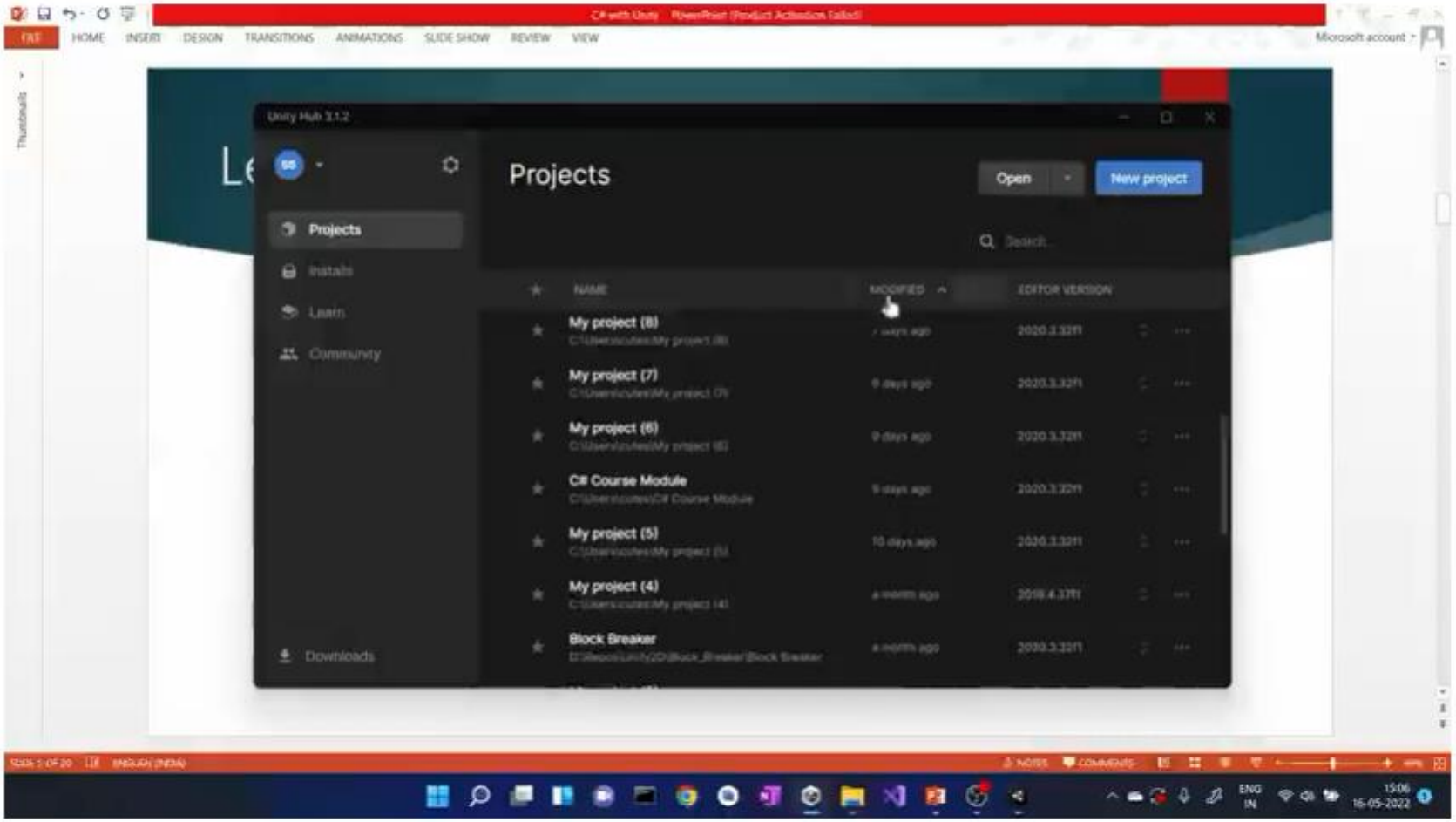
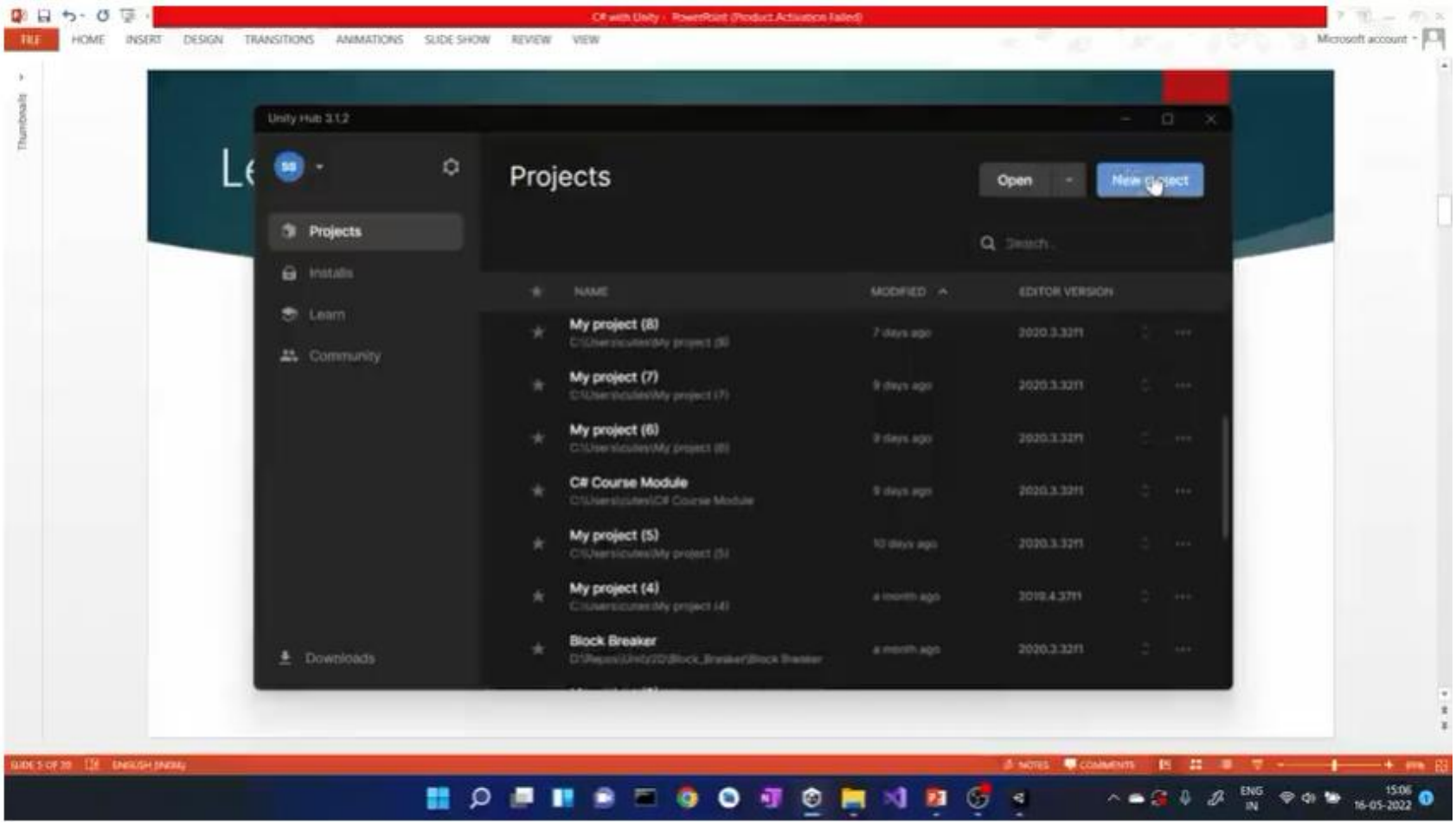
# 2. Unity Script Basics


Unity Hub 3.1.2
Projects
Open
New project
Projects
Installs
Learn
Community
Downloads
NAME
MODIFIED
EDITOR VERSION
My project (8)
My project (7)
My project (6)
C# Course Module
My project (5)
My project (4)
Block Breaker


C# with Unity - PowerPoint (Product Activation Failed)
FILE
HOME
INSERT
DESIGN
TRANSITIONS
ANIMATIONS
SLIDE SHOW
REVIEW
VIEW
Microsoft account
Thumbnails
Unity Hub 3.1.2
Projects
Open
New project
Search
Projects
Installs
Learn
Community
Downloads
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EDITOR VERSION
My project (8)
7 days ago
2020.3.32f1
My project (7)
9 days ago
2020.3.32f1
My project (6)
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C# Course Module
9 days ago
2020.3.32f1
My project (5)
10 days ago
2020.3.32f1
