```csharp
using UnityEngine;

public class ScreenWrap : MonoBehaviour
{
    void OnBecameInvisible()
    {

        Vector2 novaPos = new Vector2(-transform.position.x,
transform.position.y);
        transform.position = novaPos;


        enemyDireita ed = GetComponent<enemyDireita>();
        if (ed != null) ed.UpdateStartPosition();

        enemyEsquerda ee = GetComponent<enemyEsquerda>();
        if (ee != null) ee.UpdateStartPosition();
    }
}
```