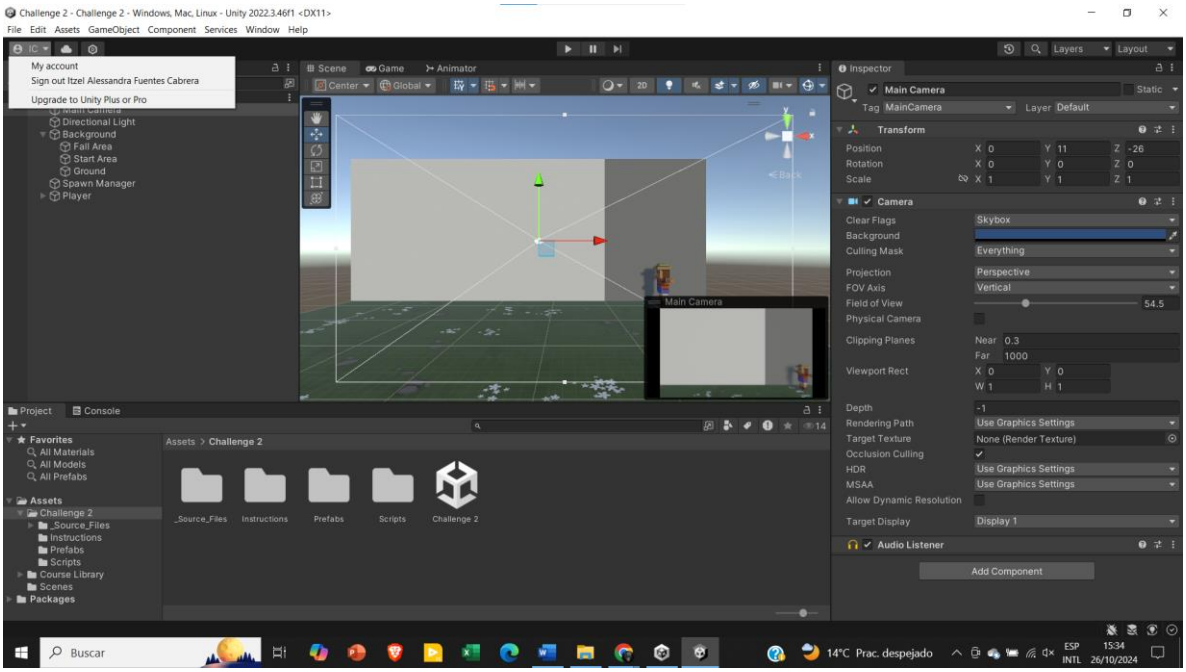
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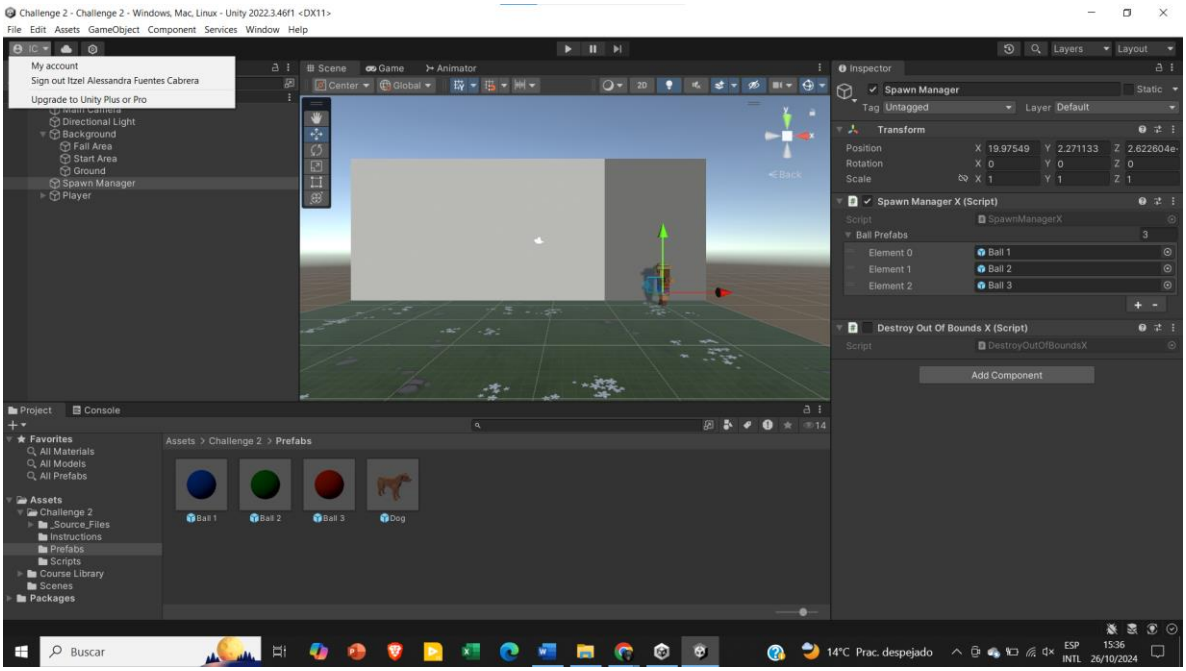
Directional Light
Background
Fall Area
Start Area
Ground
Spawn Manager
Player
Scene
Game
Animator
Main Camera
Inspector
Tag MainCamera
Layer Default
Transform
Position X 0 Y 11 Z -26
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Camera
Clear Flags Skybox
Background
Culling Mask Everything
Projection Perspective
FOV Axis Vertical
Field of View 54.5
Physical Camera
Clipping Planes Near 0.3 Far 1000
Viewport Rect X 0 Y 0 W 1 H 1
Depth -1
Rendering Path Use Graphics Settings
Target Texture None (Render Texture)
Occlusion Culling
HDR Use Graphics Settings
MSAA Use Graphics Settings
Allow Dynamic Resolution
Target Display Display 1
Audio Listener
Add Component
Project
Console
Assets > Challenge 2
_Source_Files
Instructions
Prefabs
Scripts
Challenge 2
Buscar
14°C Prac. despejado
ESP INTL
15:34
26/10/2024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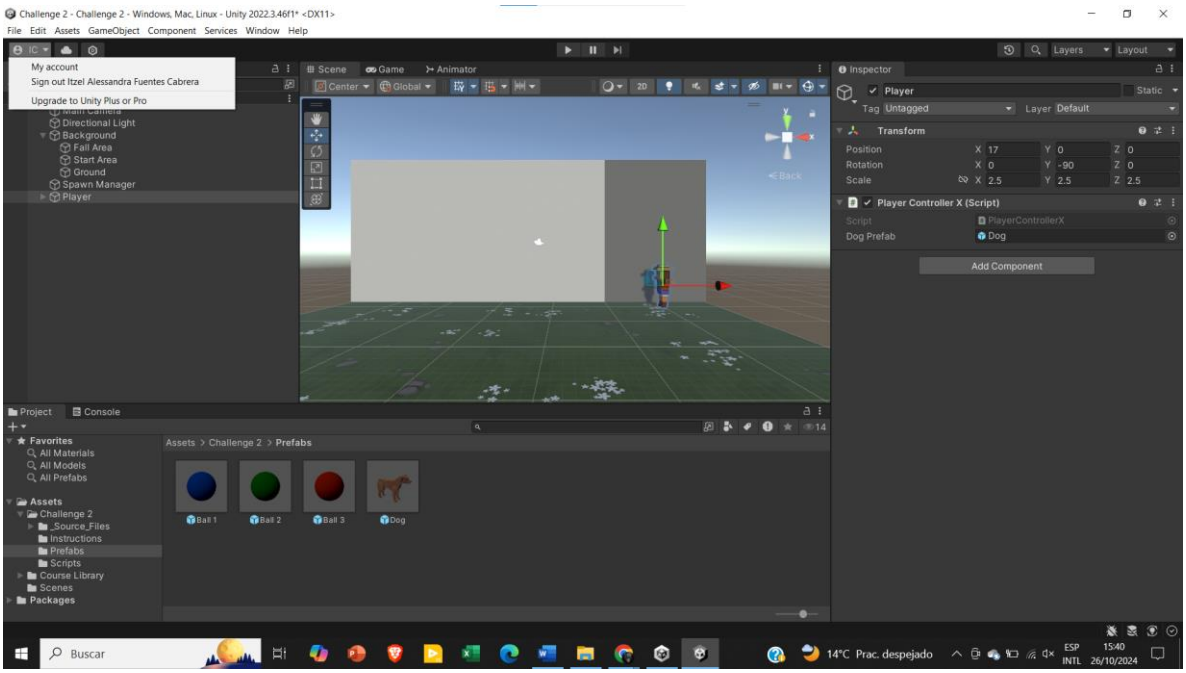
Directional Light
Background
Fall Area
Start Area
Ground
Spawn Manager
Player
Scene
Game
Animator
Inspector
Spawn Manager
Tag Untagged
Layer Default
Transform
Position X 19.97549 Y 2.271133 Z 2.622604e-
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Spawn Manager X (Script)
Script SpawnManagerX
Ball Prefabs 3
Element 0 Ball 1
Element 1 Ball 2
Element 2 Ball 3
Destroy Out Of Bounds X (Script)
Script DestroyOutOfBoundsX
Add Component
Project
Console
Assets > Challenge 2 > Prefabs
Ball 1
Ball 2
Ball 3
Dog
Buscar
14°C Prac. despejado
ESP INTL
15:36
26/10/2024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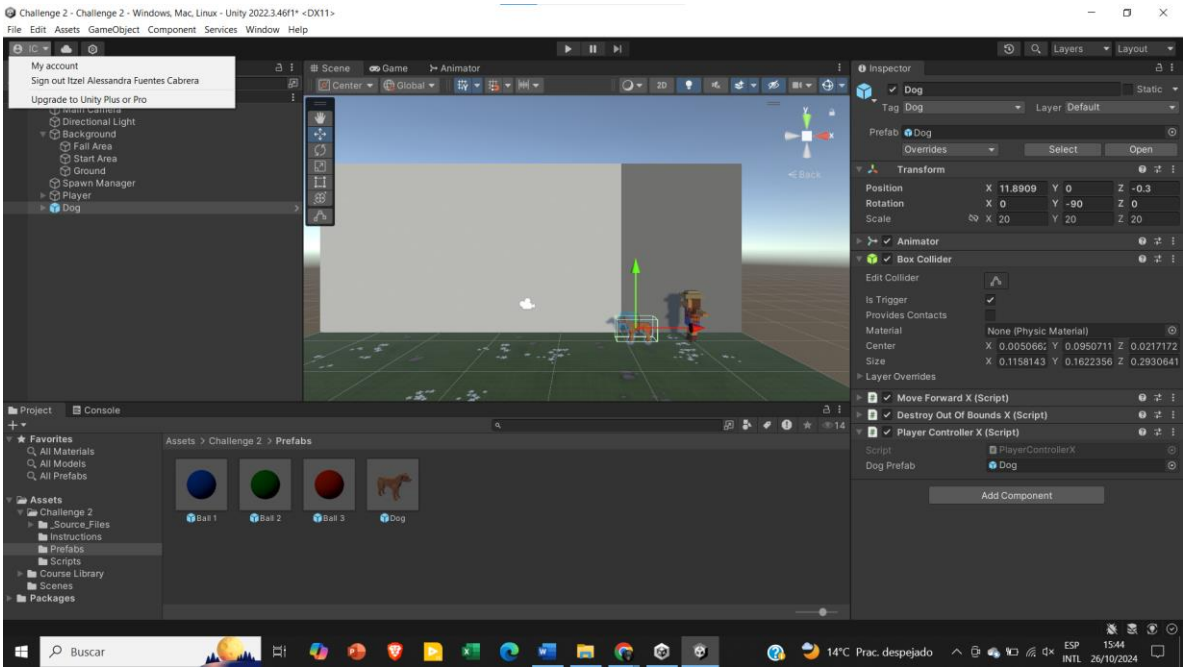
Upgrade to Unity Plus or Pro
Directional Light
Background
Fall Area
Start Area
Ground
Spawn Manager
Player
Scene
Game
Animator
Inspector
Player
Tag Untagged
Layer Default
Transform
Position X 17 Y 0 Z 0
Rotation X 0 Y -90 Z 0
Scale X 2.5 Y 2.5 Z 2.5
Player Controller X (Script)
Script PlayerControllerX
Dog Prefab Dog
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Challenge 2
_Source_Files