My project (4)
a month ago
2019.4.37f1
Block Breaker
a month ago
2020.3.32f1
SLIDE 5 OF 20
ENGLISH (INDIA)
NOTES
COMMENTS
ENG
IN
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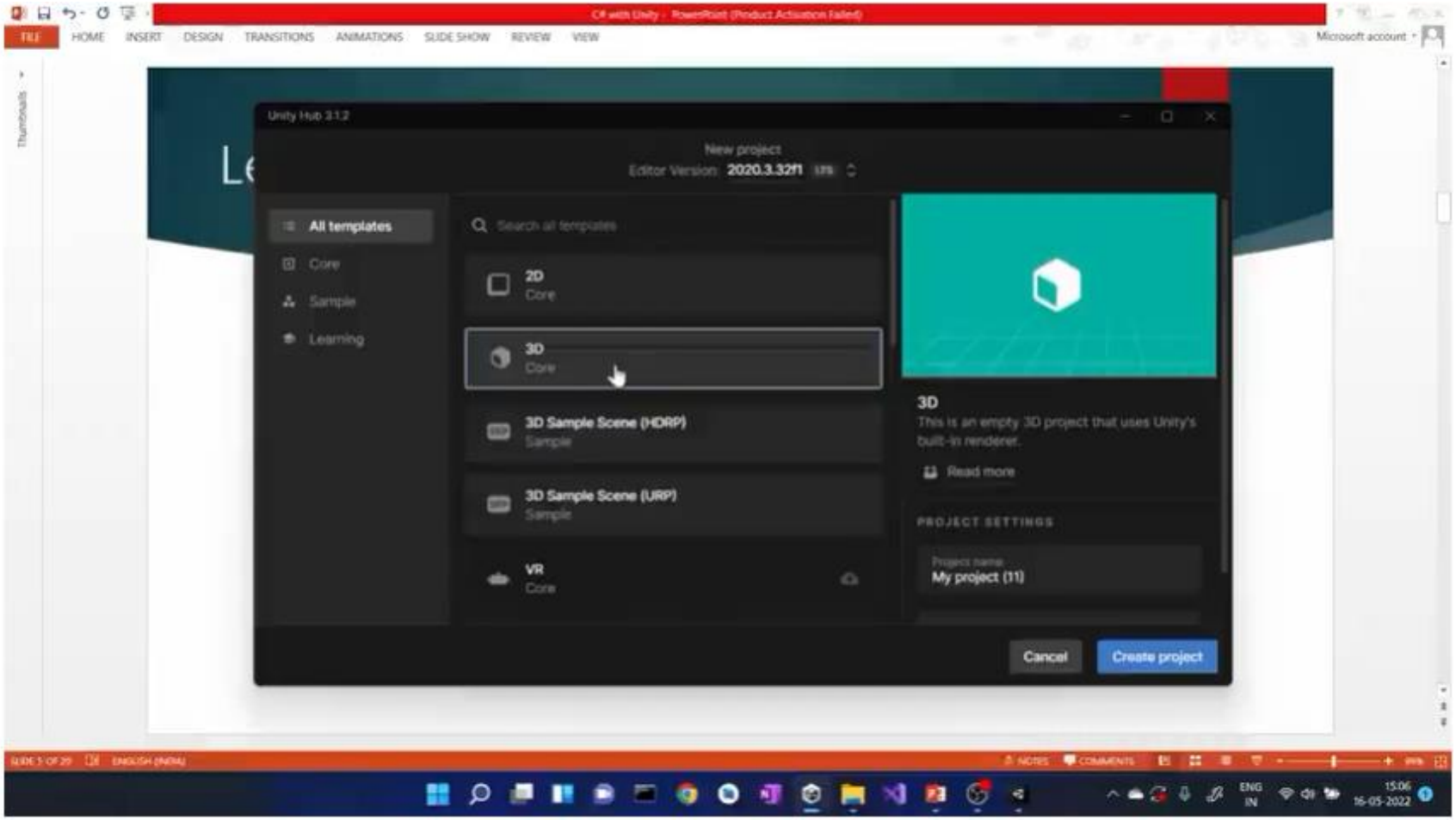
16-05-2022


C# with Unity - PowerPoint (Product Activation Failed)
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SLIDE SHOW
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Microsoft account
Thumbnails
Unity Hub 3.1.2
New project
Editor Version 2020.3.32f1 LTS
All templates
Core
Sample
Learning
Search all templates
2D
Core
3D
Core
3D Sample Scene (HDRP)
Sample
3D Sample Scene (URP)
Sample
VR
Core
3D
This is an empty 3D project that uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
Project name
My project (11)
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Create project
