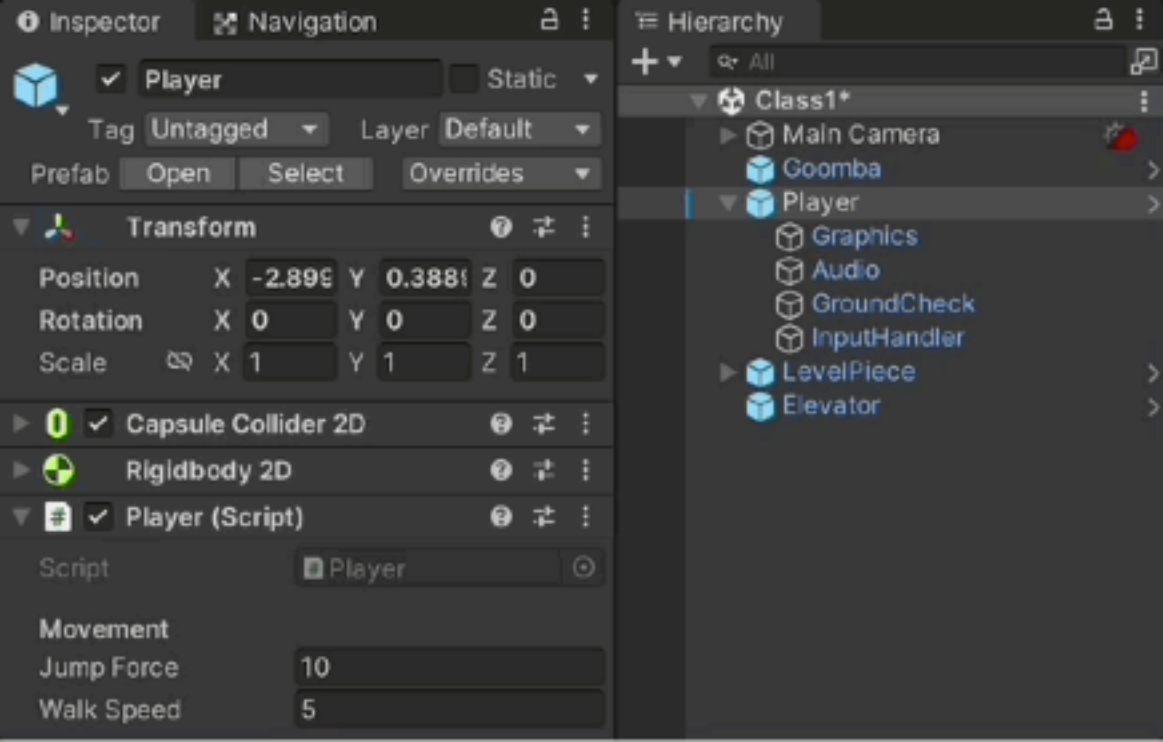
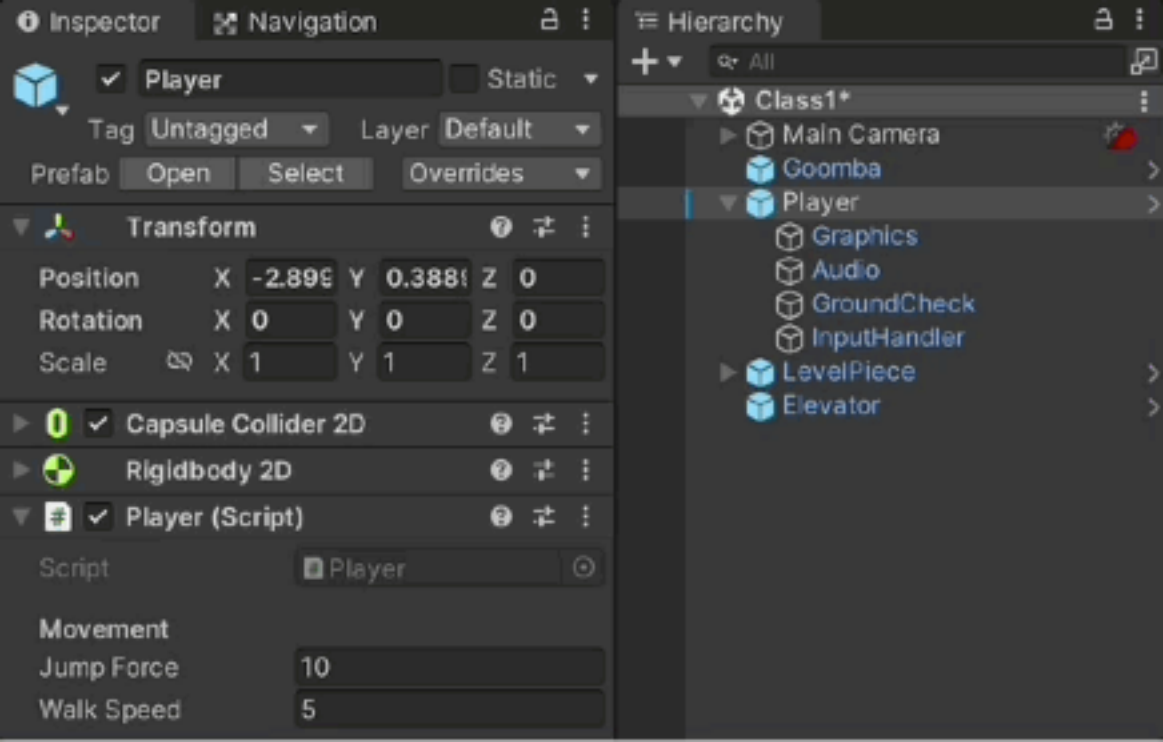
- Prefab editing
- Dragging prefabs into a scene


