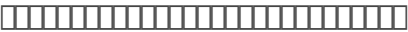


?????



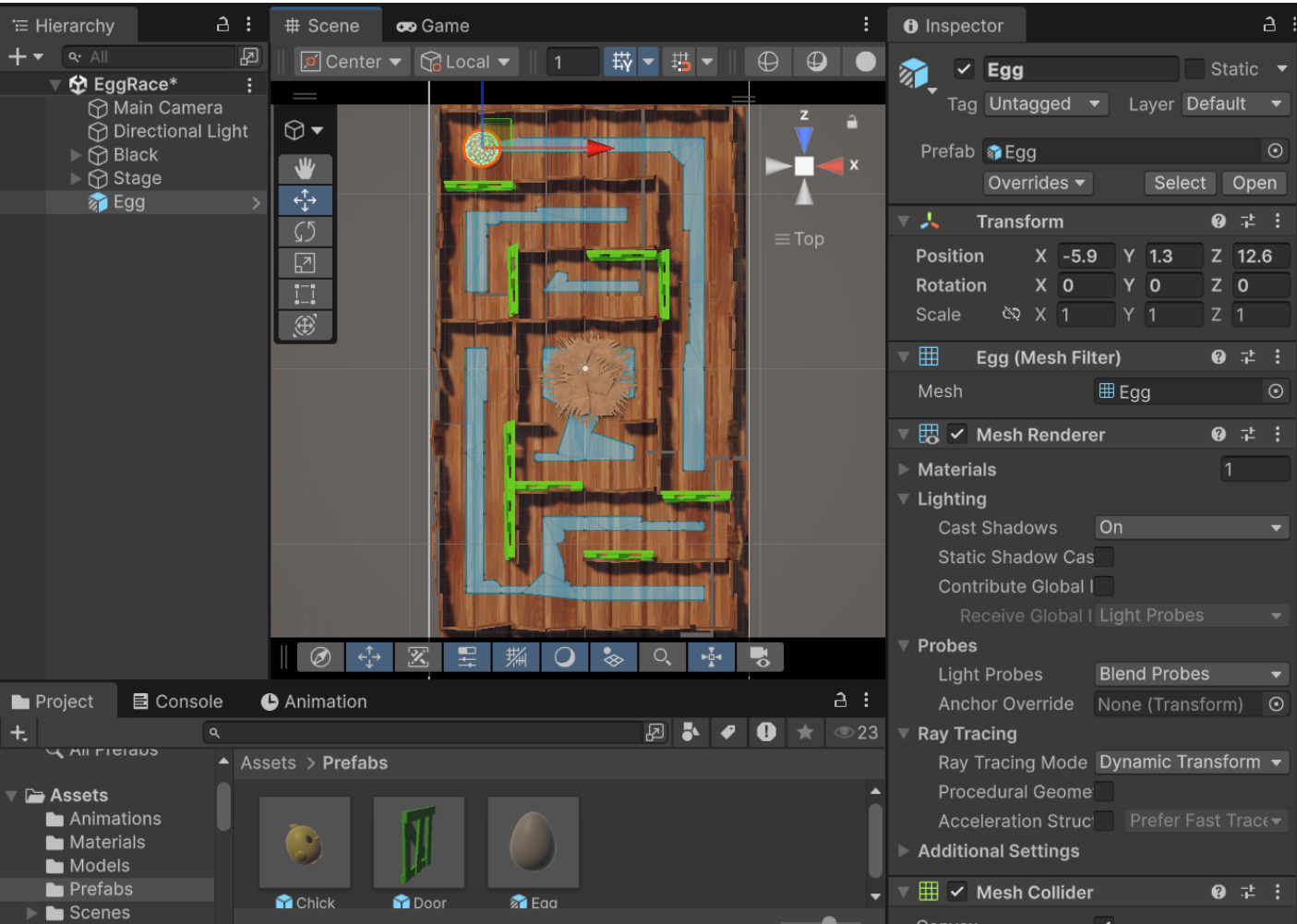
?????



Prefabs



Egg



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



Unity



```
// 重力ベクトル
Physics.gravity = new Vector3(0, -9.81f, 0);

// 重力ベクトル
Physics.gravity = new Vector3(0, -1.625f, 0);
```

```
// 重力
Physics.gravity = new Vector3(0, -24.5f, 0);
```

?????

