

Package: unifir (via r-universe)

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Type Package

Title A Unifying API for Calling the 'Unity' '3D' Video Game Engine

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Description Functions for the creation and manipulation of scenes and objects within the 'Unity' '3D' video game engine (<https://unity.com/>). Specific focuses include the creation and import of terrain data and 'GameObjects' as well as scene management.

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<https://github.com/ropensci/unifir>

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action	<i>Build and execute a unifir_script</i>
--------	--

Description

Build and execute a unifir_script

Usage

action(script, write = TRUE, exec = TRUE, quit = TRUE)

Arguments

script	The unifir_script object (as generated by make_script) to build and execute.
write	Boolean: Write the generated script to a file?
exec	Boolean: Execute the script inside of the Unity project? Note that if write = FALSE, exec cannot be TRUE.
quit	Boolean: Quit Unity after execution?

Value

If exec = FALSE, the original unifir_script object passed to script. If exec = TRUE, the same unifir_script object with its props replaced by the C# they generate.

Examples

```
# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script",
  unity = waiver()
)

# Then add any number of props to it:
script <- add_light(script)

# Then call `action` to execute the script!

if (interactive()) {
  action(script)
}
```

add_default_player	<i>Add assets to a Unity scene</i>
--------------------	------------------------------------

Description

These functions add assets available at https://github.com/mikemahoney218/unity_assets/ to a Unity scene.

Usage

```
add_default_player(
  script,
  controller = c("Player", "FootstepsPlayer", "JetpackPlayer", "Third Person"),
  asset_directory = NULL,
  lazy = TRUE,
```

```

        method_name = NULL,
        destination_scene = NULL,
        x_position = 0,
        y_position = 0,
        z_position = 0,
        x_scale = 1,
        y_scale = 1,
        z_scale = 1,
        x_rotation = 0,
        y_rotation = 0,
        z_rotation = 0,
        exec = TRUE
    )

    add_default_tree(
        script,
        tree,
        asset_directory = NULL,
        lazy = TRUE,
        method_name = NULL,
        destination_scene = NULL,
        x_position = 0,
        y_position = 0,
        z_position = 0,
        x_scale = 1,
        y_scale = 1,
        z_scale = 1,
        x_rotation = 0,
        y_rotation = 0,
        z_rotation = 0,
        exec = TRUE
    )

```

Arguments

script	A unifir_script object, created by make_script or returned by an add_prop_* function.
controller	Which controller to use. "Player", the default, is a simple first-person controller. "FootstepsPlayer" adds footsteps to this controller, while "JetpackPlayer" adds a "jetpack" with limited fuel. ""Third Person" lets you control a small cylinder in third person.
asset_directory	A file path to the directory containing the asset, or alternatively, to which the default assets should be saved. Defaults to tools::R_user_dir("unifir").
lazy	Boolean: if TRUE, unifir will attempt to only copy the files once per run of a script; if FALSE, unifir will copy the files as many times as requested, overwriting pre-existing files each time.

method_name	The internal name to use for the C# method created. Will be randomly generated if not set.
destination_scene	Optionally, the scene to instantiate the prefabs in. Ignored if NULL, the default.
x_position, y_position, z_position	The position of the GameObject in world space.
x_scale, y_scale, z_scale	The scale of the GameObject (relative to its parent object).
x_rotation, y_rotation, z_rotation	The rotation of the GameObject to create, as Euler angles.
exec	Logical: Should the C# method be included in the set executed by MainFunc?
tree	Which tree to use. There are currently 12 generic tree objects available, named "tree_1" through "tree_12". The number of a tree (1-12) can be specified instead of the full name.

Details

In effect, these functions provide a thin wrapper across [instantiate_prefab](#) and [import_asset](#). By providing the directory an asset is stored in, and the path to the prefab file once that directory has been copied into Unity, these files will add prefabs to specified locations throughout the scene. This function will also download the necessary assets and handles specifying file paths.

[add_default_player](#) adds "player" controllers to a Unity scene. [add_default_tree](#) adds tree GameObjects.

Value

The `unifir_script` object passed to script, with props for adding assets appended.

See Also

Other props: [add_light\(\)](#), [add_prop\(\)](#), [add_texture\(\)](#), [create_terrain\(\)](#), [import_asset\(\)](#), [instantiate_prefab\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Other utilities: [add_prop\(\)](#), [create_unity_project\(\)](#), [find_unity\(\)](#), [get_asset\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#), [waiver\(\)](#)

Examples

```
if (interactive()) {
  # First, create a script object.
  # CRAN doesn't have Unity installed, so pass
  # a waiver object to skip the Unity-lookup stage:
  script <- make_script("example_script", unity = waiver())

  # Now add props:
  script <- add_default_player(script)
  script <- add_default_tree(script, 1)
```

```

    script <- save_scene(script)
  }

  # Lastly, execute the script via the `action` function

```

add_light	<i>Add a light to a Unity scene</i>
-----------	-------------------------------------

Description

This function creates light objects within a Unity scene. This function can only add one light at a time – call the function multiple times to add more than one light.

Usage

```

add_light(
  script,
  light_type = c("Directional", "Point", "Spot", "Area"),
  method_name = NULL,
  light_name = "Light",
  x_position = 0,
  y_position = 0,
  z_position = 0,
  x_scale = 1,
  y_scale = 1,
  z_scale = 1,
  x_rotation = 50,
  y_rotation = -30,
  z_rotation = 0,
  exec = TRUE
)

```

Arguments

script	A unifir_script object, created by make_script or returned by an add_prop_* function.
light_type	One of "Directional", "Point", "Spot", or "Area". See https://docs.unity3d.com/Manual/Lighting.html for more information.
method_name	The internal name to use for the C# method created. Will be randomly generated if not set.
light_name	The name to assign the Light object.
x_position, y_position, z_position	The position of the GameObject in world space.
x_scale, y_scale, z_scale	The scale of the GameObject (relative to its parent object).

x_rotation, y_rotation, z_rotation
The rotation of the GameObject to create, as Euler angles.

exec
Logical: Should the C# method be included in the set executed by MainFunc?

Value

The unifir_script object passed to script, with props for adding lights appended.

See Also

Other props: [add_default_player\(\)](#), [add_prop\(\)](#), [add_texture\(\)](#), [create_terrain\(\)](#), [import_asset\(\)](#), [instantiate_prefab\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Examples

```
# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script", unity = waiver())

# Now add props:
script <- add_light(script)

# Lastly, execute the script via the `action` function
```

add_prop	<i>Add a prop to a unifir script</i>
----------	--------------------------------------

Description

This function is exported so that developers can add their own props in new packages, without needing to re-implement the prop and script classes themselves. It is not expected that end users will need this function.

Usage

```
add_prop(script, prop, exec = TRUE)
```

Arguments

script
A script object (from [make_script](#)) to append the prop to.

prop
A unifir_prop object (from [unifir_prop](#)) to add to the script.

exec
Logical: Should the method created by the prop be called in the MainFunc method?

See Also

Other props: [add_default_player\(\)](#), [add_light\(\)](#), [add_texture\(\)](#), [create_terrain\(\)](#), [import_asset\(\)](#), [instantiate_prefab\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Other utilities: [add_default_player\(\)](#), [create_unity_project\(\)](#), [find_unity\(\)](#), [get_asset\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#), [waiver\(\)](#)

Examples

```
script <- make_script("example_script", unity = waiver())
prop <- unifir_prop(
  prop_file = waiver(), # Must be a file that exists or waiver()
  method_name = NULL, # Auto-generated if NULL or NA
  method_type = "ExampleProp", # Length-1 character vector
  parameters = list(), # Not validated, usually a list
  build = function(script, prop, debug) {},
  using = character(0)
)
script <- add_prop(script, prop)
```

add_texture

Add a Texture2D layer to a terrain tile object

Description

This function adds a helper method, `AddTexture`, to the C# script. This function is typically used to add textures to heightmaps in a Unity scene, for instance by functions like [create_terrain](#). It requires some arguments be provided at the C# level, and so is almost always called with `exec = FALSE`.

Usage

```
add_texture(script, method_name = NULL, exec = FALSE)
```

Arguments

script	A <code>unifir_script</code> object, created by make_script or returned by an <code>add_prop_*</code> function.
method_name	The internal name to use for the C# method created. Will be randomly generated if not set.
exec	Logical: Should the C# method be included in the set executed by <code>MainFunc</code> ?

