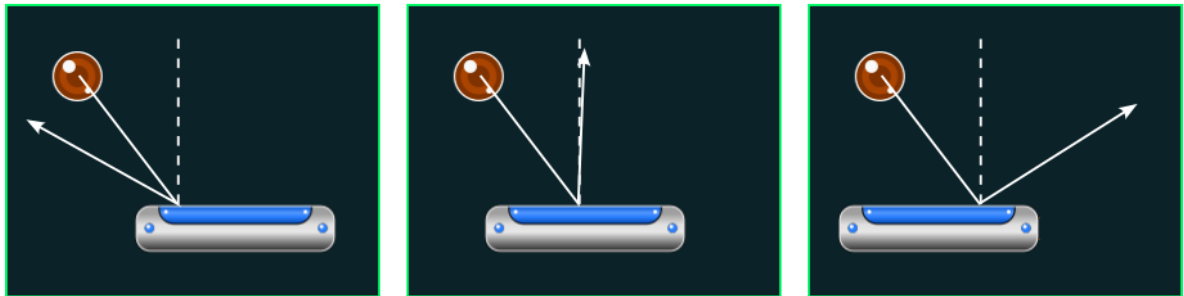
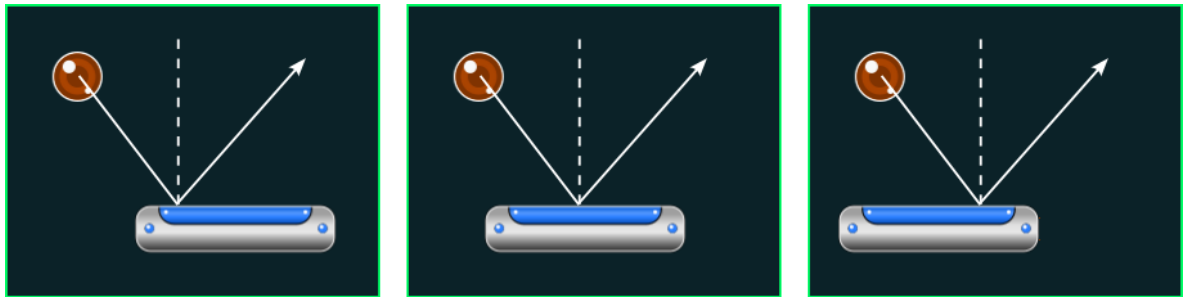
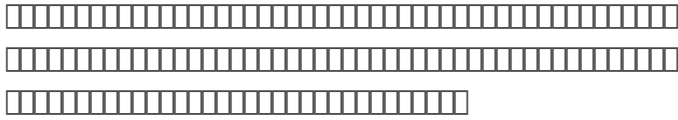


????????????????????

??



????????



ボールの「transform.position」



パドルの「transform.position」

??????

XXXXXXXXXXXX

BallReboundXXXXXXXXXXXX

OnCollisionEnter2D

XXXXXXXXXXXXXXXXXXXX

```
// XXXXXXXXXXXXXXXXXXXX
public class BallRebound : MonoBehaviour
{
    // XXXXXX
    private void OnCollisionEnter2D(Collision2D other)
    {
        // "other" XXXXXXXXXXXX
        // XXXXRigidbodyXXXXXXXXXXXXXXXXXXXX
        Rigidbody2D rb = other.gameObject.GetComponent<Rigidbody2D>();

        // XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
        float speed = rb.linearVelocity.magnitude;

        // XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
        Vector2 direction = other.transform.position - transform.position;

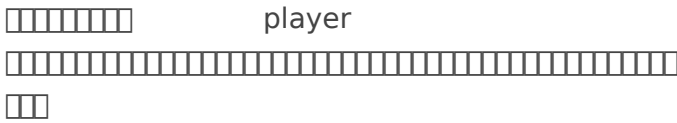
        // XXXXXXXXXXXXXXXXXXXXXXX
        direction.Normalize();

        // XXXXXXXXXXXXXXXXXXXX× XXXXXXXXXXXX
```

```

        rb.linearVelocity = direction * speed;
    }
}

```



[15:06:39] MissingComponentException: There is no 'Rigidbody2D' attached to the "Wall Left" game object, but a script is trying to access it. You probably need to add a Rigidbody2D to the game object "Wall Left". Or your script needs to check if the component is attached before using it.