重力 WASD 重力 W S Z 重力 A D 重力

```
// 重力
public class GravityController : MonoBehaviour
{
    //重力
    const float Gravity = 9.81f;

    //重力
    [SerializeField]
    private float gravityScale = 1.0f;

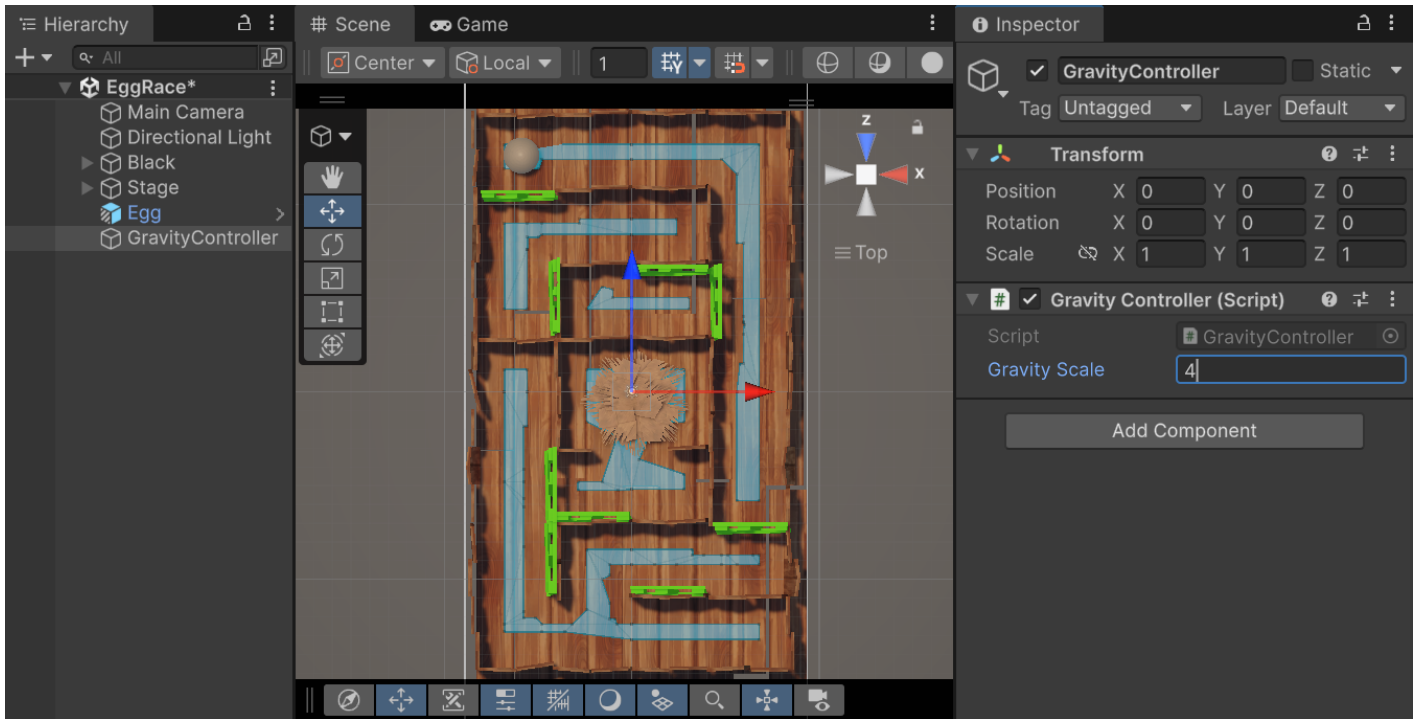
    private void Update()
    {
        //重力-1
        Vector3 vector = new Vector3(0, -1, 0);

        // WASD -1 ~ 1
        vector.x = Input.GetAxis("Horizontal"); // 横軸
        vector.z = Input.GetAxis("Vertical"); // 縦軸 (z軸)

        // 重力
        vector.Normalize();

        Physics.gravity = vector * (Gravity * gravityScale);
    }
}
```

