

Forum:[Hack Forums](#)

Thread: [Space between sprites. \[Unity\]](#)

GewooE - March 29, 2016, 9:14 am

So I made a simple 2D setting where you can move a block.
But I can not completely snap to another sprite (wall).

Screenshot:

Spoiler ([Click to View](#))[img]<http://i.stack.imgur.com/mnd7h.png>[/img]

Inspector settings wall:

Spoiler ([Click to View](#))[img]<http://i.stack.imgur.com/NrEqU.png>[/img]

Inspector settings player:

Spoiler ([Click to View](#))[img]<http://i.stack.imgur.com/z8Jfm.png>[/img]

PlayerMovement Script:

```
Code using UnityEngine;  
using System.Collections;
```

```
public class PlayerMovement : MonoBehaviour {
```

```
    public KeyCode moveUp;  
    public KeyCode moveDown;  
    public KeyCode moveLeft;  
    public KeyCode moveRight;
```

```
    public float speed = 10f;
```

```
    // Use this for initialization  
    void Start () {
```

```
}
```

```
    // Update is called once per frame  
    void FixedUpdate () {
```

```
        Vector2 v = rigidbody2D.velocity;
```

```
        if (Input.GetKey (moveUp)) {  
            v.y = speed;  
            v.x = 0;  
            rigidbody2D.velocity = v;  
        } else if (Input.GetKey (moveDown)) {  
            v.y = speed * -1;  
            v.x = 0;  
            rigidbody2D.velocity = v;  
        } else if (Input.GetKey (moveRight)) {
```

```

        v.x = speed;
        v.y = 0;
        rigidbody2D.velocity = v;
    } else if (Input.GetKey (moveLeft)) {
        v.x = speed * -1;
        v.y = 0;
        rigidbody2D.velocity = v;
    }
    else
    {
        v.x = 0;
        v.y = 0;
        rigidbody2D.velocity = v;
    }
}
}

```

These are the files I'm using:

Player:

https://onedrive.live.com/redir?resid=451ADC2A2ED2D0E7!108&authkey=!AAimm1ss1vE_ZfA&v=3hint=photo%2cpng

Wall:

<https://onedrive.live.com/redir?resid=451ADC2A2ED2D0E7!109&authkey=!AAxqJwKjBiS2n8A&v=3hint=photo%2cpng>

I have no idea what can create this space because the this is my first unity game.

Ninja - March 29, 2016, 9:33 am

It appears to be a shadow of the block object that makes it look like its not aligned properly.

GewooE - March 29, 2016, 9:43 am

(Mar 29, 2016 09:33 AM)Ninja Wrote: [\[CITE\]](#) It appears to be a shadow of the block object that makes it look like its not aligned properly.

Thanks a lot for your answer I was really frustrated and I hope this helps can you maybe tell me where I can disable the shadows in unity?

Bump, I am really frustrated can someone please help me?