Value

The `unifir_script` object passed to `script`, with an `AddTexture` method appended.

See Also

Other props: [add_default_player\(\)](#), [add_light\(\)](#), [add_prop\(\)](#), [create_terrain\(\)](#), [import_asset\(\)](#), [instantiate_prefab\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Examples

```
# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script",
  unity = waiver()
)

# Now add props:
script <- add_texture(script)

# Lastly, execute the script via the `action` function
```

associate_coordinates *Associate vector coordinates with a raster surface for Unity import*

Description

Unity uses a left-handed coordinate system, which is effectively "flipped" from our normal way of thinking about spatial coordinate systems. It also can only import terrain as square tiles of side $2^x + 1$, for x between 5 and 12. As a result, importing objects into a Unity scene so that they align with terrain surfaces is trickier than you'd expect. This function "associates" the XY coordinates from some sf object, likely a point data set, with some raster object.

Usage

```
associate_coordinates(object, raster, side_length = 4097)
```

Arguments

object	The sf object to take coordinates from. The object will be reprojected (via sf::st_transform) to align with raster.
raster	A raster or file path to a raster to associate coordinates with. Note that different rasters will produce different coordinate outputs; you should run this function with the same raster you plan on bringing into Unity. Any file or object that can be read via terra::rast can be used.
side_length	The side length of terrain tiles, in map units, you intend to bring into Unity. Must be a value equal to $2^x + 1$, for x between 5 and 12. All functions in the unfir family default to 4097.

Value

A data.frame with two columns, X and Y, representing the re-aligned coordinates. If object is point data (or anything object that [sf::st_coordinates](#) returns a single row for each row of), these rows will be in the same order as object (and so can be appended via [cbind](#)).

Examples

```
## Not run:
if (!isTRUE(as.logical(Sys.getenv("CI")))) {
  simulated_data <- data.frame(
    id = seq(1, 100, 1),
    lat = runif(100, 44.04905, 44.17609),
    lng = runif(100, -74.01188, -73.83493)
  )
  simulated_data <- sf::st_as_sf(
    simulated_data,
    coords = c("lng", "lat"),
    crs = 4326
  )
  output_files <- terrainr::get_tiles(simulated_data)
  temptiff <- tempfile(fileext = ".tif")
  terrainr::merge_rasters(output_files["elevation"][[1]], temptiff)
  associate_coordinates(simulated_data, temptiff)
}

## End(Not run)
```

available_assets

Vector of assets unifir can download and import

Description

This object contains the set of assets unifir is able to download and import (through [get_asset](#) and [import_asset](#)). These objects are all released under permissive open-source licenses (currently, either CC-0 1.0 or MIT). More information on the assets may be found at https://github.com/mikemahoney218/unity_assets.

Usage

```
available_assets
```

Format

A character vector with 13 elements, each representing an asset which can be imported.

Source

https://github.com/mikemahoney218/unity_assets

check_debug	<i>Check if unifir should run in debug mode</i>
-------------	---

Description

When running in debug mode, unifir will write nothing to disk.

Usage

```
check_debug()
```

create_if_not	<i>Create directory if it doesn't exist</i>
---------------	---

Description

Create directory if it doesn't exist

Usage

```
create_if_not(path, recur = FALSE)
```

Arguments

path	The path to be created
recur	Boolean: create directories recursively?

create_terrain	<i>Create a terrain tile with optional image overlay</i>
----------------	--

Description

Create a terrain tile with optional image overlay

Usage

```
create_terrain(
  script,
  method_name = NULL,
  heightmap_path,
  x_pos,
  z_pos,
  width,
  height,
  length,
  heightmap_resolution,
  texture_path = "",
  exec = TRUE
)
```

Arguments

script	A unifir_script object, created by make_script or returned by an add_prop_* function.
method_name	The internal name to use for the C# method created. Will be randomly generated if not set.
heightmap_path	The file path to the heightmap to import as terrain.
x_pos, z_pos	The position of the corner of the terrain.
width, height, length	The dimensions of the terrain tile, in linear units.
heightmap_resolution	The resolution of the heightmap image.
texture_path	Optional: the file path to the image to use as a terrain overlay.
exec	Logical: Should the C# method be included in the set executed by MainFunc?

