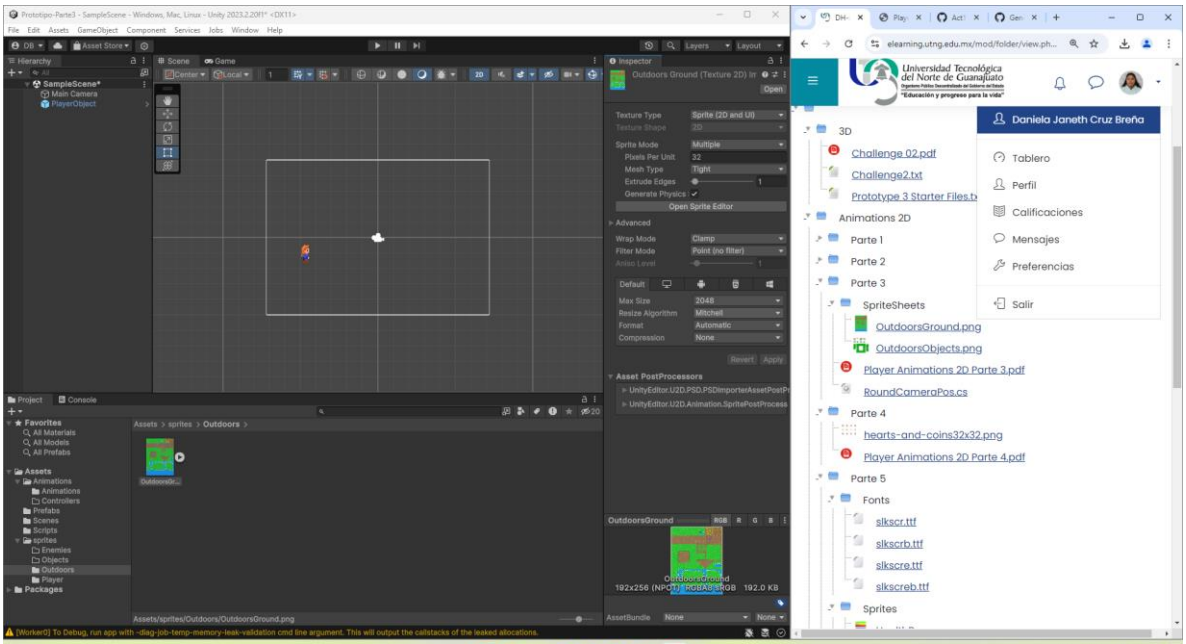
Prototipo-Parte3 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
SampleScene*
Main Camera
PlayerObject
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Inspector
Outdoors Ground (Texture 2D) Import Settings
Texture Type Sprite (2D and UI)
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Open Sprite Editor
Project
Console
Favorites
Assets
Packages
Assets > sprites > Outdoors >
Assets/sprites/Outdoors/OutdoorsGround.png
[Worker0] To Debug, run app with -diag-job-temp-memory-leak-validation cmd line argument. This will output the callstacks of the leaked allocations.
elearning.utng.edu.mx/mod/folder/view.ph...
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hearts-and-coins32x32.png
Player Animations 2D Parte 4.pdf
Parte 5
Fonts
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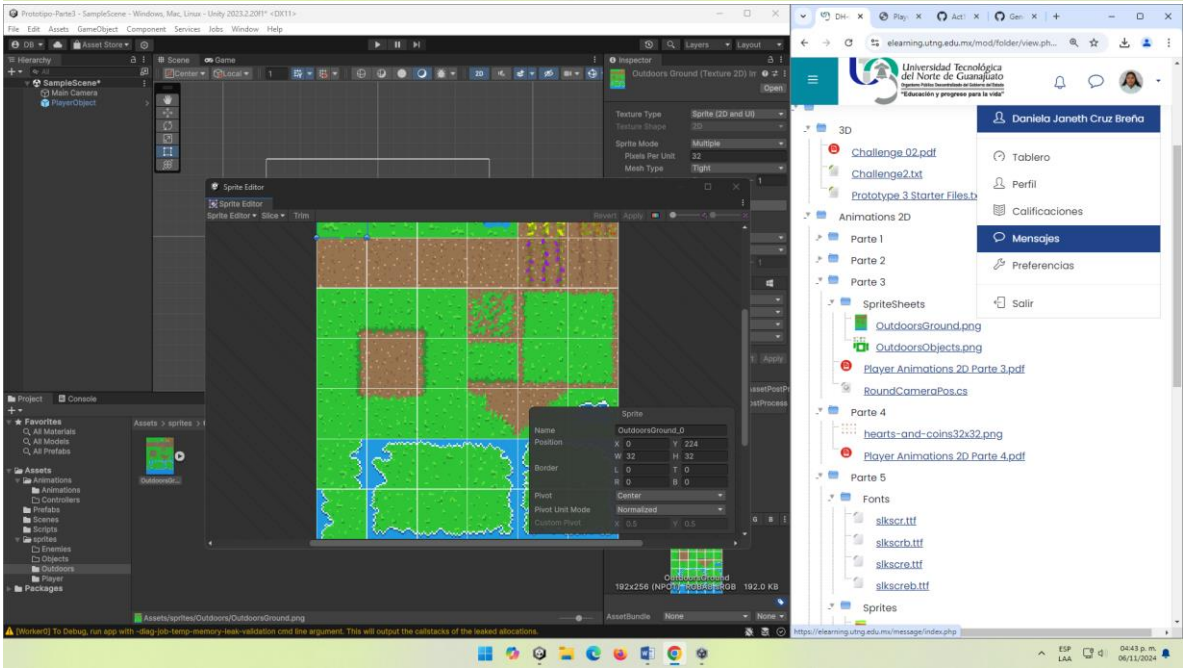
slkscrb.ttf
slkscre.ttf
slkscreb.ttf
Sprites


Prototipo-Parte3 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Sprite Editor
Sprite Editor Slice Trim
Sprite
Name OutdoorsGround_0
Position X 0 Y 224
W 32 H 32
Border L 0 T 0
R 0 B 0
Pivot Center
Pivot Unit Mode Normalized
Custom Pivot X 0.5 Y 0.5
Assets/sprites/Outdoors/OutdoorsGround.png
[Worker0] To Debug, run app with -diag-job-temp-memory-leak-validation cmd line argument. This will output the callstacks of the leaked allocations.
