

>10BOTICS

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# Unity安裝設定 Unity Setup

安裝Unity  
Visual Studio

Unity Install  
Visual Studio



```
26 {
27     float dirX = Input.GetAxisRaw("Horizontal");
28     rb.velocity = new Vector2(dirX, rb.velocity.y);
29
30     if (Input.GetButtonDown("Jump"))
31     {
32         rb.velocity = new Vector2(0, rb.velocity.y - 2.5f);
33     }
34     if (dirX > 0f)
35     {
36         anim.SetBool("running", true);
37         sprite.flipX = false;
38     }
39     else if ( dirX < 0f)
40     {
41         anim.SetBool("running", true);
42         sprite.flipX = true;
43     }
44     else
45     {
46         anim.SetBool("running", false);
47     }
48 }
49 private bool IsGrounded()
50 {
51     return Physics2D.BoxCast(coll, 0.5f, 0, Vector2.up, 1, coll.gameObject.layer);
52 }
```

# 下載並安裝Unity Hub(管理編輯器)

## Download Unity Hub & install

[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 in-development 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](#)

# 建立Unity賬戶

## Create Account for Unity

[Unity Registration](#)

Sign into your Unity ID

If you don't have a Unity ID, please [create one](#).

Email

Password

Remember me

[Forgot your password?](#) [Help](#)