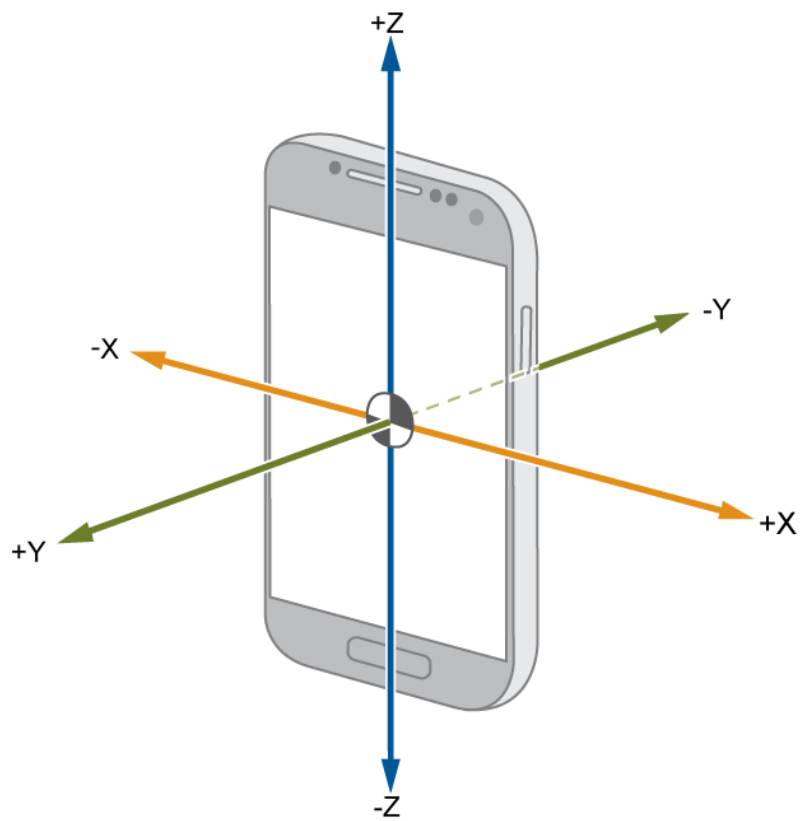
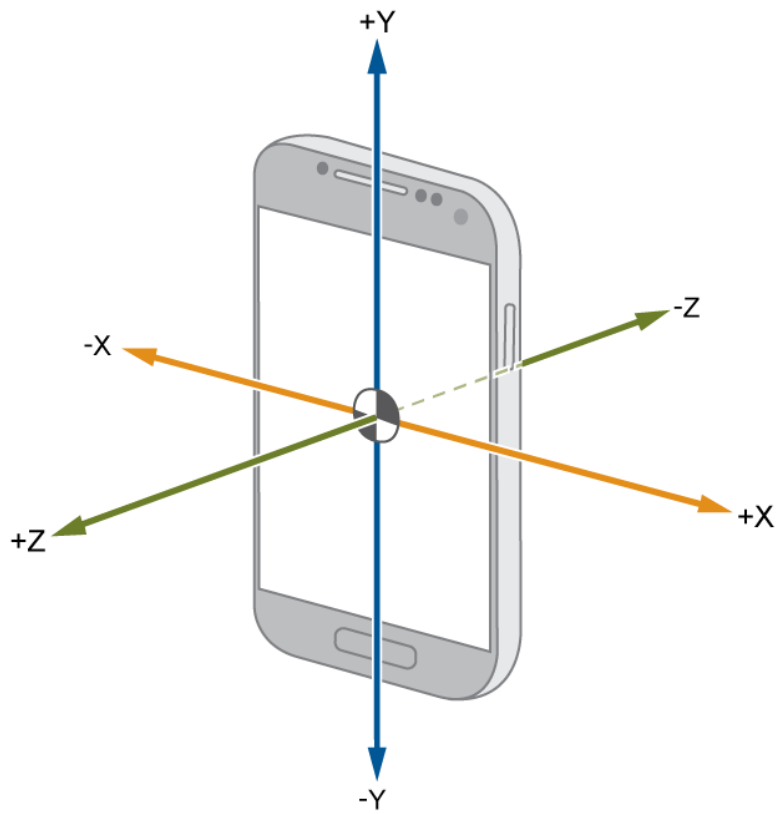
重力



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

Accelerometer

3D



??????????


```

    }
}

private void Update()
{
    //Y축 -1
    Vector3 vector = new Vector3(0, -1, 0);

    //
    //
    if (Accelerometer.current != null)
    {
        //
        Vector3 acc = Accelerometer.current.acceleration.ReadValue();

        //
        vector.x = acc.x; // X
        vector.z = acc.y; // Z Y

    }
    else
    {
        // WASD
        vector.x = Input.GetAxis("Horizontal"); // x
        vector.z = Input.GetAxis("Vertical"); // z

    }

    //
    vector.Normalize();

    //
    Physics.gravity = vector * (Gravity * gravityScale);
}
}

