

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:

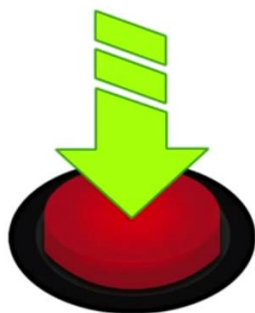
GetButton:

GetButtonUp:

- The first frame the button is pressed:

GetButton/Down/Up

"Jump"



GetButtonDown:

GetButton:

GetButtonUp:

- When the button is still pressed:

GetButton/Down/Up

"Jump"



GetButtonDown:

GetButton:

GetButtonUp:

- The first frame the button is released:

GetButton/Down/Up

"Jump"



GetButtonDown:

GetButton:

GetButtonUp: