

## Unit 2: Scripting

### Lesson 4: Getting inputs

Activity 4 (🕒 10' minutes): **Guess the event**

Identify the boolean output of the events shown below.

- When the button is not pressed:

**GetButton/Down/Up**

"Jump"



GetButtonDown: **False**

GetButton: **False**

GetButtonUp: **False**

- The first frame the button is pressed:

**GetButton/Down/Up**

"Jump"



GetButtonDown: **True**

GetButton: **True**

GetButtonUp: **False**

- When the button is still pressed:

**GetButton/Down/Up**  
"Jump"



GetButtonDown: **False**

GetButton: **True**

GetButtonUp: **False**

- The first frame the button is released:

**GetButton/Down/Up**  
"Jump"



GetButtonDown: **False**

GetButton: **False**

GetButtonUp: **True**