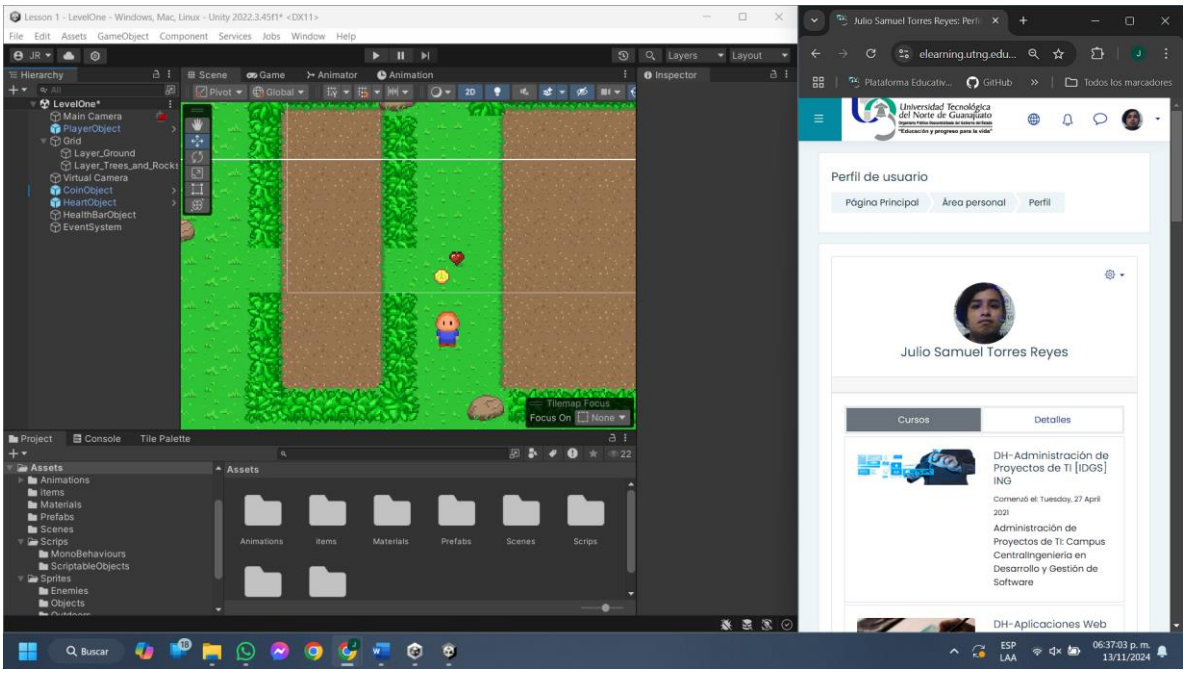
Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rockt
Virtual Camera
CoinObject
HeartObject
HealthBarObject
EventSystem
Scene Game Animator Animation
Inspector
Project Console Tile Palette
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Animations
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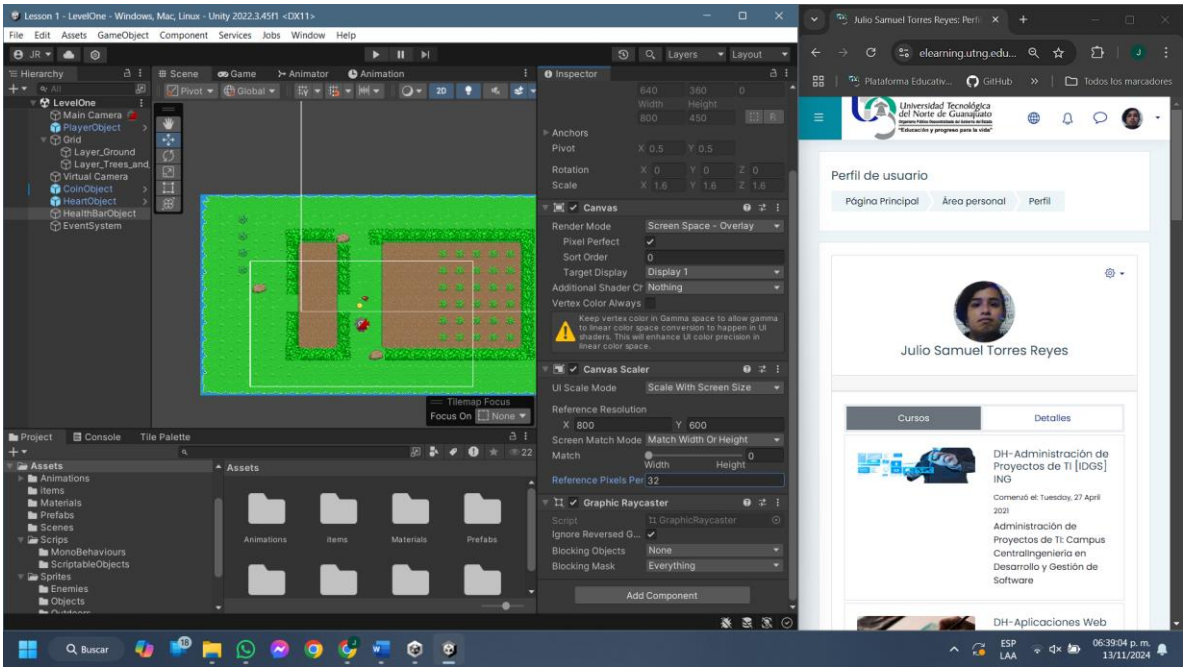
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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Virtual Camera
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HealthBarObject
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Pivot
Rotation
Scale
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
Target Display
Display 1
Additional Shader Ch
Nothing
Vertex Color Always
Canvas Scaler
UI Scale Mode
Scale With Screen Size
Reference Resolution
Screen Match Mode
Match Width Or Height
Match
Reference Pixels Per
Graphic Raycaster
Script
GraphicRaycaster
Ignore Reversed G...
Blocking Objects
None
Blocking Mask
Everything
Add Component
Project Console Tile Palette
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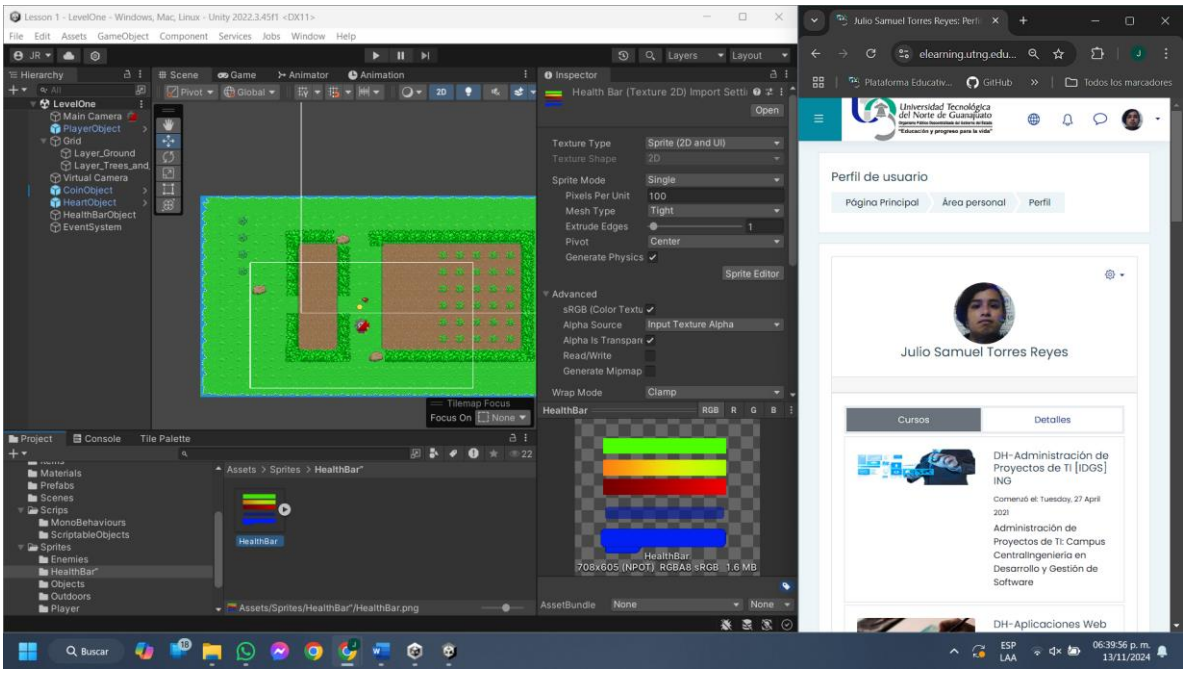
Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
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Layer_Trees_and
Virtual Camera
CoinObject
HeartObject
HealthBarObject
EventSystem
Scene
Game
Animator
Animation
Inspector
Health Bar (Texture 2D) Import Setti
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Single
Pixels Per Unit
100
Mesh Type
Tight
Extrude Edges
Pivot
Center
Generate Physics
Sprite Editor
Advanced
sRGB (Color Textu
Alpha Source
Input Texture Alpha
Alpha Is Transpar
Read/Write
Generate Mipmap
Wrap Mode
Clamp
HealthBar
708x605 (NPOT) RGBA8 sRGB 1.6 MB
Tilemap Focus
Focus On
None
Project
Console
Tile Palette
Assets > Sprites > HealthBar"
Materials
Prefabs
Scenes
Scrips
MonoBehaviours
ScriptableObjects
Sprites
Enemies
HealthBar"
Objects
Outdoors
Player
Assets/Sprites/HealthBar"/HealthBar.png
AssetBundle
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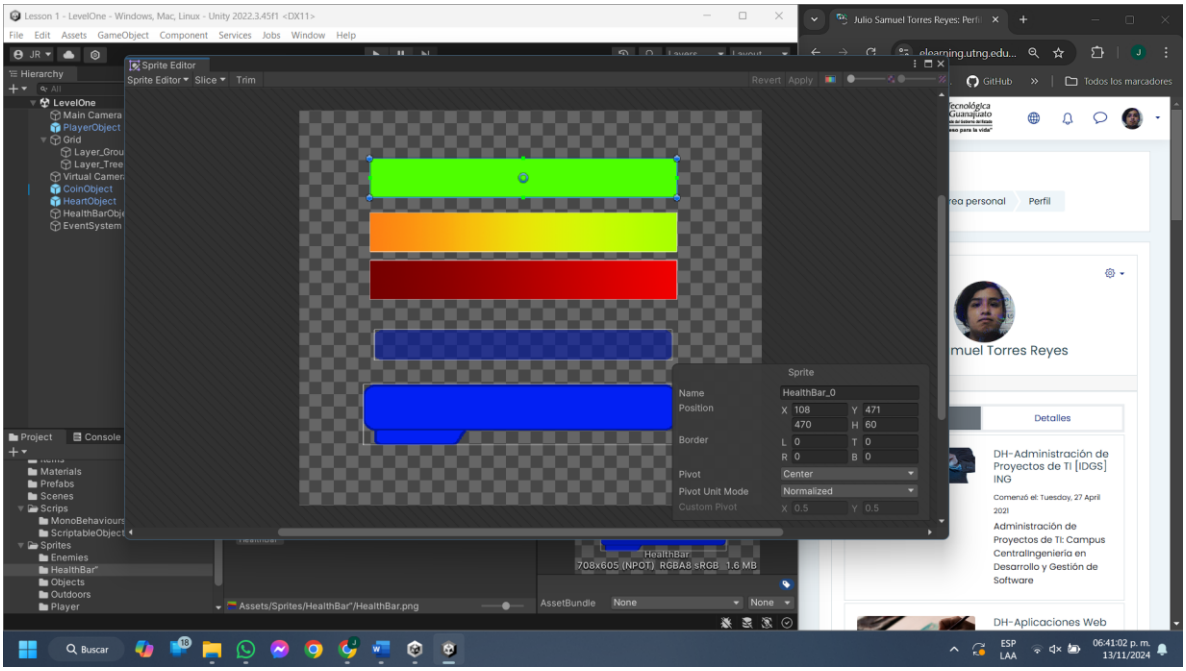
Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Sprite Editor
Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name
HealthBar_0
Position
X 108
Y 471
470
H 60
Border
L 0
T 0
R 0
B 0
Pivot
Center
Pivot Unit Mode
Normalized
Custom Pivot
X 0.5
Y 0.5
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
CoinObject
HeartObject
EventSystem
Project
Console
Materials
Prefabs
Scenes
Scrips
Sprites
Enemies
HealthBar"
Objects
Outdoors
Player
Assets/Sprites/HealthBar"/HealthBar.png
AssetBundle
708x605 (NPOT) RGBA8 sRGB 1.6 MB
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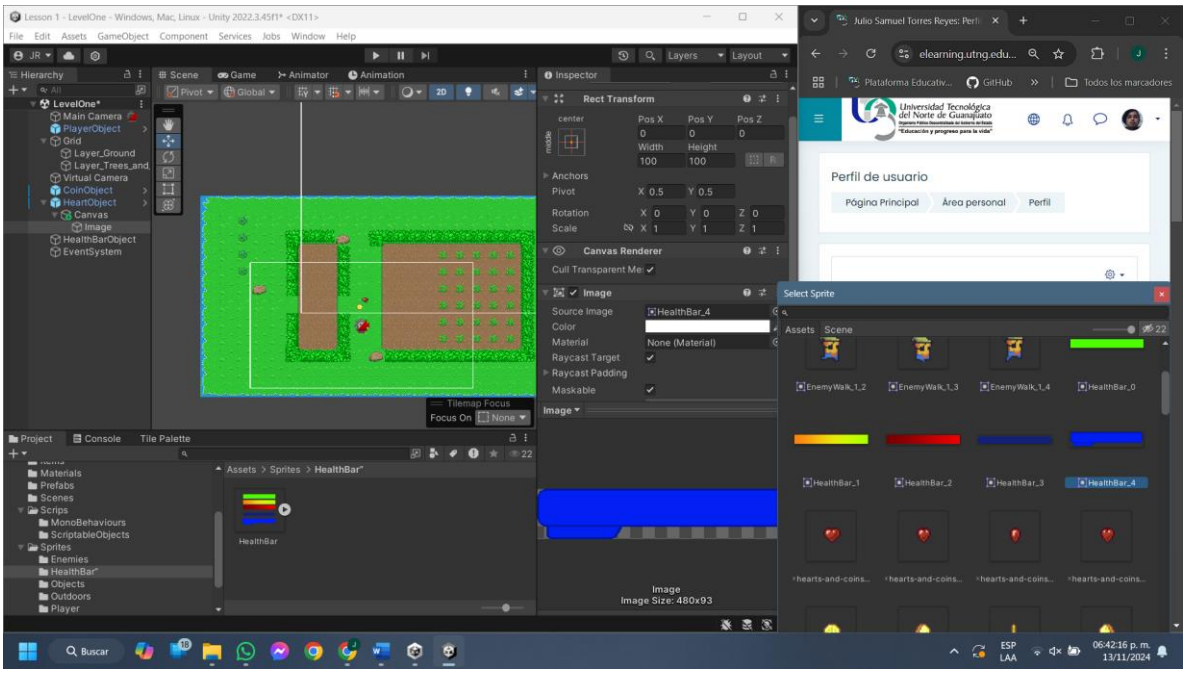
Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and
Virtual Camera
CoinObject
HeartObject
Canvas
Image
HealthBarObject
EventSystem
Scene Game Animator Animation
Inspector
Rect Transform
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Image
Source Image HealthBar_4
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image
Image Size: 480x93
Project Console Tile Palette
Assets > Sprites > HealthBar"
HealthBar
Materials
Prefabs
Scenes
Scrips
MonoBehaviours
ScriptableObjects
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HealthBar"
Objects
Outdoors
Player
Tilemap Focus
Focus On None
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Select Sprite
Assets Scene
EnemyWalk_1_2
EnemyWalk_1_3
EnemyWalk_1_4
HealthBar_0
HealthBar_1
HealthBar_2
HealthBar_3
HealthBar_4
Buscar
ESP LAA
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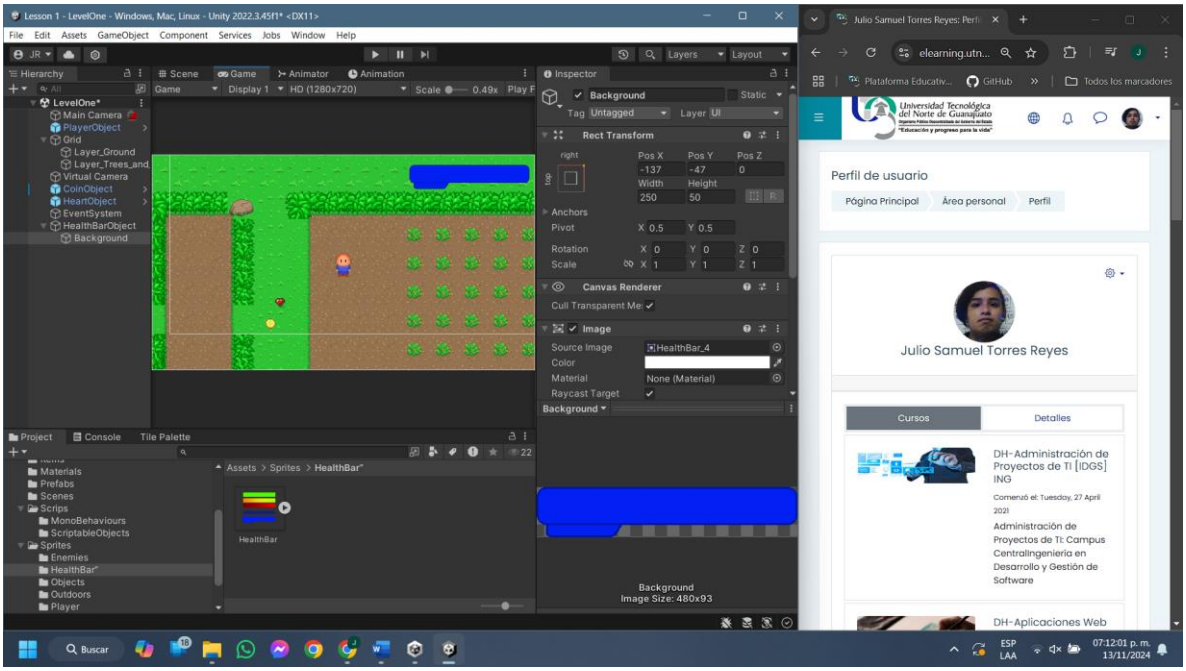
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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Background
Scene Game Animator Animation
Game Display 1 HD (1280x720) Scale 0.49x
Inspector
Background
Static
Tag Untagged
Layer UI
Rect Transform
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Image
Source Image HealthBar_4
Color
Material None (Material)
Raycast Target
Background
Image Size: 480x93
Project Console Tile Palette
Assets > Sprites > HealthBar"
HealthBar
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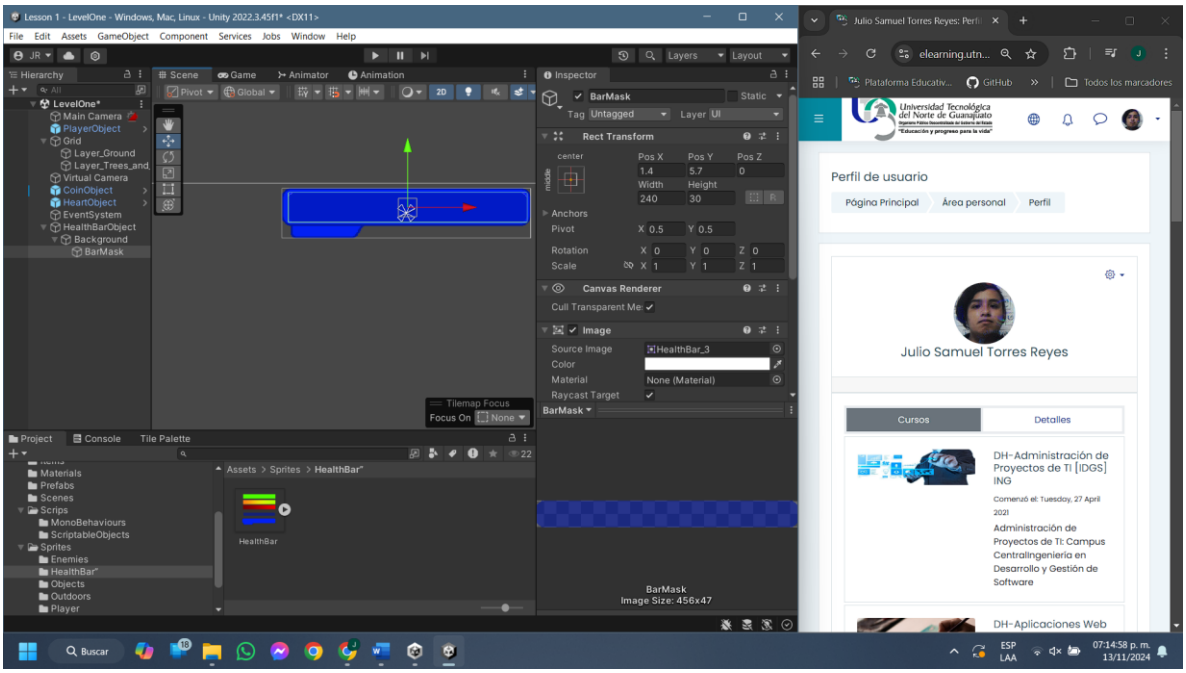
Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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PlayerObject
