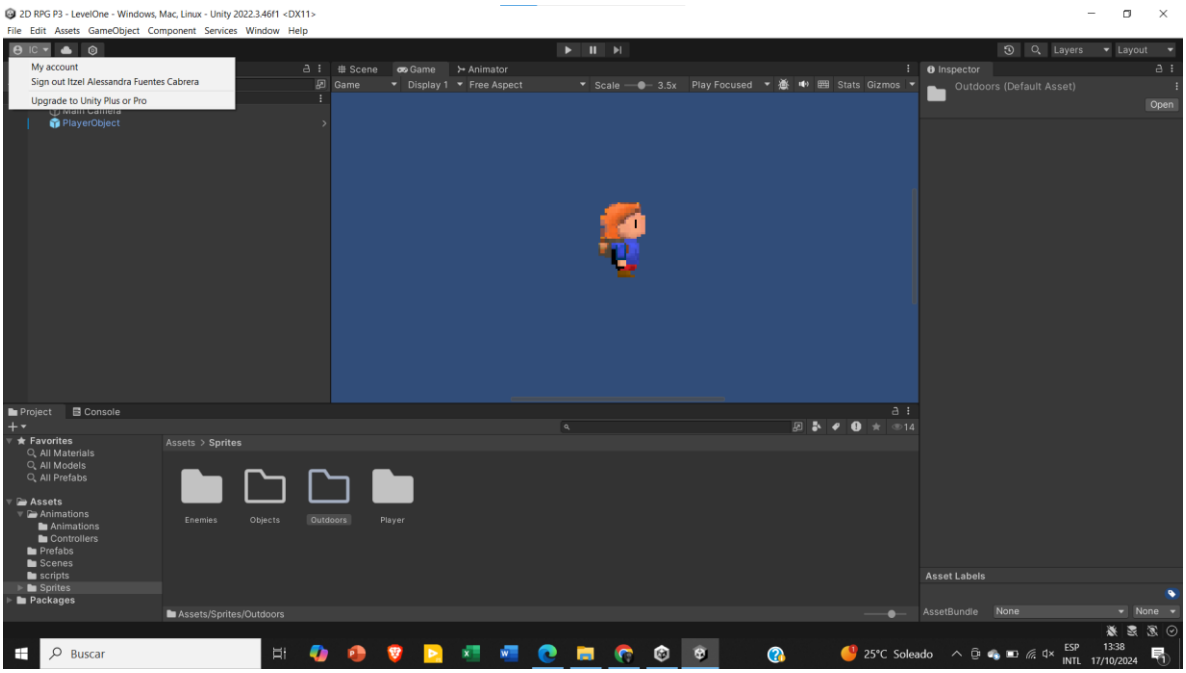
2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
Scene
Game
Animator
Display 1
Free Aspect
Scale
3.5x
Play Focused
Stats
Gizmos
Inspector
Outdoors (Default Asset)
Open
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Prefabs
Scenes
scripts
Sprites
Packages
Assets > Sprites
Enemies
Objects
Outdoors
Player
Assets/Sprites/Outdoors
Asset Labels
AssetBundle
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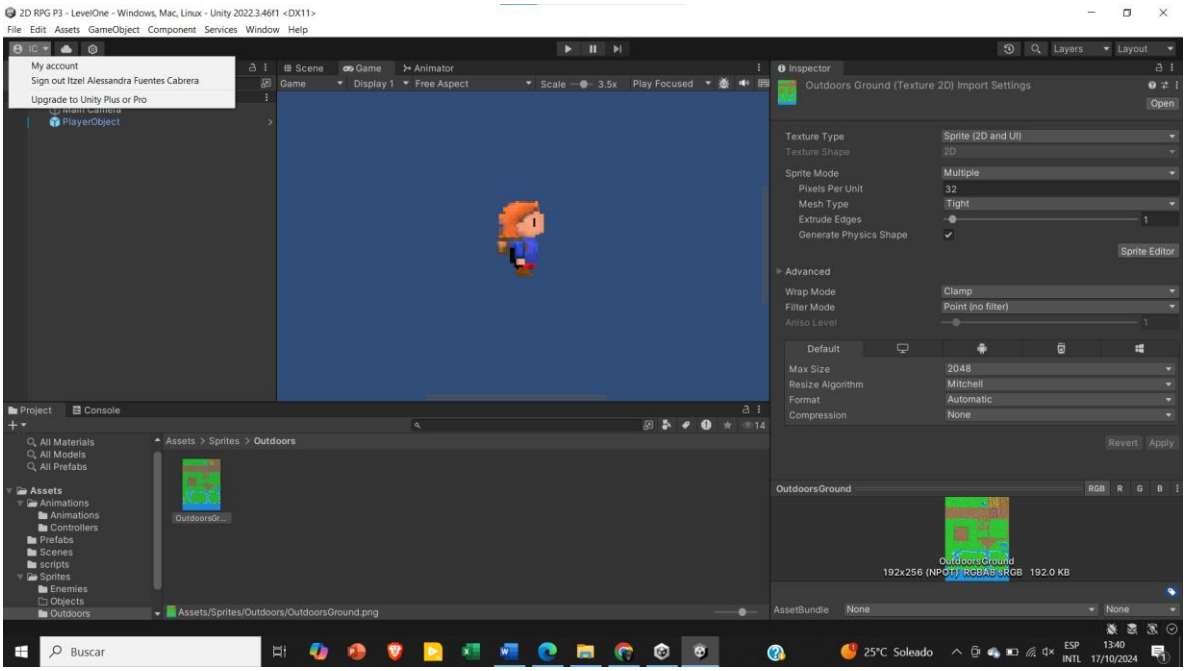
Buscar
25°C Soleado
ESP
INTL
13:38
17/10/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
Scene
Game
Animator
Display 1
Free Aspect
Scale
3.5x
Play Focused
Inspector
Outdoors Ground (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics Shape
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
OutdoorsGround
192x256 (NPOT) RGBA8 sRGB 192.0 KB
Project
Console
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Prefabs
Scenes
scripts
Sprites
Enemies
Objects
Outdoors
Assets > Sprites > Outdoors
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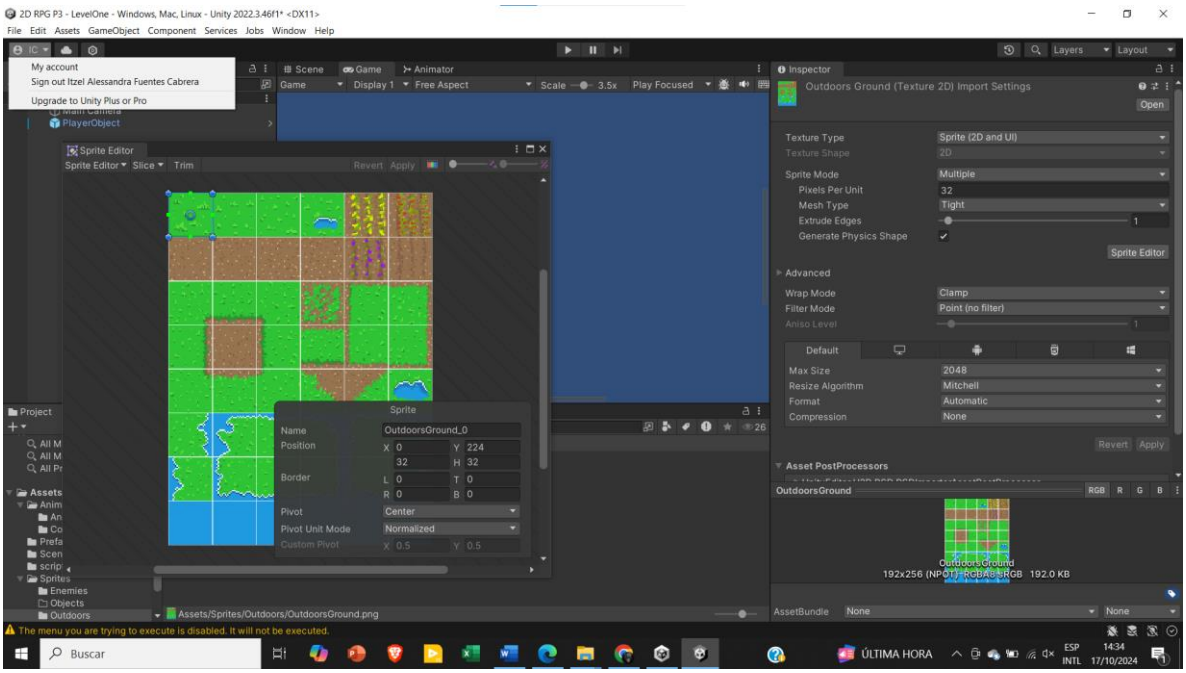
ESP
INTL
13:40
17/10/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
Sprite Editor
Sprite Editor Slice Trim
Revert Apply
Sprite
Name OutdoorsGround_0
Position X 0 Y 224
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
Inspector
Outdoors Ground (Texture 2D) Import Settings
Open
Texture Type Sprite (2D and UI)
Texture Shape 2D
Sprite Mode Multiple
Pixels Per Unit 32
Mesh Type Tight
Extrude Edges 1
Generate Physics Shape
Sprite Editor
Advanced
Wrap Mode Clamp
Filter Mode Point (no filter)
Aniso Level 1
Default
Max Size 2048
Resize Algorithm Mitchell
Format Automatic
Compression None
Revert Apply
Asset PostProcessors
OutdoorsGround
192x256 (NPOT) RGBA8 sRGB 192.0 KB
AssetBundle None
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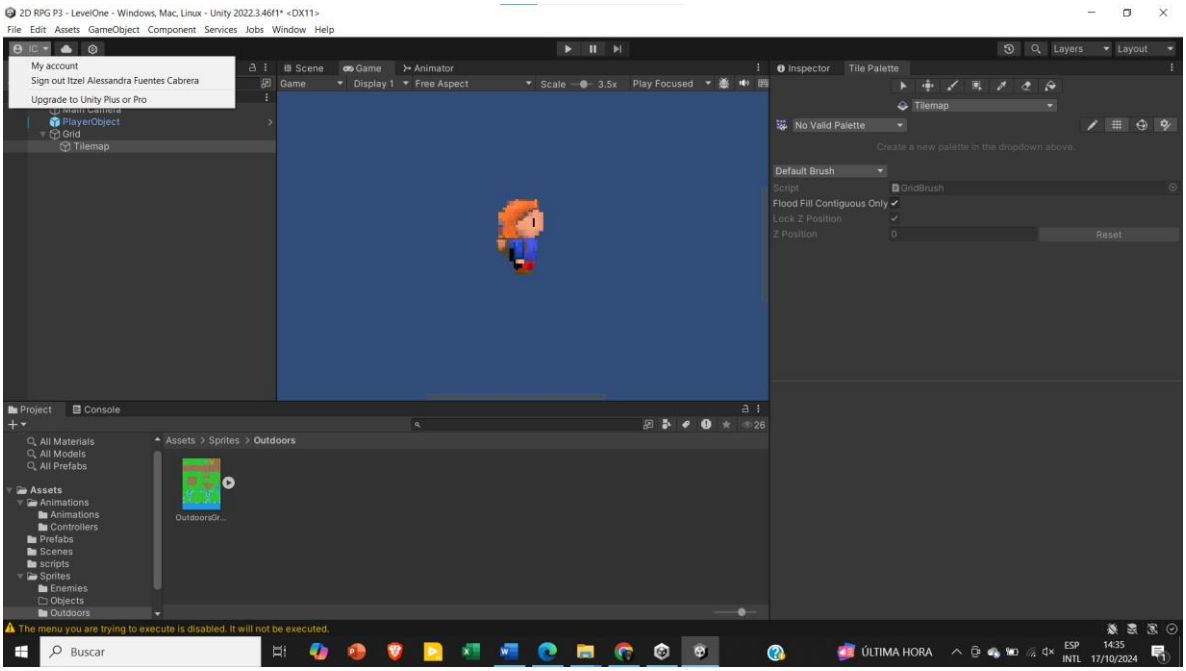
Buscar
ÚLTIMA HORA
ESP INTL
14:34
17/10/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
Grid
Tilemap
Inspector
Tile Palette
Tilemap
No Valid Palette
Create a new palette in the dropdown above.
Default Brush
Script GridBrush
Flood Fill Contiguous Only
Lock Z Position
Z Position 0
Reset
Project
Console
All Materials
All Models
All Prefabs
Assets > Sprites > Outdoors
OutdoorsGr...
The menu you are trying to execute is disabled. It will not be executed.
