

# temp

```
using System.Diagnostics;
using System.Collections;
using UnityEngine;

[DebuggerDisplay("{ " + nameof(GetDebuggerDisplay) + "(),nq}")]
public class PlayerController : MonoBehaviour
{
    public float speed = 5.0f;
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        //move the vheicule forward
        transform.Translate(Vector3.forward * Time.deltaTime * speed);
    }

    private string GetDebuggerDisplay()
    {
        return ToString();
    }
}
```

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Revision #1

Created 12 May 2023 08:15:16 by naruzkurai

Updated 20 May 2023 07:07:00 by naruzkurai