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CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
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Inspector
BarMask
Static
Tag Untagged
Layer UI
Rect Transform
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Image
Source Image HealthBar_3
Color
Material None (Material)
Raycast Target
Tilemap Focus
Project
Console
Tile Palette
Assets > Sprites > HealthBar"
Materials
Prefabs
Scenes
Scrips
MonoBehaviours
ScriptableObjects
Sprites
Enemies
HealthBar"
Objects
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Player
HealthBar
BarMask
Image Size: 456x47
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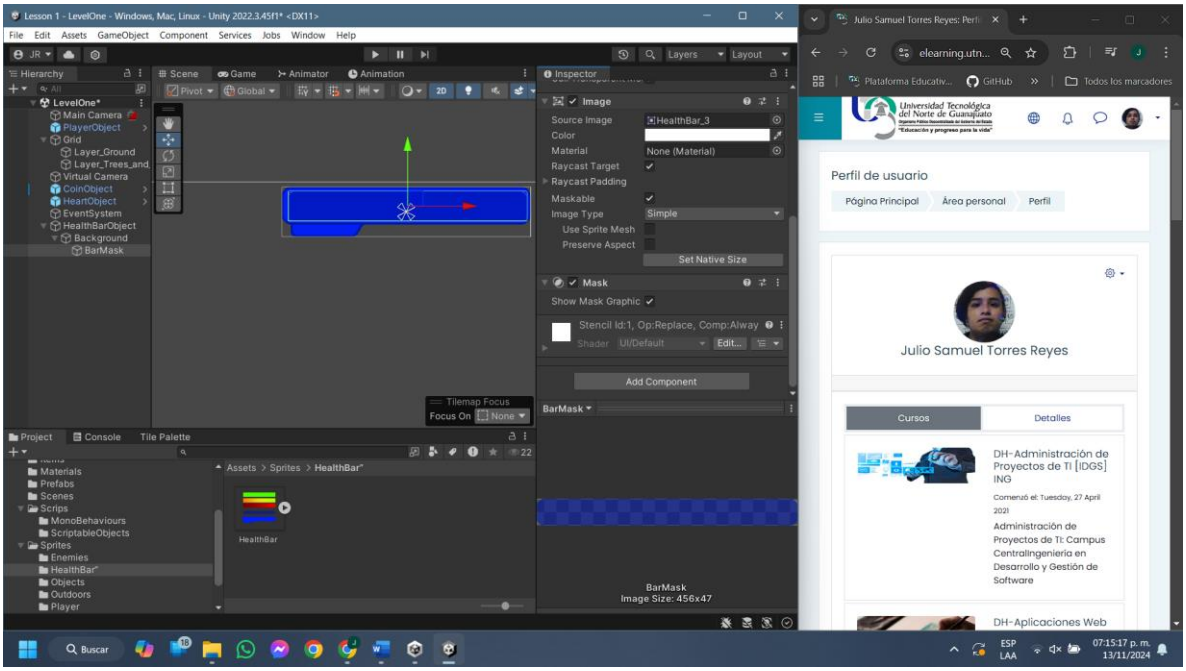
Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
Scene
Game
Animator
Animation
Inspector
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
Mask
Show Mask Graphic
Stencil Id:1, Op:Replace, Comp:Alway
Shader UI/Default
Edit...
Add Component
BarMask
Tilemap Focus
Project
Console
Tile Palette
Assets > Sprites > HealthBar"
HealthBar
BarMask
Image Size: 456x47
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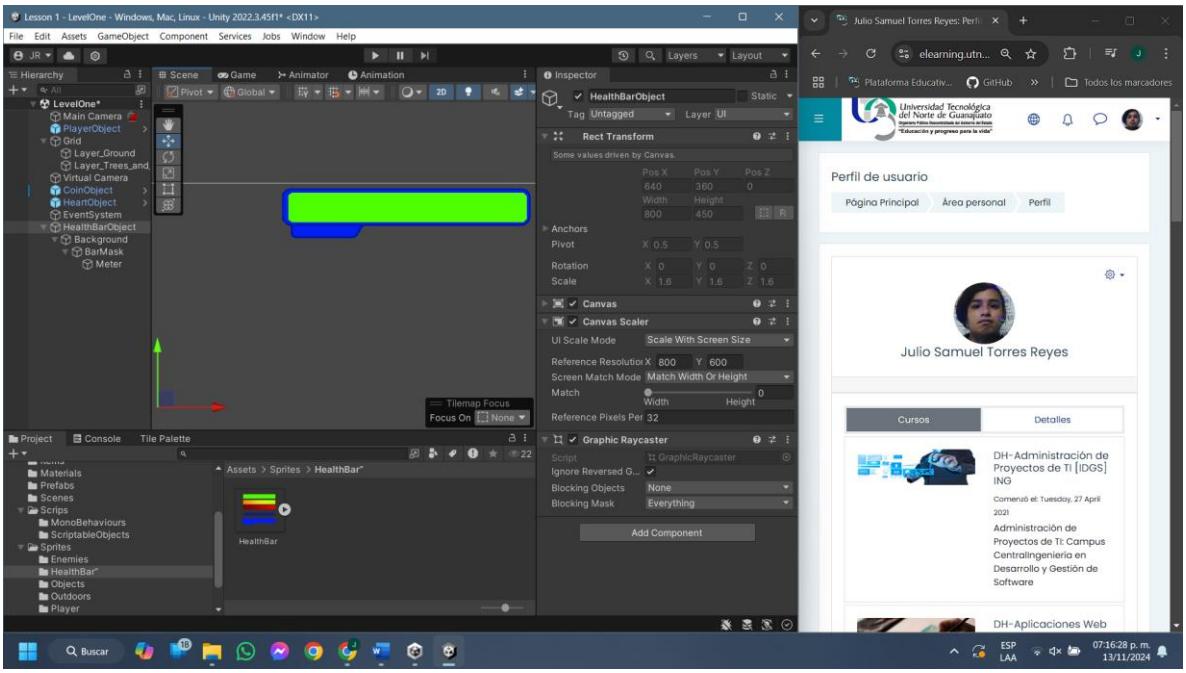
Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
Meter
Scene
Game
Animator
Animation
Inspector
HealthBarObject
Tag Untagged
Layer UI
Rect Transform
Anchors
Pivot
Rotation
Scale
Canvas
Canvas Scaler
UI Scale Mode Scale With Screen Size
Screen Match Mode Match Width Or Height
Graphic Raycaster
Add Component
Project
Console
Tile Palette
Assets > Sprites > HealthBar"
HealthBar
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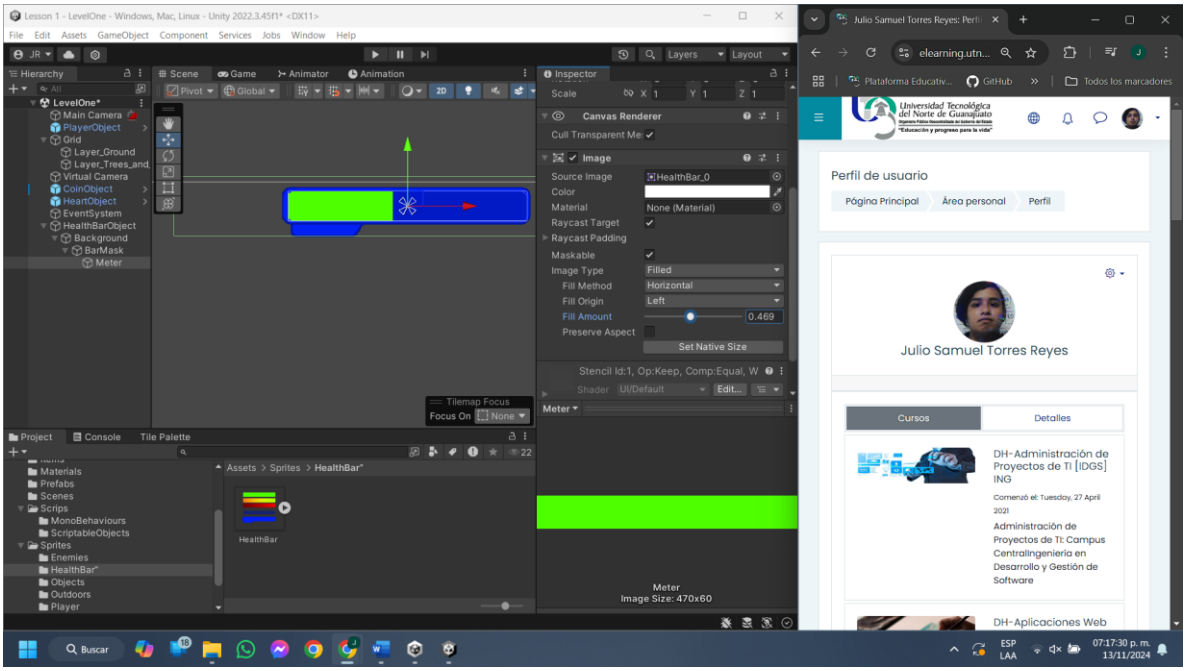
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Grid
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Layer_Trees_and
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
Meter
Scene
Game
Animator
Animation
Inspector
Canvas Renderer
Image
Source Image HealthBar_0
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Filled
Fill Method Horizontal
Fill Origin Left
Fill Amount 0.469
Preserve Aspect
Set Native Size
Meter
Image Size: 470x60
Project
Console
Tile Palette
Assets > Sprites > HealthBar"
HealthBar
