



We will change the 0 gravity into gravity 1 by pressing a Key. So when this key is pressed The gravity will be changed and the player will fall down. Change the players script into this one :

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

public class FallingDown : MonoBehaviour
{
    private Rigidbody2D rb;

    private void Start()
    {
        rb = GetComponent<Rigidbody2D>();
        rb.gravityScale = 0;
    }

    void OnCollisionEnter2D(Collision2D other)
    {
        if (other.gameObject.tag == "Ground")
        {
            Destroy(this.gameObject);
        }
    }

    public void Update()
    {
        if (Input.GetKeyDown(KeyCode.A))
        {
            rb.gravityScale = 1;
        }
    }
}
```

- Give this script to the player.

If you run the project now you will see that the player will start falling only when the key A has been pushed. It set's the gravity scale to 1. The functions name is Update. Update means each frame it will be able to use the instructions inside of the funtion.

If you want to use an other key to set gravity back to 0 you can use the same script with a different key and one extra line.

```
if (Input.GetKeyDown(KeyCode.D))
{
    rb.velocity = Vector3.zero;
    rb.gravityScale = 0;
}
```

As the character was using velocity while falling we need to set the velocity also back to 0. Vector3.zero makes it stop in the air where ever we want. (If we press the D key). Imagine letting go of the gas pedal in your car. Your car doesn't stop immediately, it just stops accelerating. Special thanks to forum user PraetorBlue who came with this explanation.