



Airplane movement 2D.

https://youtu.be/8tSO_R0_WHM

Make sure the plane has the tag Player and that the main camera uses the camera follow script from this library. Give the plane a box collider 2D and a Rigidbody2D with its gravity set to zero. Add this script :

```
// Airplane 2D Movement//  
//by René Pol for the Script Library -2021- RP-Interactive.nl@//  
  
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
public class Airplane : MonoBehaviour  
{  
    Rigidbody2D rb;  
  
    public float MoveSpeed;  
    public float Acceleration;  
    public float RotationControl;  
    float MovingY, MovingX = 1;  
  
    void Start()  
    {  
        rb = GetComponent<Rigidbody2D>();  
    }  
  
    void Update()  
    {  
        MovingY = Input.GetAxis("Vertical");  
    }  
  
    private void FixedUpdate()  
    {  
        Vector2 Vel = transform.right * (MovingX * Acceleration);  
        rb.AddForce(Vel);  
        float Dir = Vector2.Dot(rb.velocity, rb.GetRelativeVector(Vector2.right));  
        if (Acceleration > 0)  
        {  
            if (Dir > 0)  
            {  
                rb.rotation += MovingY * RotationControl * (rb.velocity.magnitude / MoveSpeed);  
            }  
            else  
            {  
                rb.rotation -= MovingY * RotationControl * (rb.velocity.magnitude / MoveSpeed);  
            }  
        }  
    }  
}
```



```
float thrustForce = Vector2.Dot(rb.velocity, rb.GetRelativeVector(Vector2.down)) *  
2.0f;  
Vector2 relForce = Vector2.up * thrustForce;  
rb.AddForce(rb.GetRelativeVector(relForce));  
if (rb.velocity.magnitude > MoveSpeed)  
{  
    rb.velocity = rb.velocity.normalized * MoveSpeed;  
}  
}  
}
```

You can set speed, acceleration and the rotation speed in the Inspector's view.