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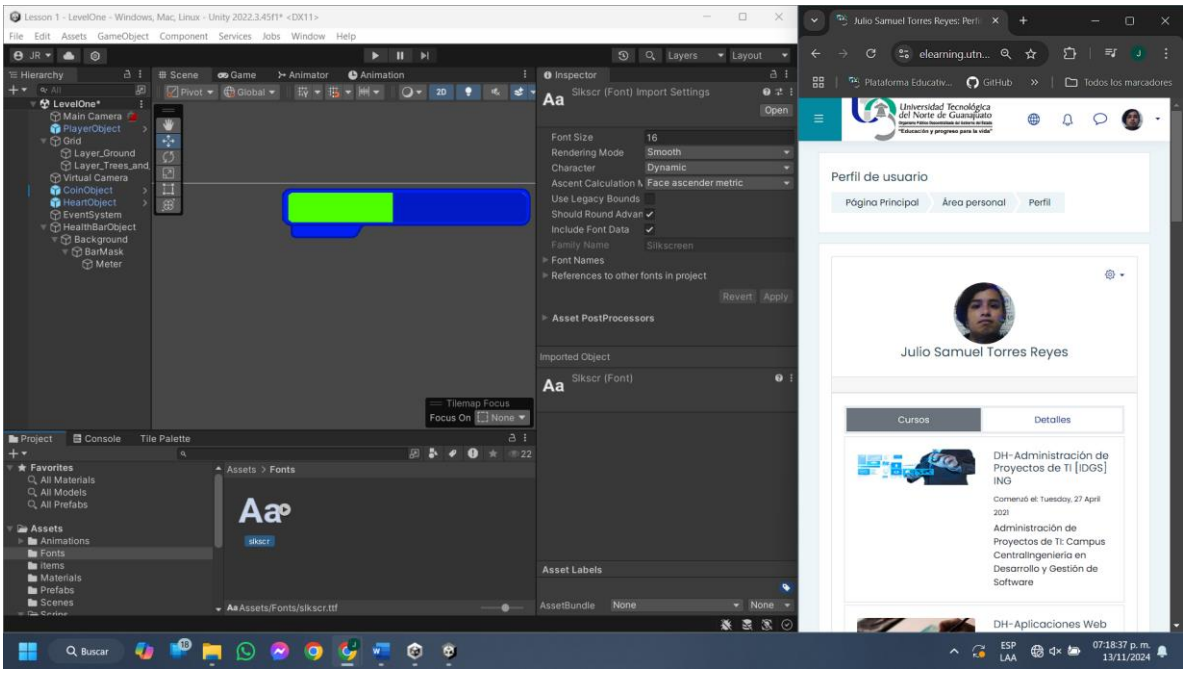
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CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
Meter
Scene
Game
Animator
Animation
Inspector
Silkscr (Font) Import Settings
Open
Font Size 16
Rendering Mode Smooth
Character Dynamic
Ascent Calculation M Face ascender metric
Use Legacy Bounds
Should Round Advan
Include Font Data
Family Name Silkscreen
Font Names
References to other fonts in project
Revert Apply
Asset PostProcessors
Imported Object
Silkscr (Font)
Asset Labels
AssetBundle None None
Tilemap Focus
Focus On None
Project
Console
Tile Palette
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Fonts
items
Materials
Prefabs
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Assets > Fonts
silkscr
Assets/Fonts/silkscr.ttf
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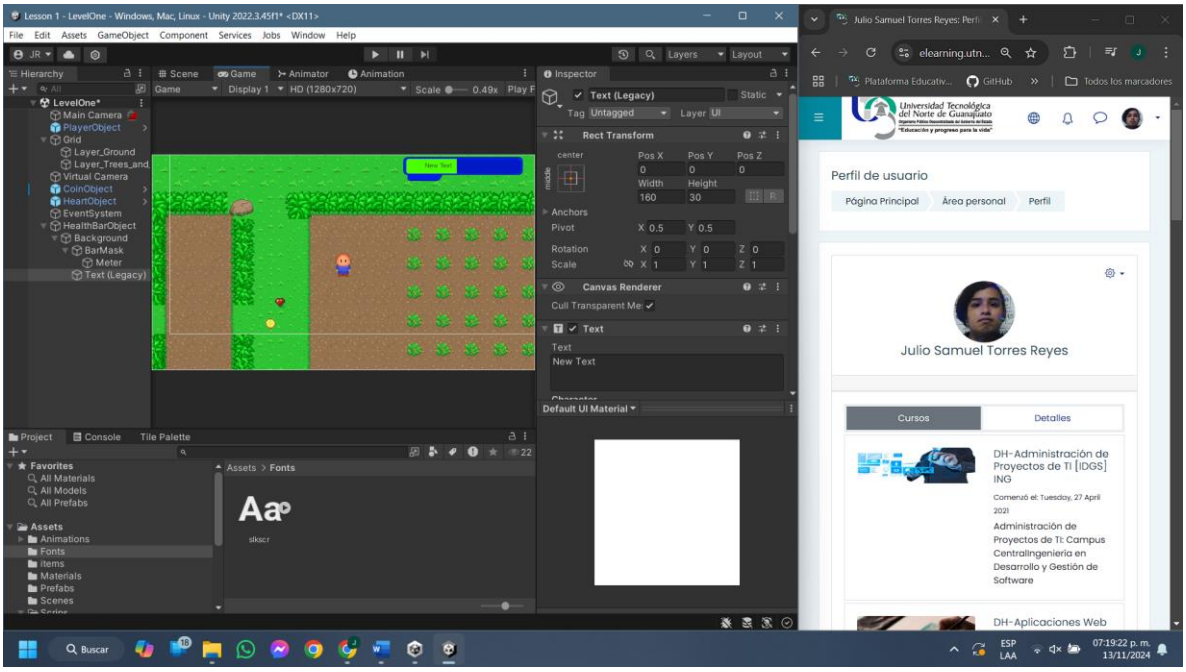
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LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
Meter
Text (Legacy)
Scene
Game
Animator
Animation
Game
Display 1
HD (1280x720)
Scale 0.49x
Inspector
Text (Legacy)
Static
Tag Untagged
Layer UI
Rect Transform
center
middle
Pos X 0
Pos Y 0
Pos Z 0
Width 160
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
Cull Transparent Mes
Text
Text
New Text
Default UI Material
Project
Console
Tile Palette
Favorites
All Materials
All Models
All Prefabs
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items
Materials
Prefabs
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Assets > Fonts
silkscr
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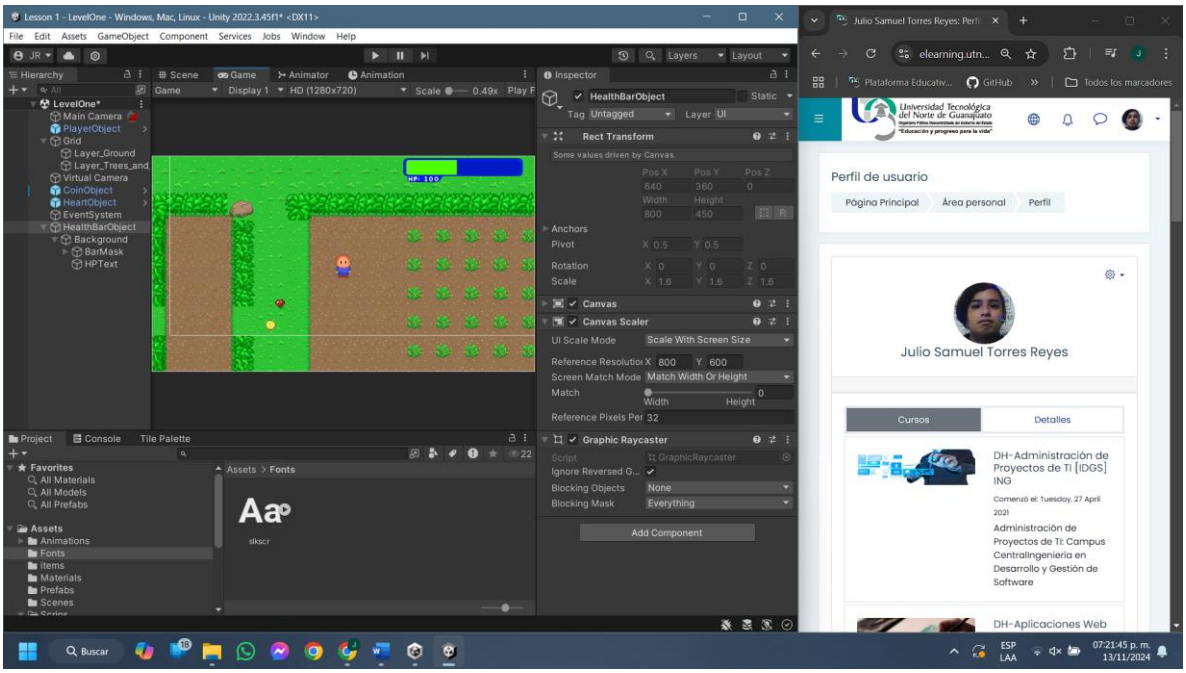
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LevelOne*
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PlayerObject
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Layer_Trees_and
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
HPText
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Game
Animator
Animation
Display 1
HD (1280x720)
Scale 0.49x
HP: 100
Inspector
HealthBarObject
Static
Tag Untagged
Layer UI
Rect Transform
Some values driven by Canvas.
