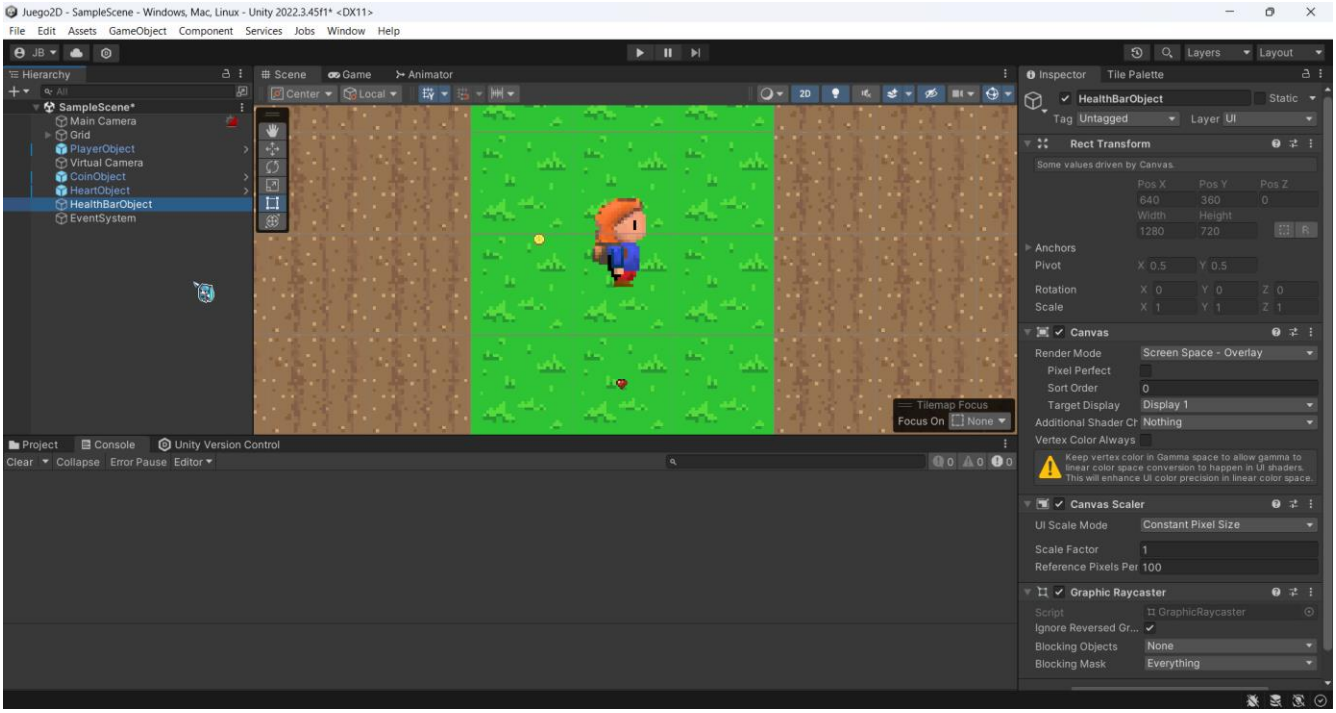
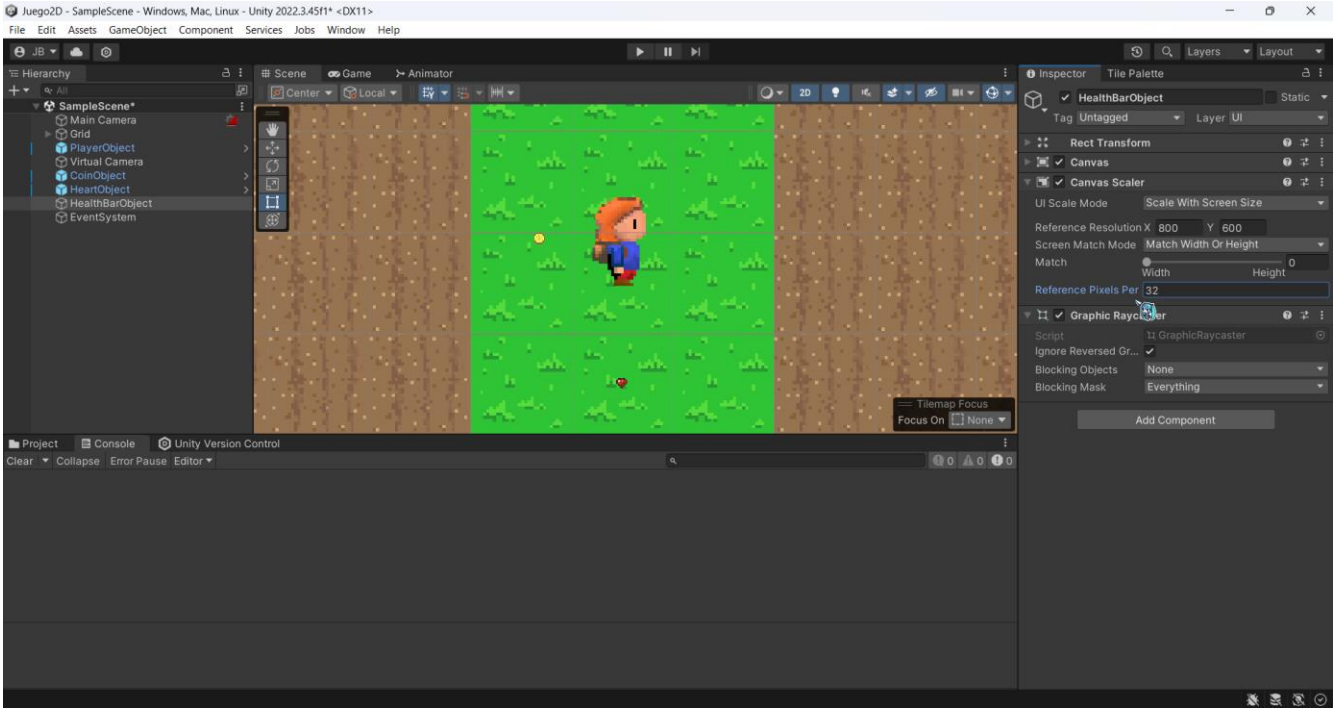

Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Grid
PlayerObject
Virtual Camera
CoinObject
HeartObject
HealthBarObject
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
HealthBarObject
Static
Tag Untagged
Layer UI
Rect Transform
Some values driven by Canvas.
Pos X 640
Pos Y 360
Pos Z 0
Width 1280
Height 720
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas
Render Mode Screen Space - Overlay
Pixel Perfect
Sort Order 0
Target Display Display 1
Additional Shader Ch Nothing
Vertex Color Always
Keep vertex color in Gamma space to allow gamma to linear color space conversion to happen in UI shaders. This will enhance UI color precision in linear color space.
Canvas Scaler
UI Scale Mode Constant Pixel Size
Scale Factor 1
Reference Pixels Per 100
Graphic Raycaster
Script GraphicRaycaster
Ignore Reversed Gr...
Blocking Objects None
Blocking Mask Everything
Tilemap Focus
Focus On None
Project
Console
Unity Version Control
Clear Collapse Error Pause Editor


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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HealthBarObject
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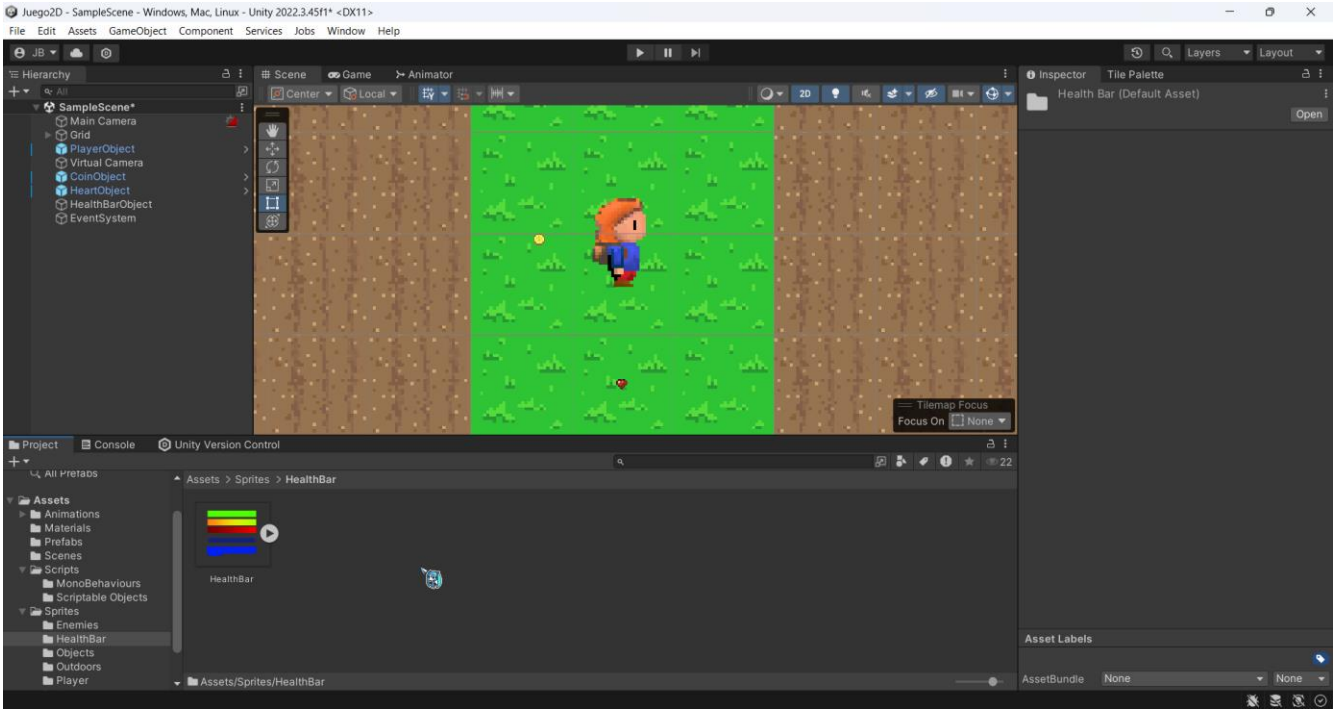
Inspector
Tile Palette
HealthBarObject
Static
Tag Untagged
Layer UI
Rect Transform
Canvas
Canvas Scaler
UI Scale Mode Scale With Screen Size
Reference Resolution X 800 Y 600
Screen Match Mode Match Width Or Height
Match 0
Width
Height
Reference Pixels Per 32
Graphic Raycaster
Script GraphicRaycaster
Ignore Reversed Gr...
Blocking Objects None
Blocking Mask Everything
Add Component
Tilemap Focus
Focus On None
Project
Console
Unity Version Control
Clear Collapse Error Pause Editor