Buscar
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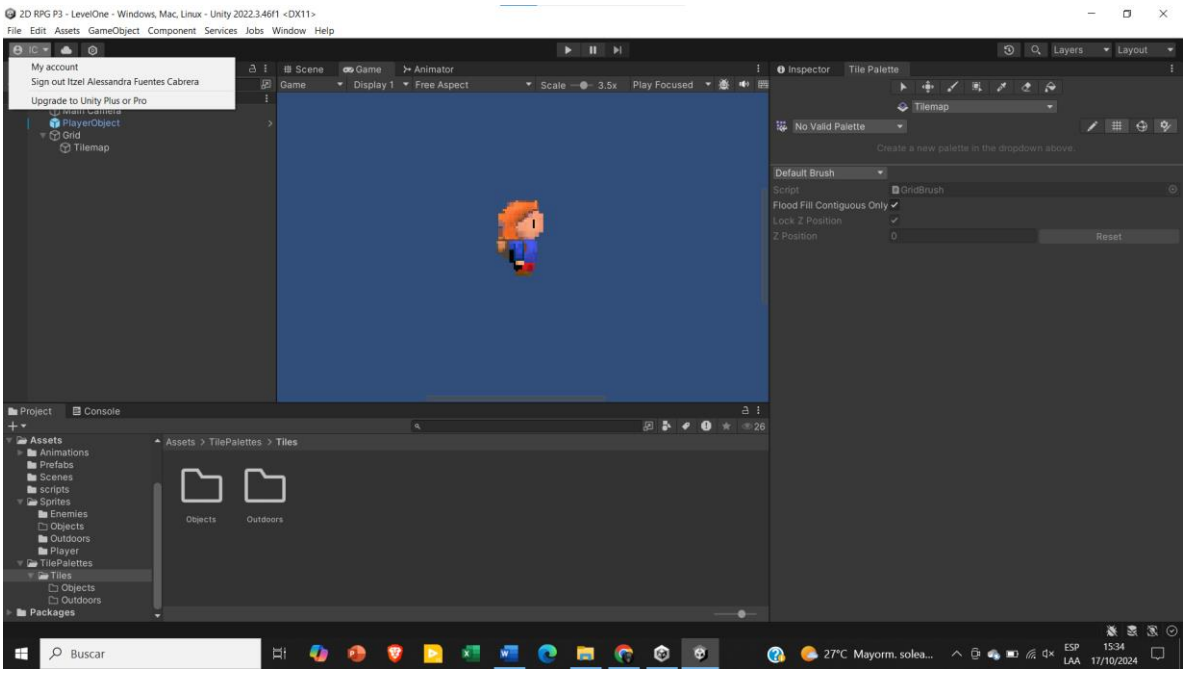
ESP INTL
14:35
17/10/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
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Tilemap
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Animator
Display 1
Free Aspect
Scale 3.5x
Play Focused
Inspector
Tile Palette
Tilemap
No Valid Palette
Create a new palette in the dropdown above.
Default Brush
Script GridBrush
Flood Fill Contiguous Only
Lock Z Position
Z Position 0
Reset
Project
Console
Assets > TilePalettes > Tiles
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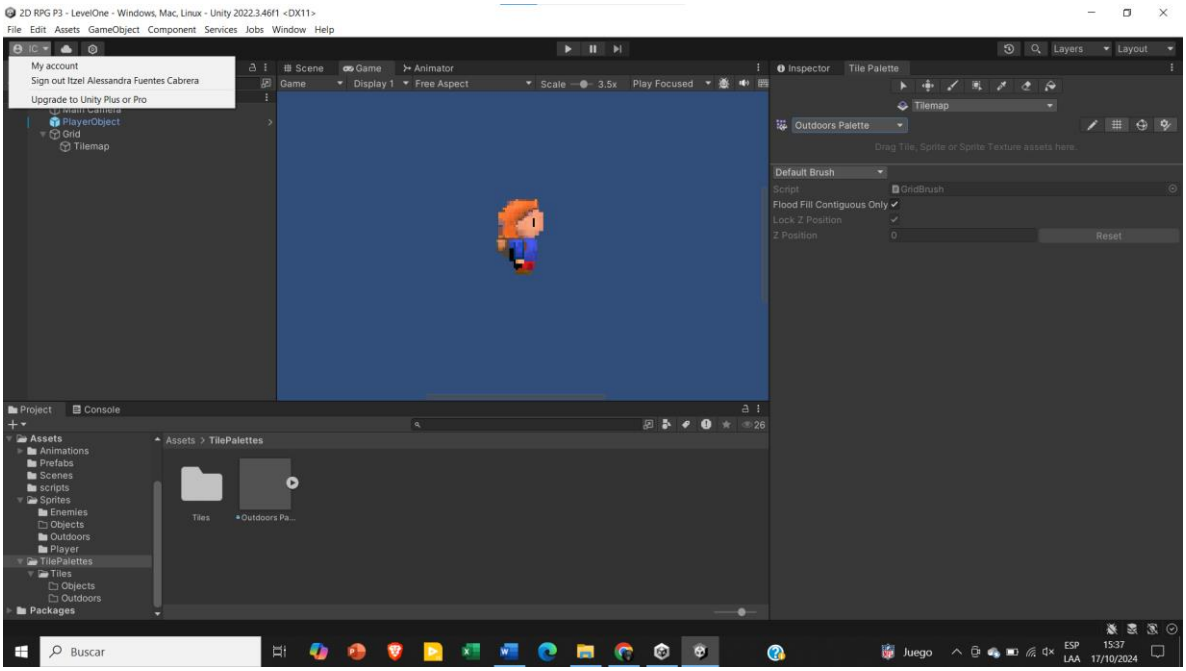
15:34
17/10/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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Upgrade to Unity Plus or Pro
PlayerObject
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Animator
Display 1
Free Aspect
Scale 3.5x
Play Focused
Inspector
Tile Palette
Tilemap
Outdoors Palette
Drag Tile, Sprite or Sprite Texture assets here.
Default Brush
Script GridBrush
Flood Fill Contiguous Only
Lock Z Position
Z Position 0
Reset
Project
Console
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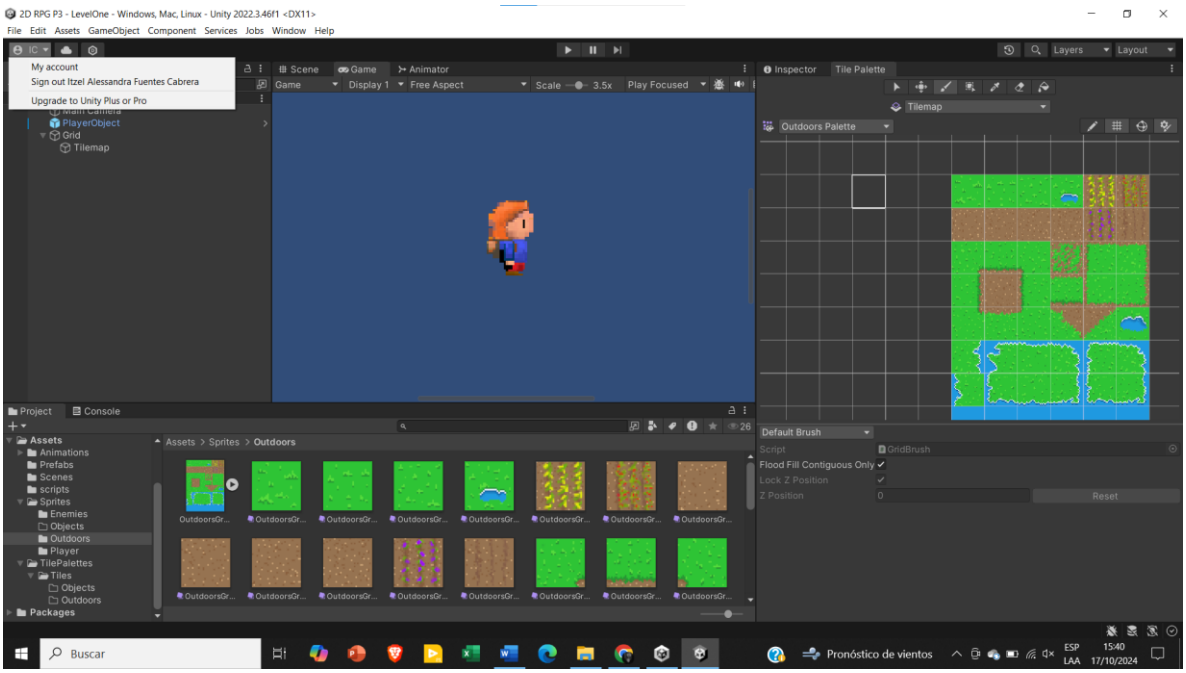
LAA
15:37
17/10/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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Upgrade to Unity Plus or Pro
PlayerObject
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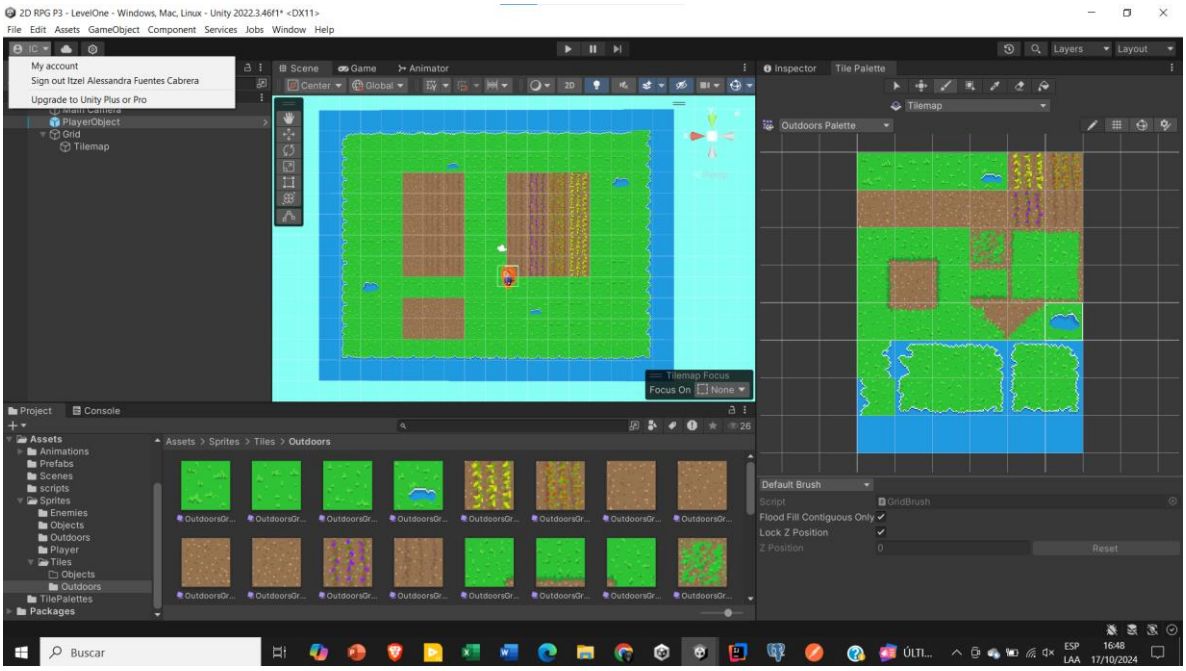
Inspector
Tile Palette
Outdoors Palette
Project
Console
Assets > Sprites > Outdoors
Default Brush
Flood Fill Contiguous Only
Lock Z Position
Buscar
Pronóstico de vientos


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Upgrade to Unity Plus or Pro
PlayerObject
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Inspector
Tile Palette
Outdoors Palette
Tilemap Focus
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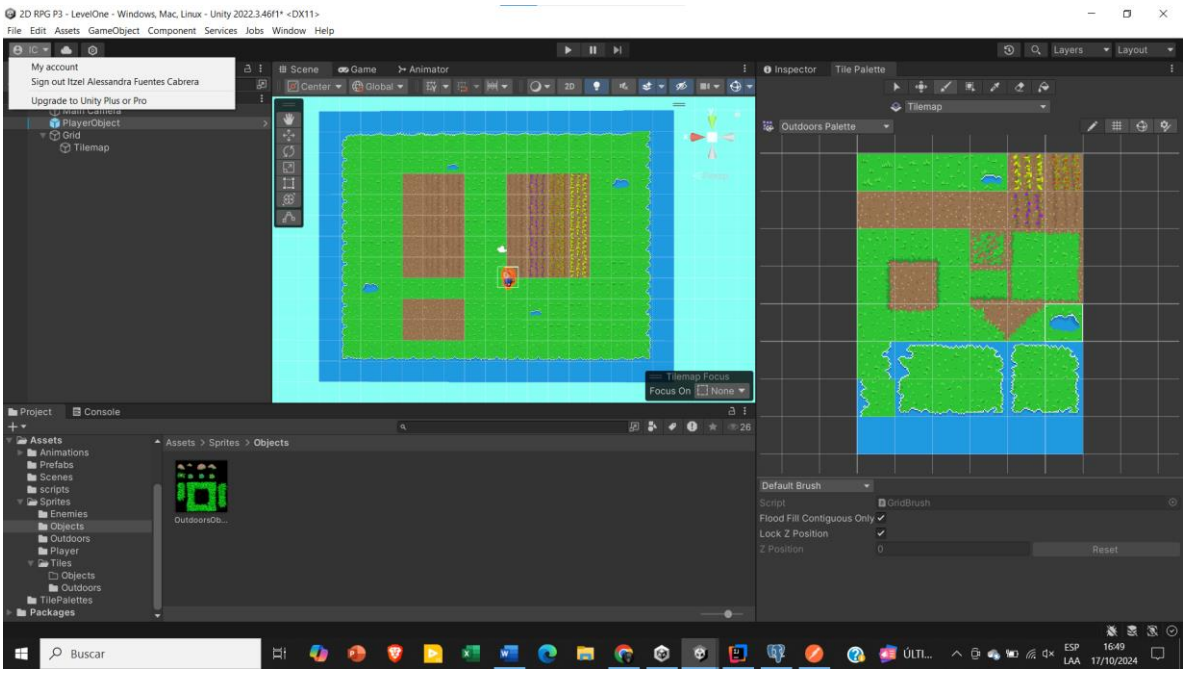
Console
Assets > Sprites > Tiles > Outdoors
Default Brush
Flood Fill Contiguous Only
Lock Z Position
Buscar


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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Upgrade to Unity Plus or Pro
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Tilemap Focus
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Enemies
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Outdoors
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Tiles
