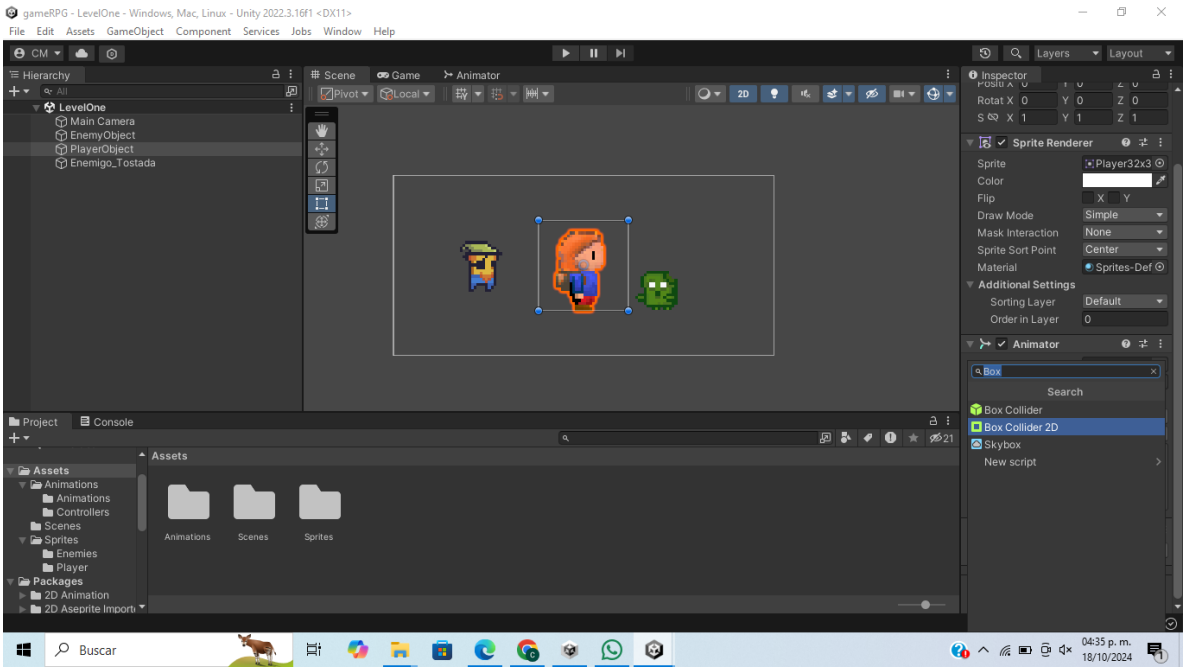
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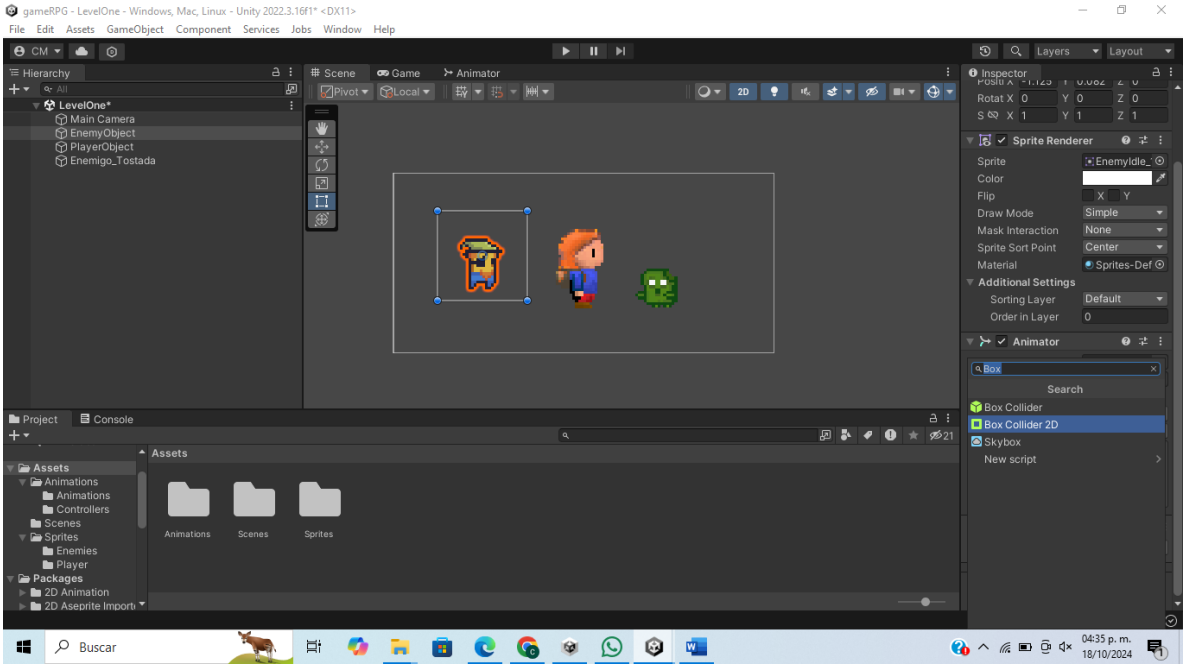
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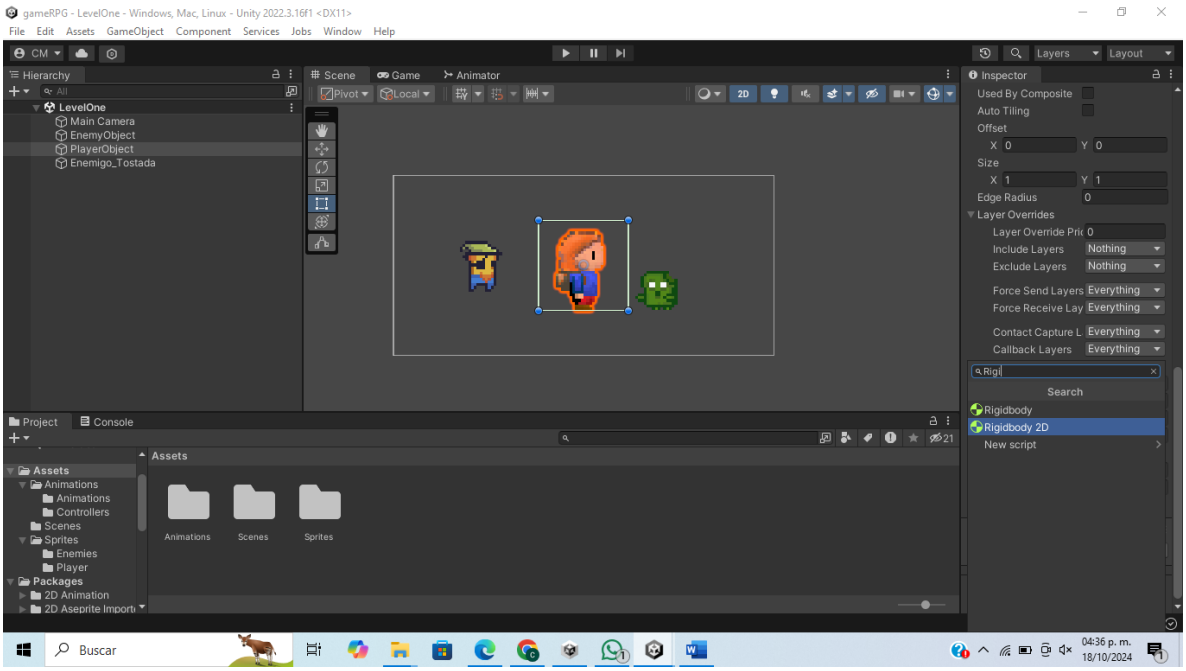
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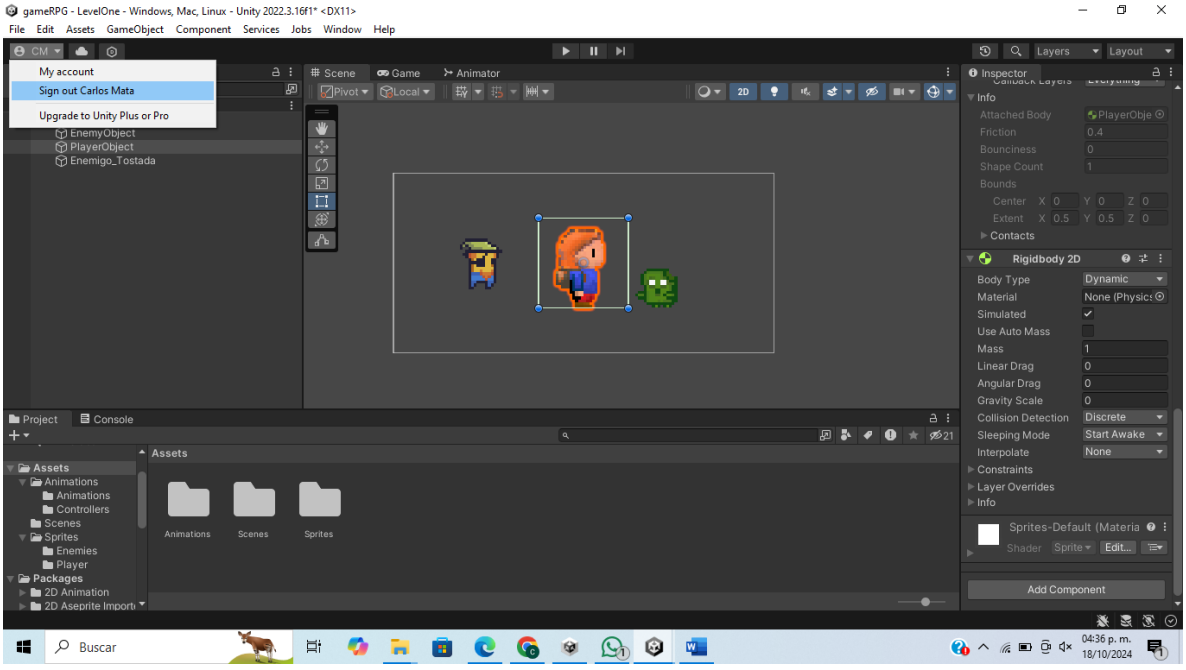
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File Edit Assets GameObject Component Services Jobs Window Help
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Sign out Carlos Mata
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Info
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Body Type
Material
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Angular Drag
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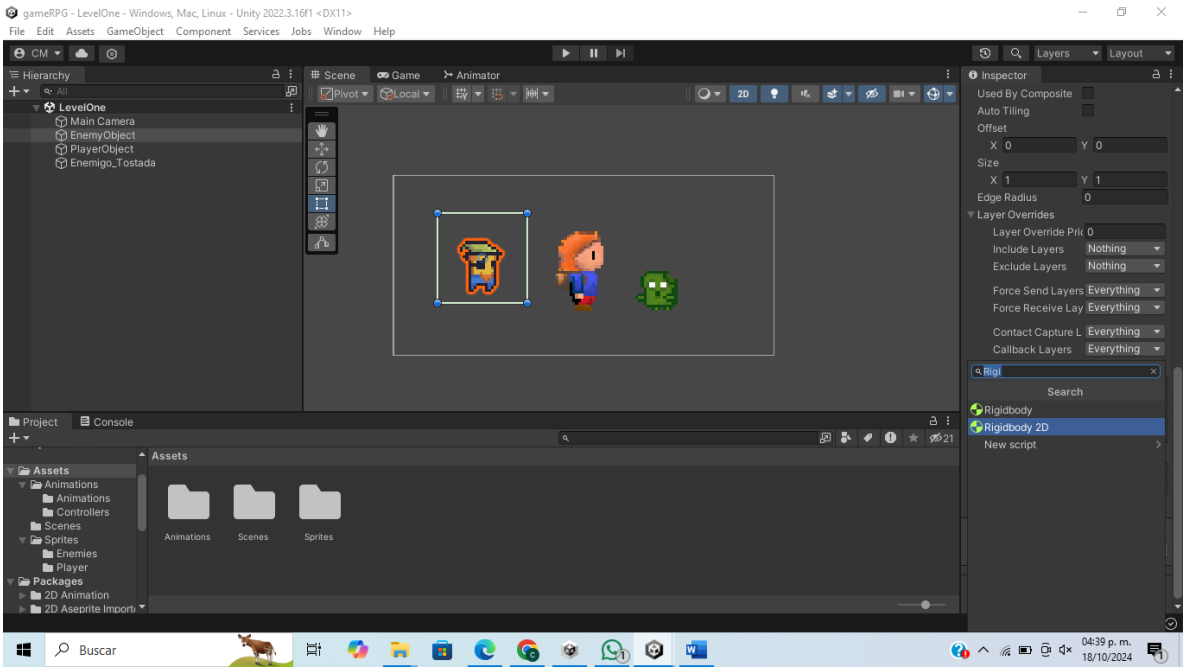
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File Edit Assets GameObject Component Services Jobs Window Help
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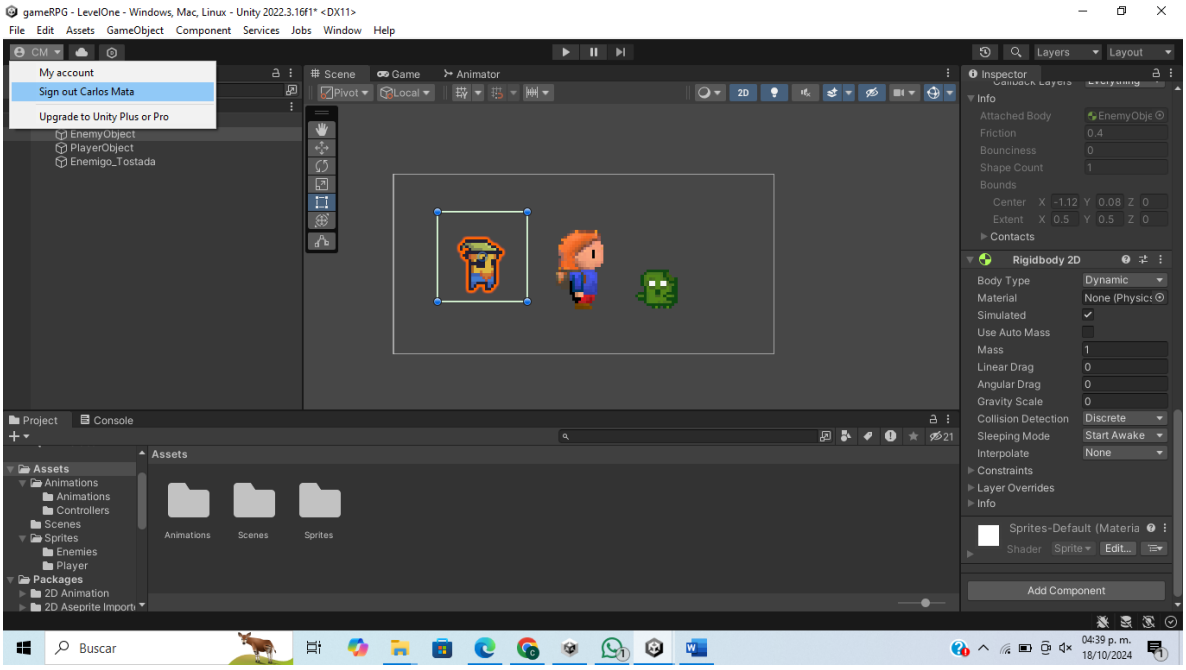
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File Edit Assets GameObject Component Services Jobs Window Help
My account
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Bounciness
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Simulated
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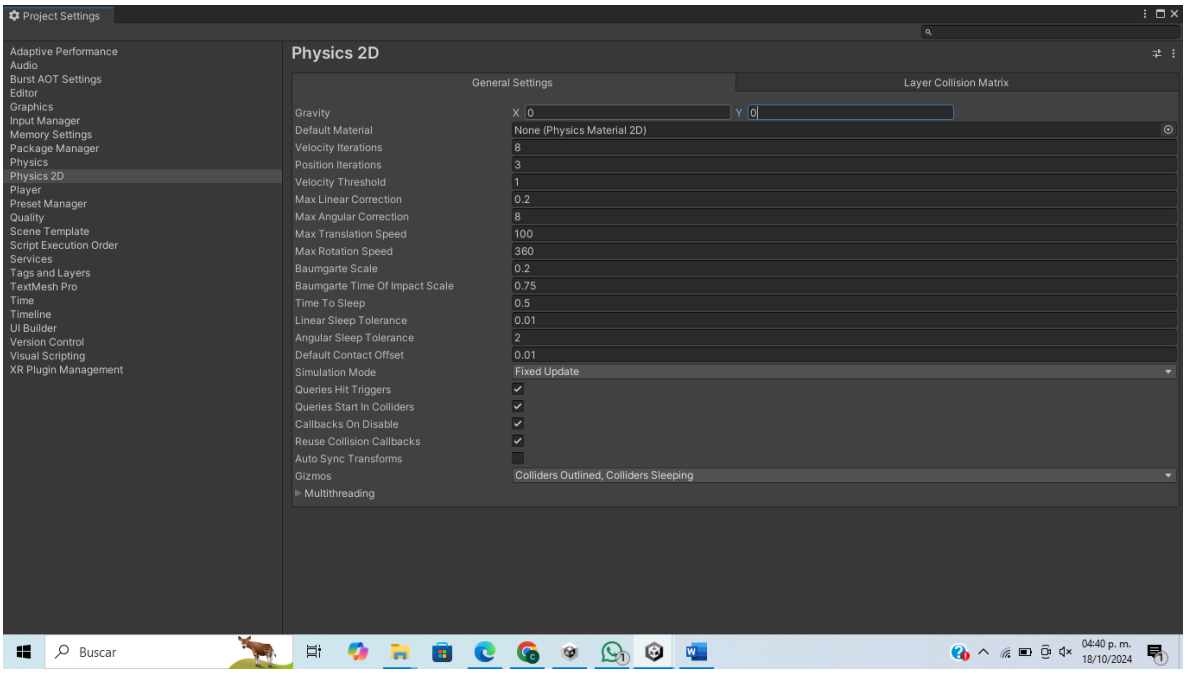
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Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
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Default Material
None (Physics Material 2D)
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Baumgarte Time Of Impact Scale
Time To Sleep
Linear Sleep Tolerance
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Simulation Mode
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Queries Hit Triggers
Queries Start In Colliders
Callbacks On Disable
