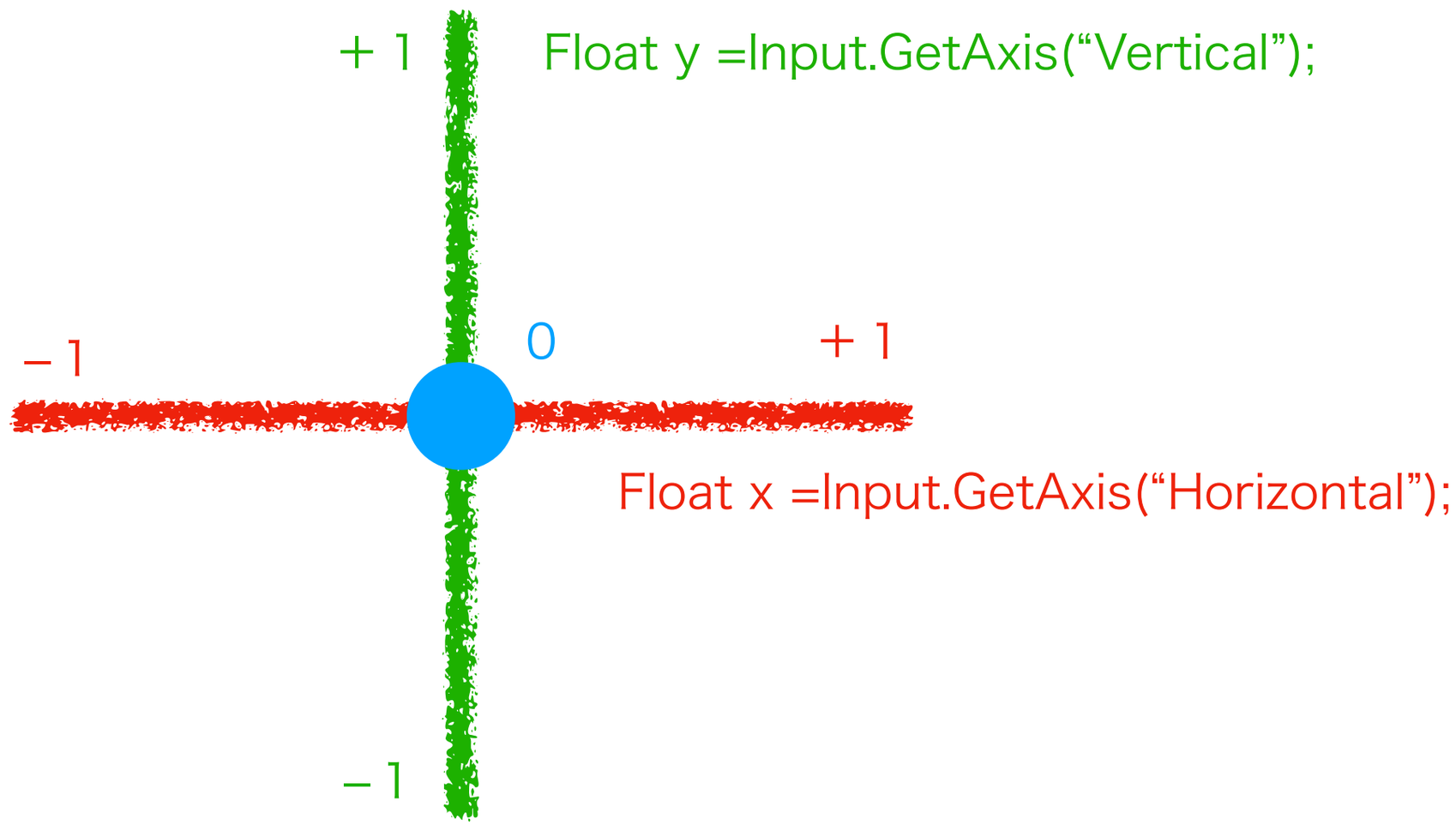
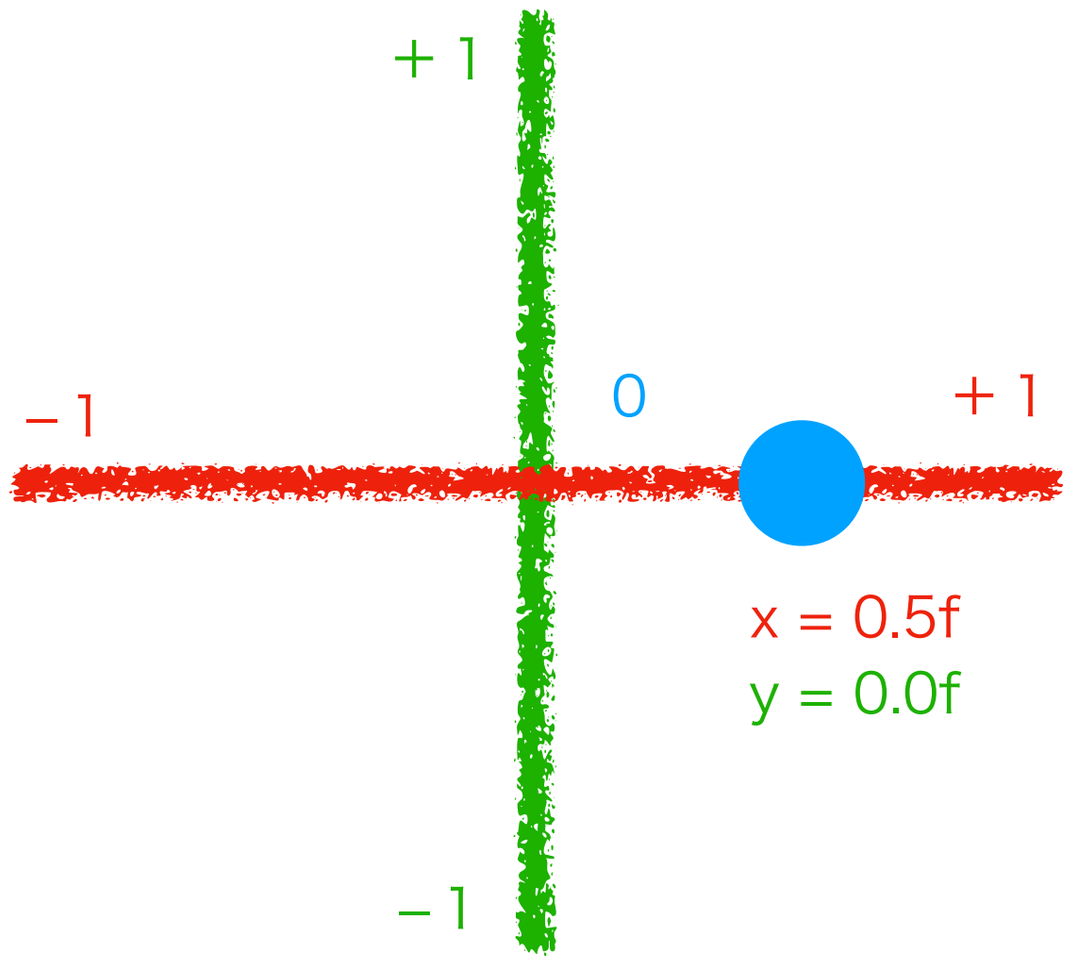
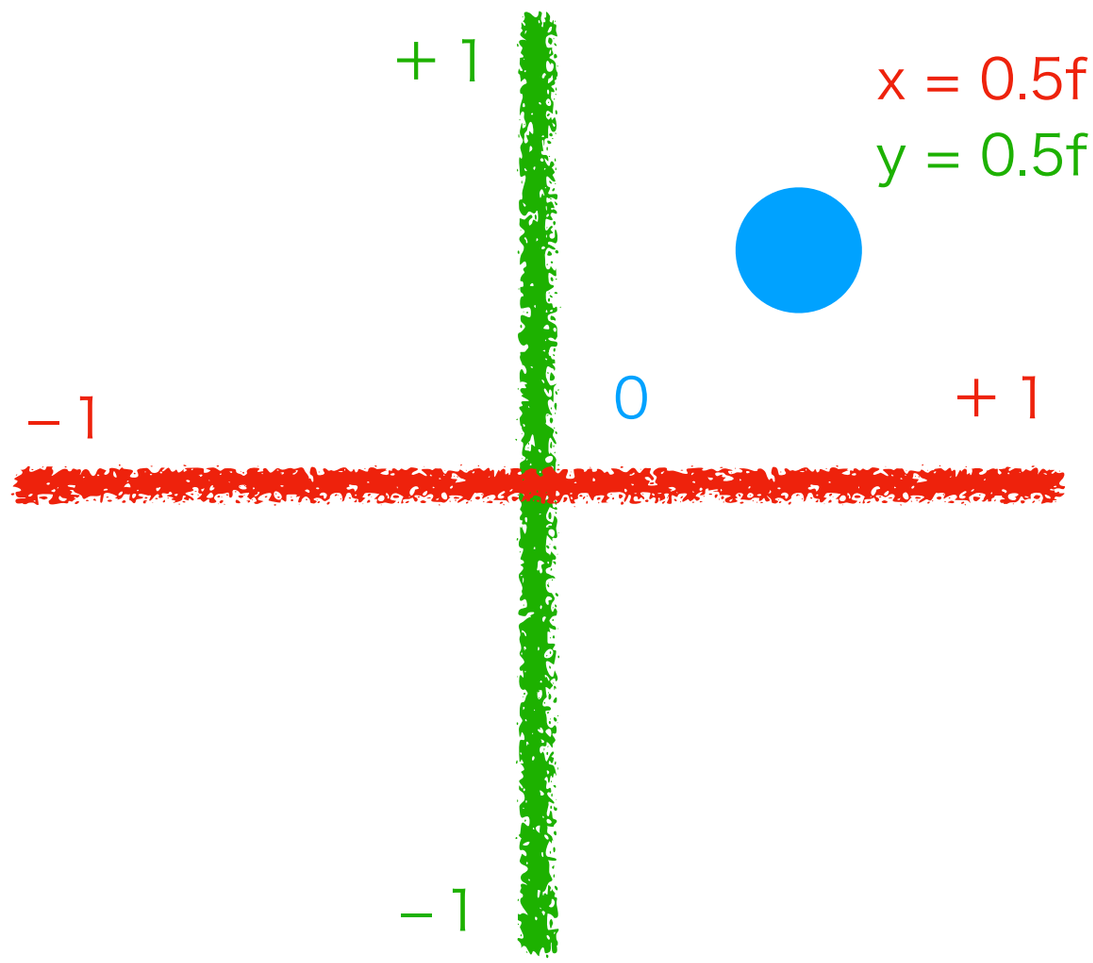