Objects
Outdoors
TilePalettes
Packages
Assets > Sprites > Objects
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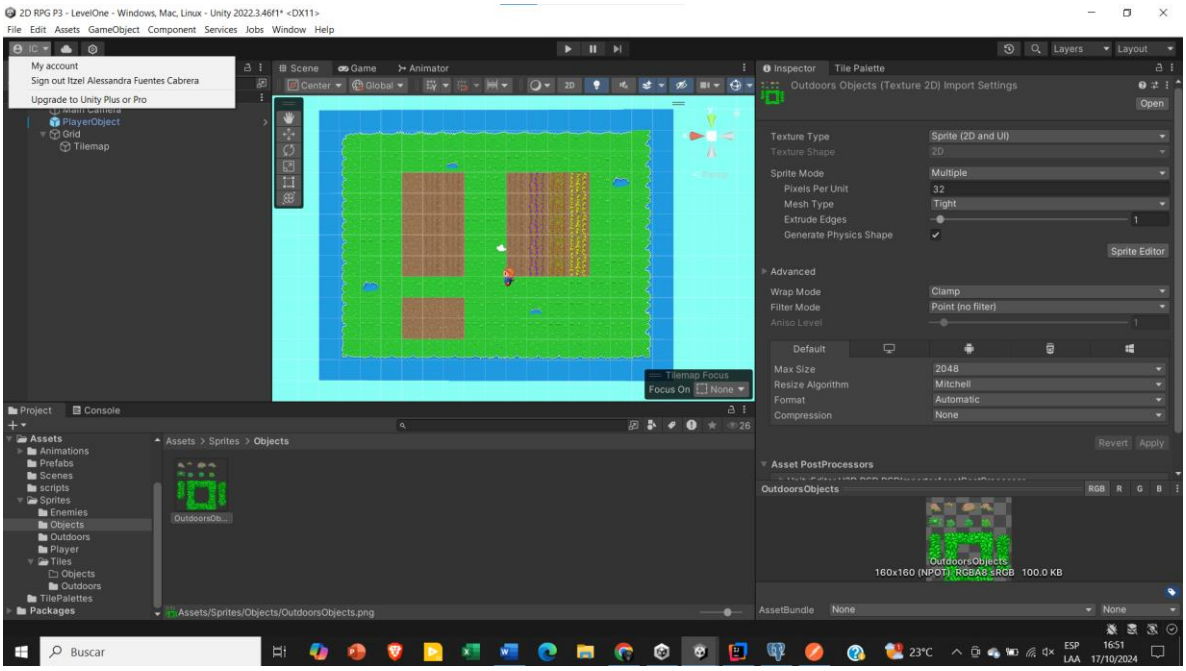
Flood Fill Contiguous Only
Lock Z Position
Z Position
Reset
Buscar
ESP
LAA
16:49
17/10/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Upgrade to Unity Plus or Pro
PlayerObject
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Inspector
Tile Palette
Outdoors Objects (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics Shape
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
OutdoorsObjects
160x160 (NPOT) RGBA8 sRGB 100.0 KB
AssetBundle
None
Tilemap Focus
Focus On None
Project
Console
Assets
Animations
Prefabs
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Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
TilePalettes
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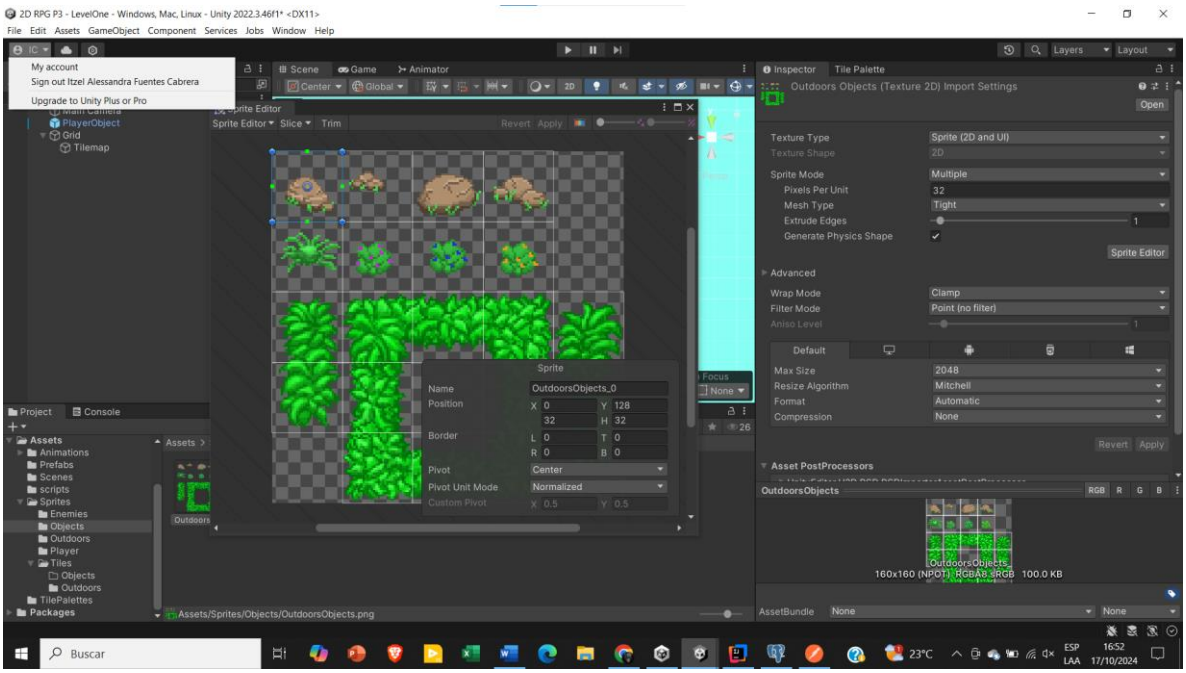
17/10/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Upgrade to Unity Plus or Pro
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Outdoors Objects (Texture 2D) Import Settings
Texture Type
Sprite (2D and UI)
Sprite Mode
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Pixels Per Unit
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Mesh Type
Tight
Extrude Edges
Generate Physics Shape
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Filter Mode
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Format
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Position
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Pivot
Center
Pivot Unit Mode
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Console
Assets
Animations
Prefabs
Scenes
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Enemies
Objects
Outdoors
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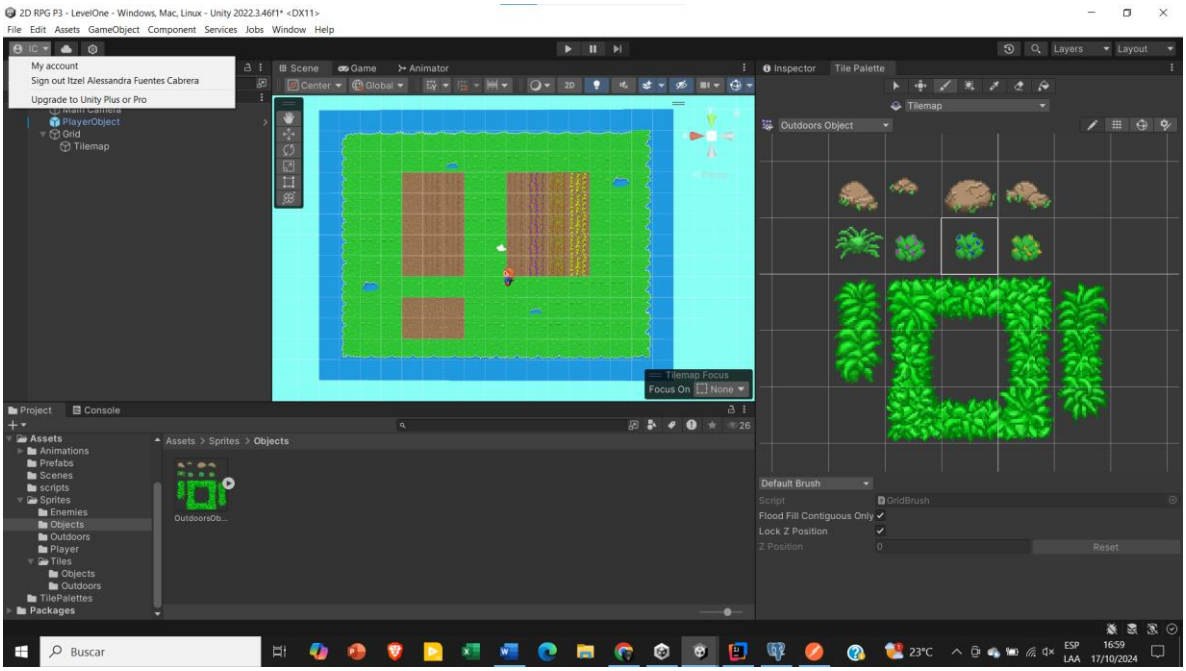
17/10/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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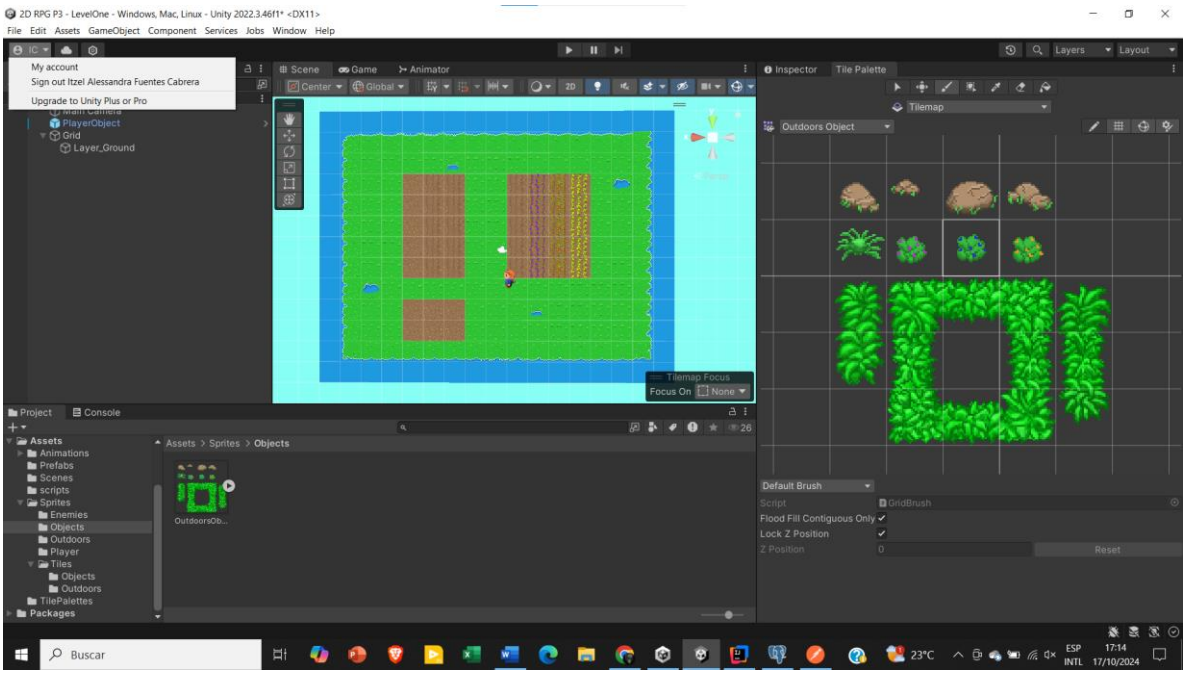
17/10/2024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My account
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Upgrade to Unity Plus or Pro
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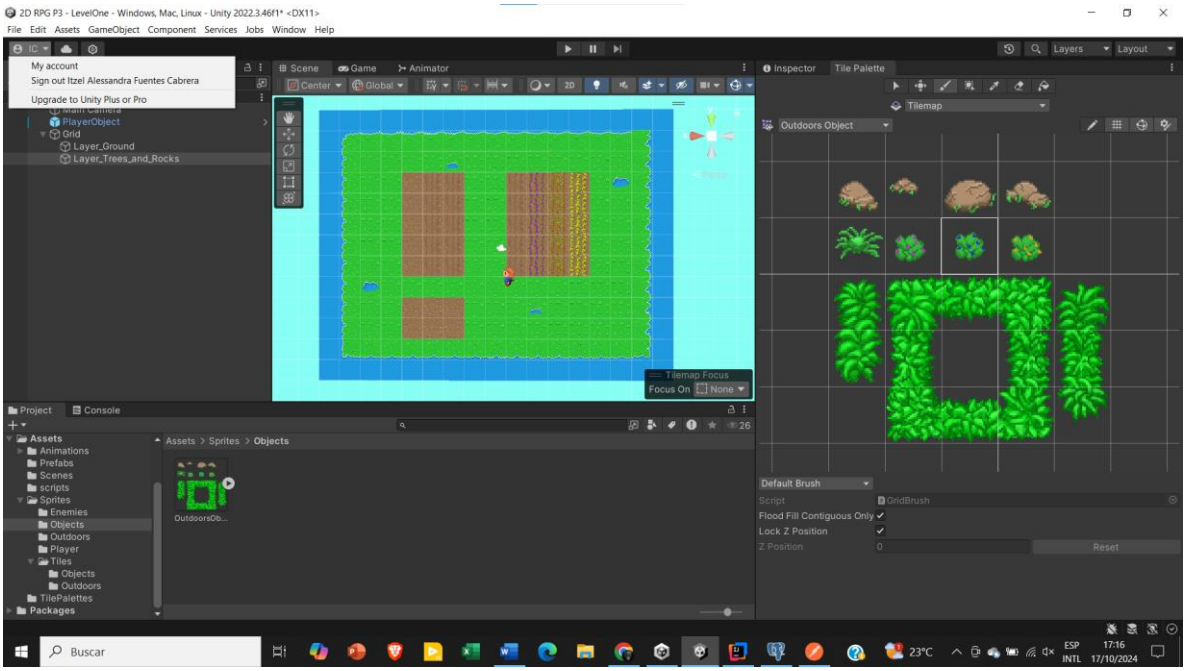
2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
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Upgrade to Unity Plus or Pro