Inspector
Navigation
Player
Static
Tag
Untagged
Layer
Default
Prefab
Open
Select
Overrides
Transform
Position
X -2.899
Y 0.388
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Capsule Collider 2D
Rigidbody 2D
Player (Script)
Script
Player
Movement
Jump Force
10
Walk Speed
5
Hierarchy
All
Class1*
Main Camera
Goomba
Player
Graphics
Audio
GroundCheck
InputHandler
LevelPiece
Elevator


Inspector
Navigation
Player
Static
Tag
Untagged
Layer
Default
Prefab
Open
Select
Overrides
Transform
Position
X -2.899
Y 0.388
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
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Player
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Walk Speed
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Graphics
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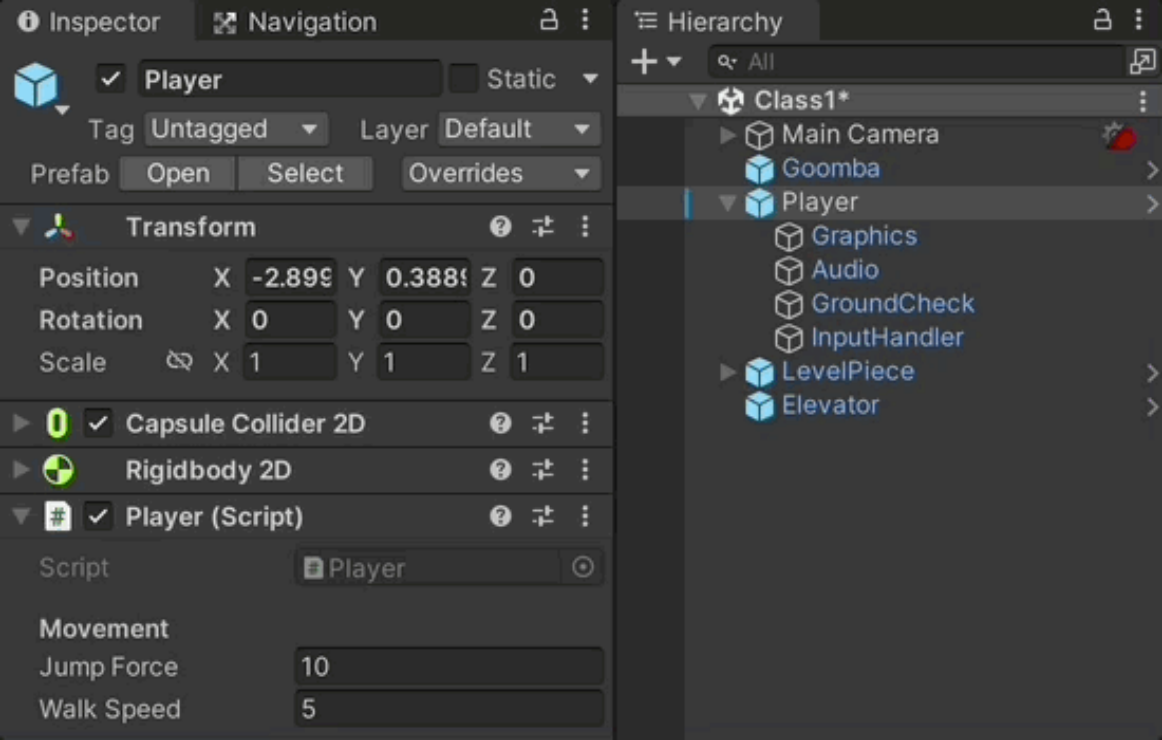
Elevator


