



**Top view movement in 8 directions 2D.**

<https://youtu.be/2l3YBSvf1qI>

Give the object that needs to walk around this script :

```
// Top view movement in 8 directions 2D//////////
//by René Pol for the Script Library -2021- RP-Interactive.nl@//

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

public class MovePlayer : MonoBehaviour
{
    public float MovingSpeed;
    private float Xmove;
    private float Ymove;

    void Update()
    {
        Xmove = Input.GetAxis("Horizontal");
        Ymove = Input.GetAxis("Vertical");
        Vector3 moveDir = new Vector3(Xmove, Ymove).normalized;
        transform.position += moveDir * MovingSpeed * Time.deltaTime;
    }
}
```

You can set the speed of moving in the inspector's view. With the use of normalized, the character will move the same speed diagonal as it does horizontal and vertical. Without it the magnitude will be higher when moving diagonal so the object will move faster. (Moving diagonal uses 2 moves (keys) at same time).