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Scene
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Inspector
Tile Palette
Tilemap
Outdoors Object
Tilemap Focus
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Outdoors
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TilePalettes
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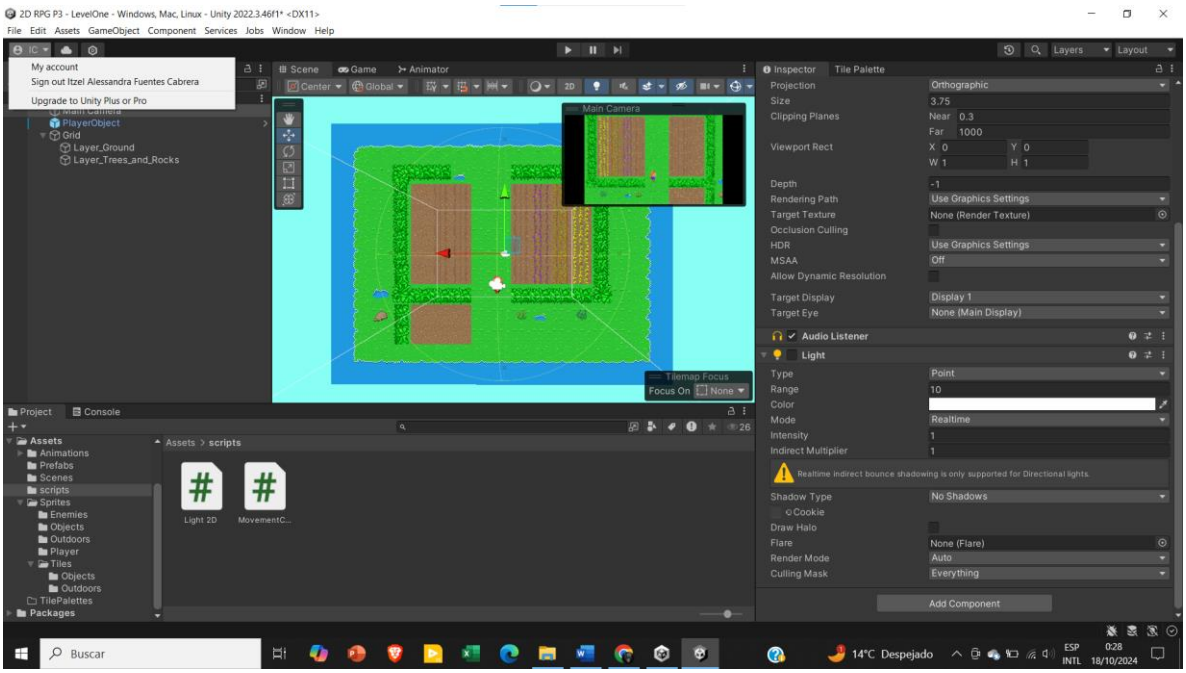
17/10/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Upgrade to Unity Plus or Pro
PlayerObject
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Layer_Trees_and_Rocks
Scene
Game
Animator
Main Camera
Tilemap Focus
Focus On None
Inspector
Tile Palette
Projection
Orthographic
Size
3.75
Clipping Planes
Near 0.3
Far 1000
Viewport Rect
Depth
-1
Rendering Path
Use Graphics Settings
Target Texture
None (Render Texture)
Occlusion Culling
HDR
Use Graphics Settings
MSAA
Off
Allow Dynamic Resolution
Target Display
Display 1
Target Eye
None (Main Display)
Audio Listener
Light
Type
Point
Range
10
Color
Mode
Realtime
Intensity
1
Indirect Multiplier
1
Realtime indirect bounce shadowing is only supported for Directional lights.
Shadow Type
No Shadows
Cookie
Draw Halo
Flare
None (Flare)
Render Mode
Auto
Culling Mask
Everything
Add Component
Project
Console
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Animations
Prefabs
Scenes
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Sprites
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Objects
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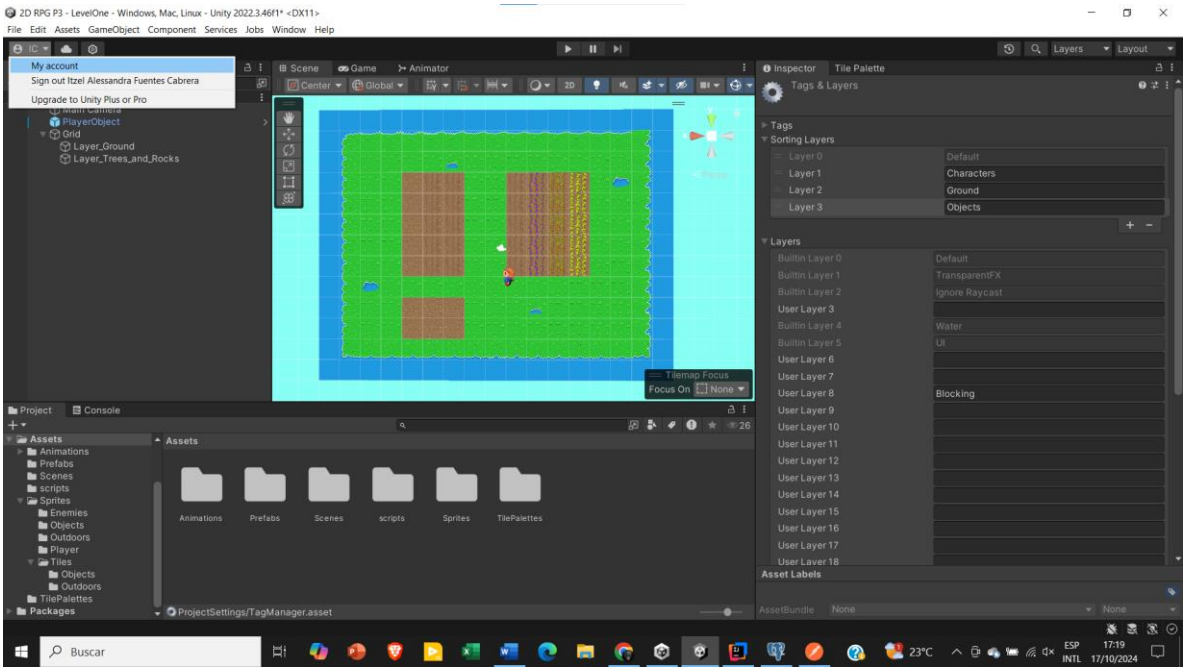
18/10/2024


2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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Upgrade to Unity Plus or Pro
PlayerObject
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Tilemap Focus
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Inspector
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Tags & Layers
Tags
Sorting Layers
Layer 0
Default
Layer 1
Characters
Layer 2
Ground
Layer 3
Objects
Layers
Builtin Layer 0
Default
Builtin Layer 1
TransparentFX
Builtin Layer 2
Ignore Raycast
User Layer 3
Builtin Layer 4
Water
Builtin Layer 5
UI
User Layer 6
User Layer 7
User Layer 8
Blocking
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User Layer 10
User Layer 11
User Layer 12
User Layer 13
User Layer 14
User Layer 15
User Layer 16
User Layer 17
User Layer 18
Asset Labels
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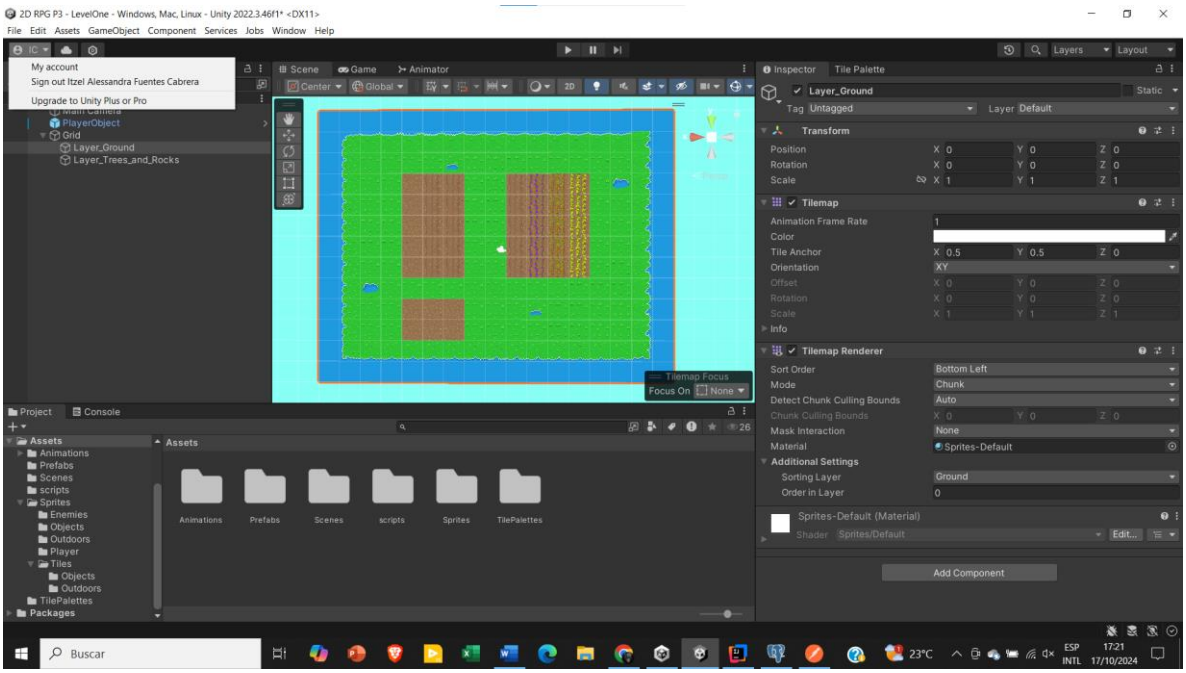
