

# Working With Unity 2D

2D Platform Controller v1.9

JNA Mobile

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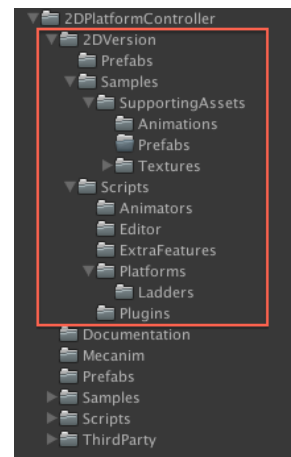
## Working with Unity 2D Physics

The platform controller uses an approach similar to Unity's own approach for dealing with the built-in 2D system. Each movement class has an equivalent 2D version. So to create a 2D character you use a **RaycastCharacterController2D**. To create a 2D platform you use (or extend) a **Platform2D** class. The 2D classes, prefabs, and samples are found in the folder **2DVersion**.

Note that you can use 2D physics even if your view is in 2.5D/3D. For example see the **HeroSample2D**.

Note that the Input classes are not physics dependant; the same Input classes are used for both 2D and 3D physics.

Note that you cannot easily mix 2D and 3D physics.



## Working with Unity 2D Sprites

Unity 2D Sprites can be used with 2D or 3D Physics. A sample Unity animator is provided in the AlienSample. It is called **p1\_Animator** in the **2DVersion/Samples/SupportingAssets/Animations** folder. The corresponding character animator script is called **Unity2DSpriteAnimator2D** and is found in the **2DVersion/Scripts/Animators** folder.

You can also use the Mecanim Animator although you will need to replace the animations with your own sprite animations.