Pos X 640
Pos Y 360
Pos Z 0
Width 800
Height 450
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1.6 Y 1.6 Z 1.6
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 G...
Blocking Objects None
Blocking Mask Everything
Add Component
Project
Console
Tile Palette
Favorites
All Materials
All Models
All Prefabs
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Assets > Fonts
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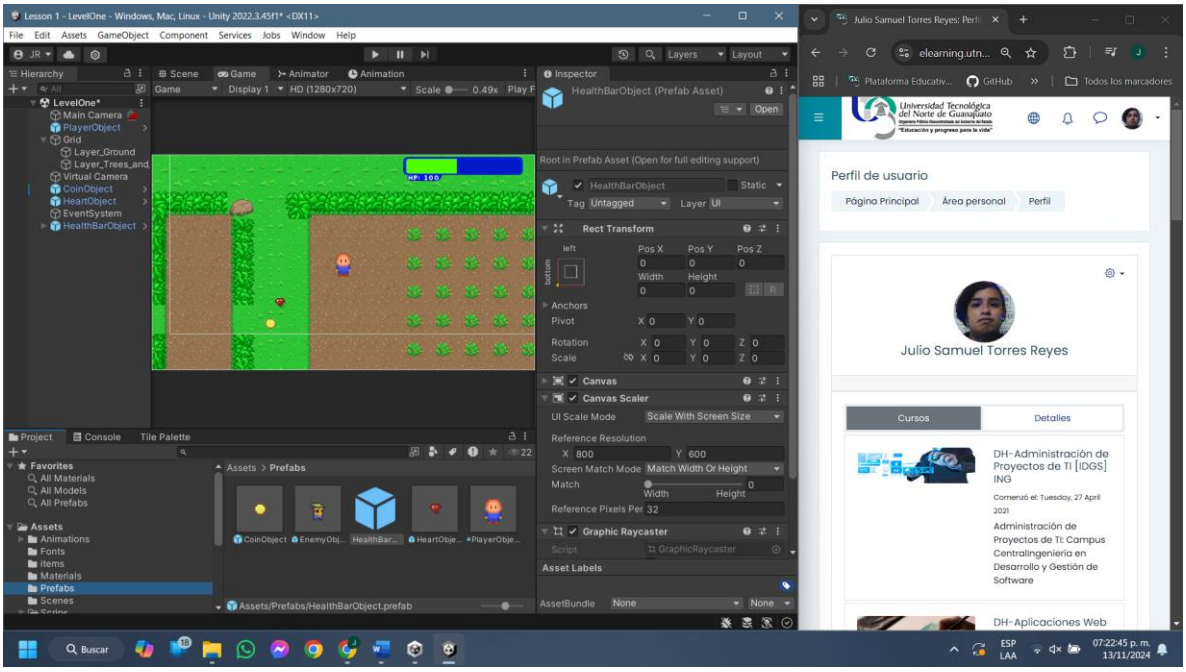
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LevelOne*
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PlayerObject
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Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Scene
Game
Animator
Animation
Display 1
HD (1280x720)
Scale 0.49x
HP: 100
Inspector
HealthBarObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
HealthBarObject
Static
Tag Untagged
Layer UI
Rect Transform
left
bottom
Pos X 0
Pos Y 0
Pos Z 0
Width 0
Height 0
Anchors
Pivot X 0 Y 0
Rotation X 0 Y 0 Z 0
Scale X 0 Y 0 Z 0
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
Asset Labels
AssetBundle None None
Project
Console
Tile Palette
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Fonts
Items
Materials
Prefabs
Scenes
Assets > Prefabs
CoinObject
EnemyObj...
HealthBar...
HeartObje...
PlayerObje...
Assets/Prefabs/HealthBarObject.prefab
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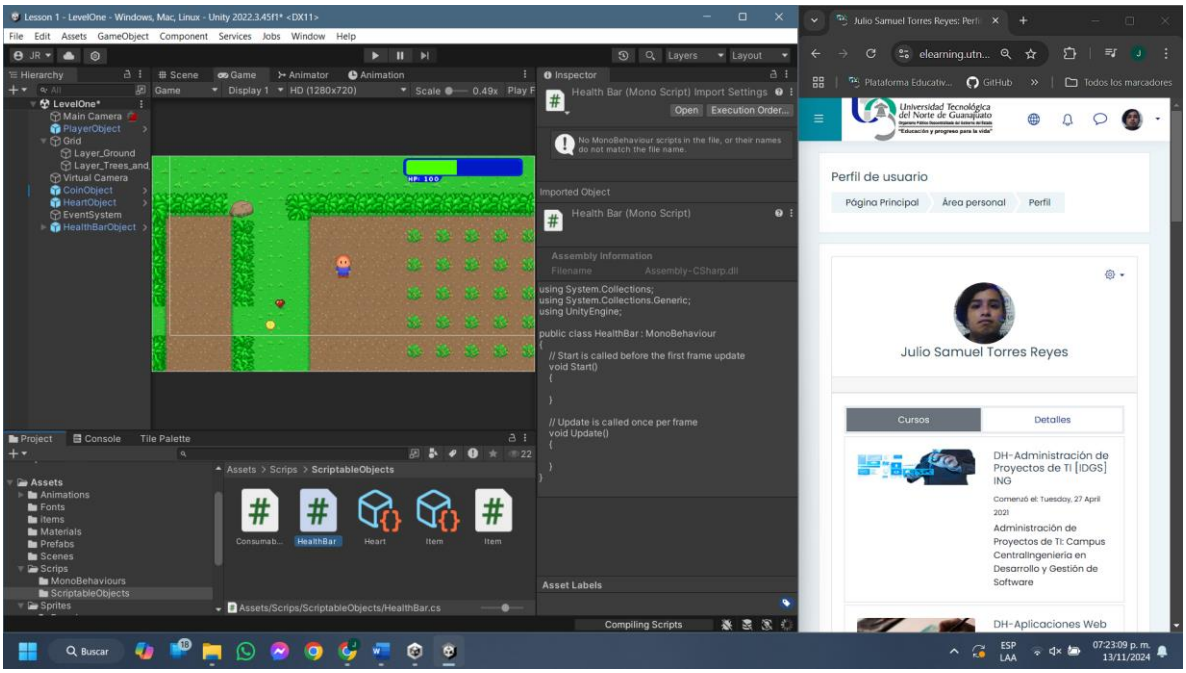
Lesson 1 - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Scene
Game
Animator
Animation
Display 1
HD (1280x720)
Scale 0.49x
HP: 100
Inspector
Health Bar (Mono Script) Import Settings
Open
Execution Order...
No MonoBehaviour scripts in the file, or their names do not match the file name.
Imported Object
Health Bar (Mono Script)
Assembly Information
Filename Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class HealthBar : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
Console
Tile Palette
Assets > Scripts > ScriptableObjects
Assets
Animations
Fonts
items
Materials
Prefabs
Scenes
Scripts
MonoBehaviours
ScriptableObjects
Sprites
Consumab...
HealthBar
Heart
Item
Item
Assets/Scripts/ScriptableObjects/HealthBar.cs
Asset Labels
Compiling Scripts
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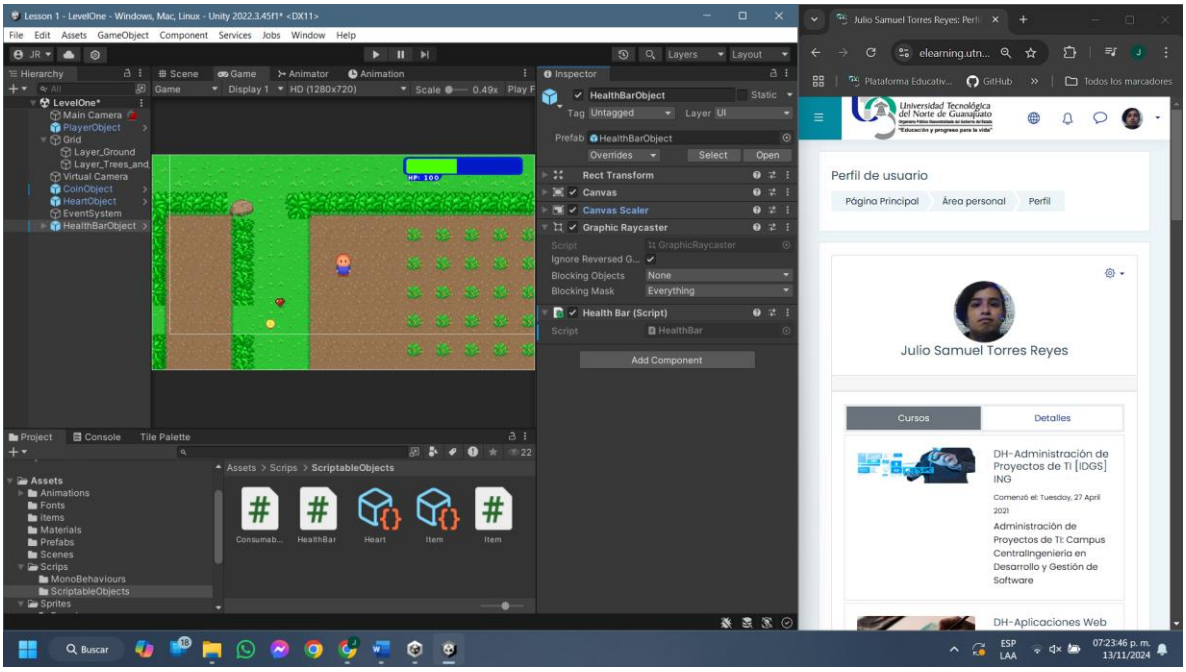
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Hierarchy
LevelOne*
Main Camera
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Grid
Layer_Ground
Layer_Trees_and
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Scene
Game
Animator
Animation
Display 1
HD (1280x720)
Scale 0.49x
HP: 100
Inspector
HealthBarObject
Static
Tag Untagged
Layer UI
Prefab HealthBarObject
Overrides
Select
Open
Rect Transform
Canvas
Canvas Scaler
Graphic Raycaster
Script GraphicRaycaster
Ignore Reversed G...
