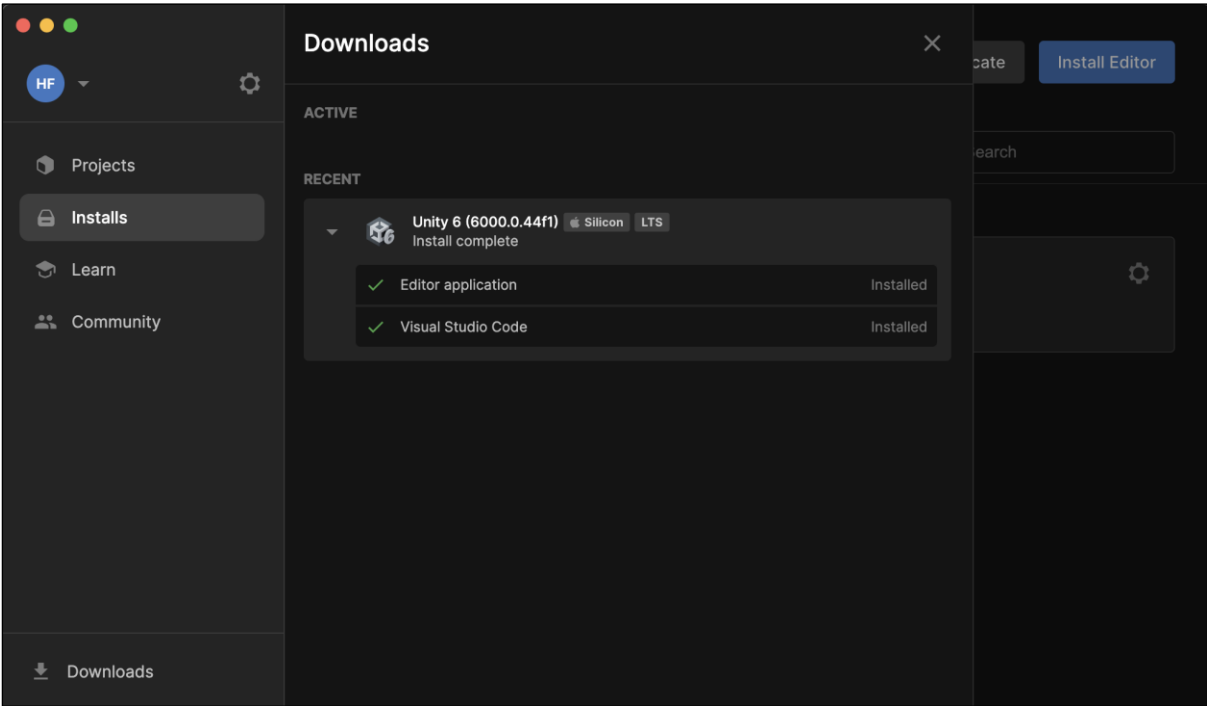
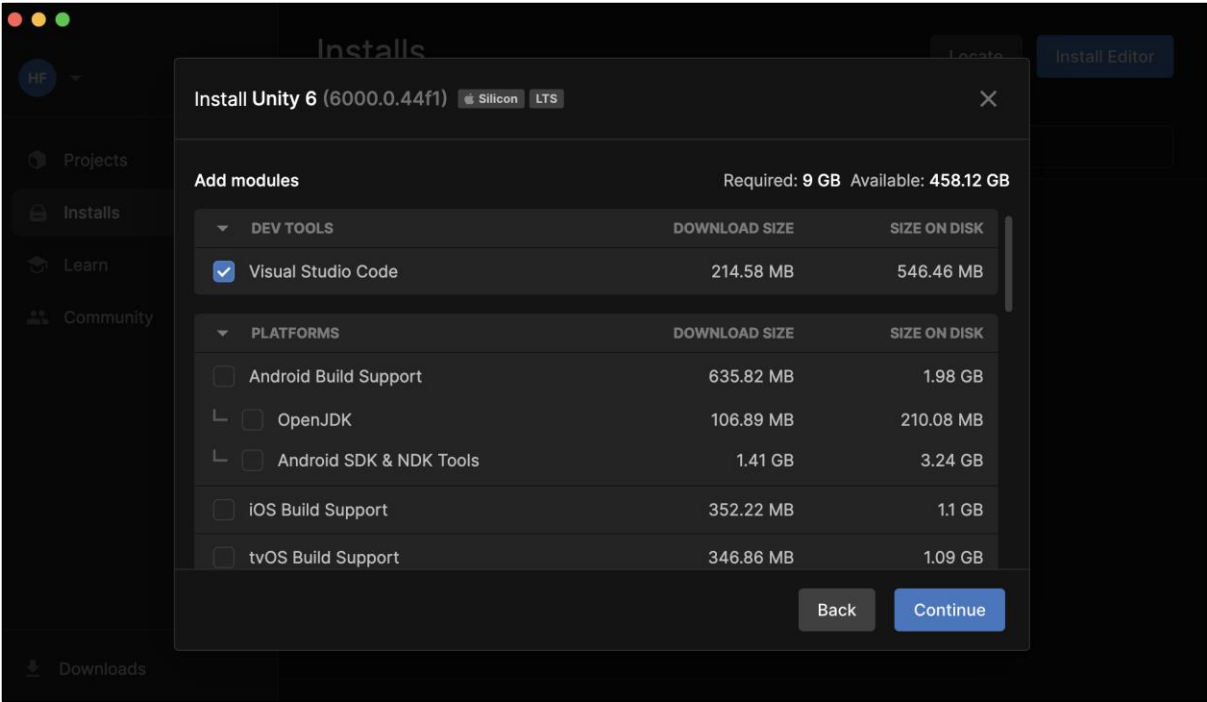
Install Unity Editor

Locate existing installation

☐ Don't ask me again

[Skip installation](#)





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PLANS AND PRICING

Unity download archive

To learn more about the release versions, visit [Unity Releases](#).

Unity 6

2023

2022

2021

2020

2019

2018

2017

Unity 5

All versions

LTS (Default)

Tech Stream

Version	Release date	Release notes	Hub installation	Downloads
6000.0.44f1	28 Mar 2025	Read	INSTALL →	See all
6000.0.43f1	18 Mar 2025	Read	INSTALL →	See all
6000.0.42f1	11 Mar 2025	Read	INSTALL →	See all
6000.0.41f1	3 Mar 2025	Read	INSTALL →	See all

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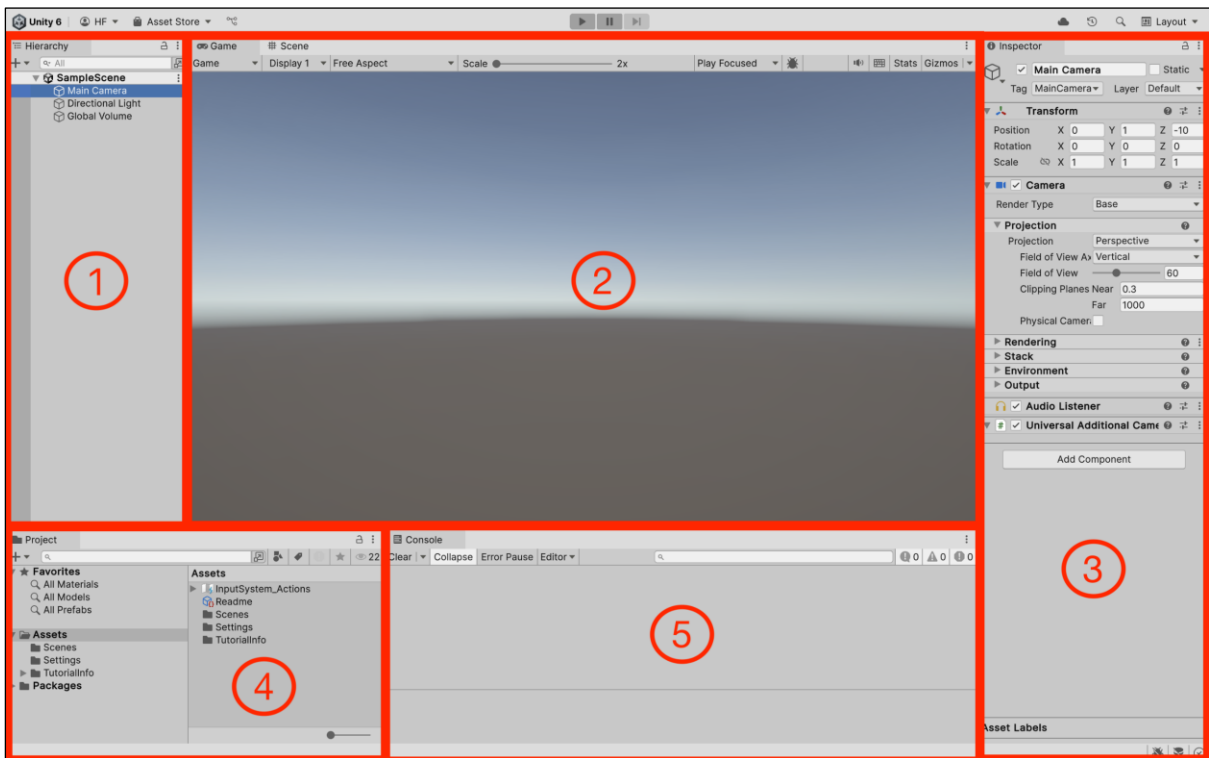
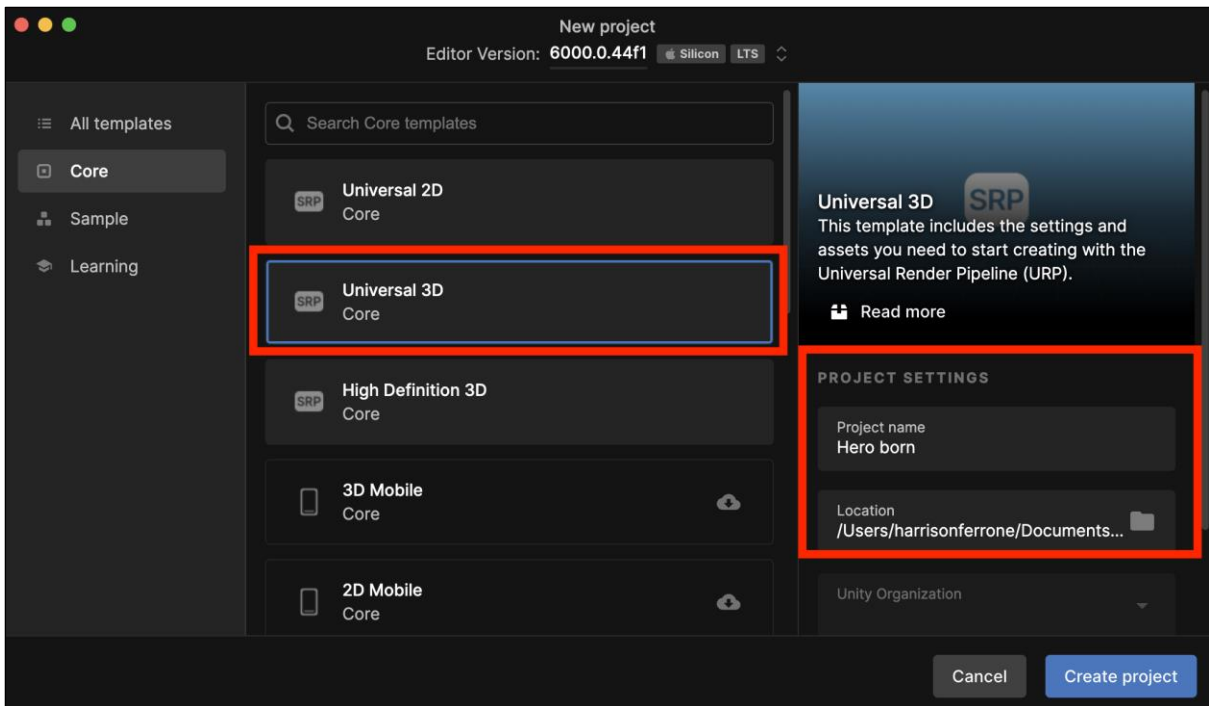
Projects

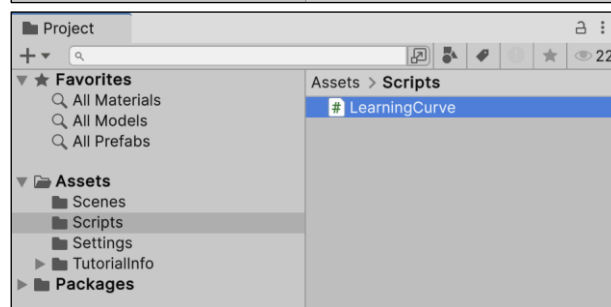
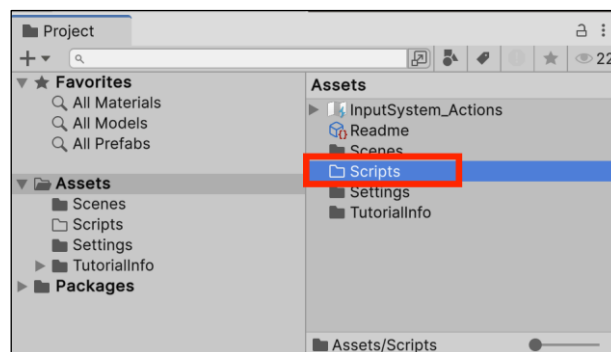
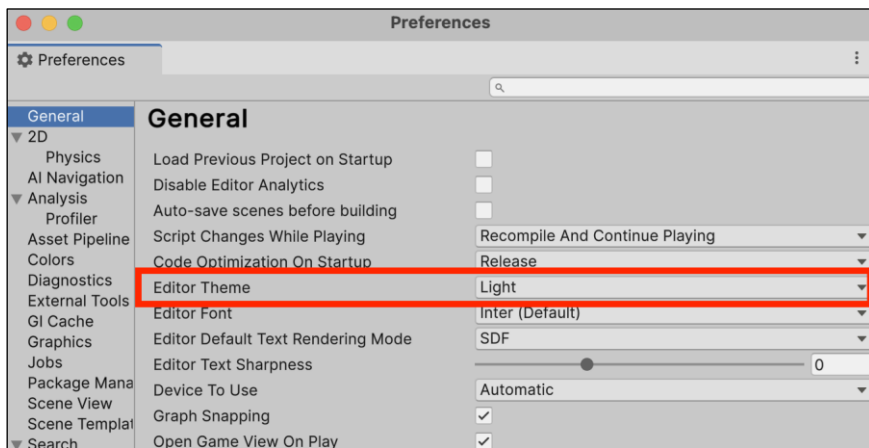
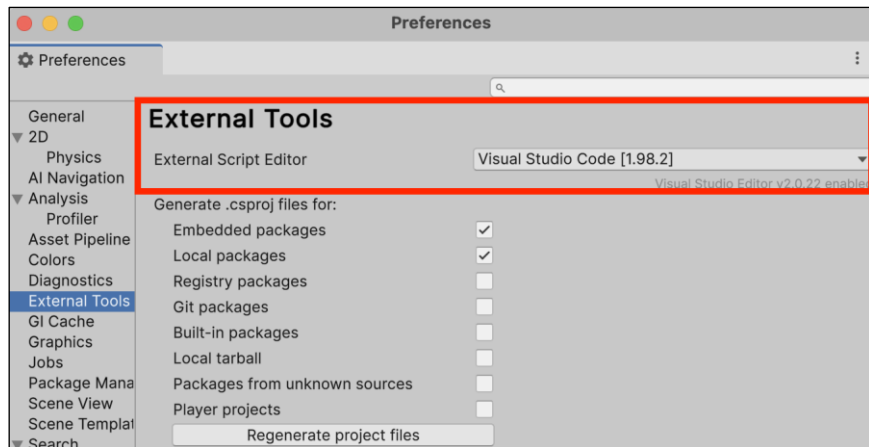
Add

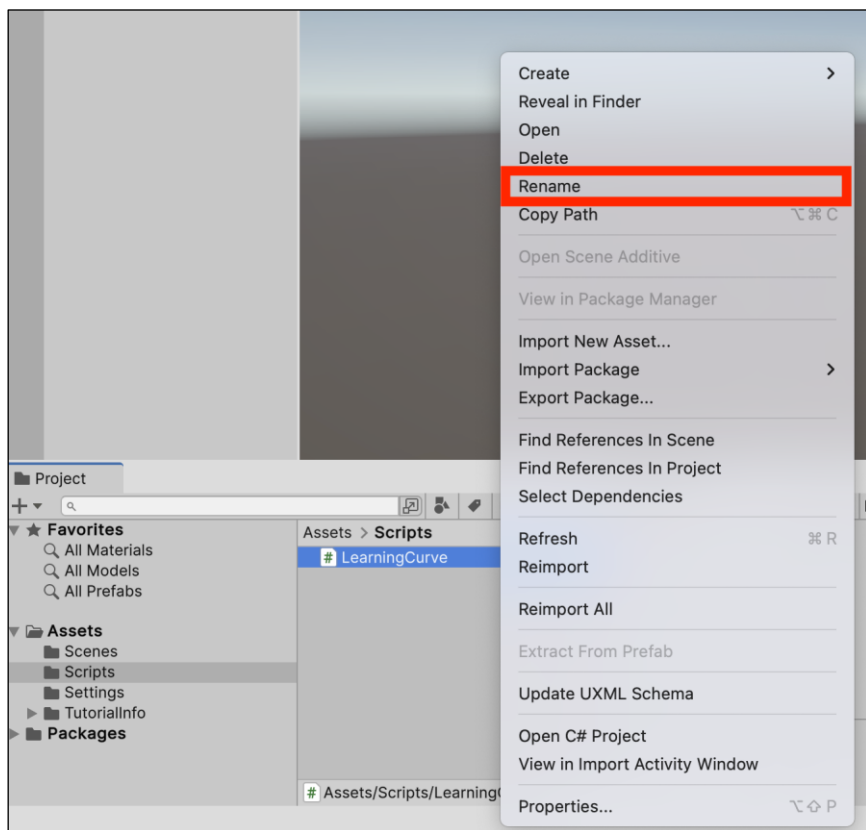
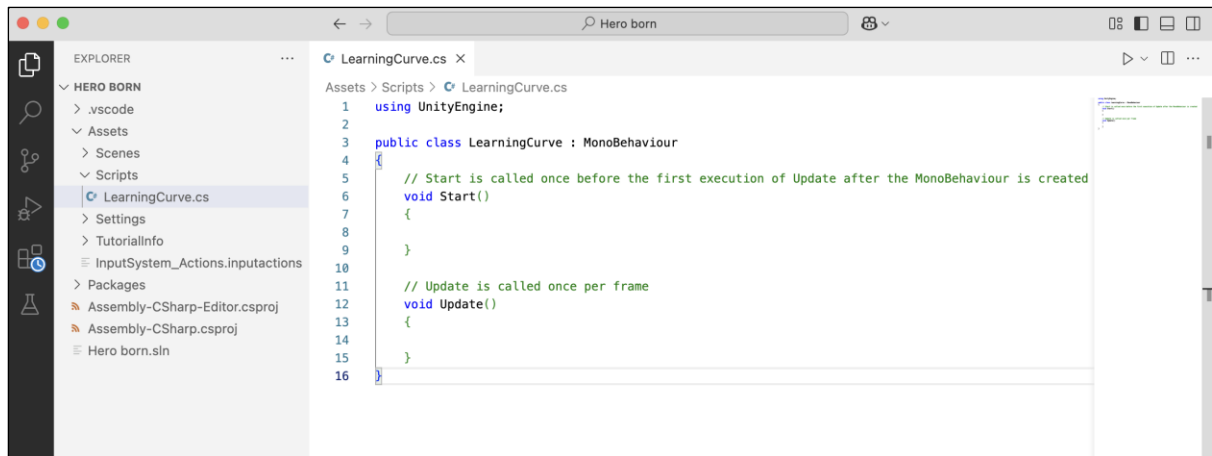
New project

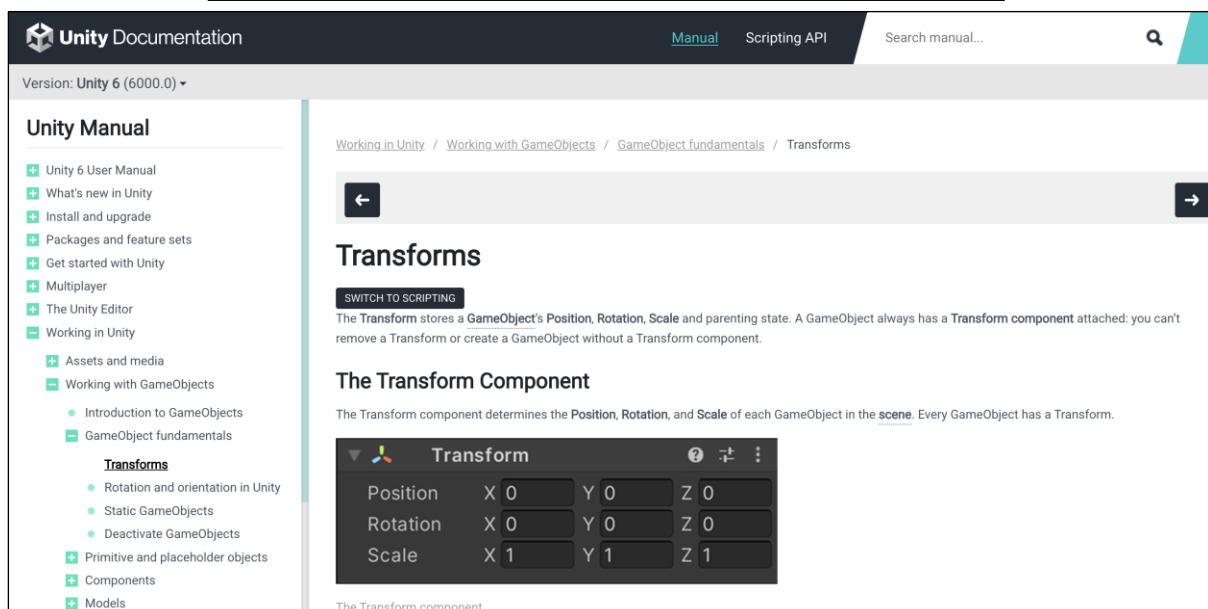
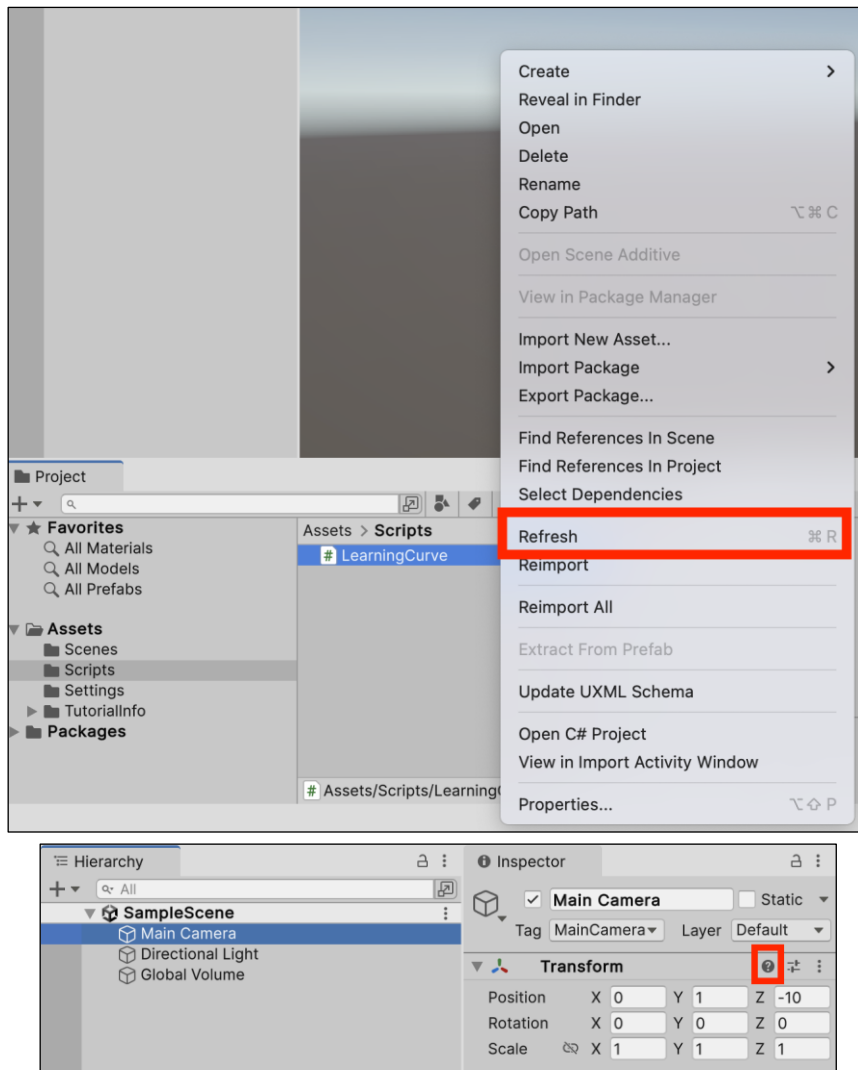
Search...

★		NAME	CLOUD	MODIFIED ^	EDITOR VERSION
No projects, yet. To get started, create or open a project.					









Unity Documentation

ManualScripting API

Search manual...

Version: Unity 6 (6000.0) ▾

Unity Manual

Unity 6 User Manual

What's new in Unity

Install and upgrade

Packages and feature sets

Get started with Unity

Multiplayer

The Unity Editor

Working in Unity

Assets and media

Working with GameObjects

GameObject fundamentals

Transforms

Rotation and orientation in Unity

Static GameObjects

Deactivate GameObjects

Primitive and placeholder objects

Components

Models

Working in Unity / Working with GameObjects / GameObject fundamentals / Transforms

←

→

Transforms

SWITCH TO SCRIPTING

Object's Position, Rotation, Scale and parenting state. A GameObject always has a Transform component attached: you can't remove a Transform or create a GameObject without a Transform component.

The Transform Component

The Transform component determines the Position, Rotation, and Scale of each GameObject in the scene. Every GameObject has a Transform.

▼

Transform

?

↕

⋮

Position

X

0

Y

0

Z

0

Rotation

X

0

Y

0

Z

0

Scale

X

1

Y

1

Z

1

The Transform component

Unity Documentation

ManualScripting API

Search scripting...

Version: Unity 6 (6000.0) ▾

Time

Touch

TouchScreenKeyboard

TrailRenderer

Transform

Tree

TreeInstance

TreePrototype

UICharInfo

UILineInfo

UIVertex

Vector2

Vector2Int

Vector3

Vector3Int

Vector4

WaitForEndOfFrame

WaitForFixedUpdate

WaitForSeconds

WaitForSecondsRealtime

WaitUntil

WaitWhile

WebCamDevice

WebCamTexture

Transform

class in UnityEngine / Inherits from Component / Implemented in UnityEngine.CoreModule

Leave feedback

SWITCH TO MANUAL

Description

Position, rotation and scale of an object.

Every object in a Scene has a Transform. It's used to store and manipulate the position, rotation and scale of the object. Every Transform can have a parent, which allows you to apply position, rotation and scale hierarchically. This is the hierarchy seen in the Hierarchy pane. They also support enumerators so you can loop through children using:

```
using UnityEngine;

public class Example : MonoBehaviour
{
    // Moves all transform children 10 units upwards!
    void Start()
    {
        foreach (Transform child in transform)
        {
            child.position += Vector3.up * 10.0f;
        }
    }
}
```



Filter by title

- C# documentation
- > Get started
- > Fundamentals
- > What's new in C#
- > Tutorials
- > Language-Integrated Query (LINQ)
- > Asynchronous programming
- > C# concepts
- > How-to C# articles
- > Advanced topics
- > The .NET Compiler Platform SDK (Roslyn APIs)
- > C# programming guide
 - > Programming concepts
 - Overview
 - > Covariance and contravariance
 - Iterators

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Learn / .NET / C# /

Programming concepts (C#)

Article • 04/25/2024 • 11 contributors

Feedback

In this article

- In this section
- Related sections

This section explains programming concepts in the C# language.

In this section

Expand table

Title	Description
Covariance and Contravariance (C#)	Shows how to enable implicit conversion of generic type parameters in interfaces and delegates.
Iterators (C#)	Describes iterators, which are used to step through collections and return

Additional resources

Training

Module
[Write your first C# code - Training](#)
Get started by writing code examples to learn the basics of the C# syntax.

Documentation

[General Structure of a Program - C#](#)
Learn about the structure of a C# program by using a skeleton program that contains all the required elements for a program.

[Overview - A tour of C#](#)
New to C#? Learn the basics of the language. Start with this overview.