See Also

Other props: [add_default_player\(\)](#), [add_light\(\)](#), [add_prop\(\)](#), [add_texture\(\)](#), [import_asset\(\)](#), [instantiate_prefab\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Examples

```
if (requireNamespace("terra", quietly = TRUE)) {
  raster <- tempfile(fileext = ".tiff")
  r <- terra::rast(matrix(rnorm(1000^2, mean = 100, sd = 20), 1000),
    extent = terra::ext(0, 1000, 0, 1000)
  )
  terra::writeRaster(r, raster)

  script <- make_script("example_script",
    unity = waiver()
  )
}
```

```

        create_terrain(
            script,
            heightmap_path = raster,
            x_pos = 0,
            z_pos = 0,
            width = 1000,
            height = terra::minmax(r)[[2]],
            length = 1000,
            heightmap_resolution = 1000
        )
    }

```

create_unity_project *Create a new Unity project.*

Description

Create a new Unity project.

Usage

```
create_unity_project(path, quit = TRUE, unity = NULL)
```

Arguments

path	The path to create a new Unity project at.
quit	Logical: quit Unity after creating the project?
unity	The path to the Unity executable on your system (importantly, <i>not</i> the Unity-Hub executable). If NULL, checks to see if the environment variable or option unifir_unity_path is set; if so, uses that path (preferring the environment variable over the option if the two disagree).

Value

TRUE, invisibly.

See Also

Other utilities: [add_default_player\(\)](#), [add_prop\(\)](#), [find_unity\(\)](#), [get_asset\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#), [waiver\(\)](#)

Examples

```
if (interactive()) create_unity_project(file.path(tempdir(), "project"))
```

find_unity

Find the Unity executable on a machine.

Description

If the path to Unity is not provided to a function, this function is invoked to attempt to find it. To do so, it goes through the following steps:

1. Attempt to load the "unifir_unity_path" environment variable.
2. Attempt to load the "unifir_unity_path" option.

Assuming that neither points to an actual file, this function will then check the default installation paths for Unity on the user's operating system. If not found, this function will error.

Usage

```
find_unity(unity = NULL, check_path = TRUE)
```

Arguments

unity	Character: If provided, this function will quote the provided string (if necessary) and return it.
check_path	Logical: If TRUE, this function will check if the Unity executable provided as an argument, environment variable, or option exists. If it does not, this function will then attempt to find one, and will error if not found. If FALSE, this function will never error.

Value

The path to the Unity executable on the user's machine, as a length-1 character vector.

See Also

Other utilities: [add_default_player\(\)](#), [add_prop\(\)](#), [create_unity_project\(\)](#), [get_asset\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#), [waiver\(\)](#)

Examples

```
if (interactive()) {
  try(find_unity())
}
```

get_asset	<i>Download prefabs for Unity</i>
-----------	-----------------------------------

Description

This is a simple helper function downloading the assets stored at https://github.com/mikemahoney218/unity_assets.

Usage

```
get_asset(asset, directory = NULL)
```

Arguments

asset	The asset to download. Available asset names are provided in available_assets .
directory	Optionally, the directory to extract the downloaded models in. If NULL, the default, saves to <code>tools::R_user_dir("unifir")</code> .

See Also

Other utilities: [add_default_player\(\)](#), [add_prop\(\)](#), [create_unity_project\(\)](#), [find_unity\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#), [waiver\(\)](#)

Examples

```
if (interactive()) {
  get_asset(asset = "tree_1", directory = tempdir())
}
```

import_asset	<i>Import assets into Unity.</i>
--------------	----------------------------------

Description

Import assets into Unity.

Usage

```
import_asset(script, asset_path, lazy = TRUE)
```

Arguments

script	A unifir_script object, created by make_script or returned by an add_prop_* function.
asset_path	The file path to the asset to import. If a directory, the entire directory will be recursively copied. Note that this function doesn't have a method_name argument: the asset_path is used as the method name. This function is not currently vectorized; call it separately for each asset you need to import.
lazy	Boolean: if TRUE, unifir will attempt to only copy the files once per run of a script; if FALSE, unifir will copy the files as many times as requested, overwriting pre-existing files each time.