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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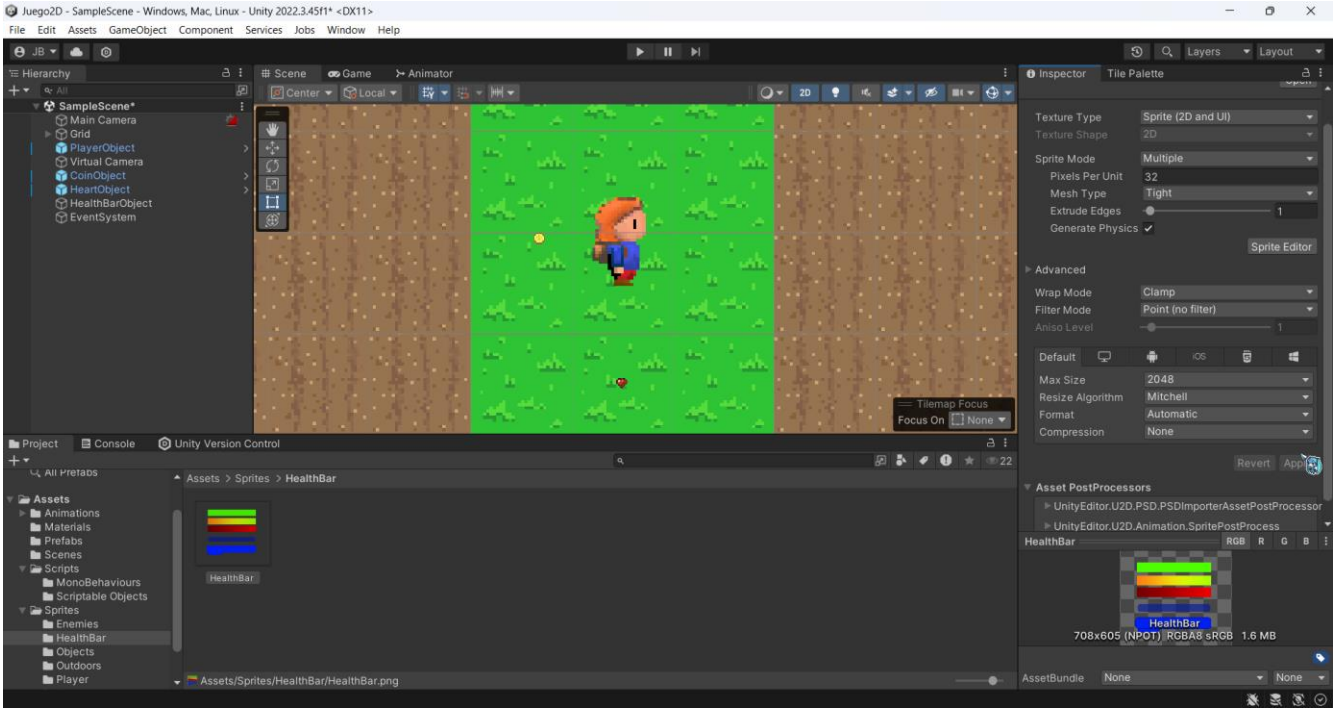
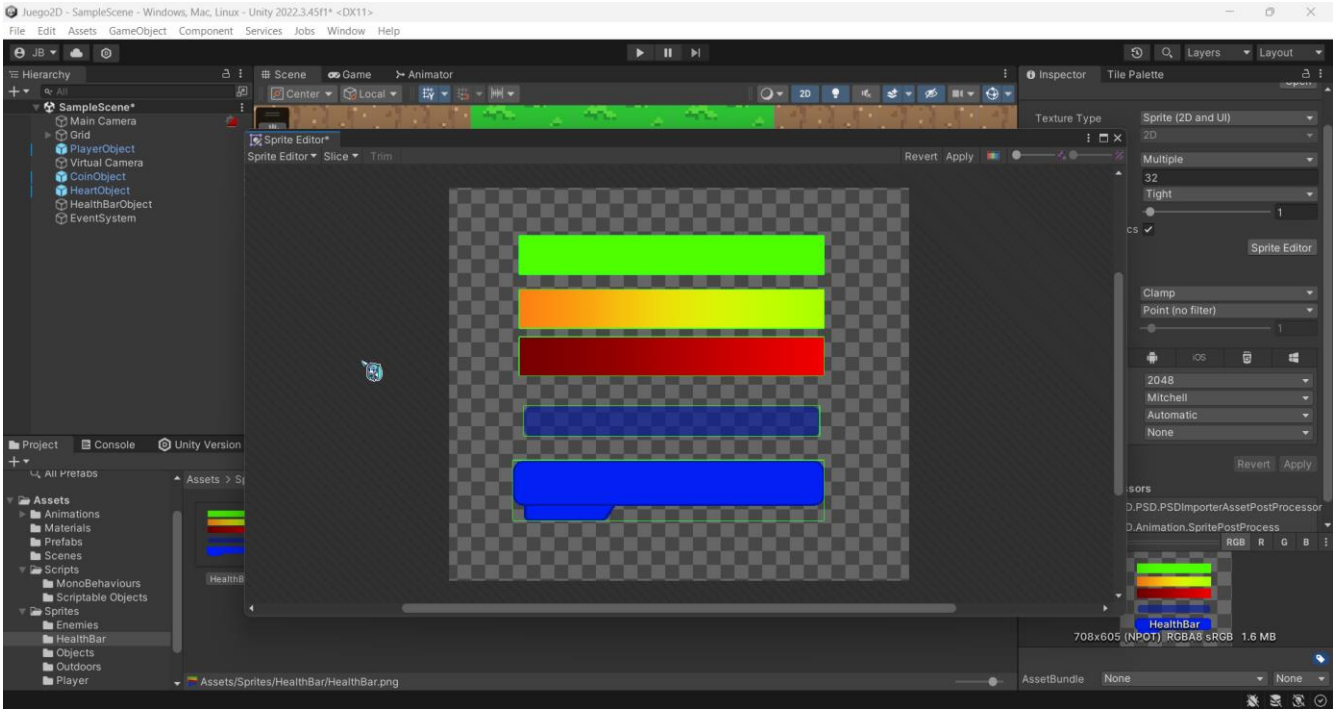
Scene
Game
Animator
Inspector
Tile Palette
Health Bar (Default Asset)
Open
Tilemap Focus
Focus On
None
Project
Console
Unity Version Control
Assets > Sprites > HealthBar
Assets
Animations
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
HealthBar
Assets/Sprites/HealthBar
Asset Labels
AssetBundle
None


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
1
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
HealthBar
RGB
R
G
B
708x605 (NPOT) RGBA8 sRGB 1.6 MB
Assets/Sprites/HealthBar/HealthBar.png


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
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PlayerObject
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HeartObject
HealthBarObject
EventSystem
Scene
Game
Animator
Sprite Editor*
Sprite Editor
Slice
Trim
Revert
Apply
Inspector
Tile Palette
Texture Type
Sprite (2D and UI)
Multiple
32
Tight
Sprite Editor
Clamp
Point (no filter)
2048
Mitchell
Automatic
None
HealthBar
708x605 (NPOT) RGBA8 sRGB 1.6 MB
Project
Console
Unity Version
Assets
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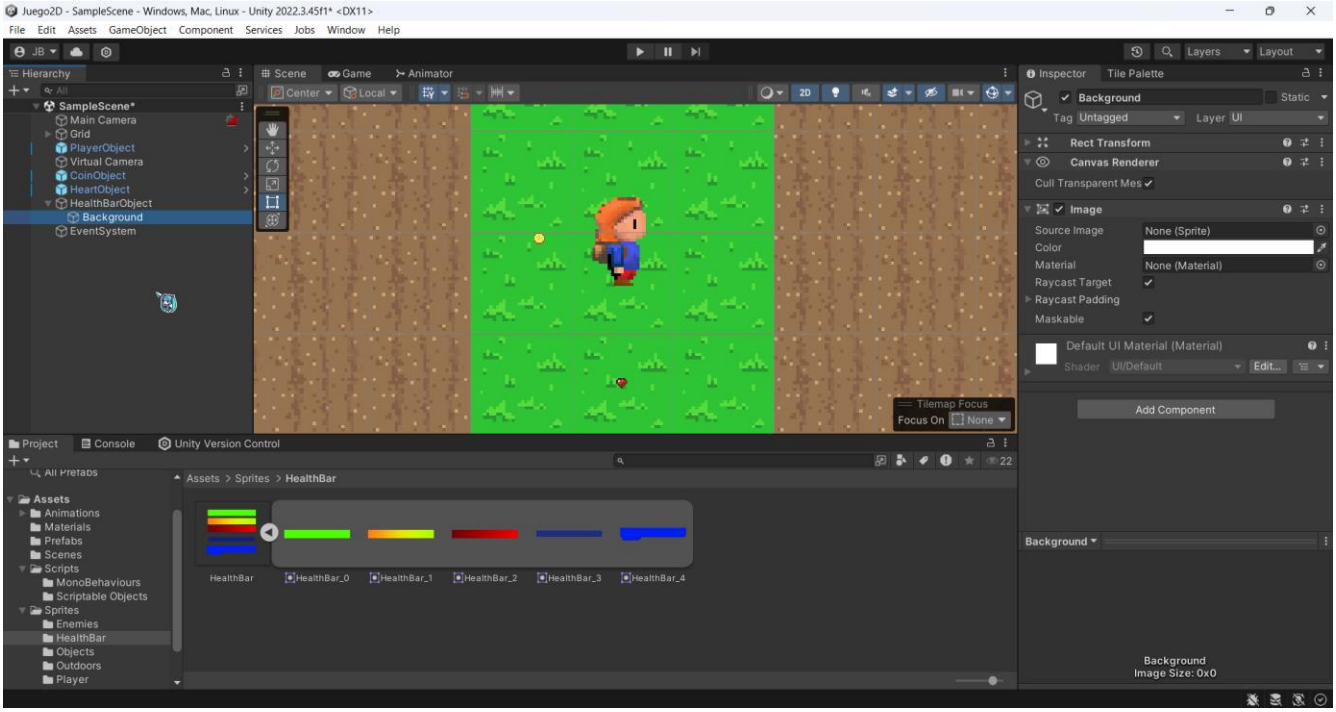
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Assets/Sprites/HealthBar/HealthBar.png
AssetBundle


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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HealthBarObject
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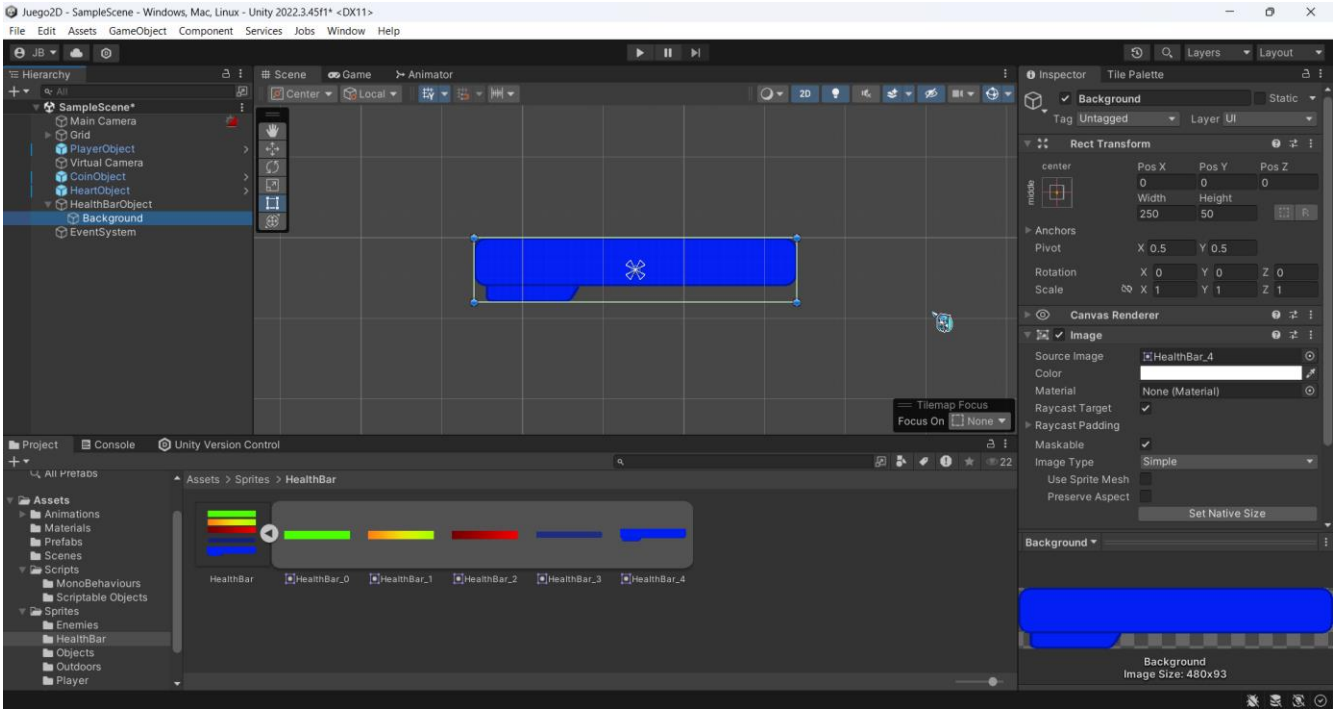
EventSystem
Scene
Game
Animator
Tilemap Focus
Focus On
None
Inspector
Tile Palette
Background
Static
Tag Untagged
Layer UI
Rect Transform
Canvas Renderer
Cull Transparent Mes
Image
Source Image None (Sprite)
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Default UI Material (Material)
Shader UI/Default
Edit...
Add Component
Project
Console
Unity Version Control
Assets > Sprites > HealthBar
HealthBar
HealthBar_0
HealthBar_1
HealthBar_2
HealthBar_3
HealthBar_4
Background
Image Size: 0x0