Blocking Objects None
Blocking Mask Everything
Health Bar (Script)
Script HealthBar
Add Component
Project
Console
Tile Palette
Assets > Scripts > ScriptableObjects
Assets
Animations
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items
Materials
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Heart
Item
Item
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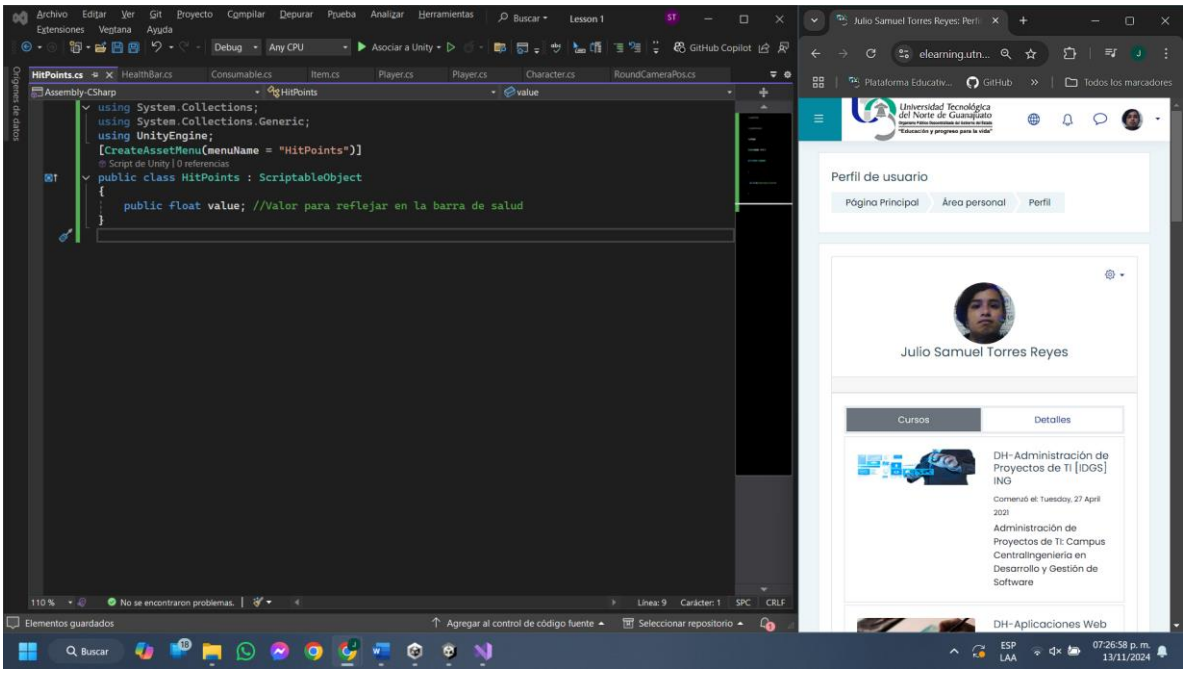
HitPoints.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[CreateAssetMenu(menuName = "HitPoints")]
Script de Unity | 0 referencias
public class HitPoints : ScriptableObject
{
public float value; //Valor para reflejar en la barra de salud
}
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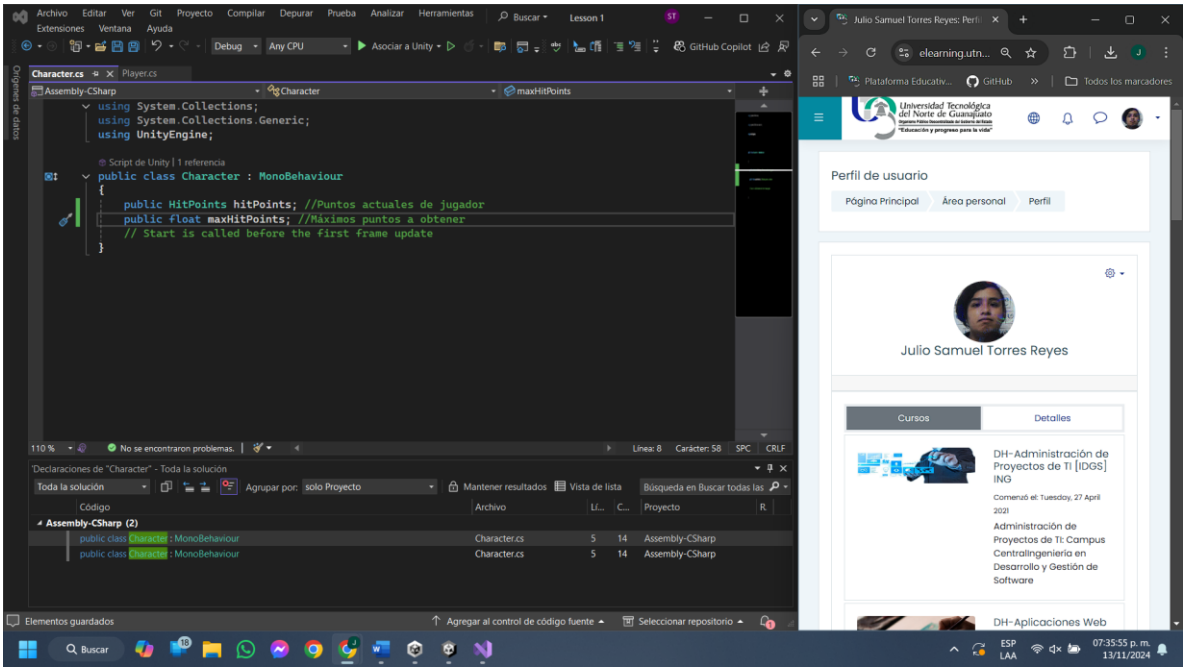
Character.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 1 referencia
public class Character : MonoBehaviour
{
public HitPoints hitPoints; //Puntos actuales de jugador
public float maxHitPoints; //Máximos puntos a obtener
// Start is called before the first frame update
}
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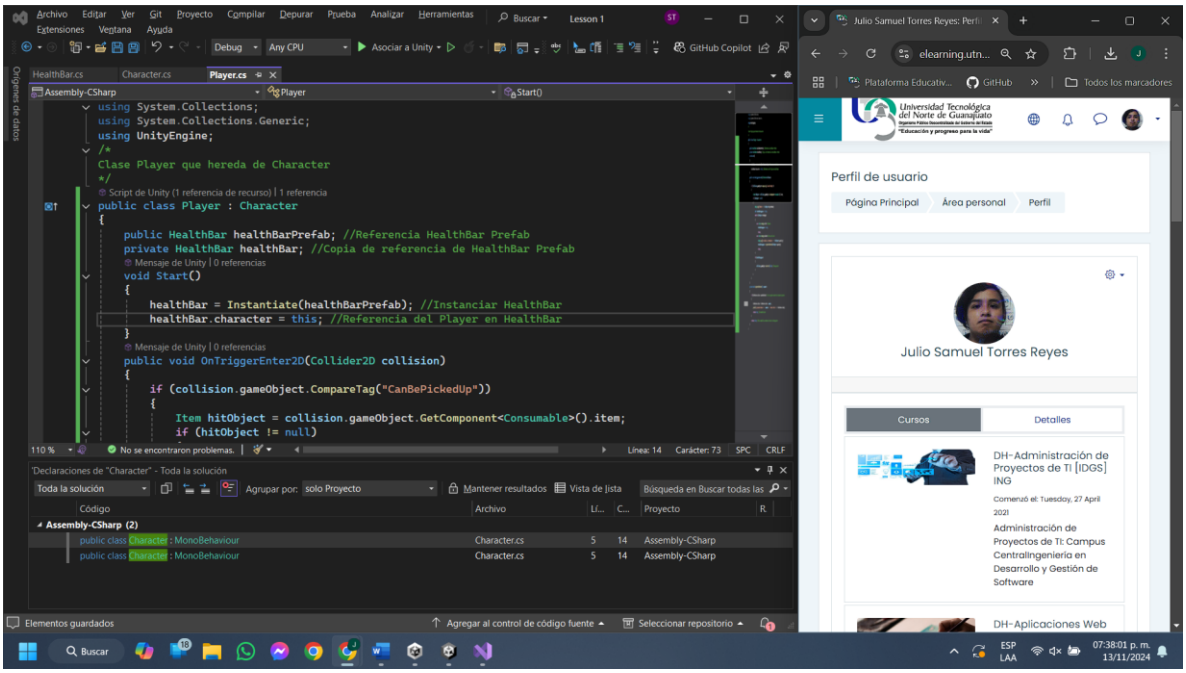
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas
Extensiones Ventana Ayuda
Lesson 1
Debug
Any CPU
Asociar a Unity
GitHub Copilot
HealthBar.cs
Character.cs
Player.cs
Assembly-CSharp
Player
Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/*
Clase Player que hereda de Character
*/
Script de Unity (1 referencia de recurso) | 1 referencia
public class Player : Character
{
public HealthBar healthBarPrefab; //Referencia HealthBar Prefab
private HealthBar healthBar; //Copia de referencia de HealthBar Prefab
Mensaje de Unity | 0 referencias
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)
110 %
No se encontraron problemas.