Instructions
Prefabs
Scripts
Course Library
Scenes
Packages
Assets > Challenge 2 > Prefabs
Ball 1
Ball 2
Ball 3
Dog
Buscar
14°C Prac. despejado
ESP INTL
15:40 26/10/2024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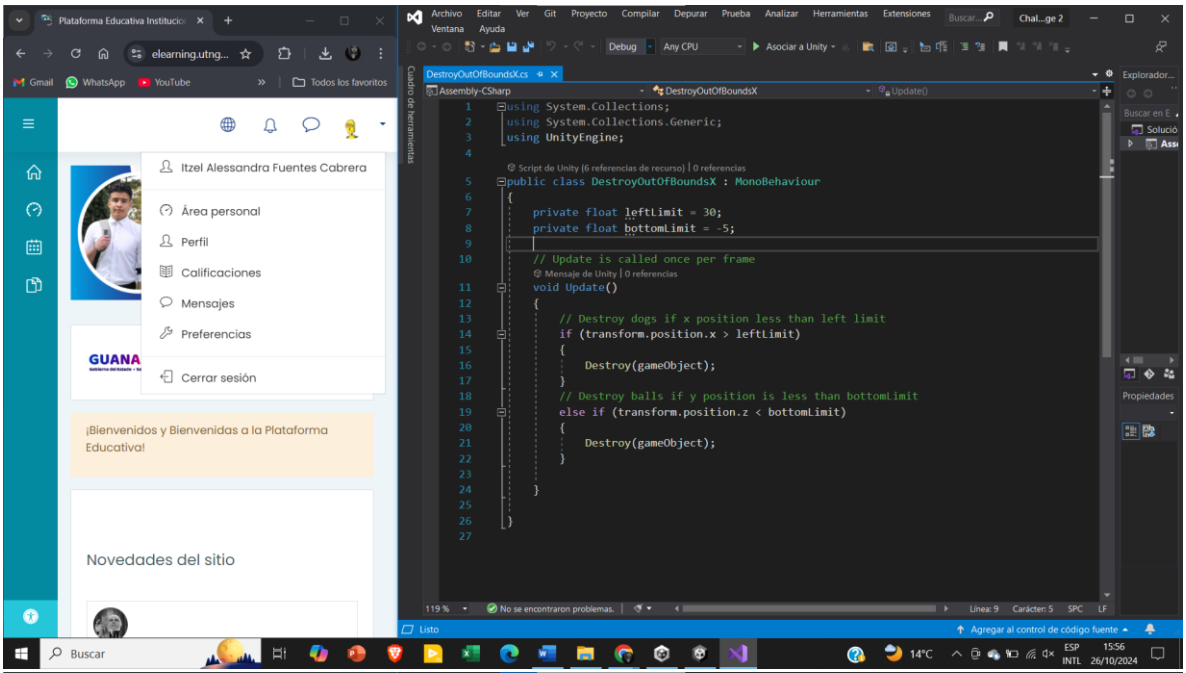
Directional Light
Background
Fall Area
Start Area
Ground
Spawn Manager
Player
Dog
Scene
Game
Animator
Inspector
Dog
Tag Dog
Layer Default
Prefab Dog
Overrides
Select
Open
Transform
Position X 11.8909 Y 0 Z -0.3
Rotation X 0 Y -90 Z 0
Scale X 20 Y 20 Z 20
Animator
Box Collider
Edit Collider
Is Trigger
Provides Contacts
Material None (Physic Material)
Center X 0.0050662 Y 0.0950711 Z 0.0217172
Size X 0.1158143 Y 0.1622356 Z 0.2930641
Layer Overrides
Move Forward X (Script)
Destroy Out Of Bounds X (Script)
Player Controller X (Script)
Script PlayerControllerX
Dog Prefab Dog
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Challenge 2
_Source_Files
Instructions
Prefabs
Scripts
Course Library
Scenes
Packages
Assets > Challenge 2 > Prefabs
Ball 1
Ball 2
Ball 3
Dog
Buscar