Sign in

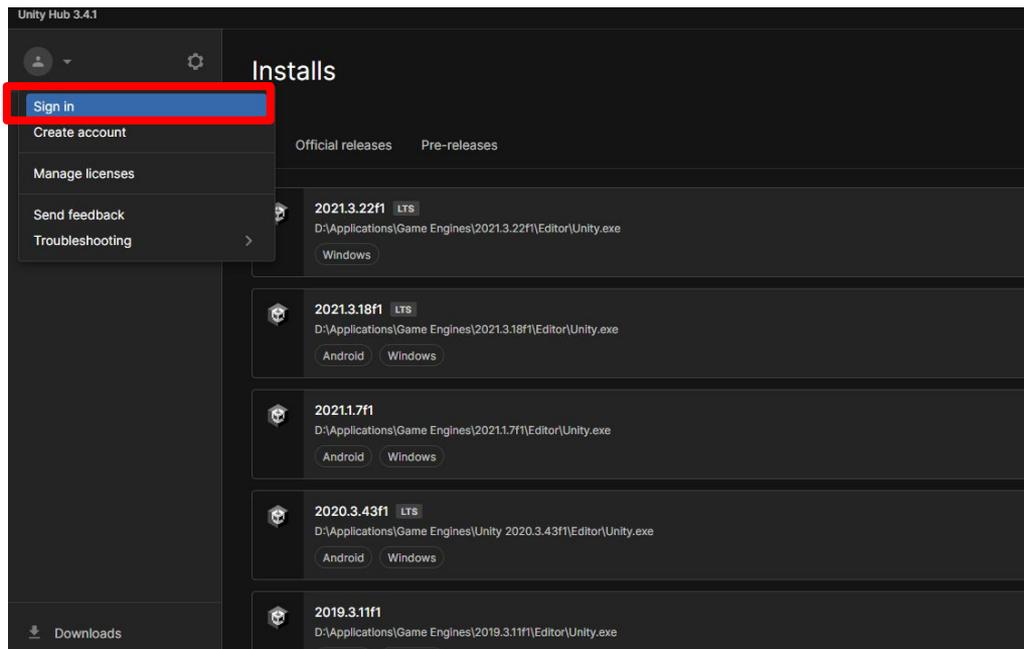
OR

# 登入Unity Hub

## Log in to Unity Hub

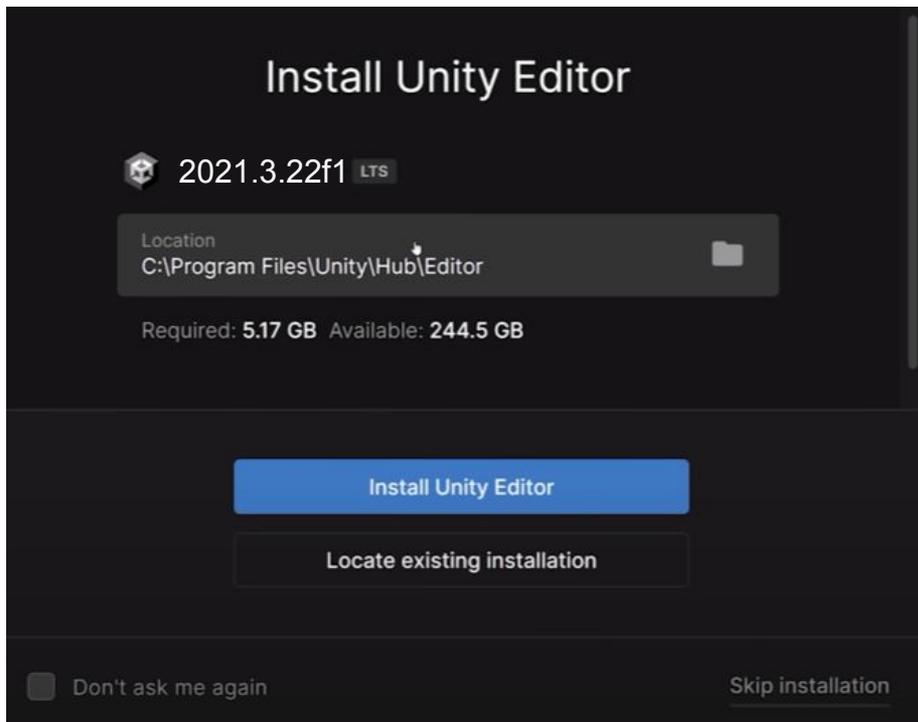
經瀏覽器登入

Complete Log in through Internet Browser



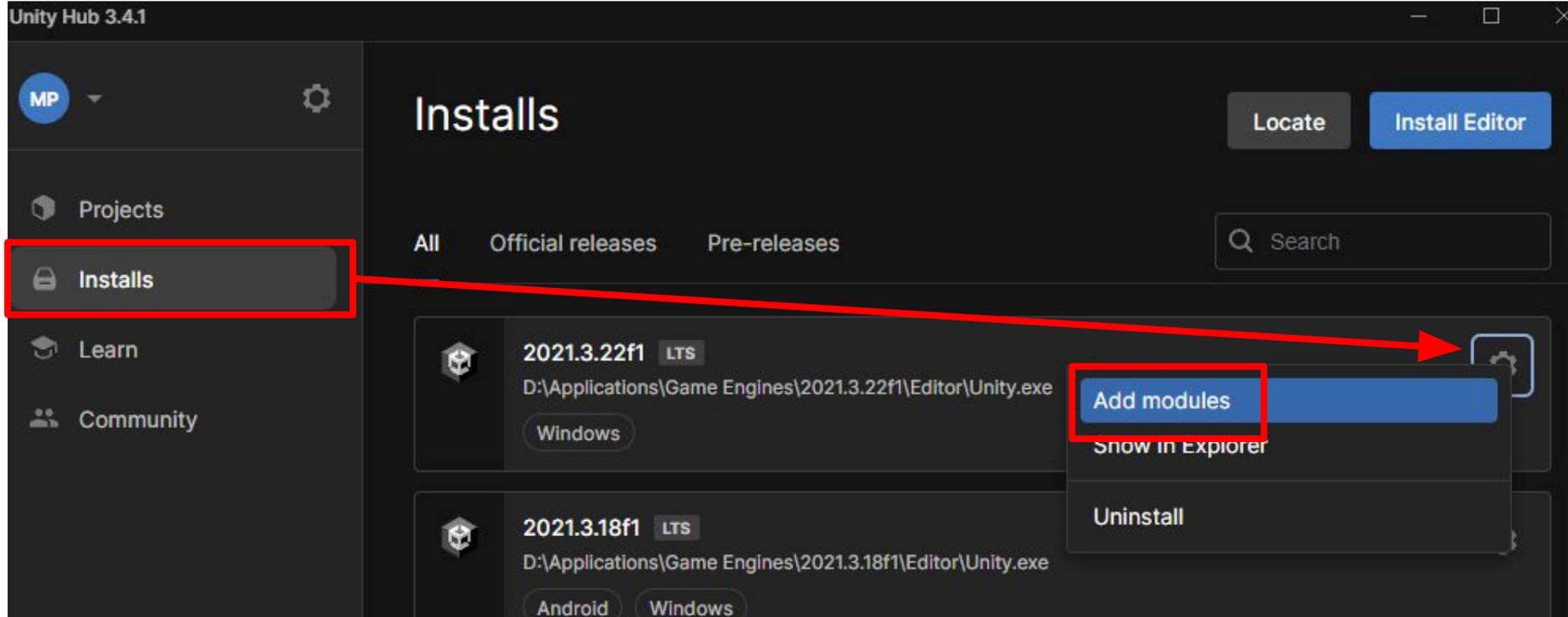
# 安裝Unity 2021.3.22f1版

Install Unity 2021.3.22f1 Version



# 新增模組

## Add Modules



# 安裝 Visual Studio

## Install Visual Studio



Add modules for Unity 2021.3.22f LTS 1 ×

Add modules Required: 1.24 GB Available: 233.72 GB

DEV TOOLS	DOWNLOAD SIZE	SIZE ON DISK
<input checked="" type="checkbox"/> Microsoft Visual Studio Community 2019	1.27 GB	1.24 GB