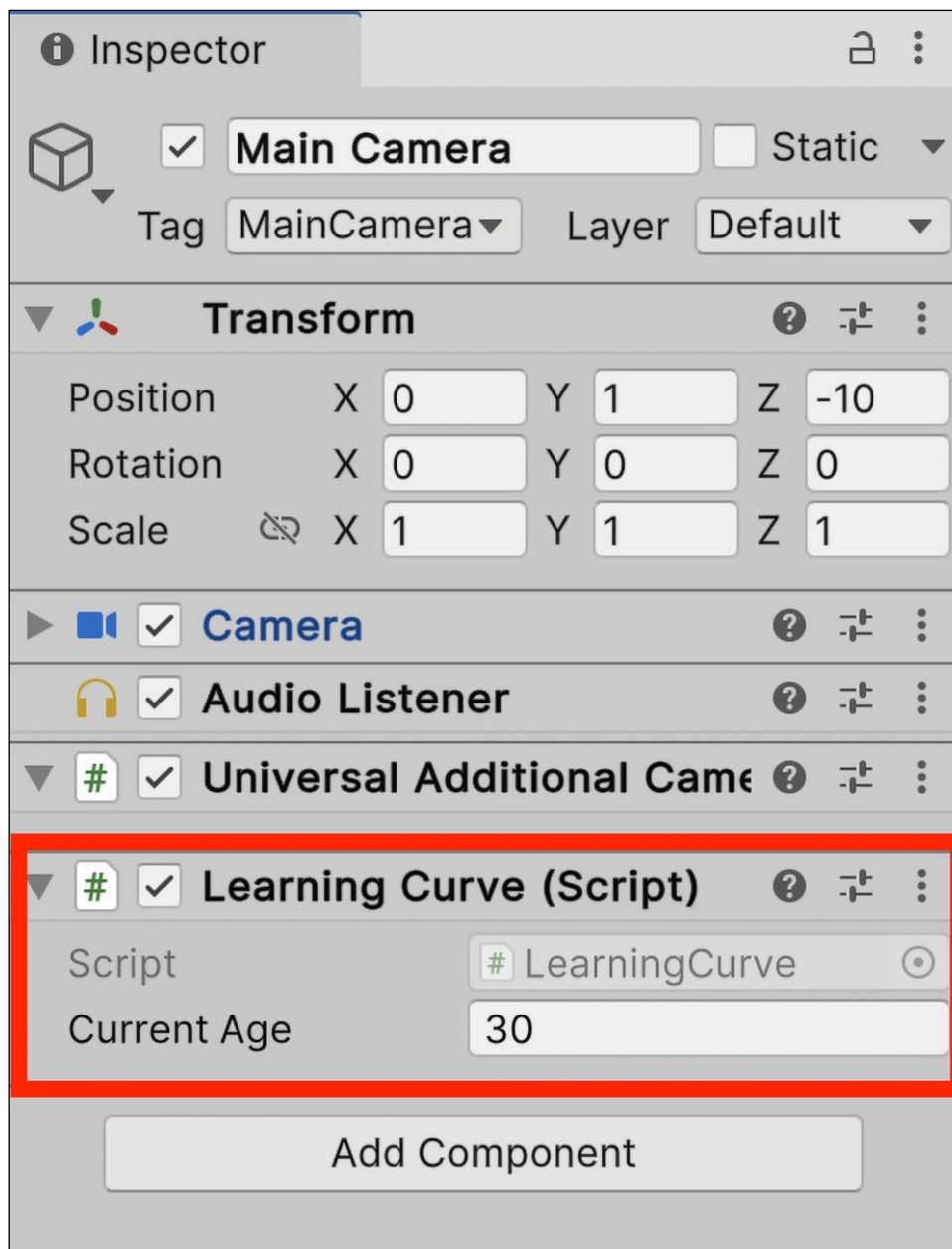
[How to articles - C#](#)
A collection of quick tips and short, focused code samples

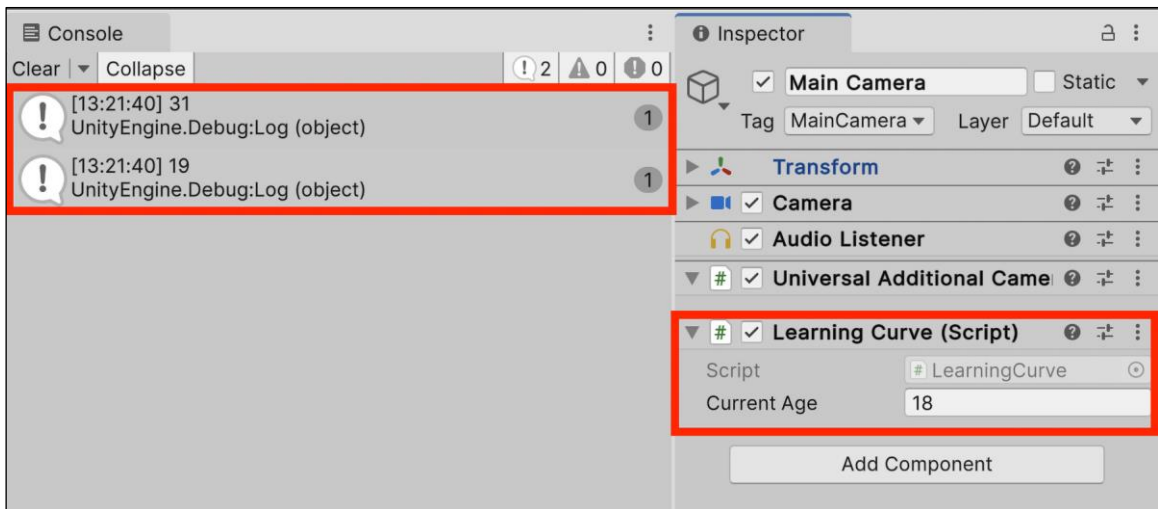
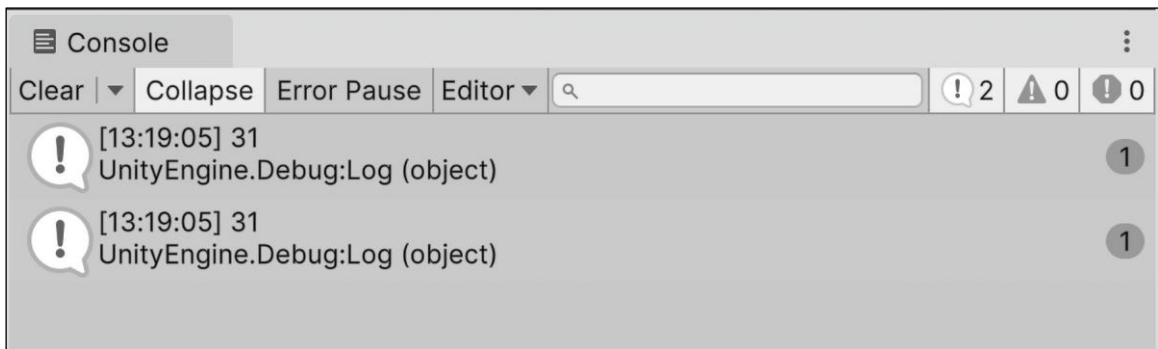
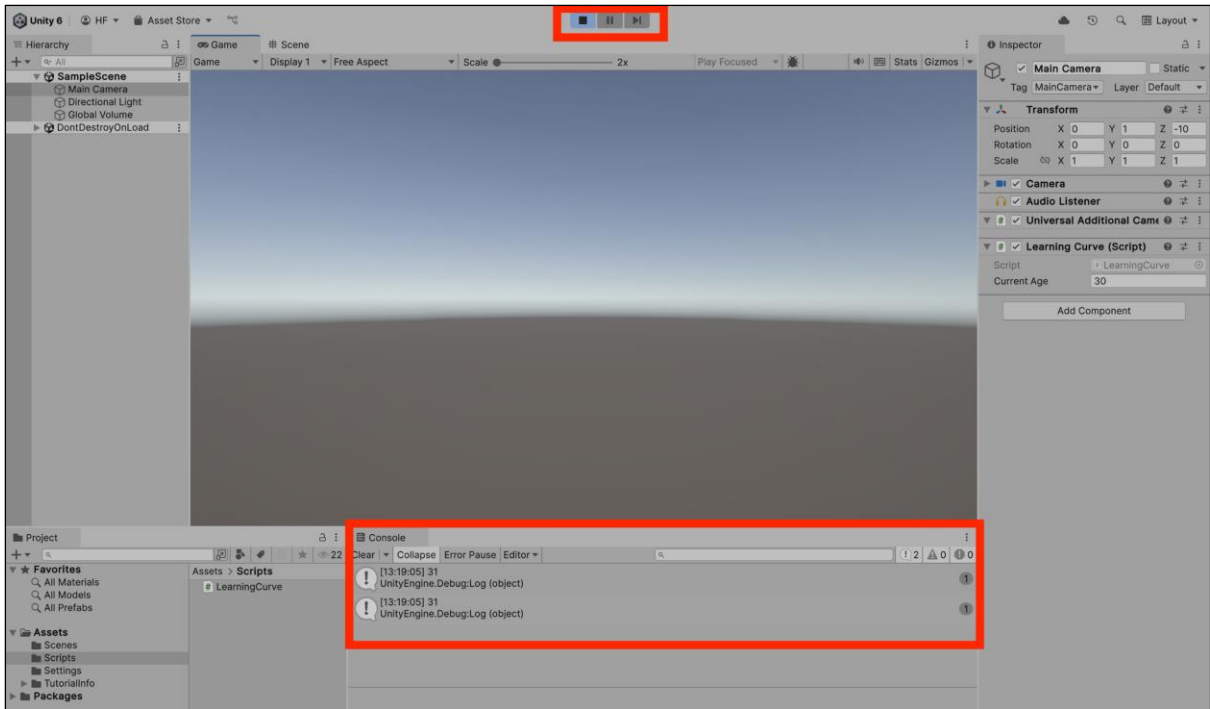
[Language strategy - A tour of C#](#)

Chapter 2: The Building Blocks of Programming



```
LearningCurve.cs X
Assets > Scripts > LearningCurve.cs > LearningCurve
1  using UnityEngine;
2
3  0 references
4  public class LearningCurve : MonoBehaviour
5
6      1 reference
7      public int CurrentAge = 30;
8
9      // Start is called once before the first execution of Update after the MonoBehaviour is created
10     0 references
11     void Start()
12     {
13         Debug.Log(30 + 1);
14         Debug.Log(CurrentAge + 1);
15     }
16
17     // Update is called once per frame
18     0 references
19     void Update()
20     {
21     }
22 }
```



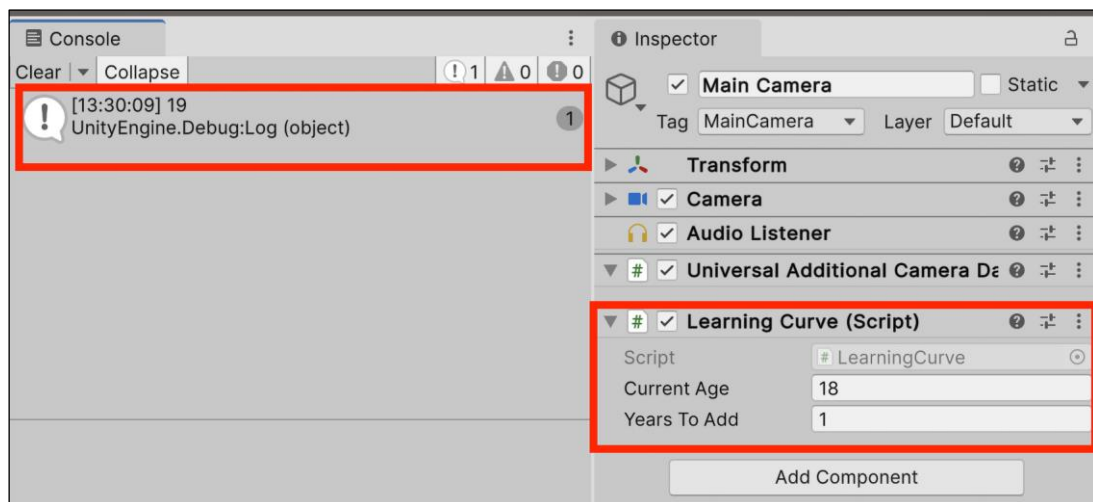


LearningCurve.cs

```
Assets > Scripts > LearningCurve.cs > LearningCurve
1 using UnityEngine;
2
3 public class LearningCurve : MonoBehaviour
4 {
5     1 reference
6     public int CurrentAge = 30;
7     1 reference
8     public int YearsToAdd = 1;
9
10    // Start is called once before the first execution of Update after the MonoBehaviour is created
11    0 references
12    void Start()
13    {
14        ComputeAge();
15    }
16
17    1 reference
18    void ComputeAge()
19    {
20        Debug.Log(CurrentAge + YearsToAdd);
21    }
22 }
```

← Calling the method

← The method



```
13
14 // <summary>
15 // Computes a modified age by adding two variables together
16 // </summary>
17 1 reference
18 void ComputeAge()
19 {
20     Debug.Log(CurrentAge + YearsToAdd);
21 }
```

```
14  /// Summary:
15  /// Compute the age of the character together
16  /// Computes a modified age by adding two variables together
17  void ComputeAge()
18  {
19      Debug.Log(CurrentAge + YearsToAdd);
20  }
21
```

▼ # ✓ Learning Curve (Script) ? ⇄ ⋮

Script

Current Age

Years To Add

Add

- Reset
- Remove Component
- Move Up
- Move Down
- Copy Component**
- Paste Component As New

▼ # ✓ Learning Curve (Script) ? ⇄ ⋮

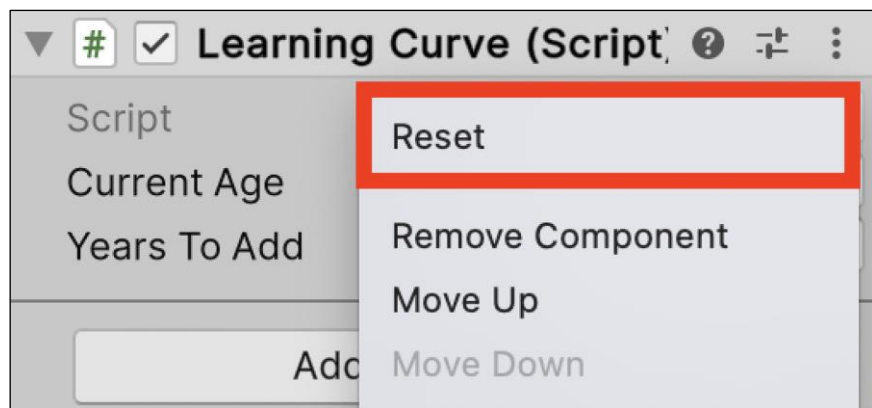
Script

Current Age

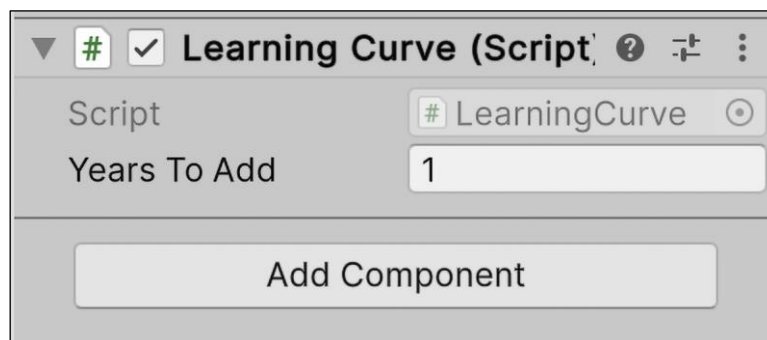
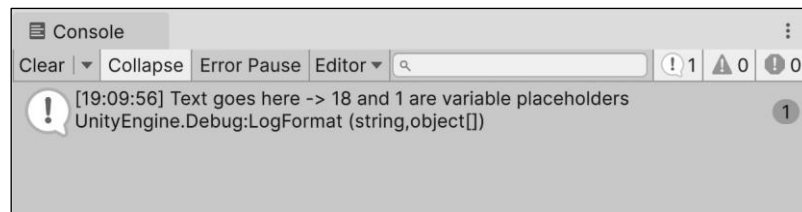
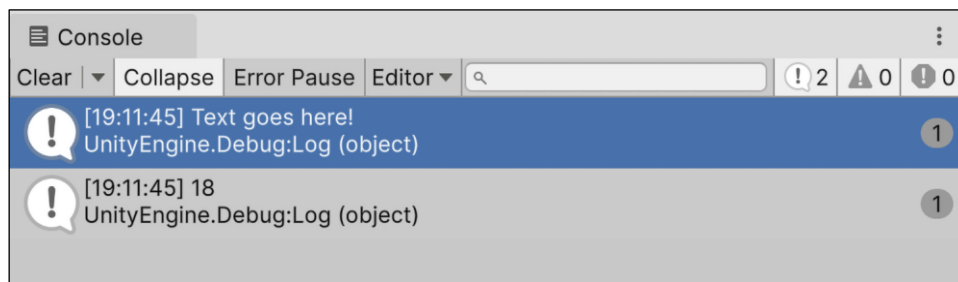
Years To Add

Add

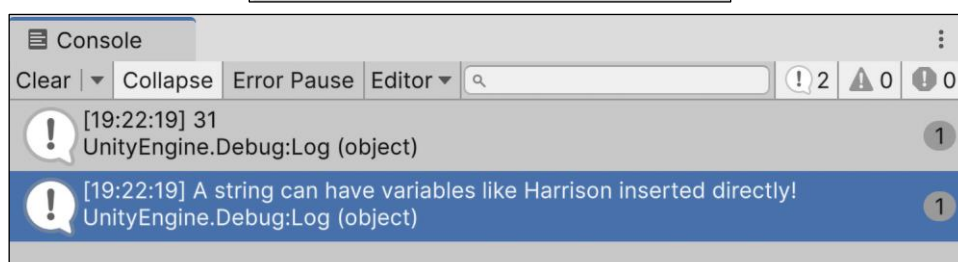
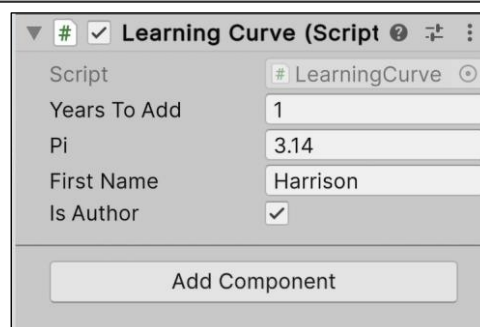
- Reset
- Remove Component
- Move Up
- Move Down
- Copy Component
- Paste Component As New
- Paste Component Values**
- Find References In Scene

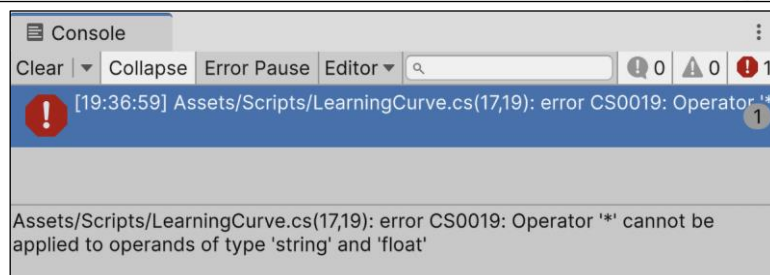
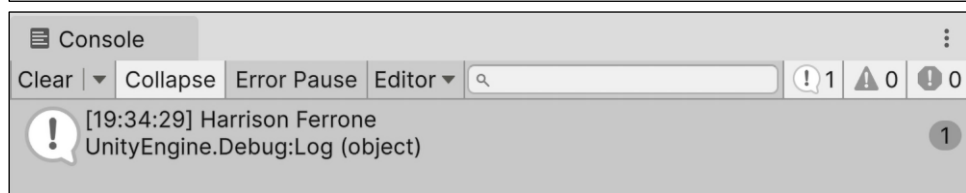
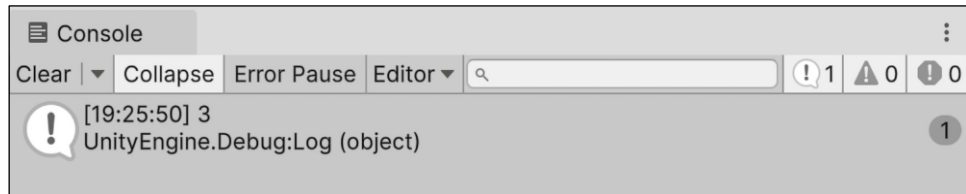
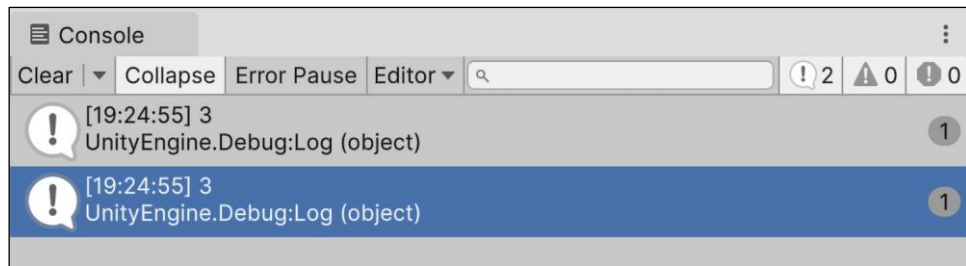


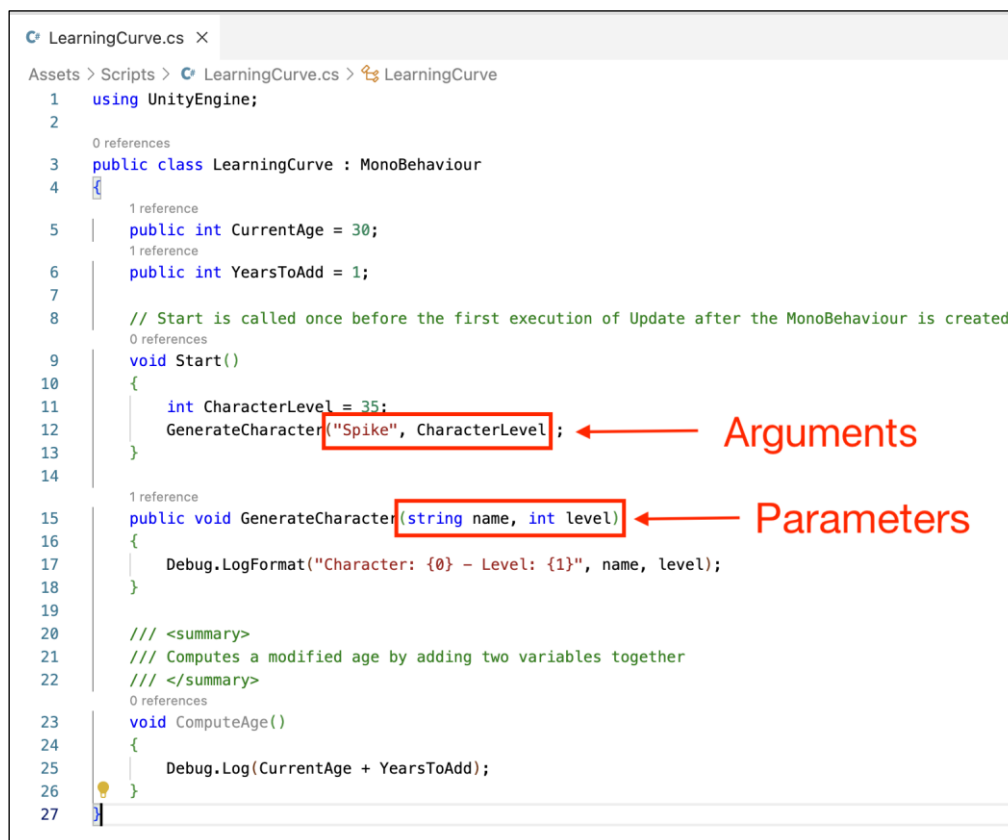
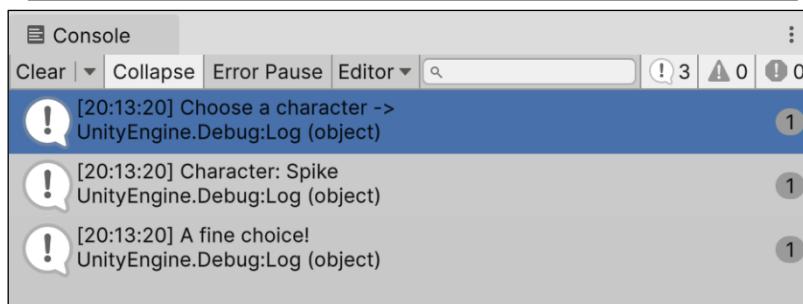
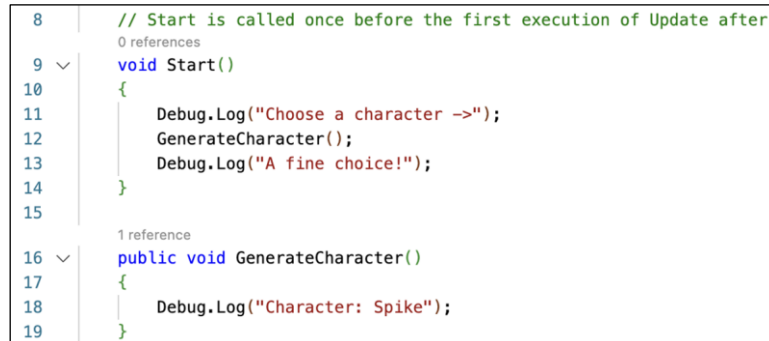
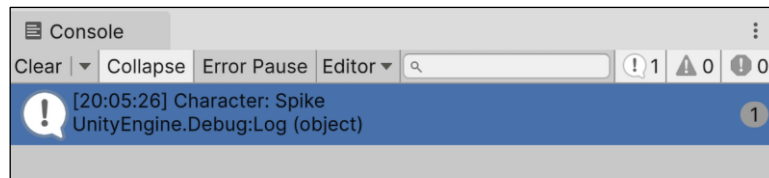
Chapter 3: Diving into Variables, Types, and Methods

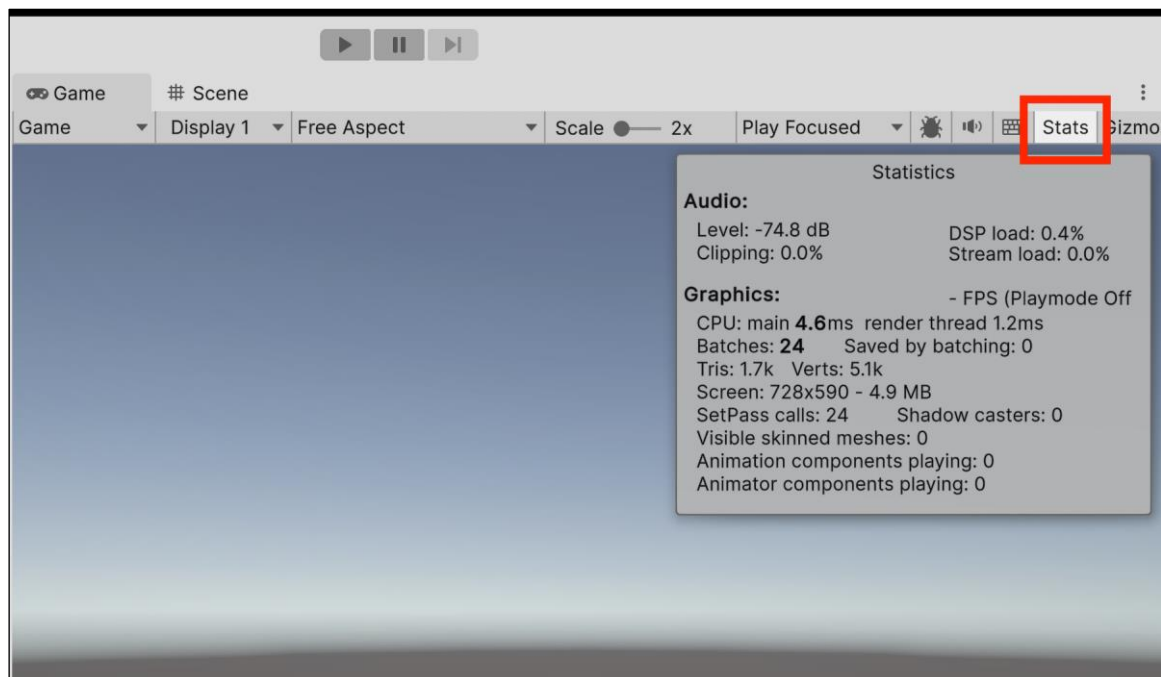
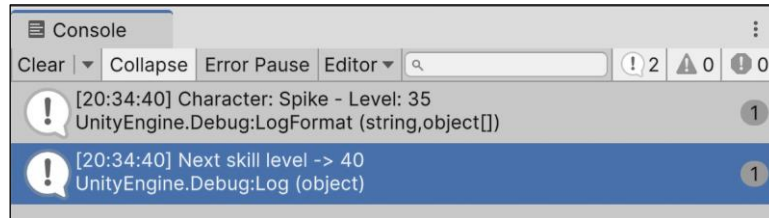
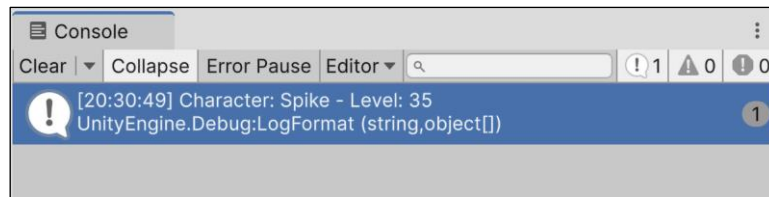


Type	Contents of the variable
int	A simple integer, such as the number 3
float	A number with a decimal, such as the number 3.14
string	Characters in double quotes, such as, "Watch me go now"
bool	A Boolean, either true or false