Value

script with a new prop.

See Also

Other props: [add_default_player\(\)](#), [add_light\(\)](#), [add_prop\(\)](#), [add_texture\(\)](#), [create_terrain\(\)](#), [instantiate_prefab\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Examples

```
# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script",
  unity = waiver()
)

# CRAN also doesn't have any props to install,
# so we'll make a fake prop location:
prop_directory <- file.path(tempdir(), "props")
dir.create(prop_directory)

# Now add props:
script <- import_asset(script, prop_directory)

# Lastly, execute the script via the `action` function
```


Description

This function creates objects (specifically, prefabs) within a Unity scene. This function is vectorized over all functions from `prefab_path` through `z_rotation`; to add multiple objects, simply provide vectors to each argument. Note that all arguments will be automatically recycled if not the same length; this may produce undesired results. This function is only capable of altering a single scene at once – call the function multiple times if you need to manipulate multiple scenes.

Usage

```
instantiate_prefab(
    script,
    method_name = NULL,
    destination_scene = NULL,
    prefab_path,
    x_position = 0,
    y_position = 0,
    z_position = 0,
    x_scale = 1,
    y_scale = 1,
    z_scale = 1,
    x_rotation = 0,
    y_rotation = 0,
    z_rotation = 0,
    exec = TRUE
)
```

Arguments

<code>script</code>	A <code>unifir_script</code> object, created by make_script or returned by an <code>add_prop_*</code> function.
<code>method_name</code>	The internal name to use for the C# method created. Will be randomly generated if not set.
<code>destination_scene</code>	Optionally, the scene to instantiate the prefabs in. Ignored if NULL, the default.
<code>prefab_path</code>	File path to the prefab to be instantiated. This should be relative to the Unity project root directory, and likely begins with "Assets". Alternatively, if this is one of the elements in
<code>x_position, y_position, z_position</code>	The position of the GameObject in world space.
<code>x_scale, y_scale, z_scale</code>	The scale of the GameObject (relative to its parent object).
<code>x_rotation, y_rotation, z_rotation</code>	The rotation of the GameObject to create, as Euler angles.
<code>exec</code>	Logical: Should the C# method be included in the set executed by <code>MainFunc</code> ?

See Also

Other props: [add_default_player\(\)](#), [add_light\(\)](#), [add_prop\(\)](#), [add_texture\(\)](#), [create_terrain\(\)](#), [import_asset\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Examples

```
# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script", unity = waiver())

# Now add props:
script <- instantiate_prefab(script, prefab_path = "Assets/some.prefab")

# Lastly, execute the script via the `action` function
```

load_png

*Create a Texture2D from a PNG file***Description**

This function adds a helper method, LoadPNG, to the C# script. This function is typically used by other C# methods to bring in textures into a Unity scene, for instance by functions like [create_terrain](#). It requires some arguments be provided at the C# level, and so is almost always called with `exec = FALSE`.

Usage

```
load_png(script, method_name = NULL, exec = FALSE)
```

Arguments

script	A <code>unifir_script</code> object, created by make_script or returned by an <code>add_prop_*</code> function.
method_name	The internal name to use for the C# method created. Will be randomly generated if not set.
exec	Logical: Should the C# method be included in the set executed by <code>MainFunc</code> ?

See Also

Other props: [add_default_player\(\)](#), [add_light\(\)](#), [add_prop\(\)](#), [add_texture\(\)](#), [create_terrain\(\)](#), [import_asset\(\)](#), [instantiate_prefab\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Other utilities: [add_default_player\(\)](#), [add_prop\(\)](#), [create_unity_project\(\)](#), [find_unity\(\)](#), [get_asset\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#), [waiver\(\)](#)

Examples

```
# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script", unity = waiver())

# Then add any number of props to it:
script <- load_png(script)

# Then call `action` to execute the script!
```

load_scene	<i>Load a scene in a Unity project.</i>
------------	---

Description

Load a scene in a Unity project.

