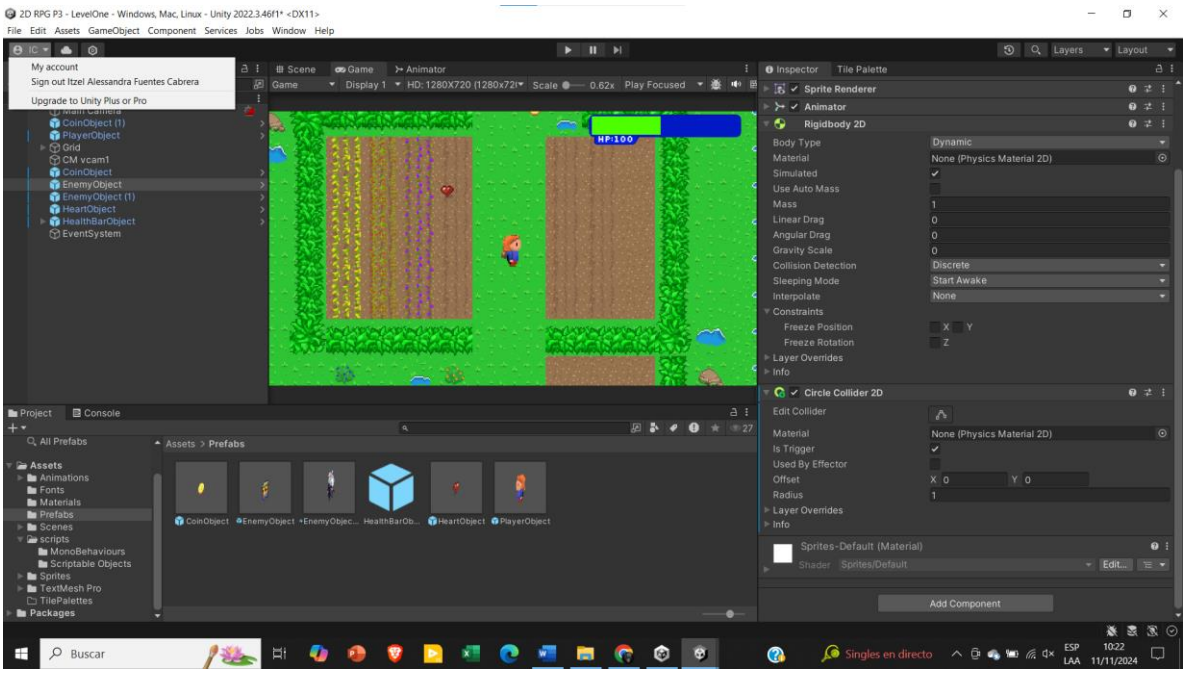
2D RPG P3 - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
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Body Type
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Material
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Used By Effector
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Sprites-Default (Material)
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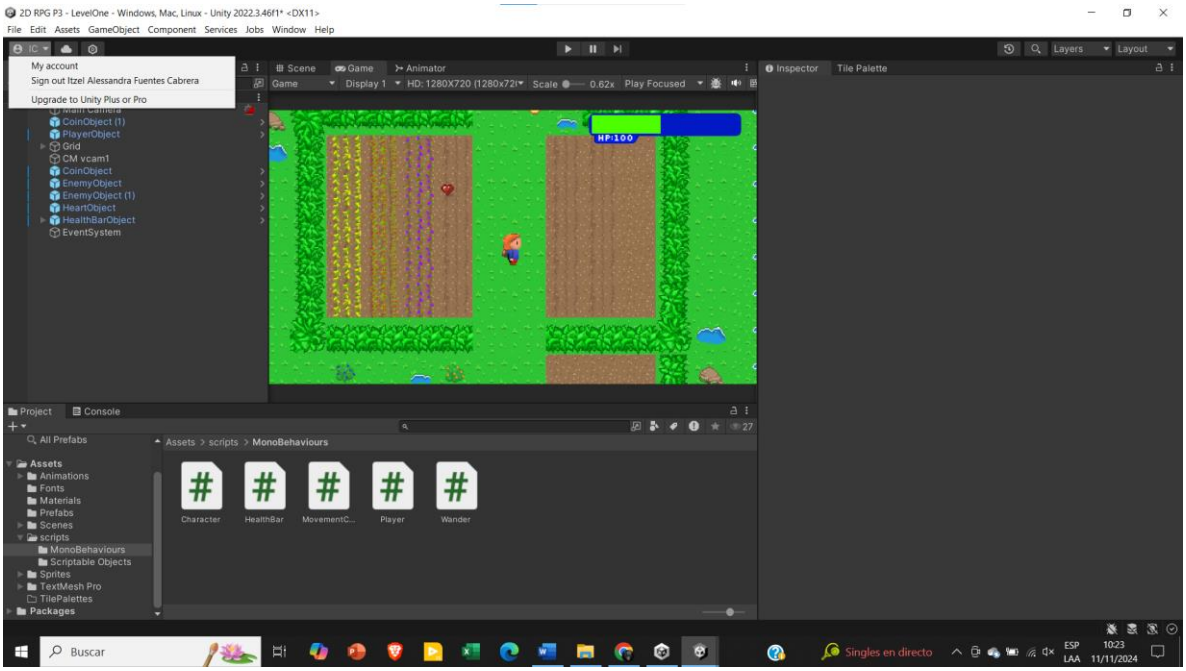
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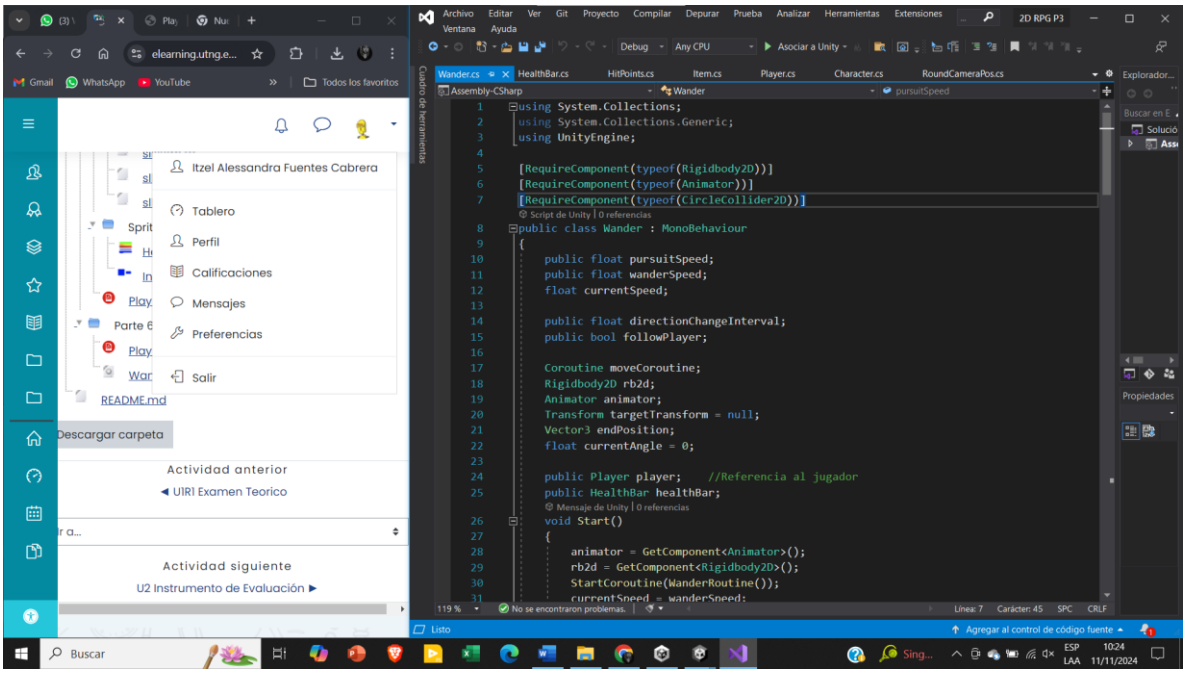
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Itzel Alessandra Fuentes Cabrera
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Descargar carpeta
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Asociar a Unity
Wander.cs