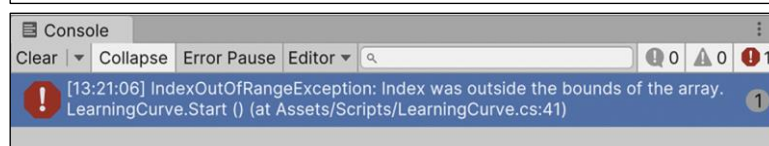
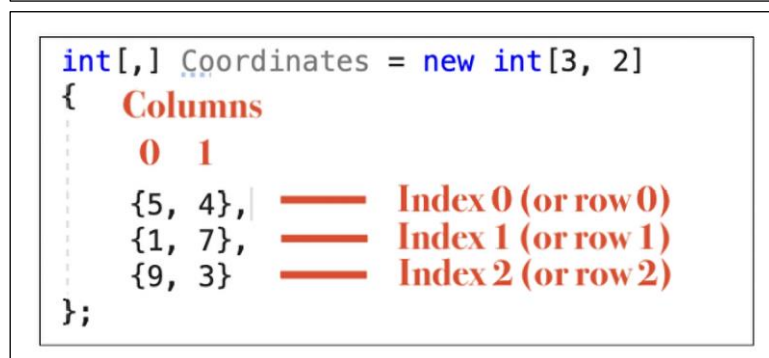
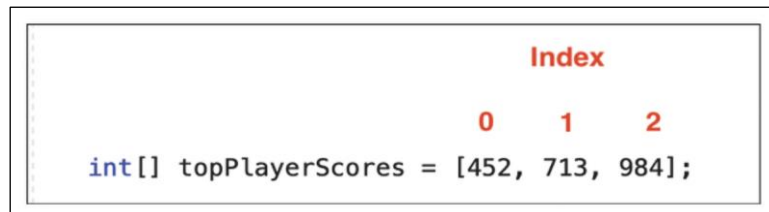
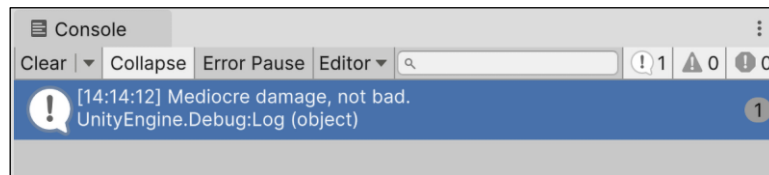
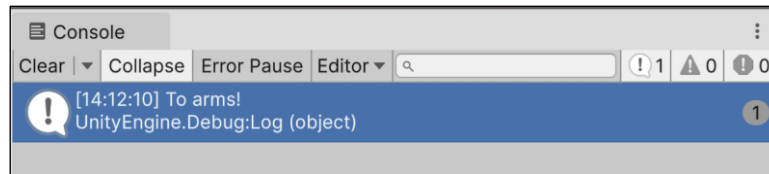
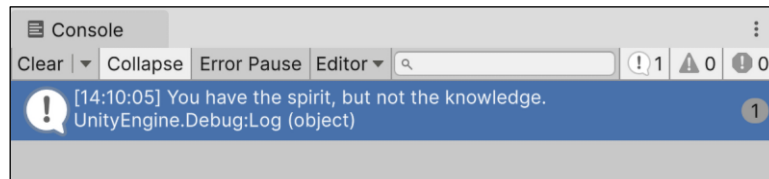
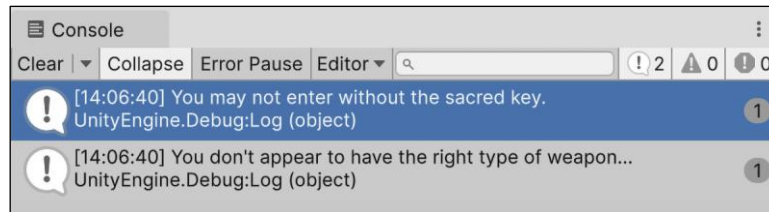
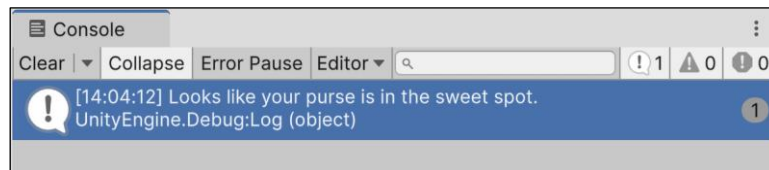








Chapter 4: Control Flow and Collection Types



Console

Clear Collapse Error Pause Editor

[14:19:55] Party Members: 3
UnityEngine.Debug.LogFormat (string,object[]) 1

Console

Clear Collapse Error Pause Editor

[14:22:11] Party Members: 4
UnityEngine.Debug.LogFormat (string,object[]) 1

Console

Clear Collapse Error Pause Editor

[14:36:27] Items: 3
UnityEngine.Debug.LogFormat (string,object[]) 1

Console

Clear Collapse Error Pause Editor

[14:38:27] Party Members: 4
UnityEngine.Debug.LogFormat (string,object[]) 1

[14:38:27] Index: 0 - Tanis the Thief
UnityEngine.Debug.LogFormat (string,object[]) 1

[14:38:27] Index: 1 - Merlin the Wise
UnityEngine.Debug.LogFormat (string,object[]) 1

[14:38:27] Index: 2 - Sterling the Knight
UnityEngine.Debug.LogFormat (string,object[]) 1

[14:38:27] Index: 3 - Craven the Necromancer
UnityEngine.Debug.LogFormat (string,object[]) 1

Console

Clear Collapse Error Pause Editor

[14:39:53] Party Members: 4
UnityEngine.Debug.LogFormat (string,object[]) 1

[14:39:53] Index: 0 - Tanis the Thief
UnityEngine.Debug.LogFormat (string,object[]) 1

[14:39:53] Index: 1 - Merlin the Wise
UnityEngine.Debug.LogFormat (string,object[]) 1

[14:39:53] Glad you're here Merlin!
UnityEngine.Debug.Log (object) 1

[14:39:53] Index: 2 - Sterling the Knight
UnityEngine.Debug.LogFormat (string,object[]) 1

[14:39:53] Index: 3 - Craven the Necromancer
UnityEngine.Debug.LogFormat (string,object[]) 1

Console

Clear Collapse Error Pause Editor

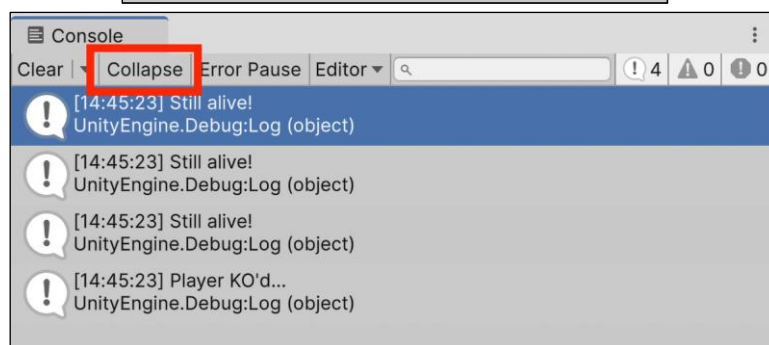
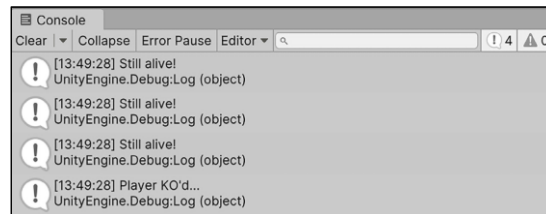
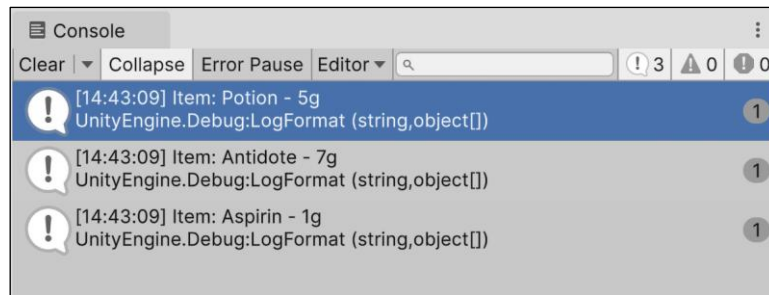
[14:41:30] Party Members: 4
UnityEngine.Debug.LogFormat (string,object[]) 1

[14:41:30] Tanis the Thief - Here!
UnityEngine.Debug.LogFormat (string,object[]) 1

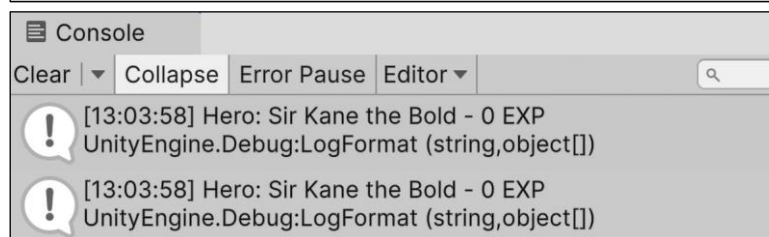
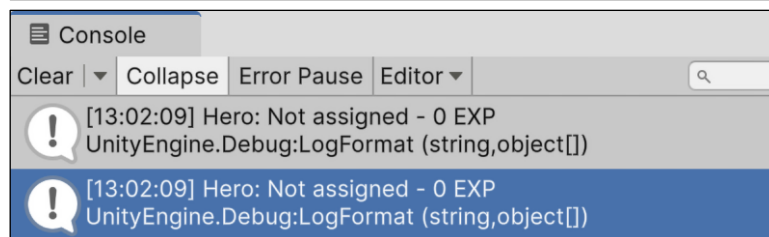
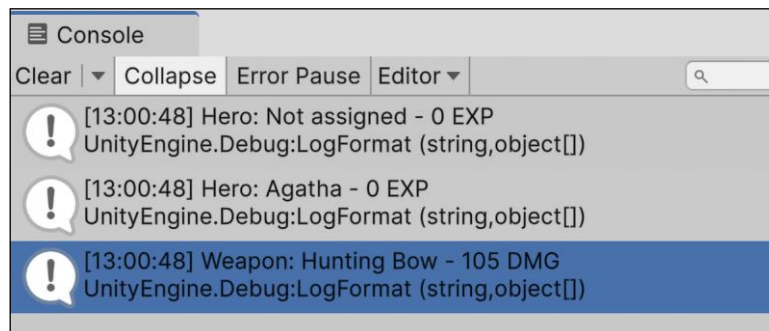
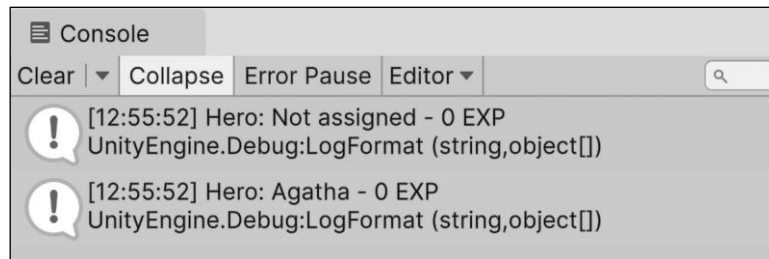
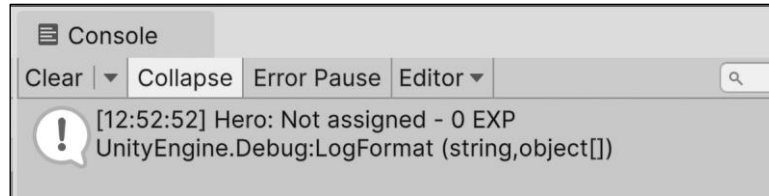
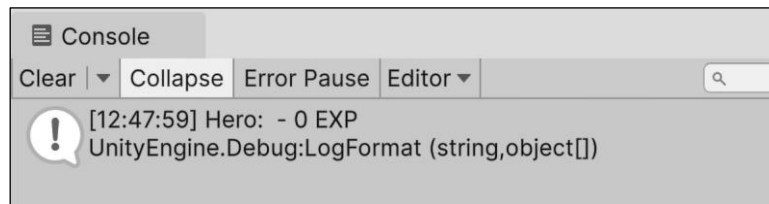
[14:41:30] Merlin the Wise - Here!
UnityEngine.Debug.LogFormat (string,object[]) 1

[14:41:30] Sterling the Knight - Here!
UnityEngine.Debug.LogFormat (string,object[]) 1

[14:41:30] Craven the Necromancer - Here!
UnityEngine.Debug.LogFormat (string,object[]) 1



Chapter 5: Working with Classes, Structs, and OOP



 [13:07:16] Weapon: Hunting Bow - 105 DMG
UnityEngine.Debug:LogFormat (string,object[])

 [13:07:16] Weapon: Hunting Bow - 105 DMG
UnityEngine.Debug:LogFormat (string,object[])

 [13:08:43] Weapon: Hunting Bow - 105 DMG
UnityEngine.Debug:LogFormat (string,object[])

 [13:08:43] Weapon: War Bow - 155 DMG
UnityEngine.Debug:LogFormat (string,object[])

Character assistantHero= hero:
assistantHero. 'Character.Reset()' is inaccessible due to its protection level ([CS0122](#))

hero.PrintStat
assistantHero. [View Problem \(\u2197F8\)](#) No quick fixes available
assistantHero.Reset();

 [13:21:18] Weapon: War Bow - 155 DMG
UnityEngine.Debug:LogFormat (string,object[])

 [13:21:18] Hero: Sir Arthur - 0 EXP
UnityEngine.Debug:LogFormat (string,object[])

 [13:23:53] Weapon: War Bow - 155 DMG
UnityEngine.Debug:LogFormat (string,object[])

 [13:23:53] Hail Sir Arthur - take up your Hunting Bow!
UnityEngine.Debug:LogFormat (string,object[])

Inspector

 ☒ **Main Camera** ☐ Static

Tag **MainCamera** Layer **Default**

Transform

Position	X	0	Y	1	Z	-10
Rotation	X	0	Y	0	Z	0
Scale	 X	1	Y	1	Z	1

 ☒ **Camera**

 ☒ **Audio Listener**

 ☒ **Learning Curve (Script)**

Add Component

Learning Curve (Script)

Script	LearningCurve
Added Age	1
Pi	3.14
First Name	Harrison
Is Author	☒
Current Gold	32
Pure Of Heart	☒
Has Secret Incantatic	☐
Rare Item	Relic Stone
Character Action	Attack
Dice	7
Player Lives	3
Cam Transform	Main Camera (Transform)

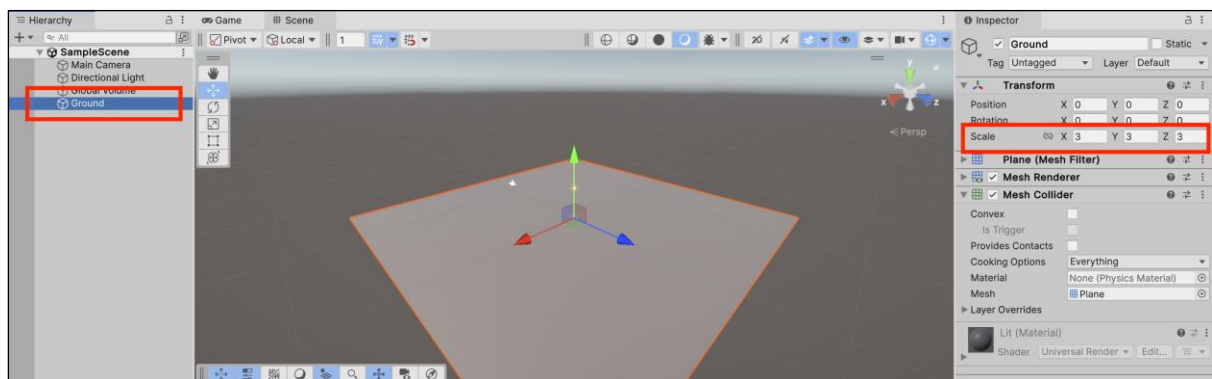
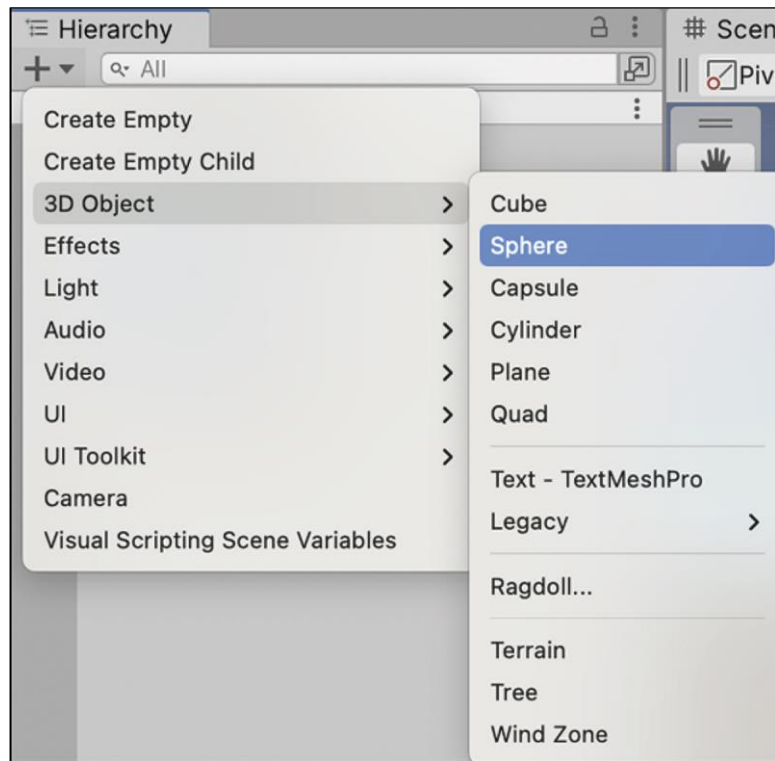
Inspector

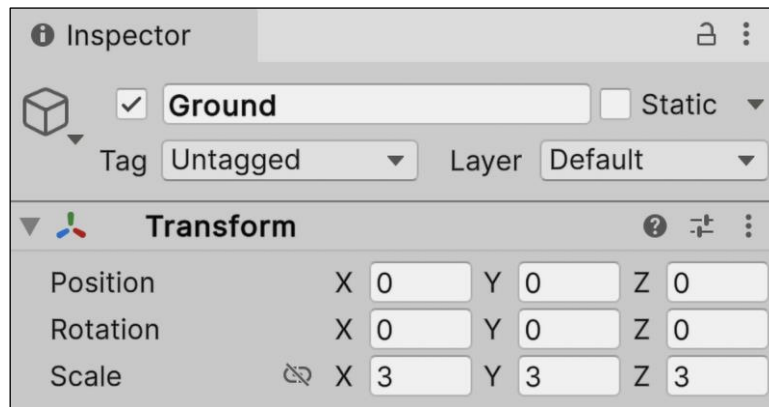
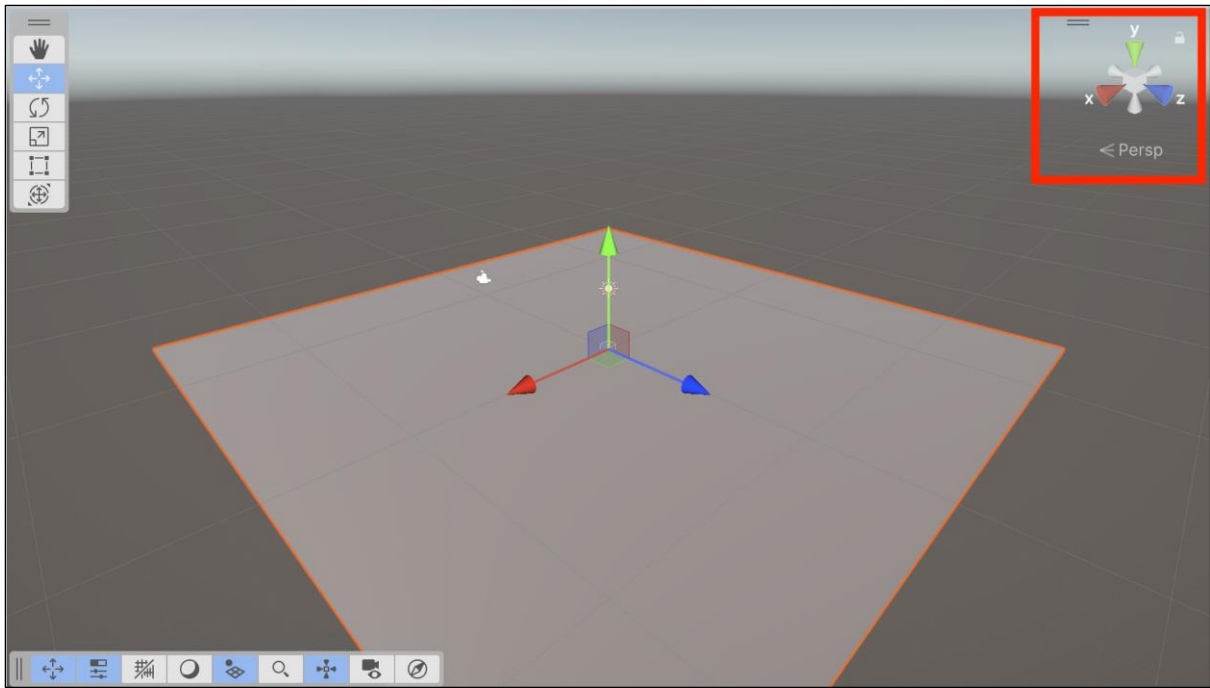
☒ **Directional Light** ☐ Static

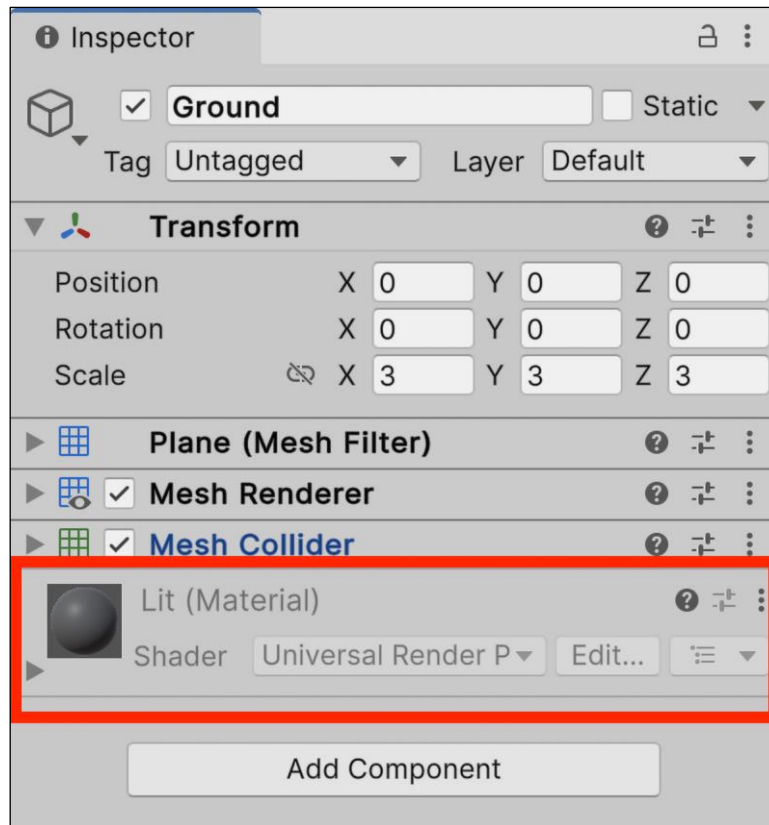
Tag: Untagged Layer: Default

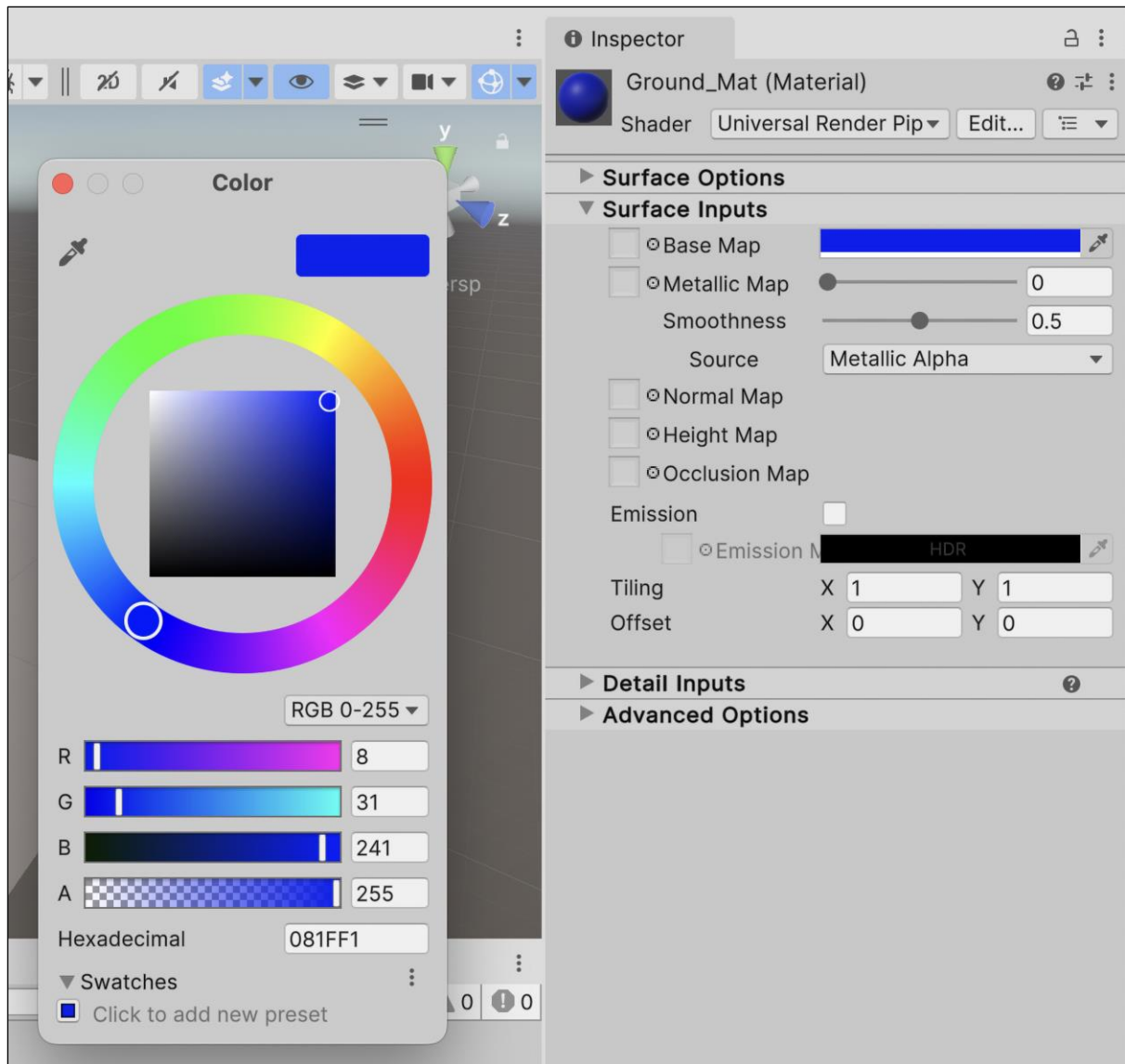
Dice	7
Player Lives	3
Cam Transform	None (Transform)
Direction Light	Directional Light
Light Transform	None (Transform)

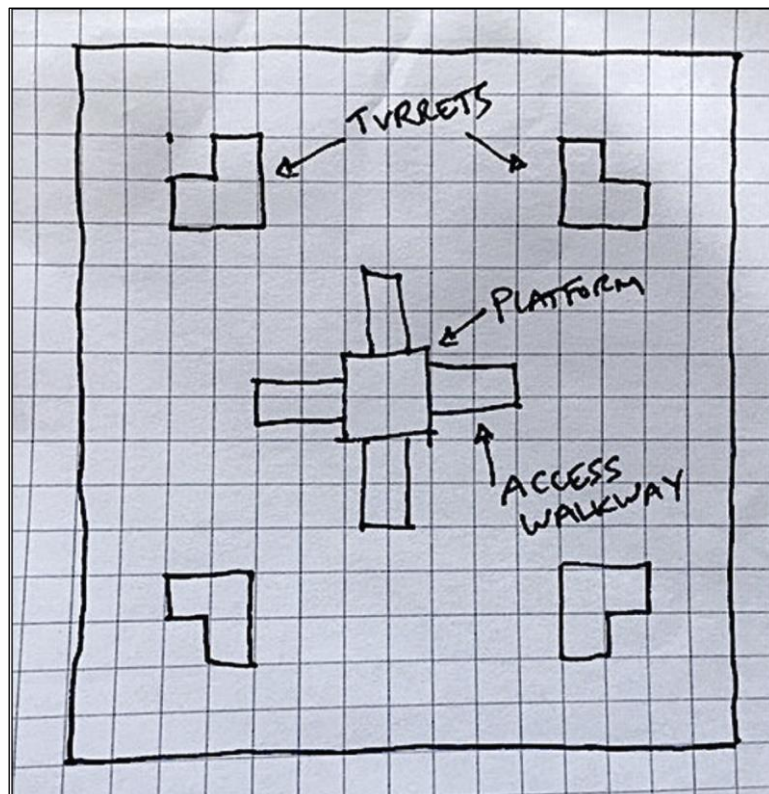
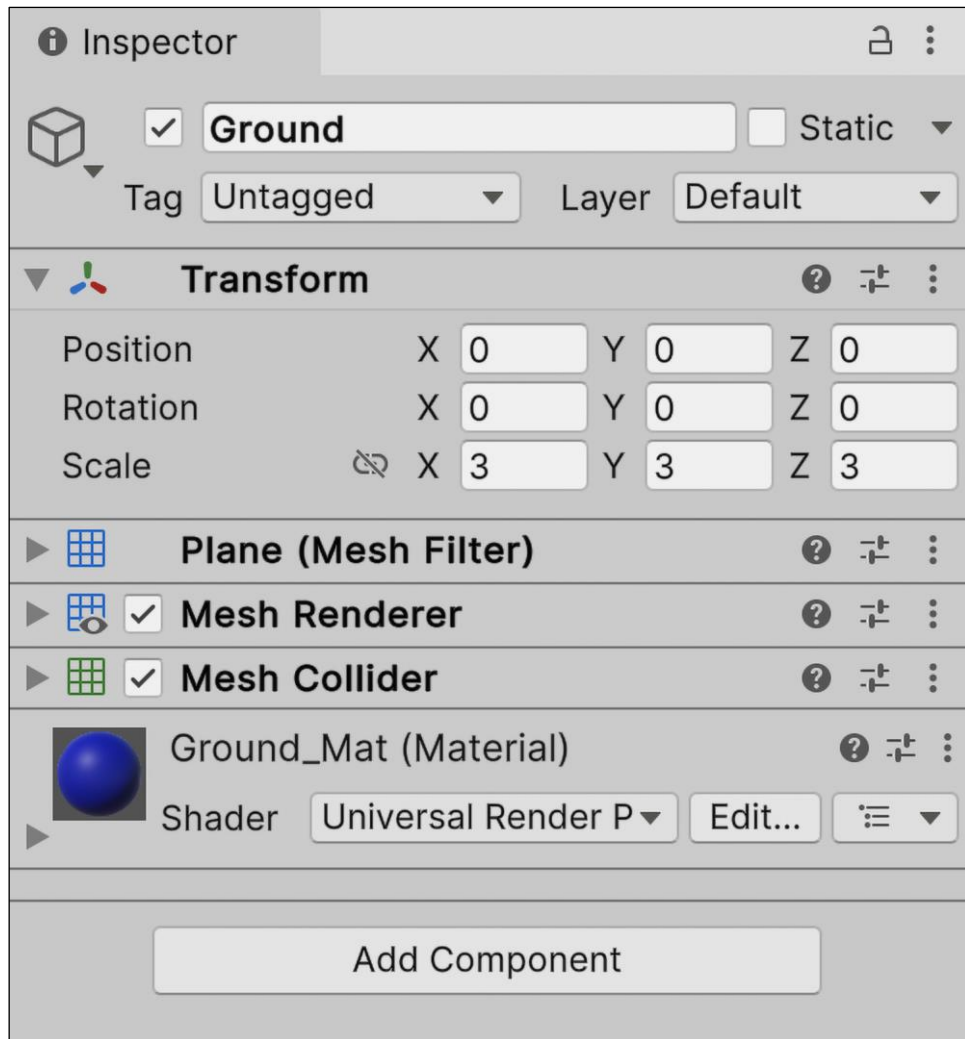
Chapter 6: Getting Your Hands Dirty with Unity