Inspector
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Untagged
Layer
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Prefab
Open
Select
Overrides
Transform
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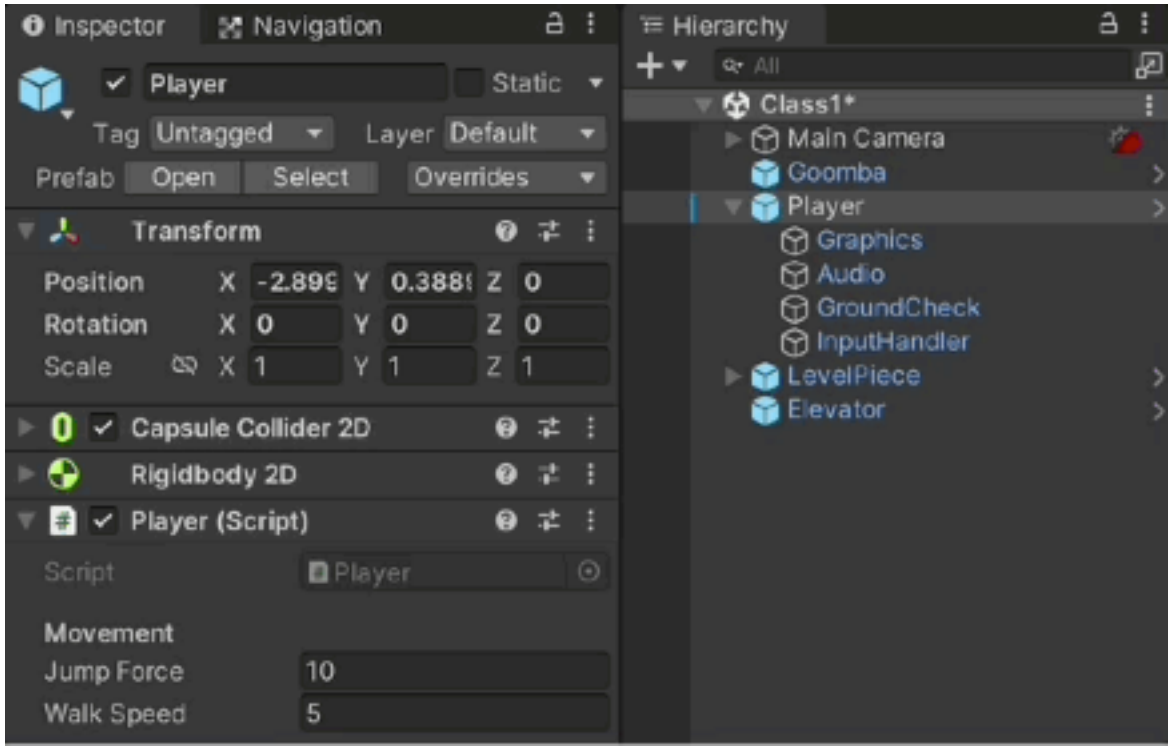
X -2.899
Y 0.3885
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Capsule Collider 2D
Rigidbody 2D
Player (Script)
Script
Player
Movement
Jump Force
10
Walk Speed
5
Hierarchy
All
Class1*
Main Camera
Goomba
Player
Graphics
Audio
GroundCheck
InputHandler
LevelPiece
Elevator

