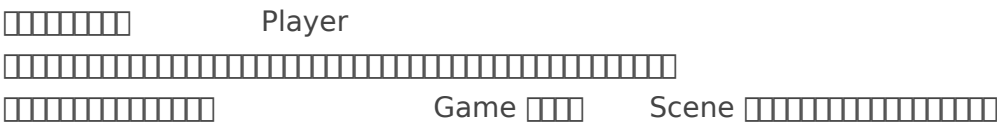
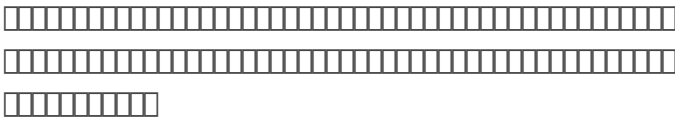


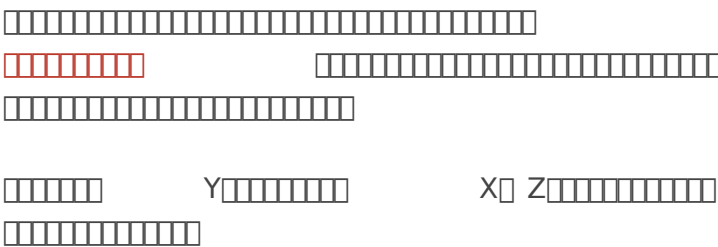
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Update
Y

FixedUpdate

```
private void FixedUpdate()
{
    // 速度ベクトル
    Vector3 v = rbody.linearVelocity;

    // XZ 成分
    v.x = velocity.x;
    v.z = velocity.z;

    // 更新
    rbody.linearVelocity = v;
}
```

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Revision #5

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