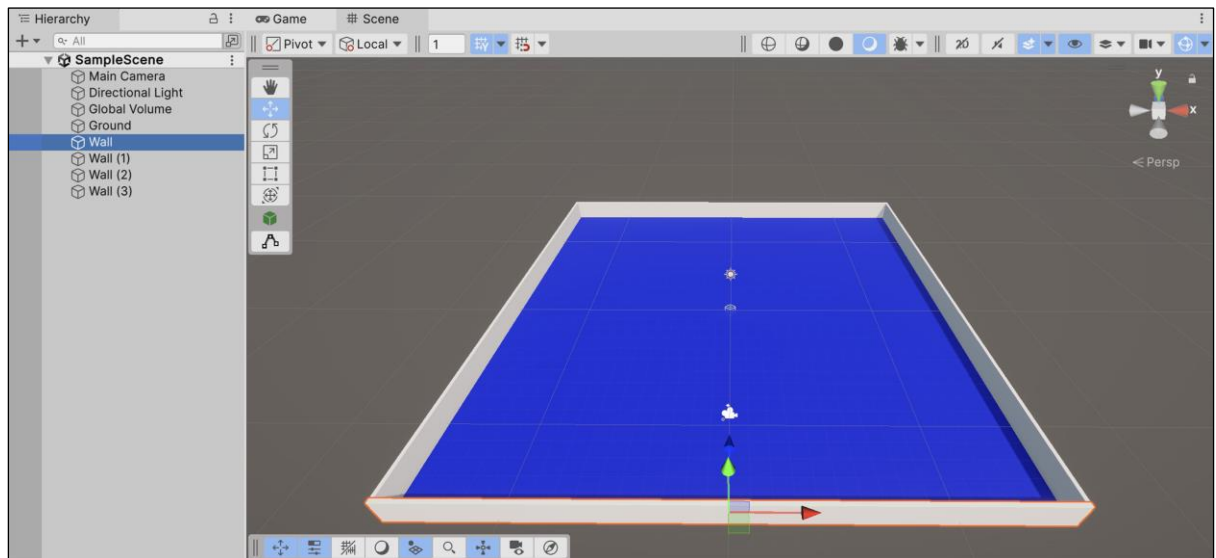


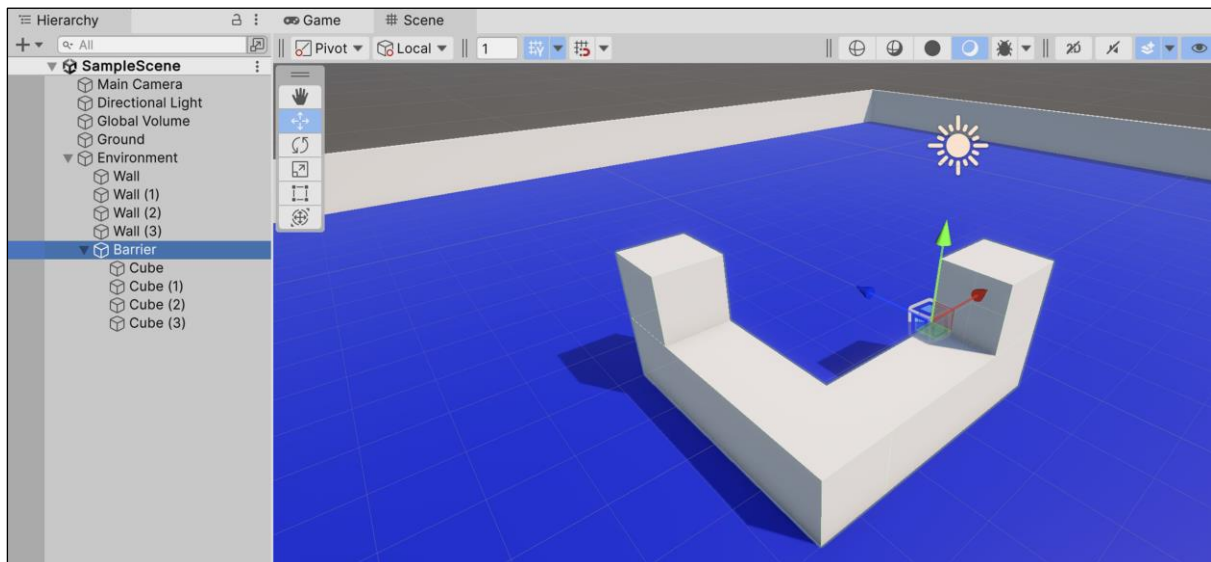
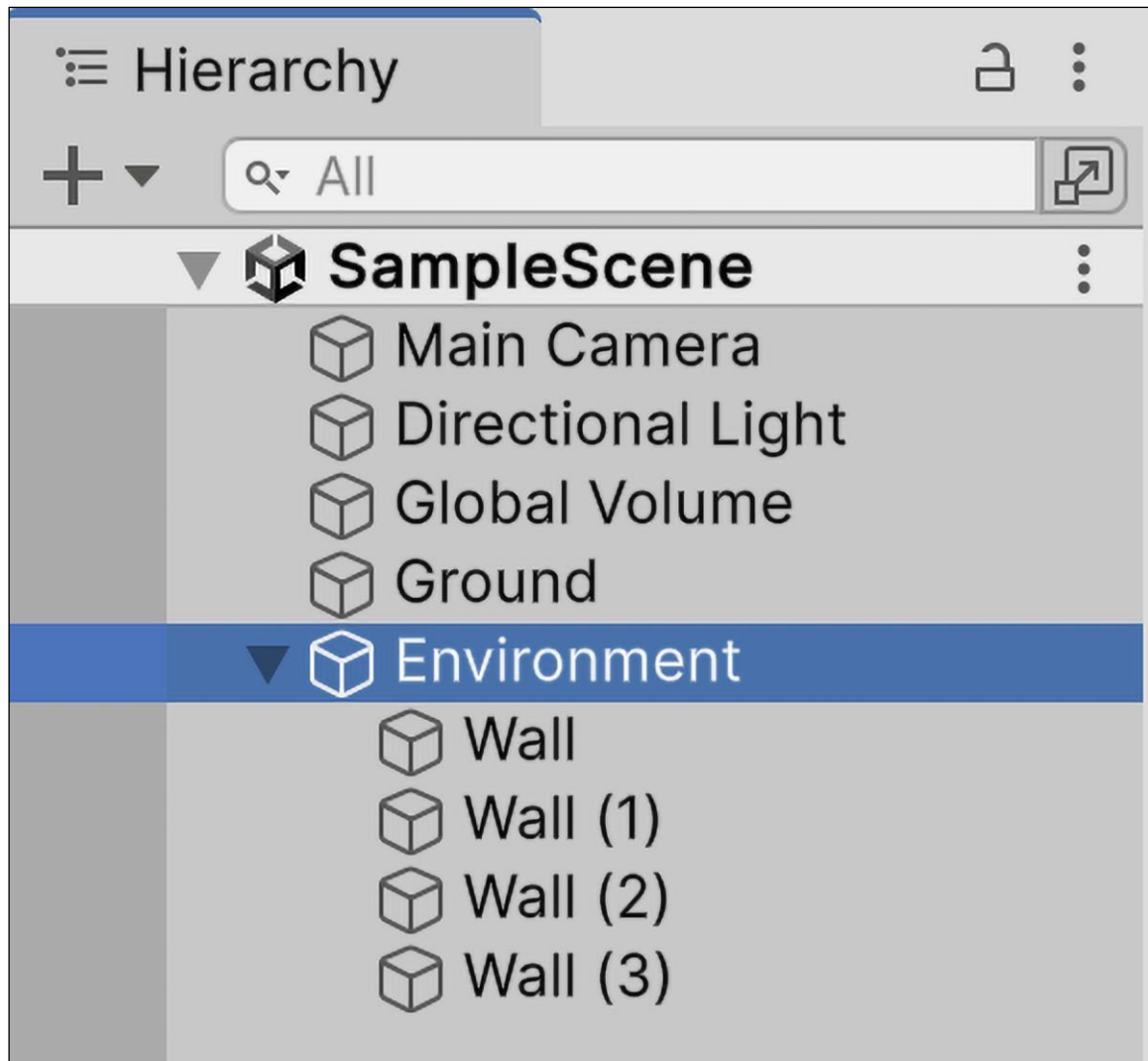


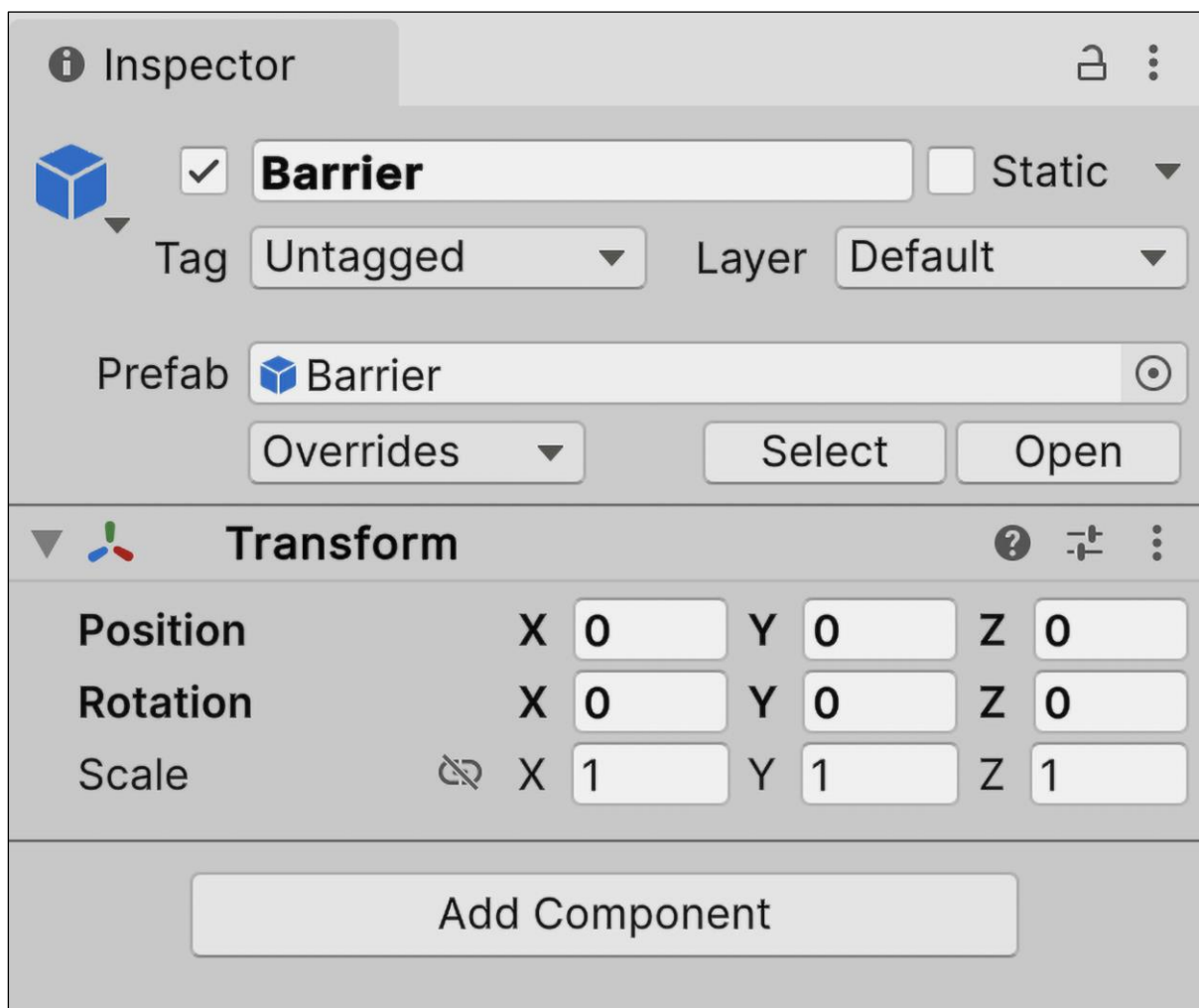
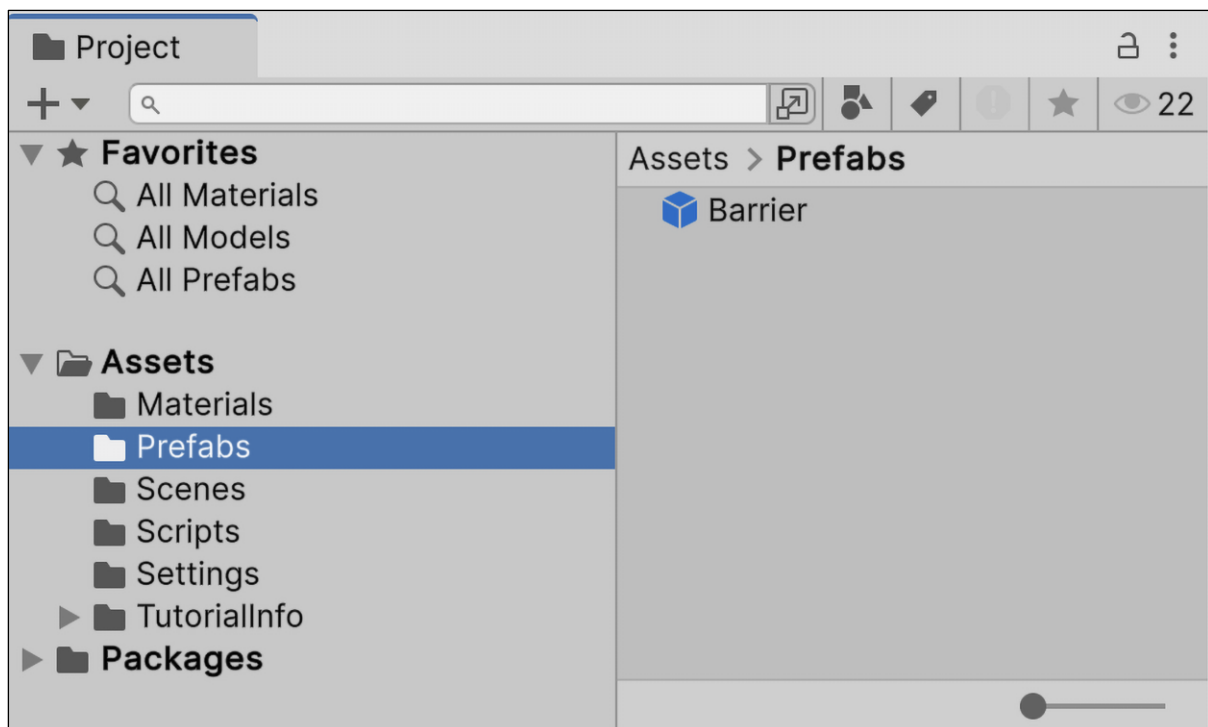


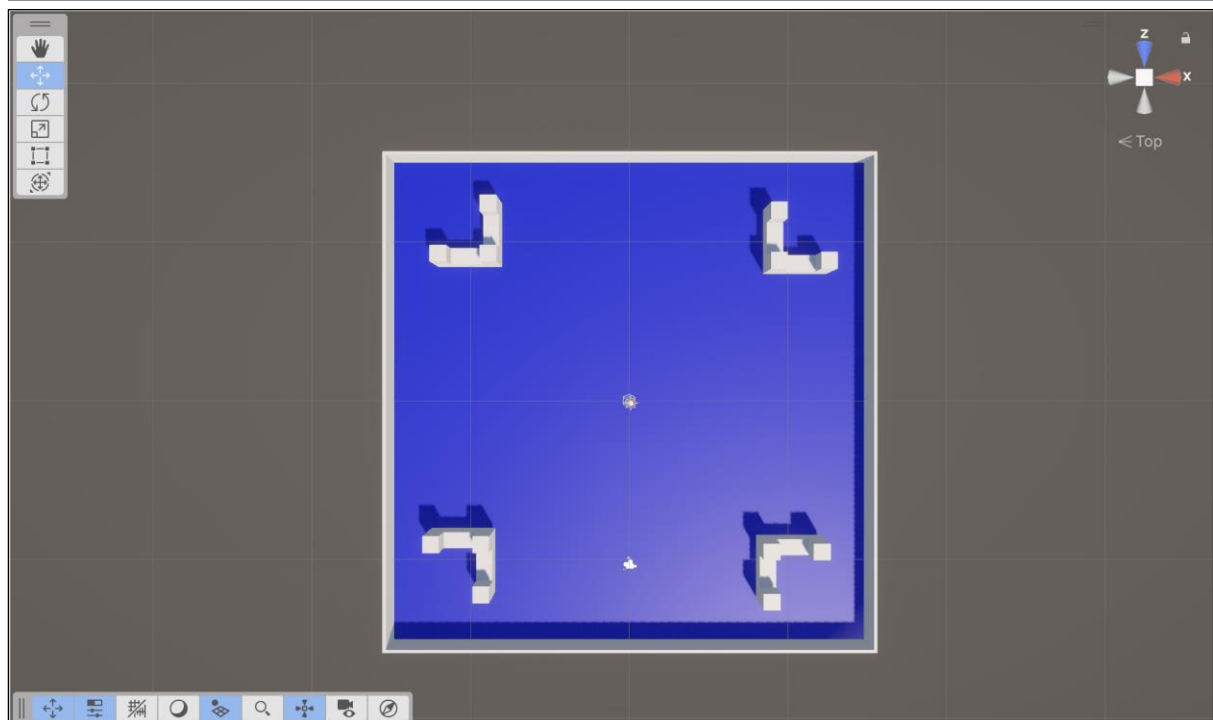
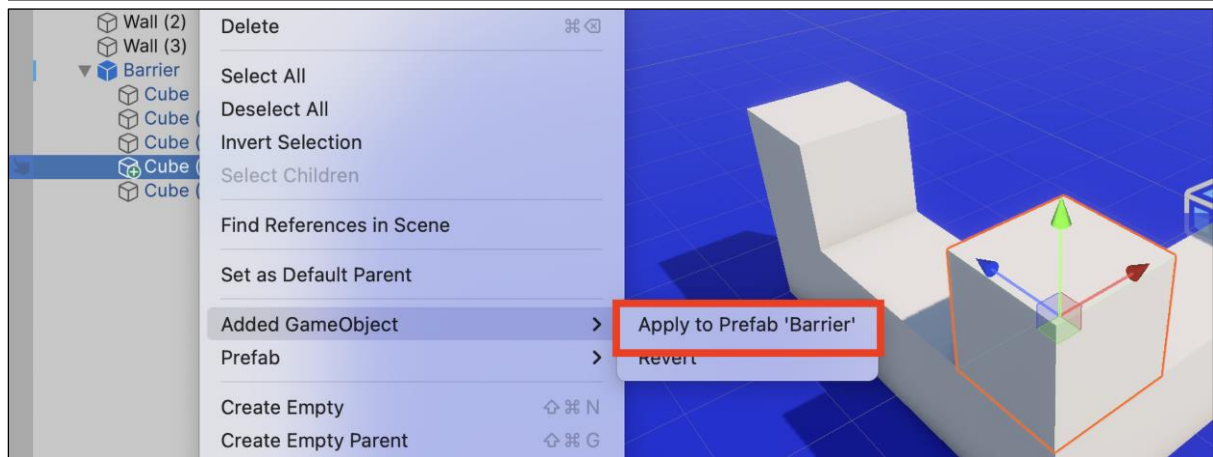
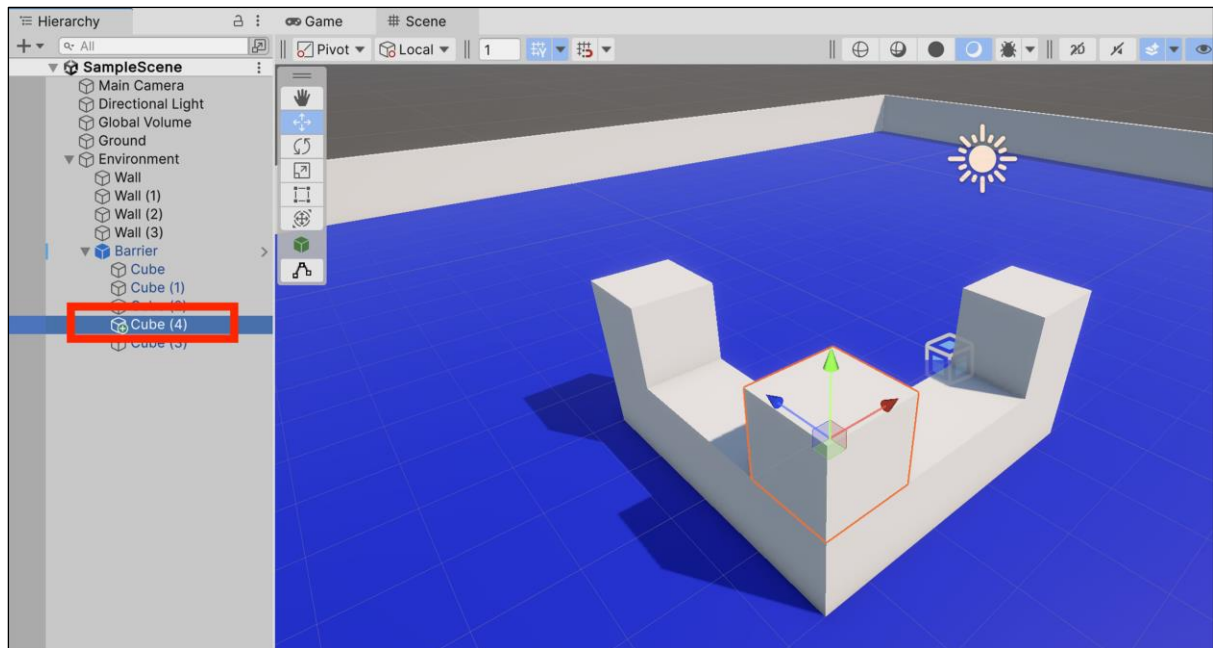


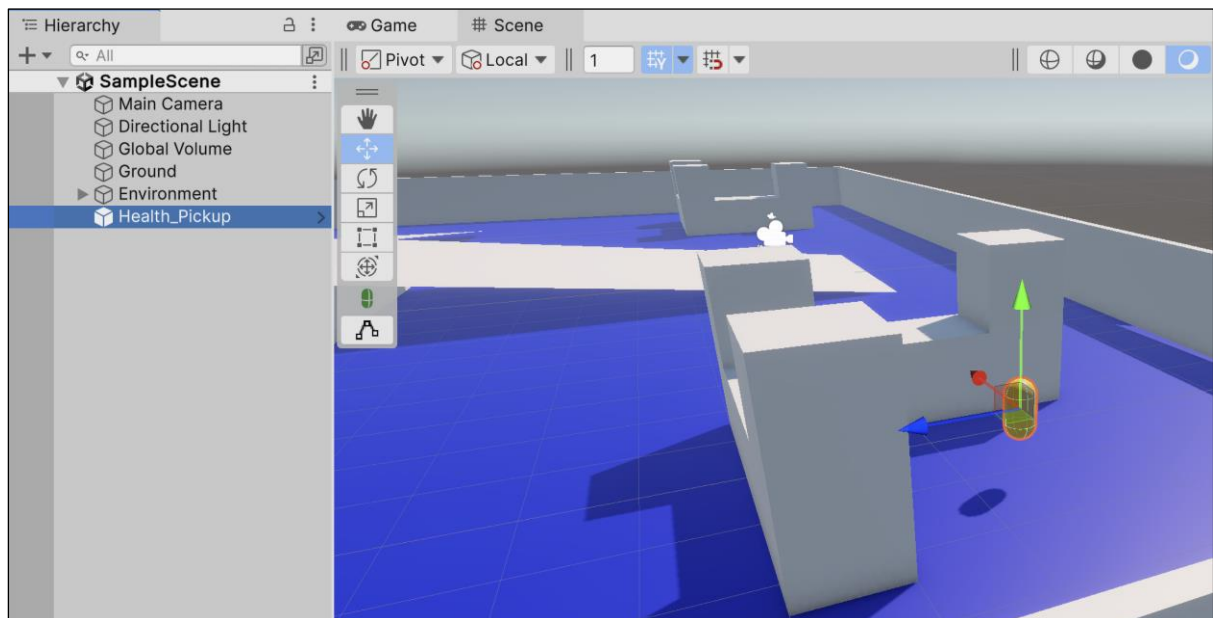
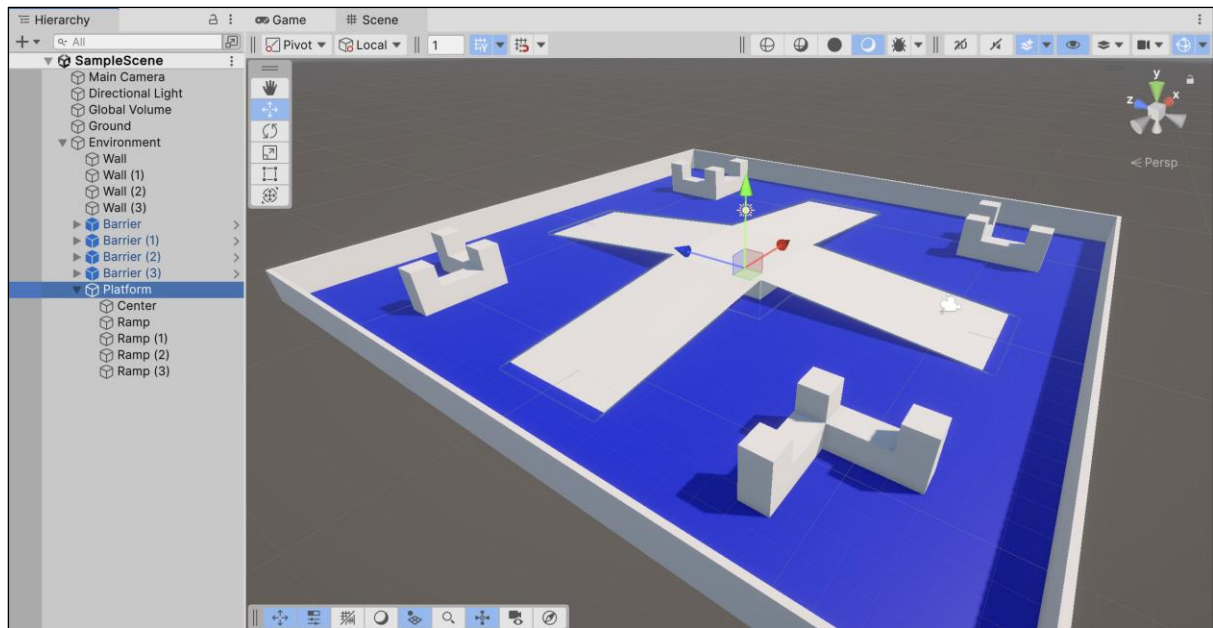