2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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Upgrade to Unity Plus or Pro
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Inspector
Tile Palette
Layer_Ground
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Tilemap
Animation Frame Rate
Color
Tile Anchor
Orientation
XY
Info
Tilemap Renderer
Sort Order
Bottom Left
Mode
Chunk
Detect Chunk Culling Bounds
Auto
Mask Interaction
None
Material
Sprites-Default
Additional Settings
Sorting Layer
Ground
Order in Layer
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Tilemap Focus
Focus On None
Project
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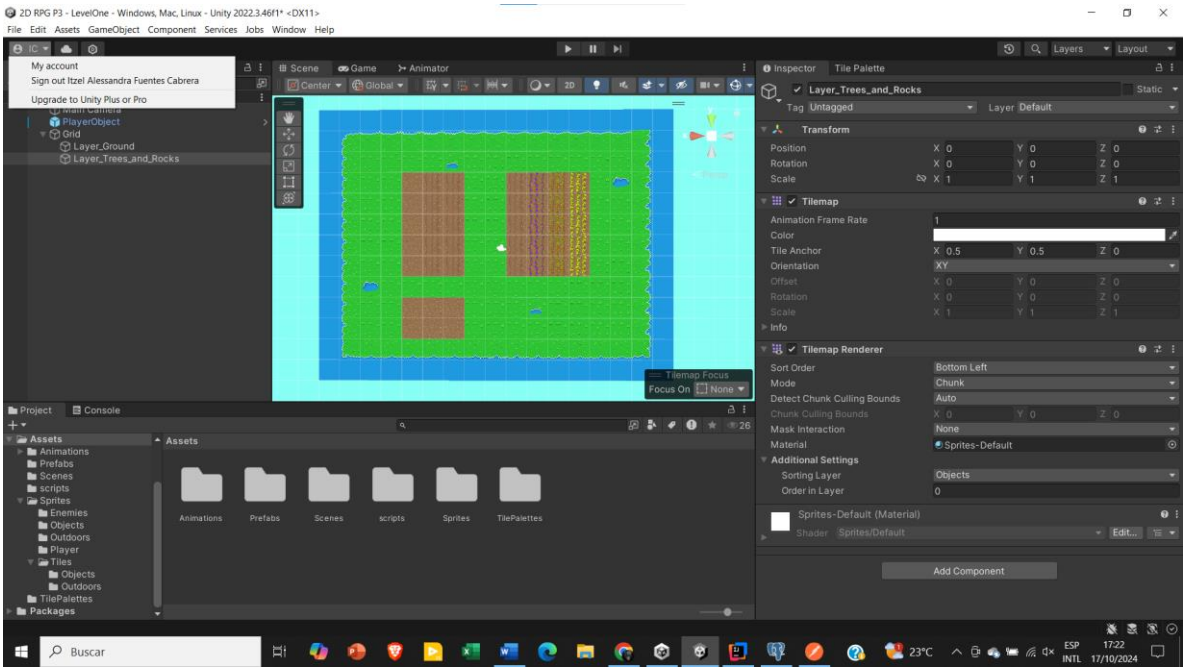
2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Upgrade to Unity Plus or Pro
PlayerObject
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Layer_Trees_and_Rocks
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Orientation
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Auto
Mask Interaction
None
Material
Sprites-Default
Additional Settings
Sorting Layer
Objects
Order in Layer
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
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Focus On None
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Objects
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Tiles
Packages
Buscar
23°C
ESP INTL
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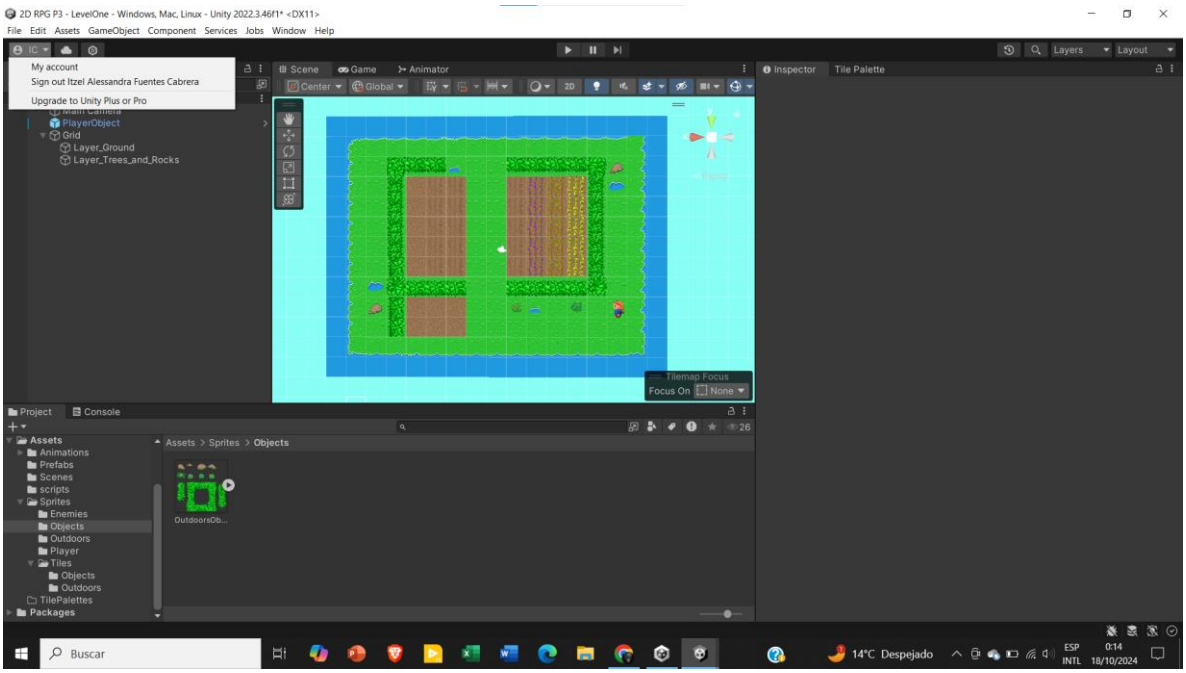
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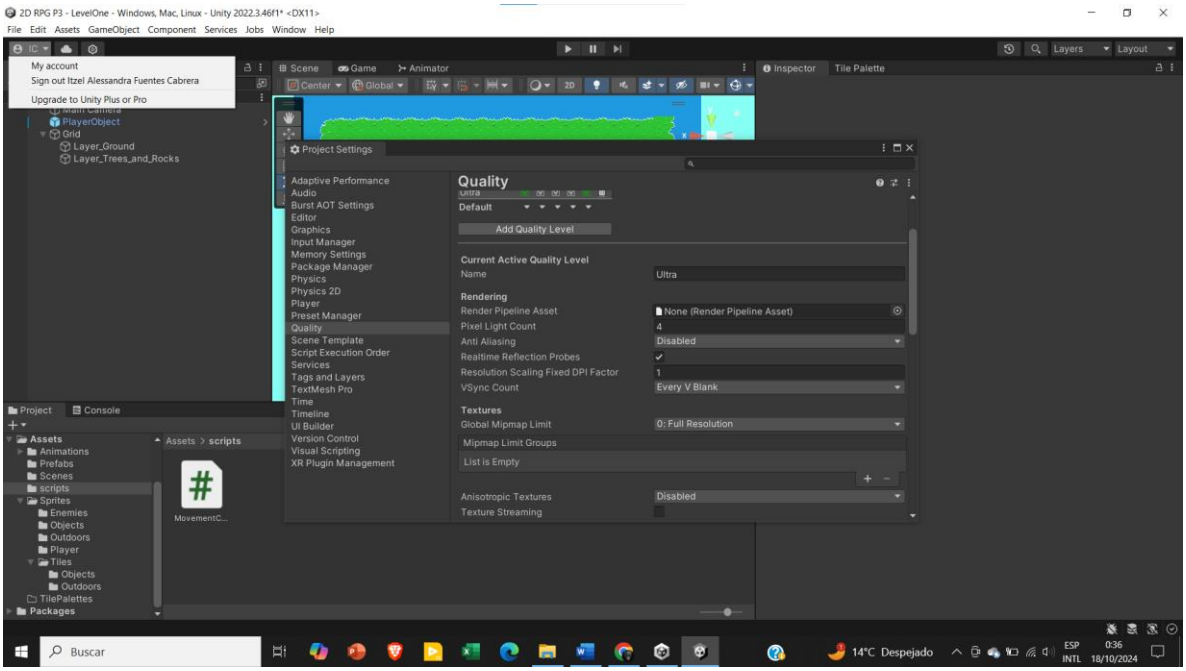
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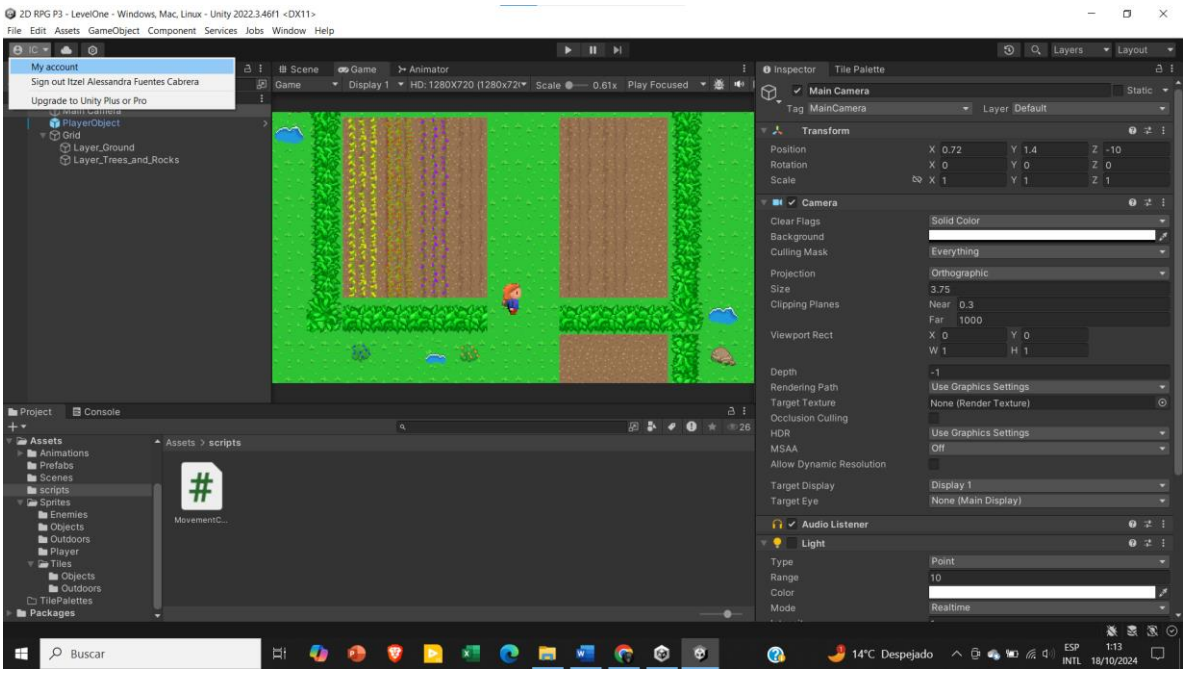
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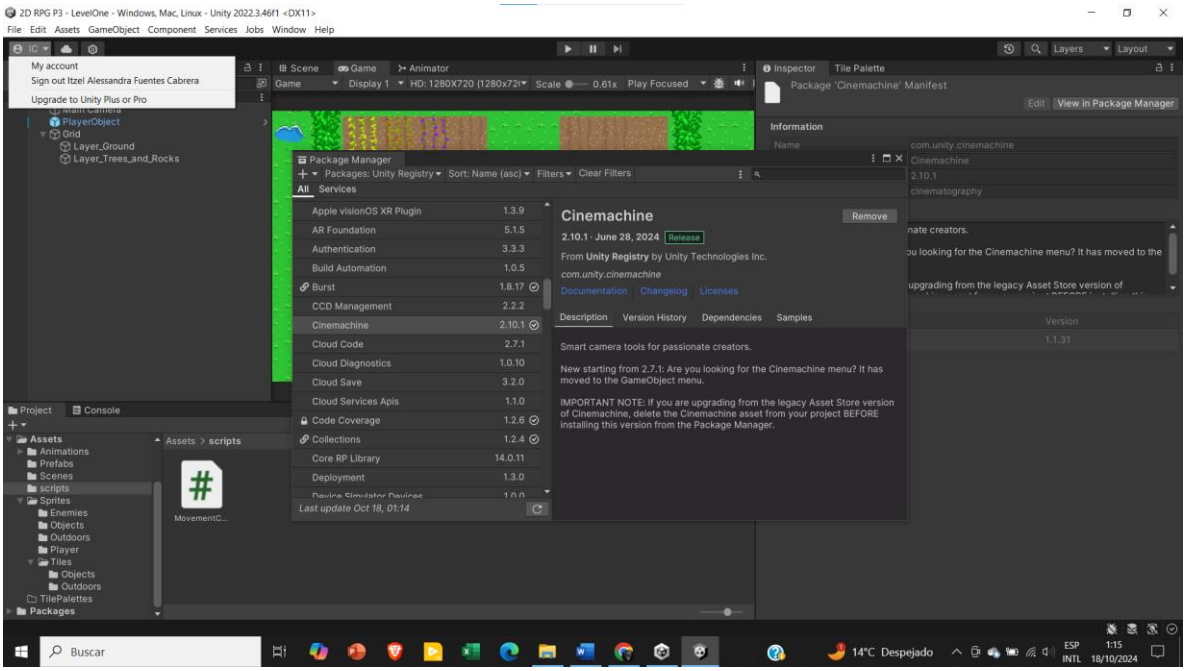
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Last update Oct 18, 01:14
Cinemachine
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2.10.1 · June 28, 2024
Release
From Unity Registry by Unity Technologies Inc.
com.unity.cinemachine
Documentation
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Smart camera tools for passionate creators.
New starting from 2.7.1: Are you looking for the Cinemachine menu? It has moved to the GameObject menu.
IMPORTANT NOTE: If you are upgrading from the legacy Asset Store version of Cinemachine, delete the Cinemachine asset from your project BEFORE installing this version from the Package Manager.