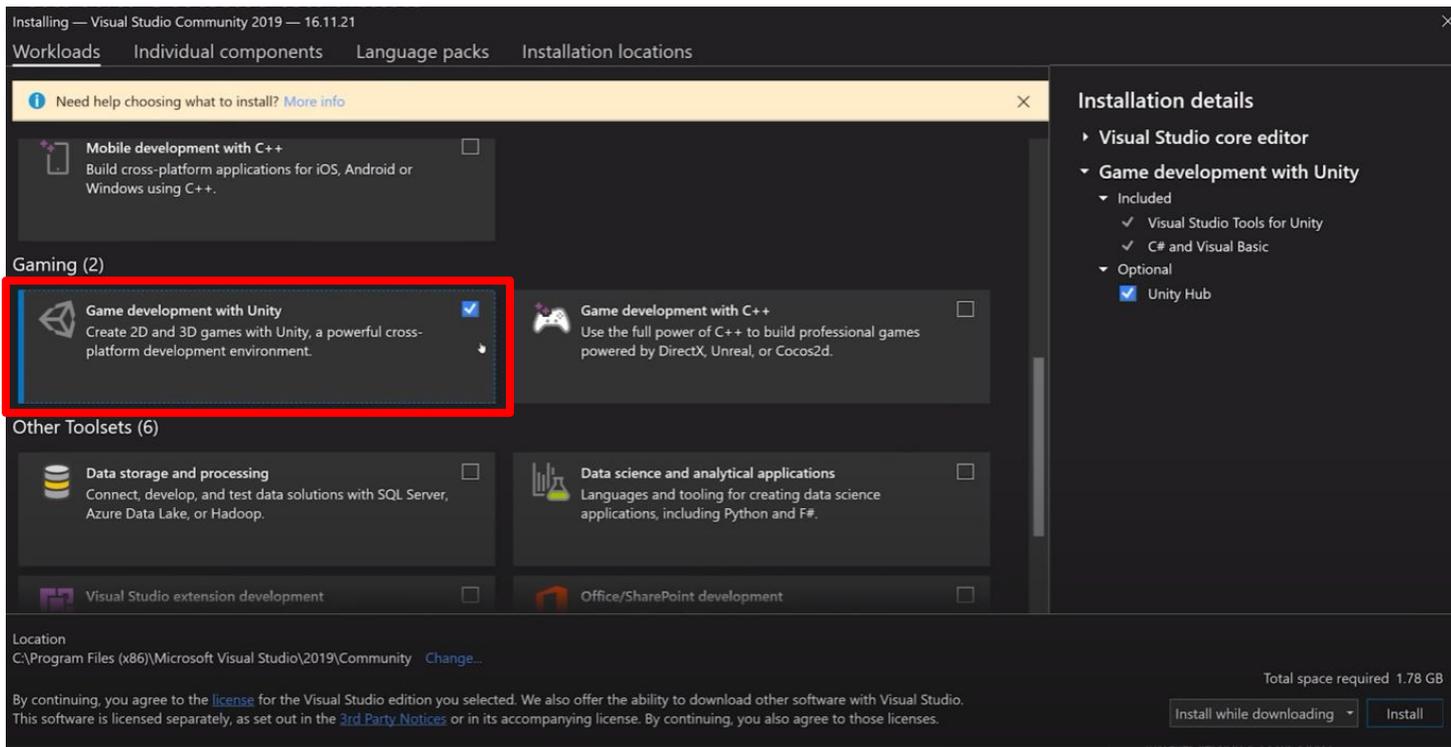
  

PLATFORMS	DOWNLOAD SIZE	SIZE ON DISK
<input checked="" type="checkbox"/> Android Build Support	365.54 MB	1.87 GB
<input checked="" type="checkbox"/> OpenJDK	145.91 MB	67.2 MB
<input checked="" type="checkbox"/> Android SDK & NDK Tools	141.14 MB	165.94 MB