14°C Prac. despejado
ESP INTL
15:44 26/10/2024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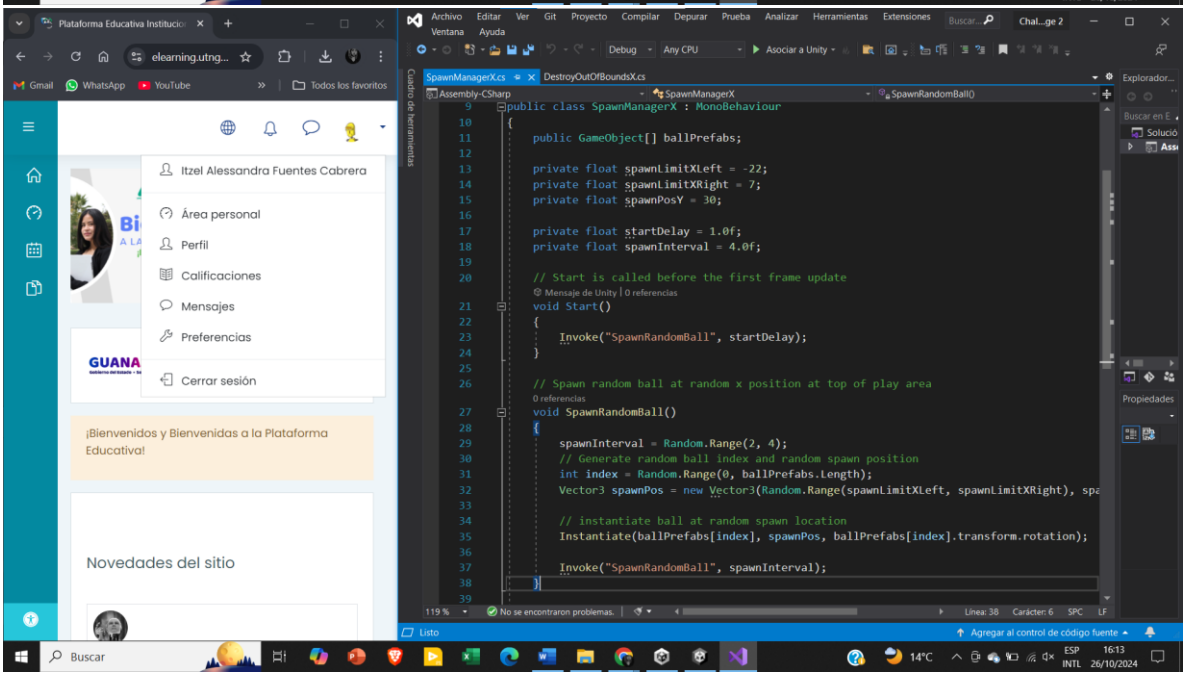
Debug
Any CPU
Asociar a Unity
DestroyOutOfBoundsX.cs
Assembly-CSharp
DestroyOutOfBoundsX
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity (6 referencias de recurso) | 0 referencias
public class DestroyOutOfBoundsX : MonoBehaviour
{
private float leftLimit = 30;
private float bottomLimit = -5;
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
// Destroy dogs if x position less than left limit
if (transform.position.x > leftLimit)
{
Destroy(gameObject);
}
// Destroy balls if y position is less than bottomLimit
else if (transform.position.z < bottomLimit)
{
Destroy(gameObject);
}
}
}
No se encontraron problemas.
Línea: 9 Carácter: 5 SPC LF
Listo
Agregar al control de código fuente
Buscar
14°C
ESP INTL
15:56
26/10/2024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Calificaciones
Mensajes
Preferencias
Cerrar sesión
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Novedades del sitio
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Debug
Any CPU
Asociar a Unity
SpawnManagerX.cs
DestroyOutOfBoundsX.cs
Assembly-CSharp
SpawnManagerX
SpawnRandomBall()
public class SpawnManagerX : MonoBehaviour
{
public GameObject[] ballPrefabs;
private float spawnLimitXLeft = -22;
private float spawnLimitXRight = 7;
private float spawnPosY = 30;
private float startDelay = 1.0f;
private float spawnInterval = 4.0f;
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
Invoke("SpawnRandomBall", startDelay);
}
// Spawn random ball at random x position at top of play area
0 referencias
void SpawnRandomBall()
{
spawnInterval = Random.Range(2, 4);
// Generate random ball index and random spawn position
int index = Random.Range(0, ballPrefabs.Length);
Vector3 spawnPos = new Vector3(Random.Range(spawnLimitXLeft, spawnLimitXRight), spa
// instantiate ball at random spawn location
Instantiate(ballPrefabs[index], spawnPos, ballPrefabs[index].transform.rotation);
Invoke("SpawnRandomBall", spawnInterval);
}
No se encontraron problemas.
