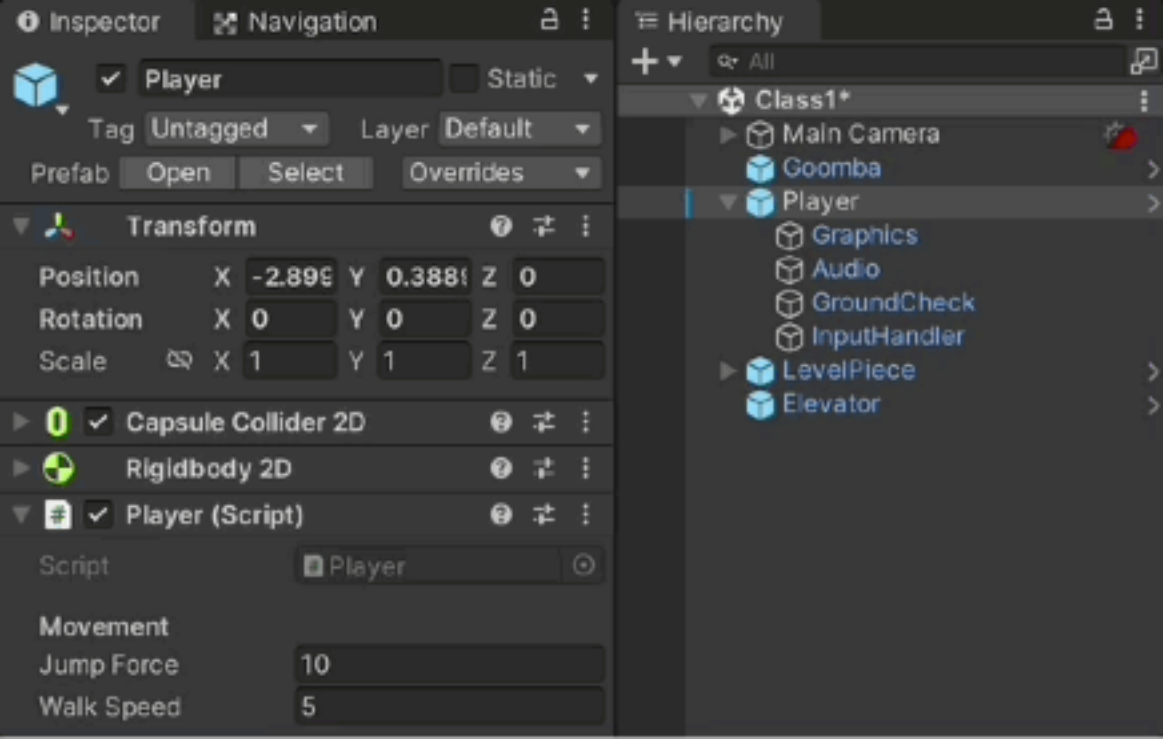
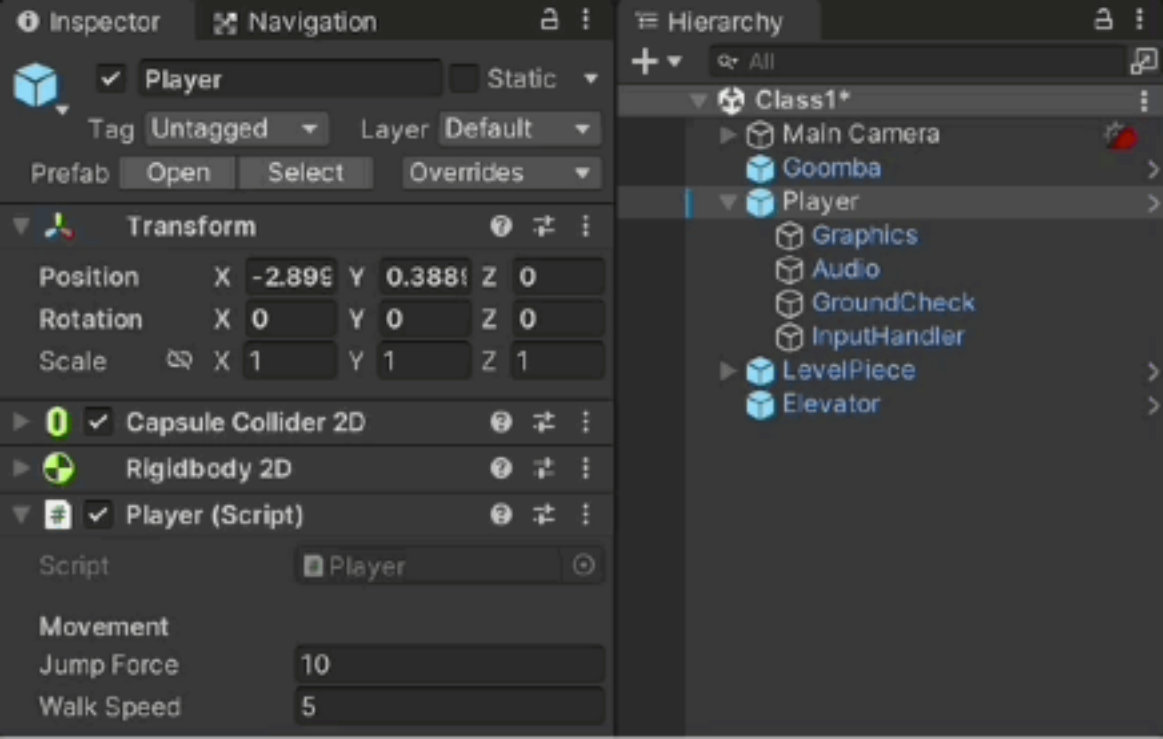