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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Hierarchy
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Background
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
Background
Static
Tag Untagged
Layer UI
Rect Transform
Pos X 0
Pos Y 0
Pos Z 0
Width 250
Height 50
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Image
Source Image HealthBar_4
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Tilemap Focus
Focus On None
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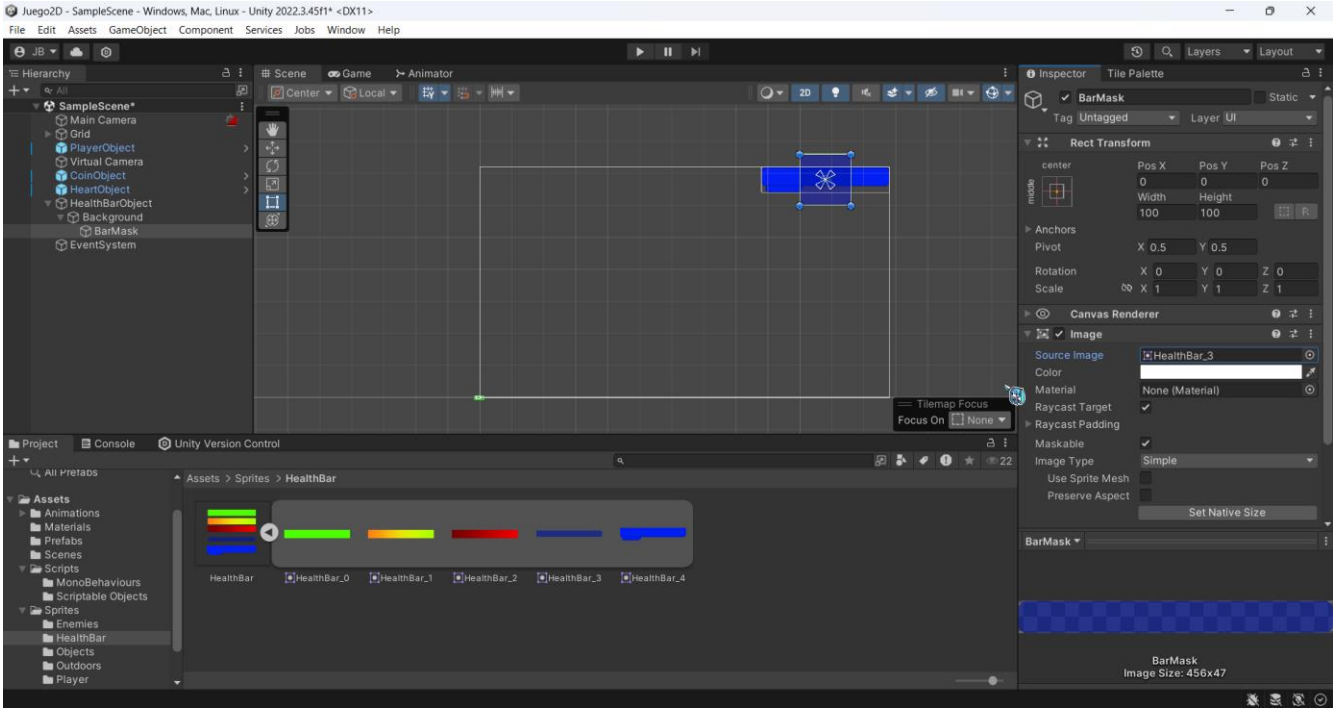
HealthBar
Objects
Outdoors
Player
HealthBar
HealthBar_0
HealthBar_1
HealthBar_2
HealthBar_3
HealthBar_4
Background
Image Size: 480x93


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Grid
PlayerObject
Virtual Camera
CoinObject
HeartObject
HealthBarObject
Background
BarMask
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
BarMask
Static
Tag Untagged
Layer UI
Rect Transform
Pos X 0
Pos Y 0
Pos Z 0
Width 100
Height 100
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Image
Source Image HealthBar_3
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Tilemap Focus
Focus On None
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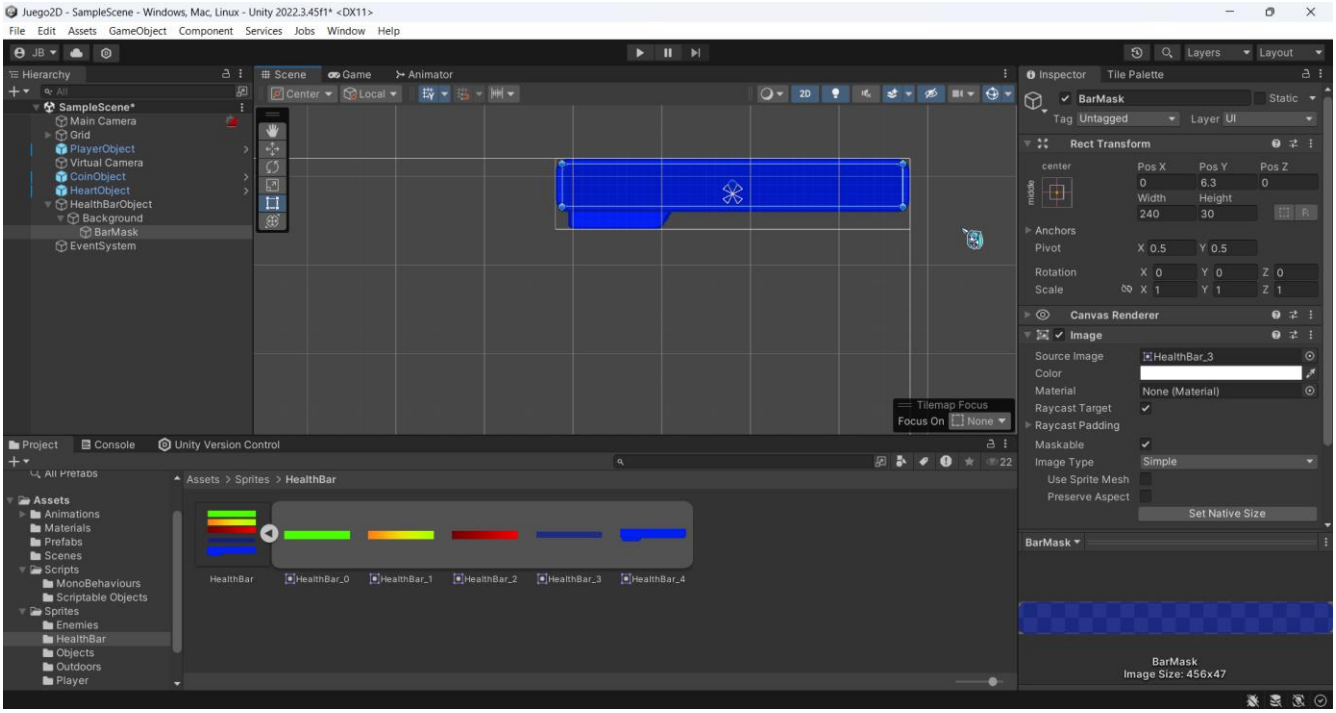
Objects
Outdoors
Player
HealthBar
HealthBar_0
HealthBar_1
HealthBar_2
HealthBar_3
HealthBar_4
BarMask
Image Size: 456x47


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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HealthBarObject
Background
BarMask
EventSystem
Scene
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Inspector
Tile Palette
BarMask
Static
Tag Untagged
Layer UI
Rect Transform
Pos X 0
Pos Y 6.3
Pos Z 0
Width 240
Height 30
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Image
Source Image HealthBar_3
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Tilemap Focus
Focus On None
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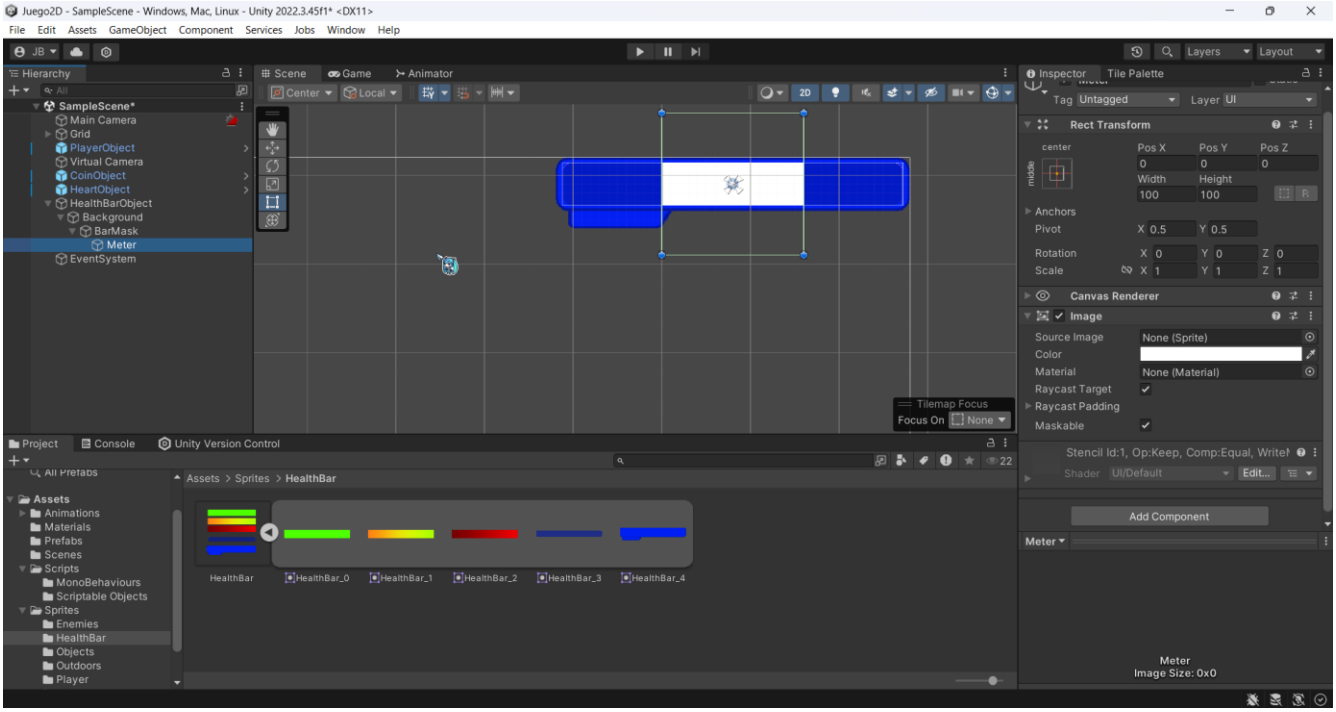
HealthBar
Objects
Outdoors
Player
HealthBar
HealthBar_0
HealthBar_1
HealthBar_2
HealthBar_3
HealthBar_4
BarMask
Image Size: 456x47