Línea: 38 Carácter: 6 SPC LF
Listo
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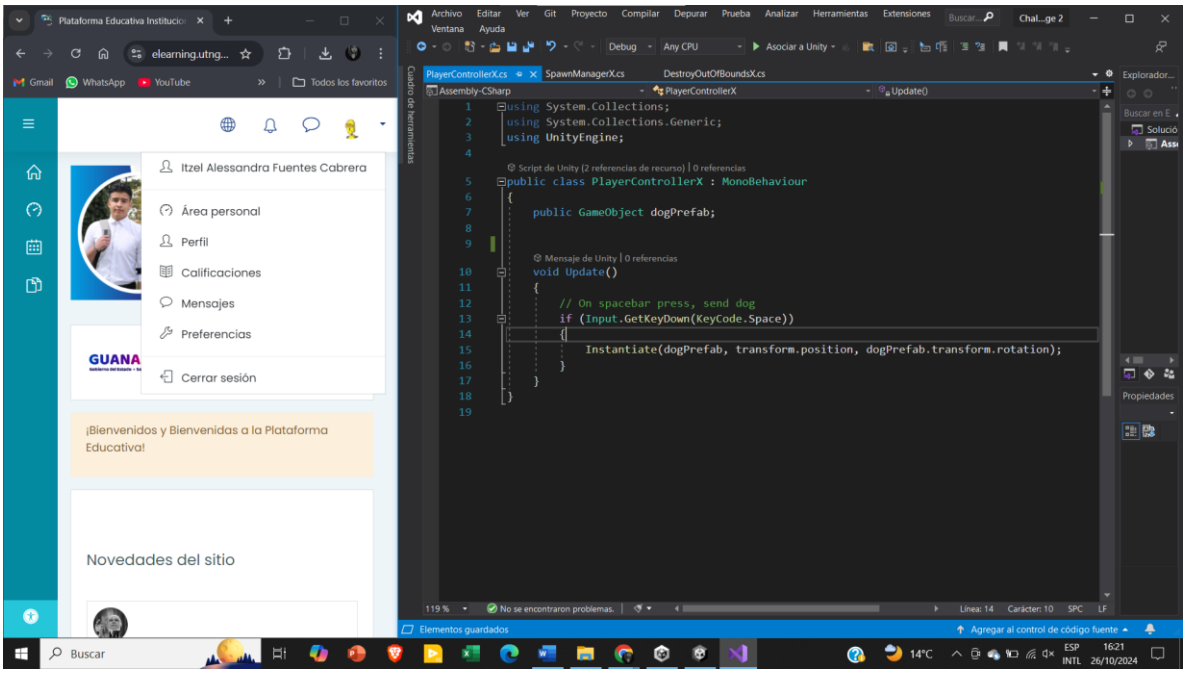
Buscar
14°C
ESP INTL
16:13
26/10/2024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Mensajes
Preferencias
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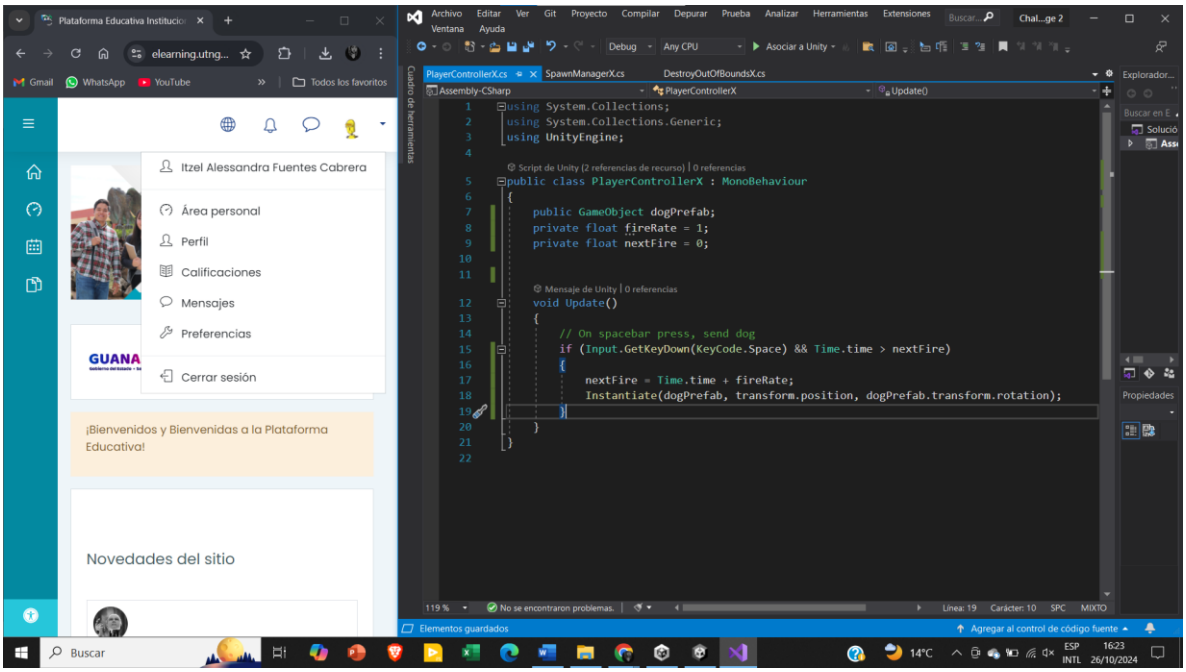
Debug
Any CPU
Asociar a Unity
PlayerControllerX.cs
SpawnManagerX.cs
DestroyOutOfBoundsX.cs
Assembly-CSharp
PlayerControllerX
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity (2 referencias de recurso) | 0 referencias
public class PlayerControllerX : MonoBehaviour
{
public GameObject dogPrefab;
Mensaje de Unity | 0 referencias
void Update()
{
// On spacebar press, send dog
if (Input.GetKeyDown(KeyCode.Space))
{
Instantiate(dogPrefab, transform.position, dogPrefab.transform.rotation);
}
}
}
No se encontraron problemas.
Línea: 14 Carácter: 10 SPC LF
Elementos guardados
Agregar al control de código fuente
Buscar