Reuse Collision Callbacks
Auto Sync Transforms
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Colliders Outlined, Colliders Sleeping
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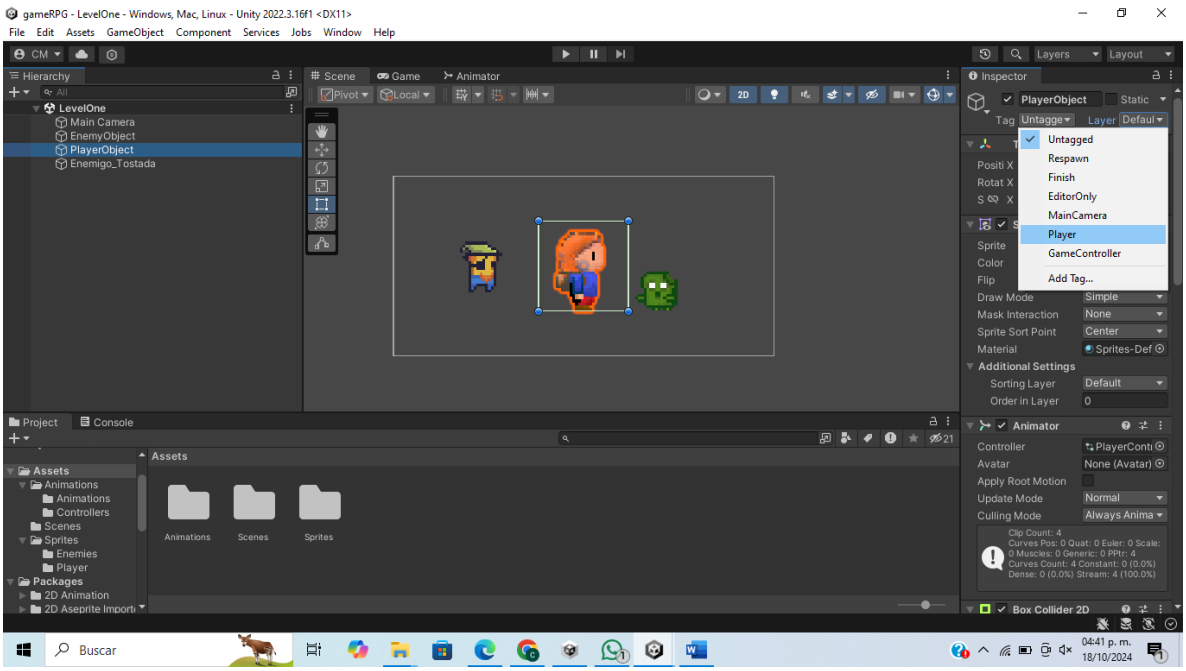
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File Edit Assets GameObject Component Services Jobs Window Help
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PlayerObject
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Culling Mode
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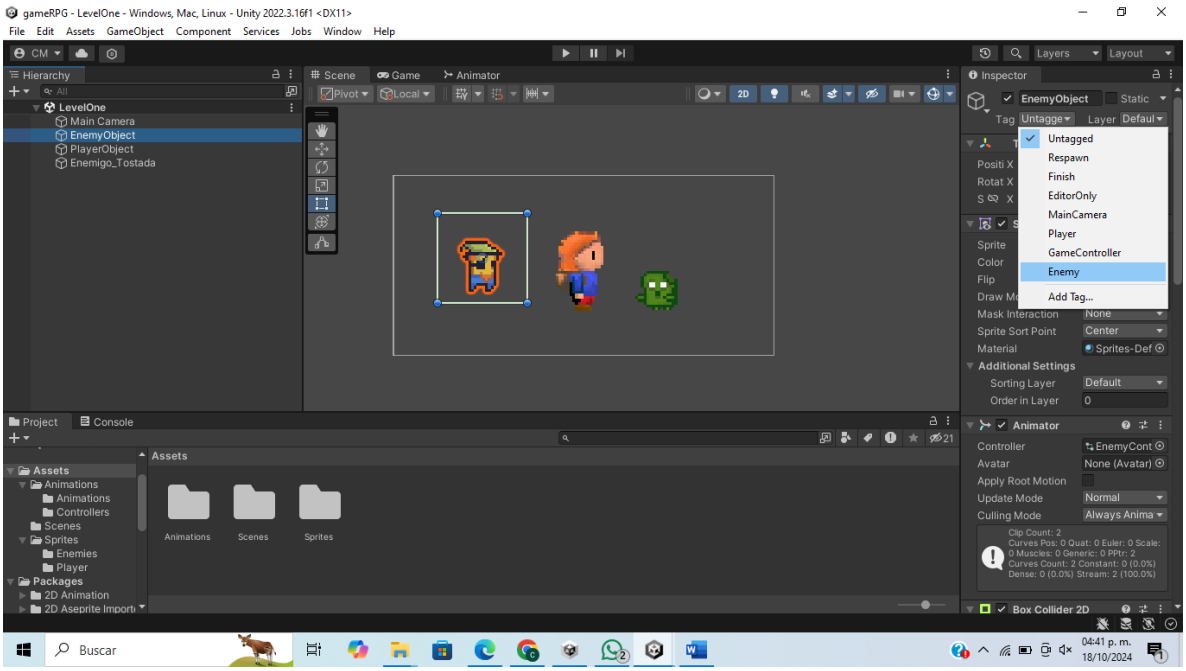
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File Edit Assets GameObject Component Services Jobs Window Help
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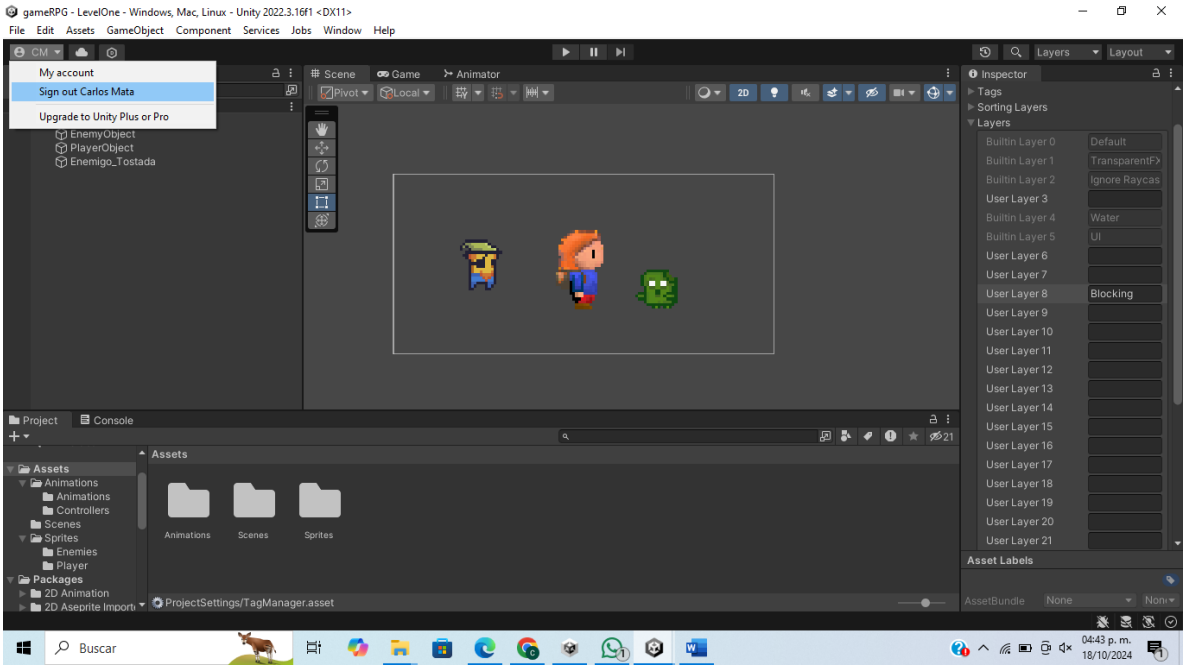
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Builtin Layer 4 Water
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User Layer 6
User Layer 7
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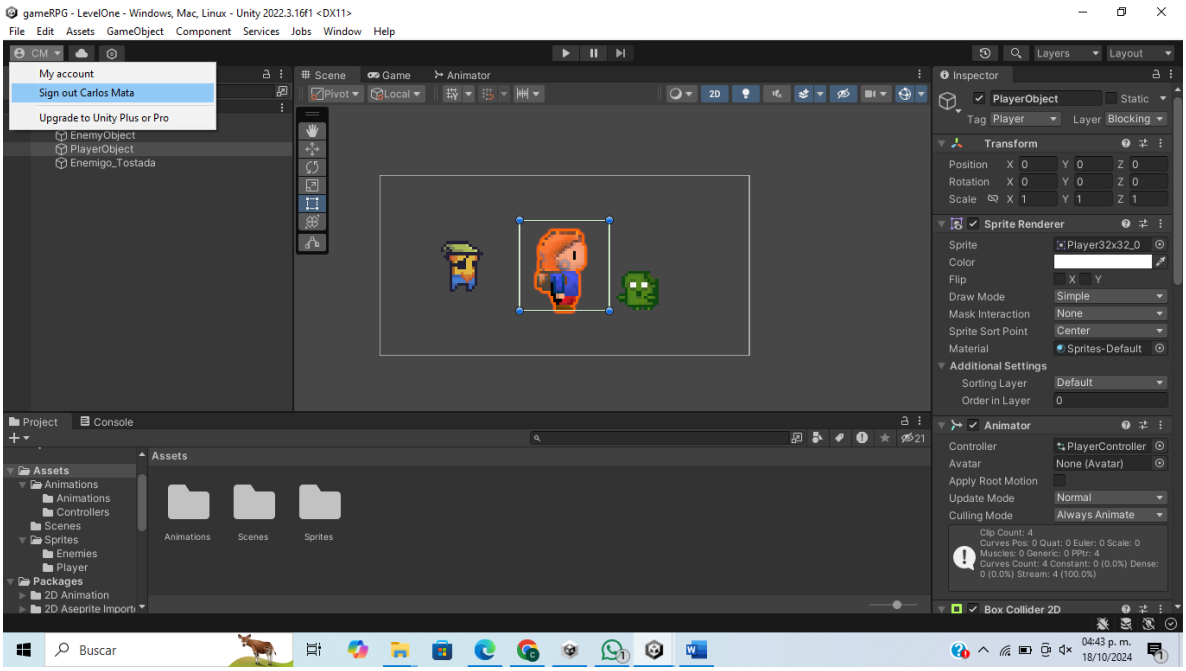
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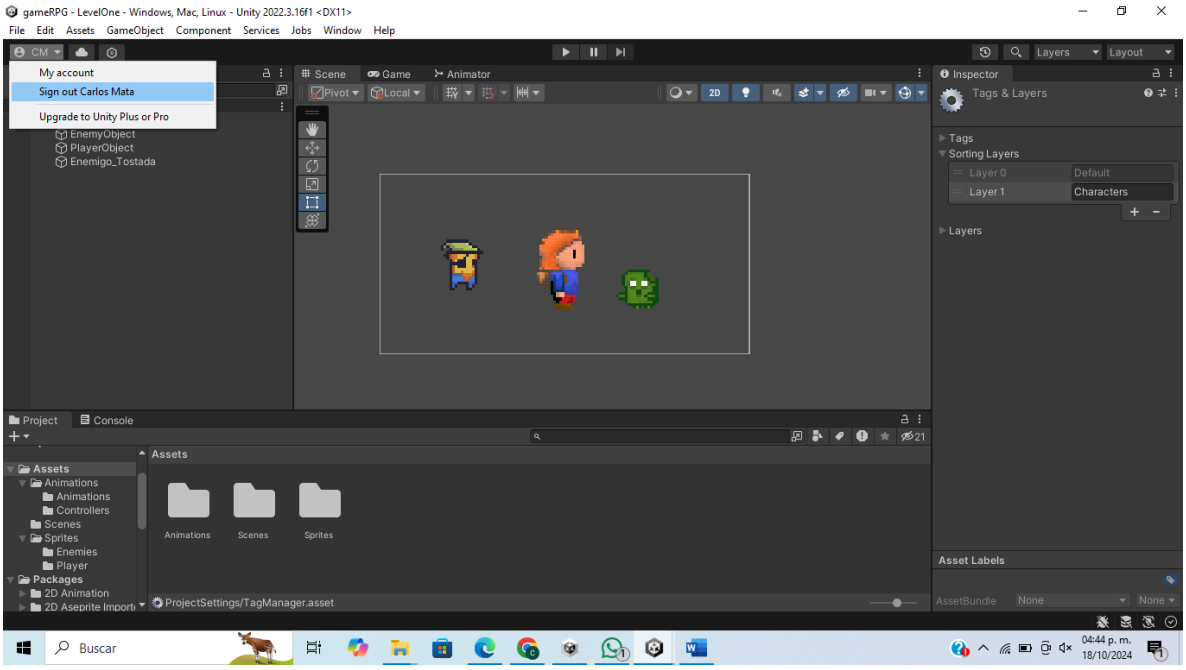
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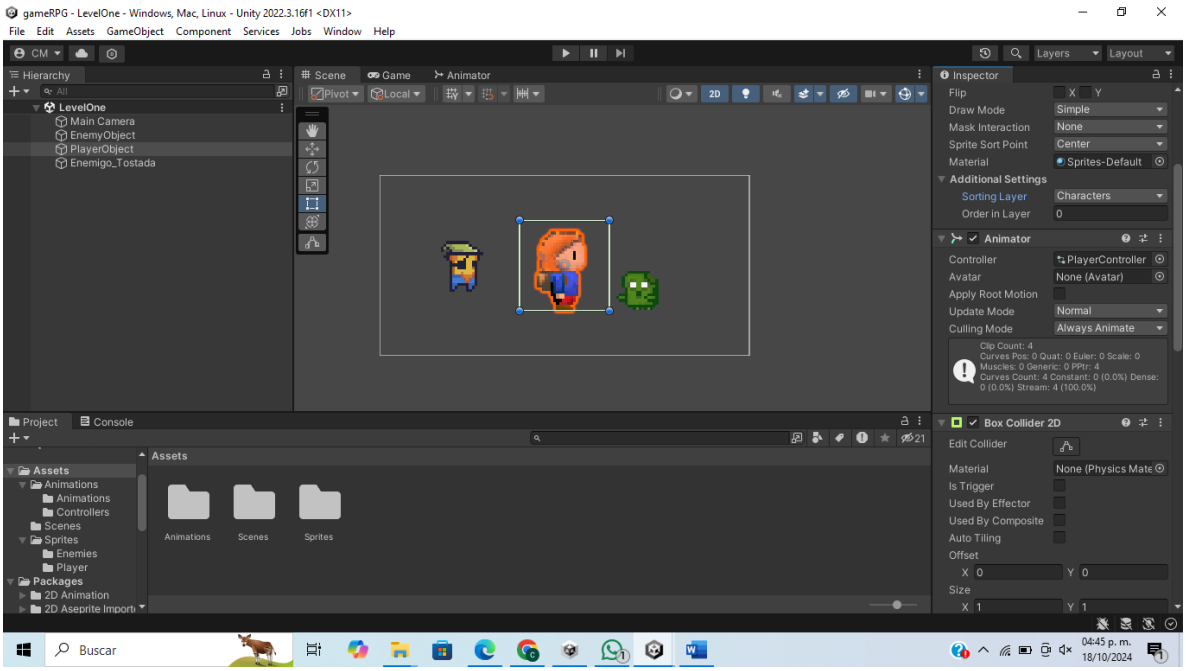
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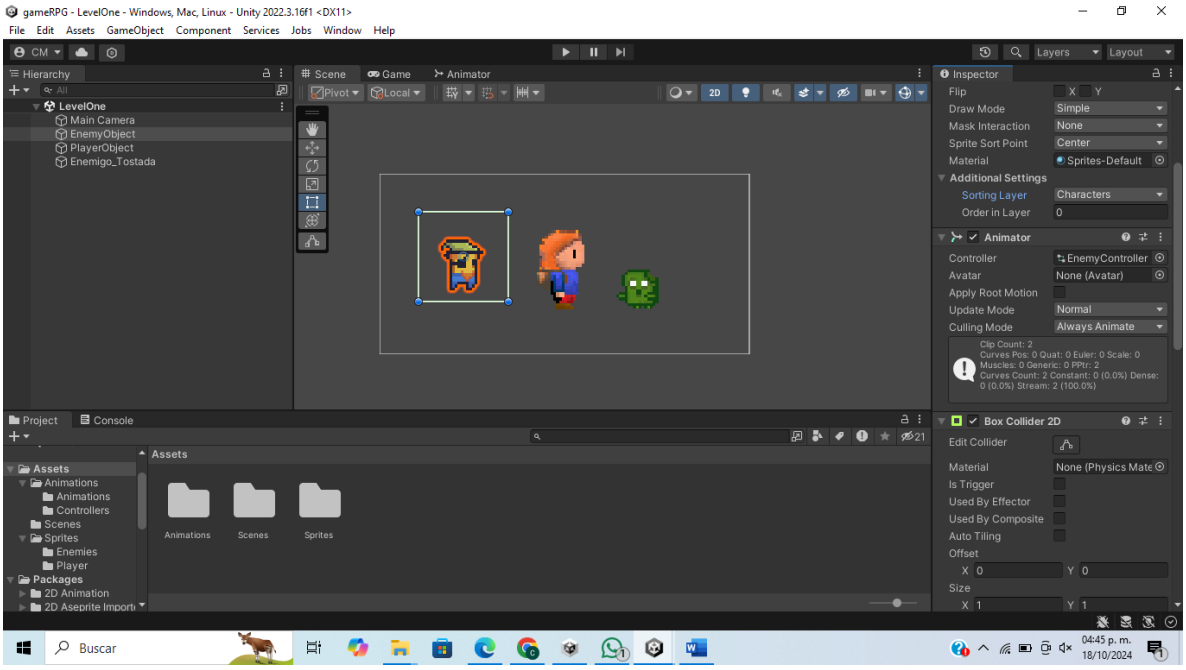
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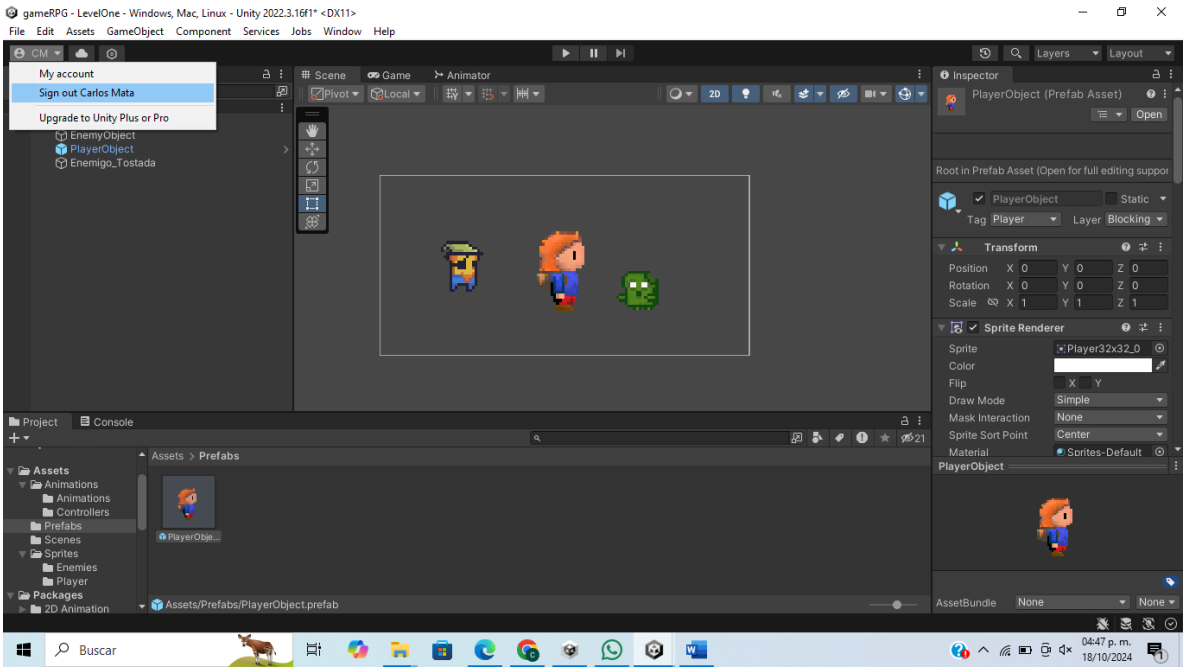
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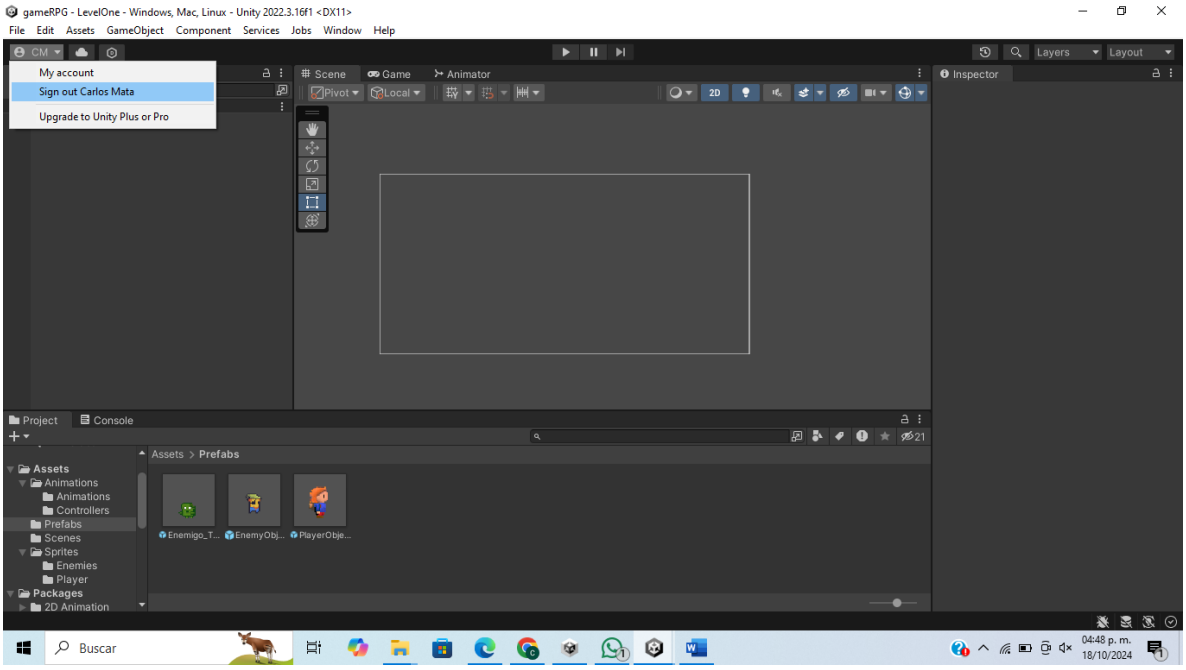
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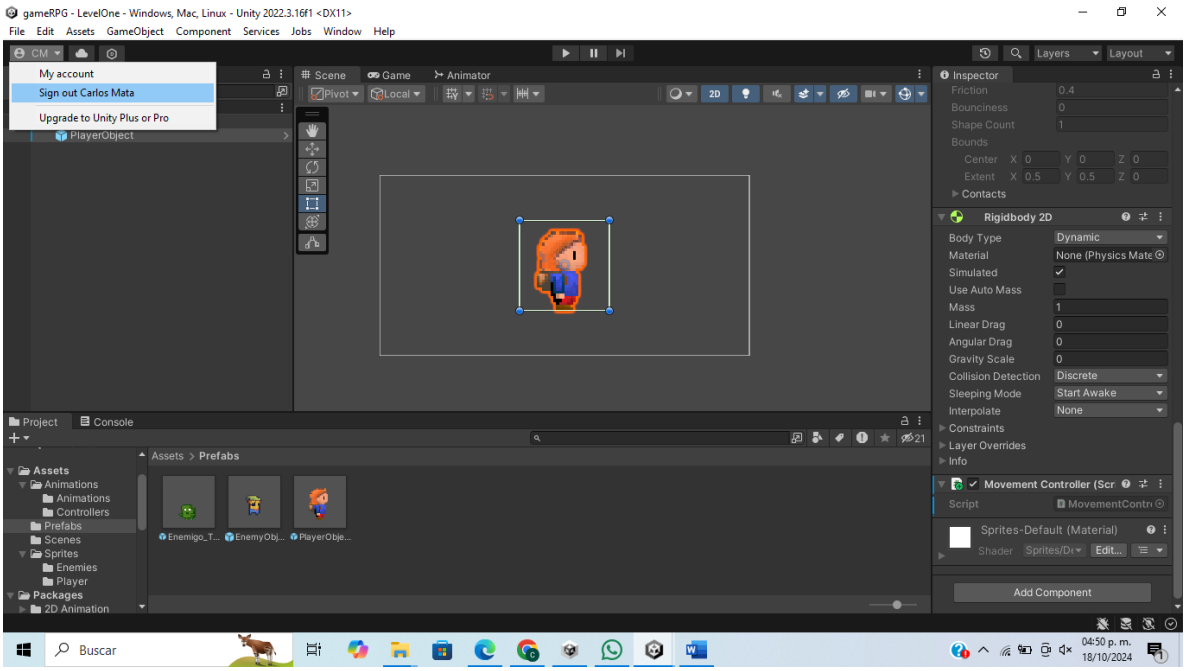
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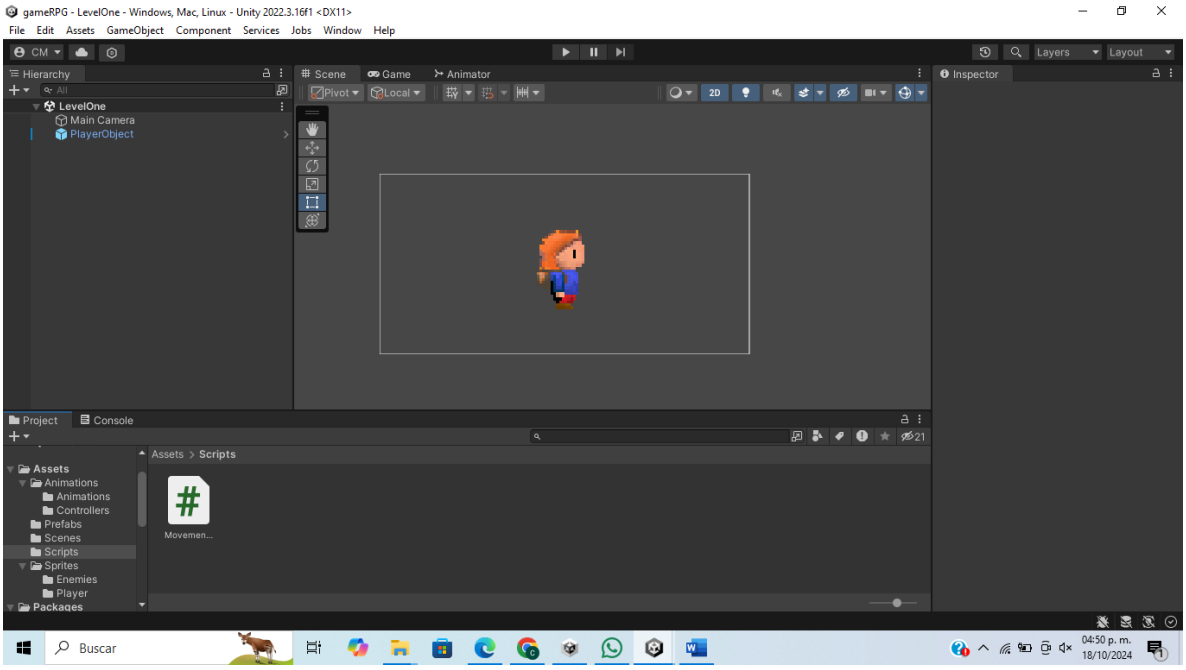
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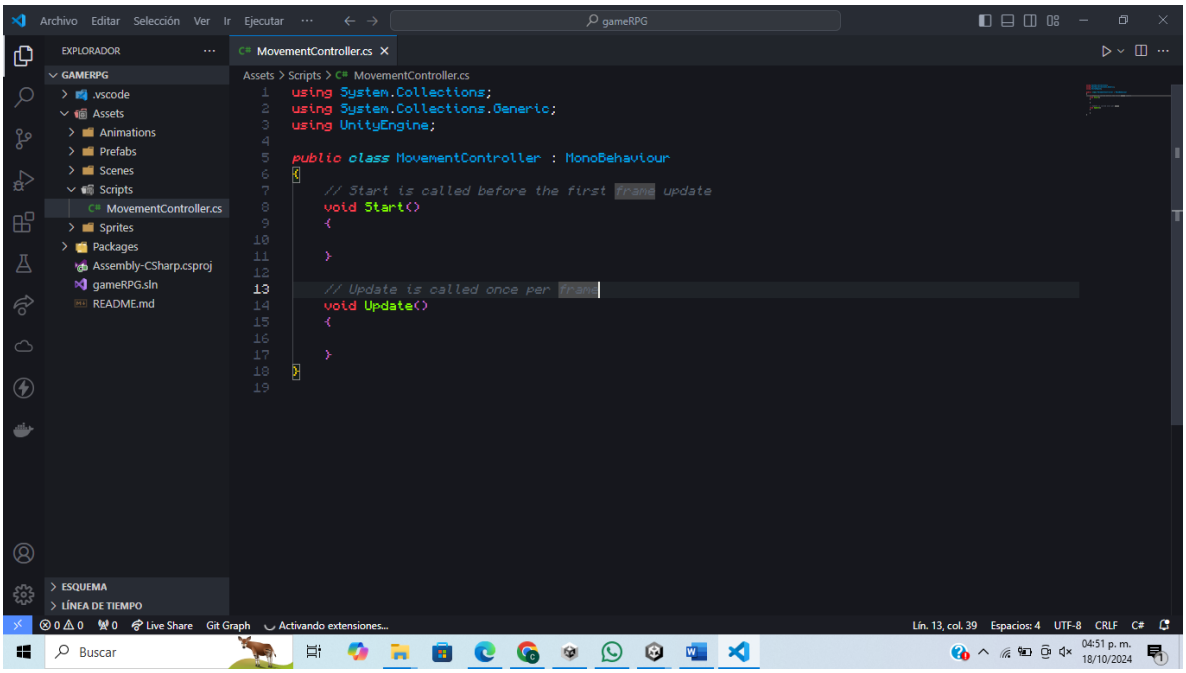
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gameRPG.sln
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ESQUEMA
