**Sams Teach Yourself Unity Game Development in 24 Hours**

**First Edition**

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Page 52, last paragraph. The phrase "After you change the width and the height," should be "After you change the width and length,"

Page 69, beneath figure 5.4

"4. When done, click Apply." should read: "4. When done, click Add."

Page 81, under the heading Lights, first paragraph  
"Most scenes that strive for realism or dramatic effect implore at least one light (and often many)."  
should read: "Most scenes that strive for realism or dramatic effect employ at least one light (and often many)."

Page 134, 2nd paragraph. Code error: "while(count >= 100)" should be "while(count <= 100)"

Page 205, Copy/paste error on code. GUI.HorizontalsSlider(new ...), two lines of code are exactly same which is incorrect. The first two lines of code should read:

“<Value> = GUI.HorizontalSlider(new Rect(<x>, <y>, <w>, <h>), <Value>, <Min>, ´<Max>);

<Value> = GUI.VerticalSlider(new Rect(<x>, <y>, <w>, <h>), <Value>, <Min>, ´<Max>);”

Page 225, the text for Question 2 in the Q&A needs to be bolded like the rest.

Page 284, bottom, No. 3:  
it says: "...set (...) position (...) to -2.26...". The text should read: “You also need to set the Root Transform **Rotation** offset to “