Línea: 14
Carácter: 73
SPC
CRLF
'Declaraciones de "Character" - Toda la solución
Toda la solución
Agrupar por: solo Proyecto
Mantener resultados
Vista de lista
Búsqueda en Buscar todas las
Código
Archivo
Proyecto
Assembly-CSharp (2)
public class Character : MonoBehaviour
Character.cs
Assembly-CSharp
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
Buscar
ESP
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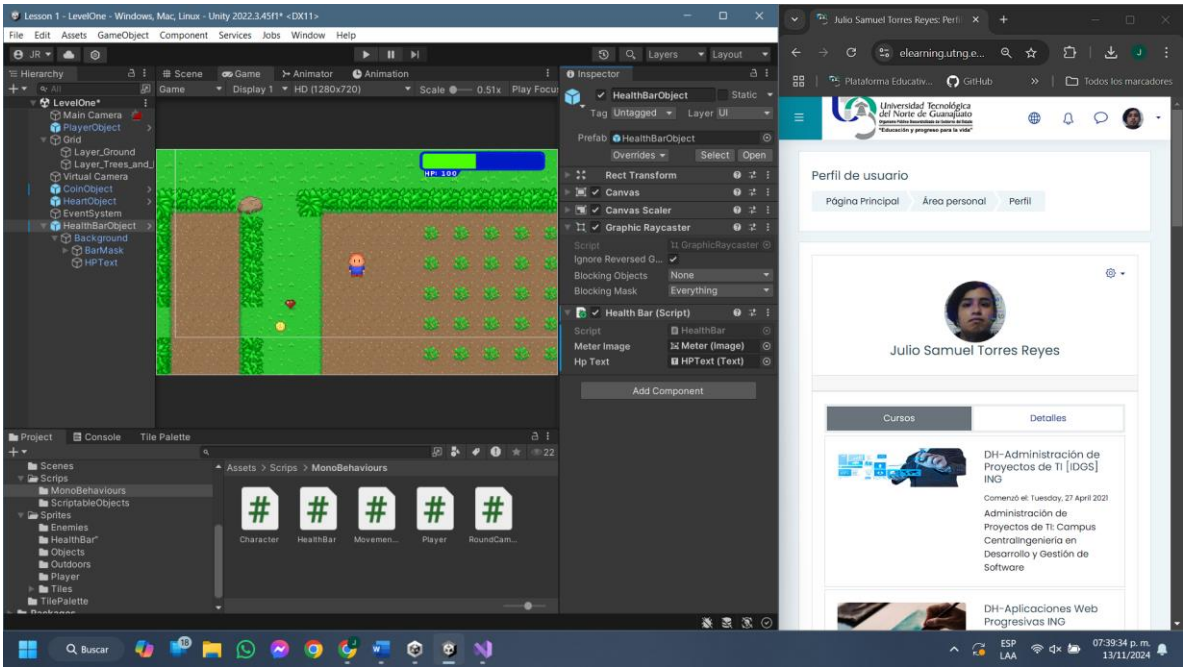
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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
HPText
Scene
Game
Animator
Animation
Display 1
HD (1280x720)
Scale
0.51x
HP: 100
Inspector
HealthBarObject
Static
Tag Untagged
Layer UI
Prefab HealthBarObject
Overrides
Select
Open
Rect Transform
Canvas
Canvas Scaler
Graphic Raycaster
Script GraphicRaycaster
Ignore Reversed G...
Blocking Objects None
Blocking Mask Everything
Health Bar (Script)
Script HealthBar
Meter Image Meter (Image)
Hp Text HPText (Text)
Add Component
Project
Console
Tile Palette
Scenes
Scripts
MonoBehaviours
ScriptableObjects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalette
Assets > Scripts > MonoBehaviours
Character
HealthBar
Movemen...
Player
RoundCam...
Buscar
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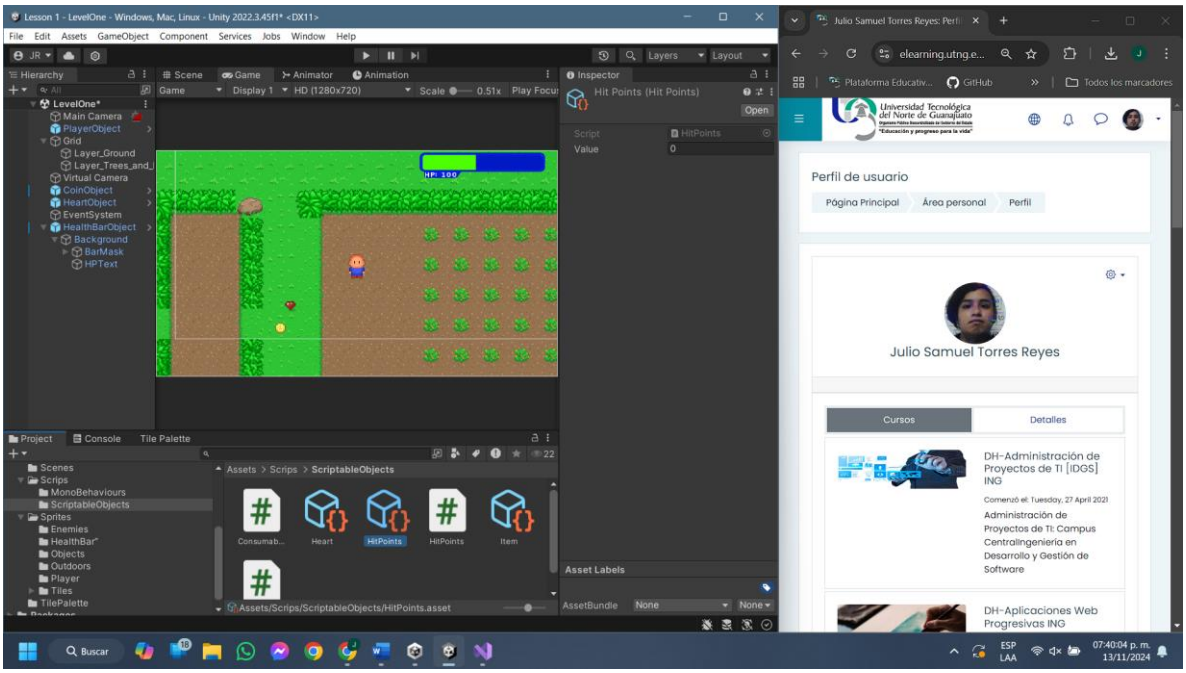
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Layer_Trees_and_
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
HPText
Scene
Game
Animator
Animation
Display 1
HD (1280x720)
Scale
0.51x
HP: 100
Inspector
Hit Points (Hit Points)
Open
Script
HitPoints
Value
0
Project
Console
Tile Palette
Scenes
Scrips
MonoBehaviours
ScriptableObjects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalette
Assets > Scrips > ScriptableObjects
Consumab...
Heart
HitPoints
HitPoints
Item
Assets/Scrips/ScriptableObjects/HitPoints.asset
Asset Labels
AssetBundle
None
None
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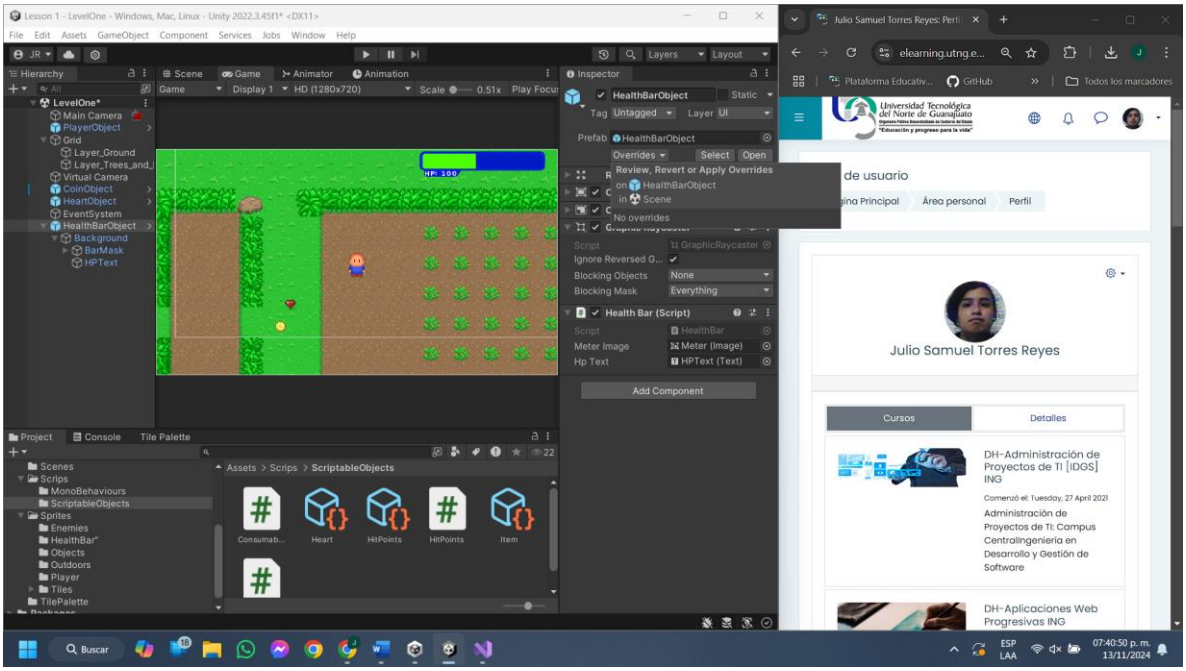
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Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
HPText
Scene
Game
Animator
Animation
Display 1
HD (1280x720)
Scale
0.51x
HP: 100
Inspector
HealthBarObject
Static
Tag
Untagged
Layer
UI
Prefab
HealthBarObject
Overrides
Select
Open
Review, Revert or Apply Overrides
on HealthBarObject
in Scene
No overrides
Script
GraphicRaycaster
Ignore Reversed G...
Blocking Objects
None
Blocking Mask
Everything
Health Bar (Script)
Script
HealthBar
Meter Image
Meter (Image)
Hp Text
HPText (Text)
Add Component
Project
Console
Tile Palette
Scenes
Scrips
MonoBehaviours
ScriptableObjects
Sprites
Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalette
Assets > Scrips > ScriptableObjects
Consumab...