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slkscreb.ttf
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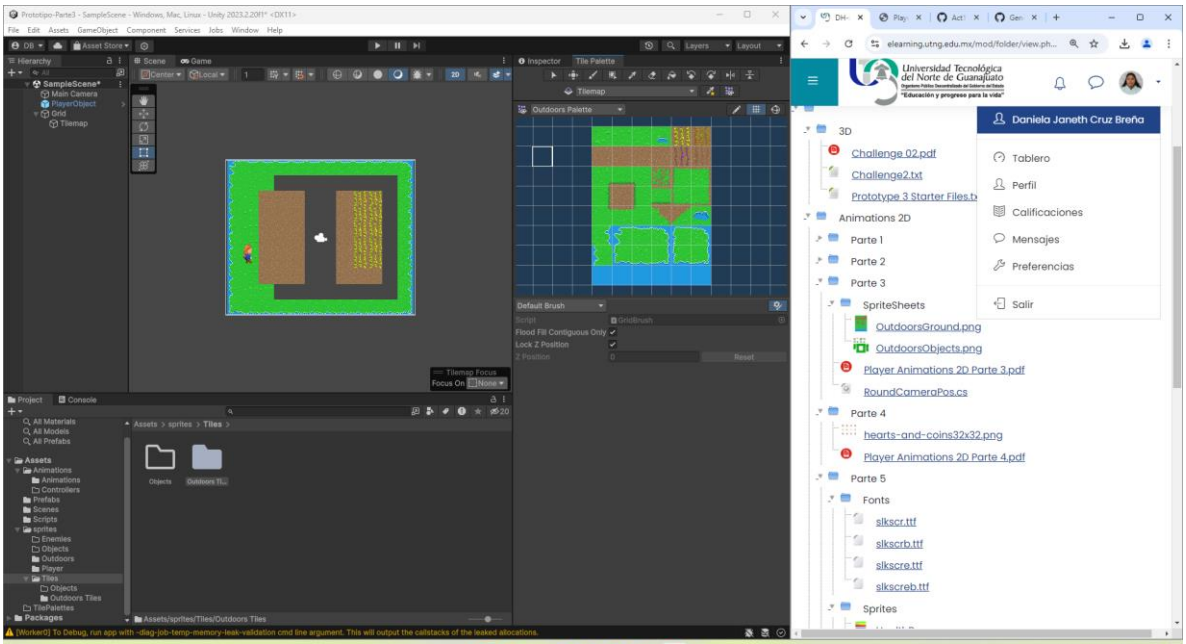
https://elearning.utng.edu.mx/message/index.php


Prototipo-Parte3 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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Outdoors Palette
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[Worker0] To Debug, run app with -diag-job-temp-memory-leak-validation cmd line argument. This will output the callstacks of the leaked alocations.
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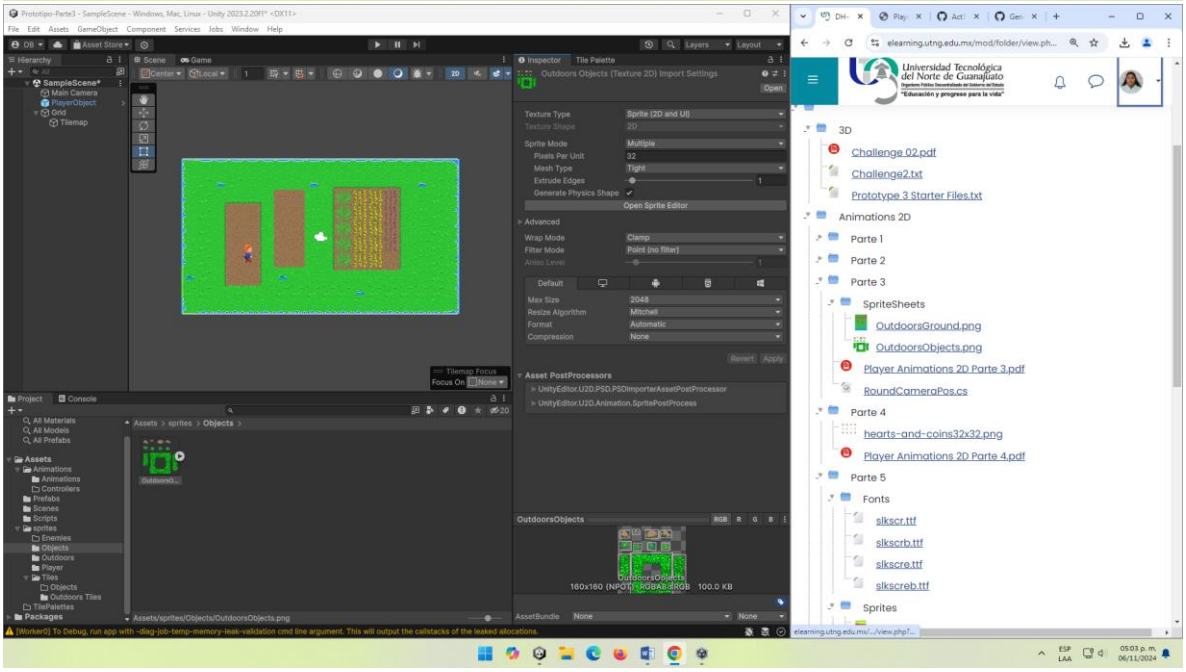
Sprites


Prototipo-Parte3 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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32
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Extrude Edges
Generate Physics Shape
Open Sprite Editor
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Wrap Mode
Clamp
Filter Mode
Point (no filter)
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
OutdoorsObjects
160x160 (NPOT) UnCompressed RGB 100.0 KB
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Assets/sprites/Objects/OutdoorsObjects.png
[Worker0] To Debug, run app with -diag-job-temp-memory-leak-validation cmd line argument. This will output the callstacks of the leaked alocations.