```

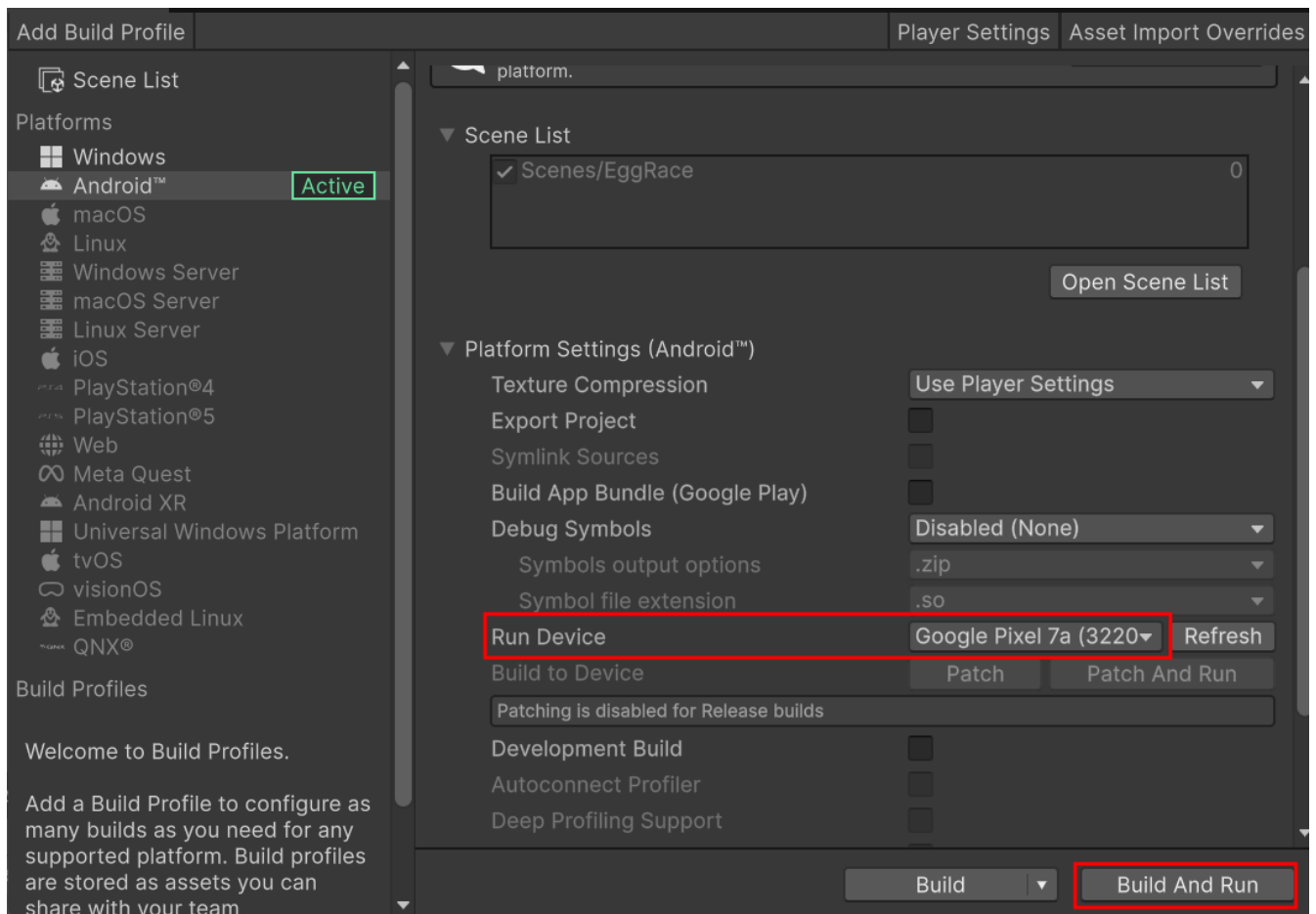
?????

PC USB

Build Profiles

Run Device

Build And Run



Revision #4

Created 2026-07-15 00:51:33 UTC by Menendez Francisco

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