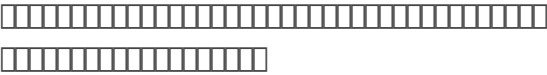


????????????

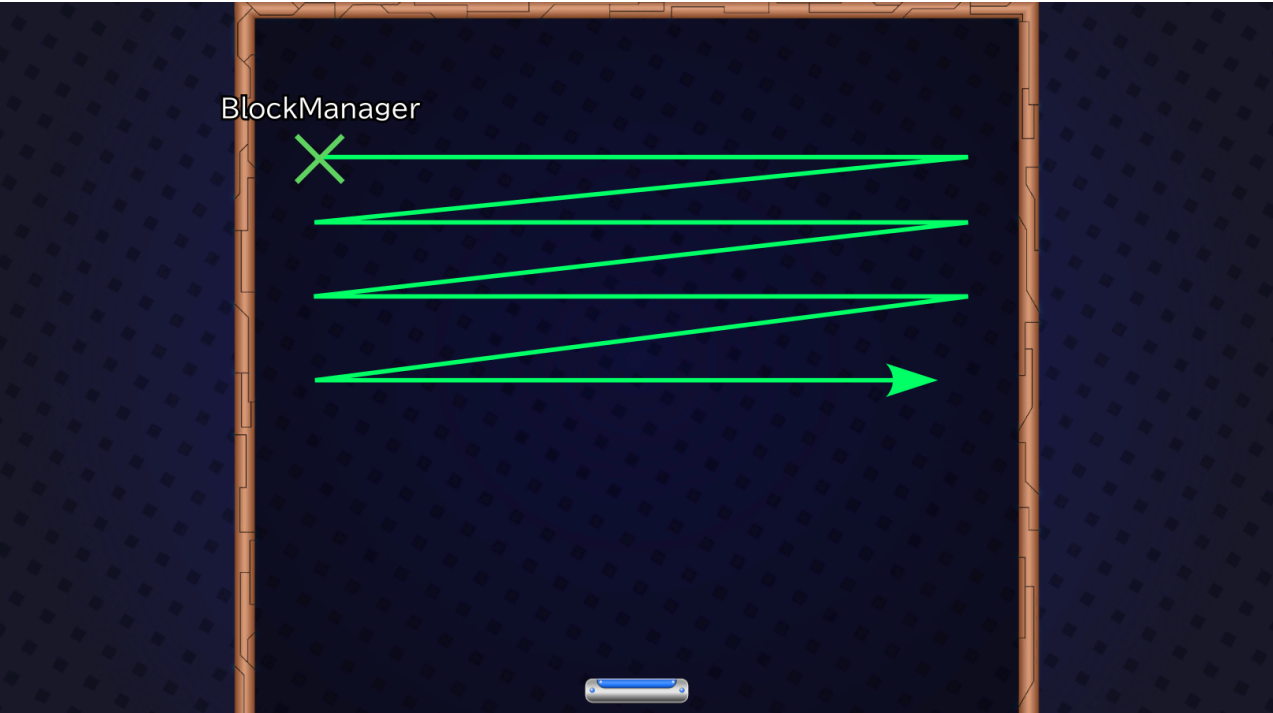


?????



BlockManager

-
- Inspector
- BlockManager



????????

```
using UnityEngine;

// 
public class BlockManager : MonoBehaviour
{
```

```
// 行列数
[SerializeField]
private GameObject blockPrefab;

// 行数
[SerializeField]
private int rows;

// 列数
[SerializeField]
private int cols;
}
```

