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Transform, rotation

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Quaternion. You can use rotation to rotate a GameObject or provide the current rotation. Do not attempt to edit/modify rotation.

Transform.rotation is less than 180 degrees. Transform.rotation has no gimbal lock. To rotate a Transform, use Transform.Rotate, which uses Euler Angles. If you want to match values you see in the Inspector, use

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Unity - Scripting API: Transform.rotation

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Illumination, built on
Geomerics Enlighten
technology. - The Audio
Mixer, to massively
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What's new in Unity 5.0 - Unity

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of Unity

Documentation.

Although we cannot
accept all submissions,
we do read each
suggested change from
our users and will
make updates where
applicable. Close.
Submission failed.

Unity - Scripting API: Vector3.zero

Symptoms, I want to

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read and write data from a text file that can be in a specific directory or among my other Assets.

Resolution. If you don't want to read the file from a directory, you can assign the Asset directly from the Editor using an exposed property of type `TextAsset` (as you can see in Figure 1) and get the text of the file the using the `TextAsset.text`

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Beginner A Step **How do I read and write data from a text file? - Unity**

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