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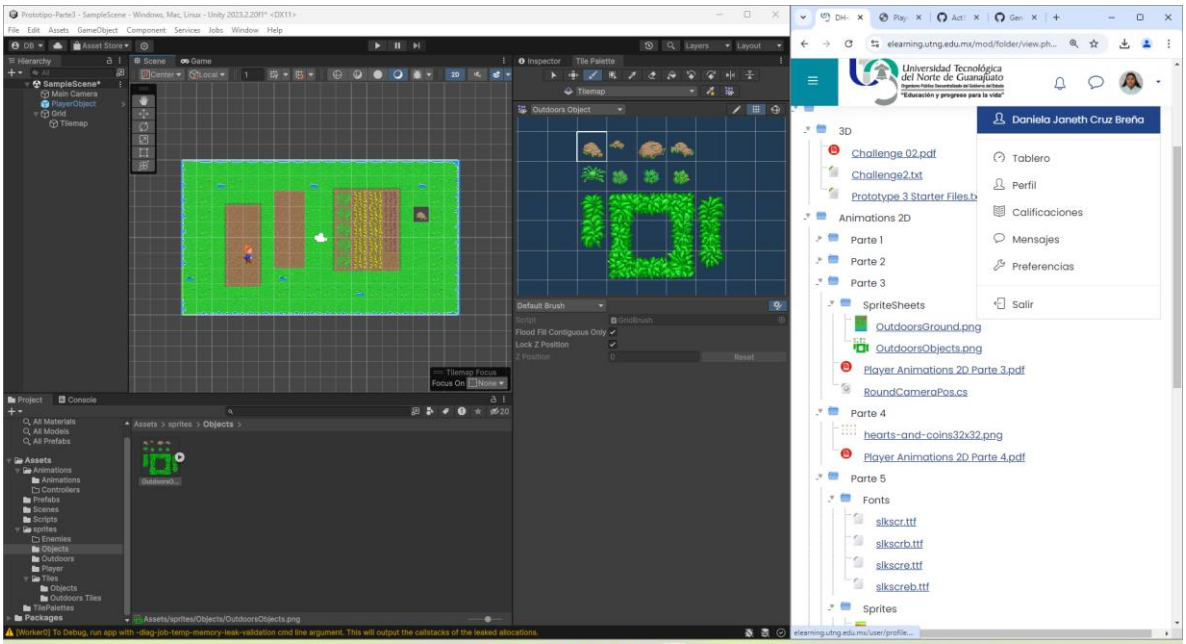
Prototipo-Parte3 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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Assets/sprites/Objects/OutdoorsObjects.png
[Worker0] To Debug, run app with -diag-job-temp-memory-leak-validation cmd line argument. This will output the callstacks of the leaked allocations.
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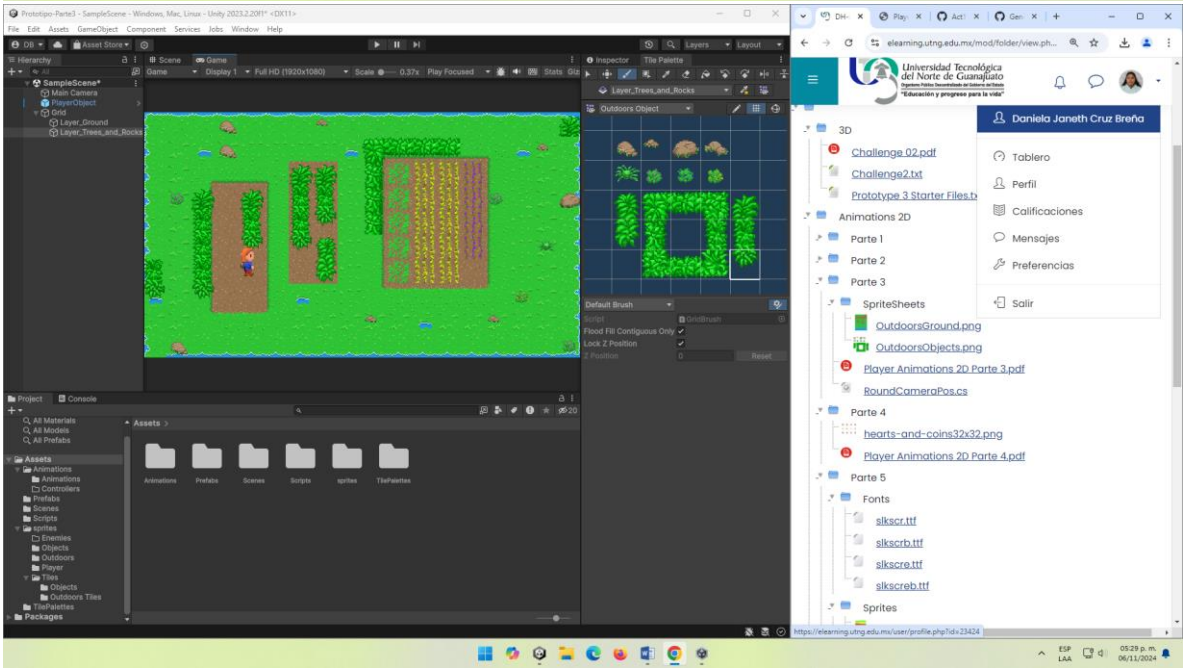
Prototipo-Parte3 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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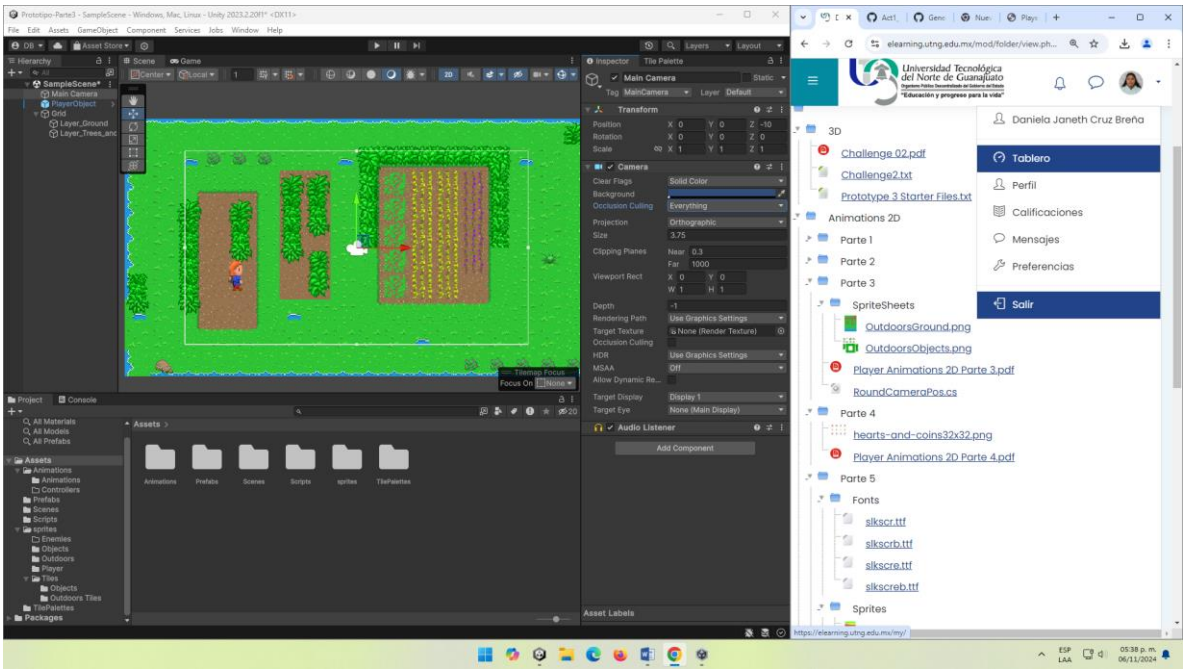