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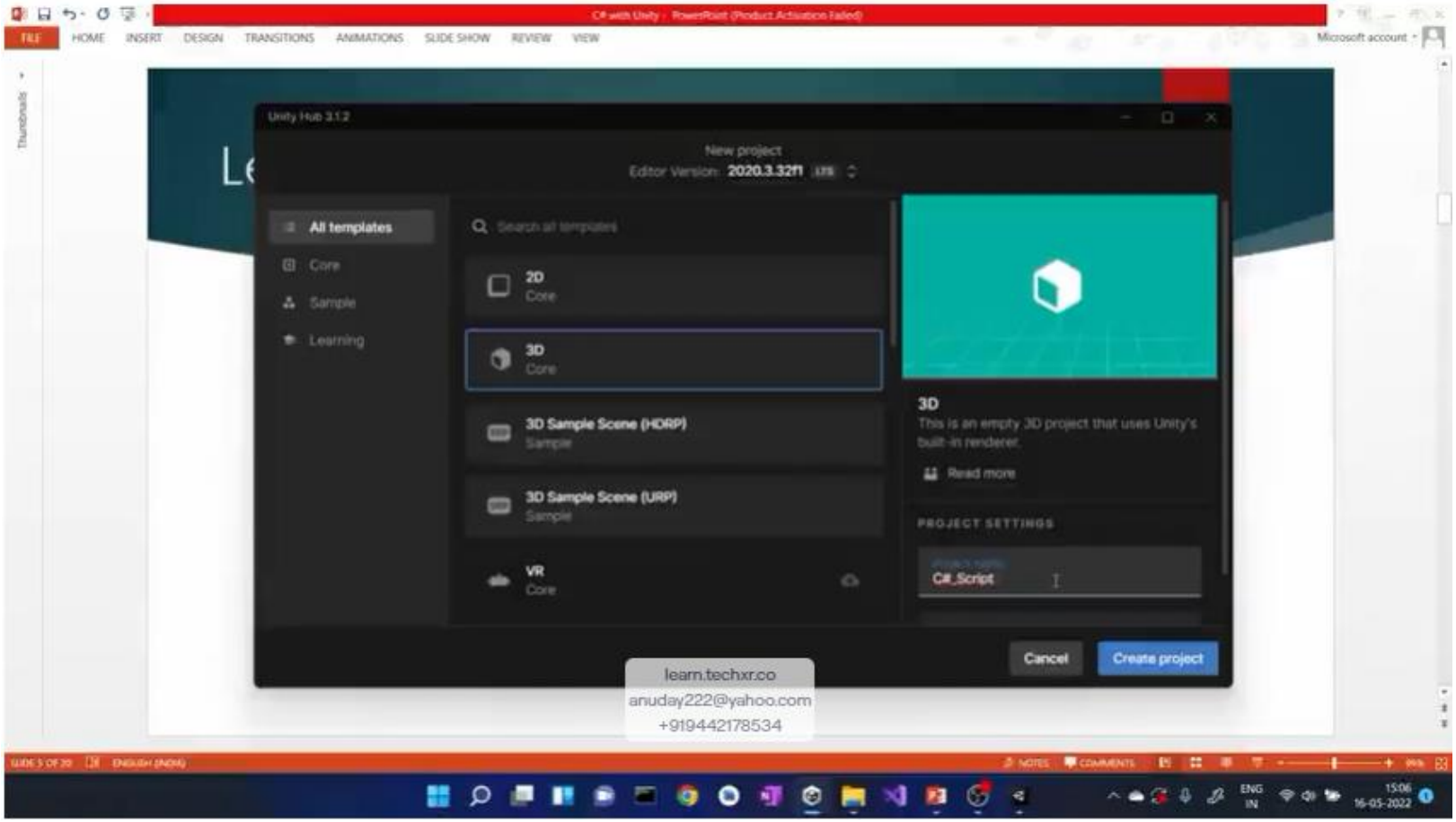
15:06
16-05-2022


C# with Unity - PowerPoint (Product Activation Failed)
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Thumbnails
Unity Hub 3.1.2
New project
Editor Version: 2020.3.32f1
All templates
Core
Sample
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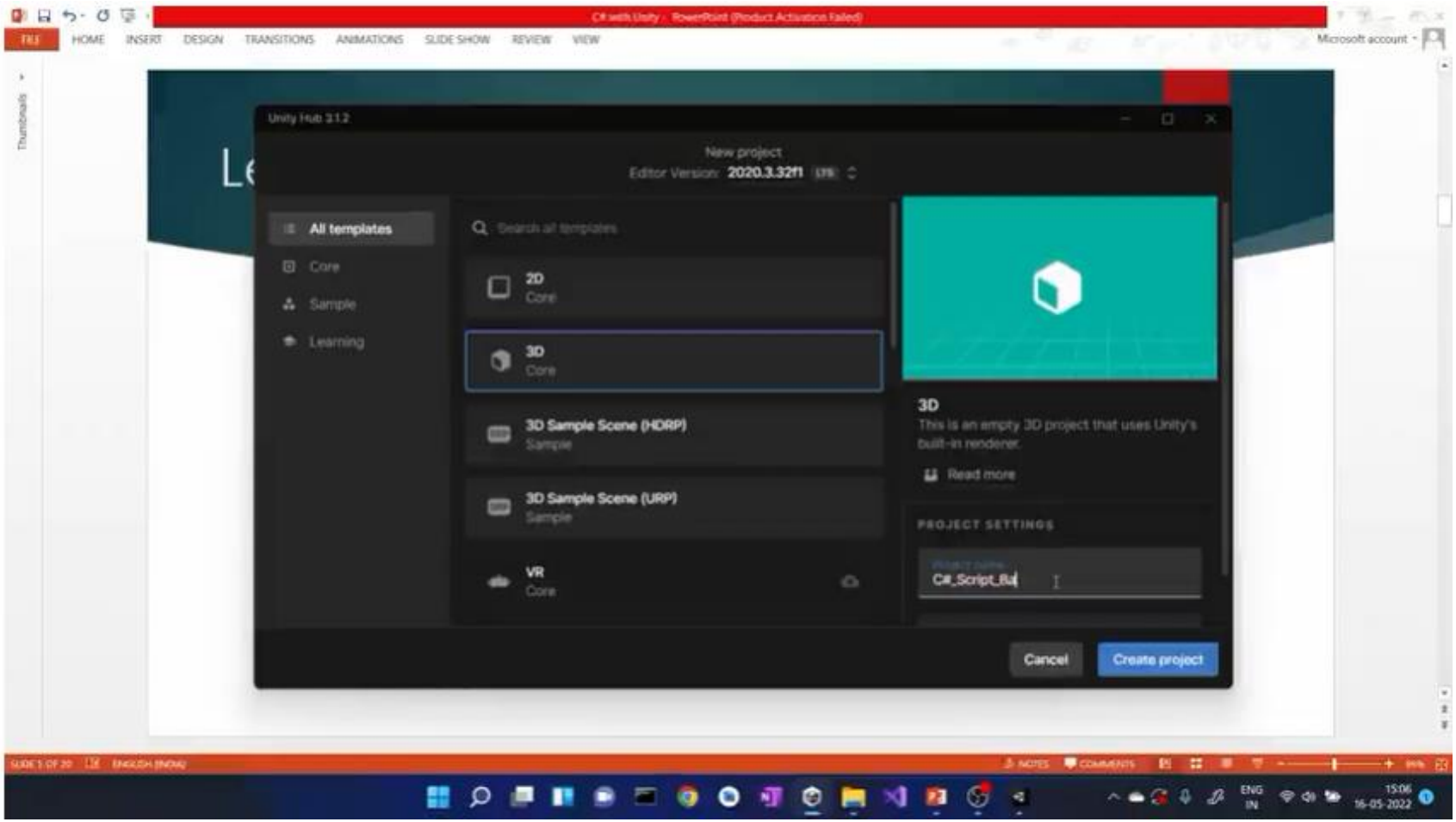
Search all templates
2D
Core
3D
Core
3D Sample Scene (HDRP)
Sample
3D Sample Scene (URP)
Sample
VR
Core
3D
This is an empty 3D project that uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
C#_Script
Cancel
Create project
learn.techxr.co
anuday222@yahoo.com
+919442178534
ENG
IN
15:06
16-05-2022


Unity Hub 3.1.2
New project
Editor Version: 2020.3.32f1
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2D
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3D
