



### Moving Platforms Horizontal and Vertical 2D

<https://youtu.be/8X3FAd5i-i8>

Place 2 platform gameobjects and give them this script :

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class MovingPlatform : MonoBehaviour
{
    // Moving Platforms Horizontal and Vertical 2D//
    //by René Pol for the Script Library -2021- RP-Interactive.nl//

    public int PlatformType;
    public bool UpDown = true;
    public bool LeftRight = true;
    public float SpeedUpDown;
    public float SpeedLeftRight;
    public float up;
    public float down;
    public float left;
    public float right;
    private Vector3 StartPos;

    void Start()
    {
        StartPos = transform.position;
    }

    void Update()
    {
        if (PlatformType == 2 && transform.position.x < StartPos.x + right && LeftRight == true)
        {
            transform.Translate(Vector2.right * SpeedLeftRight * Time.deltaTime);
            if (transform.position.x > StartPos.x + right)
                LeftRight = false;
        }
        if (PlatformType == 2 && transform.position.x > StartPos.x - left && LeftRight == false)
        {
            transform.Translate(Vector2.left * SpeedLeftRight * Time.deltaTime);
            if (transform.position.x < StartPos.x - left)
                LeftRight = true;
        }
        if (PlatformType == 1 && transform.position.y > StartPos.y - down && UpDown == false)
        {

```



```
transform.Translate(Vector2.down * SpeedUpDown * Time.deltaTime);  
if (transform.position.y < StartPos.y - down)  
UpDown = true;  
}  
if (PlatformType == 1 && transform.position.y < StartPos.y+up && UpDown == true)  
{  
transform.Translate(Vector2.up * SpeedUpDown * Time.deltaTime);  
if (transform.position.y > StartPos.y + up)  
UpDown = false;  
}  
}  
}
```

Settings can be changed in the Inspector's view. Platform type 1 is for a up and down going platform. Platform type 2 is for going left and right platform. Set their speed and how far in distance the platform should move before it will reverse its movement.