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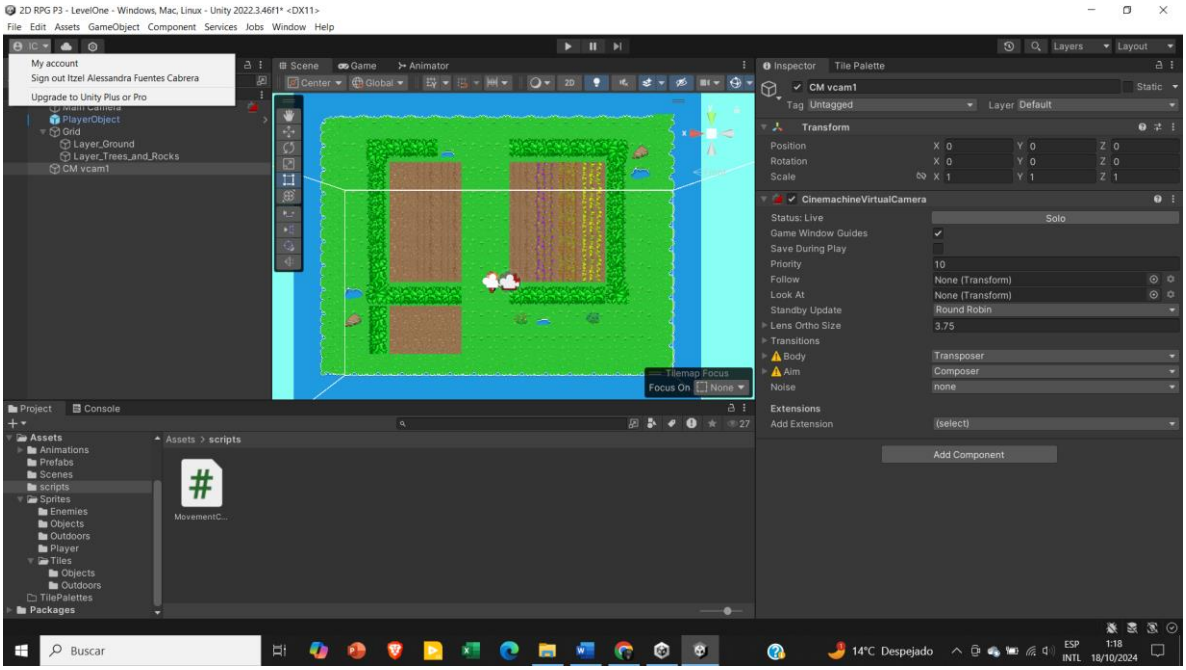
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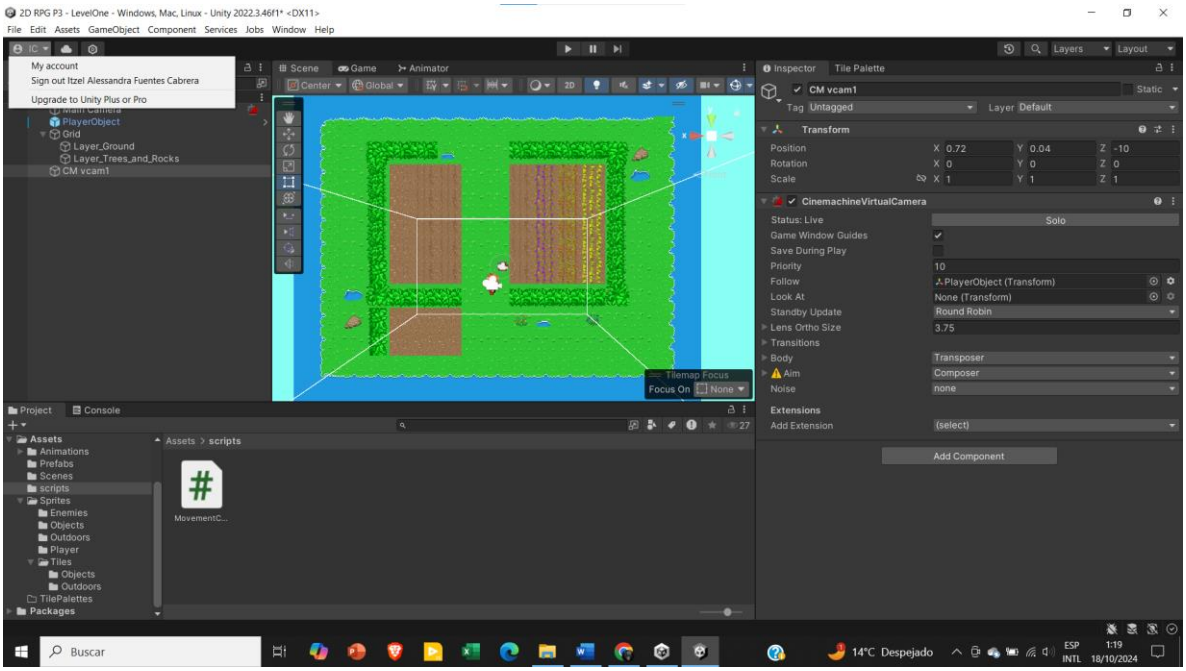
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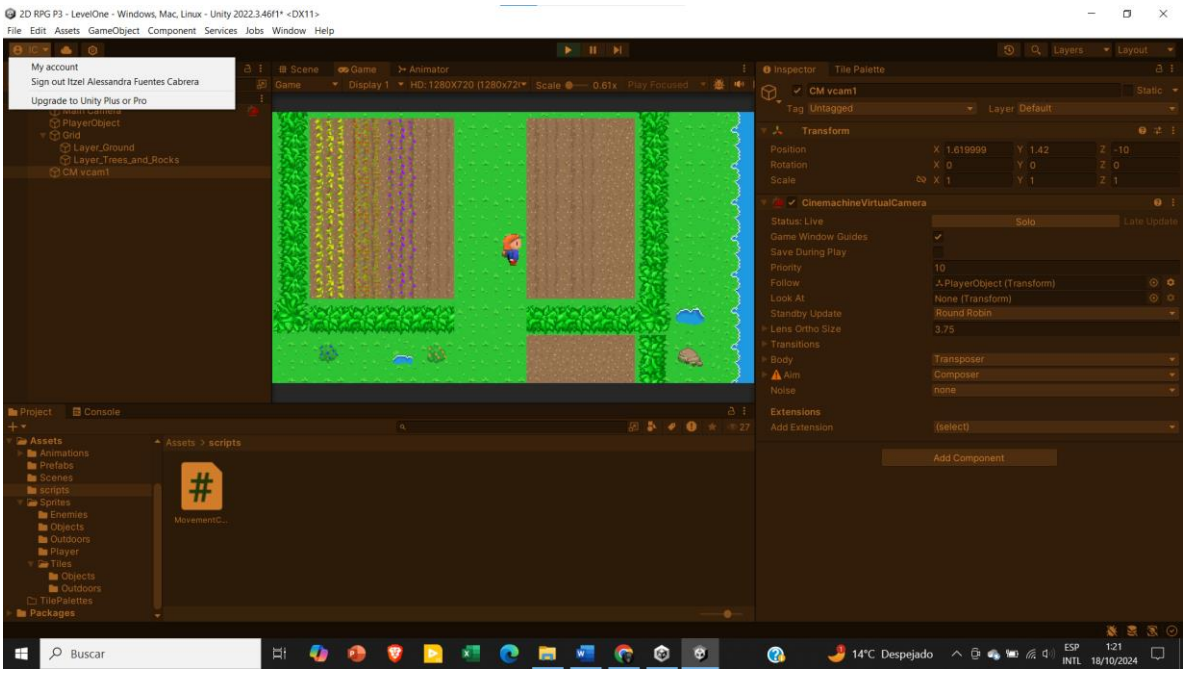
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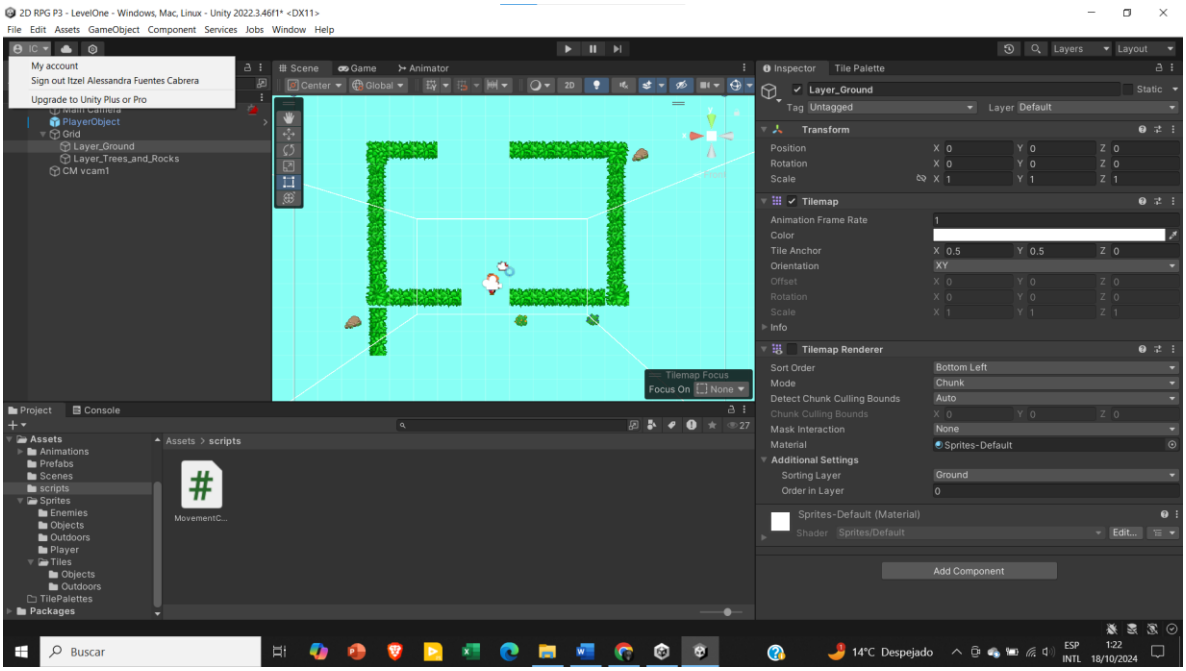
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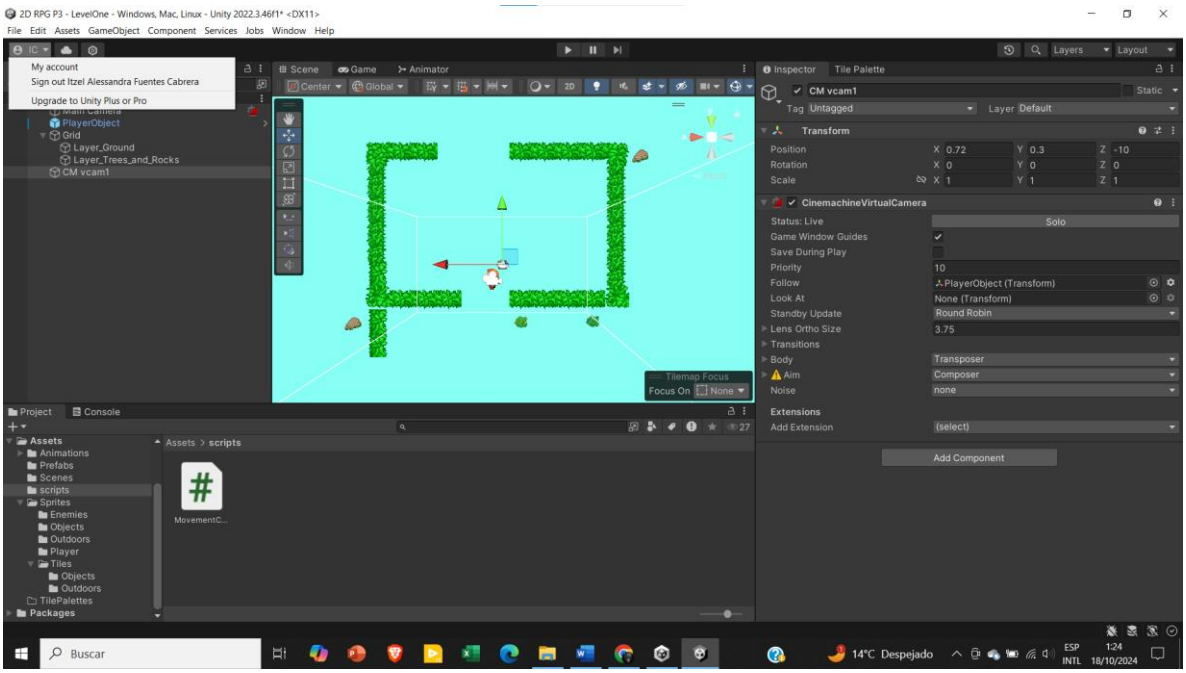
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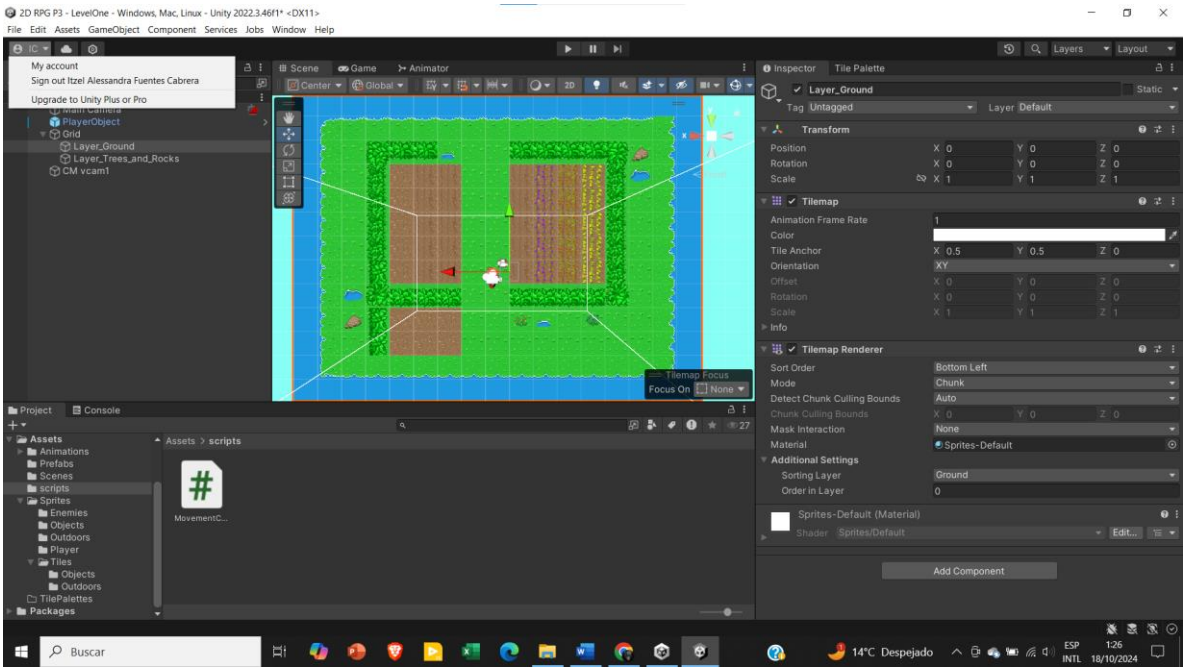
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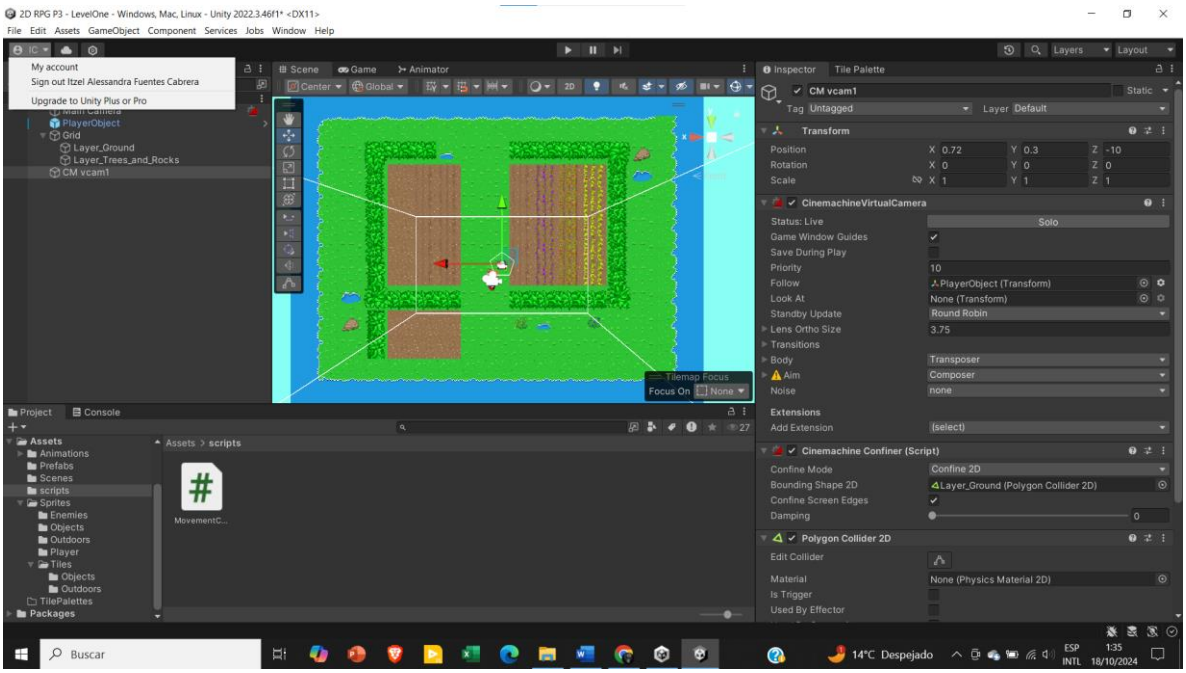
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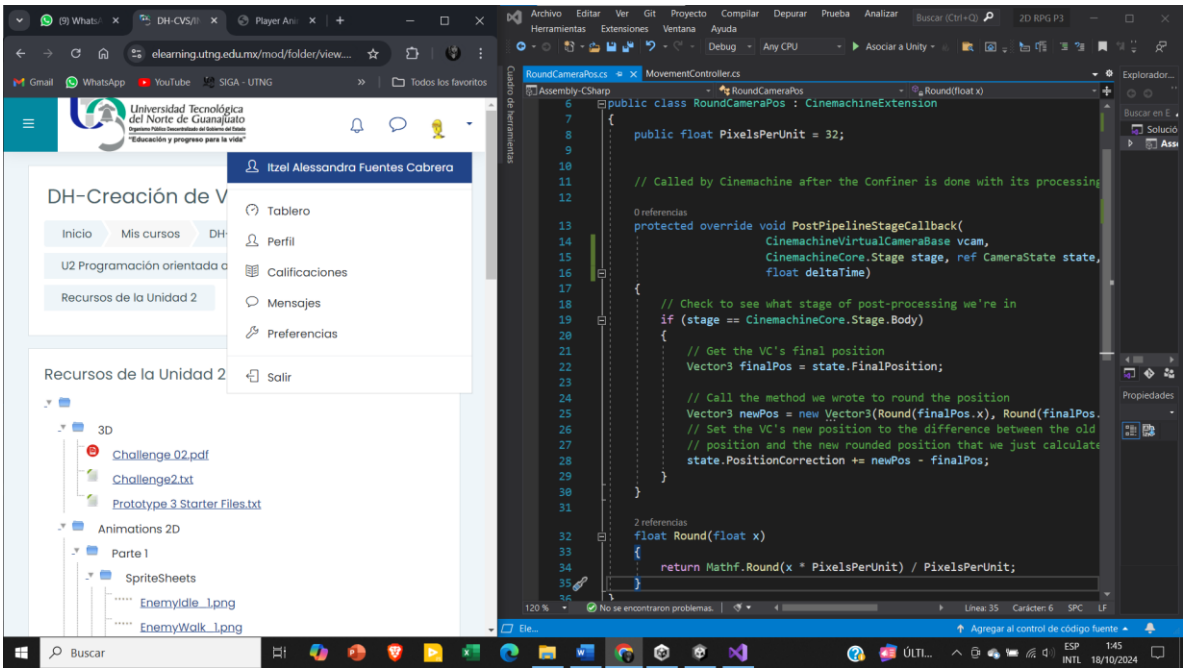
elearning.utng.edu.mx/mod/folder/view....
Universidad Tecnológica del Norte de Guanajuato
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Herramientas Extensiones Ventana Ayuda
RoundCameraPos.cs
MovementController.cs
public class RoundCameraPos : CinemachineExtension
{
public float PixelsPerUnit = 32;
// Called by Cinemachine after the Confiner is done with its processing
0 referencias
protected override void PostPipelineStageCallback(
CinemachineVirtualCameraBase vcam,
CinemachineCore.Stage stage, ref CameraState state,
float deltaTime)
{
// Check to see what stage of post-processing we're in
if (stage == CinemachineCore.Stage.Body)
{
// Get the VC's final position
Vector3 finalPos = state.FinalPosition;