<input checked="" type="checkbox"/> iOS Build Support	408.68 MB	1.79 GB
<input type="checkbox"/> tvOS Build Support	404.39 MB	1.78 GB

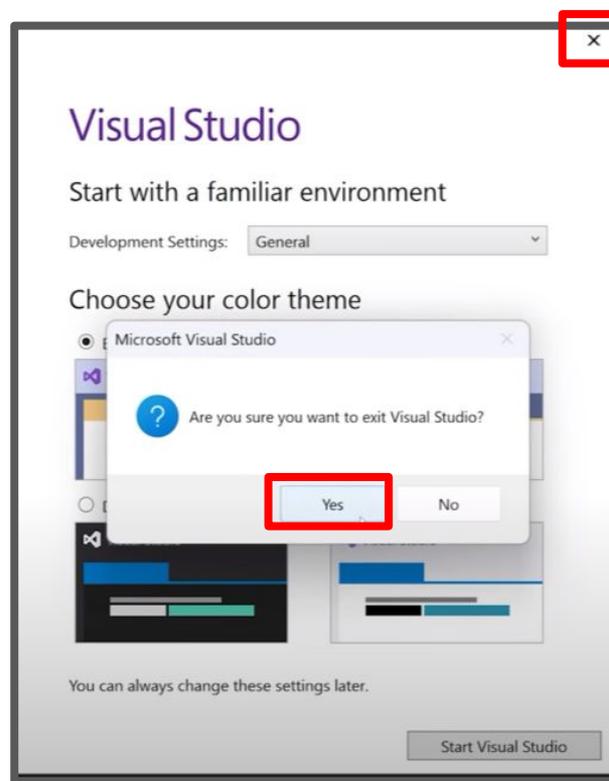
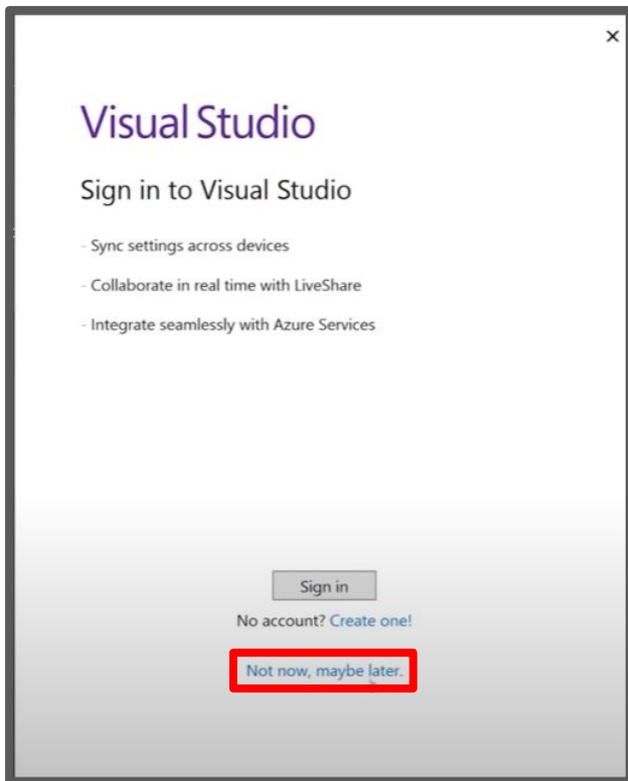
[Continue](#)