LÍNEA DE TIEMPO
MovementController.cs
Assets > Scripts > MovementController.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class MovementController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Live Share
Git Graph
Activando extensiones...
Lín. 13, col. 39
Espacios: 4
UTF-8
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C#
Buscar
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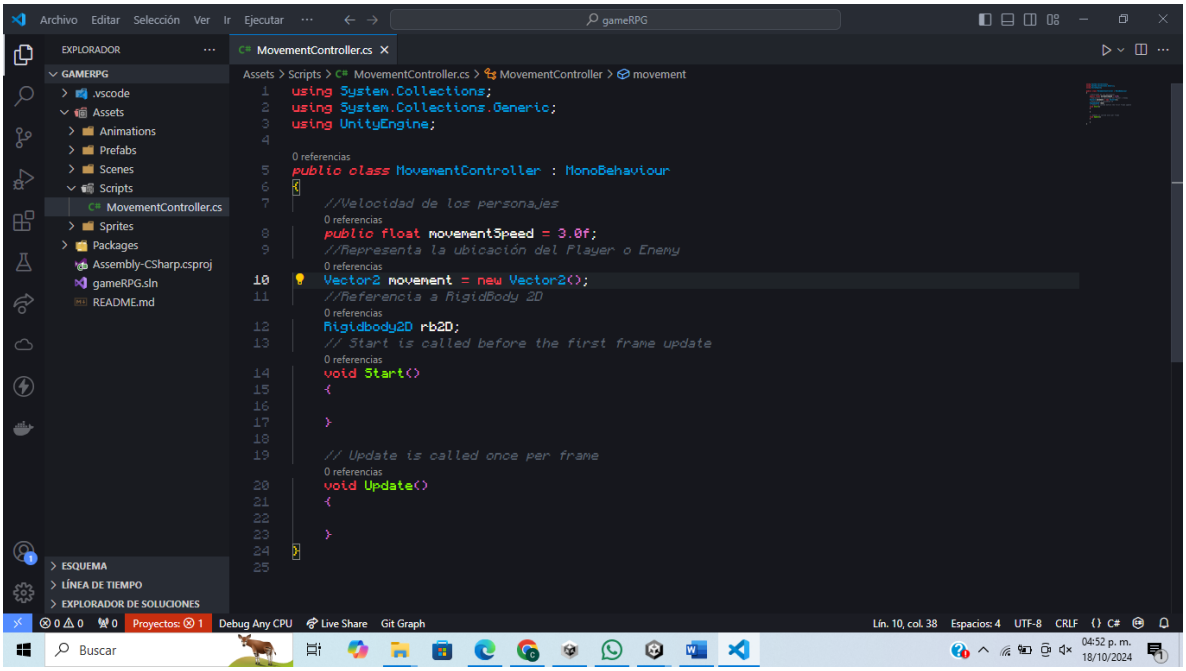
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EXPLORADOR DE SOLUCIONES
MovementController.cs
Assets > Scripts > MovementController.cs > MovementController > movement
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 referencias
public class MovementController : MonoBehaviour
{
//Velocidad de los personajes
0 referencias
public float movementSpeed = 3.0f;
//Representa la ubicación del Player o Enemy
0 referencias
Vector2 movement = new Vector2();
//Referencia a RigidBody 2D
0 referencias
Rigidbody2D rb2D;
// Start is called before the first frame update
0 referencias
void Start()
{
}
// Update is called once per frame
0 referencias
void Update()
{
}
}
Proyectos: 1
Debug Any CPU
Live Share
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Espacios: 4
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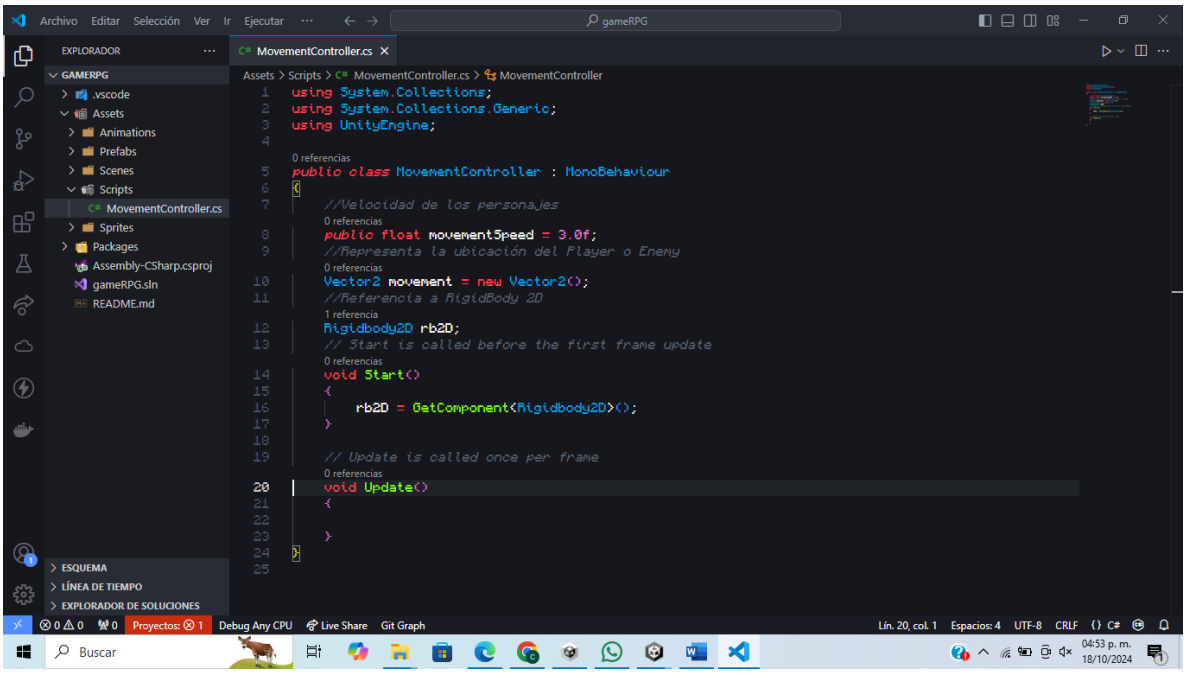
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ESQUEMA
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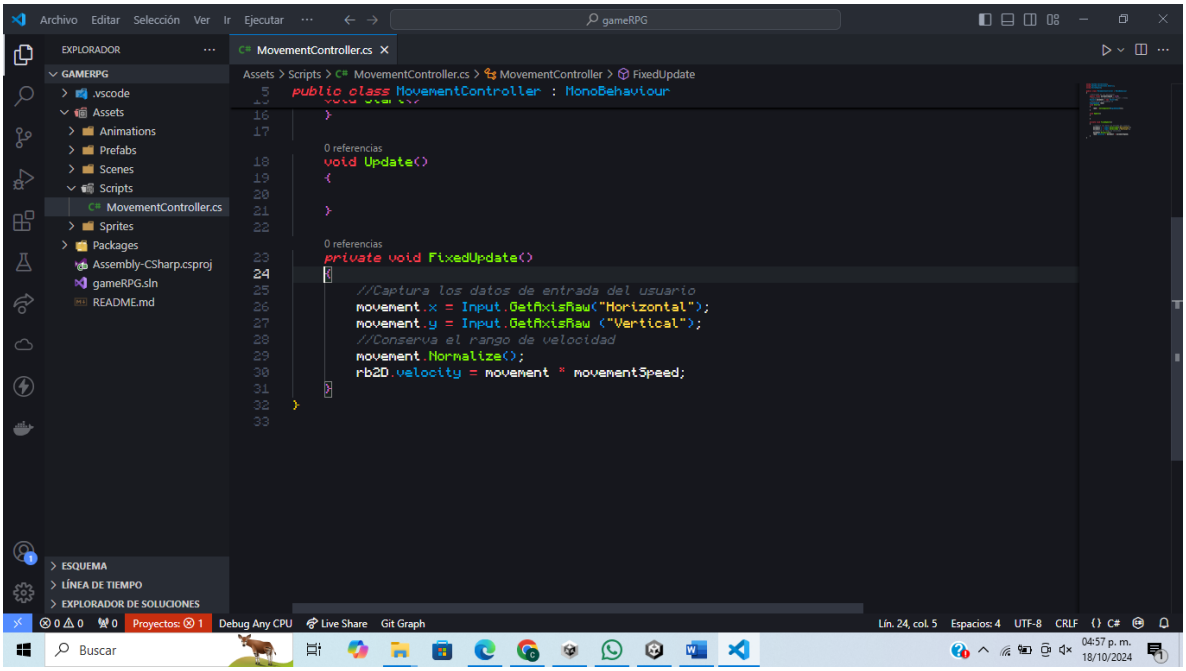
EXPLORADOR DE SOLUCIONES
MovementController.cs
Assets > Scripts > MovementController.cs > MovementController
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 referencias
public class MovementController : MonoBehaviour
{
//Velocidad de los personajes
0 referencias
public float movementSpeed = 3.0f;
//Representa la ubicación del Player o Enemy
0 referencias
Vector2 movement = new Vector2();