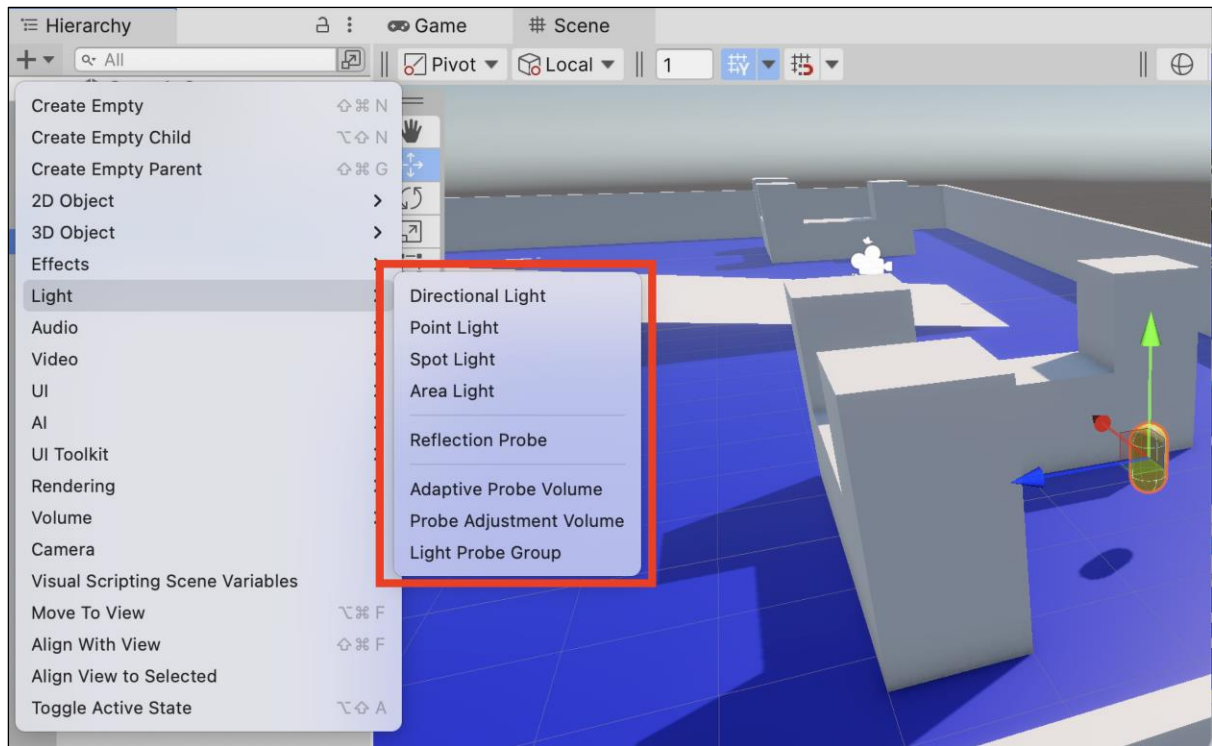












Inspector

Directional Light

Static

Tag: UntaggedLayer: Default

Transform

Position

X0Y3Z0

Rotation

X50Y-30Z0

Scale

X1Y1Z1

Light

General

Type: DirectionalMode: Baked

Emission

Light Appearance: Filter and Temperature

Filter

Temperature

5000Kelvin

Intensity: 2

Indirect Multiplier: 1

☐ Cookie

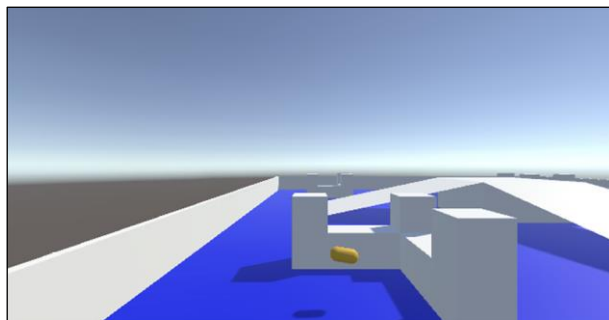
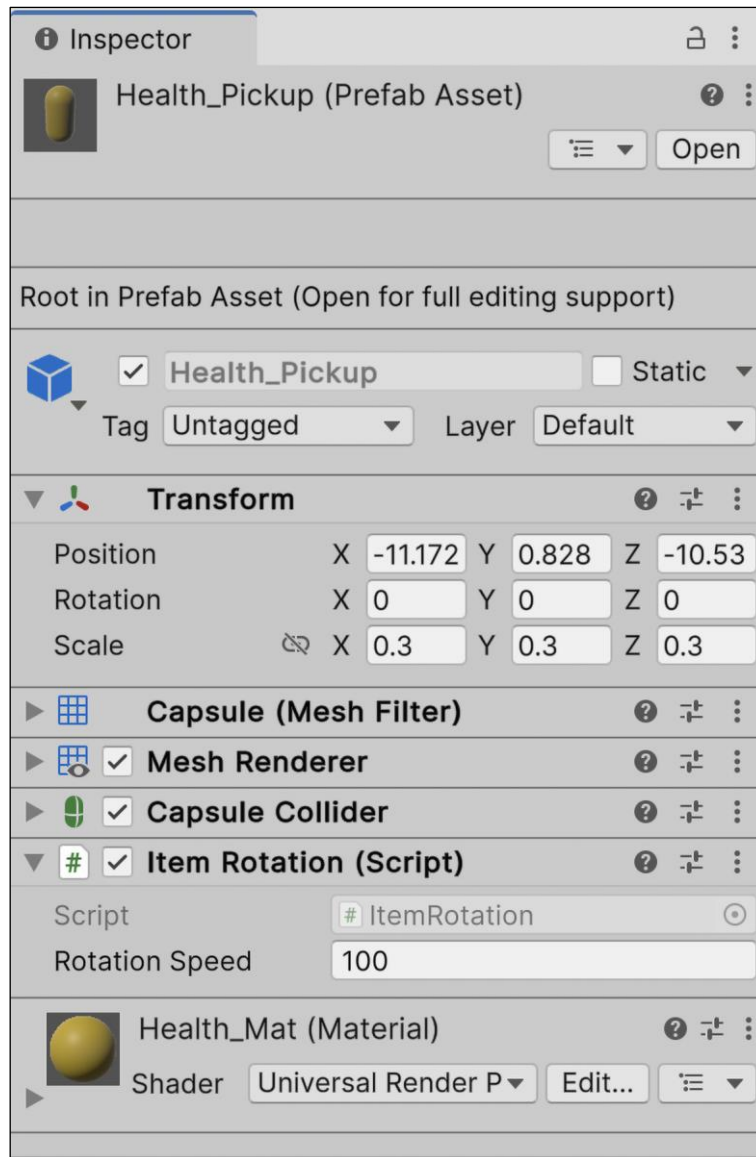
Rendering

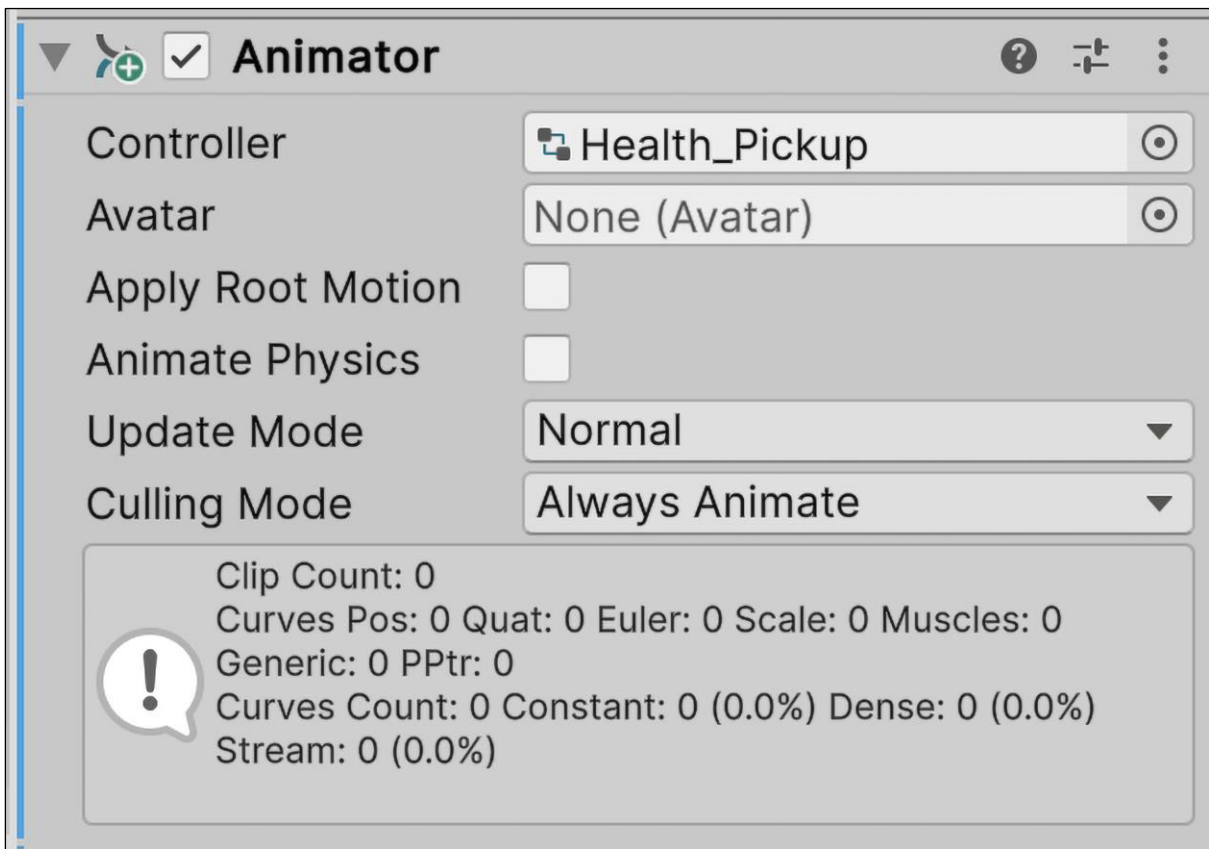
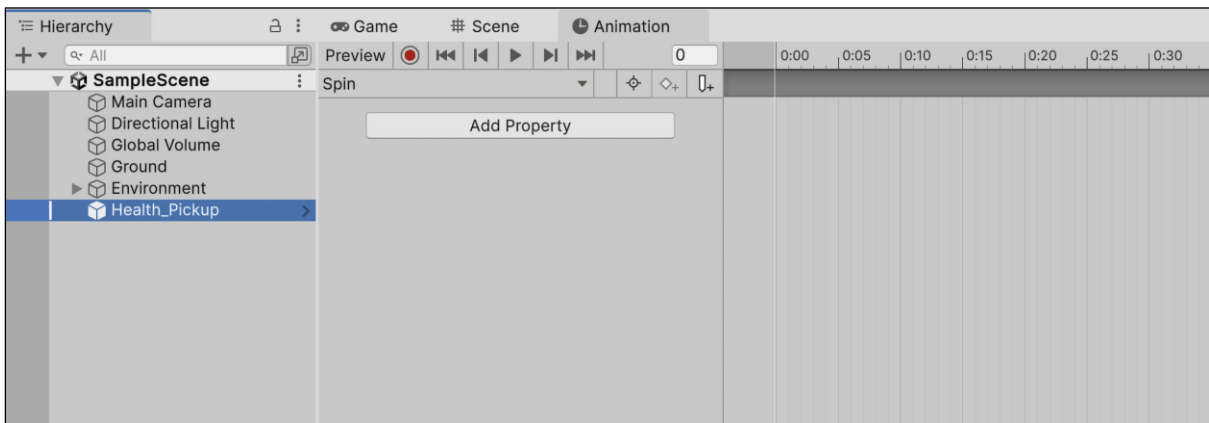
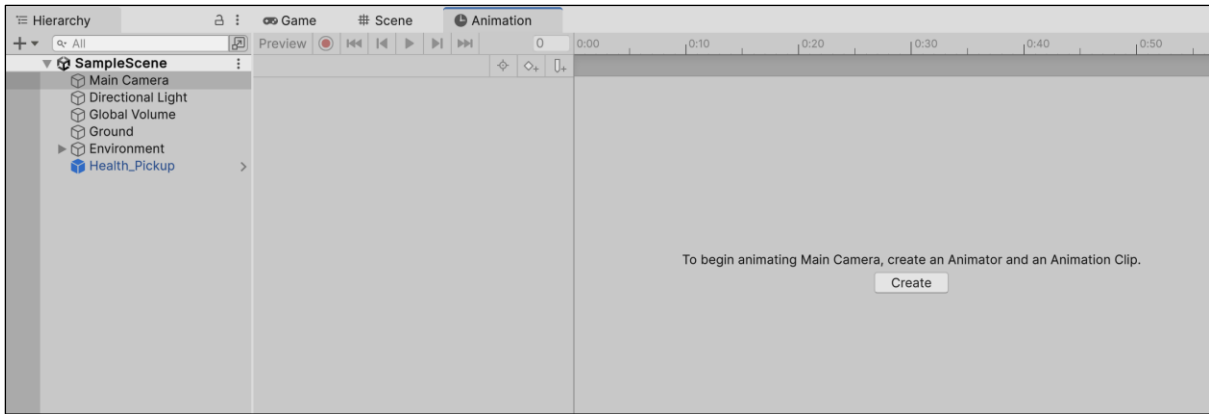
Culling Mask: Everything

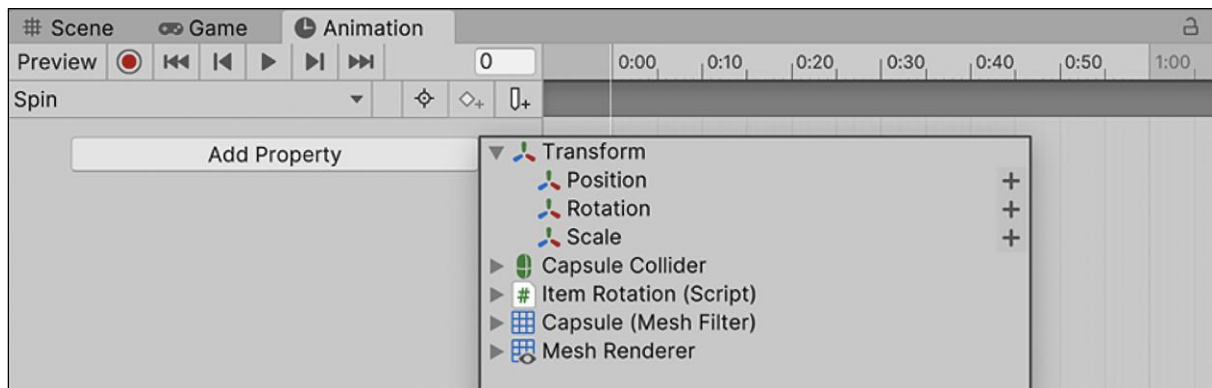
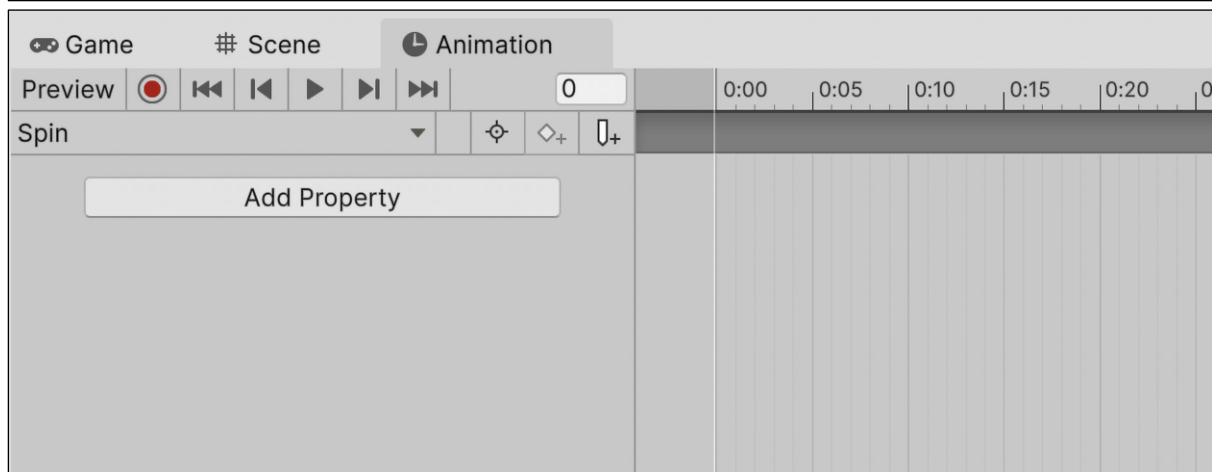
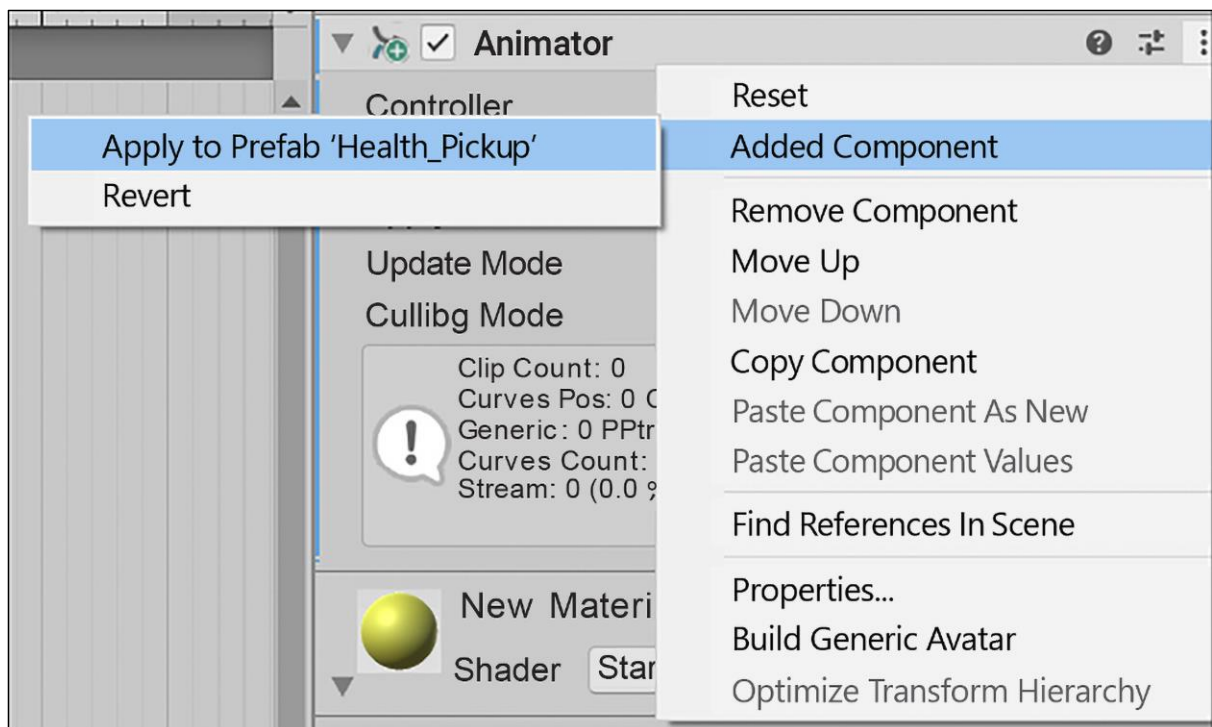
Shadows

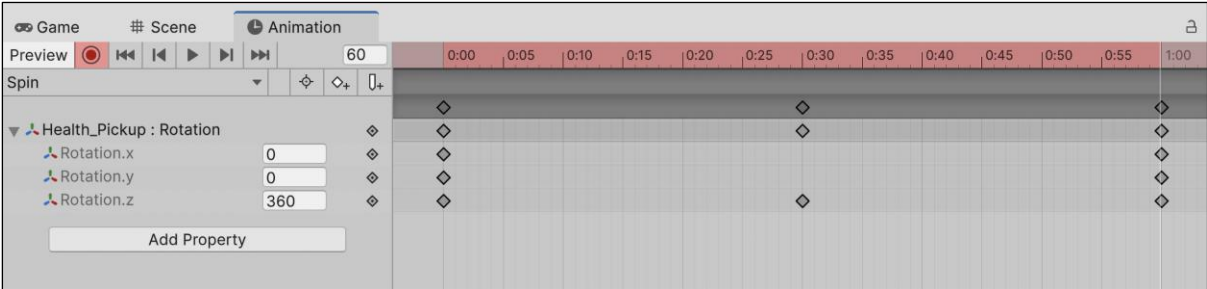
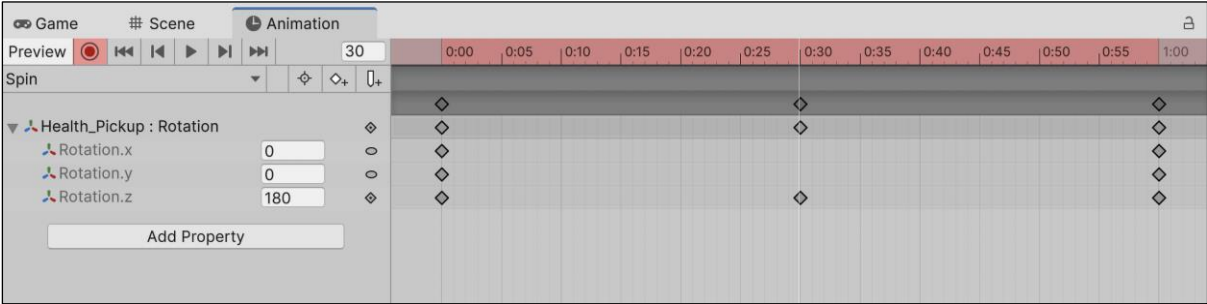
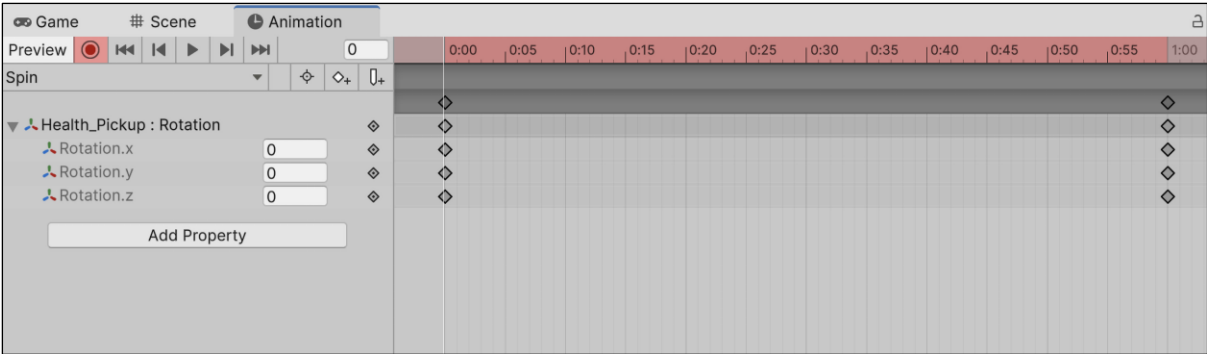
Shadow Type: Soft Shadows

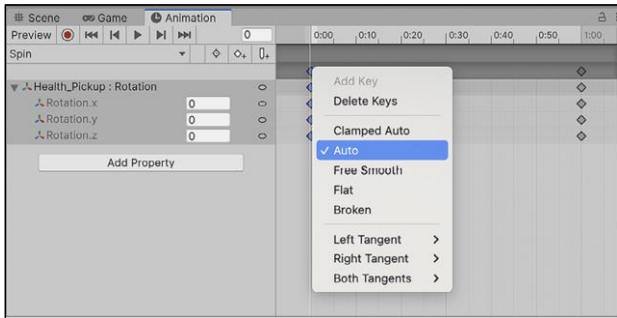
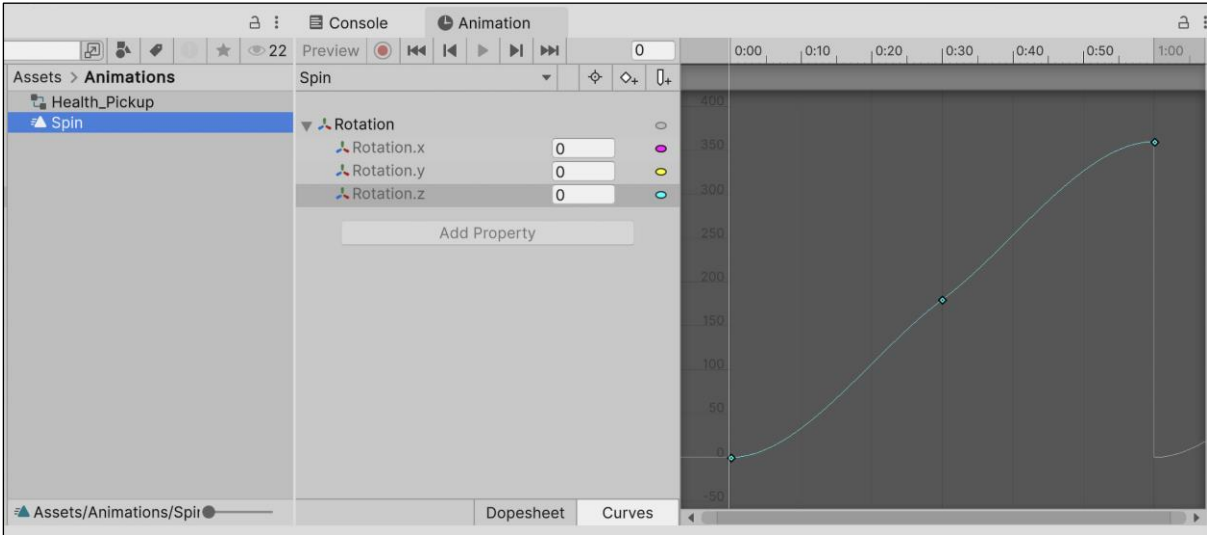
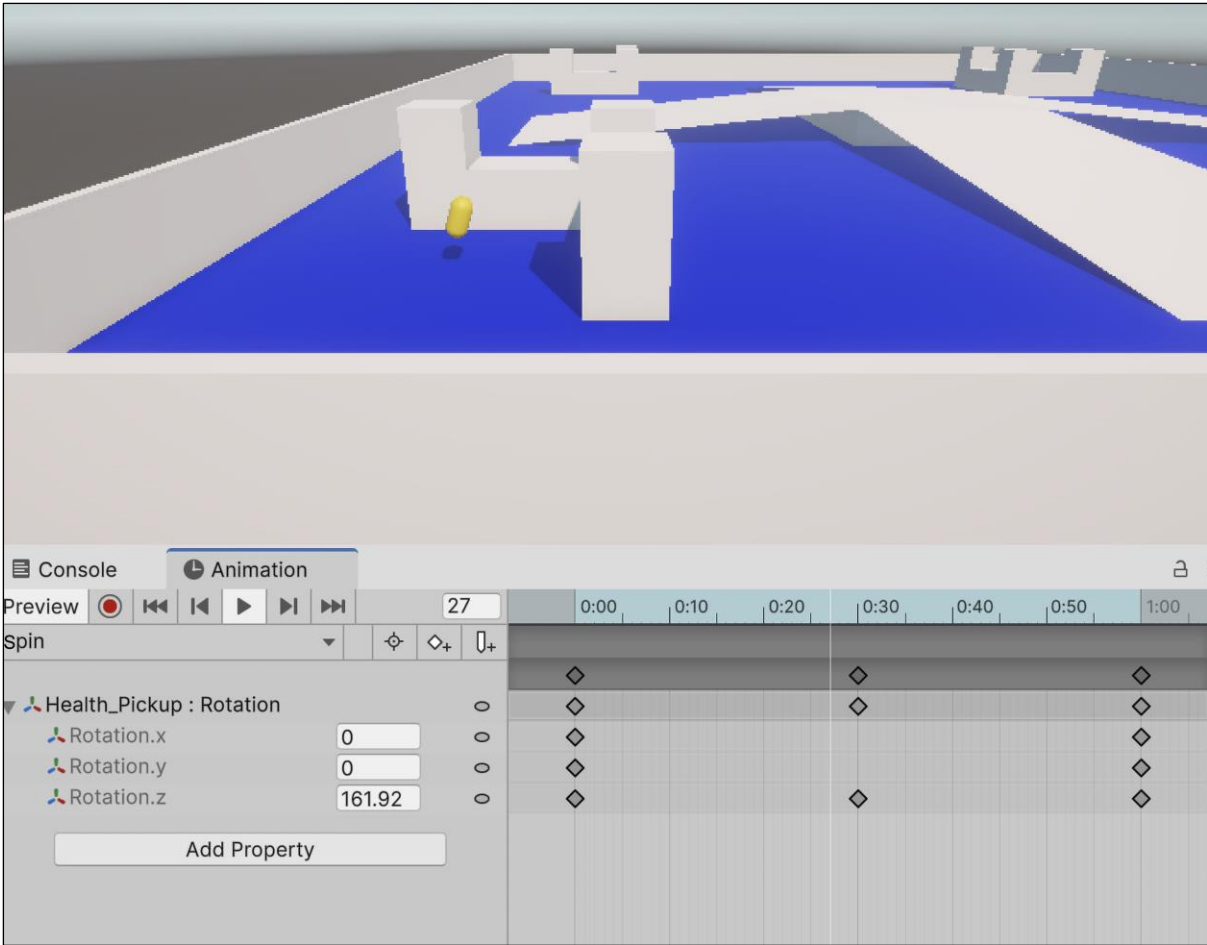
Baked Shadow: 0