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3D Sample Scene (HDRP)
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3D Sample Scene (URP)
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Read more
PROJECT SETTINGS
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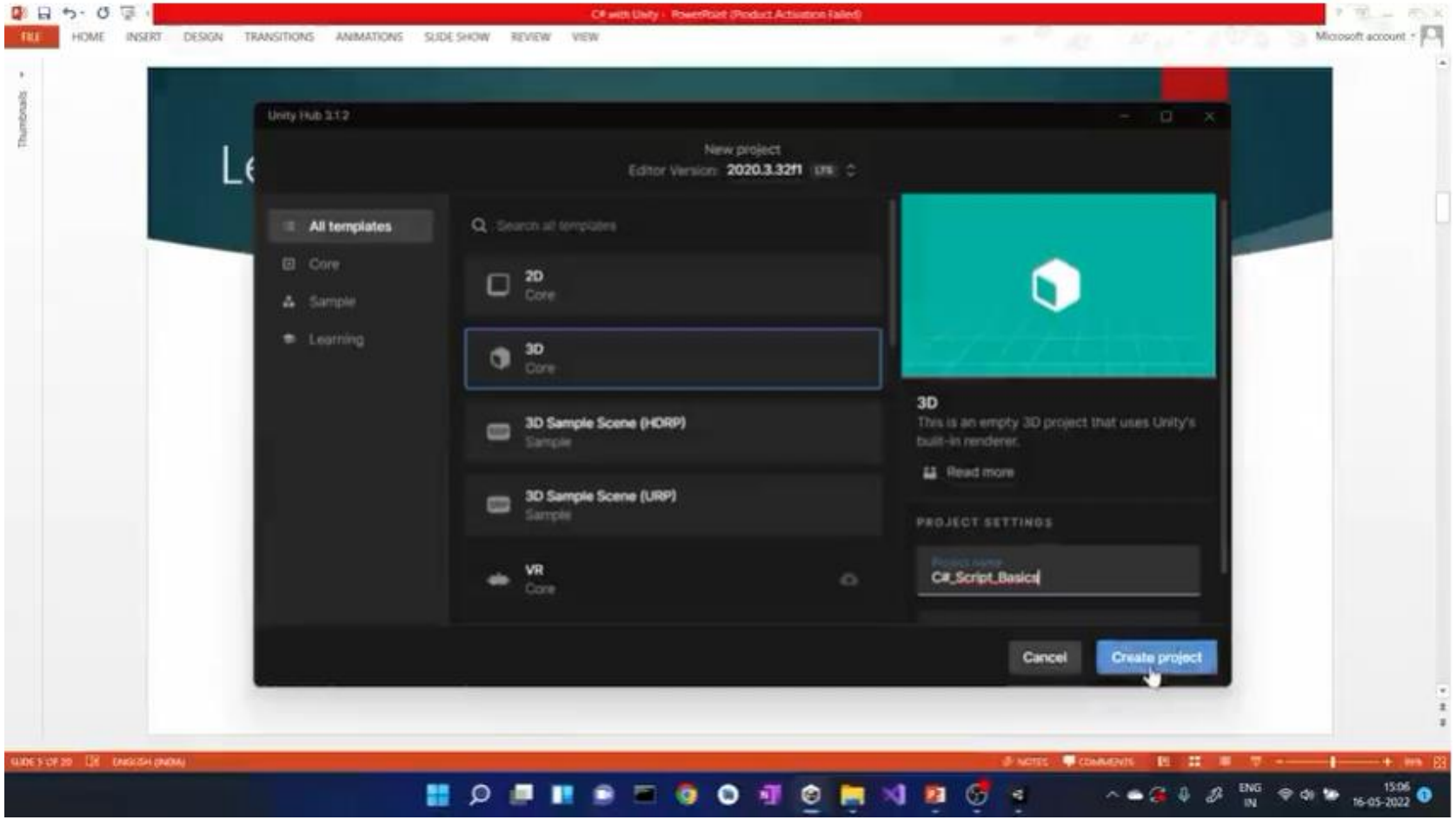
C# with Unity - PowerPoint (Product Activation Failed)
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TRANSITIONS
ANIMATIONS
SLIDE SHOW
REVIEW
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Microsoft account
Thumbnails
Unity Hub 3.1.2
New project
Editor Version: 2020.3.32f1
All templates
Core
Sample
Learning
Search all templates
2D
Core
3D
Core
3D Sample Scene (HDRP)
Sample
3D Sample Scene (URP)
Sample
VR
Core
3D
This is an empty 3D project that uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
C#_Script_Basics