//Referencia a RigidBody 2D
1 referencia
Rigidbody2D rb2D;
// Start is called before the first frame update
0 referencias
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
}
// Update is called once per frame
0 referencias
void Update()
{
}
}
Debug Any CPU
Live Share
Git Graph
Lín. 20, col. 1
Espacios: 4
UTF-8
CRLF
C#
Buscar
04:53 p. m.
18/10/2024


Archivo Editar Selección Ver Ir Ejecutar
gameRPG
EXPLORADOR
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MovementController.cs
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ESQUEMA
LÍNEA DE TIEMPO
EXPLORADOR DE SOLUCIONES
MovementController.cs
Assets > Scripts > MovementController.cs > MovementController > FixedUpdate
public class MovementController : MonoBehaviour
}
0 referencias
void Update()
{
}
0 referencias
private void FixedUpdate()
{
//Captura los datos de entrada del usuario
movement.x = Input.GetAxisRaw("Horizontal");
movement.y = Input.GetAxisRaw ("Vertical");
//Conserva el rango de velocidad
movement.Normalize();
rb2D.velocity = movement * movementSpeed;
}
}
Debug Any CPU
Live Share
Git Graph
Lín. 24, col. 5
Espacios: 4
UTF-8
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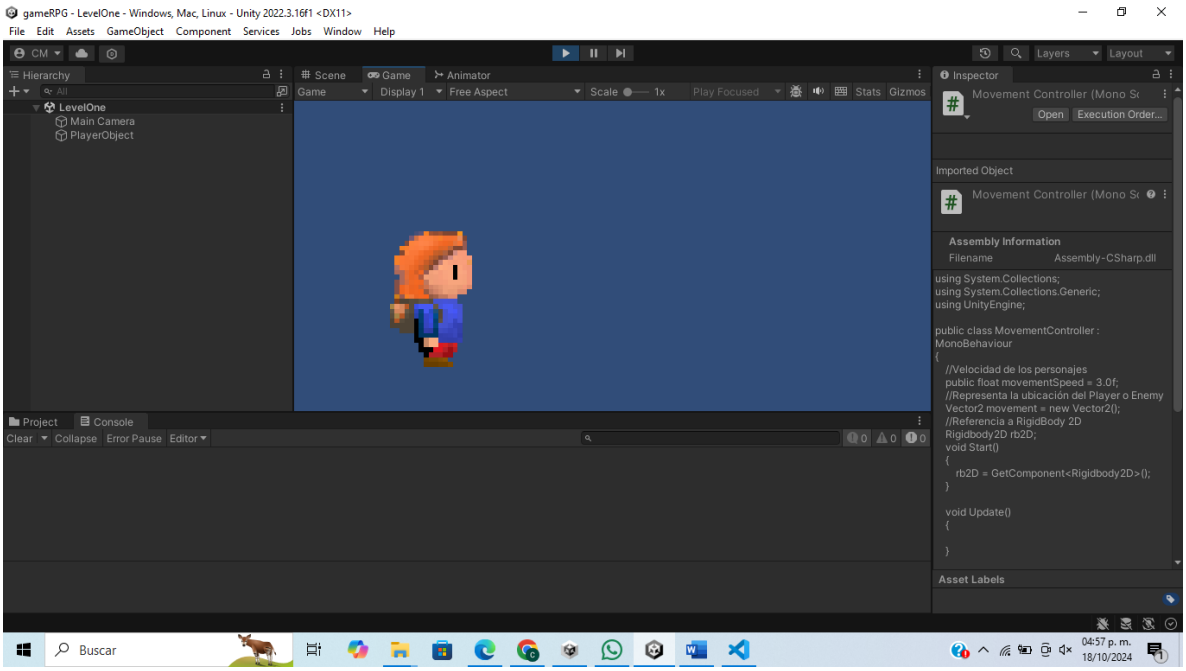
gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Movement Controller (Mono Sc
Open
Execution Order...
Imported Object
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class MovementController :
MonoBehaviour
{
//Velocidad de los personajes
public float movementSpeed = 3.0f;
//Representa la ubicación del Player o Enemy
Vector2 movement = new Vector2();
//Referencia a RigidBody 2D
Rigidbody2D rb2D;
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
}
void Update()
{
}
Asset Labels
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Buscar
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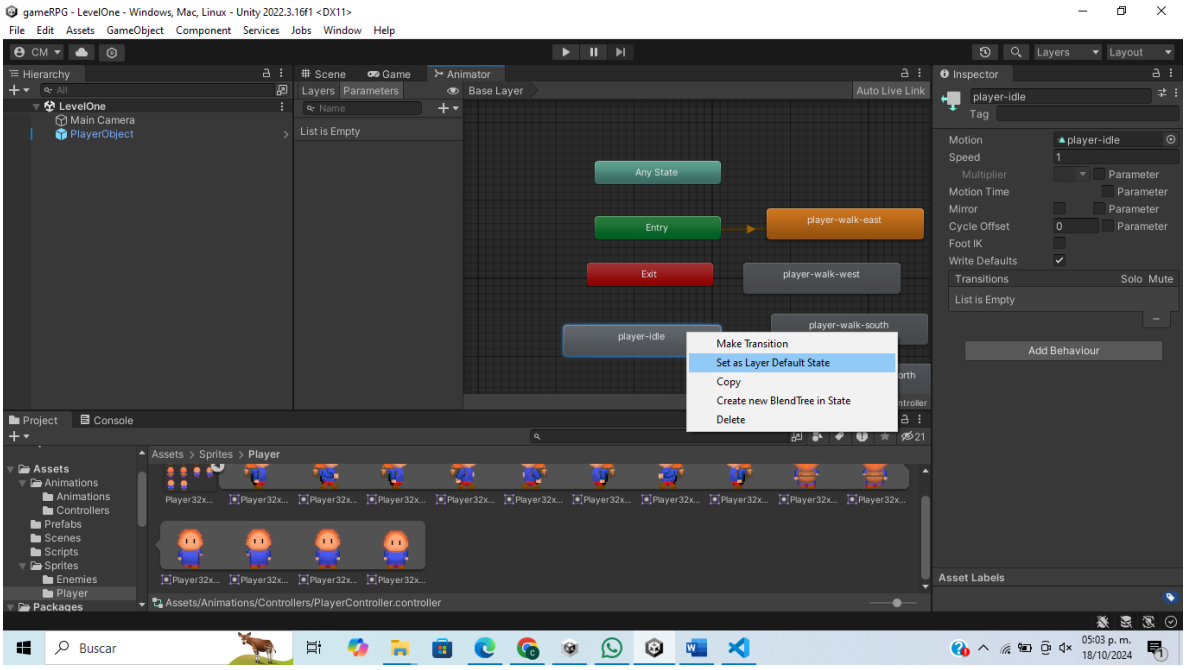
gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Auto Live Link