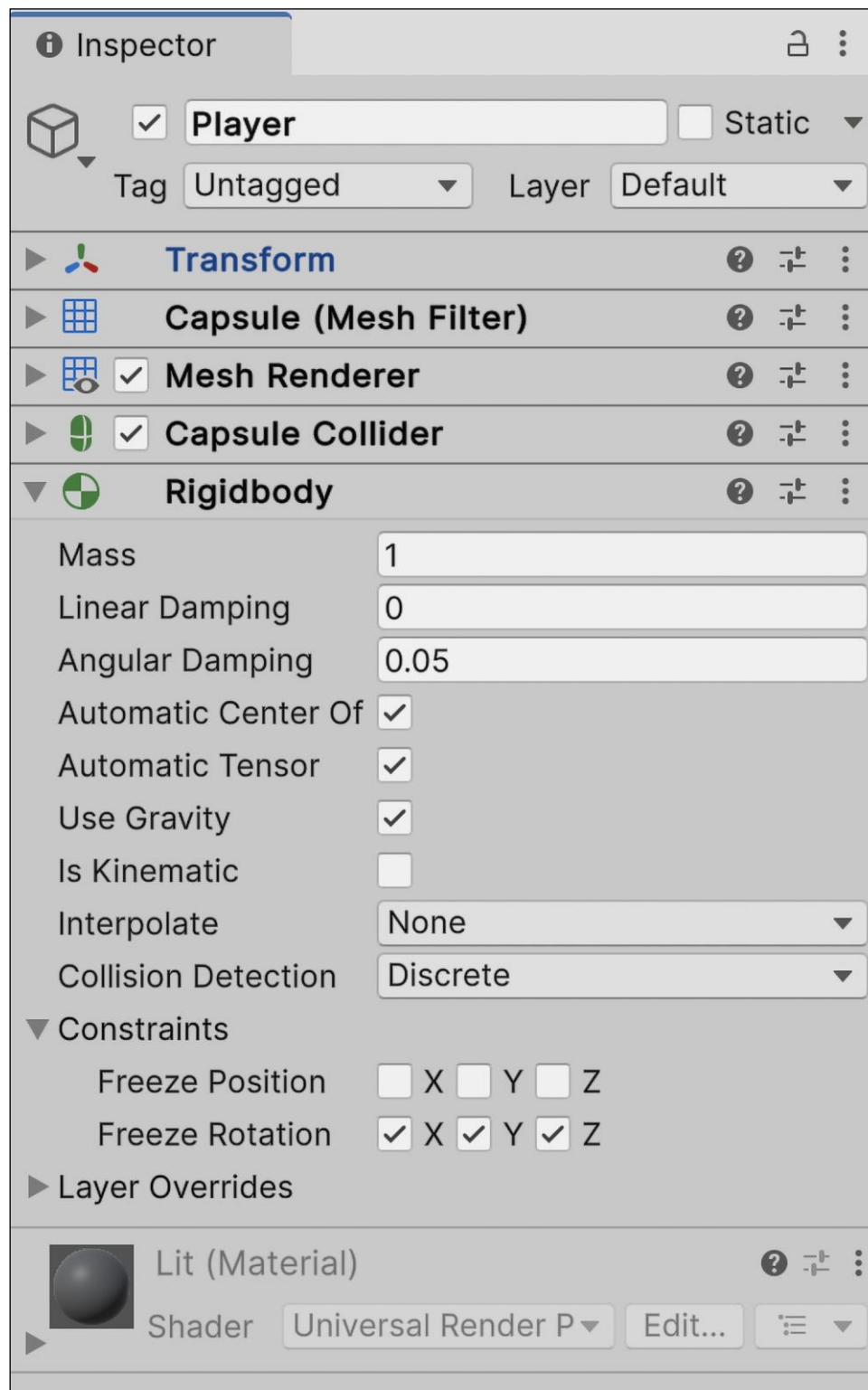


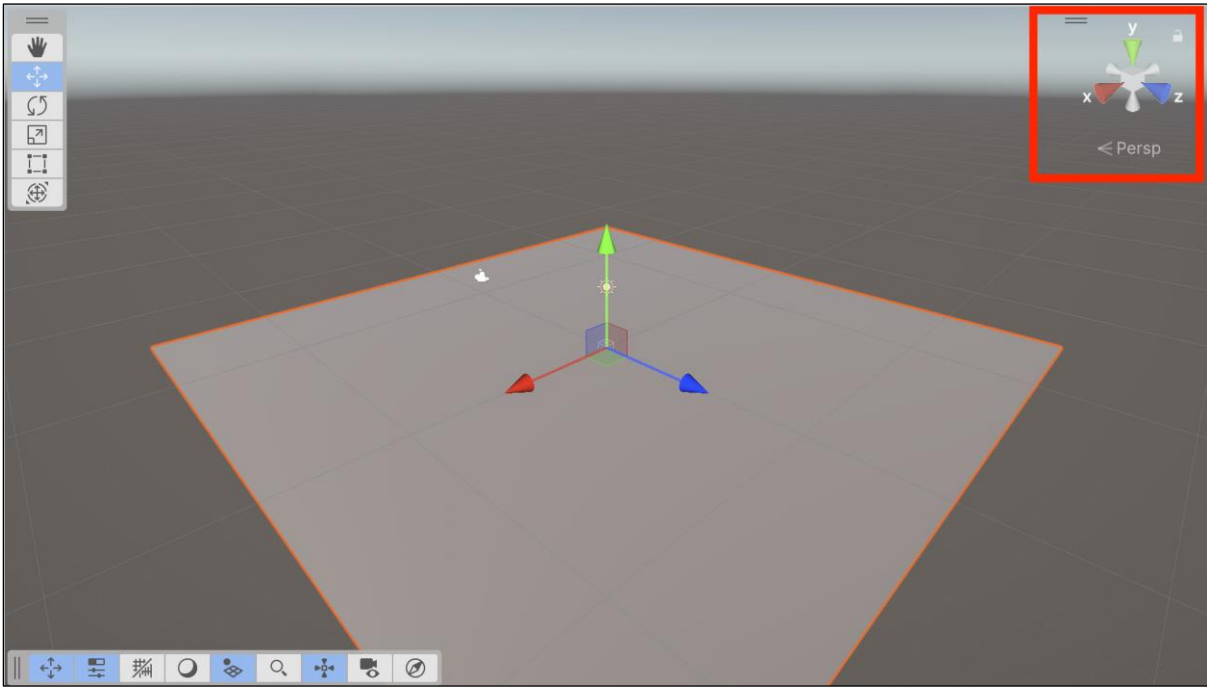
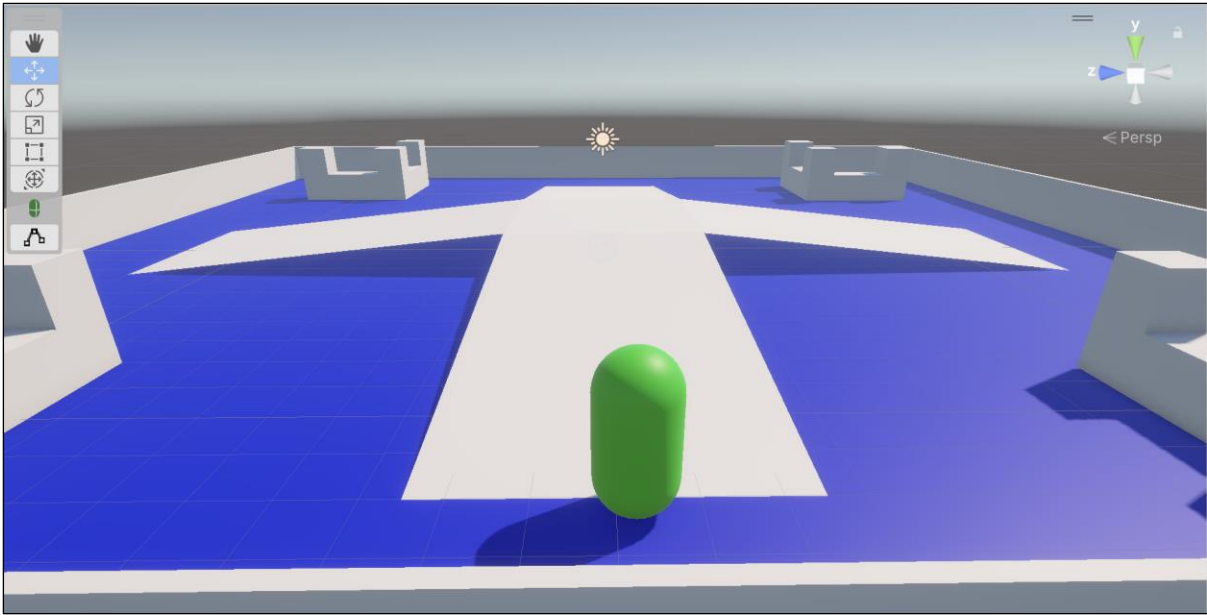


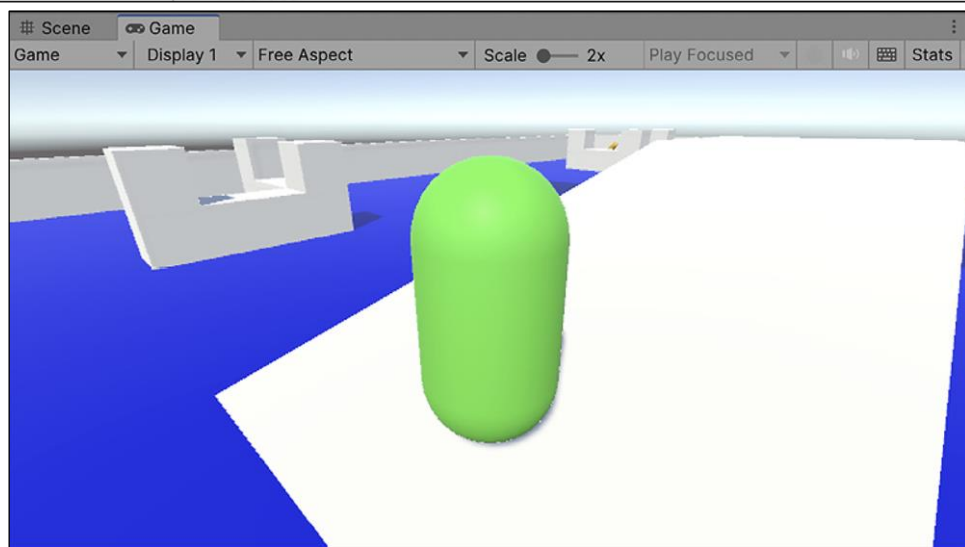
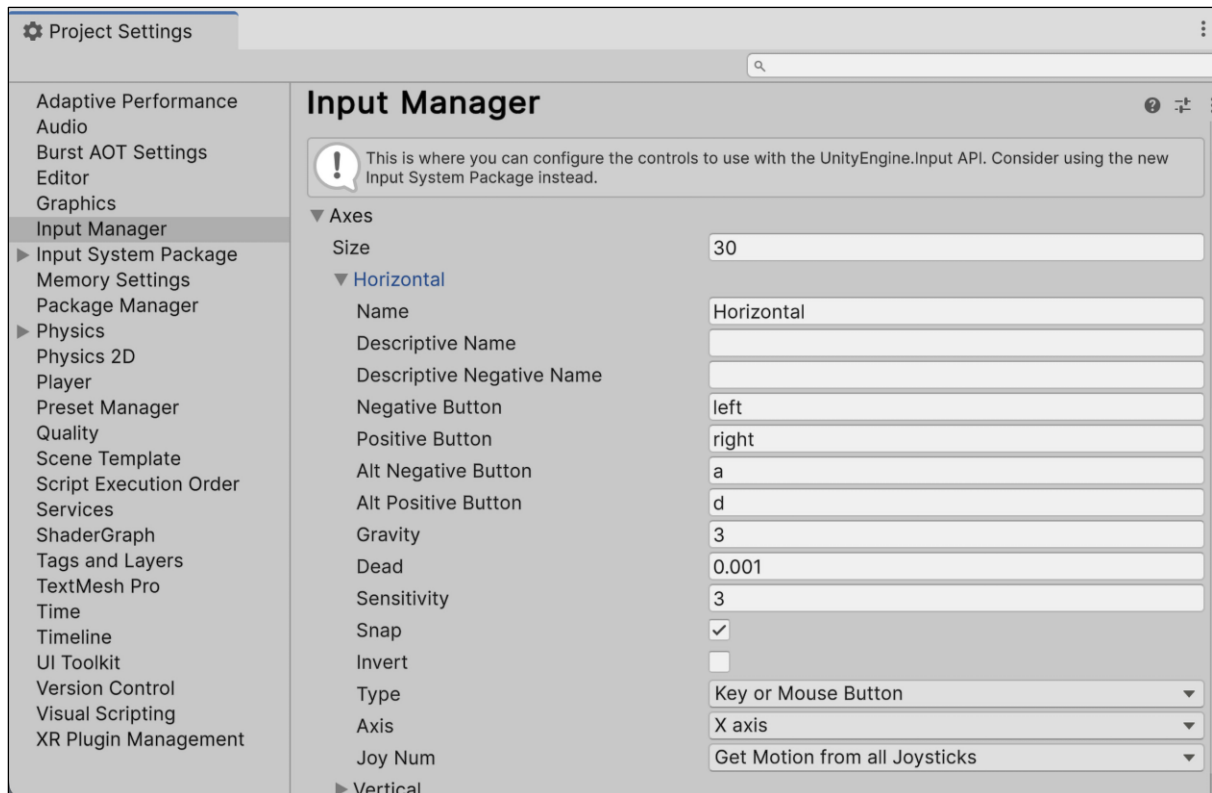




Chapter 7: Movement, Camera Controls, and Collisions







Rigidbody

Mass: 1

Linear Damping: 0

Angular Damping: 0.05

Automatic Center Of: ☒

Automatic Tensor: ☒

Use Gravity: ☒

Is Kinematic: ☐

Interpolate: None

Collision Detection: Discrete

▼ Constraints

Freeze Position: ☐ X ☐ Y ☐ Z

Freeze Rotation: ☒ X ☒ Y ☒ Z

► Layer Overrides

Capsule Collider

Edit Collider:

Is Trigger: ☐

Provides Contacts: ☐

Material: None (Physics Material)

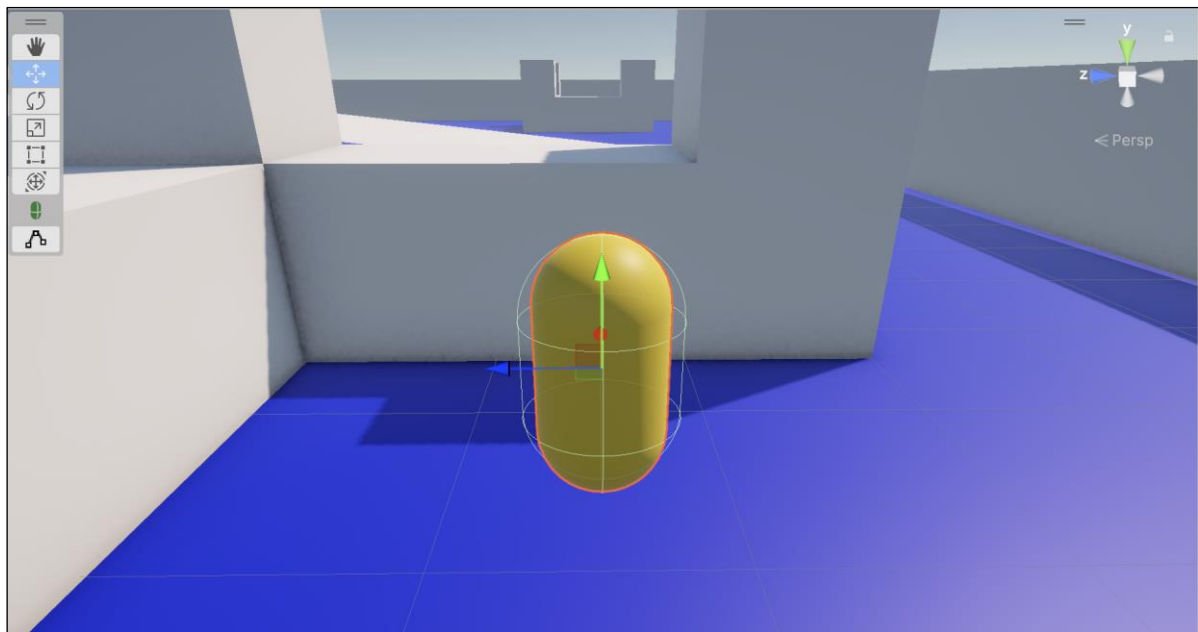
Center: X 0 Y 0 Z 0

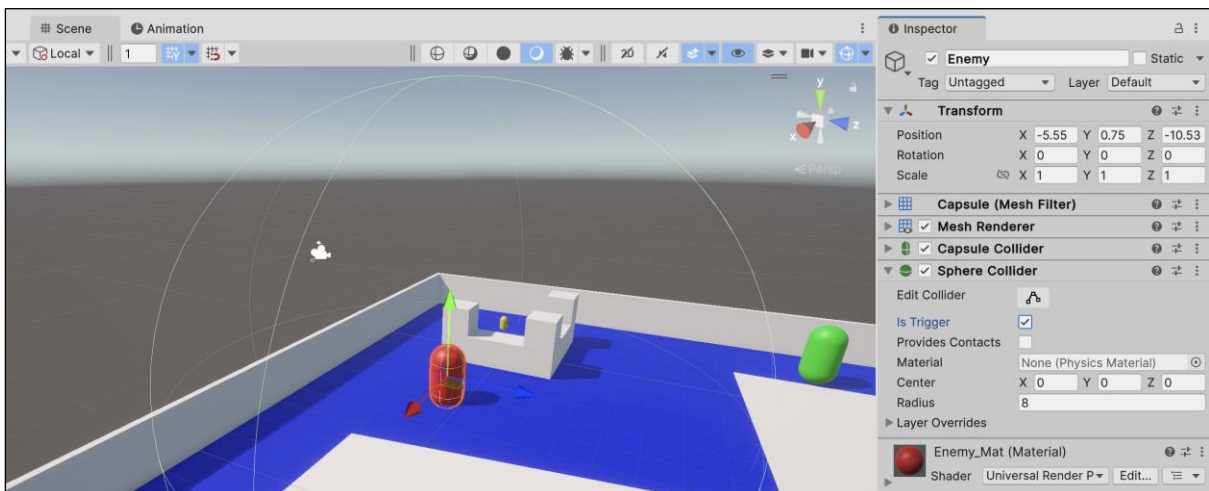
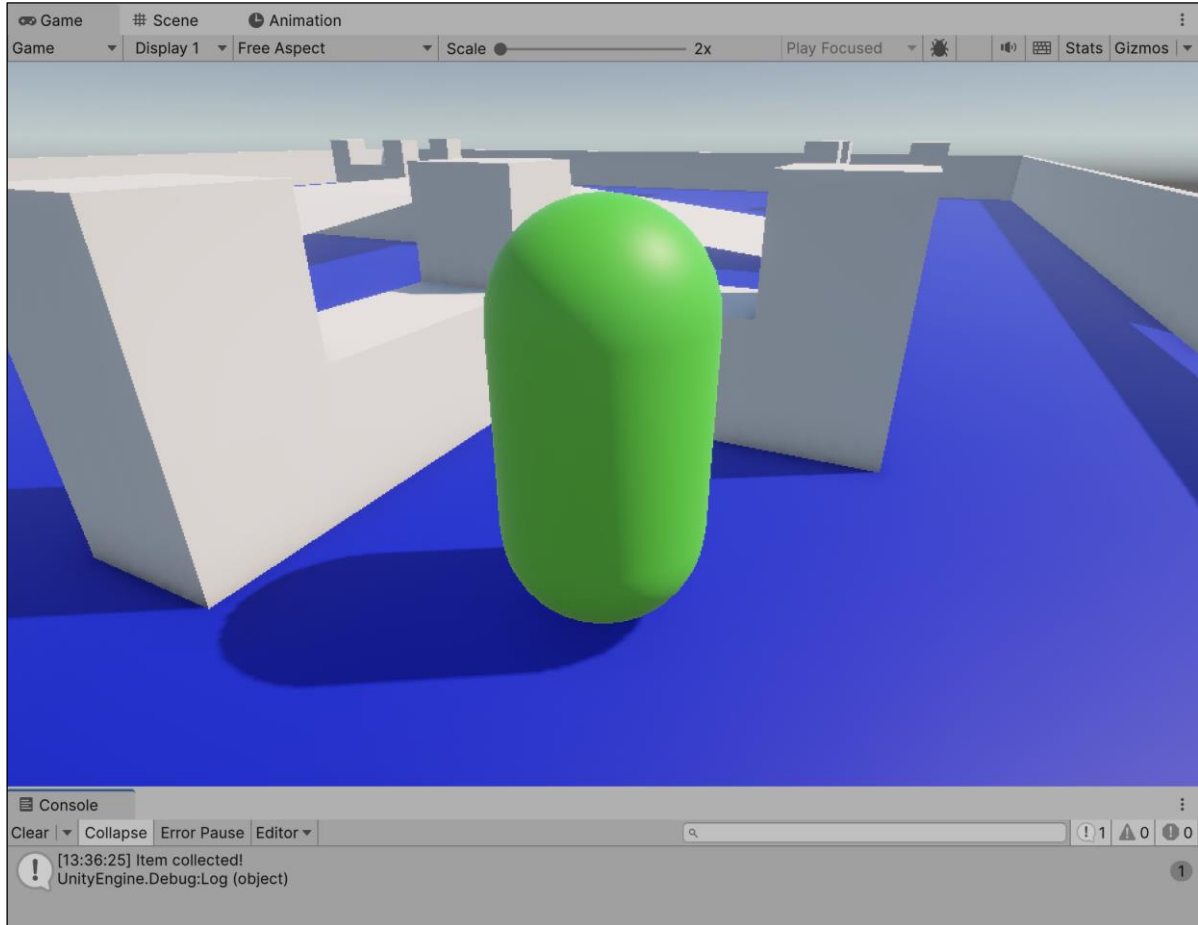
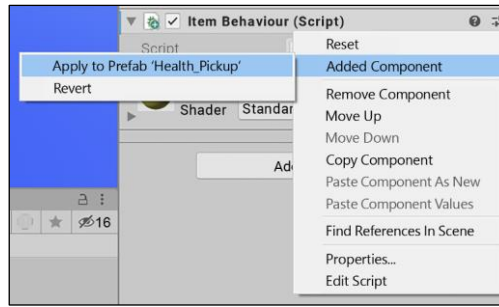
Radius: 0.5

Height: 2

Direction: Y-Axis

► Layer Overrides





 Console

Clear | Collapse | Error Pause | Editor |



[13:43:01] (-9.05, 3.29, -17.77)
UnityEngine.Debug:Log (object)



[13:43:01] (0.00, 3.00, 0.00)
UnityEngine.Debug:Log (object)



[13:43:05] Player detected - attack!
UnityEngine.Debug:Log (object)

 Console

Clear | Collapse | Error Pause | Editor |



[13:43:01] (-9.05, 3.29, -17.77)
UnityEngine.Debug:Log (object)



[13:43:01] (0.00, 3.00, 0.00)
UnityEngine.Debug:Log (object)

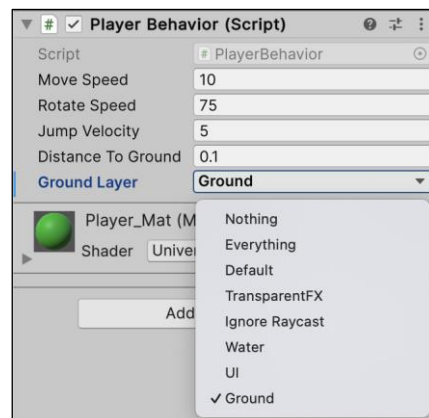
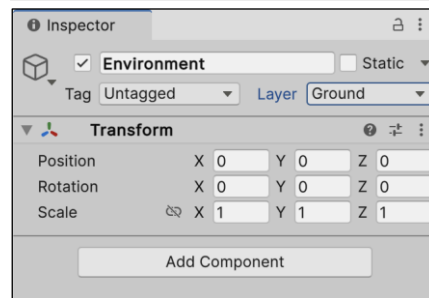
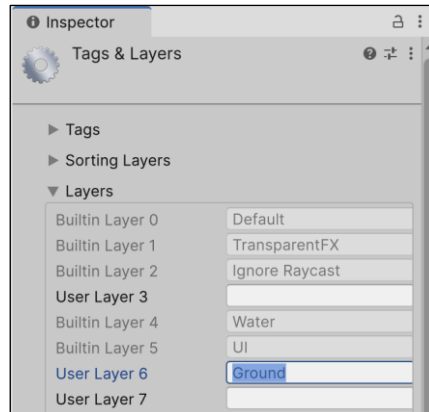
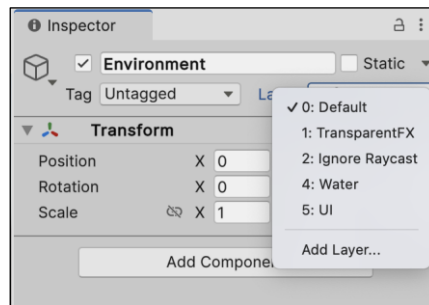


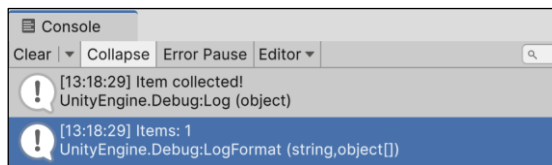
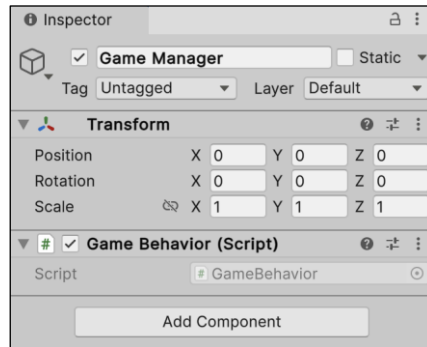
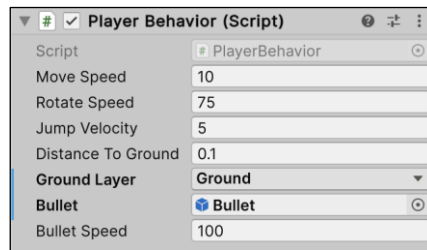
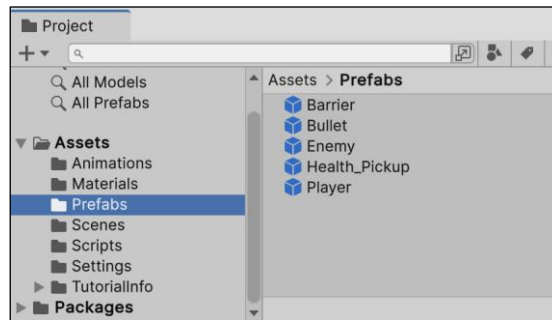
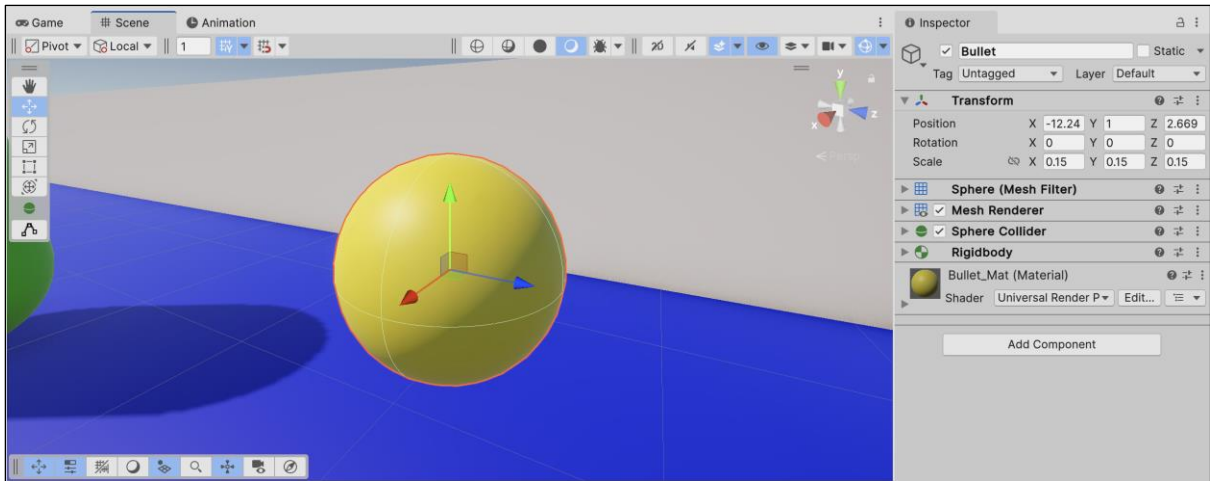
[13:43:05] Player detected - attack!
UnityEngine.Debug:Log (object)

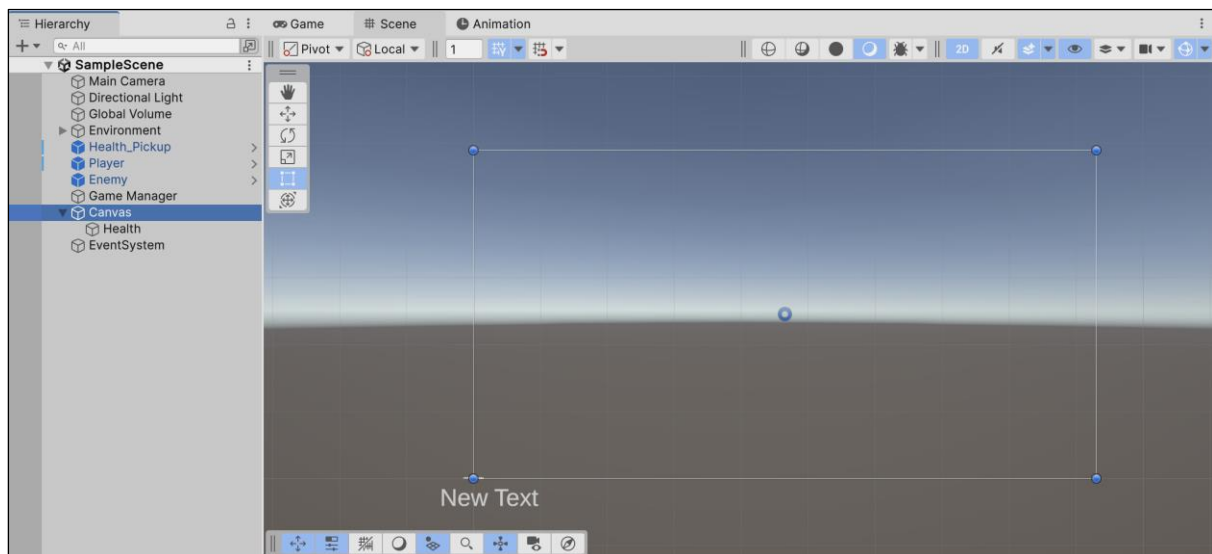
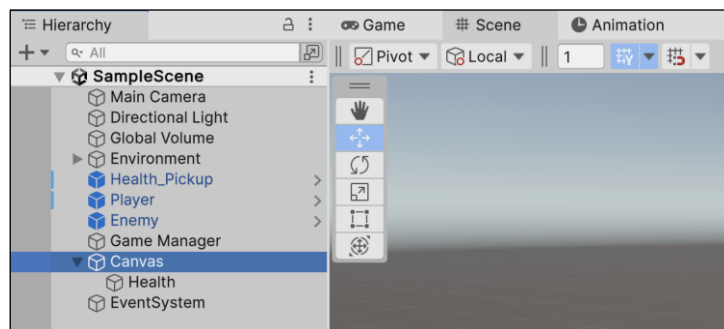
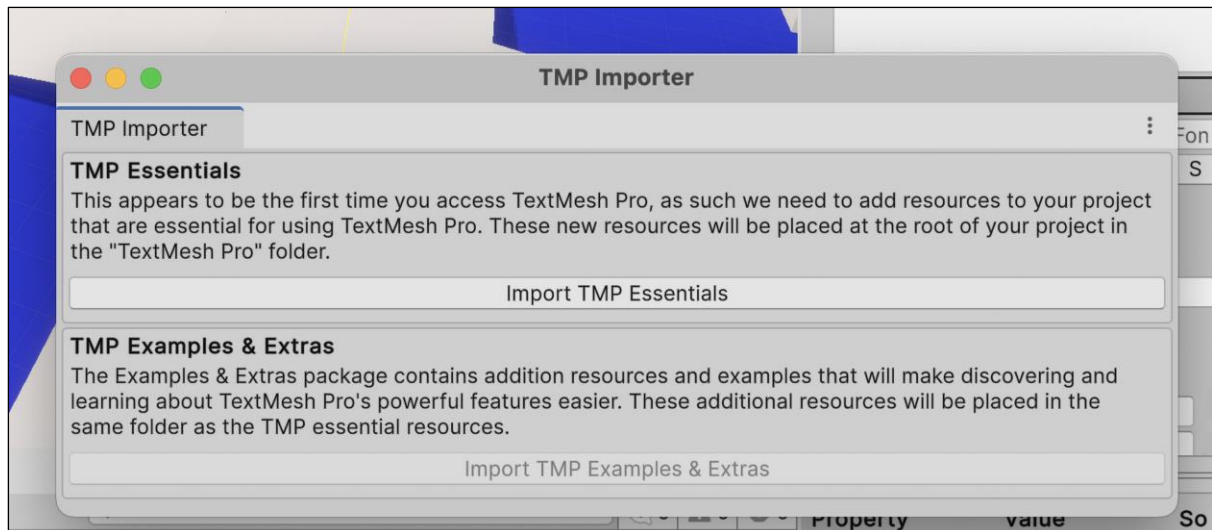