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
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PlayerObject
Virtual Camera
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
Tag Untagged
Layer UI
Rect Transform
Pos X 0
Pos Y 0
Pos Z 0
Width 100
Height 100
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Image
Source Image None (Sprite)
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Stencil Id:1, Op:Keep, Comp:Equal, Write
Shader UI/Default
Edit...
Add Component
Meter
Image Size: 0x0
Tilemap Focus
Focus On None
Project
Console
Unity Version Control
Assets > Sprites > HealthBar
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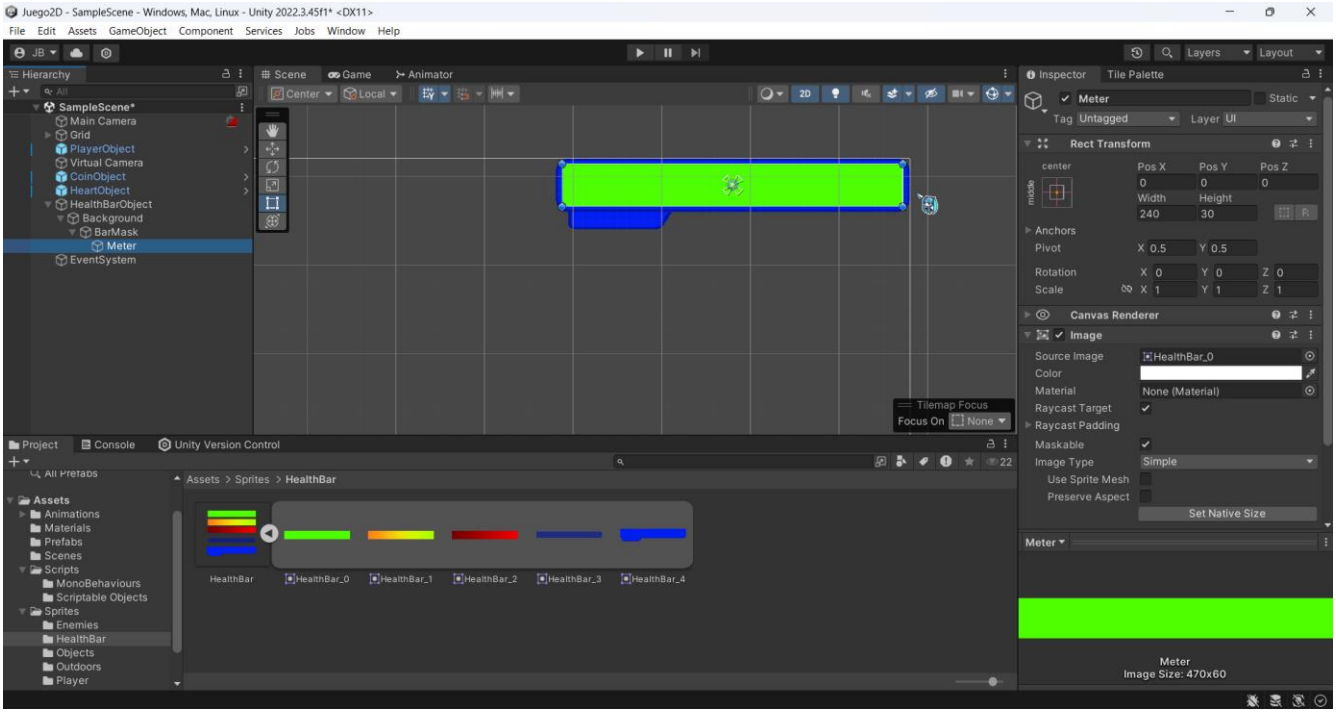
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
HealthBar
HealthBar_0
HealthBar_1
HealthBar_2
HealthBar_3
HealthBar_4


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Grid
PlayerObject
Virtual Camera
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
Meter
Static
Tag Untagged
Layer UI
Rect Transform
Pos X 0
Pos Y 0
Pos Z 0
Width 240
Height 30
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Image
Source Image HealthBar_0
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Meter
Image Size: 470x60
Tilemap Focus
Focus On None
Project
Console
Unity Version Control
Assets > Sprites > HealthBar
Assets
Animations
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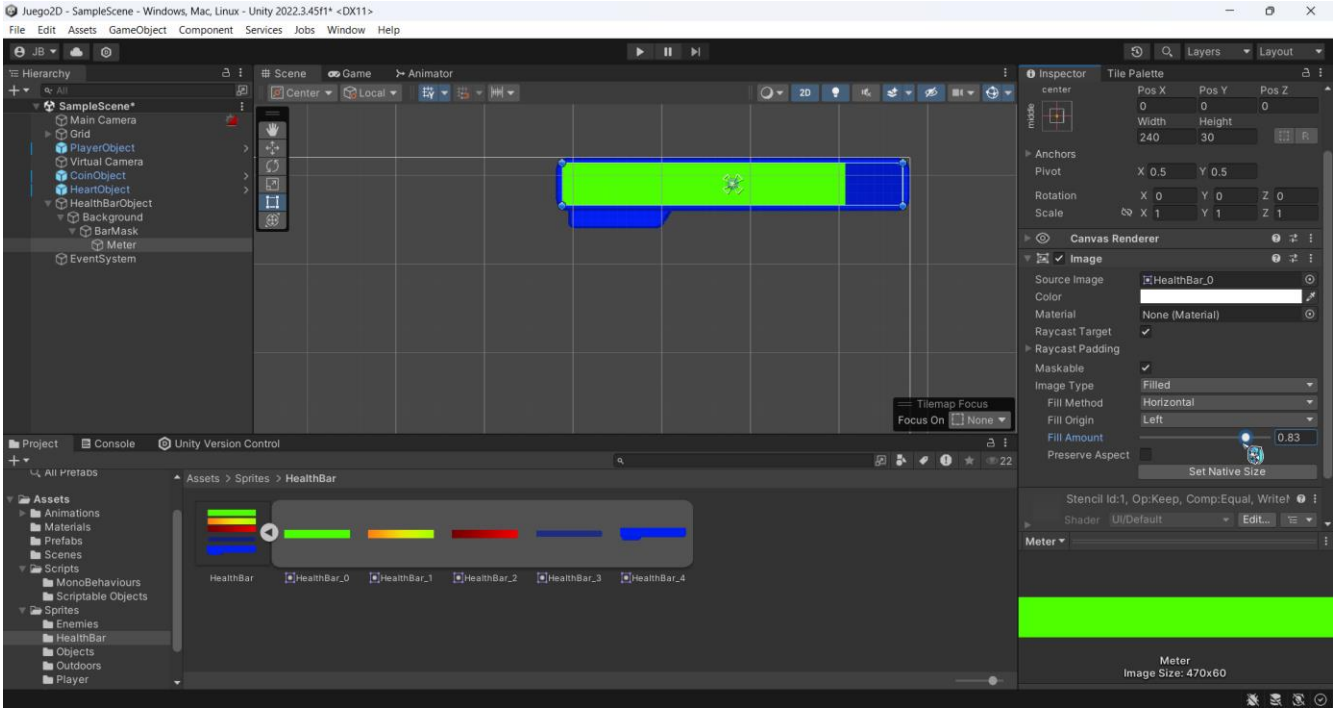
Prefabs
Scenes
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
HealthBar
HealthBar_0
HealthBar_1
HealthBar_2
HealthBar_3
HealthBar_4


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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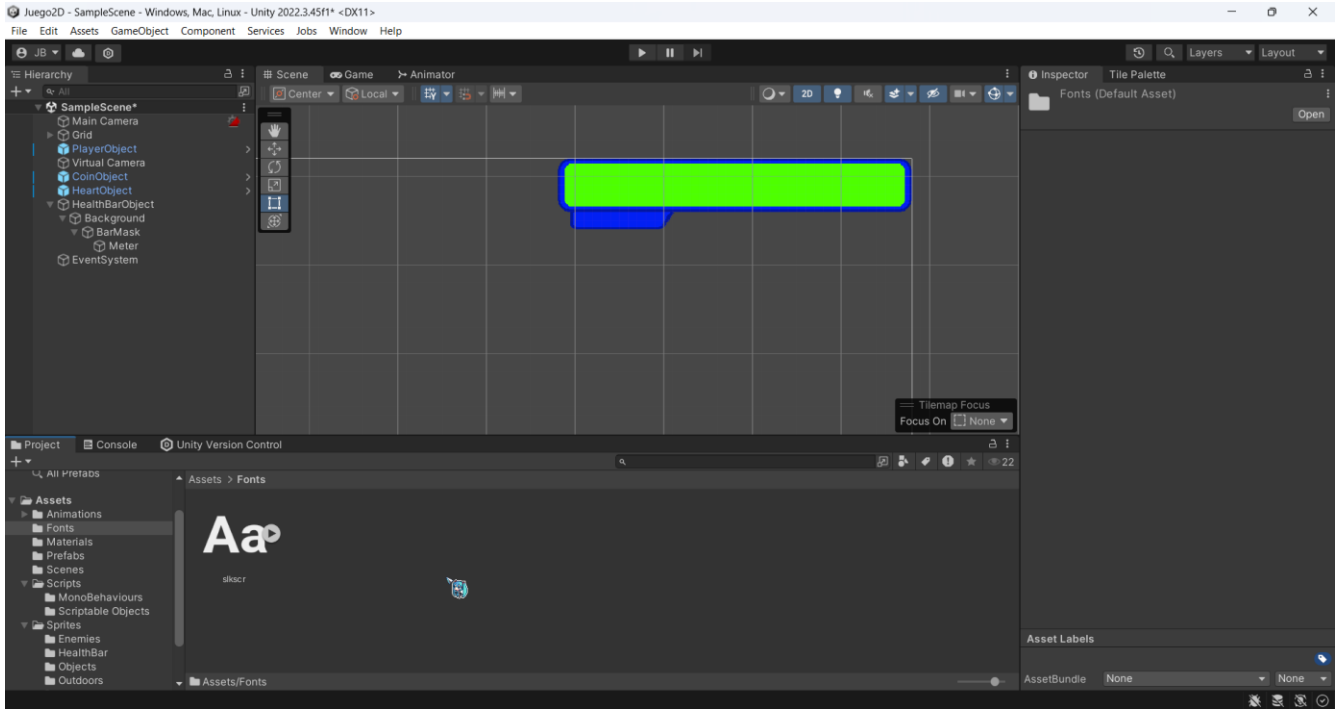
BarMask
Meter
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
Pos X 0
Pos Y 0
Pos Z 0
Width 240
Height 30
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Image
Source Image HealthBar_0
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Filled
Fill Method Horizontal
Fill Origin Left
Fill Amount 0.83
Preserve Aspect
Set Native Size
Stencil Id:1, Op:Keep, Comp:Equal, Write
Shader UI/Default
Edit...
Meter
Image Size: 470x60
Tilemap Focus
Focus On None
Project
Console
Unity Version Control
Assets > Sprites > HealthBar
HealthBar
HealthBar_0
HealthBar_1
HealthBar_2
HealthBar_3
HealthBar_4