14°C
ESP INTL
16:21
26/10/2024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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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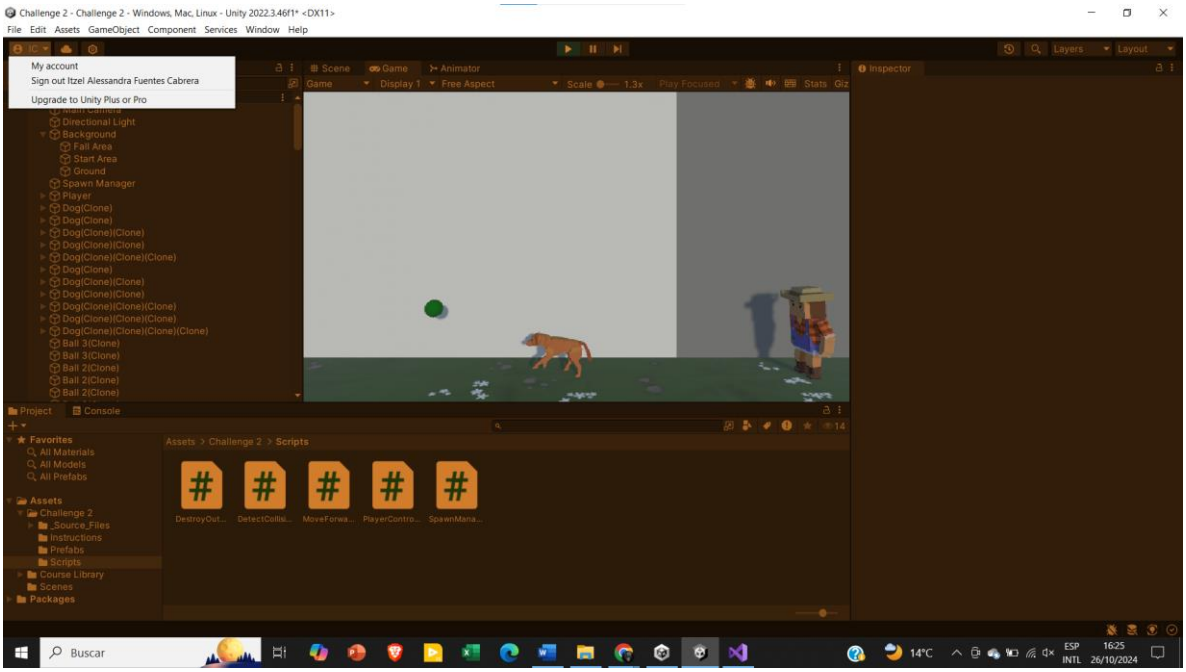
Novedades del sitio
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Debug
Any CPU
Asociar a Unity
PlayerControllerX.cs
SpawnManagerX.cs
DestroyOutOfBoundsX.cs
Assembly-CSharp
PlayerControllerX
Update()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity (2 referencias de recurso) | 0 referencias
public class PlayerControllerX : MonoBehaviour
{
public GameObject dogPrefab;
private float fireRate = 1;
private float nextFire = 0;
Mensaje de Unity | 0 referencias
void Update()
{
// On spacebar press, send dog
if (Input.GetKeyDown(KeyCode.Space) && Time.time > nextFire)
{
nextFire = Time.time + fireRate;
Instantiate(dogPrefab, transform.position, dogPrefab.transform.rotation);
}
}
}
No se encontraron problemas.