??? - Start()



```
void Start()
{
    // 位置を初期化
    Vector3 start = transform.position;

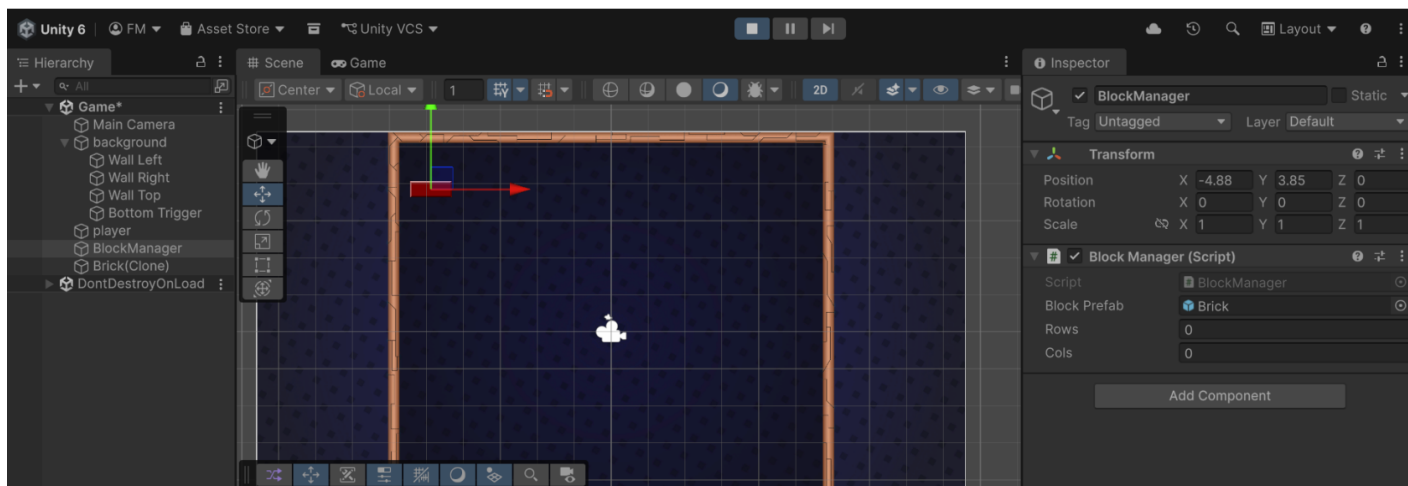
    // 1オブジェクト
    GameObject copy = Instantiate(blockPrefab);
    copy.transform.position = start;
}
```

??



BlockManager





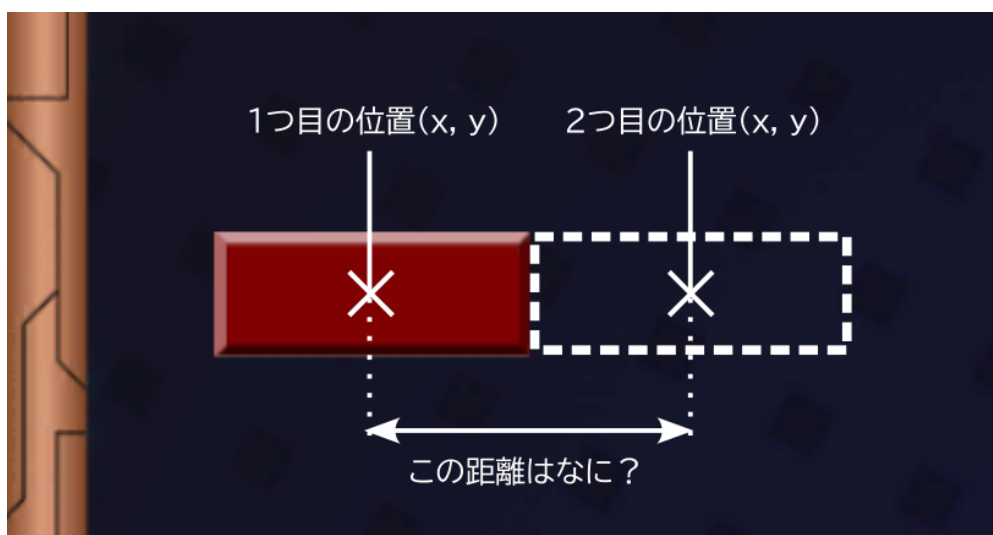
????????????for??

??????



Y

X



Start()

```
void Start()
{
    // 取得SpriteRenderer取得
    SpriteRenderer spriteRenderer = blockPrefab.GetComponent<SpriteRenderer>();

    // 取得sprite取得
    Vector2 blockSize = spriteRenderer.size;
```

```

// 開始位置
Vector2 start = transform.position;

// 1ブロック
GameObject copy = Instantiate(blockPrefab);
copy.transform.position = start;

// 2ブロック. Y座標をX座標に変換
// 開始位置
Vector2 offset = new Vector2(blockSize.x, 0);
copy = Instantiate(blockPrefab);
copy.transform.position = start + offset;
}

```

?????




for

-  × 0
-  × 1
-  × 2
- ...

for 
 for 

Start() 

```

void Start()
{
    // SpriteRendererを取得
    SpriteRenderer spriteRenderer = blockPrefab.GetComponent<SpriteRenderer>();

    // spriteのサイズ
    Vector2 blockSize = spriteRenderer.size;

    // 開始位置
    Vector2 start = transform.position;

    // 1ブロックずつ生成
    for (int i = 0; i < cols; i++)
    {

```

Inspector[] cols[]



for

```

for (int i = 0; i < cols; i++)
{
    // 000000000000 × i, 000000 × j
    // y000000↓0000000000-000000
    Vector2 offset = new Vector2(blockSize.x * i, -blockSize.y * j);

    // 00000000000000000000

    GameObject copy = Instantiate(blockPrefab);
    copy.transform.position = start + offset;
}
}
}

```

Inspector rows



Revision #4

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