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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Hierarchy
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BarMask
Meter
EventSystem
Scene
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Animator
Inspector
Tile Palette
Fonts (Default Asset)
Open
Tilemap Focus
Focus On
None
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Unity Version Control
Assets > Fonts
Assets
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Fonts
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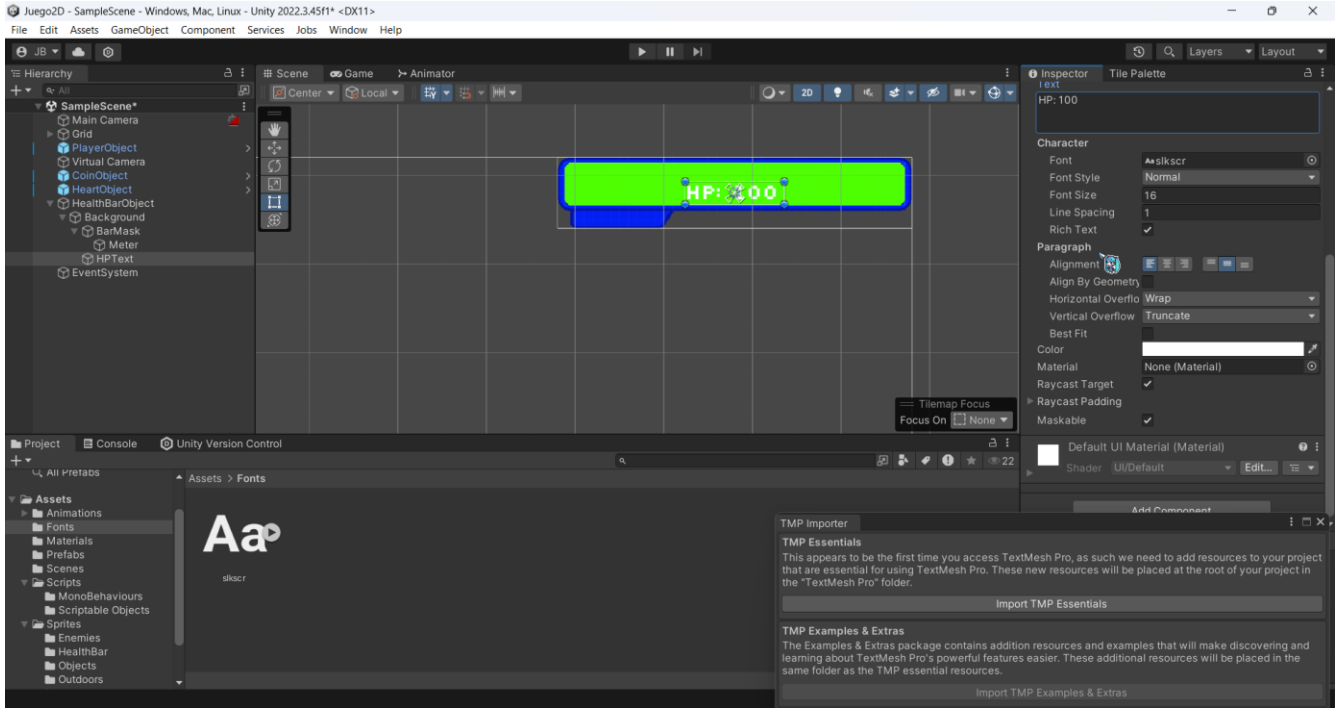
Scripts
MonoBehaviours
Scriptable Objects
Sprites
Enemies
HealthBar
Objects
Outdoors
Aa
slkscr
Assets/Fonts
Asset Labels
AssetBundle
None


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
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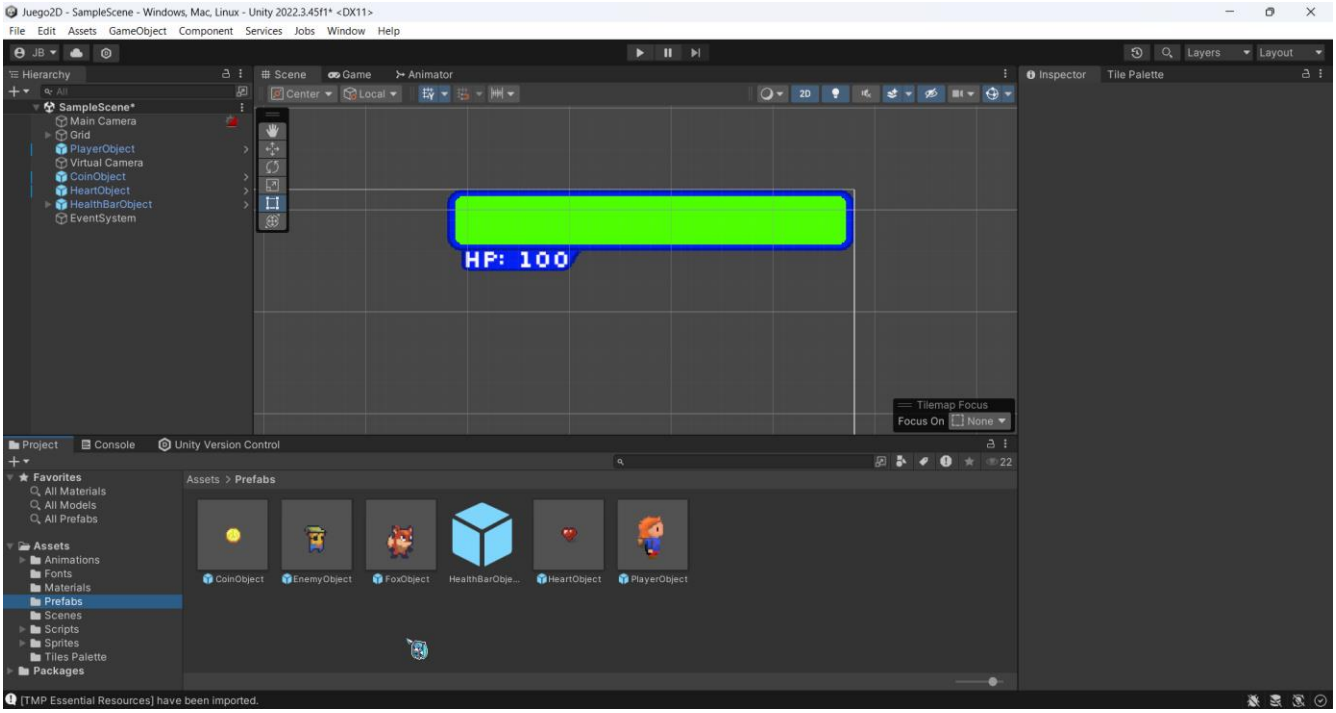
Virtual Camera
CoinObject
HeartObject
HealthBarObject
Background
BarMask
Meter
HPText
EventSystem
HP: 100
Scene
Game
Animator
Inspector
Tile Palette
Text
HP: 100
Character
Font
slkscr
Font Style
Normal
Font Size
16
Line Spacing
1
Rich Text
Paragraph
Alignment
Align By Geometry
Horizontal Overflow
Wrap
Vertical Overflow
Truncate
Best Fit
Color
Material
None (Material)
Raycast Target
Raycast Padding
Maskable
Default UI Material (Material)
Shader
UI/Default
Edit...
Add Component
Tilemap Focus
Focus On
None
Project
Console
Unity Version Control
Assets > Fonts
Aa
slkscr
TMP Importer
TMP Essentials
This appears to be the first time you access TextMesh Pro, as such we need to add resources to your project that are essential for using TextMesh Pro. These new resources will be placed at the root of your project in the "TextMesh Pro" folder.
Import TMP Essentials
TMP Examples & Extras
The Examples & Extras package contains addition resources and examples that will make discovering and learning about TextMesh Pro's powerful features easier. These additional resources will be placed in the same folder as the TMP essential resources.
Import TMP Examples & Extras


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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HealthBarObject
EventSystem
Scene
Game
Animator
Inspector
Tile Palette
HP: 100
Tilemap Focus
Focus On
None
Project
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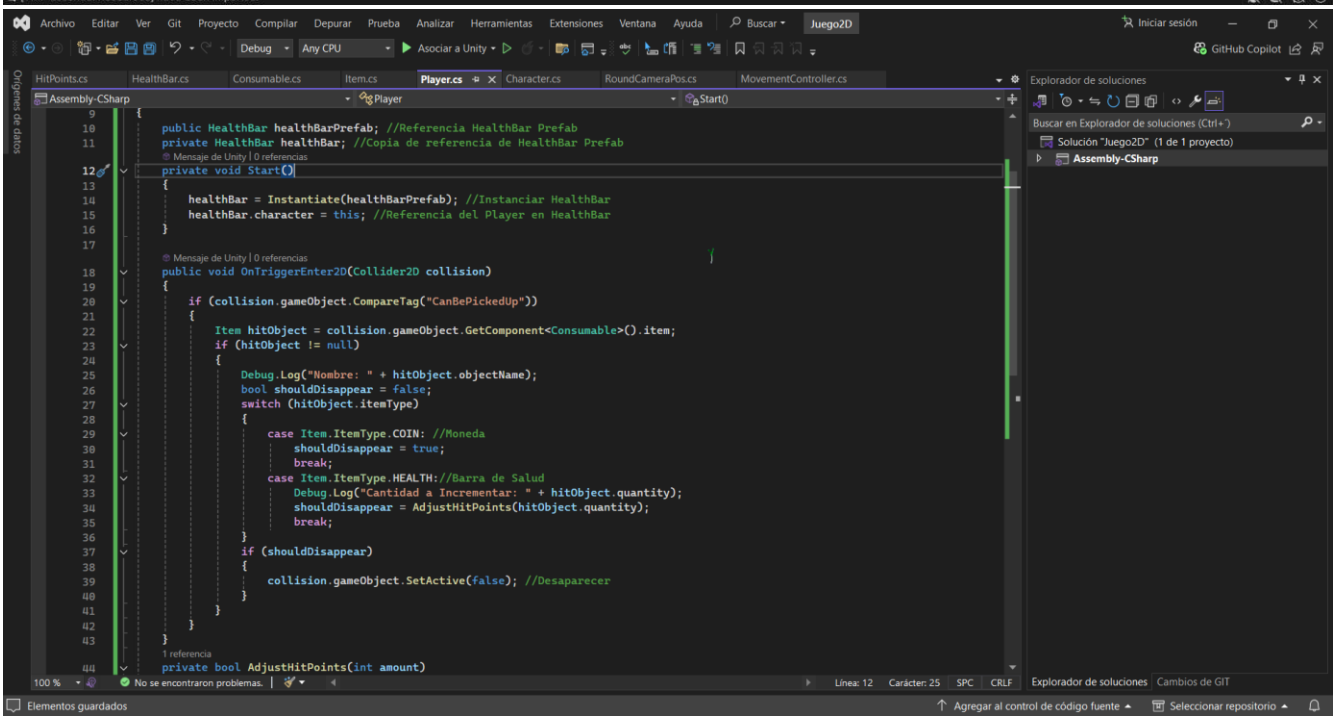
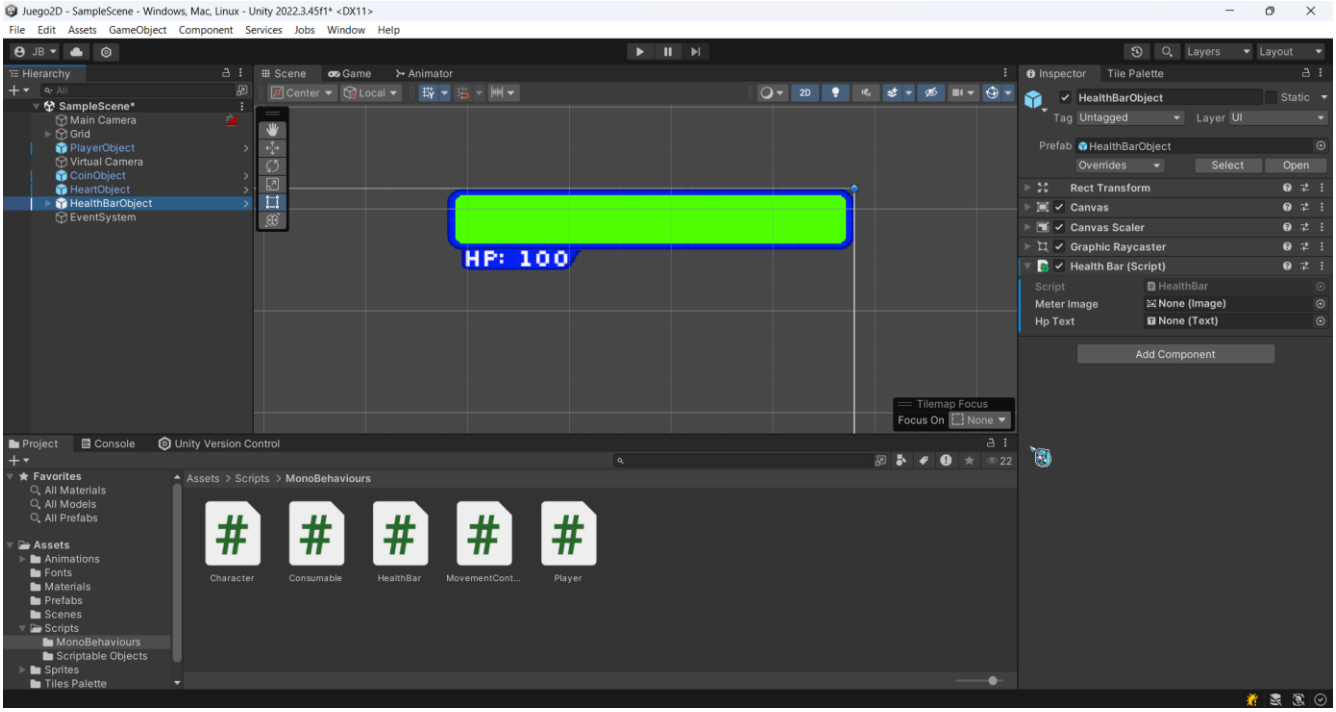
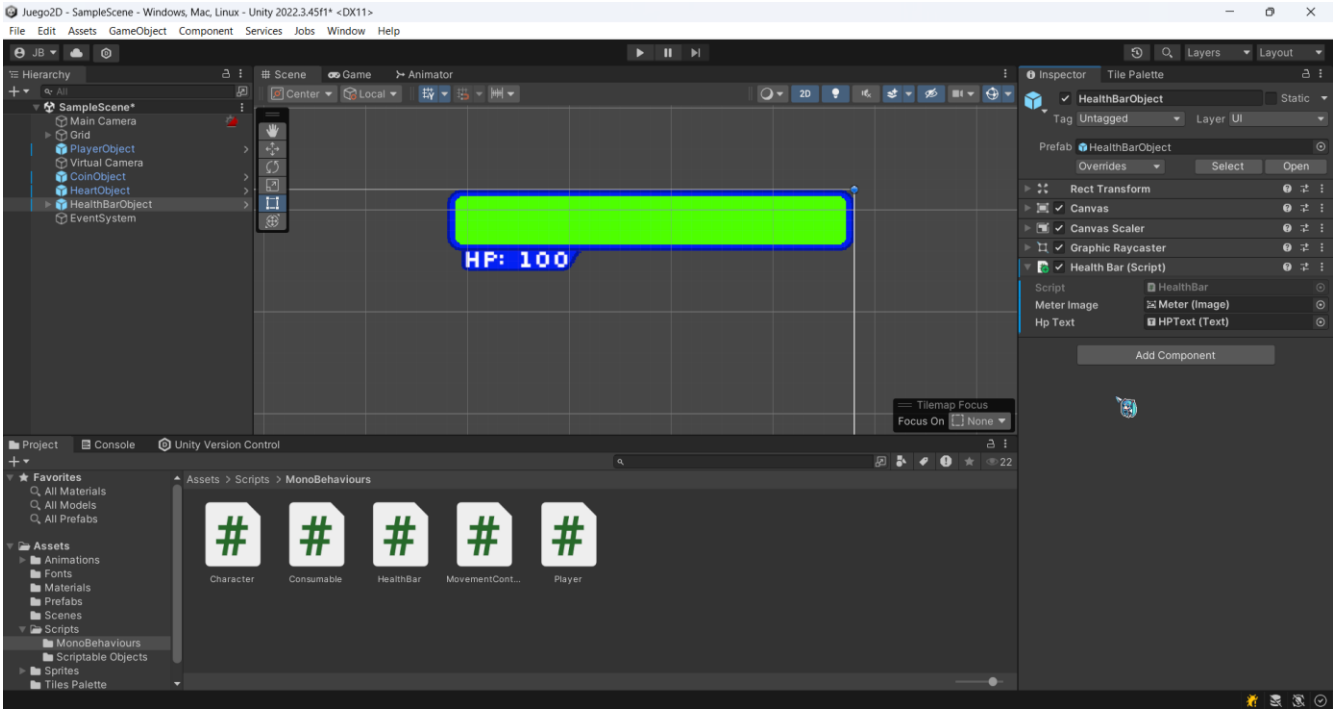
Unity Version Control
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Fonts
Materials
Prefabs
Scenes
Scripts
Sprites
Tiles Palette
Packages
Assets > Prefabs
CoinObject
EnemyObject
FoxObject
HealthBarObje...
HeartObject
PlayerObject
[TMP Essential Resources] have been imported.


Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Juego2D
Debug
Any CPU
Asociar a Unity
HitPoints.cs
HealthBar.cs
Consumable.cs
Item.cs
Player.cs
Character.cs
RoundCameraPos.cs
MovementController.cs
Assembly-CSharp
Player
Start()
Explorador de soluciones
Solución "Juego2D" (1 de 1 proyecto)
Assembly-CSharp
{
public HealthBar healthBarPrefab; //Referencia HealthBar Prefab
private HealthBar healthBar; //Copia de referencia de HealthBar Prefab
Mensaje de Unity | 0 referencias
private void Start()
{
healthBar = Instantiate(healthBarPrefab); //Instanciar HealthBar
healthBar.character = this; //Referencia del Player en HealthBar
}
Mensaje de Unity | 0 referencias
public void OnTriggerEnter2D(Collider2D collision)
{
if (collision.gameObject.CompareTag("CanBePickedUp"))
{
Item hitObject = collision.gameObject.GetComponent<Consumable>().item;
if (hitObject != null)
{
Debug.Log("Nombre: " + hitObject.objectName);
bool shouldDisappear = false;
switch (hitObject.itemType)
{
case Item.ItemType.COIN: //Moneda
shouldDisappear = true;
break;
case Item.ItemType.HEALTH://Barra de Salud
Debug.Log("Cantidad a Incrementar: " + hitObject.quantity);
shouldDisappear = AdjustHitPoints(hitObject.quantity);
break;
}
if (shouldDisappear)
{
collision.gameObject.SetActive(false); //Desaparecer
}
}
}
}
1 referencia
private bool AdjustHitPoints(int amount)
No se encontraron problemas.
Línea: 12 Carácter: 25 SPC CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;//Componentes Interfaz Gráfica
Script de Unity | 2 referencias
public class HealthBar : MonoBehaviour
{
    [HideInInspector]
    public Player character; //Referencia al jugador
    public Image meterImage; //Medidor Meter de la salud
    public Text hpText; //Texto en barra de salud
    Mensaje de Unity | 0 referencias
    void Start()
    {
        character.hitPoints.value = 0;
    }
    Mensaje de Unity | 0 referencias
    void Update()
    {
        if (character != null)
        {
            //Modifica barra de salud
            meterImage.fillAmount = character.hitPoints.value / character.maxHitPoints;
            //Texto a mostrar
            hpText.text = "HP:" + (meterImage.fillAmount * 100);
        }
    }
}
```




Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
Grid
PlayerObject
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CoinObject
HeartObject
HealthBarObject
EventSystem
Scene
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Animator
HP: 100
Inspector
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HealthBarObject
Static
Tag Untagged