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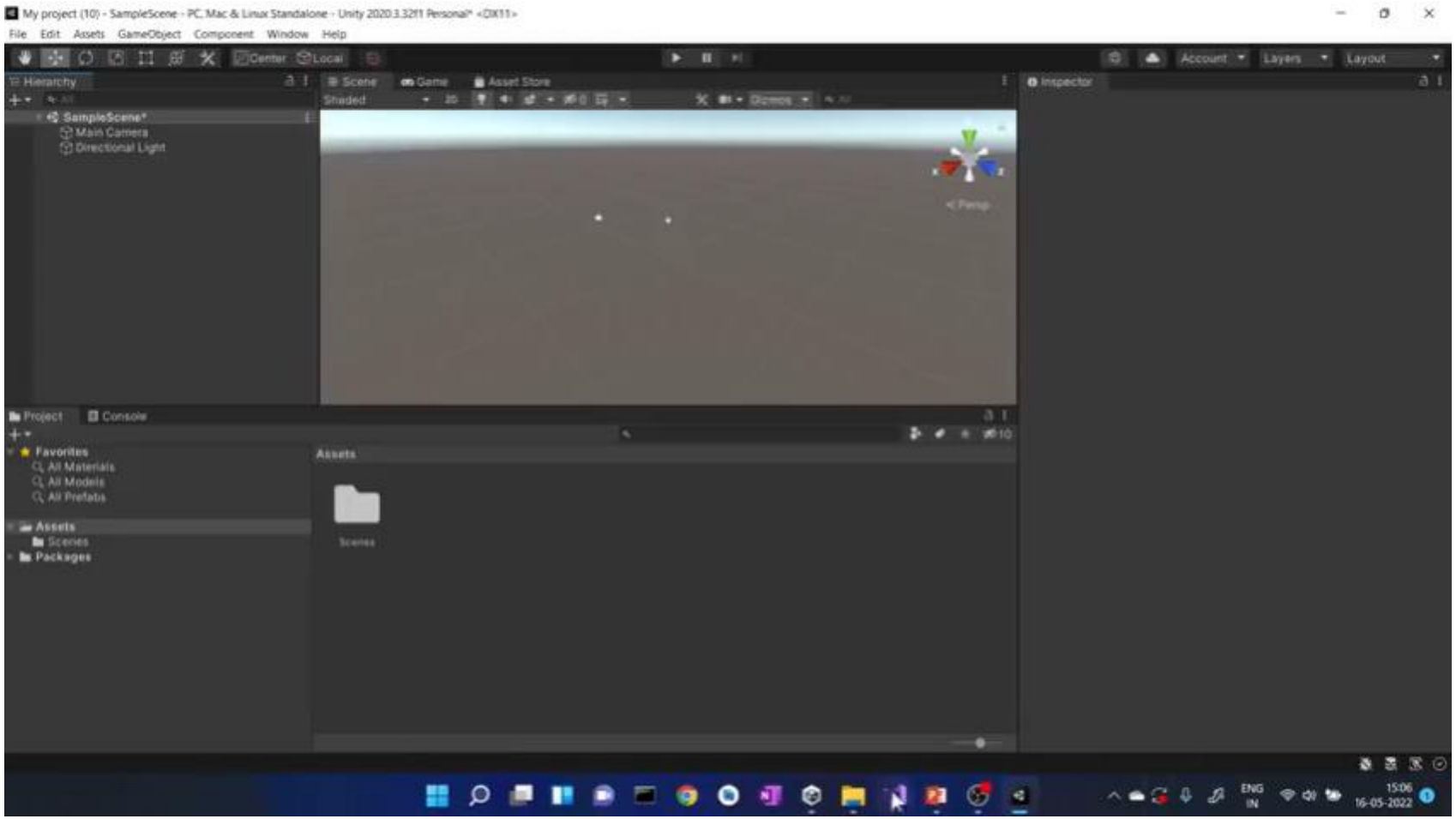
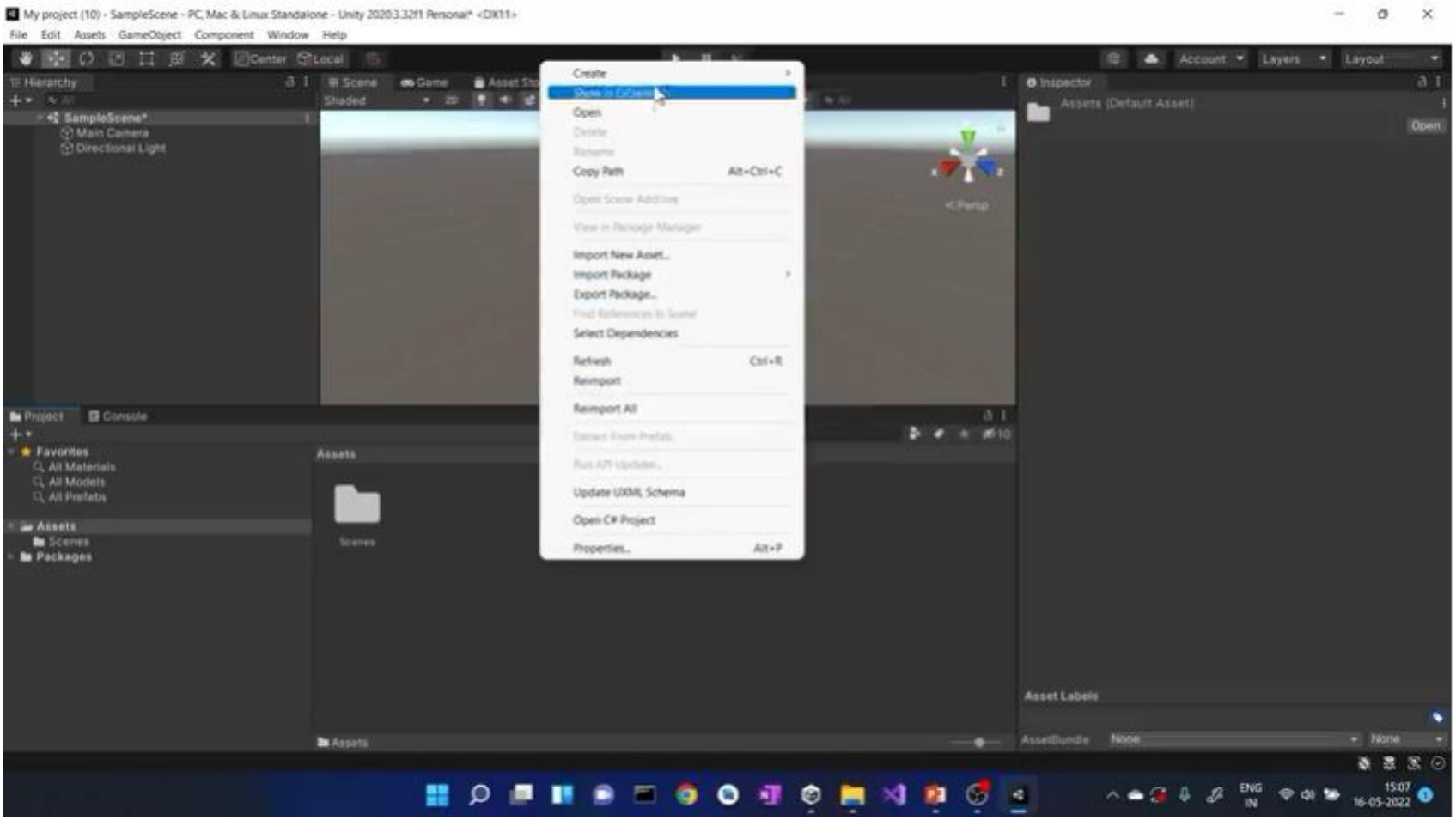
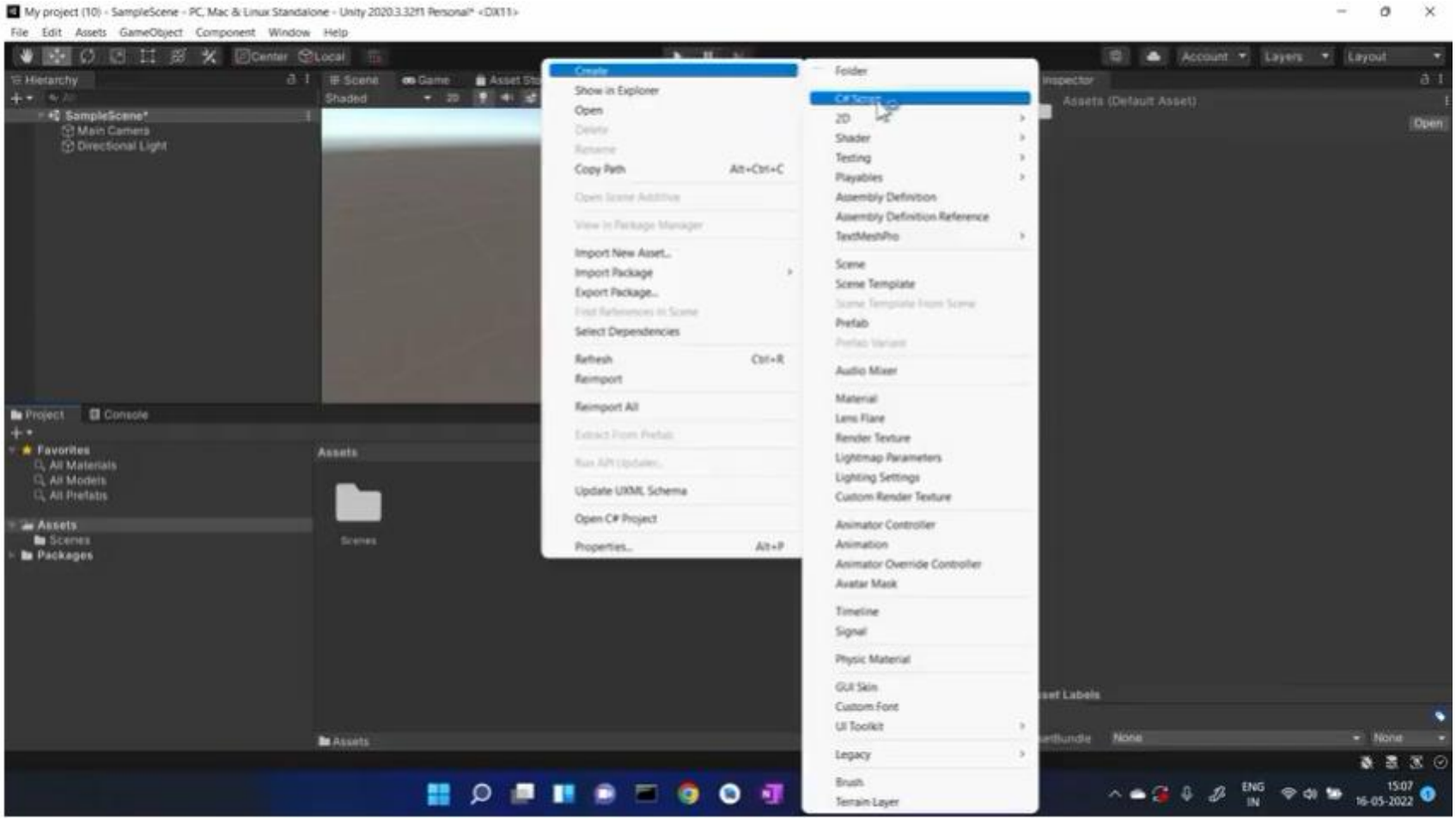
16-05-2022


My project (10) - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.32f1 Personal* <DX11>
File Edit Assets GameObject Component Window Help
Center Local
Account Layers Layout
Hierarchy
SampleScene*
Main Camera
Directional Light
Scene Game Asset Store
Shaded
Persp
Inspector
Project Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Assets
Scenes
ENG
IN
15:06
16-05-2022


My project (10) - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.32f1 Personal* <DX11>
File Edit Assets GameObject Component Window Help
Hierarchy
SampleScene*
Main Camera
Directional Light
Scene
Game
Shaded
Persp
Inspector
Assets (Default Asset)
Open
Create
Show in Explorer
Open
Delete
Rename
Copy Path Alt+Ctrl+C
Open Scene Additive
View in Package Manager
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Extract From Prefab
Run API Updater...
Update UXML Schema
Open C# Project
Properties... Alt+P
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Asset Labels
AssetBundle
None
None
ENG
IN
15:07
16-05-2022


My project (10) - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.32f1 Personal* <DX11>
File Edit Assets GameObject Component Window Help
Hierarchy
SampleScene*
Main Camera
Directional Light
Scene
Game
Shaded
Inspector
Assets (Default Asset)
Open
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Create
Show in Explorer
Open
Delete
Rename
Copy Path Alt+Ctrl+C
Open Scene Additive
View in Package Manager
Import New Asset...
Import Package
Export Package...
Find References in Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Extract From Prefab
Run API Updater...