Usage

```
load_scene(script, scene_name, method_name = NULL, exec = TRUE)
```

Arguments

script	A unifir_script object, created by make_script or returned by an add_prop_* function.
scene_name	The name of the scene to load.
method_name	The internal name to use for the C# method created. Will be randomly generated if not set.
exec	Logical: Should the C# method be included in the set executed by MainFunc?

See Also

Other props: [add_default_player\(\)](#), [add_light\(\)](#), [add_prop\(\)](#), [add_texture\(\)](#), [create_terrain\(\)](#), [import_asset\(\)](#), [instantiate_prefab\(\)](#), [load_png\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Other utilities: [add_default_player\(\)](#), [add_prop\(\)](#), [create_unity_project\(\)](#), [find_unity\(\)](#), [get_asset\(\)](#), [load_png\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#), [waiver\(\)](#)

Examples

```
# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script", unity = waiver())
```

```
# Now add props:
script <- load_scene(script, scene_name = "some_scene")

# Lastly, execute the script via the `action` function
```

make_script	Create an empty unifir_script object.
-------------	---------------------------------------

Description

unifir relies upon "script" objects, which collect "prop" objects (C# methods) which then may be executed within a Unity project via the [action](#) function.

Usage

```
make_script(
  project,
  script_name = NULL,
  scene_name = NULL,
  unity = find_unity(),
  initialize_project = NULL
)
```

Arguments

project	The directory path of the Unity project.
script_name	The file name to save the script at. The folder location and file extensions will be added automatically.
scene_name	The default scene to operate within. If a function requires a scene name and one is not provided, this field will be used.
unity	The location of the Unity executable to create projects with.
initialize_project	If TRUE, will call create_unity_project to create a Unity project at project. If FALSE, will not create a new project. If NULL, will create a new project if project does not exist.

Value

A unifir_script object.

Examples

```
# Create an empty script file
# In practice, you'll want to set `project` to the project path to create
# and `unity` to `NULL` (the default)
make_script(project = waiver(), unity = waiver())
```

new_scene	<i>Create a new scene in a Unity project.</i>
-----------	---

Description

Create a new scene in a Unity project.

Usage

```
new_scene(
  script,
  setup = c("EmptyScene", "DefaultGameObjects"),
  mode = c("Additive", "Single"),
  method_name = NULL,
  exec = TRUE
)
```

Arguments

script	A unifir_script object, created by make_script or returned by an add_prop_* function.
setup	One of "EmptyScene" ("No game objects are added to the new Scene.") or "DefaultGameObjects" ("Adds default game objects to the new Scene (a light and camera).")
mode	One of "Additive" ("The newly created Scene is added to the current open Scenes.") or "Single" ("All current open Scenes are closed and the newly created Scene are opened.")
method_name	The internal name to use for the C# method created. Will be randomly generated if not set.
exec	Logical: Should the C# method be included in the set executed by MainFunc?

See Also

Other props: [add_default_player\(\)](#), [add_light\(\)](#), [add_prop\(\)](#), [add_texture\(\)](#), [create_terrain\(\)](#), [import_asset\(\)](#), [instantiate_prefab\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Other utilities: [add_default_player\(\)](#), [add_prop\(\)](#), [create_unity_project\(\)](#), [find_unity\(\)](#), [get_asset\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#), [waiver\(\)](#)

Examples

```
# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script",
```

```

    unity = waiver()
  )

  # Now add props:
  script <- new_scene(script)

  # Lastly, execute the script via the `action` function

```

read_raw

Read a RAW file in as a float array

Description

This function adds a helper method, ReadRaw, to the C# script. This function is typically used to bring in heightmaps into a Unity scene, for instance by functions like [create_terrain](#). It requires some arguments be provided at the C# level, and so is almost always called with `exec = FALSE`.

Usage

```
read_raw(script, method_name = NULL, exec = FALSE)
```

Arguments

script	A <code>unifir_script</code> object, created by make_script or returned by an <code>add_prop_*</code> function.
method_name	The internal name to use for the C# method created. Will be randomly generated if not set.
exec	Logical: Should the C# method be included in the set executed by <code>MainFunc</code> ?