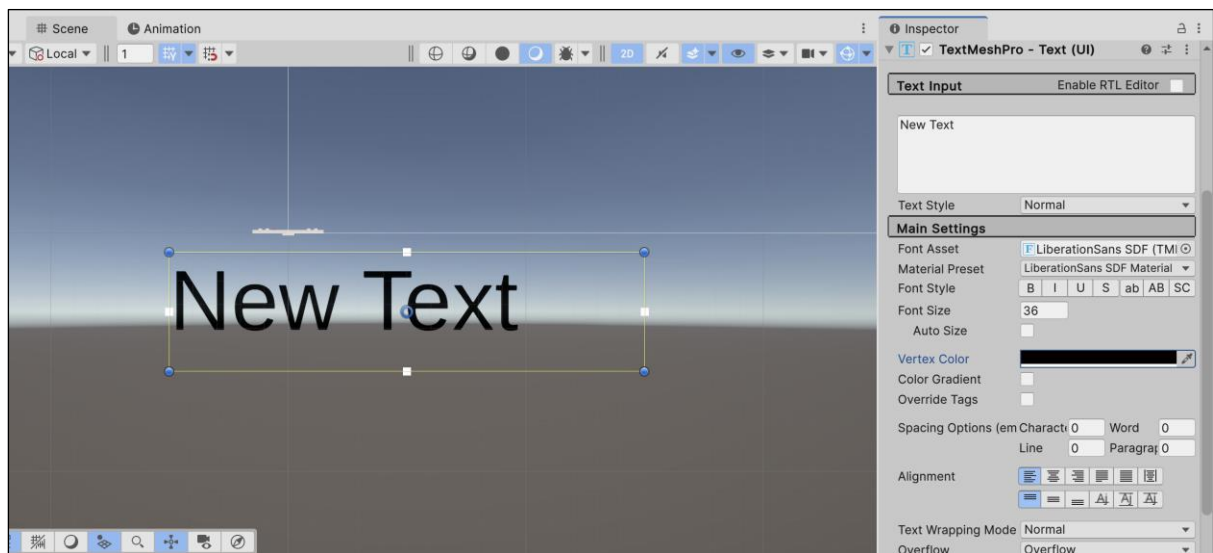
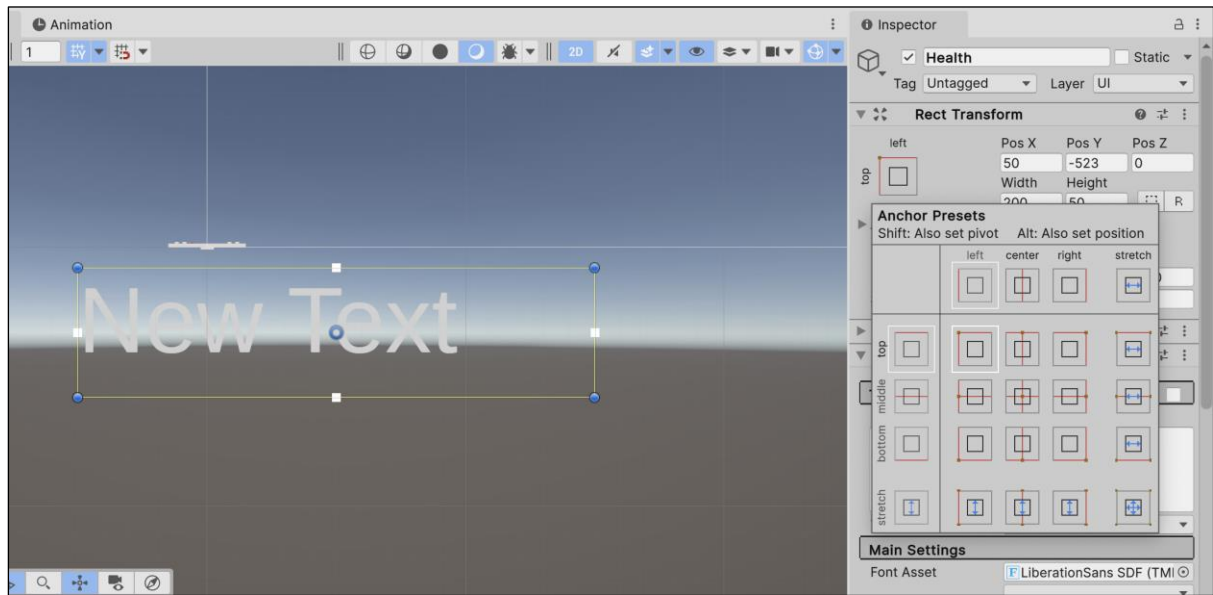
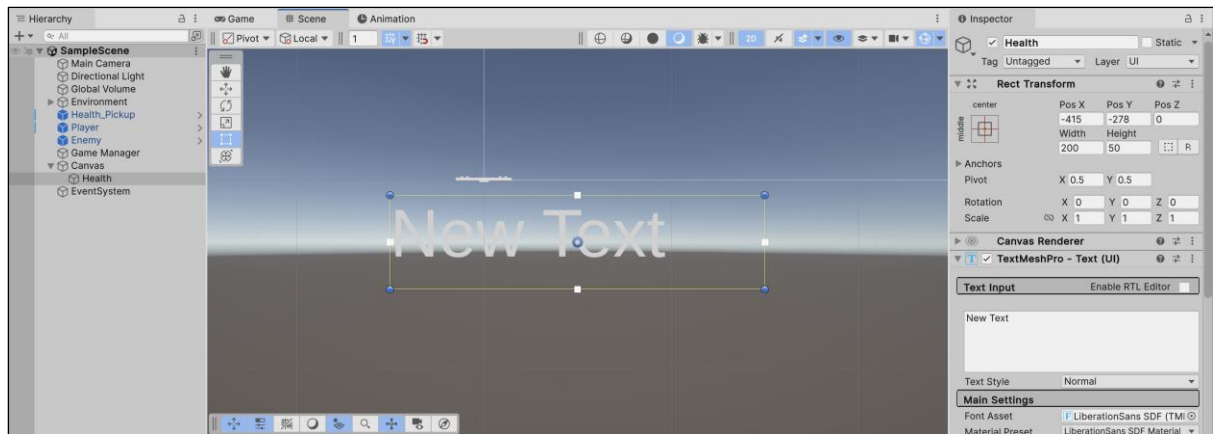
[13:43:06] Player out of range, resume patrol
UnityEngine.Debug:Log (object)

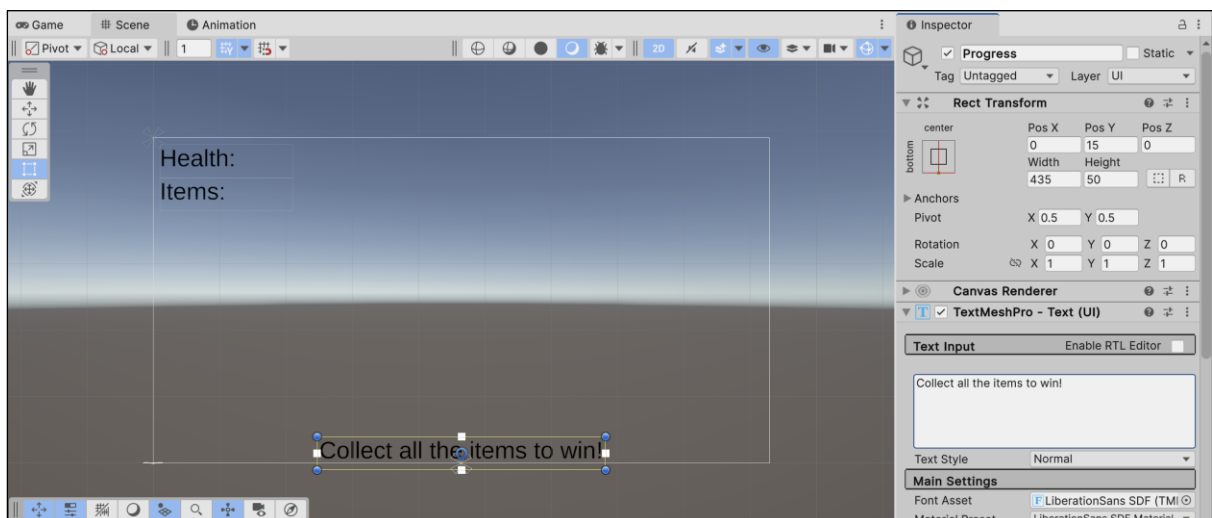
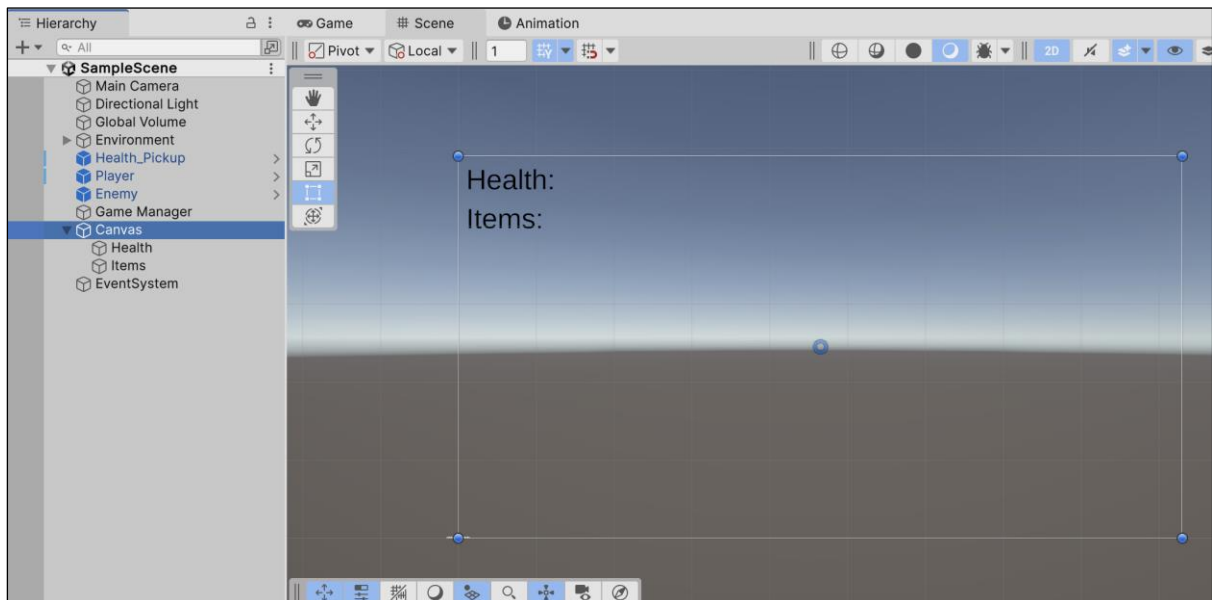
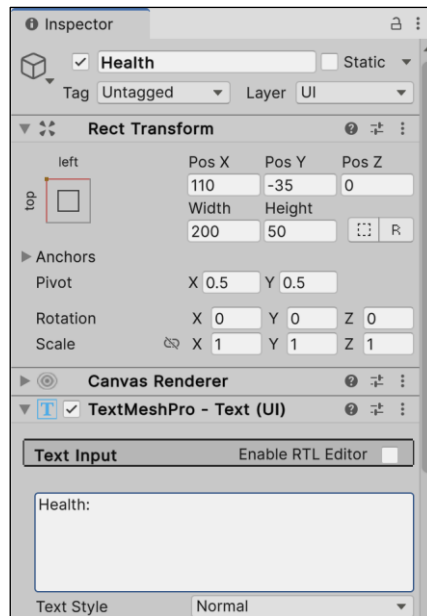
Chapter 8: Scripting Game Mechanics

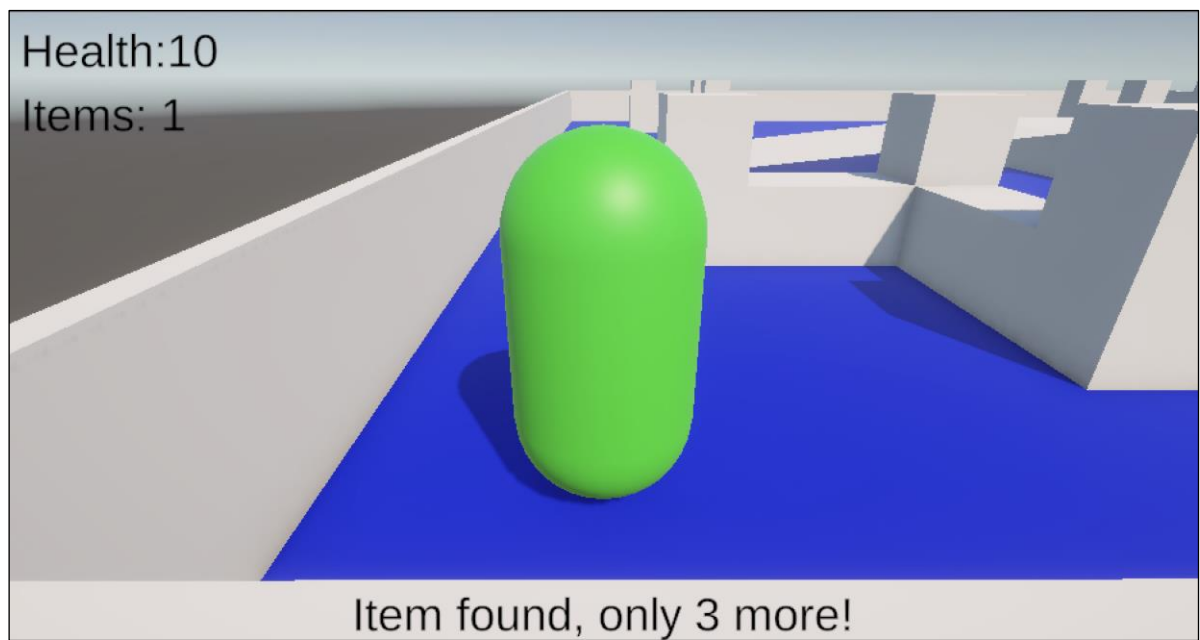
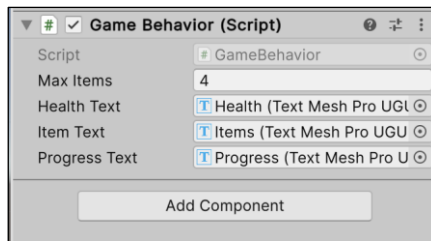


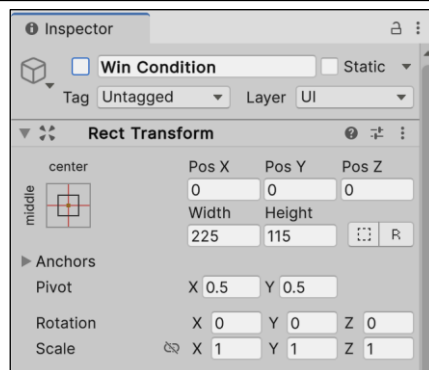
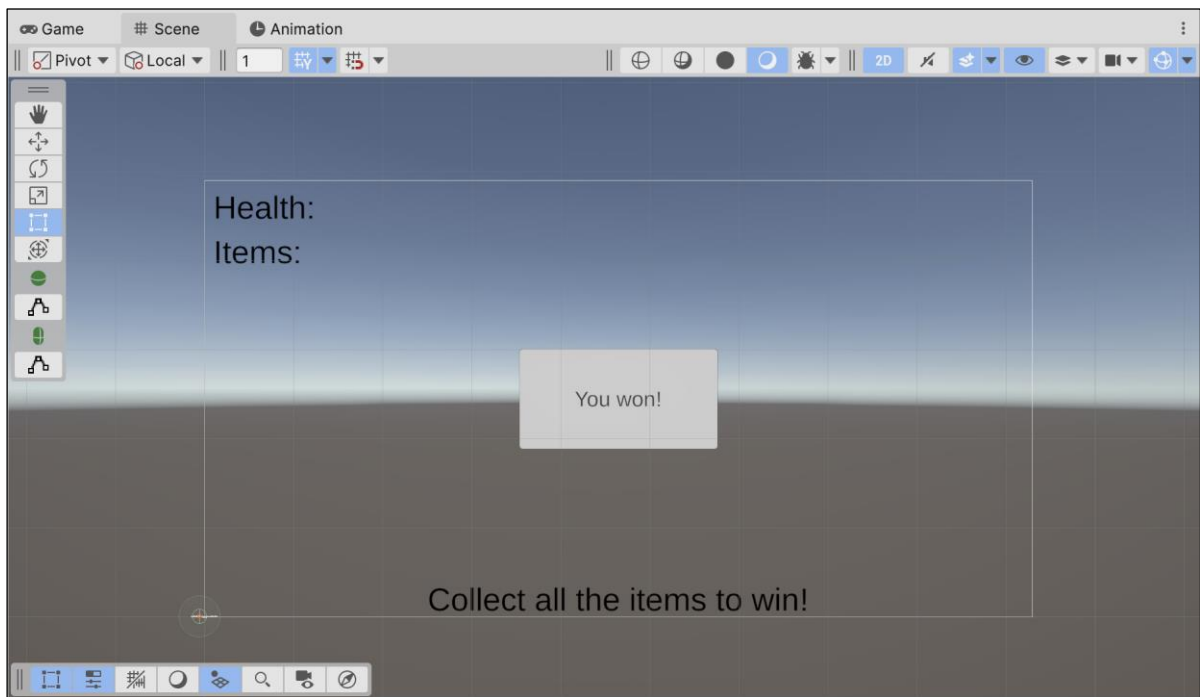
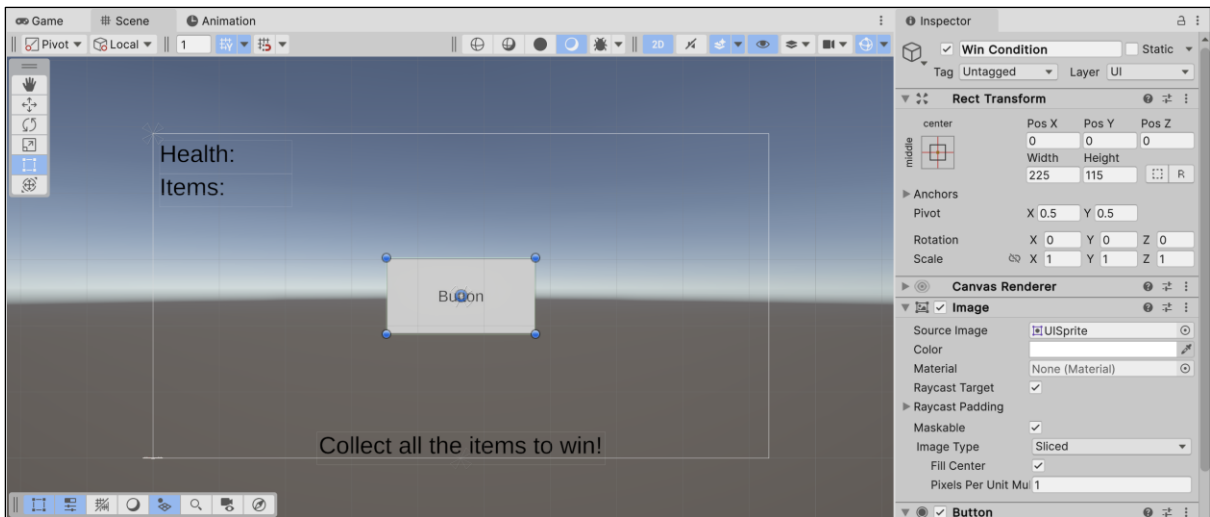


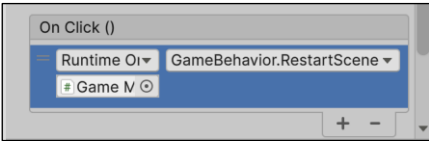
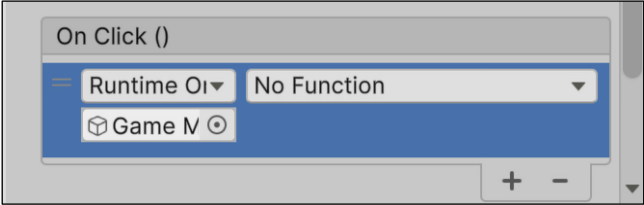
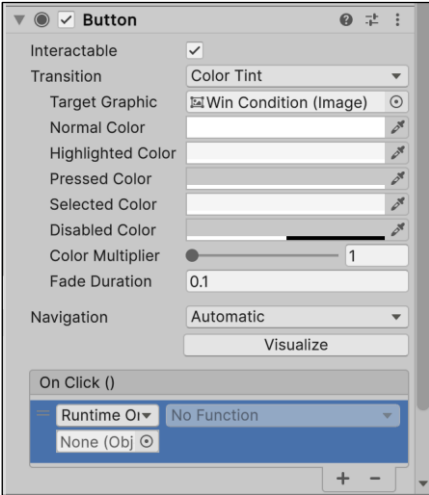
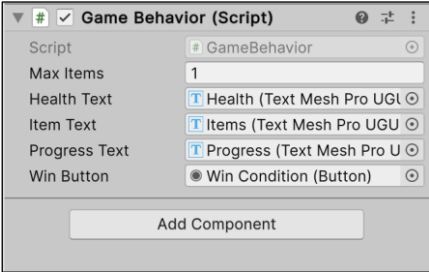
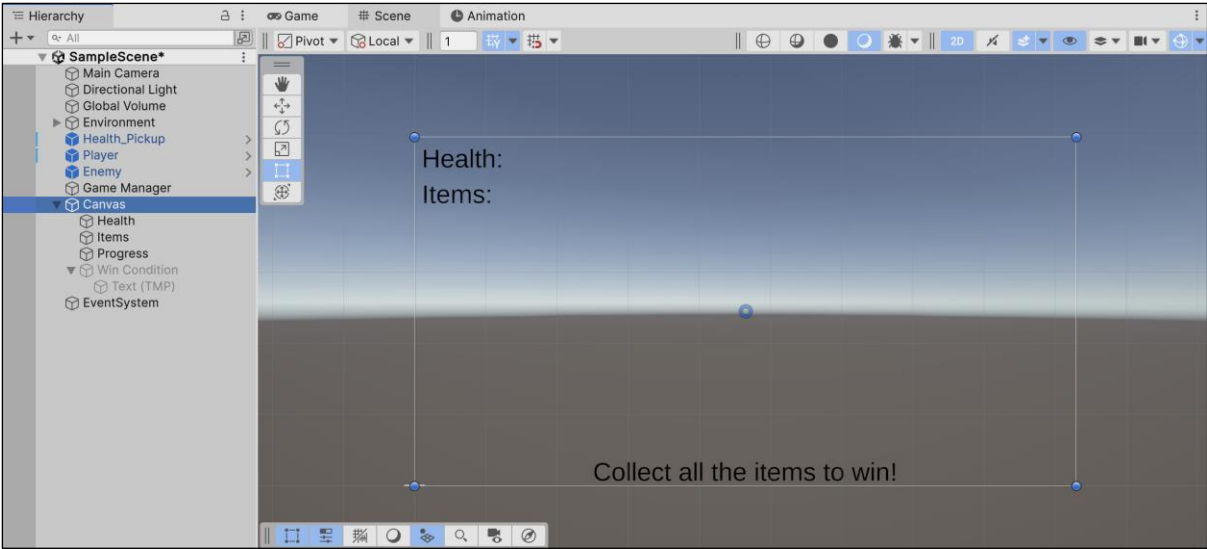




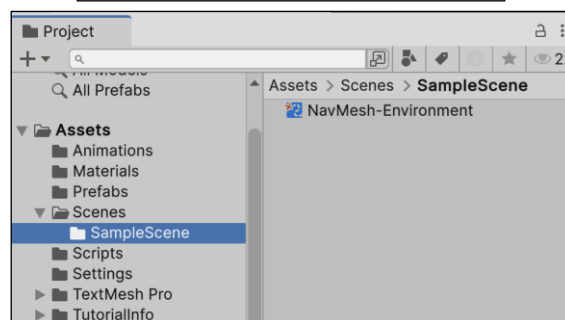
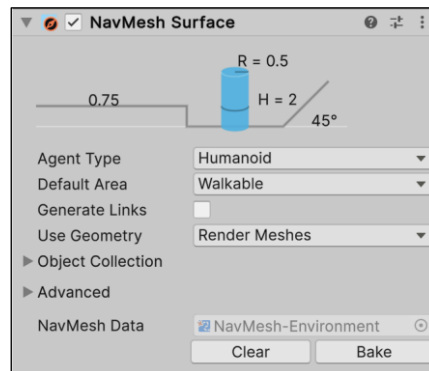
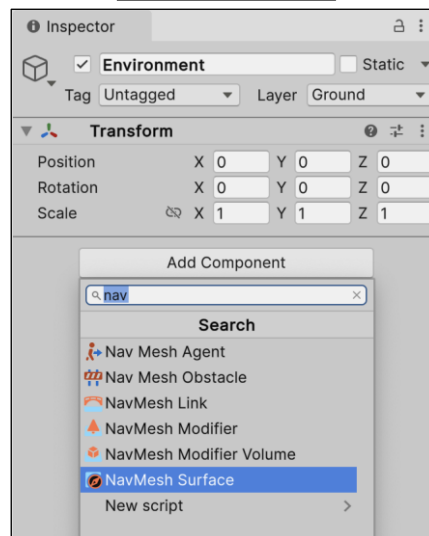
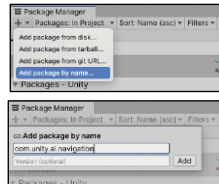
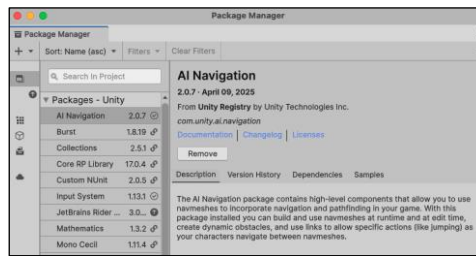