# 安裝Unity 附屬程式

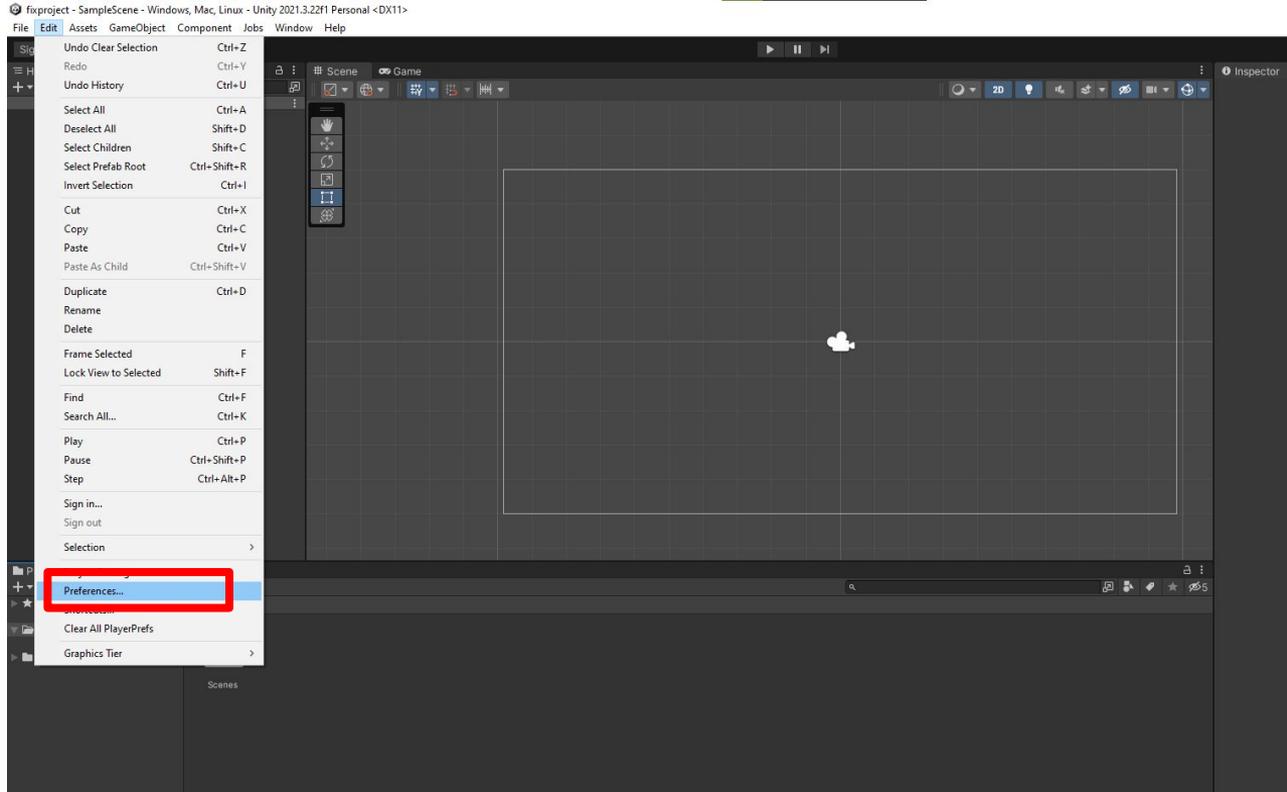
## Install Unity Plugin



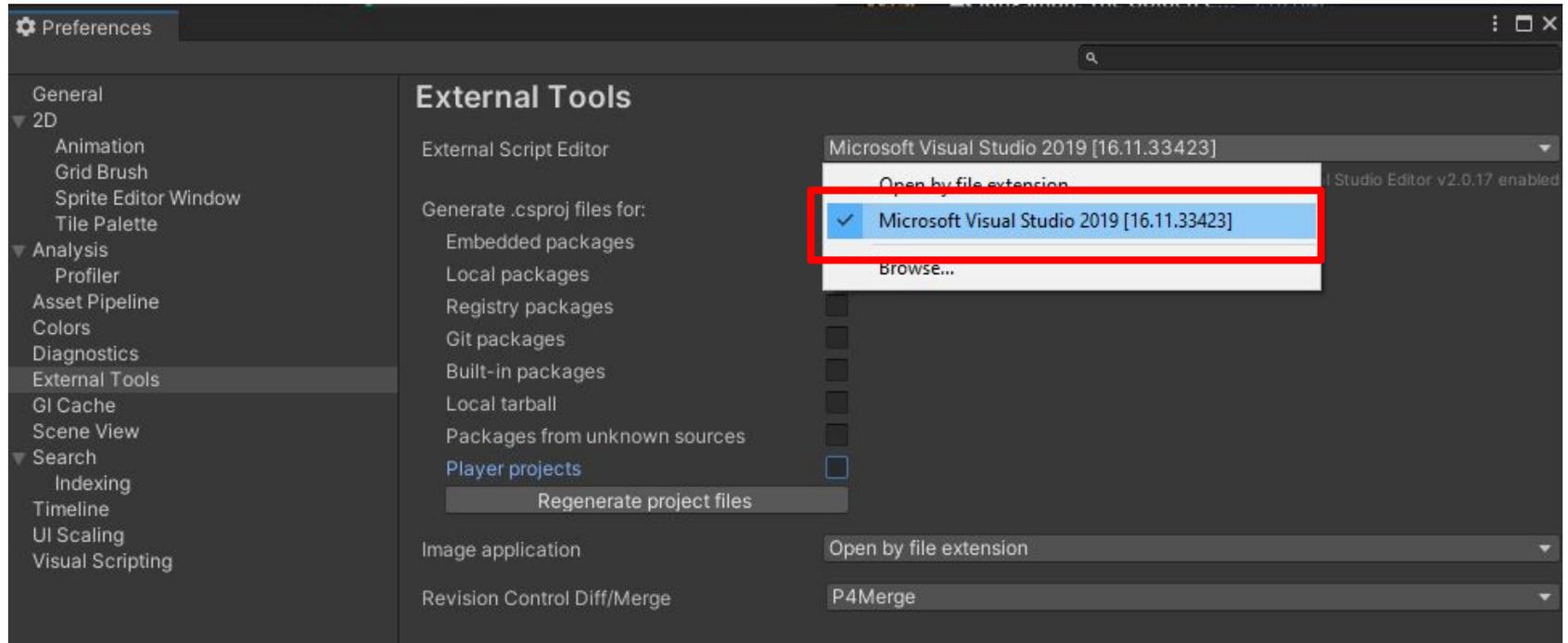
# Visual Studio



# Set up Visual Studio with Unity



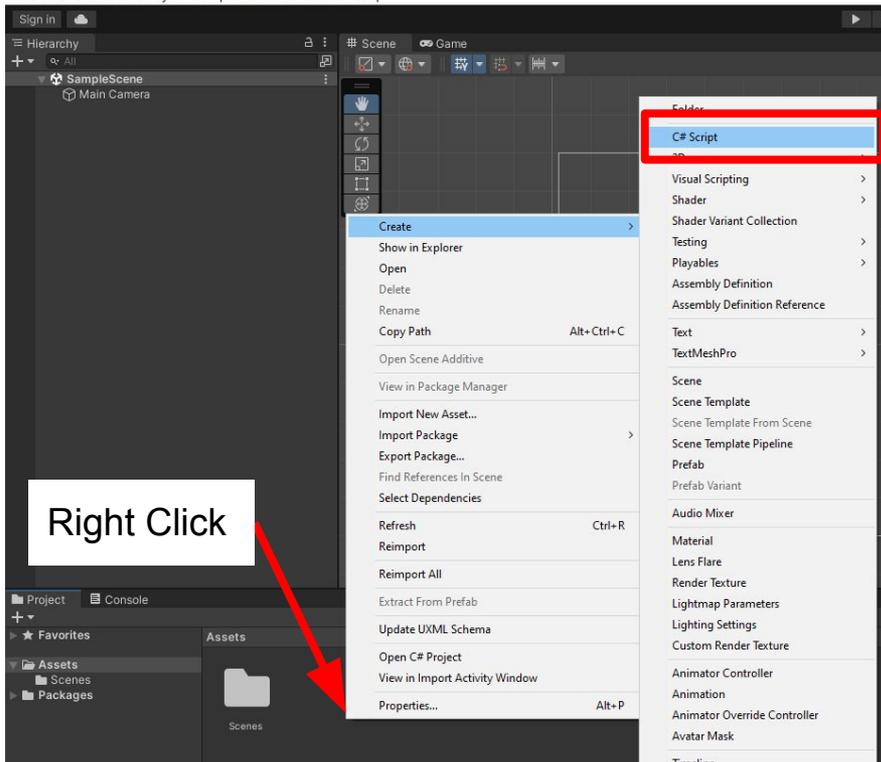