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Any State
Entry
Exit
player-idle
player-walk-east
player-walk-west
player-walk-south
Make Transition
Set as Layer Default State
Copy
Create new BlendTree in State
Delete
Inspector
player-idle
Tag
Motion
player-idle
Speed
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
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Write Defaults
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List is Empty
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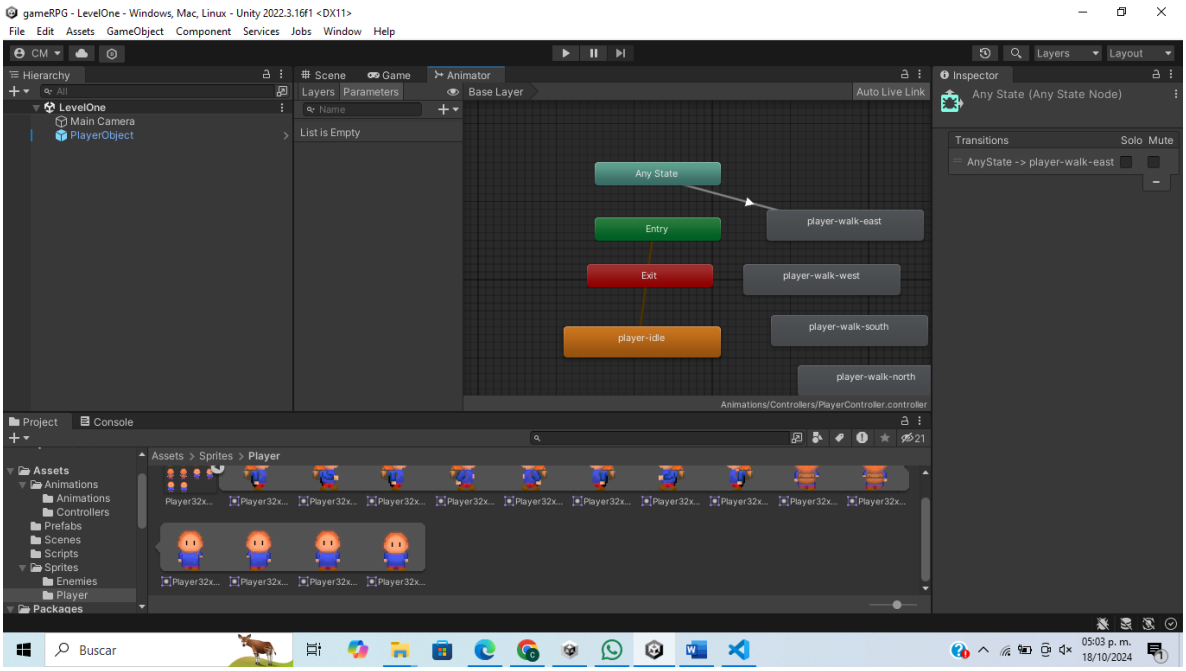
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player-walk-north
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AnyState -> player-walk-east
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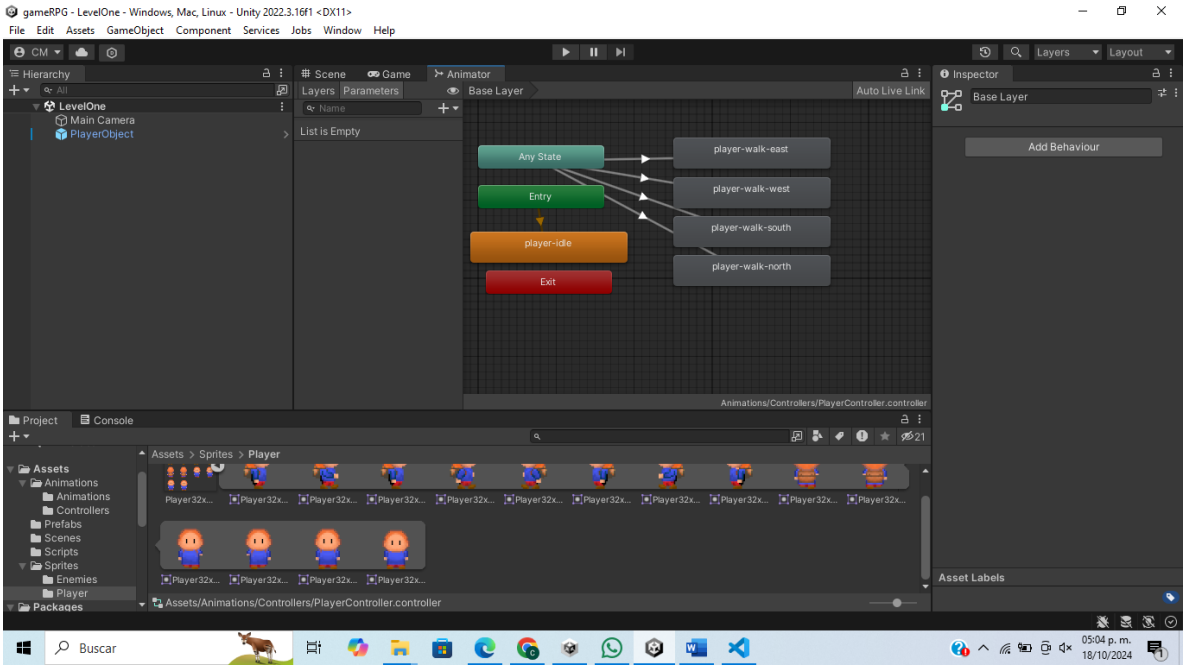
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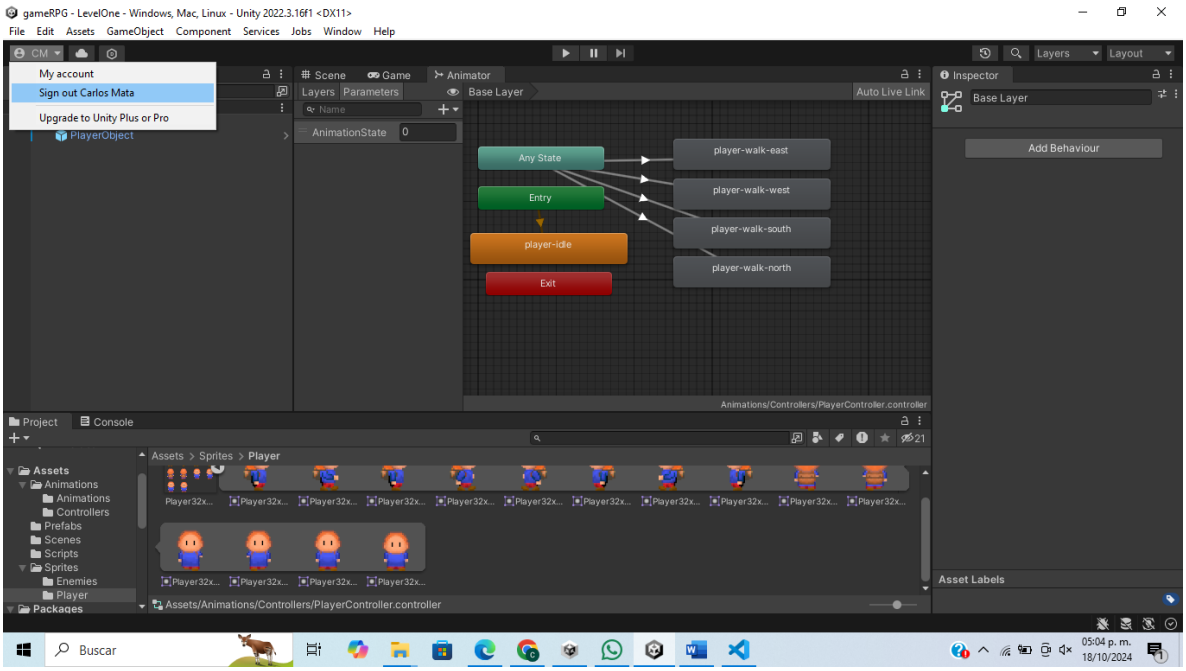
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File Edit Assets GameObject Component Services Jobs Window Help
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Sign out Carlos Mata
Upgrade to Unity Plus or Pro
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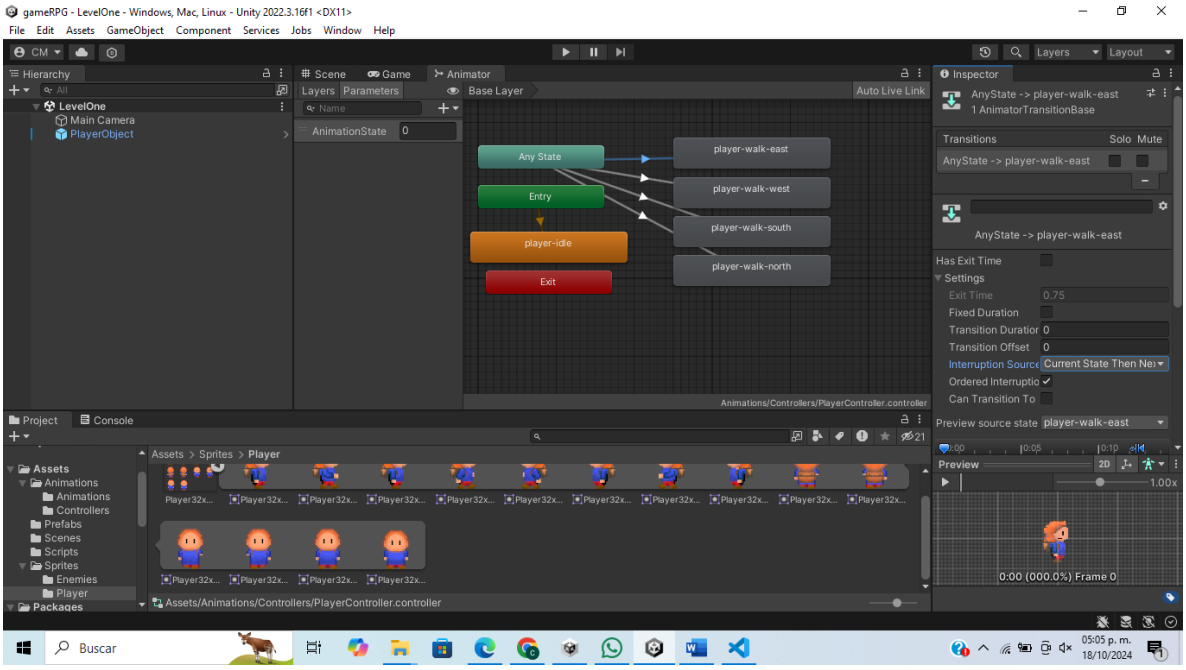
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AnyState -> player-walk-east
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AnyState -> player-walk-east
Has Exit Time
Settings
Exit Time
Fixed Duration
Transition Duration
Transition Offset
Interruption Source
Ordered Interruption
Can Transition To
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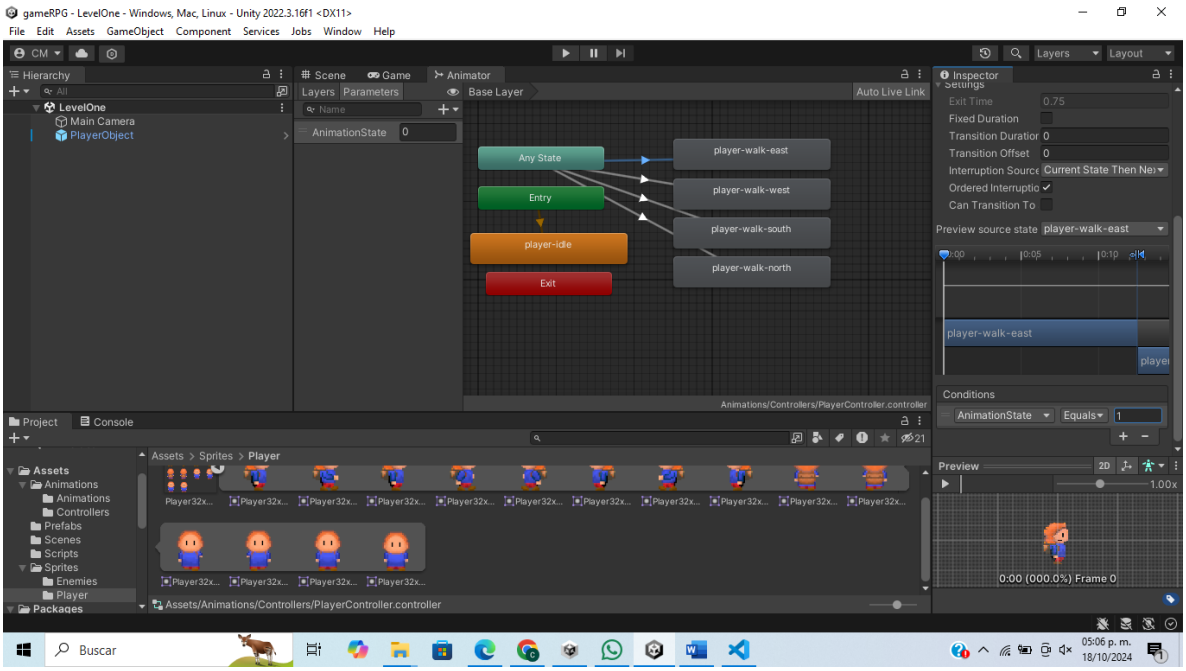
gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
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Transition Duration 0
Transition Offset 0
Interruption Source Current State Then Ne
Ordered Interruptio
Can Transition To