Prototipo-Parte3 - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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MSAA
Target Display
Target Eye
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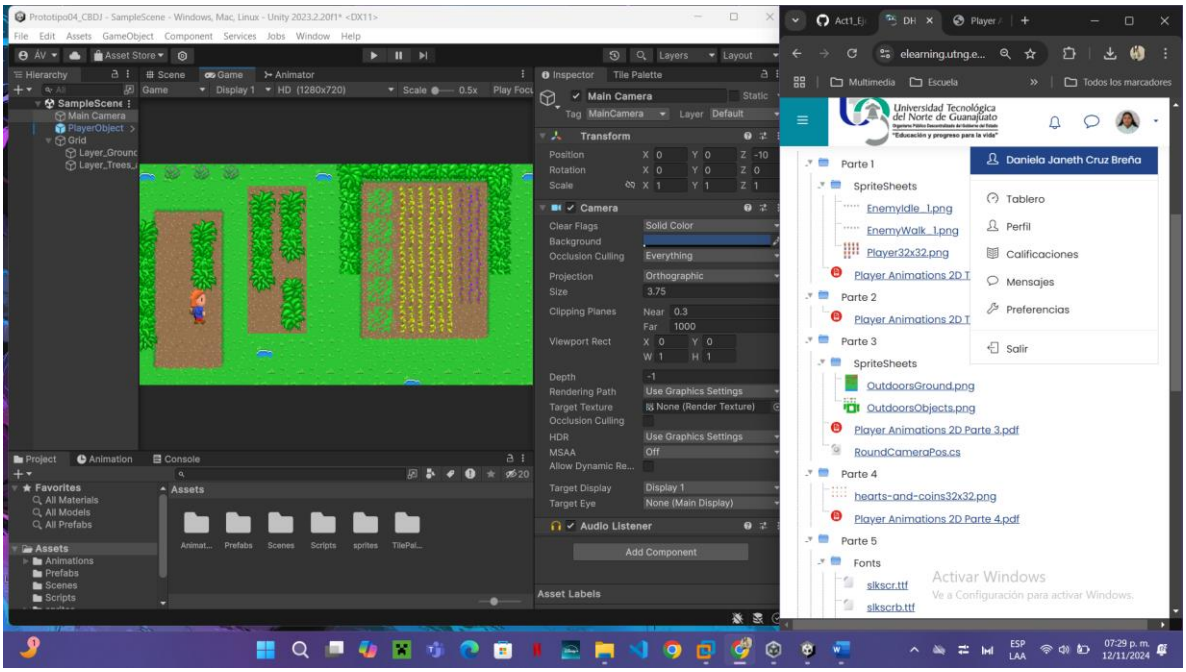
Prototipo04_CBDJ - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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SampleScene
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Background
Occlusion Culling
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Activar Windows
Ve a Configuración para activar Windows.