// Call the method we wrote to round the position
Vector3 newPos = new Vector3(Round(finalPos.x), Round(finalPos.
// Set the VC's new position to the difference between the old
// position and the new rounded position that we just calculate
state.PositionCorrection += newPos - finalPos;
}
}
2 referencias
float Round(float x)
{
return Mathf.Round(x * PixelsPerUnit) / PixelsPerUnit;
}
No se encontraron problemas.
Línea: 35 Carácter: 6
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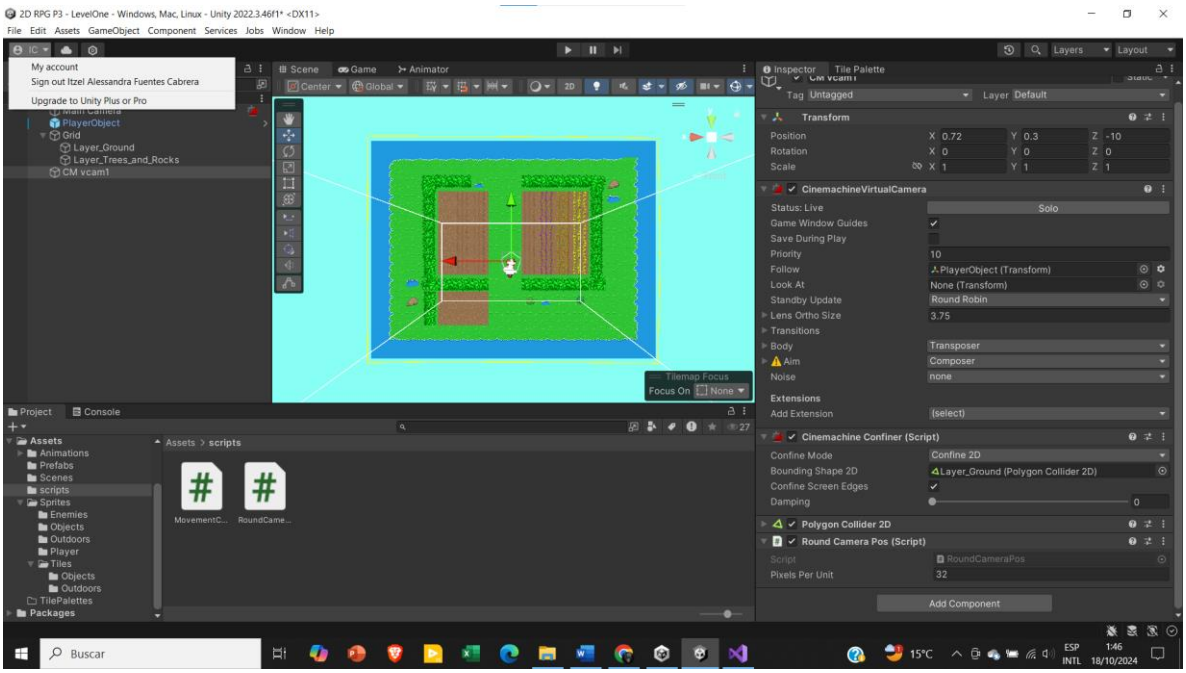
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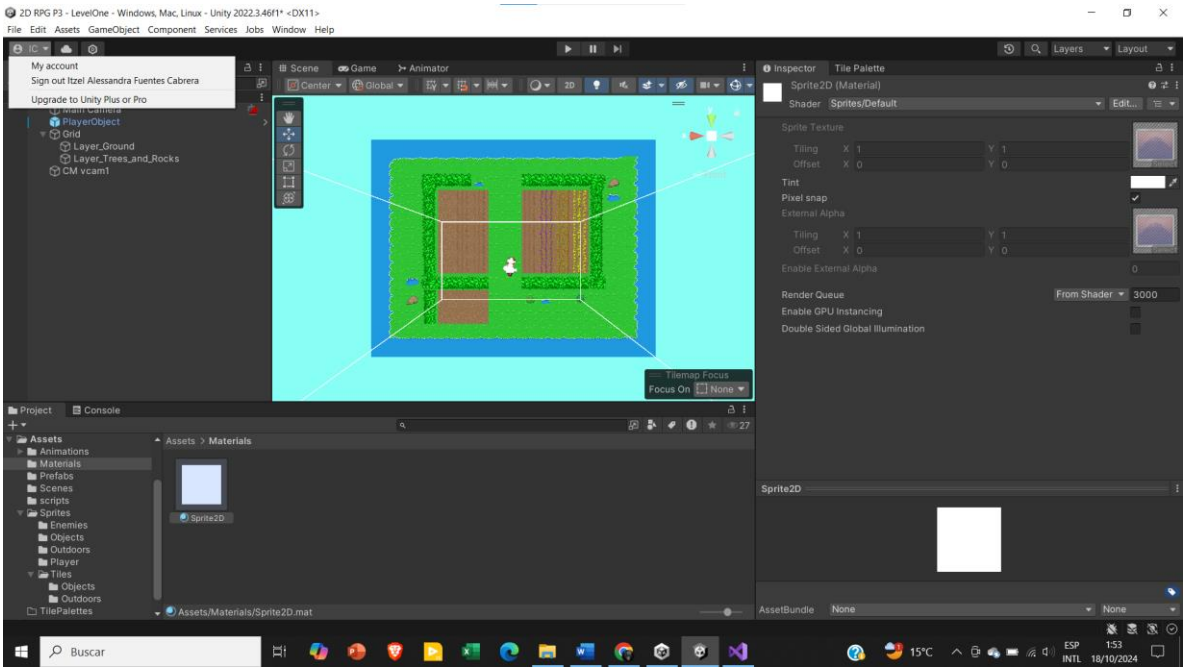
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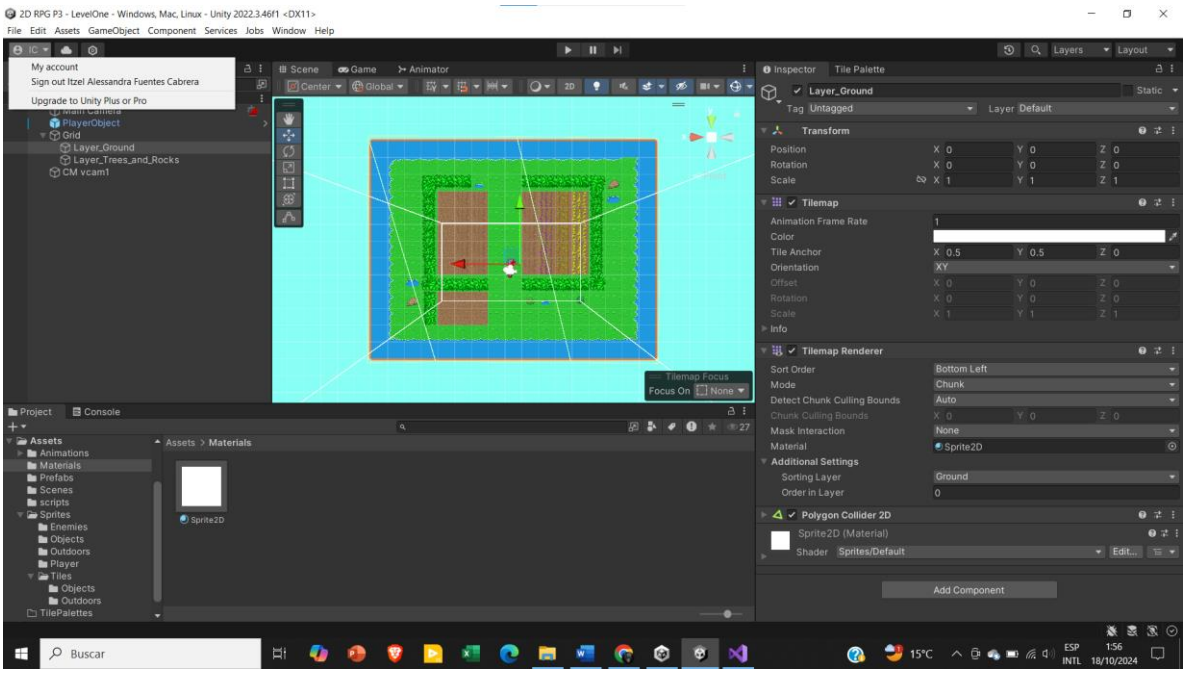
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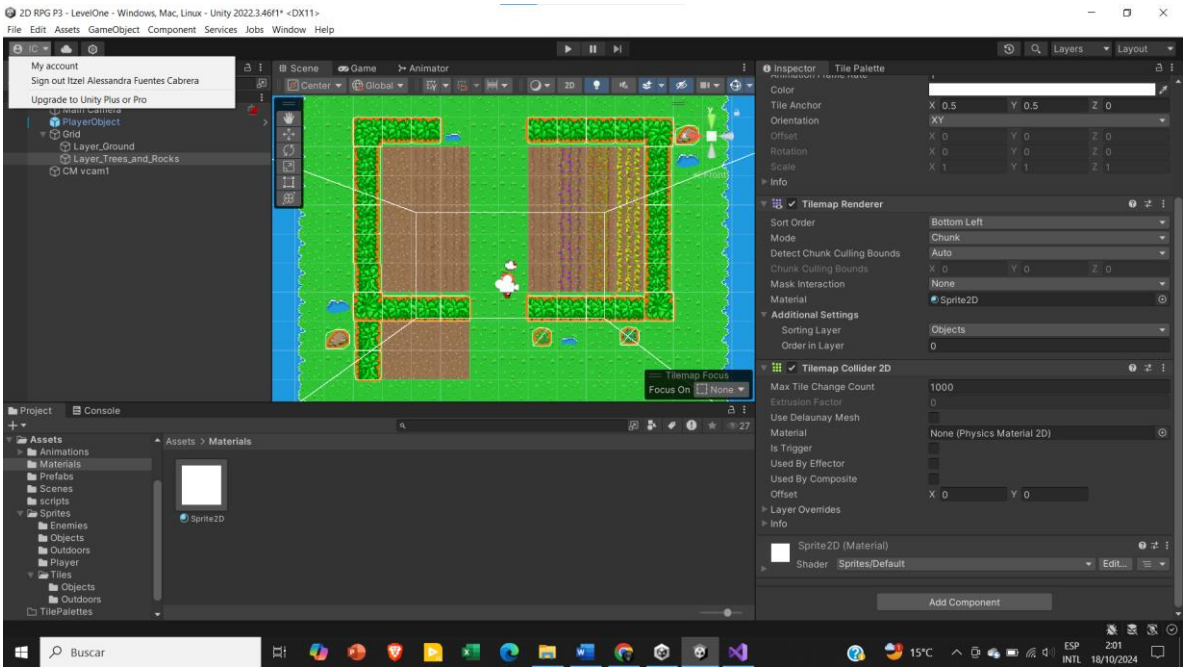
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PlayerObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
CM vcam1
Scene
Game
Animator
Inspector
Tile Palette
Color
Tile Anchor
Orientation
XY
Offset
Rotation
Scale
Info
Tilemap Renderer
Sort Order
Bottom Left
Mode
Chunk
Detect Chunk Culling Bounds
Auto
Mask Interaction
None
Material
Sprite2D
Additional Settings
Sorting Layer
Objects
Order in Layer
Tilemap Collider 2D
Max Tile Change Count
1000
Extrusion Factor
Use Delaunay Mesh
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Offset
Layer Overrides
Info
Sprite2D (Material)
Shader
Sprites/Default
Edit...