Preview source state player-walk-east
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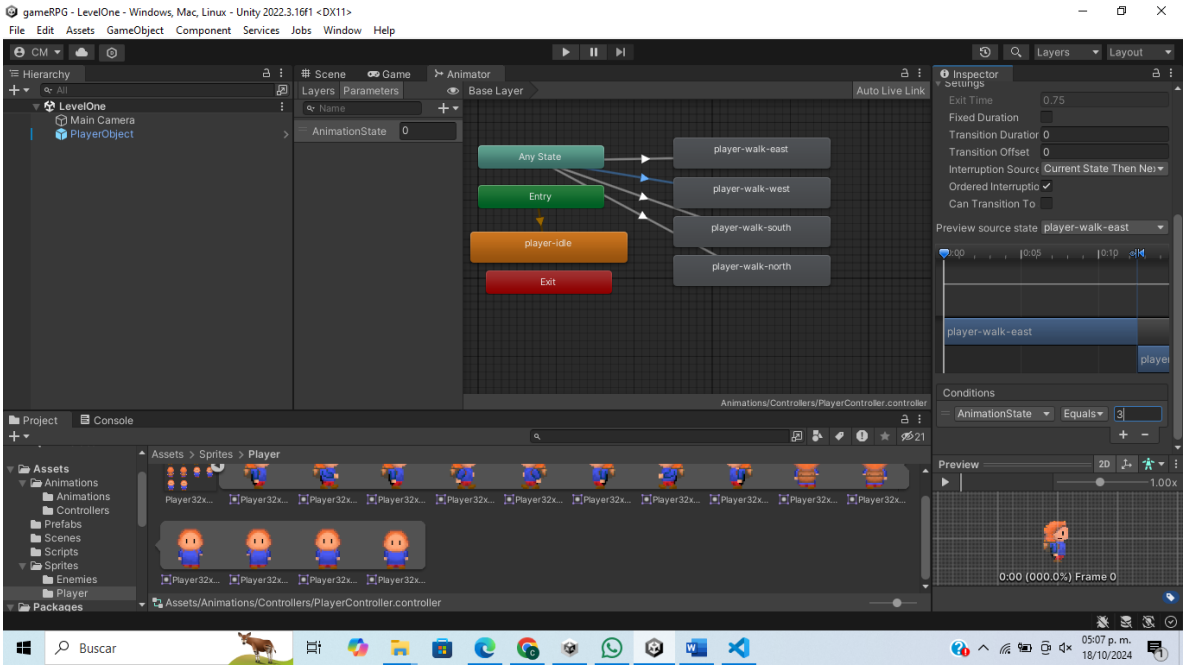
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Exit Time 0.75
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Transition Duration 0
Transition Offset 0
Interruption Source Current State Then Ne
Ordered Interruptio
Can Transition To
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AnimationState Equals 3
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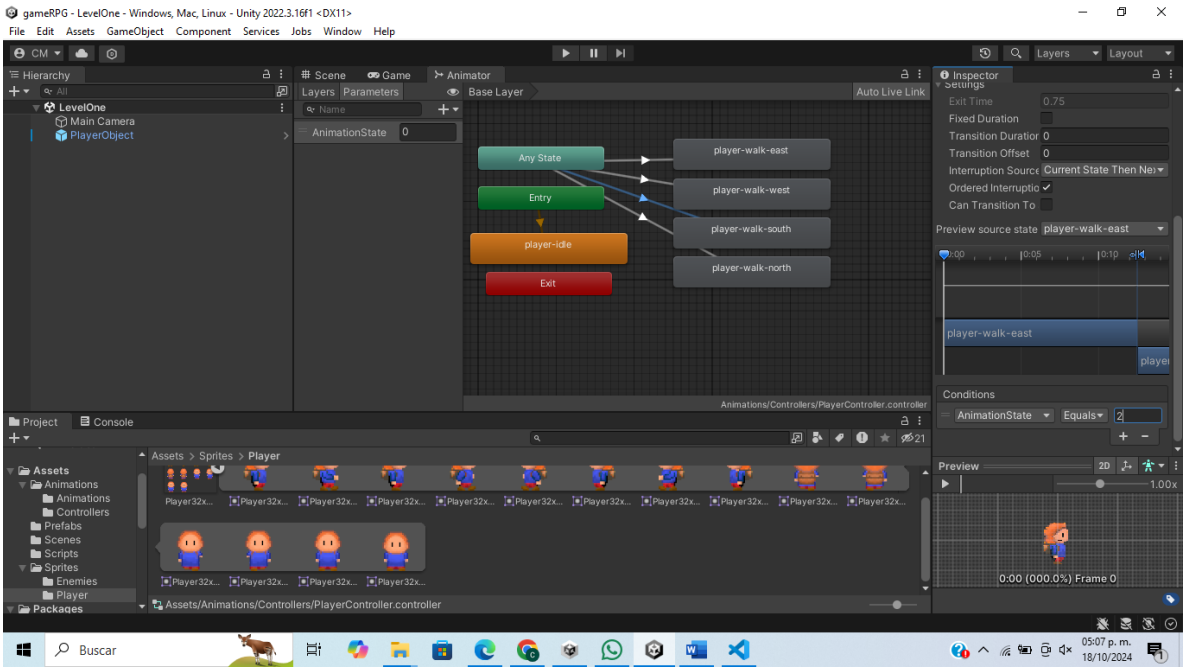
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File Edit Assets GameObject Component Services Jobs Window Help
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Transition Duration 0
Transition Offset 0
Interruption Source Current State Then Ne
Ordered Interruptio
Can Transition To
Preview source state player-walk-east
player-walk-east
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AnimationState Equals 2
Preview
0:00 (000.0%) Frame 0
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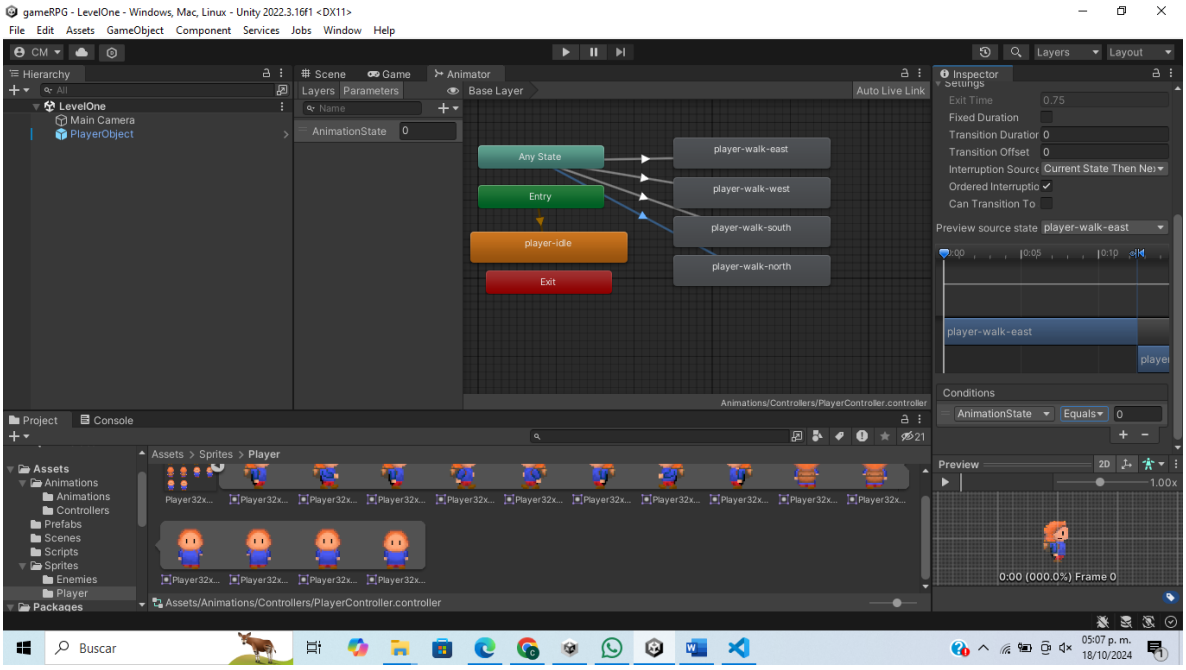
gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
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player-walk-south
player-walk-north
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Exit Time 0.75
Fixed Duration
Transition Duration 0
Transition Offset 0
Interruption Source Current State Then Ne
Ordered Interruptio
Can Transition To
Preview source state player-walk-east
player-walk-east
Conditions
AnimationState Equals 0
Preview
0:00 (000.0%) Frame 0
Animations/Controllers/PlayerController.controller
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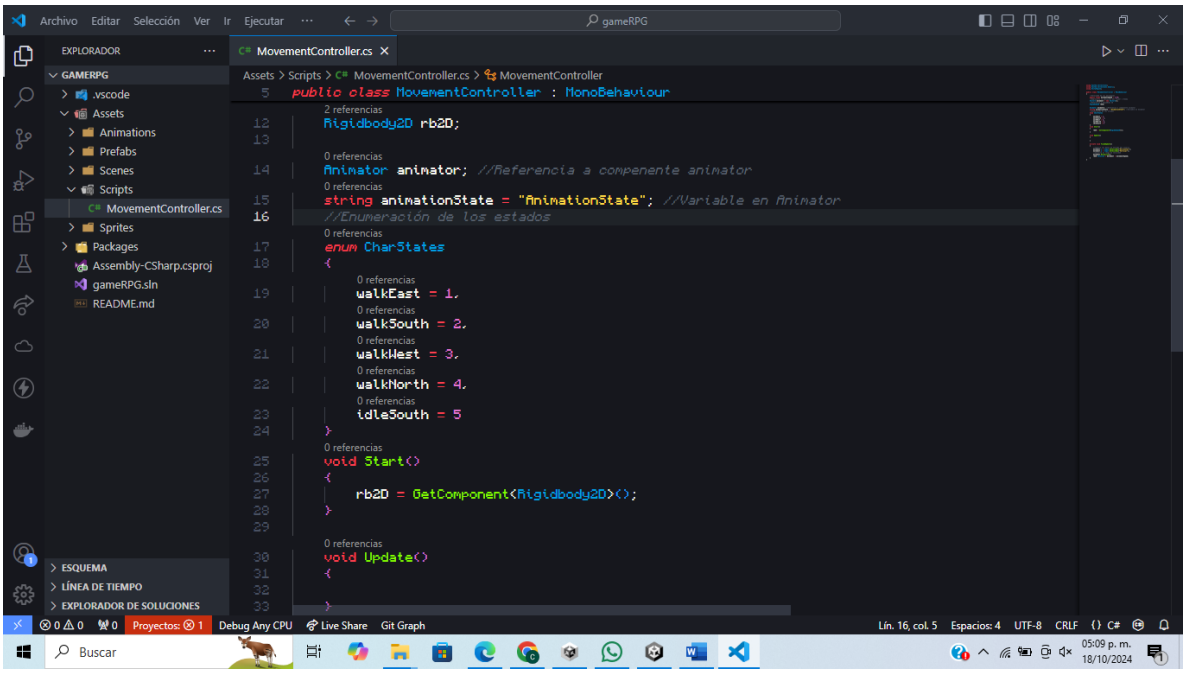
Archivo Editar Selección Ver Ir Ejecutar
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EXPLORADOR DE SOLUCIONES
MovementController.cs
Assets > Scripts > MovementController.cs > MovementController