Update UXML Schema
Open C# Project
Properties... Alt+P
Folder
C# Script
2D
Shader
Testing
Playables
Assembly Definition
Assembly Definition Reference
TextMeshPro
Scene
Scene Template
Scene Template from Scene
Prefab
Prefab Variant
Audio Mixer
Material
Lens Flare
Render Texture
Lightmap Parameters
Lighting Settings
Custom Render Texture
Animator Controller
Animation
Animator Override Controller
Avatar Mask
Timeline
Signal
Physic Material
GUI Skin
Custom Font
UI Toolkit
Legacy
Brush
Terrain Layer
Account
Layers
Layout
Center
Local
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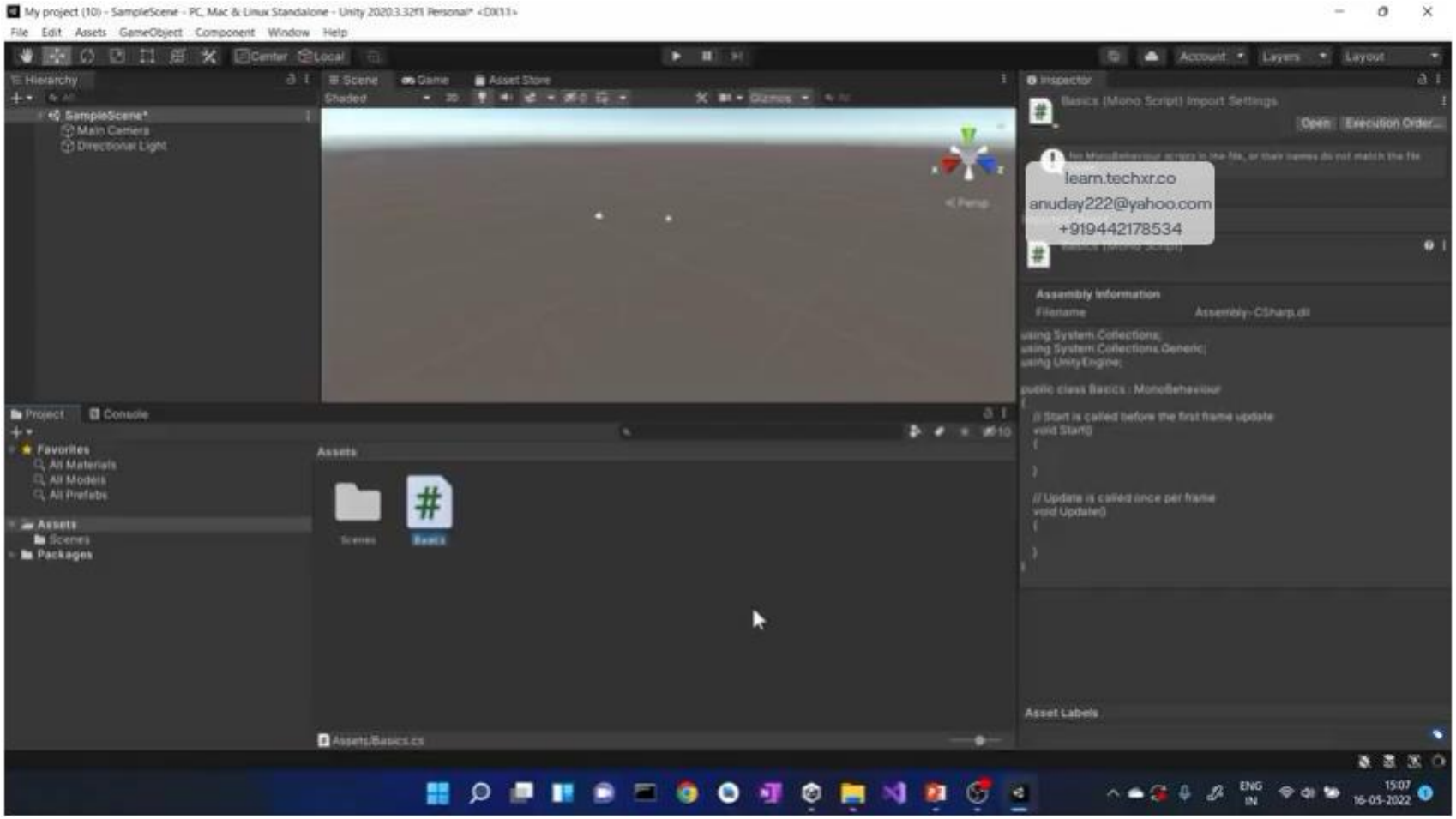
15:07
16-05-2022


My project (10) - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.32f1 Personal* <DX11>
File Edit Assets GameObject Component Window Help
Hierarchy
SampleScene*
Main Camera
Directional Light
Scene
Game
Asset Store
Inspector
Basics (Mono Script) Import Settings
Open
Execution Order...
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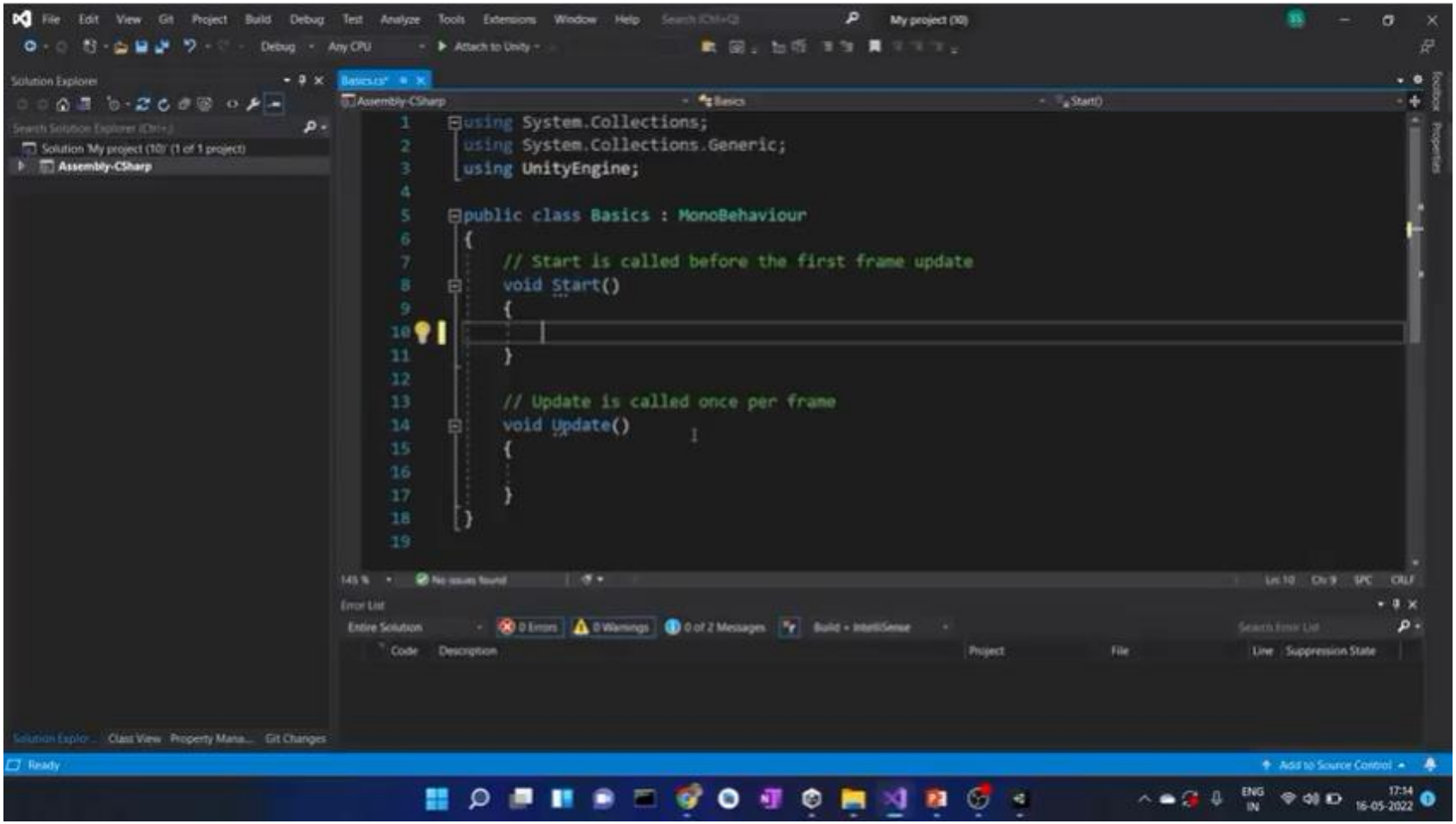