Línea: 19 Carácter: 10 SPC MIXTO
Elementos guardados
Agregar al control de código fuente
Buscar
14°C
ESP INTL
16:23
26/10/2024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My account
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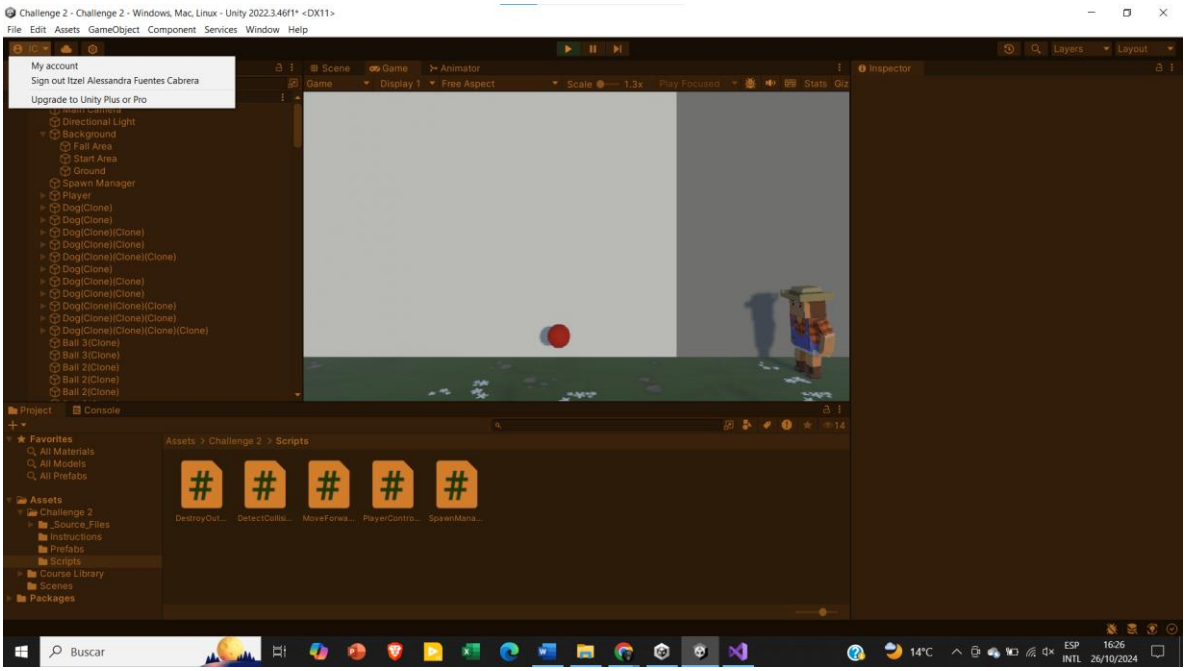
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Layers
Layout
Directional Light
Background
Fall Area
Start Area
Ground
Spawn Manager
Player
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Challenge 2
_Source_Files
Instructions
Prefabs
Scripts
Course Library
Scenes
Packages
Assets > Challenge 2 > Scripts
DestroyOut...
DetectCollisi...
MoveForwa...
PlayerContro...
SpawnMana...
Buscar
14°C
ESP
INTL
16:25
26/10/2024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My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
Scene
Game
Animator
Inspector
Layers
Layout
Directional Light
Background
Fall Area
Start Area
Ground
Spawn Manager
Player
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Challenge 2
_Source_Files
Instructions
Prefabs
Scripts
Course Library
Scenes
Packages
Assets > Challenge 2 > Scripts
DestroyOut...
DetectCollisi...
MoveForwa...
PlayerContro...
SpawnMana...
Buscar
14°C
ESP
INTL
16:26
26/10/2024