public class MovementController : MonoBehaviour
2 referencias
Rigidbody2D rb2D;
0 referencias
Animator animator; //Referencia a componente animator
0 referencias
string animationState = "AnimationState"; //Variable en Animator
//Enumeración de los estados
0 referencias
enum CharStates
{
0 referencias
walkEast = 1,
0 referencias
walkSouth = 2,
0 referencias
walkWest = 3,
0 referencias
walkNorth = 4,
0 referencias
idleSouth = 5
}
0 referencias
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
}
0 referencias
void Update()
{
}
Proyectos: 1
Debug Any CPU
Live Share
Git Graph
Lín. 16, col. 5
Espacios: 4
UTF-8
CRLF
C#
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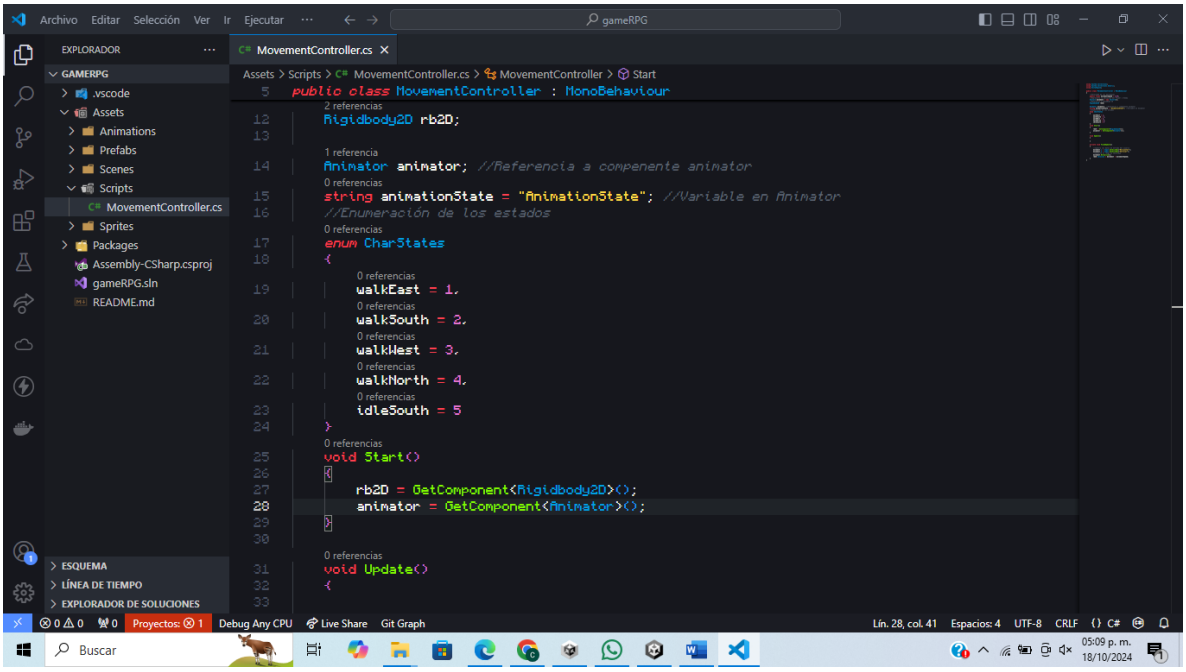
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ESQUEMA
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MovementController.cs
Assets > Scripts > MovementController.cs > MovementController > Start
public class MovementController : MonoBehaviour
2 referencias
Rigidbody2D rb2D;
1 referencia
Animator animator; //Referencia a componente animator
0 referencias
string animationState = "AnimationState"; //Variable en Animator
//Enumeración de los estados
0 referencias
enum CharStates
{
0 referencias
walkEast = 1,
0 referencias
walkSouth = 2,
0 referencias
walkWest = 3,
0 referencias
walkNorth = 4,
0 referencias
idleSouth = 5
}
0 referencias
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
animator = GetComponent<Animator>();
}
0 referencias
void Update()
{
Proyectos: 1
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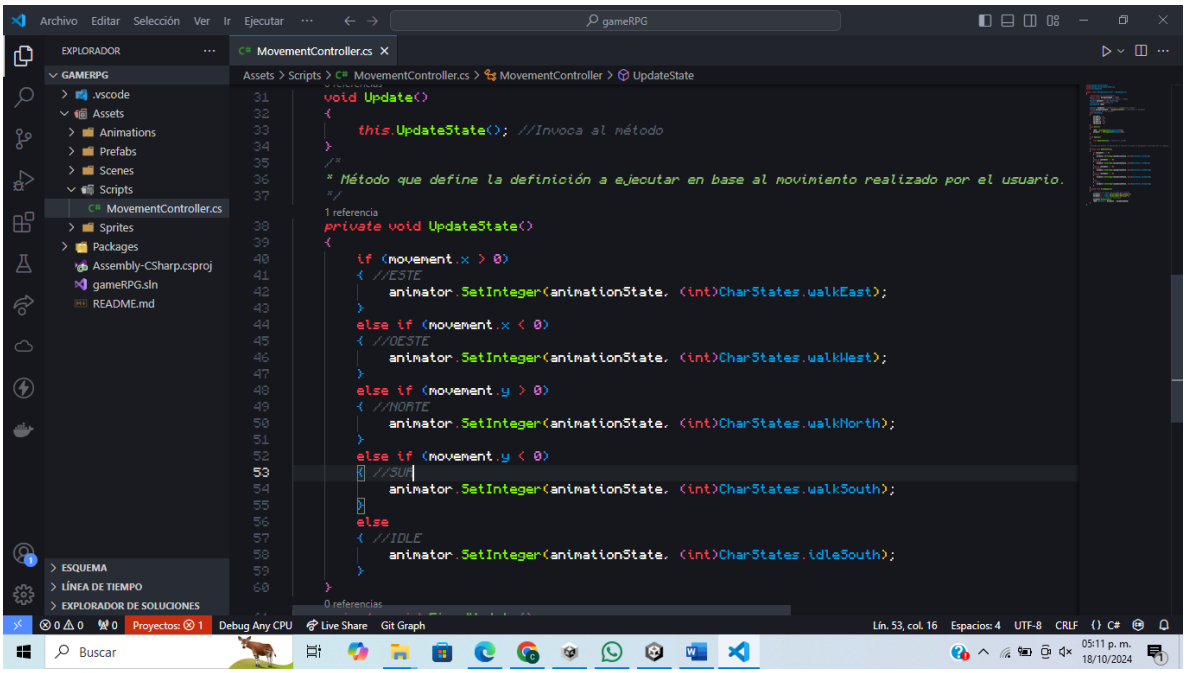
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Assets > Scripts > MovementController.cs > MovementController > UpdateState
void Update()
{
this.UpdateState(); //Invoca al método
}
/*
* Método que define la definición a ejecutar en base al movimiento realizado por el usuario.