Add Component
Tilemap Focus
Focus On
None
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scripts
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Enemies
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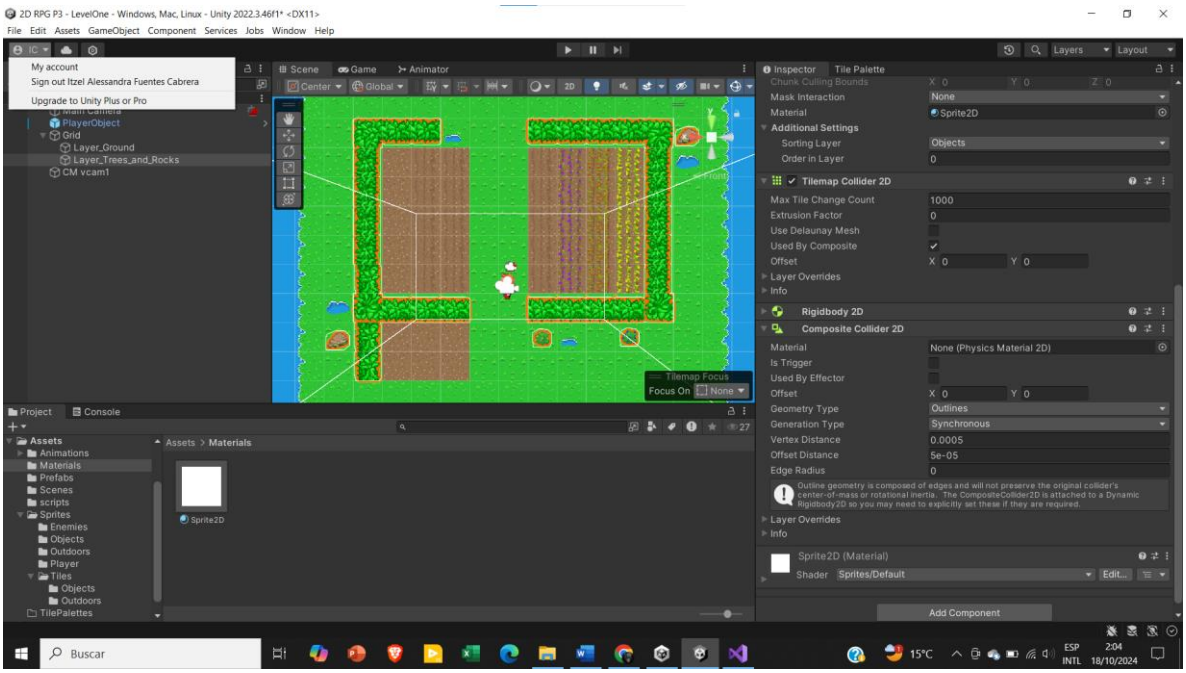
Outdoors
Player
Tiles
Objects
Outdoors
TilePalettes
Assets > Materials
Sprite2D
Buscar
15°C
ESP
INTL
2:01
18/10/2024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Tile Palette
Chunk Culling Bounds
Mask Interaction
None
Material
Sprite2D
Additional Settings
Sorting Layer
Objects
Order in Layer
0
Tilemap Collider 2D
Max Tile Change Count
1000
Extrusion Factor
0
Use Delaunay Mesh
Used By Composite
Offset
Layer Overrides
Info
Rigidbody 2D
Composite Collider 2D
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Geometry Type
Outlines
Generation Type
Synchronous
Vertex Distance
0.0005
Offset Distance
5e-05
Edge Radius
Outline geometry is composed of edges and will not preserve the original collider's center-of-mass or rotational inertia. The CompositeCollider2D is attached to a Dynamic Rigidbody2D so you may need to explicitly set these if they are required.
Sprite2D (Material)
Shader
Sprites/Default
Edit...
Add Component
Tilemap Focus
Focus On
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Assets > Materials
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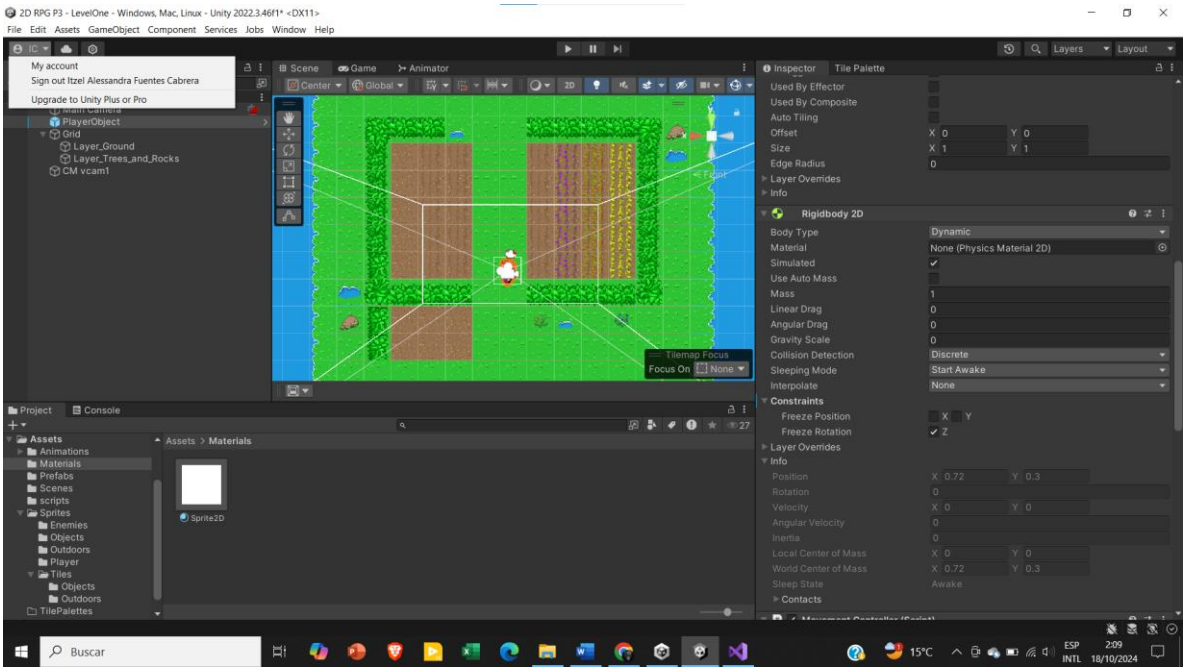
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Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Rigidbody 2D
Body Type
Dynamic
Material
None (Physics Material 2D)
Simulated
Use Auto Mass
Mass
1
Linear Drag
0
Angular Drag
0
Gravity Scale
0
Collision Detection
Discrete
Sleeping Mode
Start Awake
Interpolate
None
Constraints
Freeze Position
Freeze Rotation
Position
Rotation
Velocity
Angular Velocity
Inertia
Local Center of Mass
World Center of Mass
Sleep State
Awake
Contacts
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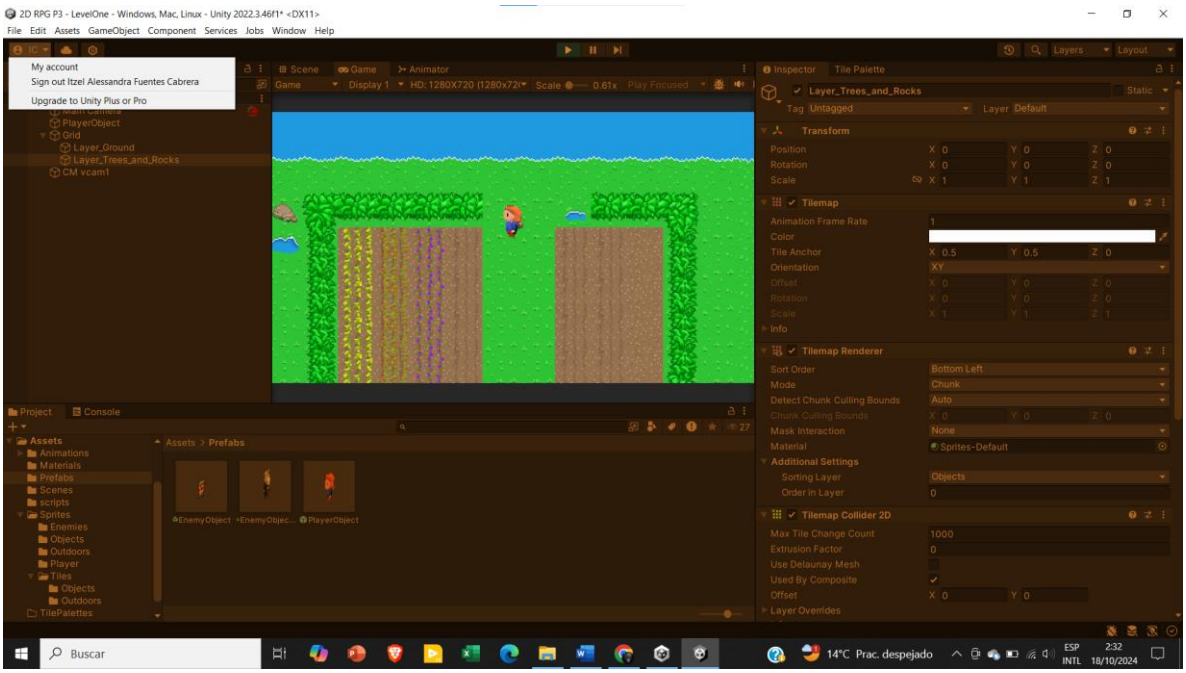
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Tilemap Collider 2D
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Prefabs
EnemyObject
PlayerObject
Buscar
14°C Prac. despejado
ESP INTL
2:32 18/10/2024