ESP
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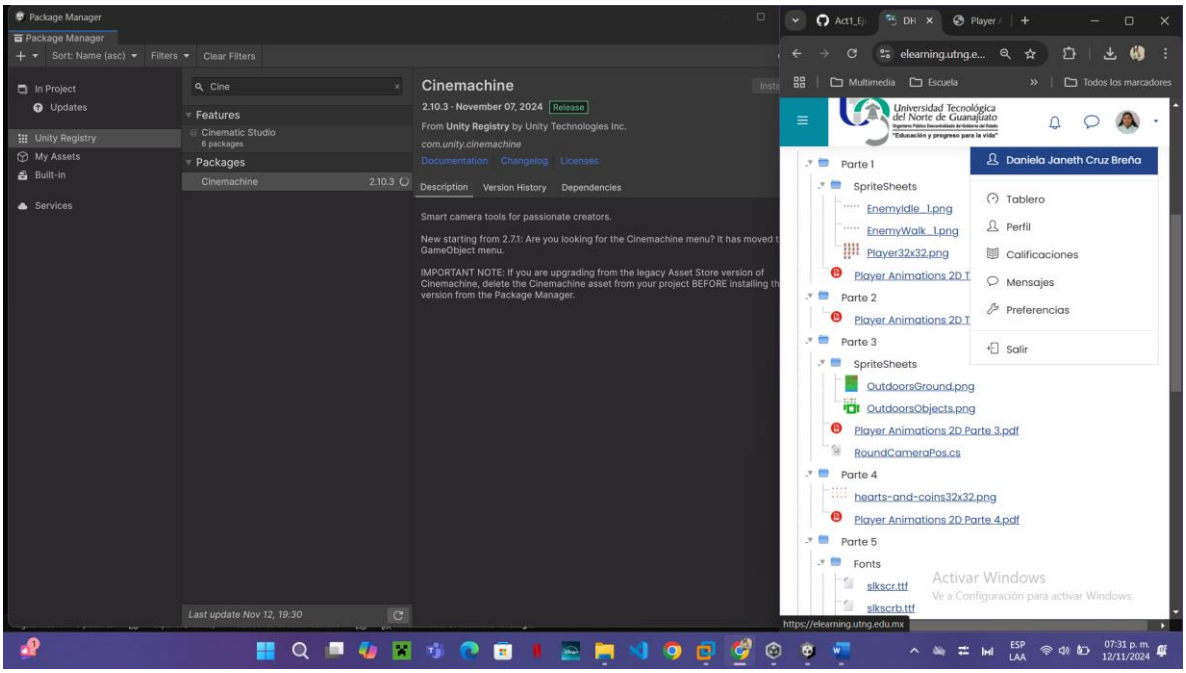
12/11/2024


Package Manager
Cinemachine
2.10.3 · November 07, 2024
Release
From Unity Registry by Unity Technologies Inc.
com.unity.cinemachine
Documentation
Changelog
Licenses
Features
Cinematic Studio
Packages
Cinemachine
2.10.3
Description
Version History
Dependencies
Smart camera tools for passionate creators.
Last update Nov 12, 19:30
elearning.utng.e...
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hearts-and-coins32x32.png
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https://elearning.utng.edu.mx
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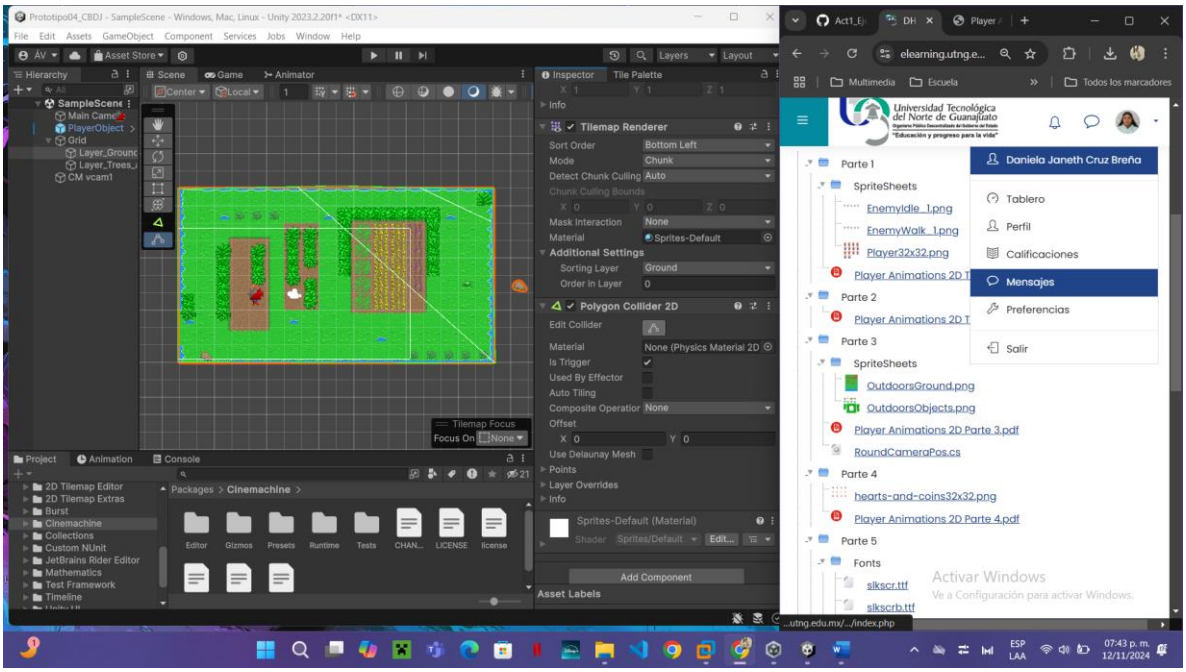
Prototipo04_CBDJ - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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Tilemap Renderer
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Chunk
Mask Interaction
None
Material
Sprites-Default
Additional Settings
Sorting Layer
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Edit Collider
Is Trigger
Used By Effector
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2D Tilemap Extras
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Custom NUnit
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Test Framework
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Player Animations 2D Parte 4.pdf
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Activar Windows
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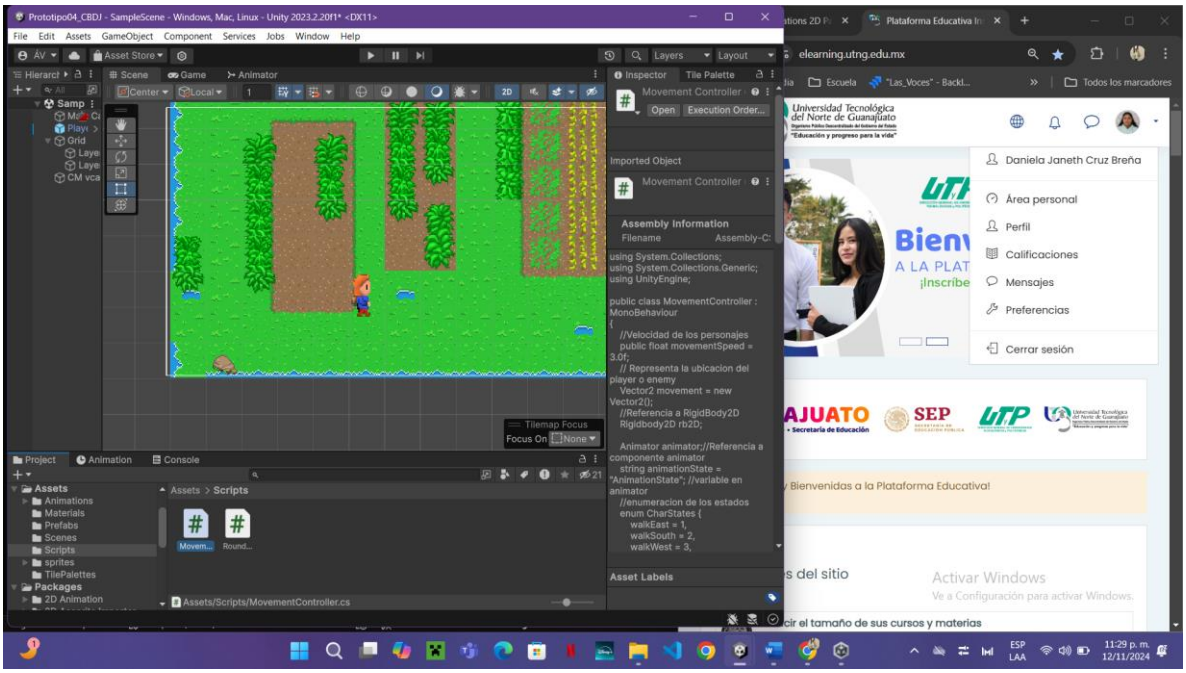