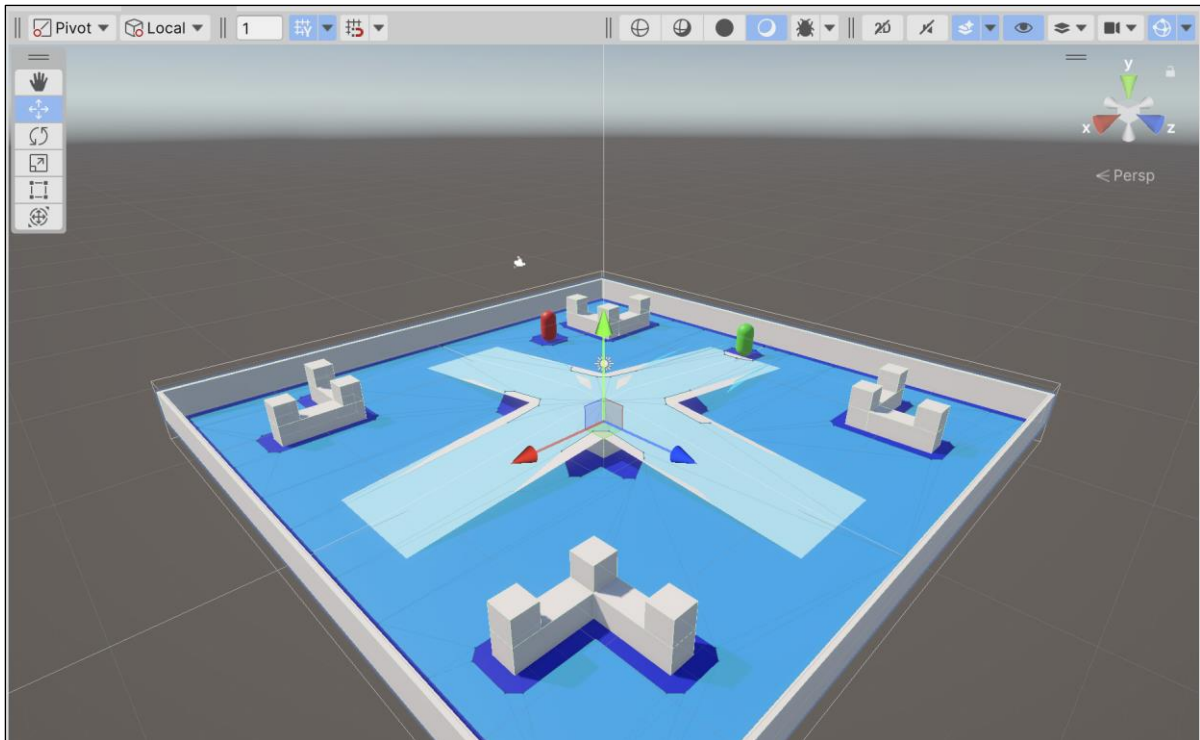






Chapter 9: Basic AI and Enemy Behavior





Nav Mesh Agent

Agent Type: Humanoid
Base Offset: 1

Steering

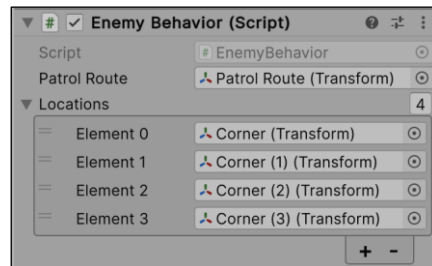
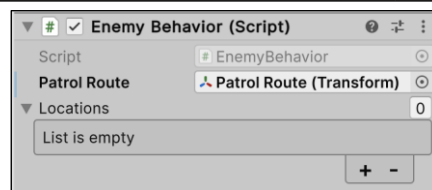
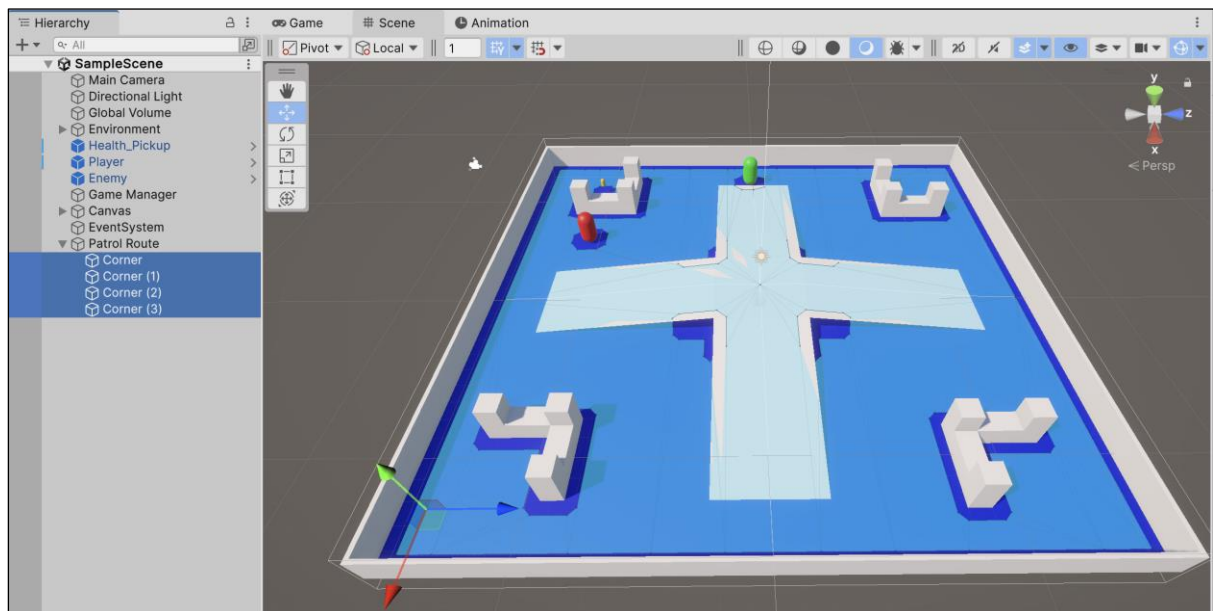
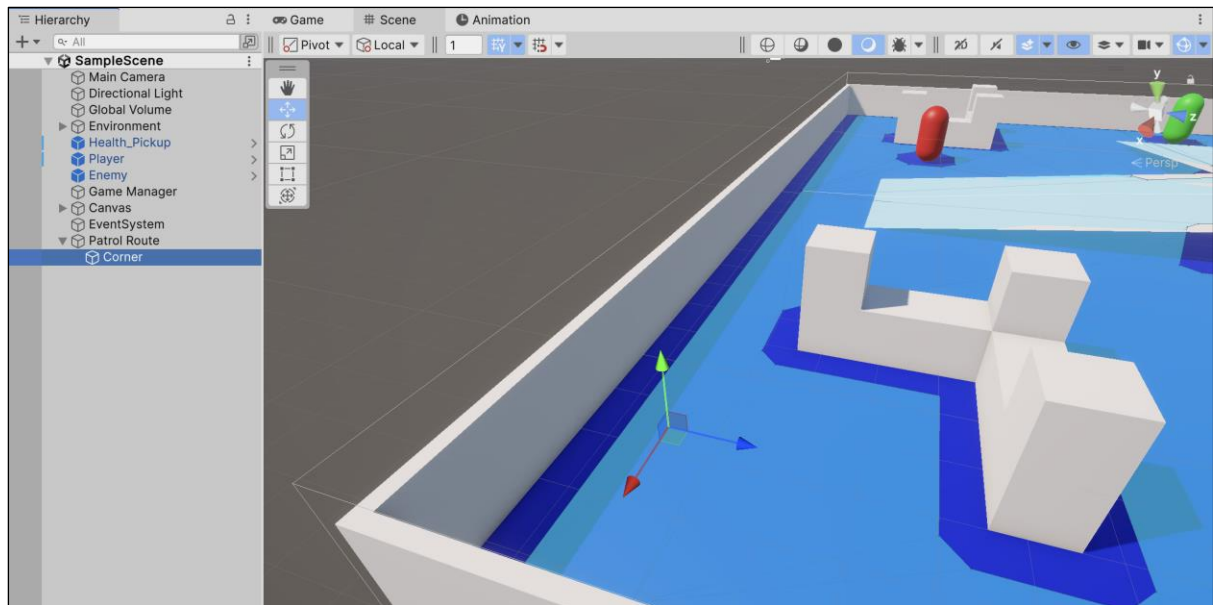
Speed: 3.5
Angular Speed: 120
Acceleration: 8
Stopping Distance: 0
Auto Braking: ☒

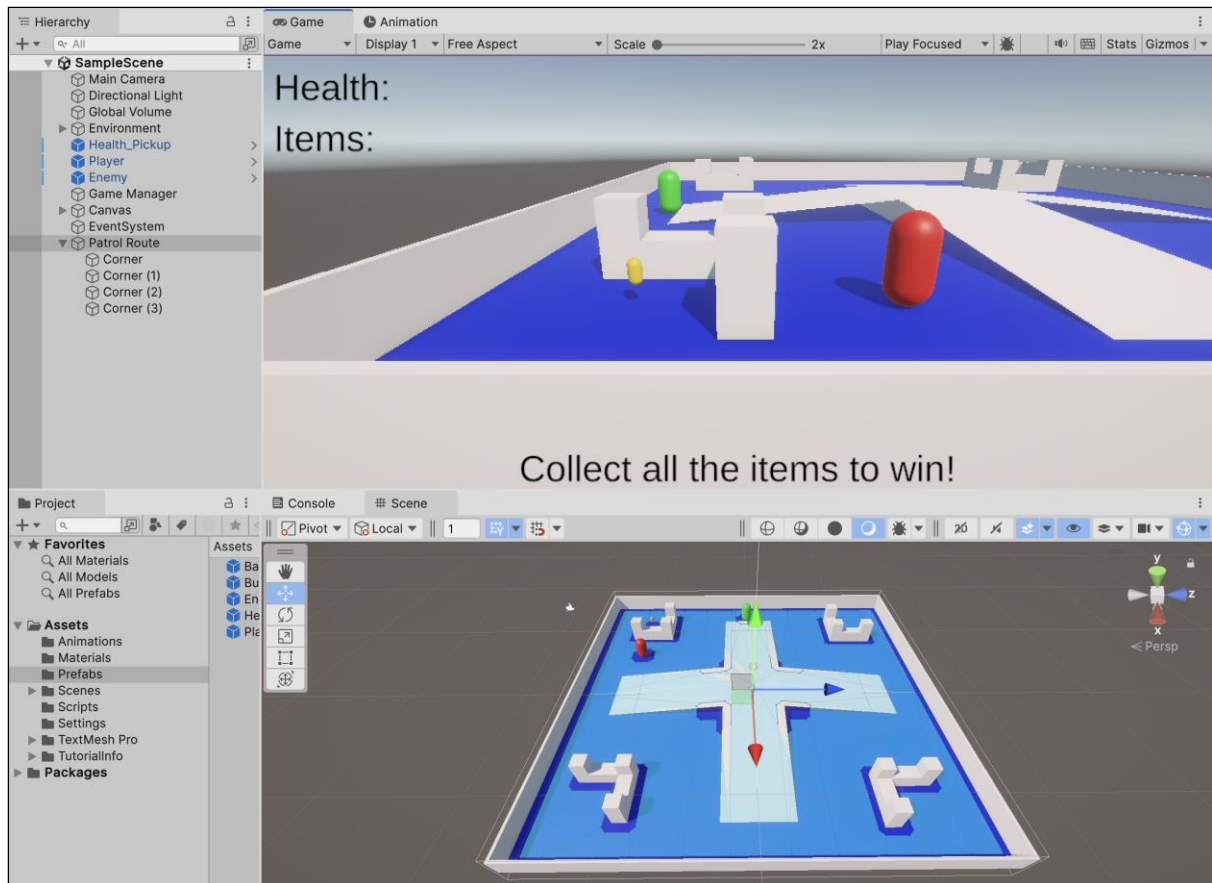
Obstacle Avoidance

Radius: 0.5
Height: 2
Quality: High Quality
Priority: 50

Path Finding

Auto Traverse Off Mesh: ☒
Auto Repath: ☒
Area Mask: Everything

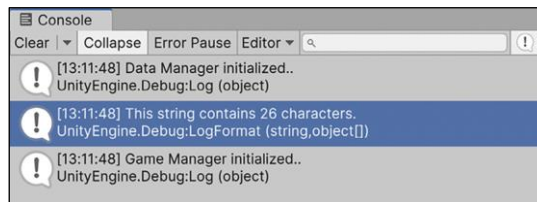
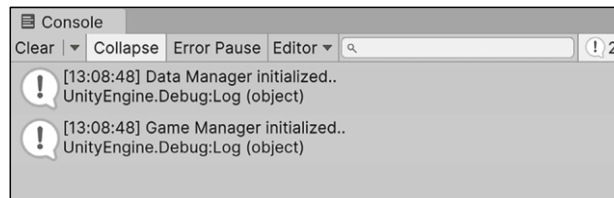
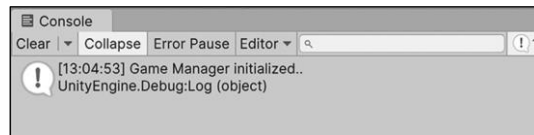
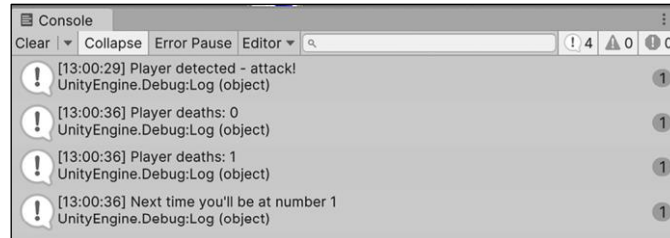




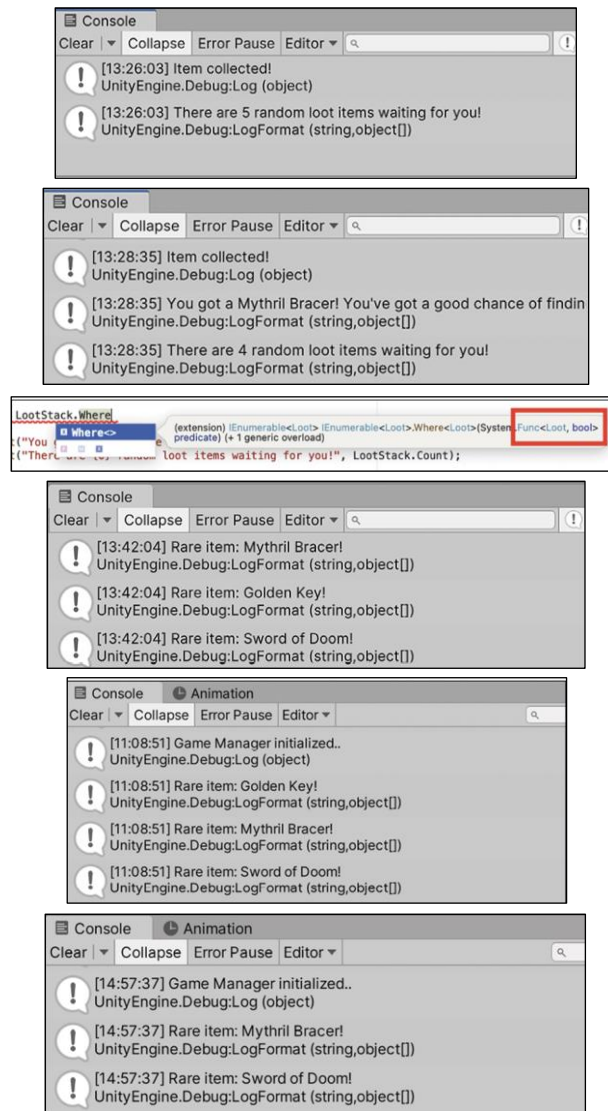
Game Behavior (Script)	
Script	# GameBehavior
Max Items	1
Health Text	Health (Text Mesh Pro UGL)
Item Text	Items (Text Mesh Pro UGU)
Progress Text	Progress (Text Mesh Pro U)
Win Button	Win Condition (Button)
Loss Button	Lose Condition (Button)

Chapter 10: Revisiting Types, Methods, and Classes

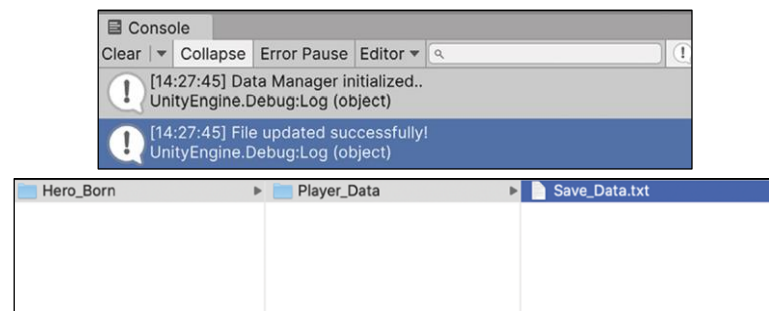
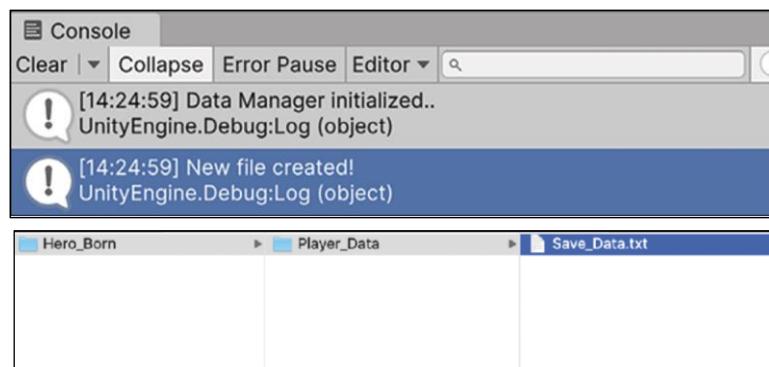
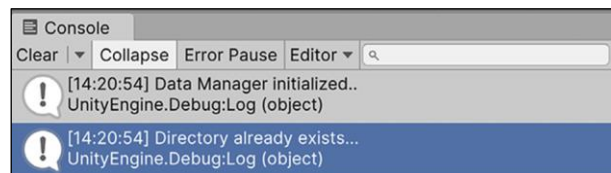
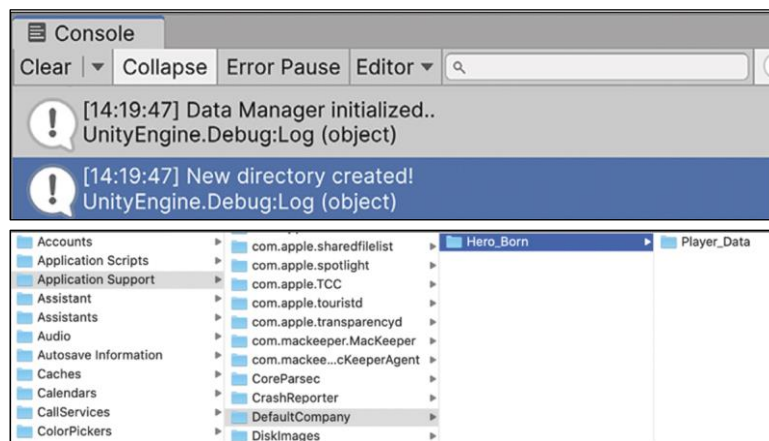
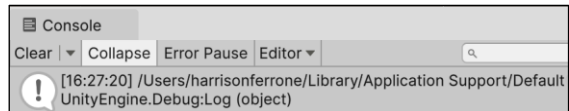
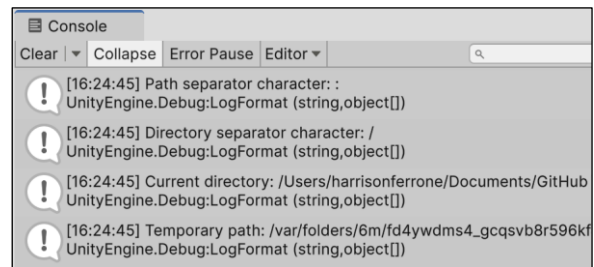
```
public ^ 2 of 2 ~ bool Utilities.RestartLevel(int sceneIndex)
{
    Utilities.RestartLevel();
}
```



Chapter 11: Specialized Collection Types and LINQ

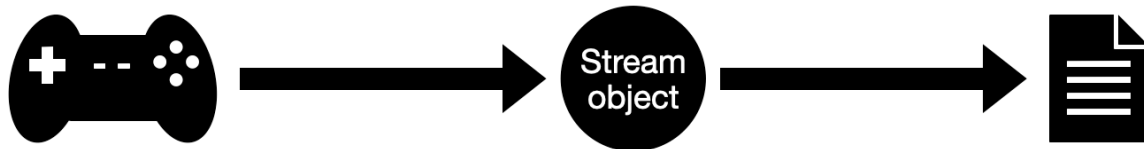


Chapter 12: Saving, Loading, and Serializing Data



```
Console
Clear | Collapse Error Pause Editor | Search | !
[14:29:04] Data Manager initialized..
UnityEngine.Debug:Log (object)
[14:29:04] <SAVE DATA>
Game started:8/2/2023 2:27:45 PM
```

Data is passed to the Stream object



Data is turned into bytes and written to the file

```
Console
Clear | Collapse Error Pause Editor | Search | !
[14:32:43] Data Manager initialized..
UnityEngine.Debug:Log (object)
[14:32:43] New file created with StreamWriter!
UnityEngine.Debug:Log (object)
[14:32:43] File contents updated with StreamWriter!
UnityEngine.Debug:Log (object)
```

Player_Data

Save_Data.txt
Streaming_Save_Data.txt

<Save Data> for HERO BORN

Game ended: 8/26/2021
1:39:33 PM

Streaming_Save_Data.txt

```
Console
Clear | Collapse Error Pause Editor | Search | !
[14:34:09] Data Manager initialized..
UnityEngine.Debug:Log (object)
[14:34:09] <Save Data> for HERO BORN
```

Player_Data

Progress_Data.xml
Save_Data.txt
Streaming_Save_Data.txt

<?xml version="1.0"
encoding="utf-8"?
><level_progress><level>Lev
el-1</
level><level>Level-2</
level><level>Level-3</
level><level>Level-4</
level></level_progress>

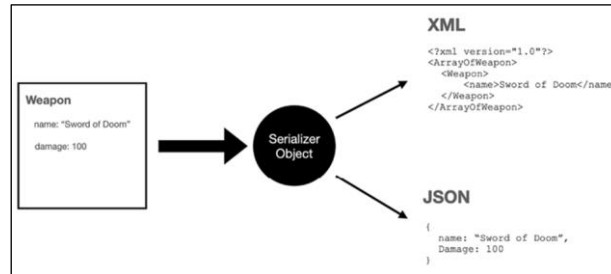
Console

Clear Collapse Error Pause Editor

[14:39:27] Data Manager initialized..
UnityEngine.Debug.Log (object)

[14:39:27] <?xml version="1.0" encoding="utf-8"?><level_progress><lev
UnityEngine.Debug.Log (object)

<?xml version="1.0" encoding="utf-8"?><level_progress><level>Level-
1</level><level>Level-2</level><level>Level-3</level><level>Level-
4</level></level_progress>



Player_Data

- Progress_Data.xml
- Save_Data.txt
- Streaming_Save_Data.txt
- WeaponInventory.xml

```

<?xml version="1.0"?>
<ArrayOfWeapon
  xmlns:xsd="http://
  www.w3.org/2001/XMLSchema"
  xmlns:xsi="http://
  www.w3.org/2001/XMLSchema-
  instance">
  <Weapon>
    <name>Sword of Doom</
    name>
    <damage>100</damage>
  </Weapon>
  <Weapon>
    <name>Butterfly
    knives</name>
    <damage>25</damage>
  </Weapon>
  <Weapon>
    <name>Brass Knuckles</
    name>
  </Weapon>
</ArrayOfWeapon>
  
```

WeaponInventory.xml
XML - 392 bytes

Console

Clear Collapse Error Pause Editor

[14:46:04] Data Manager initialized..
UnityEngine.Debug.Log (object)

[14:46:05] Weapon: Sword of Doom - Damage: 100
UnityEngine.Debug.LogFormat (string,object[])

[14:46:05] Weapon: Butterfly knives - Damage: 25
UnityEngine.Debug.LogFormat (string,object[])

[14:46:05] Weapon: Brass Knuckles - Damage: 15
UnityEngine.Debug.LogFormat (string,object[])

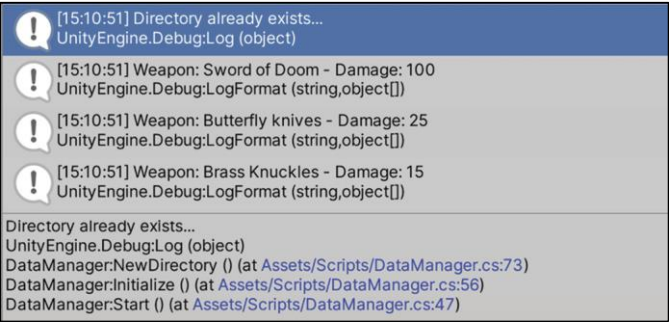
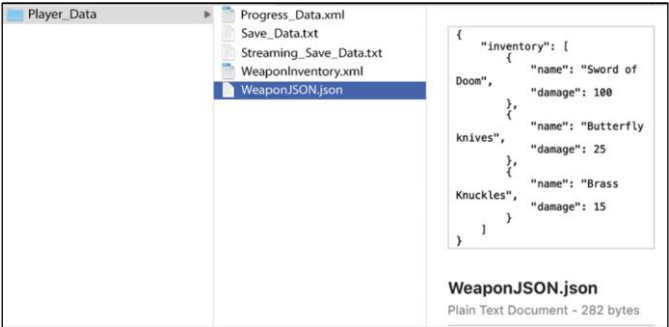
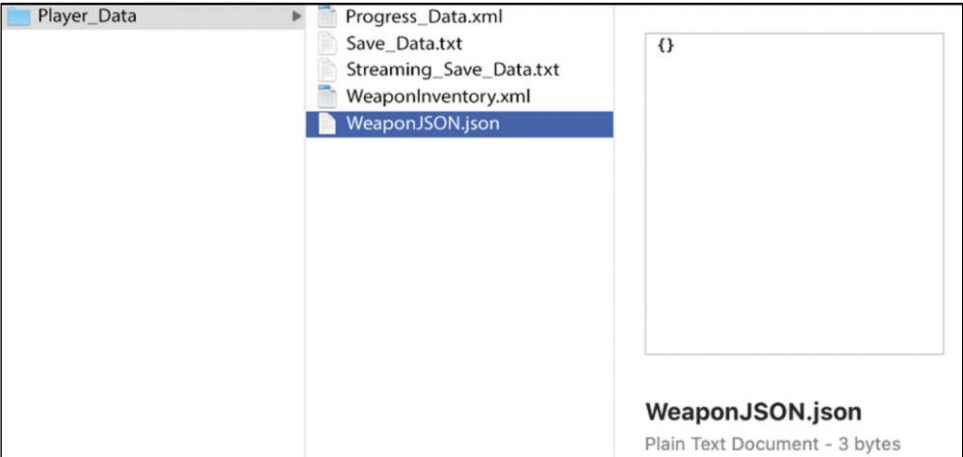
Player_Data

- Progress_Data.xml
- Save_Data.txt
- Streaming_Save_Data.txt
- WeaponInventory.xml
- WeaponJSON.json

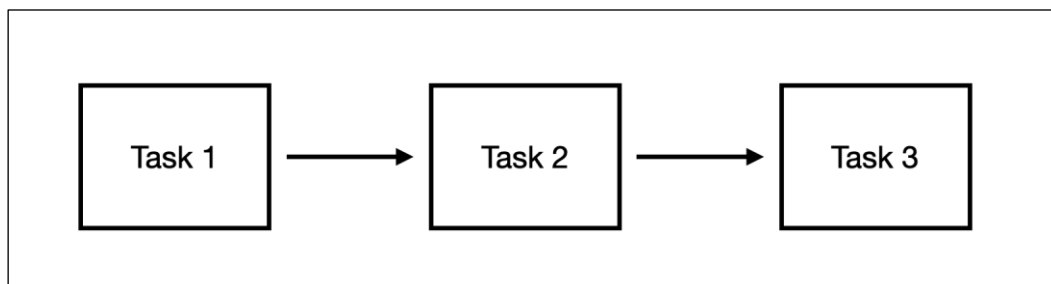
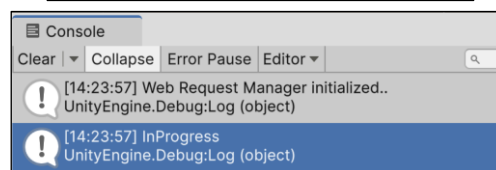
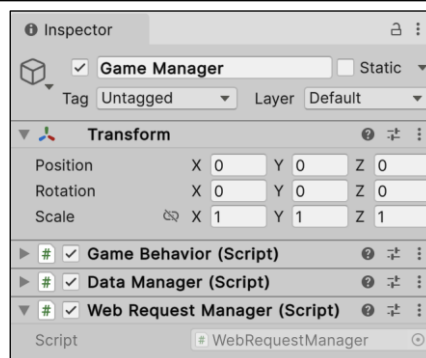
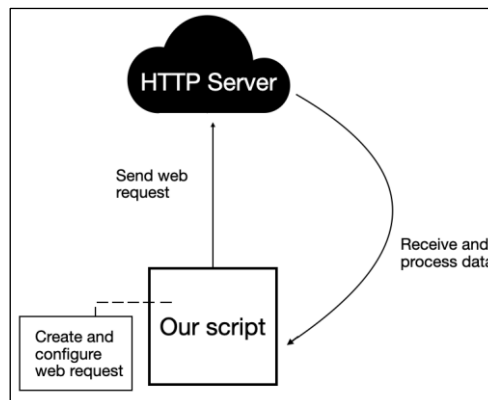
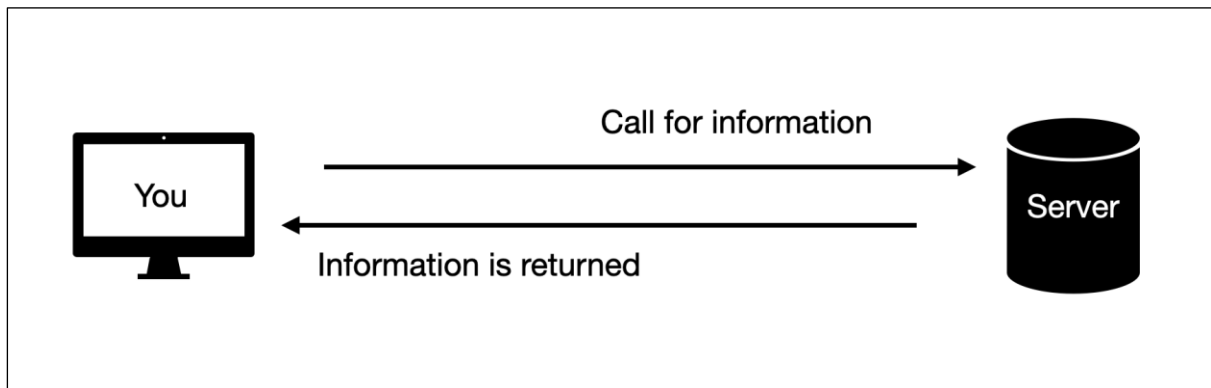
```

{
  "name": "Sword of Doom",
  "damage": 100
}
  
```

WeaponJSON.json
Plain Text Document - 51 bytes



Chapter 13: Connecting to the World Wide Web



{ JSON Parser }

1-27

```
1 {
2   "latitude": 40.710335,
3   "longitude": -73.99309,
4   "generationtime_ms": 0.05447864532470703,
5   "utc_offset_seconds": 0,
6   "timezone": "GMT",
7   "timezone_abbreviation": "GMT",
8   "elevation": 27,
9   "current_weather_units": {
10    "time": "iso8601",
11    "interval": "seconds",
12    "temperature": "°C",
13    "windspeed": "km/h",
14    "winddirection": "",
15    "is_day": "",
16    "weathercode": "wmo code"
17  },
18   "current_weather": {
19    "time": "2025-06-10T10:15",
20    "interval": 900,
21    "temperature": 17.1,
22    "windspeed": 5.4,
23    "winddirection": 127,
24    "is_day": 1,
25    "weathercode": 3
26  }
27 }
```

object ▶ current_weather_units ▶

object {9}

latitude : 40.710335

longitude : -73.99309

generationtime_ms : 0.05447864532470703

utc_offset_seconds : 0

timezone : GMT

timezone_abbreviation : GMT

elevation : 27

current_weather_units {7}

time : iso8601

interval : seconds

temperature : °C

windspeed : km/h

winddirection : "

is_day : value

weathercode : wmo code

current_weather {7}

time : 2025-06-10T10:15

interval : 900

temperature : 17.1

windspeed : 5.4

winddirection : 127

is_day : 1

weathercode : 3

Child object

Child object

Child objects

[13:36:22] Web Request Manager Initialized.
UnityEngine.Debug.Log (Object)

[13:36:23] Temp: 17.3, Daytime: 1
UnityEngine.Debug.Log (Object)

Web Request Manager (Script)

Script

Directional Light

Directional Light (Light)

Add Component

Tag: Untagged Layer: Default

Transform

Position X: 0 Y: 3 Z: 0

Rotation X: 50 Y: -30 Z: 0

Scale X: 1 Y: 1 Z: 1

Light

General

Type: Directional

Mode: Baked

Emission

Light Appearance

Filter

Temperature

Intensity: 4.335

Projector: MainScene

Cookie

Rendering

Culling Mask: Everything

Chapter 14: Exploring Generics, Delegates, and Beyond

