# Unity安裝設定 Unity Setup

安裝Unity Visual Studio

Unity Install Visual Studio



playerMovment.cs +	× ShipMovment.cs GridBrush.cs
🖏 Assembly-CSharp	👻 🔩 playerMovment
26	{
27	float dirX = Input.GetAxisRaw
28	rb.velocity = new Vector2(dir
29	
30	if (Input.GetButtonDown("Jump
31	
32	rb.velocity = new Vector2
33	}
34	if (dirX > 0f)
35	{
36	anim.SetBool("running", t
37	<pre>sprite.flipX = false;</pre>
38	}
39 🗐	else if ( dirX < 0f)
40	
41	anim.SetBool("running", t
42	<pre>sprite.flipX = true;</pre>
43	}
44 🛱	else
45	{
46	anim.SetBool("running", f
47	}
48	}
	1 reference
49	private bool isGrounded()
50	
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Unity Download

## Create with Unity in three steps

#### 1. Download the Unity Hub

Follow the instructions onscreen for guidance through the installation process and setup.

Download for Windows Download for Mac Instructions for Linux

### 2. Choose your Unity version

Install the latest version of Unity, an older release, or a beta featuring the latest indevelopment features.

Visit the download archive

#### 3. Start your project

Begin creating from scratch, or pick a template to get your first project up and running quickly. Access tutorial videos designed to support creators, from beginners to experts.

Access our Pro Onboarding Guide





**Unity Registration** 

Sign into your Unity ID If you don't have a Unity ID, please create one.	
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### **Visual Studio**



## Set up Visual Studio with Unity

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## Set up Visual Studio with Unity

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	1	□using System.Collections;	A	Search Solution Ex	plorer (Ctrl	+:)	ρ.
	2	using System.Collections.Generic;		Solution 'fixe	project' (1 o	of 1 proje	ct)
	3	using UnityEngine;		Assembl	y-CSharp	p j.	
	4						
		Unity Script   0 references					
	5	public class NewBehaviourScript : MonoBehaviour					
	6 0	{					
	7	<pre>// Start is called before the first frame update</pre>					
		♥ Unity Message   0 references					
	8	void Start()	10				
	9	{					
	10						
	11	}					
	12						
	13	// Update is called once per frame					
		Unity Message   0 references					

### **Files to Download**

Current Version: 10.16.5

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