# Set up Visual Studio with Unity



# Testing Unity Software

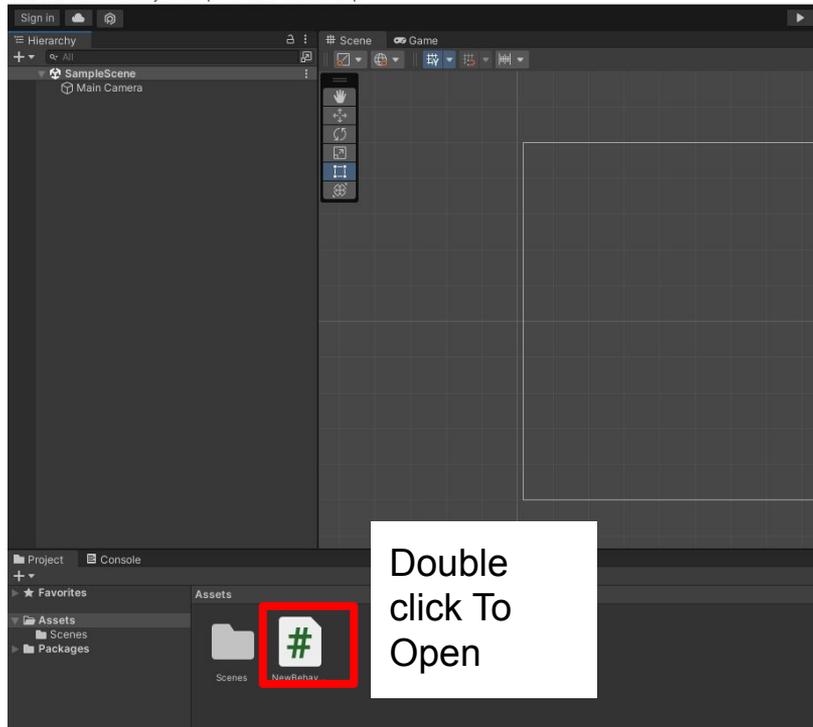
fixproject - SampleScene - Windows, Mac, Linux - Unity 2021.3.22f1 Personal <DX11>