12/11/2024


Prototipo04_CBDJ - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
Movement Controller
Imported Object
Assembly Information
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class MovementController : MonoBehaviour
{
//Velocidad de los personajes
public float movementSpeed = 3.0f;
// Representa la ubicacion del player o enemy
Vector2 movement = new Vector2();
//Referencia a RigidBody2D
Rigidbody2D rb2D;
Animator animator;//Referencia a componente animator
string animationState = "AnimationState"; //variable en animator
//enumeracion de los estados
enum CharStates {
walkEast = 1,
walkSouth = 2,
walkWest = 3,
Assets/Scripts/MovementController.cs
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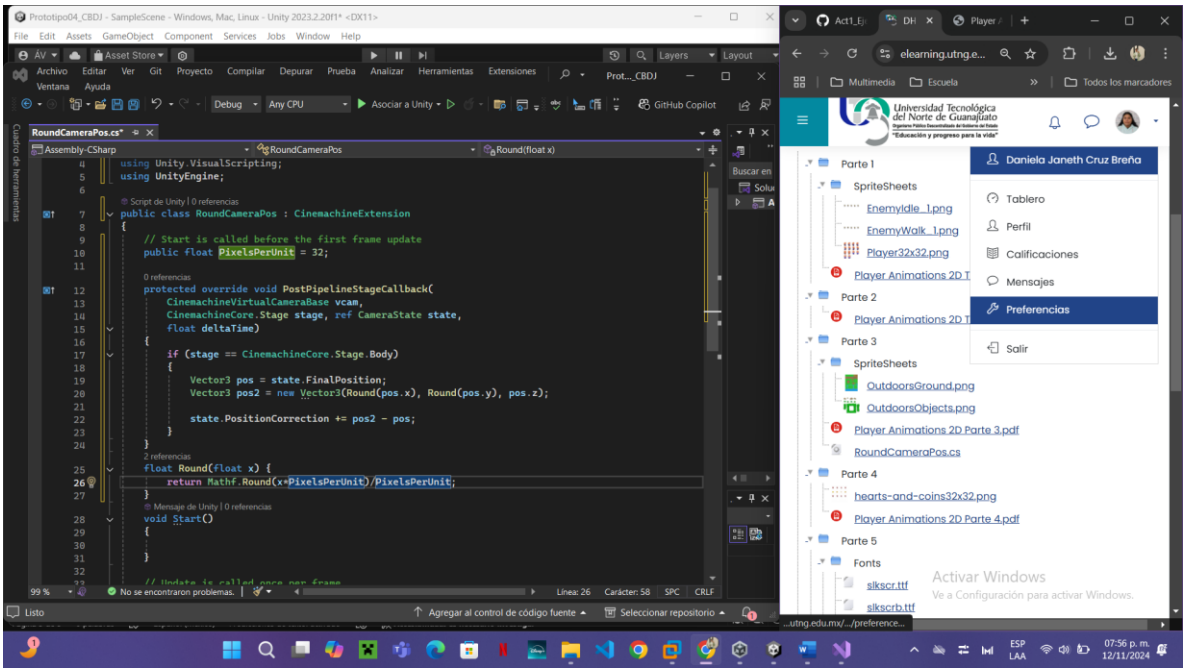
Activar Windows


Prototipo04_CBDJ - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
RoundCameraPos.cs*
using Unity.VisualScripting;
using UnityEngine;
public class RoundCameraPos : CinemachineExtension
{
// Start is called before the first frame update
public float PixelsPerUnit = 32;
protected override void PostPipelineStageCallback(
CinemachineVirtualCameraBase vcam,
CinemachineCore.Stage stage, ref CameraState state,
float deltaTime)
{
if (stage == CinemachineCore.Stage.Body)
{
Vector3 pos = state.FinalPosition;
Vector3 pos2 = new Vector3(Round(pos.x), Round(pos.y), pos.z);
state.PositionCorrection += pos2 - pos;
}
}
float Round(float x) {
return Mathf.Round(x*PixelsPerUnit)/PixelsPerUnit;
}
void Start()
{
}
elearning.utng.e...