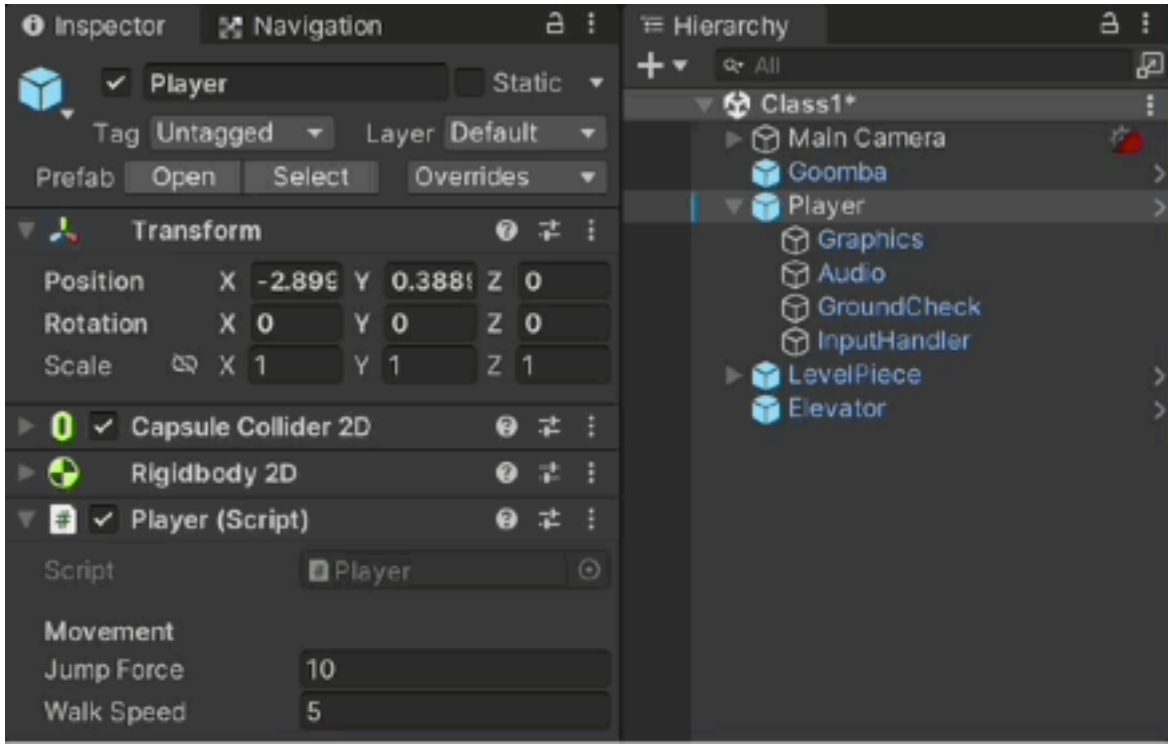
Using Prefabs

- Prefab editing
- Dragging prefabs into a scene



Referencing (Game)Objects - Public variables

- If you make a variable public, it will show up in the Inspector view

- Use this for referencing other objects

- **Warning**: Don't drag scripts from Project view into the Inspector view!
Always use scripts that are already in the scene.