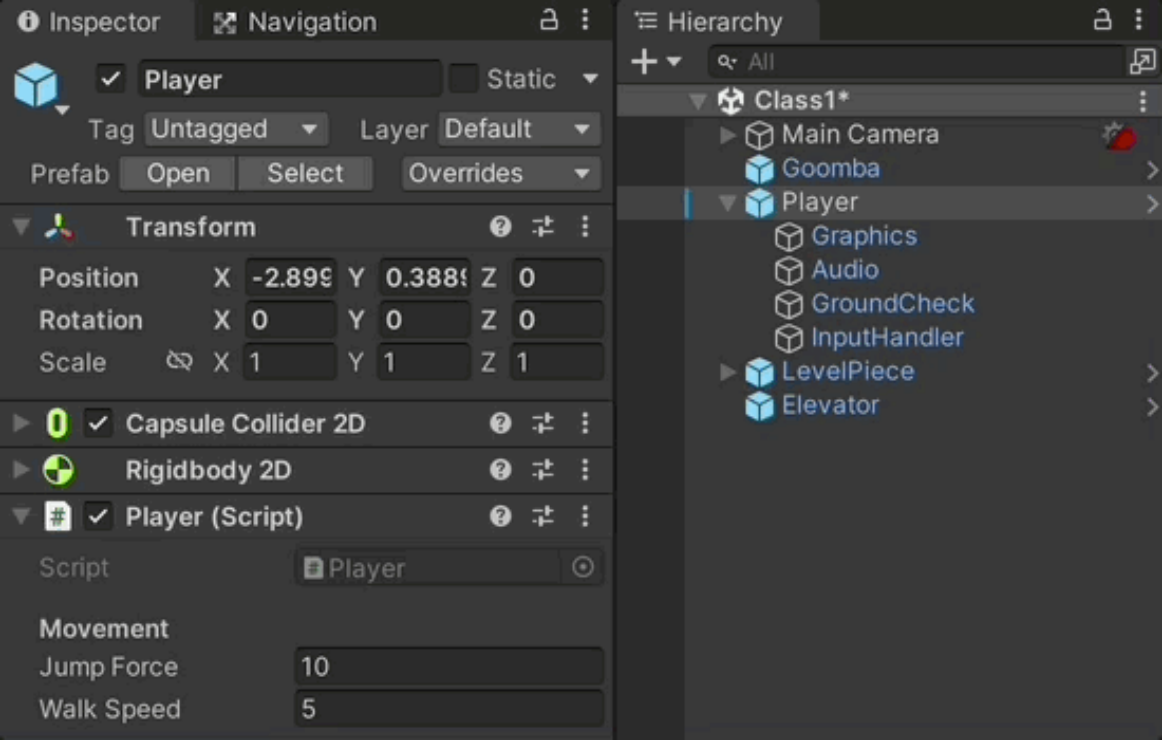
- If you make a variable public, it will show up in the Inspector view