See Also

Other props: [add_default_player\(\)](#), [add_light\(\)](#), [add_prop\(\)](#), [add_texture\(\)](#), [create_terrain\(\)](#), [import_asset\(\)](#), [instantiate_prefab\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Other utilities: [add_default_player\(\)](#), [add_prop\(\)](#), [create_unity_project\(\)](#), [find_unity\(\)](#), [get_asset\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [save_scene\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#), [waiver\(\)](#)

Examples

```

# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script", unity = waiver())

# Now add props:
script <- read_raw(script)

# Lastly, execute the script via the `action` function

```

save_scene	<i>Save a scene in a Unity project.</i>
------------	---

Description

Save a scene in a Unity project.

Usage

```
save_scene(script, scene_name = NULL, method_name = NULL, exec = TRUE)
```

Arguments

script	A unifir_script object, created by make_script or returned by an add_prop_* function.
scene_name	The name to save the scene to.
method_name	The internal name to use for the C# method created. Will be randomly generated if not set.
exec	Logical: Should the C# method be included in the set executed by MainFunc?

See Also

Other props: [add_default_player\(\)](#), [add_light\(\)](#), [add_prop\(\)](#), [add_texture\(\)](#), [create_terrain\(\)](#), [import_asset\(\)](#), [instantiate_prefab\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#)

Other utilities: [add_default_player\(\)](#), [add_prop\(\)](#), [create_unity_project\(\)](#), [find_unity\(\)](#), [get_asset\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [set_active_scene\(\)](#), [validate_path\(\)](#), [waiver\(\)](#)

Examples

```
# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script",
  unity = waiver()
)

# Now add props:
script <- save_scene(script, scene_name = "some_scene")

# Lastly, execute the script via the `action` function
```

set_active_scene	<i>Set a single scene to active.</i>
------------------	--------------------------------------

Description

Set a single scene to active.

Usage

```
set_active_scene(script, scene_name = NULL, method_name = NULL, exec = FALSE)
```

Arguments

script	A unifir_script object, created by make_script or returned by an add_prop_* function.
scene_name	The name of the scene to set as the active scene.
method_name	The internal name to use for the C# method created. Will be randomly generated if not set.
exec	Logical: Should the C# method be included in the set executed by MainFunc?

See Also

Other props: [add_default_player\(\)](#), [add_light\(\)](#), [add_prop\(\)](#), [add_texture\(\)](#), [create_terrain\(\)](#), [import_asset\(\)](#), [instantiate_prefab\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [validate_path\(\)](#)

Other utilities: [add_default_player\(\)](#), [add_prop\(\)](#), [create_unity_project\(\)](#), [find_unity\(\)](#), [get_asset\(\)](#), [load_png\(\)](#), [load_scene\(\)](#), [new_scene\(\)](#), [read_raw\(\)](#), [save_scene\(\)](#), [validate_path\(\)](#), [waiver\(\)](#)

Examples

```
# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script",
  unity = waiver()
)

# Now add props:
script <- set_active_scene(script, scene_name = "some_scene")

# Lastly, execute the script via the `action` function
```

set_script_defaults	<i>Fill in plot holes in a script</i>
---------------------	---------------------------------------

Description

Fill in plot holes in a script

Usage

```
set_script_defaults(script, debug)
```

Arguments

script	The unfir_script to fill elements of
debug	Boolean: run in debug mode?

unfir_prop	<i>The class for unfir prop objects</i>
------------	---

Description

This function is exported so that developers can add their own props in new packages, without needing to re-implement the prop and script classes themselves. It is not expected that end users will need this function.

Usage

```
unfir_prop(prop_file, method_name, method_type, parameters, build, using)
```

Arguments

prop_file	The system location for the C# template file
method_name	The name of the method, in C# code
method_type	The type of the method (usually matches its file name); scripts can have multiple versions of the same method, each with different method_name values, all sharing the same method_type.
parameters	Method-specific parameters, typically used in the build stage.
build	A function that takes three arguments, script, prop, and debug, and uses those to construct the C# method.
using	A character vector of imports required for the method.