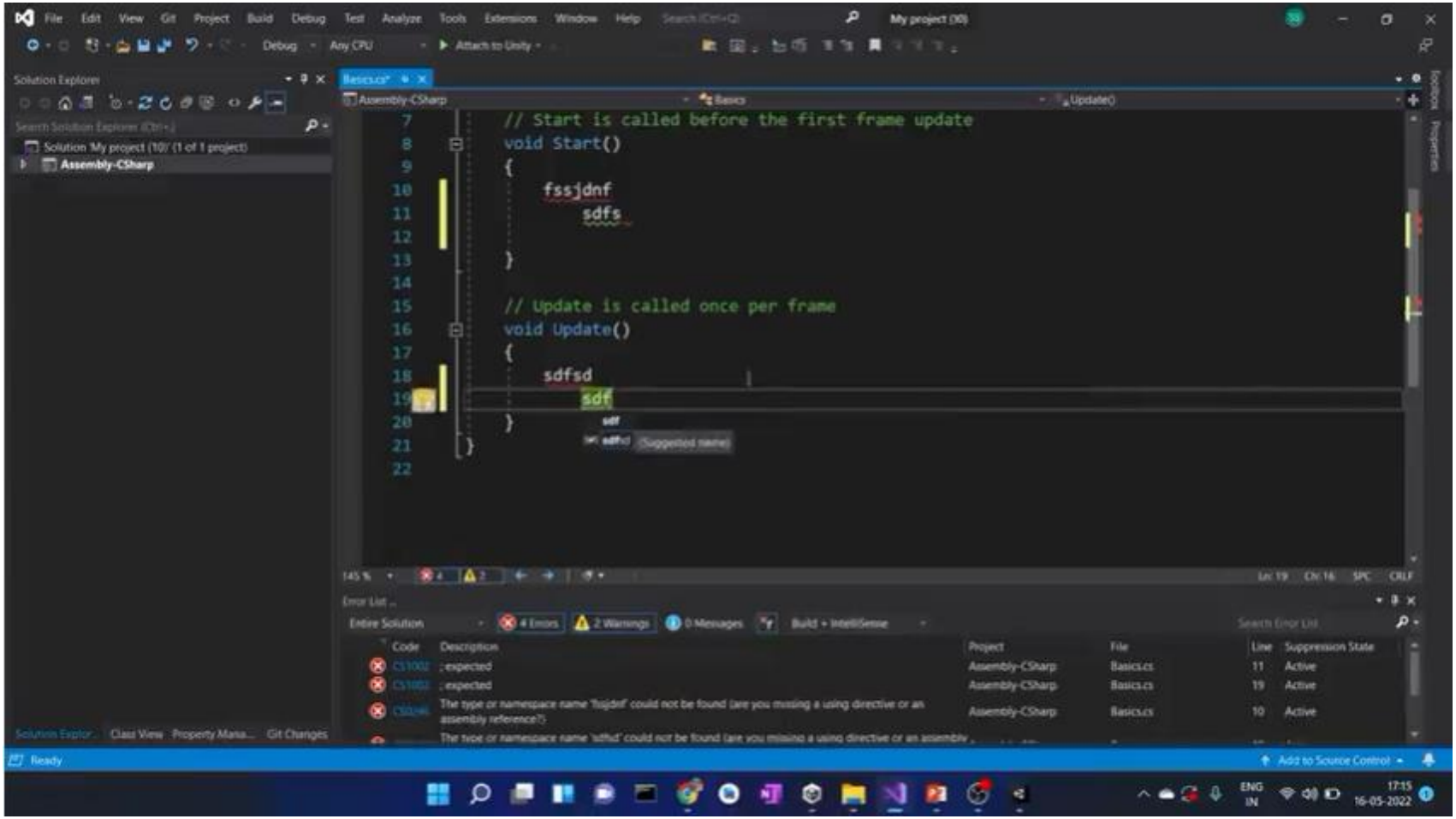
anuday222@yahoo.com
+919442178534
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Basics : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
Assets
Scenes
Basics
Assets/Basics.cs
Asset Labels
ENG
IN
15:07
16-05-2022


File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help
My project (10)
Debug
Any CPU
Attach to Unity
Solution Explorer
Solution 'My project (10)' (1 of 1 project)
Assembly-CSharp
Basics.cs*
Assembly-CSharp
Basics
Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Basics : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
No issues found
Error List
Entire Solution
0 Errors
0 Warnings
0 of 2 Messages
Build + IntelliSense
Code
Description
Project
File
Line
Suppression State
Class View
Property Mana...
Git Changes
Ready
Add to Source Control
ENG
IN
17:14
16-05-2022



// Start is called before the first frame update
void Start()
{
fssjdnf
sdfs
}
// Update is called once per frame
void Update()
{
sdfsd
sdf
}
}