File Edit Assets GameObject Component Jobs Window Help

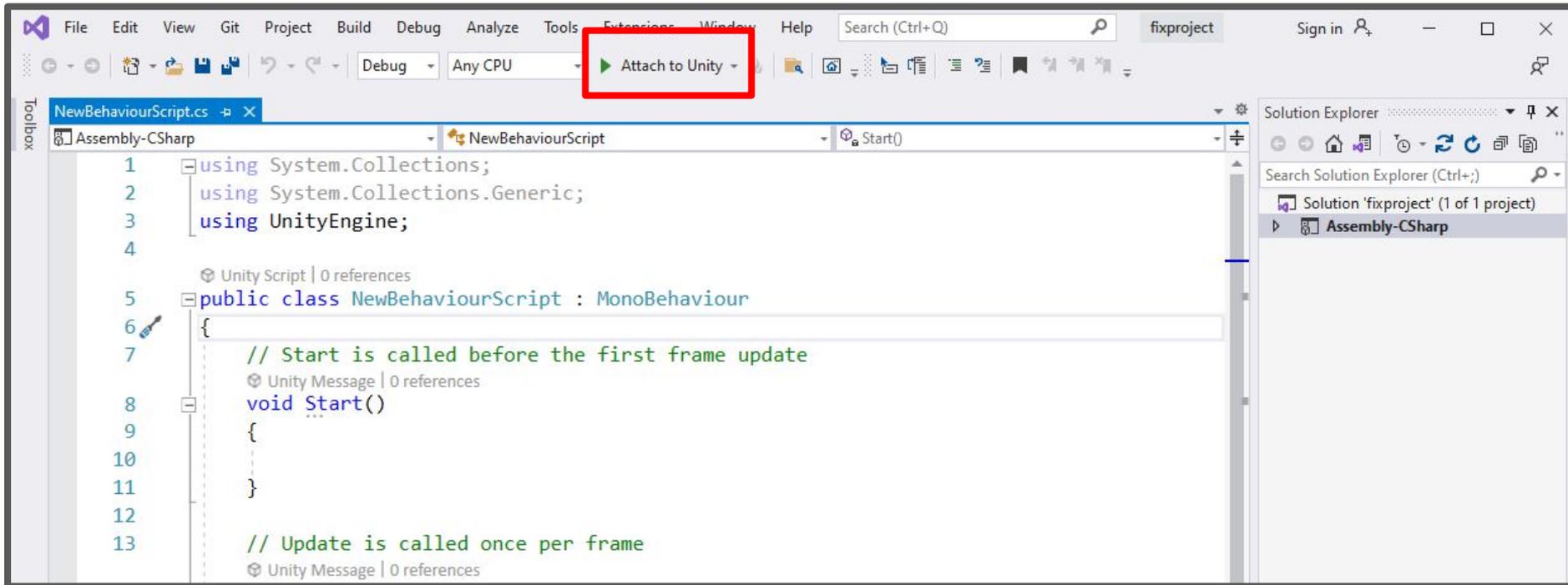


fixproject - SampleScene - Windows, Mac, Linux - Unity 2021.3.22f1 Personal <DX11>

File Edit Assets GameObject Component Jobs Window Help



# Testing Unity Software



# Files to Download

Current Version: 10.16.5

<https://bit.ly/VuFile>

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