Heart
HitPoints
HitPoints
Item
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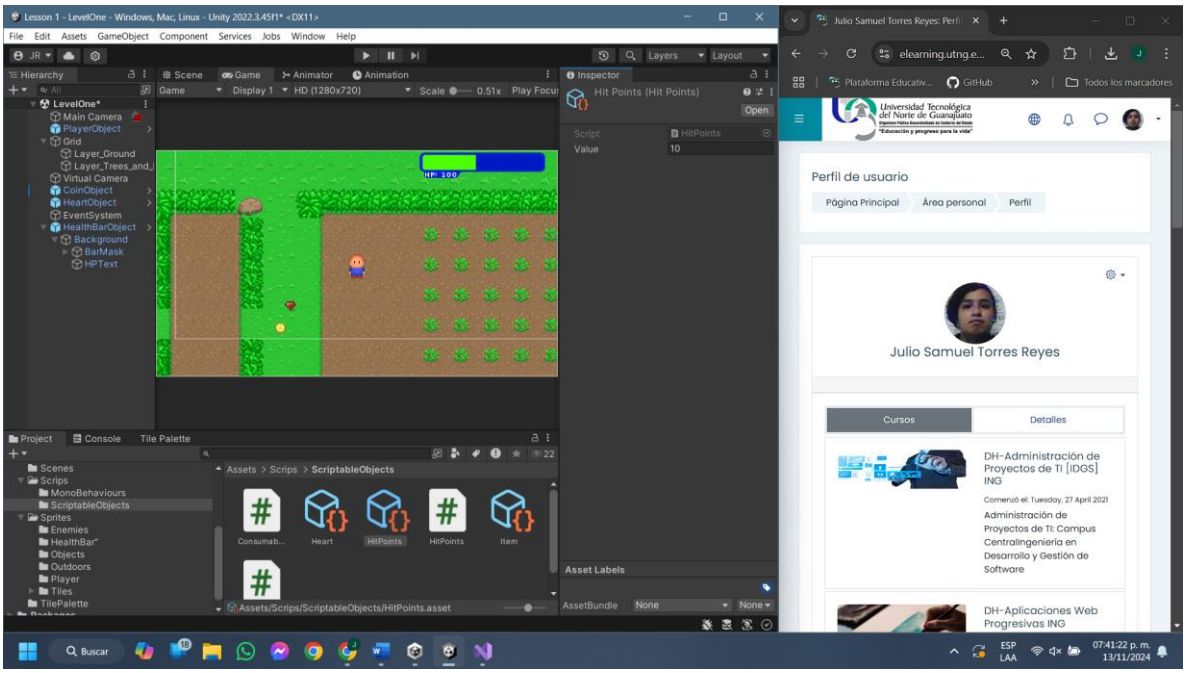
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CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
HPText
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Animation
Display 1
HD (1280x720)
Scale
0.51x
HP: 100
Inspector
Hit Points (Hit Points)
Open
Script
HitPoints
Value
10
Project
Console
Tile Palette
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MonoBehaviours
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Enemies
HealthBar
Objects
Outdoors
Player
Tiles
TilePalette
Assets > Scrips > ScriptableObjects
Consumab...
Heart
HitPoints
HitPoints
Item
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AssetBundle
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None
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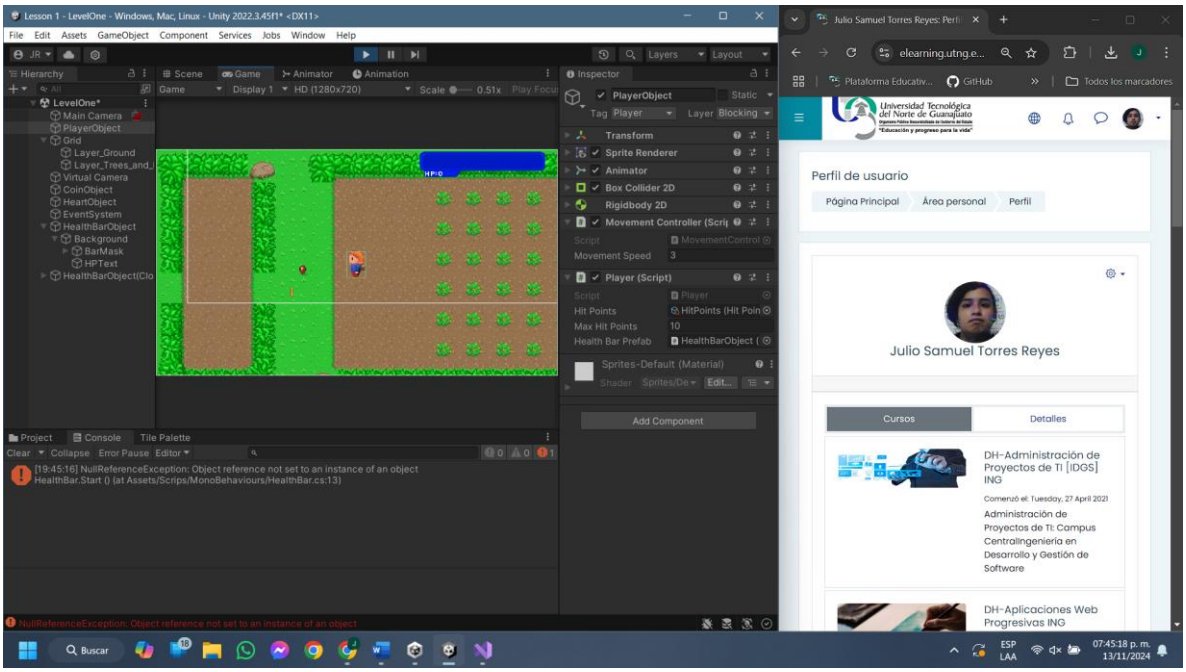
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LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_
Virtual Camera
CoinObject
HeartObject
EventSystem
HealthBarObject
Background
BarMask
HPText
HealthBarObject(Clo
Scene
Game
Animator
Animation
Display 1
HD (1280x720)
Scale
0.51x
HP: 0
Inspector
PlayerObject
Static
Tag Player
Layer Blocking
Transform
Sprite Renderer
Animator
Box Collider 2D
Rigidbody 2D
Movement Controller (Scrij
Script
MovementControl
Movement Speed
3
Player (Script)
Script
Player
Hit Points
HitPoints (Hit Poin
Max Hit Points
10
Health Bar Prefab
HealthBarObject (
Sprites-Default (Material)
Shader
Sprites/De
Edit...
Add Component
Project
Console
Tile Palette
Clear
Collapse
Error Pause
Editor
[19:45:16] NullReferenceException: Object reference not set to an instance of an object
HealthBar.Start () (at Assets/Scrips/MonoBehaviours/HealthBar.cs:13)
NullReferenceException: Object reference not set to an instance of an object
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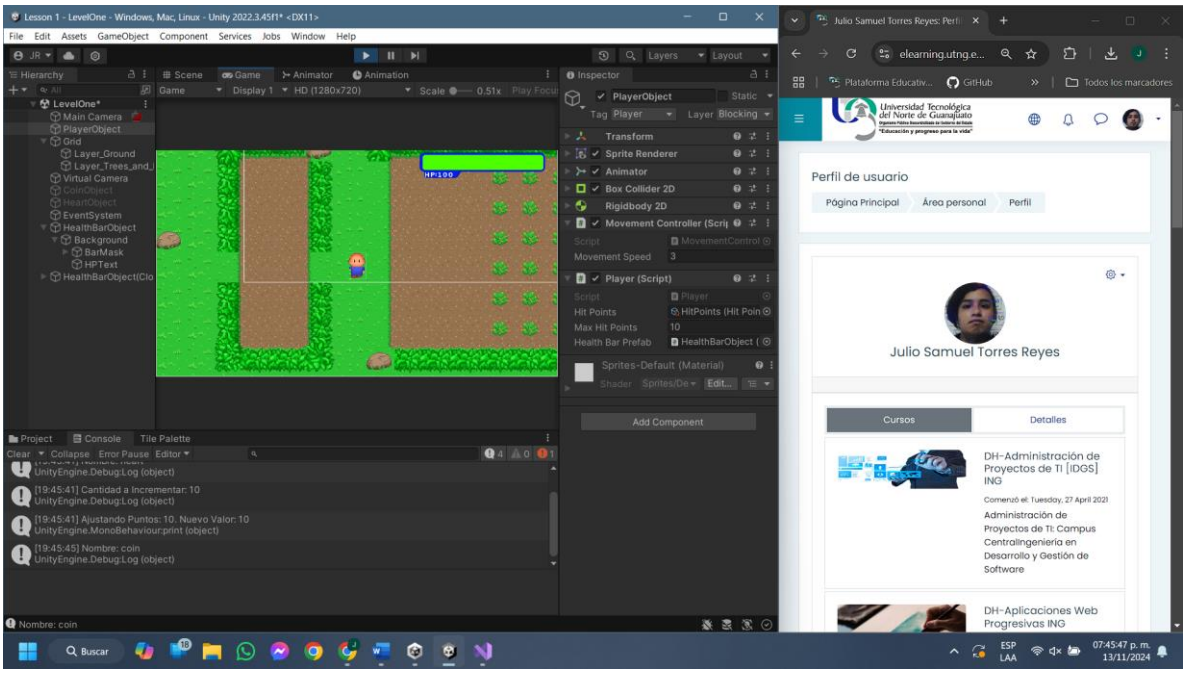
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Hierarchy
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Grid
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Virtual Camera
EventSystem
HealthBarObject
Background
BarMask
HPText
Scene
Game
Animator
Animation
Display 1
HD (1280x720)
Scale
0.51x
HP:100
Inspector
PlayerObject
Tag Player
Layer Blocking
Transform
Sprite Renderer
Animator
Box Collider 2D
Rigidbody 2D
Movement Controller (Scrip
Movement Speed 3
Player (Script)
Hit Points
Max Hit Points 10
Health Bar Prefab
Sprites-Default (Material)
Add Component
Project
Console
Tile Palette
[19:45:41] Cantidad a Incrementar: 10
UnityEngine.Debug:Log (object)
[19:45:41] Ajustando Puntos: 10. Nuevo Valor: 10
UnityEngine.MonoBehaviour:print (object)
[19:45:45] Nombre: coin
UnityEngine.Debug:Log (object)
Nombre: coin
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