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



```
GetComponent<Rigidbody2D>() [10 blocks]
```



Ball [10 blocks]

```

// [10 blocks]
public class BallRebound : MonoBehaviour
{
    // [5 blocks]
    private void OnCollisionEnter2D(Collision2D other)
    {

```

```

// "other" "Ball"
if (!other.gameObject.CompareTag("Ball"))
{
    return; // 
}

// "other" 
// Rigidbody
Rigidbody2D rb = other.gameObject.GetComponent<Rigidbody2D>();

// 
float speed = rb.linearVelocity.magnitude;

// 
Vector2 direction = other.transform.position - transform.position;

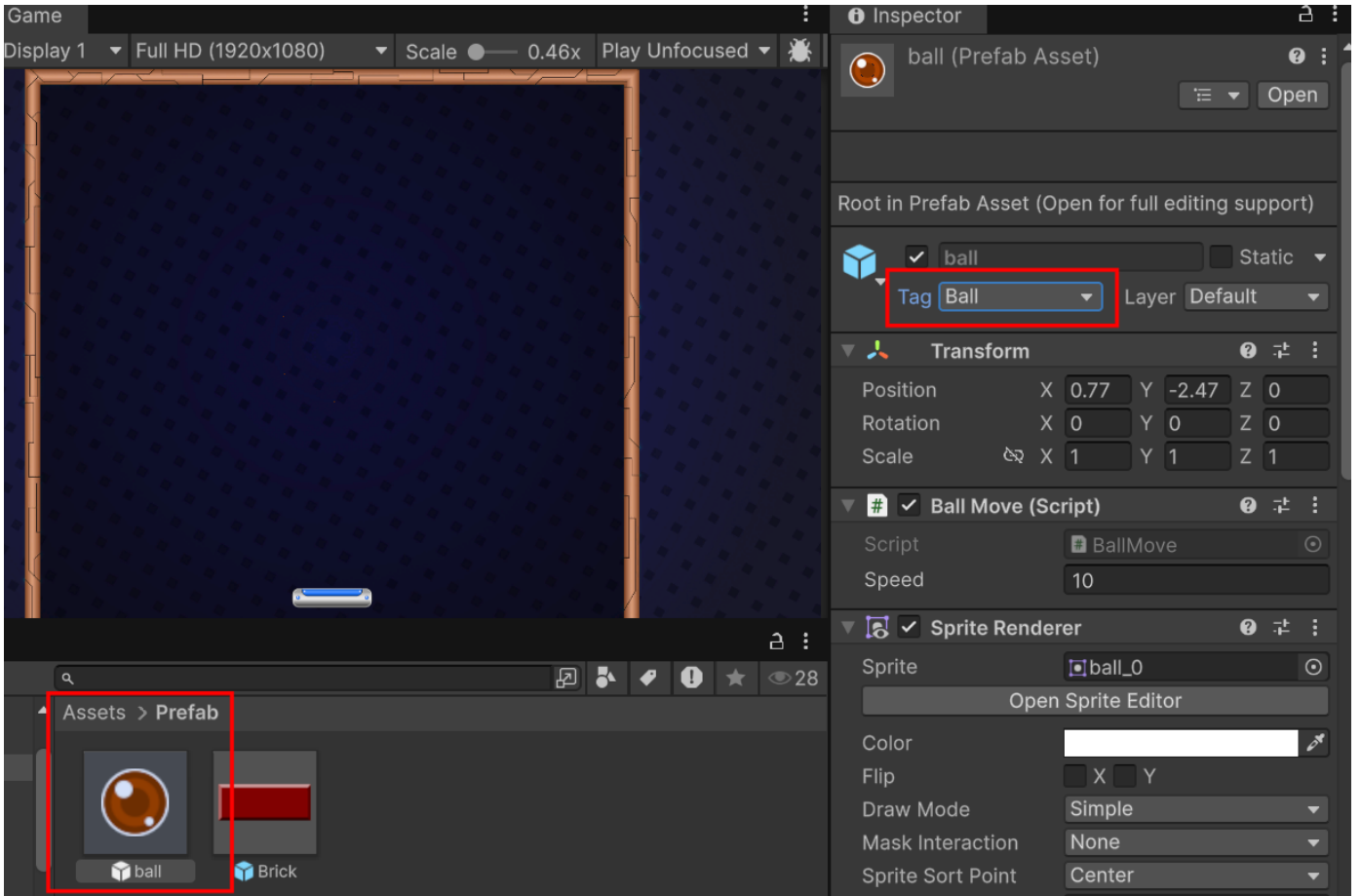
// 
direction.Normalize();

// × 
rb.linearVelocity = direction * speed;
}
}

```

Ball

Ball



Revision #2

Created 2026-04-27 05:20:39 UTC by Menendez Francisco

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