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EnemyWalk_1.png
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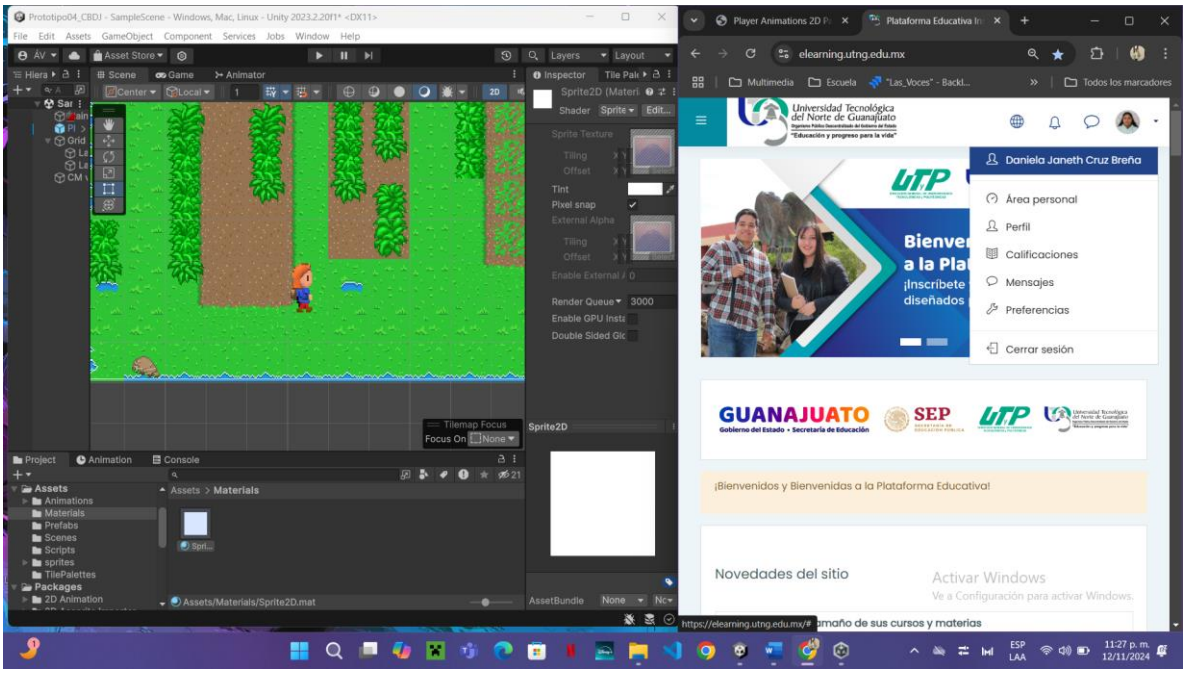
RoundCameraPos.cs
Parte 4
hearts-and-coins32x32.png
Player Animations 2D Parte 4.pdf
Parte 5
Fonts
slkscr.ttf
slkscrb.ttf
Activar Windows


Prototipo04_CBDJ - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Sprite Texture
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Tilemap Focus
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Novedades del sitio
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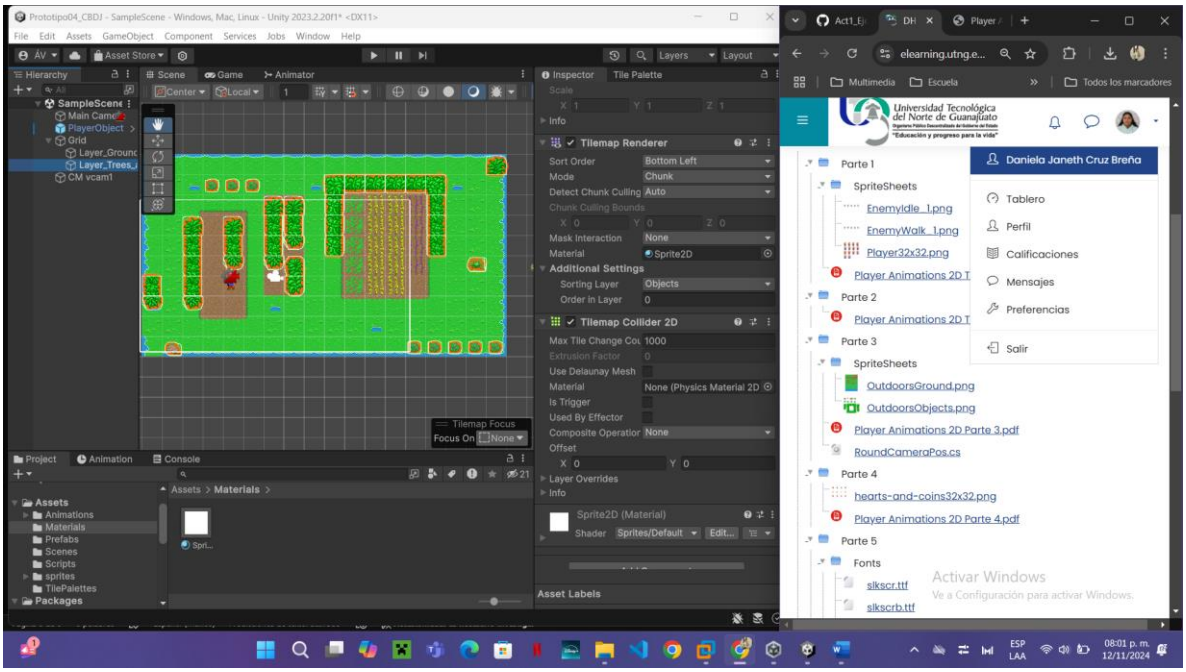
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Layer_Trees
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Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Culling Auto
Mask Interaction None
Material Sprite2D
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Sorting Layer Objects