Layer UI
Prefab HealthBarObject
Overrides
Select
Open
Rect Transform
Canvas
Canvas Scaler
Graphic Raycaster
Health Bar (Script)
Script HealthBar
Meter Image Meter (Image)
Hp Text HPText (Text)
Add Component
Tilemap Focus
Focus On None
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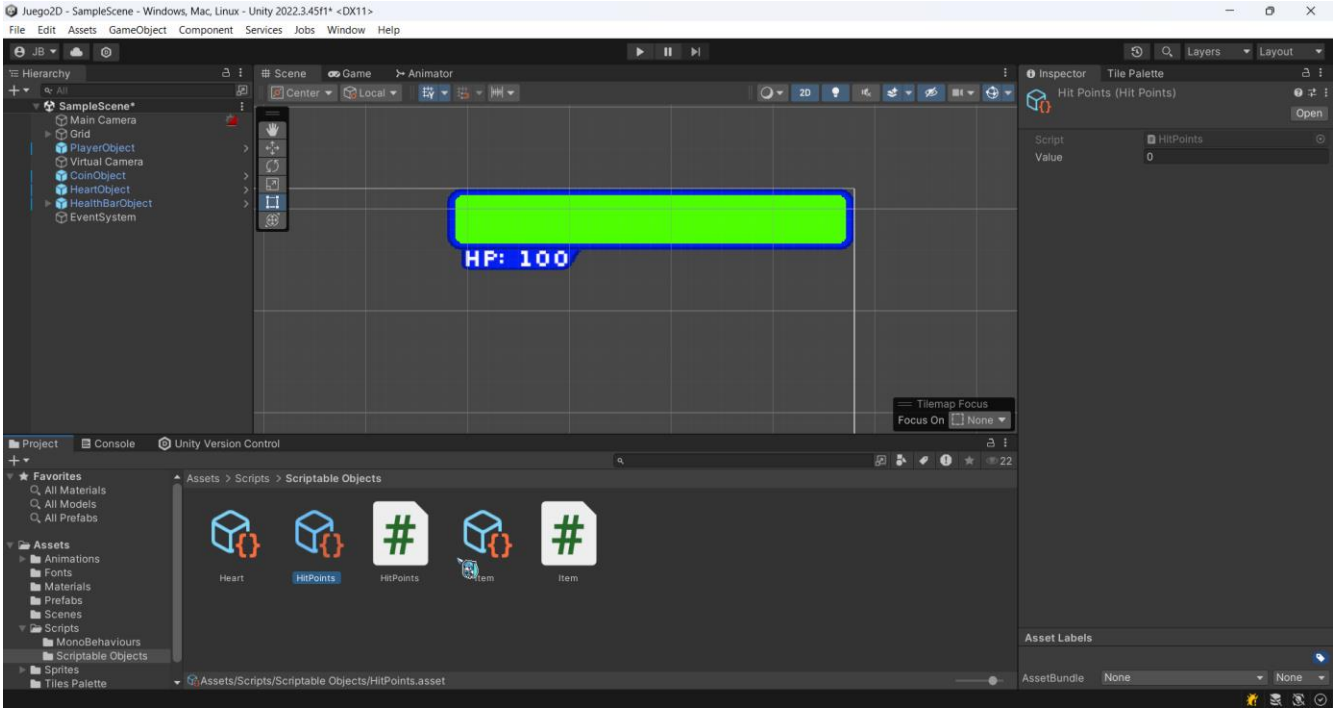
MonoBehaviours
Scriptable Objects
Sprites
Tiles Palette
Assets > Scripts > MonoBehaviours
Character
Consumable
HealthBar
MovementCont...
Player


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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PlayerObject
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CoinObject
HeartObject
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EventSystem
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Hit Points (Hit Points)
Open
Script HitPoints
Value 0
Tilemap Focus
Focus On None
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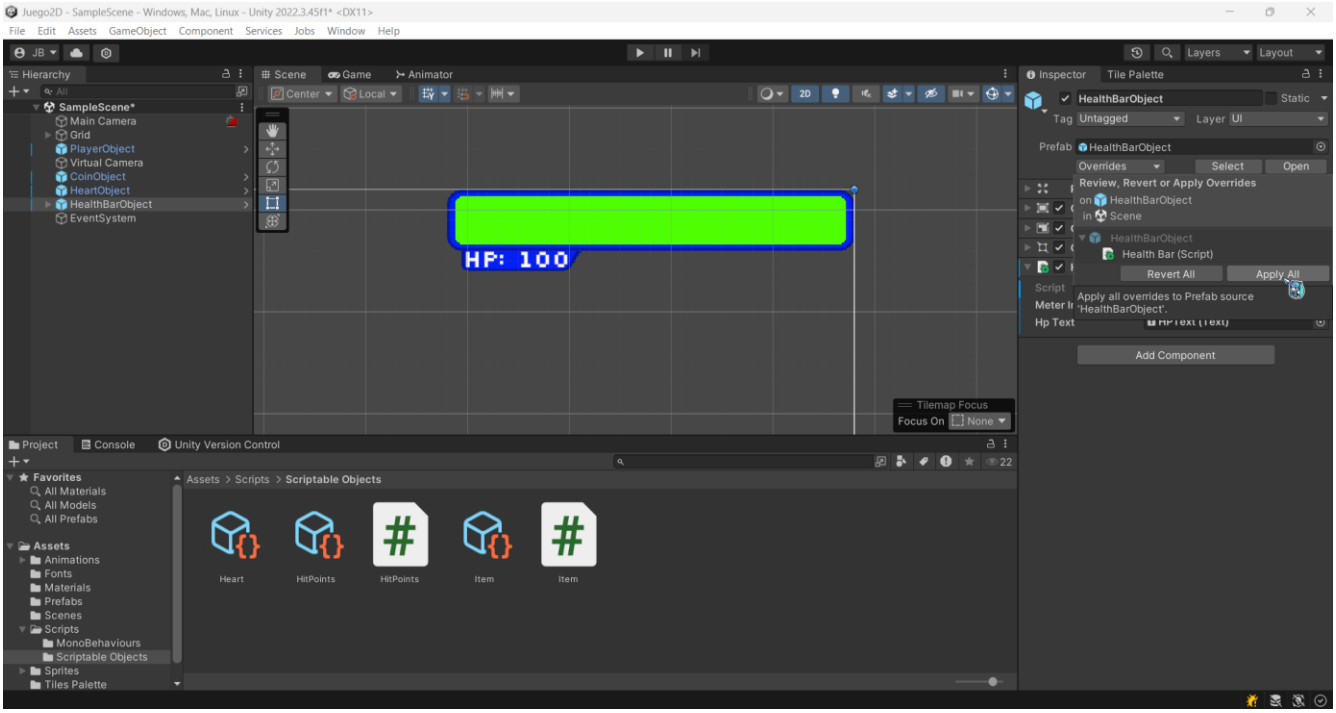
Sprites
Tiles Palette
Assets > Scripts > Scriptable Objects
Heart
HitPoints
HitPoints
Item
Item
Assets/Scripts/Scriptable Objects/HitPoints.asset
Asset Labels
AssetBundle None None


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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HealthBarObject
Static
Tag Untagged
Layer UI
Prefab HealthBarObject
Overrides
Select
Open
Review, Revert or Apply Overrides
on HealthBarObject
in Scene
HealthBarObject
Health Bar (Script)
Revert All
Apply All
Apply all overrides to Prefab source 'HealthBarObject'.
Hp Text
Add Component
Tilemap Focus
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Assets > Scripts > Scriptable Objects
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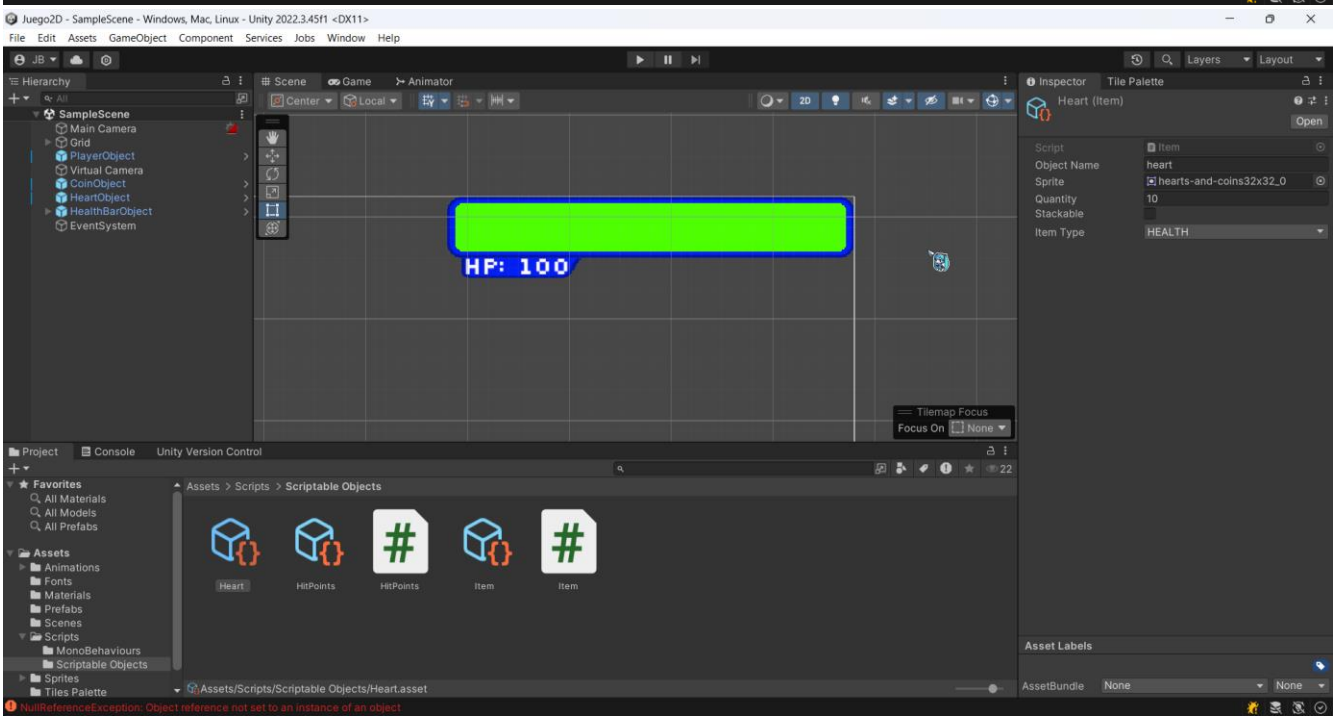
HitPoints
HitPoints
Item
Item


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Heart (Item)
Open
Script Item
Object Name heart
Sprite hearts-and-coins32x32_0
Quantity 10
Stackable
Item Type HEALTH
Tilemap Focus
Focus On None
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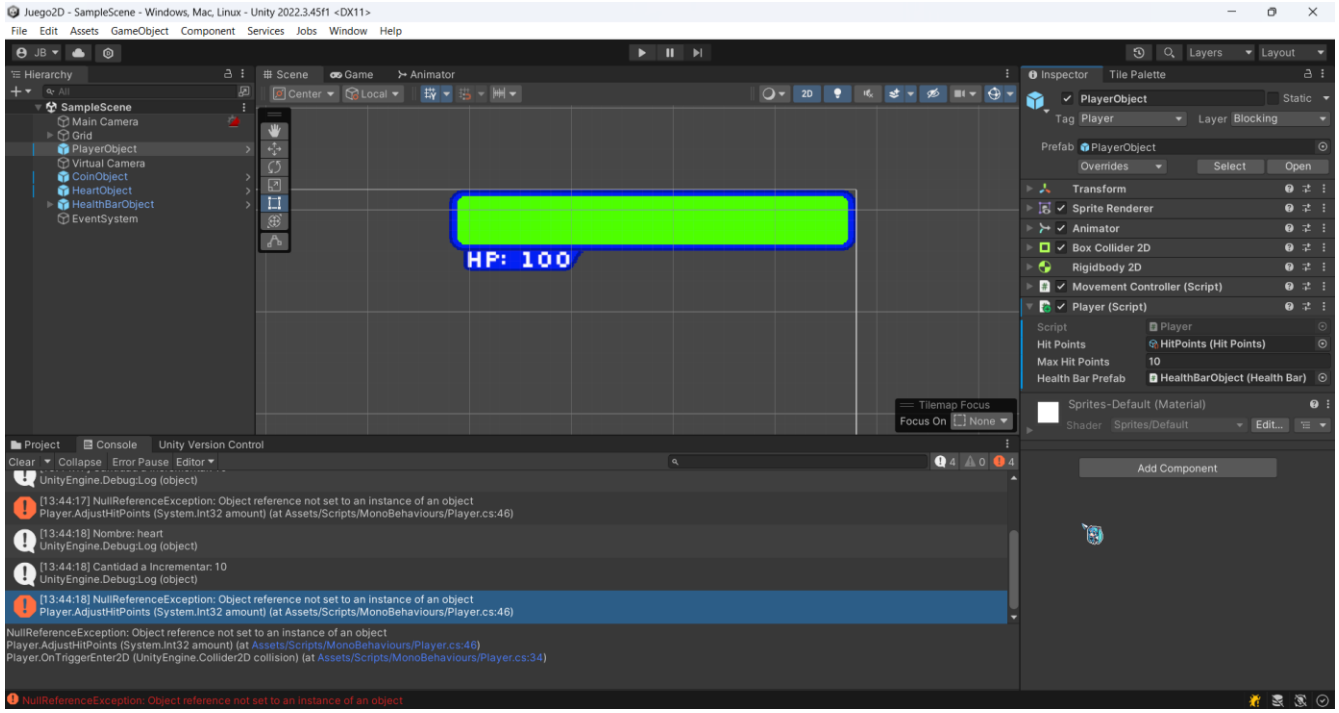
Heart
HitPoints
HitPoints
Item
Item
Assets/Scripts/Scriptable Objects/Heart.asset
Asset Labels
AssetBundle None None
NullReferenceException: Object reference not set to an instance of an object


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Layer Blocking
Prefab PlayerObject
Transform
Sprite Renderer
Animator
Box Collider 2D
Rigidbody 2D
Movement Controller (Script)
Player (Script)
Script Player
Hit Points HitPoints (Hit Points)
Max Hit Points 10
Health Bar Prefab HealthBarObject (Health Bar)