- 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.


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
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

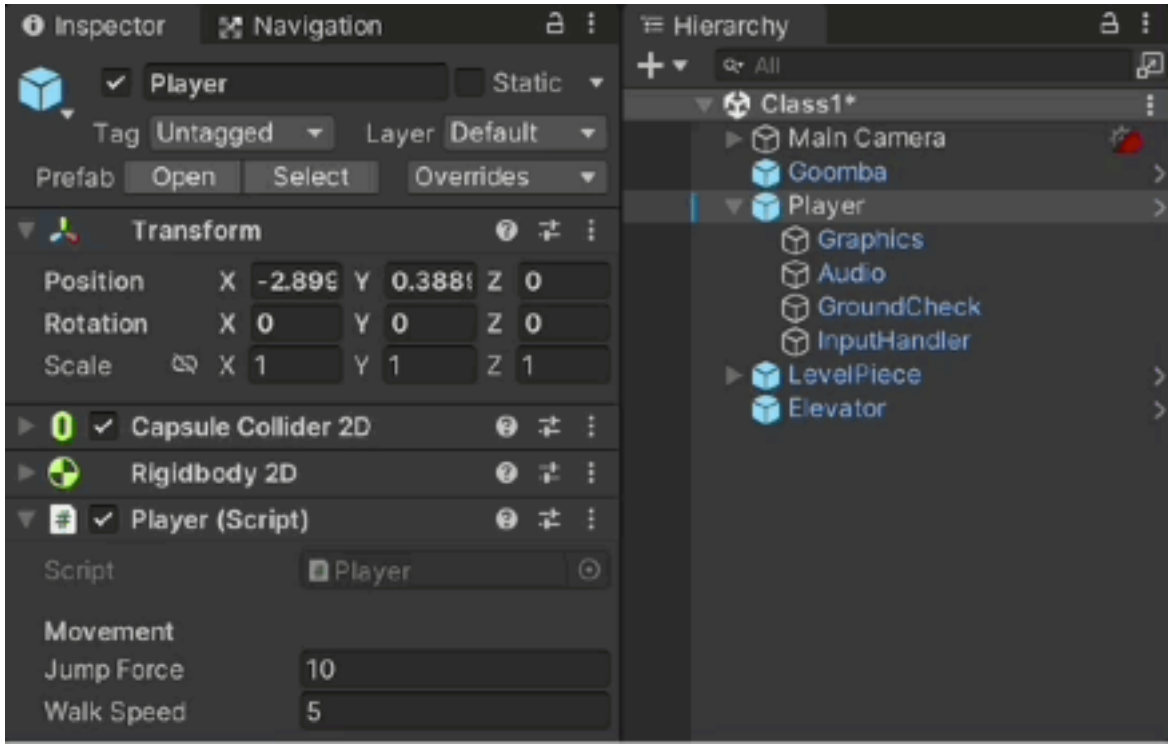

Inspector
Navigation
Player
Static
Tag
Untagged
Layer
Default
Prefab
Open
Select
Overrides
Transform
Position
X -2.899
Y 0.3885
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Capsule Collider 2D
Rigidbody 2D
Player (Script)
Script
Player
Movement
Jump Force
10
Walk Speed
5
Hierarchy
All
Class1*
Main Camera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

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.

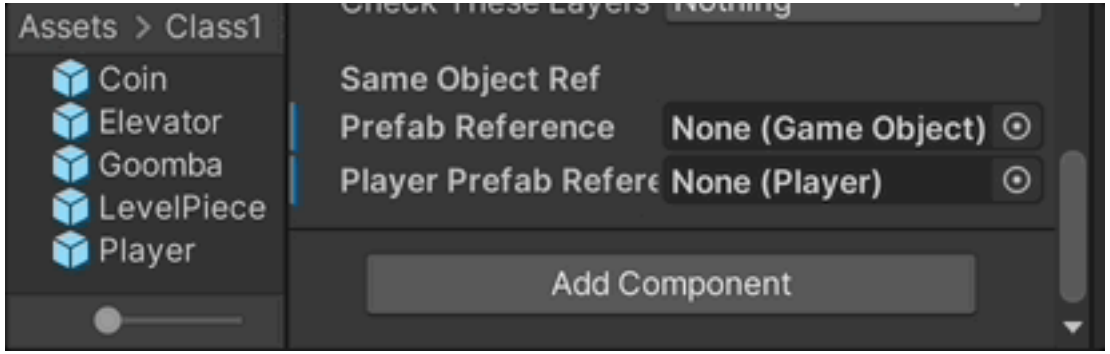
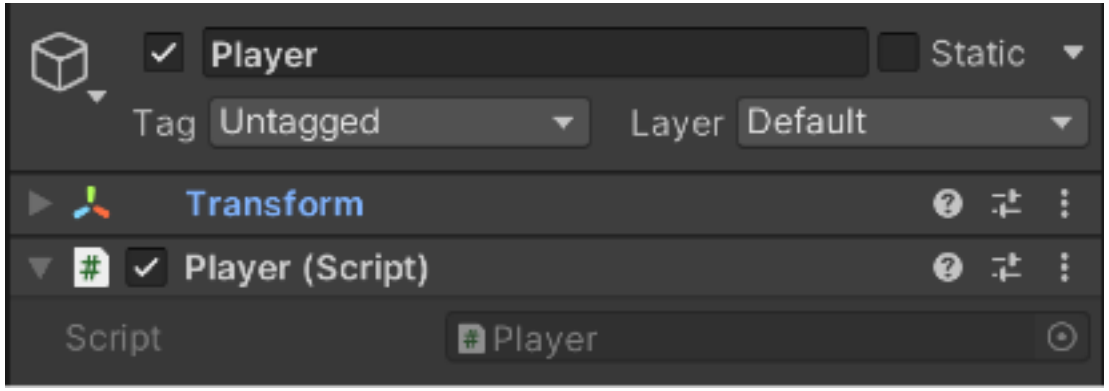


Referencing (Game)Objects - by Component

- Player *is* a GameObject

- Player *has* a Player.cs script on it (which is a component)

You can reference a GameObject by the GameObject class,

or by one of the components that the GameObject has.

```
[Header("Same Object Ref")]
public GameObject prefabReference;
public Player playerPrefabReference;
```