Order in Layer 0
Tilemap Collider 2D
Max Tile Change Cou 1000
Extrusion Factor 0
Use Delaunay Mesh
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Composite Operation None
Offset
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Parte 1
SpriteSheets
EnemyIdle_1.png
EnemyWalk_1.png
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hearts-and-coins32x32.png
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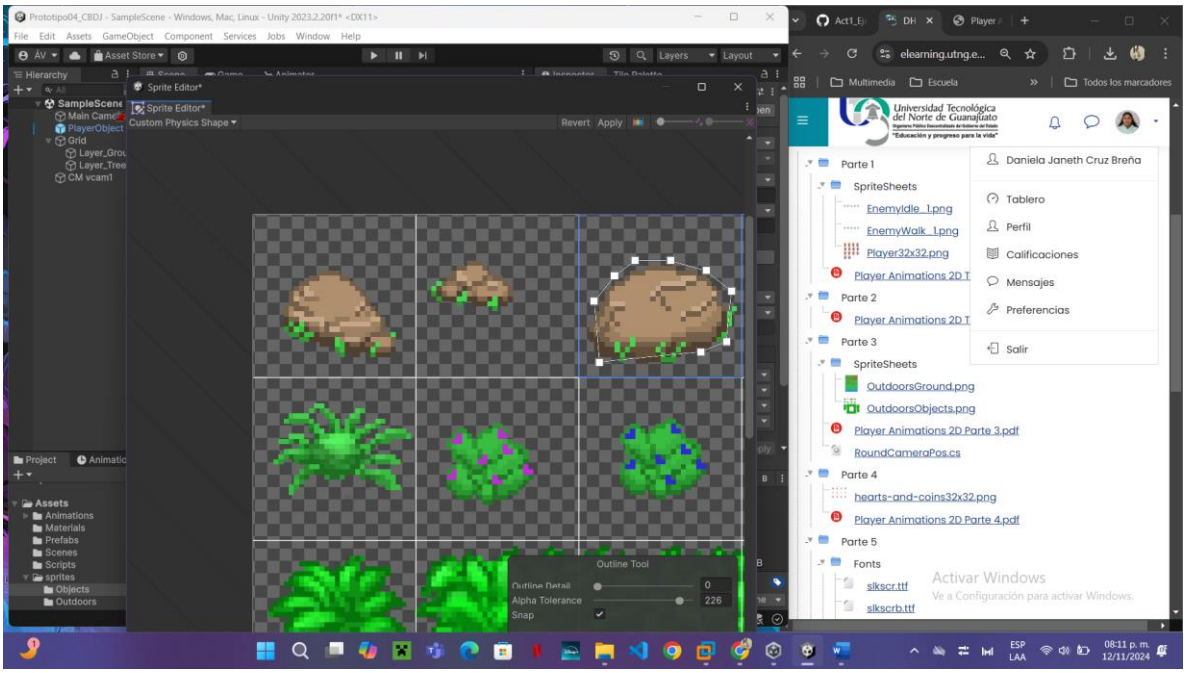
Prototipo04_CBDJ - SampleScene - Windows, Mac, Linux - Unity 2023.2.20f1* <DX11>
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SampleScene
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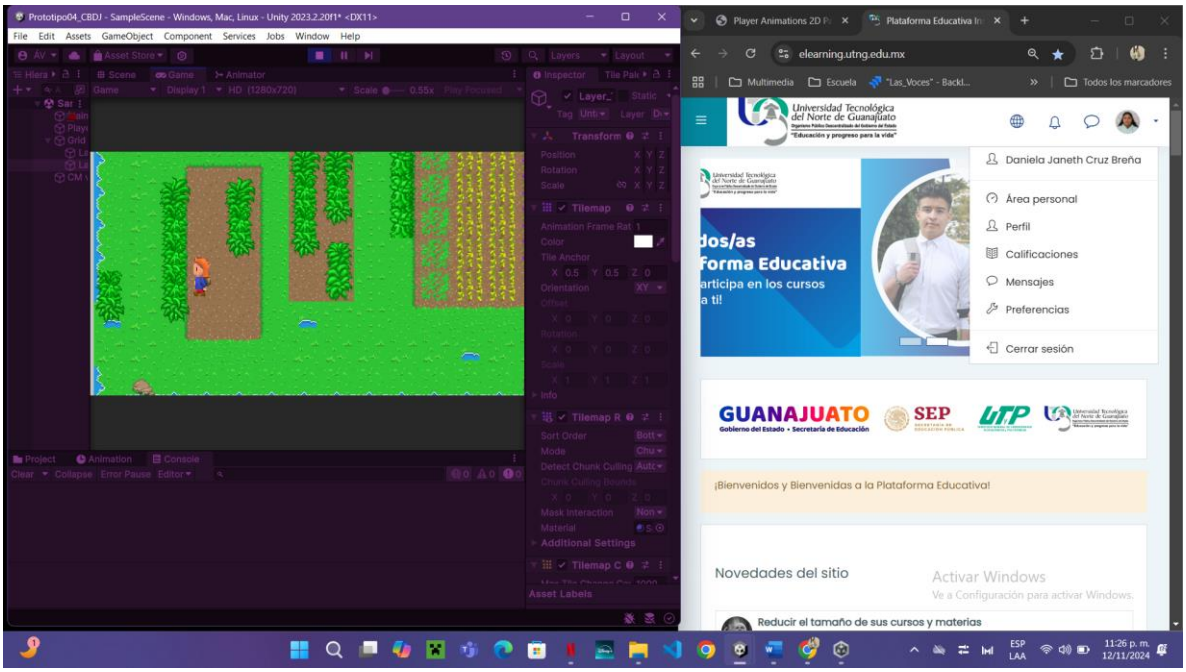
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Transform
Tilemap
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Project Animation Console
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