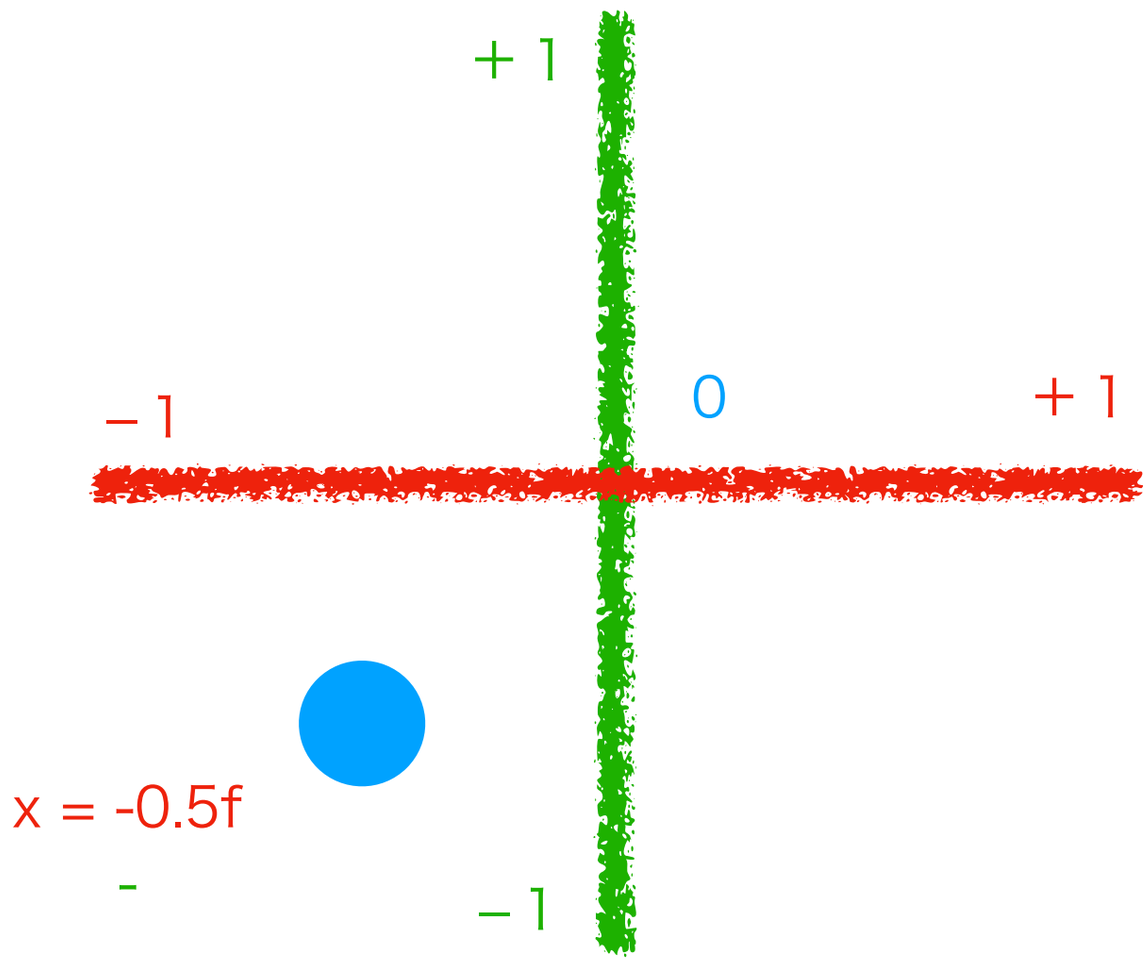

+ 1
Float y =Input.GetAxis(“Vertical”);
– 1
0
+ 1
Float x =Input.GetAxis(“Horizontal”);
– 1


+ 1
− 1
0
+ 1
x = 0.5f
y = 0.0f
− 1


+ 1
x = 0.5f
y = 0.5f
− 1
0
+ 1
− 1


+1
0
+1
−1
x = -0.5f
-
−1