## JavaScript to C# (Unity) Information

Check comments of video first- sort by newest first. A lot of tutorials will have the conversions done in the comments section as Unity hasn't had JavaScript for about a year now. If not comments follow he below.

Go to: <a href="https://www.m2h.nl/files/js">https://www.m2h.nl/files/js</a> to c.php

- → Delete out the code in both boxes.
- → Put JavaScript code in the top box then click "Convert" button. \*Use that code but some doesn't covert and you must do the work yourself using the below references.
- →Always replace the "MYCLASSNAME" to the name of your script.

When you see \*blah\* that means it could be anything on your end depending on what the actual var (variable) was named.

Original JavaScript	JavaScript Converter	Correct Unity C#	
var Target : Transform;	Transform Target;	public Transform target;	
Var *blah* :GameObject	GameObject *blah*	public GameObject *blah*;	
var *blah* : float	float *blah*	public float *blah*	
Static var *blah* : int	static int *blah*	public static int *blah*	
var XPos : float =	float XPos =	public float xPos;	
transform.position.x;	transform.position.x;		
function OnTriggerEnter (col:	void OnTriggerEnter (	IEnumerator OnTriggerEnter(Collider col)	
Collider)	Collider col )	1.1	
var *blah* : int;	int *blah*;	public int *blah*;	
function	void	void	
Vector3	Vector3	new Vector3	
Waiting- this is for any waiting	WaitingForSomething ();	StartCoroutine(WaitingForForSomething () );	
function (example:			
WaitingForSomething();)			
function	void WaitingForSomething()	IEnumerator WaitingForSomething()	
WaitingForForSomething ()			
GetComponent("Blah")	GetComponent<"Blah">()	GetComponent <blah>() (NOTICE-</blah>	
		REMOVE QUOTATIONS – THIS IS FOR	
		ALL GetComponents)	
GetComponent. <text>().text =</text>	GetComponent. <text>().text =</text>	GetComponent <unityengine.ui.text>().text =</unityengine.ui.text>	