Sprites-Default (Material)
Add Component
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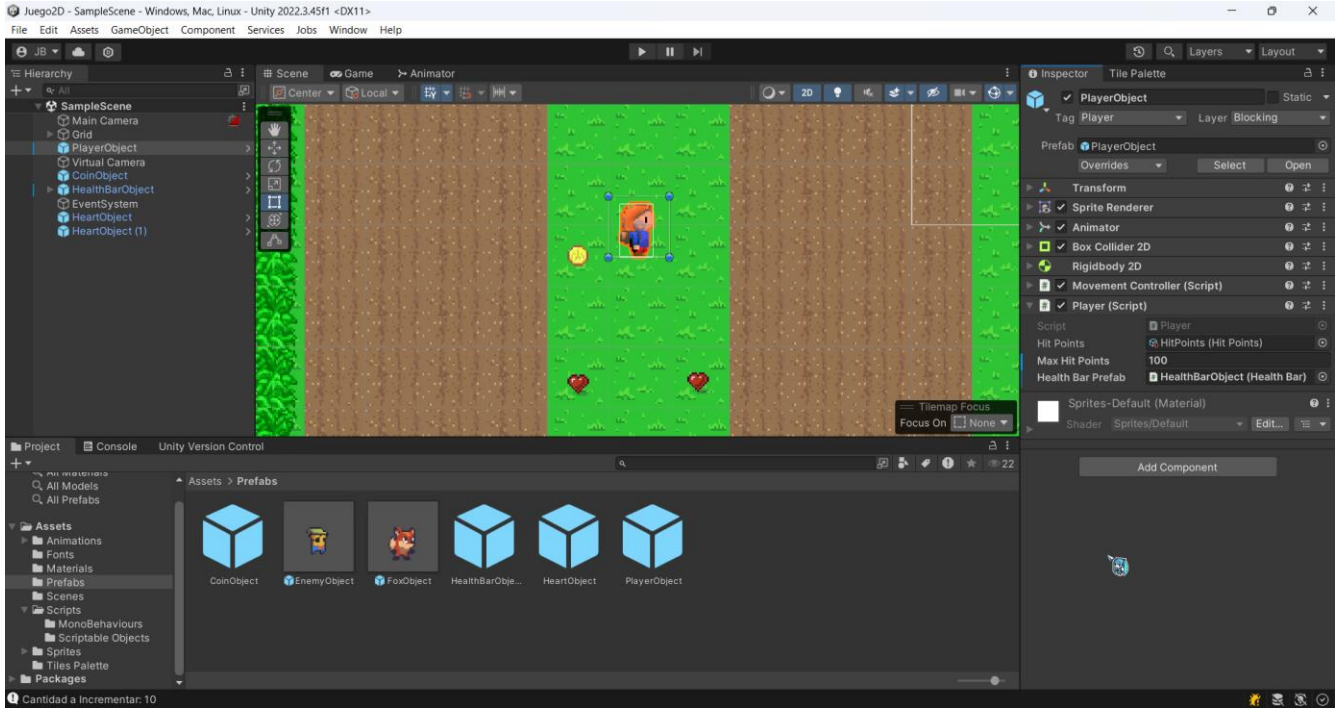
[13:44:17] NullReferenceException: Object reference not set to an instance of an object
Player.AdjustHitPoints (System.Int32 amount) (at Assets/Scripts/MonoBehaviours/Player.cs:46)
[13:44:18] Nombre: heart
[13:44:18] Cantidad a Incrementar: 10
[13:44:18] NullReferenceException: Object reference not set to an instance of an object
Player.AdjustHitPoints (System.Int32 amount) (at Assets/Scripts/MonoBehaviours/Player.cs:46)
Player.OnTriggerEnter2D (UnityEngine.Collider2D collision) (at Assets/Scripts/MonoBehaviours/Player.cs:34)
NullReferenceException: Object reference not set to an instance of an object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Tag Player
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Prefab PlayerObject
Transform
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Box Collider 2D
Rigidbody 2D
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Max Hit Points 100
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FoxObject
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HeartObject
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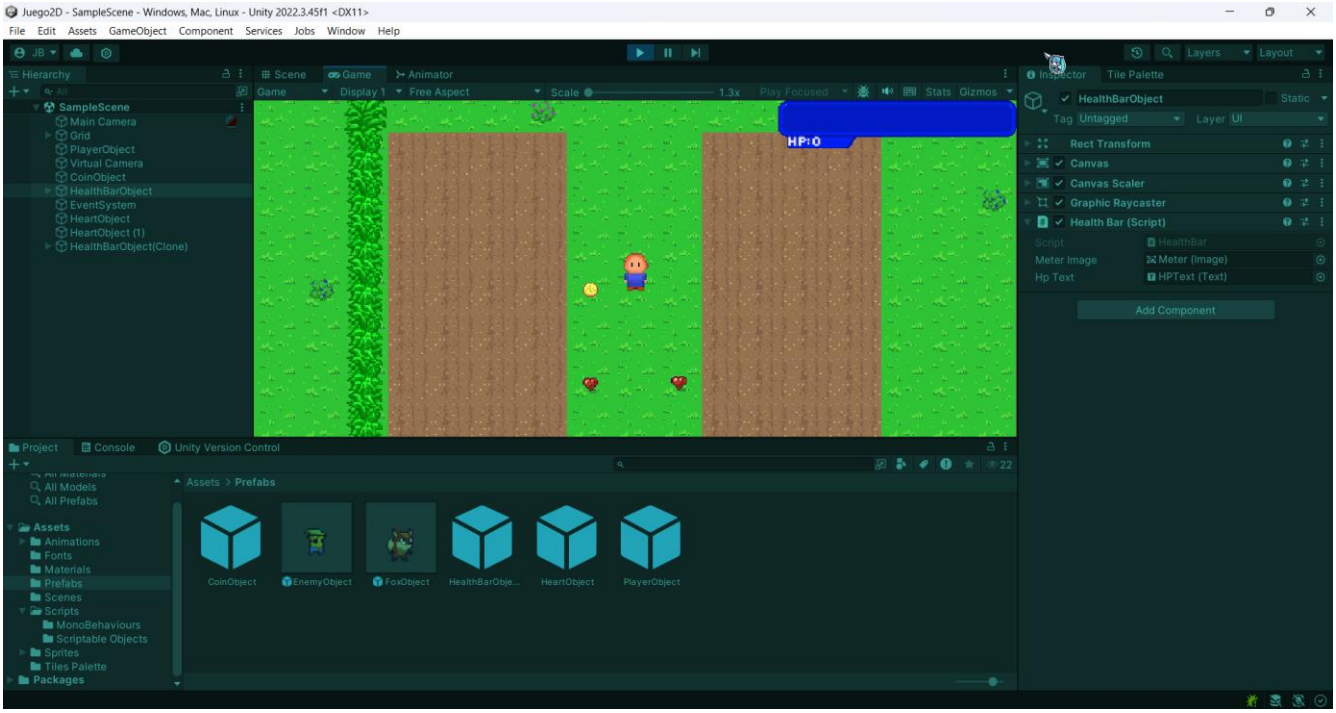
Tiles Palette
Packages
Cantidad a Incrementar: 10


Juego2D - SampleScene - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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HealthBarObject(Clone)
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Display 1
Free Aspect
Scale
1.3x
Play Focused
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HP:0
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Script HealthBar
Meter Image Meter (Image)
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FoxObject
HealthBarObje...
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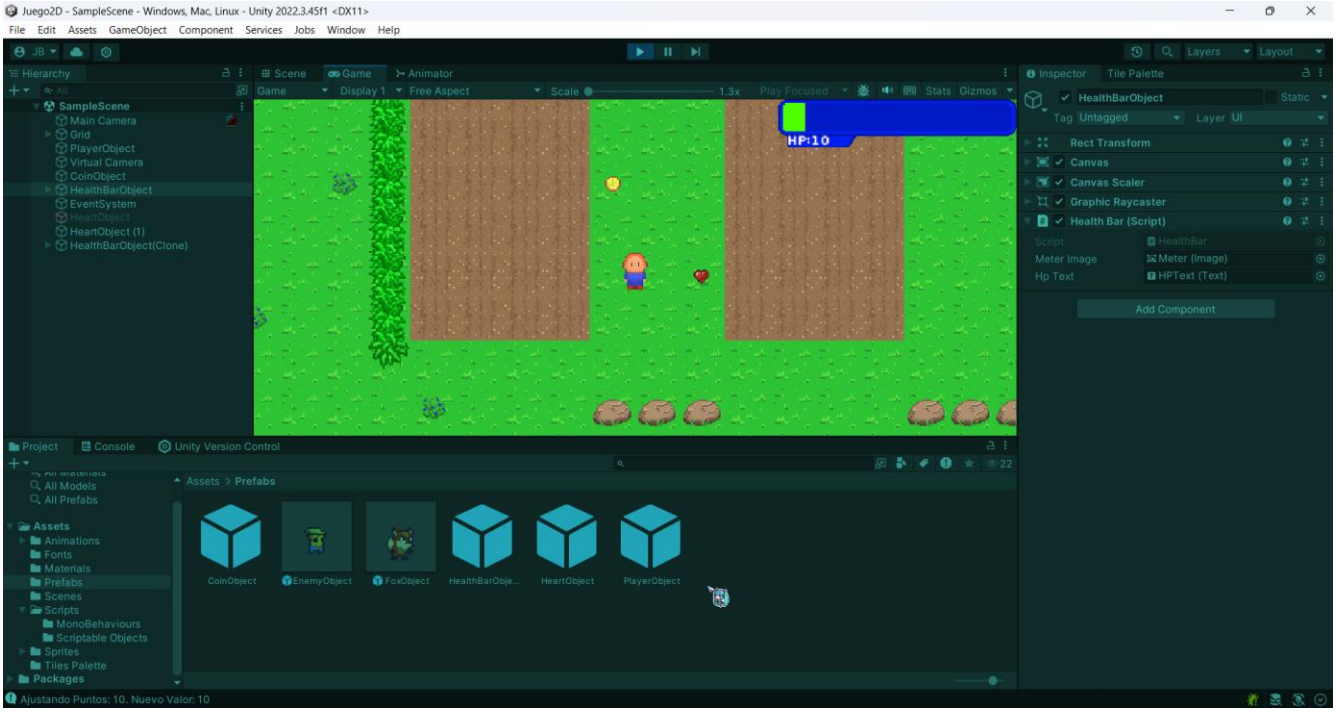
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HeartObject (1)
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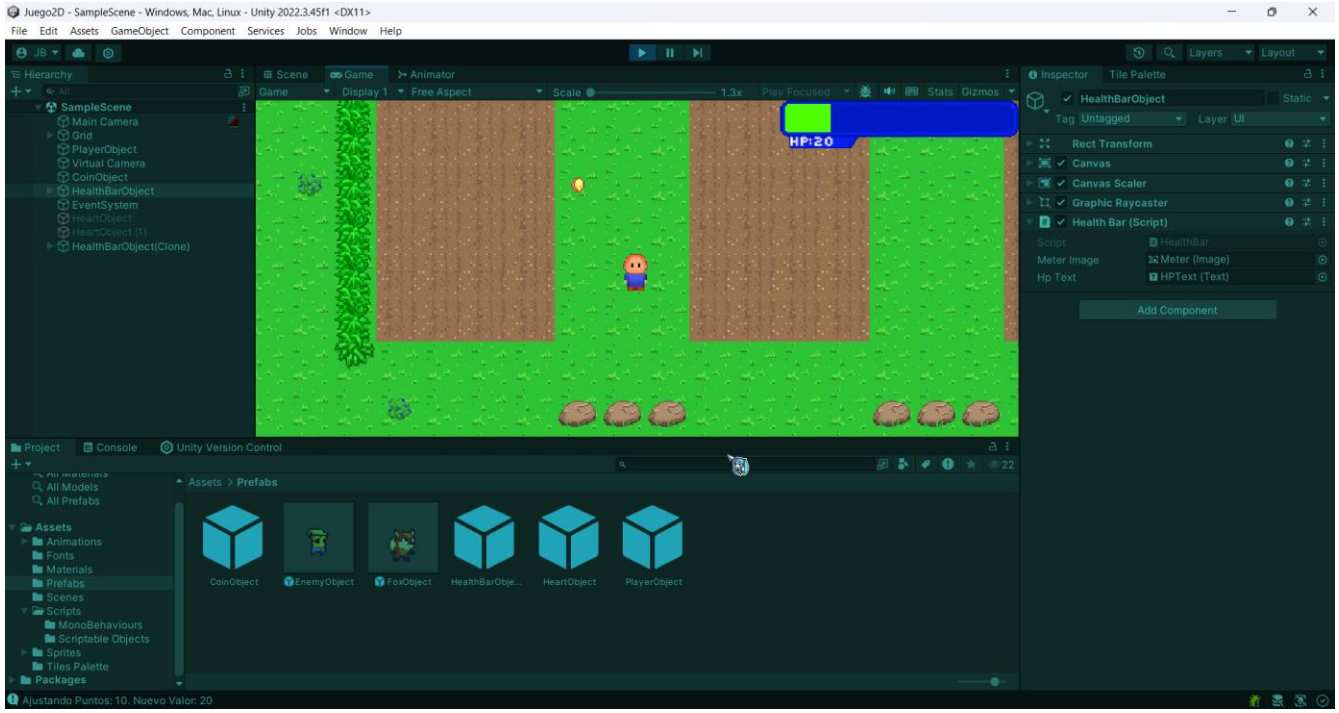
Tiles Palette
Packages
Assets > Prefabs
CoinObject
EnemyObject
FoxObject
HealthBarObje...
HeartObject
PlayerObject
Ajustando Puntos: 10. Nuevo Valor: 10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HeartObject (1)
HealthBarObject(Clone)
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Scale
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CoinObject
EnemyObject
FoxObject
HealthBarObje...
HeartObject
PlayerObject
Ajustando Puntos: 10. Nuevo Valor: 20