Details

This function will check each argument for correctness. To be specific, it performs the following checks:

- `prop_file` must be either a waiver object (created by [waiver](#)) or a file path of length 1 pointing to a file that exists
- `method_name` will be automatically generated if not existing. If it exists, it must be a character vector of length 1
- `method_type` must be a character vector of length 1
- `build` must be a function with the arguments `script`, `prop`, and `debug` (in that order, with no other arguments). Any other arguments needed by your build function should be passed as `prop` parameters.
- `using` must be a character vector (of any length, including 0)

If your `prop` needs data or arguments beyond these, store them as a list in `parameters`, which is entirely unchecked.

Value

An R6 object of class `unifir_prop`

The debug argument

When `Sys.getenv(unifir_debugmode)` returns anything other than `""`, [action](#) runs in "debug mode". In addition to setting `exec` and `write` to `FALSE` in [action](#), this mode also attempts to disable any `prop` functionality that would make changes to the user's disk – no files or directories should be altered. In this mode, [action](#) will pass `debug = TRUE` as an argument to your `prop`; your `prop` should respect the debug mode and avoid making any changes.

Examples

```
unifir_prop(
  prop_file = waiver(), # Must be a file that exists or waiver()
  method_name = NULL, # Auto-generated if NULL or NA
  method_type = "ExampleProp", # Length-1 character vector
  parameters = list(), # Not validated, usually a list
  build = function(script, prop, debug) {},
  using = character(0)
)
```

unity_version

Print the version of the Unity Editor in use.

Description

Print the version of the Unity Editor in use.

Usage

```
unity_version(unity = NULL)
```

Arguments

unity	The path to the Unity executable on your system (importantly, <i>not</i> the Unity-Hub executable). If NULL, checks to see if the environment variable or option unifir_unity_path is set; if so, uses that path (preferring the environment variable over the option if the two disagree).
-------	---

Value

A character vector of length 1 containing the version of Unity in use.

Examples

```
try(
  unity_version()
)
```

validate_path	<i>Validate a file path exists</i>
---------------	------------------------------------

Description

[validate_path](#) creates a generic C# method which takes a single argument and checks to make sure it exists. Your C# code calling the method must provide the path to validate. [validate_single_path](#) hard-codes the path to check in the C# code. This allows you to specify the path to check from R.

Usage

```
validate_path(script, method_name = NULL, exec = FALSE)
```

```
validate_single_path(script, path, method_name = NULL, exec = TRUE)
```

Arguments

script	A unifir_script object, created by make_script or returned by an add_prop_* function.
method_name	The internal name to use for the C# method created. Will be randomly generated if not set.
exec	Logical: Should the C# method be included in the set executed by MainFunc?
path	The file path to validate

See Also

Other props: `add_default_player()`, `add_light()`, `add_prop()`, `add_texture()`, `create_terrain()`, `import_asset()`, `instantiate_prefab()`, `load_png()`, `load_scene()`, `new_scene()`, `read_raw()`, `save_scene()`, `set_active_scene()`

Other utilities: `add_default_player()`, `add_prop()`, `create_unity_project()`, `find_unity()`, `get_asset()`, `load_png()`, `load_scene()`, `new_scene()`, `read_raw()`, `save_scene()`, `set_active_scene()`, `waiver()`

Examples

```
# First, create a script object.
# CRAN doesn't have Unity installed, so pass
# a waiver object to skip the Unity-lookup stage:
script <- make_script("example_script", unity = waiver())

# Now add props:
script <- validate_path(script) # Don't specify the path in R
script <- validate_single_path( # Specify the path in R
  script,
  "file_that_exists.txt"
)
```

waiver

A waiver object.

Description

This function is borrowed from `ggplot2`. It creates a "flag" object indicating that a value has been intentionally left blank (because it will be filled in by something else). Often, a function argument being missing or NULL will result in an error, while passing `waiver()` will cause the function to look elsewhere in the script for an acceptable value.

Usage

```
waiver()
```

Value

An empty list of class `waiver`.

References

H. Wickham. `ggplot2`: Elegant Graphics for Data Analysis. Springer-Verlag New York, 2016.

See Also

Other utilities: `add_default_player()`, `add_prop()`, `create_unity_project()`, `find_unity()`, `get_asset()`, `load_png()`, `load_scene()`, `new_scene()`, `read_raw()`, `save_scene()`, `set_active_scene()`, `validate_path()`

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