*/
1 referencia
private void UpdateState()
{
if (movement.x > 0)
{ //ESTE
animator.SetInteger(animationState, (int)CharStates.walkEast);
}
else if (movement.x < 0)
{ //OESTE
animator.SetInteger(animationState, (int)CharStates.walkWest);
}
else if (movement.y > 0)
{ //NORTE
animator.SetInteger(animationState, (int)CharStates.walkNorth);
}
else if (movement.y < 0)
{ //SUR
animator.SetInteger(animationState, (int)CharStates.walkSouth);
}
else
{ //IDLE
animator.SetInteger(animationState, (int)CharStates.idleSouth);
}
}
0 referencias
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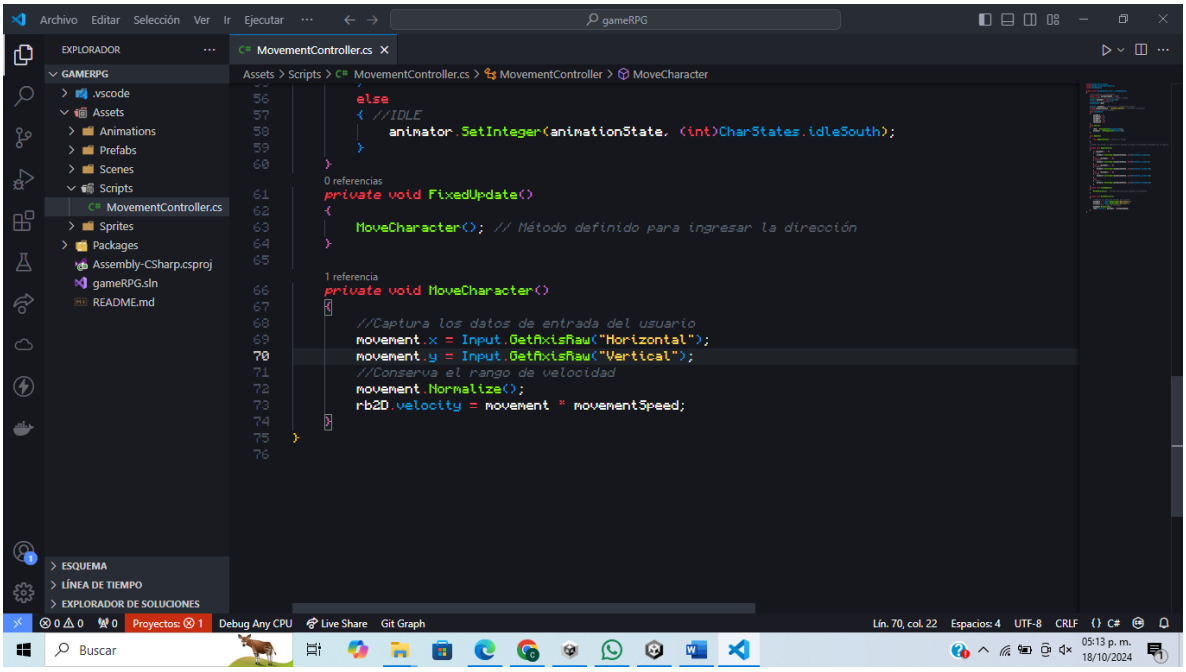
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Assets > Scripts > MovementController.cs > MovementController > MoveCharacter
else
{ //IDLE
animator.SetInteger(animationState, (int)CharStates.idleSouth);
}
}
0 referencias
private void FixedUpdate()
{
MoveCharacter(); // Método definido para ingresar la dirección
}
1 referencia
private void MoveCharacter()
{
//Captura los datos de entrada del usuario
movement.x = Input.GetAxisRaw("Horizontal");
movement.y = Input.GetAxisRaw("Vertical");
//Conserva el rango de velocidad
movement.Normalize();
rb2D.velocity = movement * movementSpeed;
}
}
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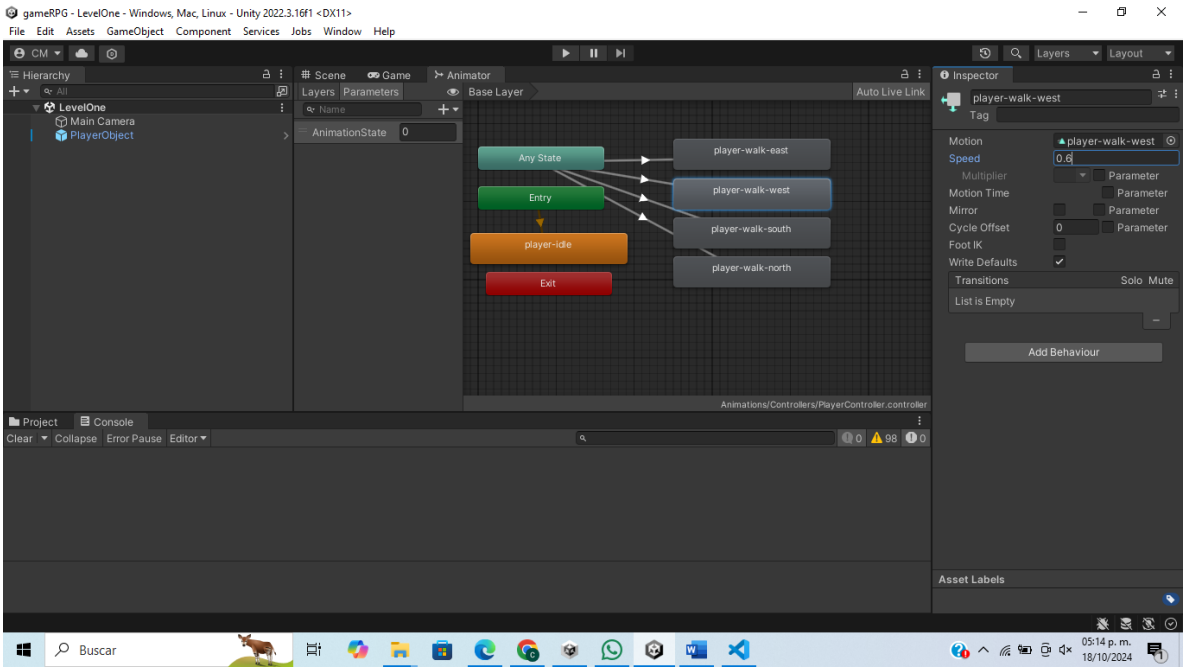
gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
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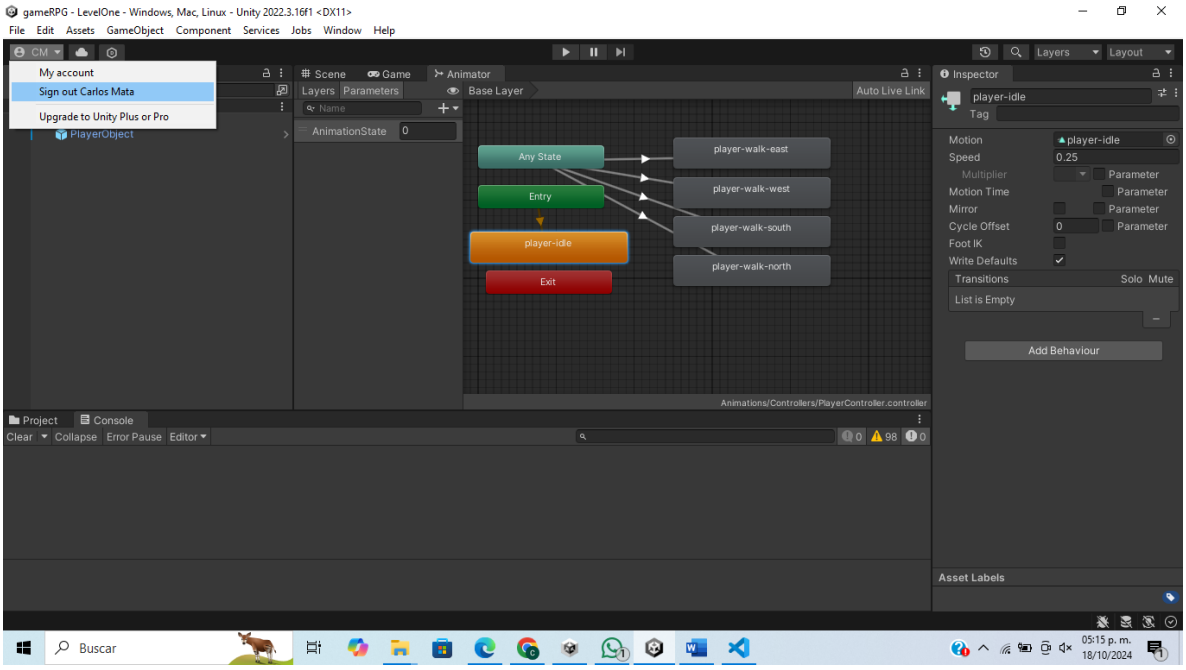
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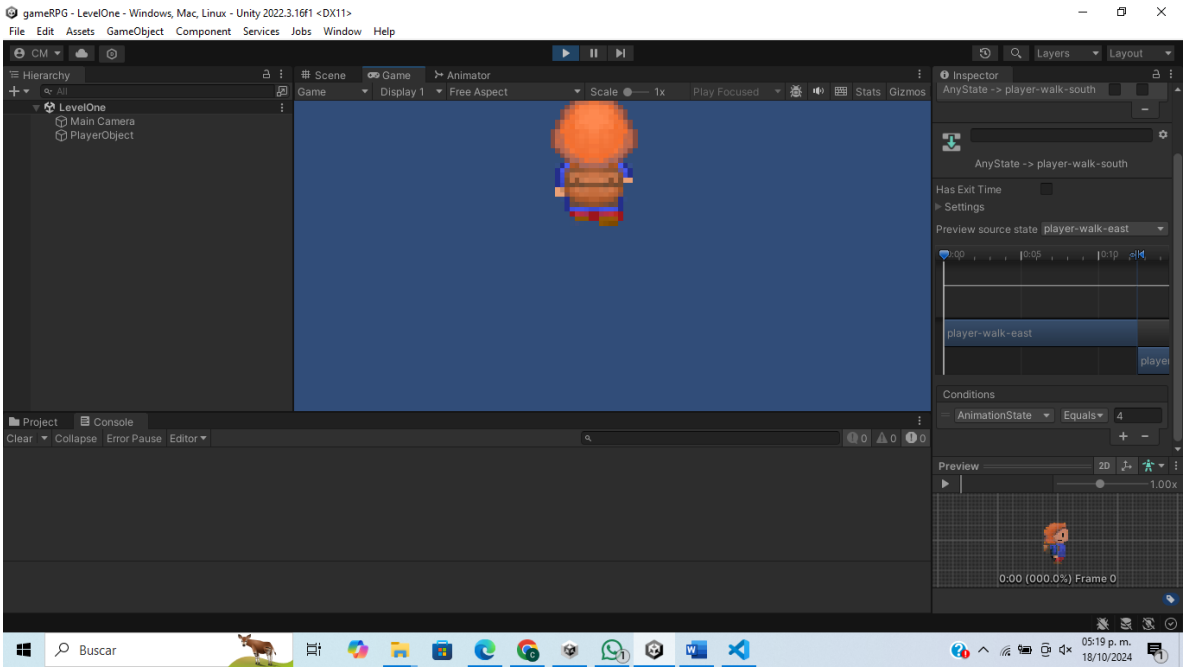
gameRPG - LevelOne - Windows, Mac, Linux - Unity 2022.3.16f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene
Game
Animator
Display 1
Free Aspect
Scale
Play Focused
Stats
Gizmos
Inspector
AnyState -> player-walk-south
Has Exit Time
Settings
Preview source state
player-walk-east
Conditions
AnimationState
Equals
Preview
0:00 (000.0%) Frame 0
Project
Console
Clear
Collapse
Error Pause
Editor
Buscar
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