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HitPoints.cs
Item.cs
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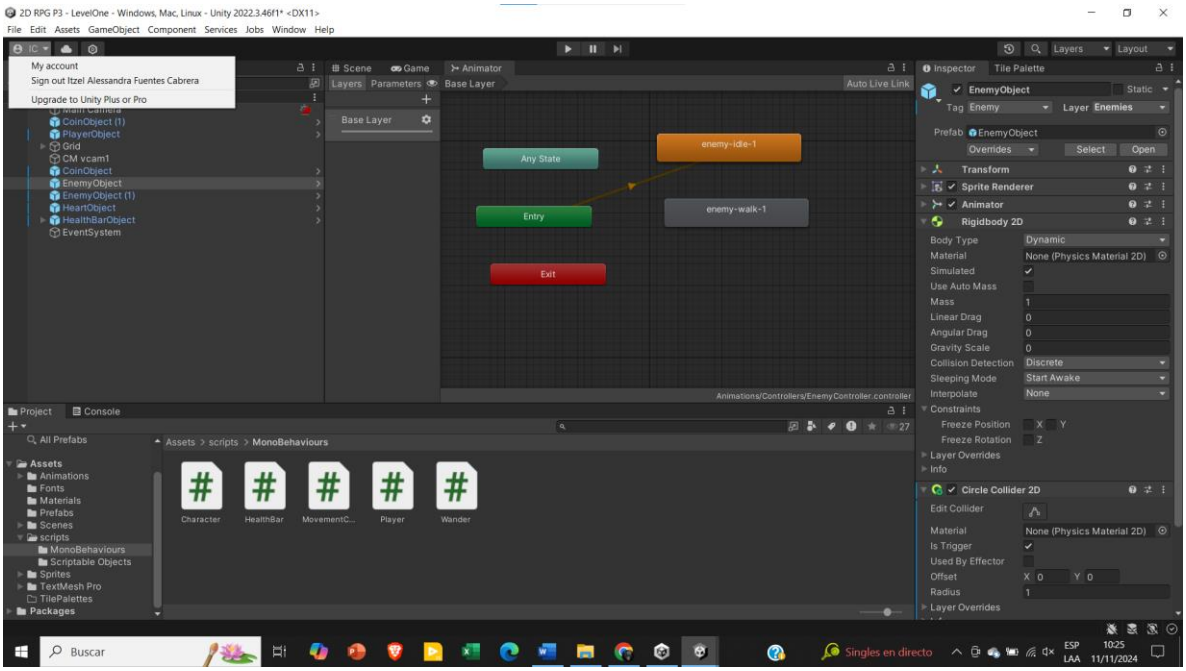
RoundCameraPos.cs
Assembly-CSharp
Wander
pursuitSpeed
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
[RequireComponent(typeof(Rigidbody2D))]
[RequireComponent(typeof(Animator))]
[RequireComponent(typeof(CircleCollider2D))]
Script de Unity | 0 referencias
public class Wander : MonoBehaviour
{
public float pursuitSpeed;
public float wanderSpeed;
float currentSpeed;
public float directionChangeInterval;
public bool followPlayer;
Coroutine moveCoroutine;
Rigidbody2D rb2d;
Animator animator;
Transform targetTransform = null;
Vector3 endPosition;
float currentAngle = 0;
public Player player; //Referencia al jugador
public HealthBar healthBar;
Mensaje de Unity | 0 referencias
void Start()
{
animator = GetComponent<Animator>();
rb2d = GetComponent<Rigidbody2D>();
StartCoroutine(WanderRoutine());
currentSpeed = wanderSpeed;
No se encontraron problemas.
Línea: 7 Carácter: 45 SPC CRLF
Listo
Agregar al control de código fuente
Buscar
ESP LAA 10:24 11/11/2024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EnemyObject (1)
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HealthBarObject
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Layer Enemies
Prefab EnemyObject
Overrides
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Open
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Animator
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 X Y
Freeze Rotation Z
Layer Overrides
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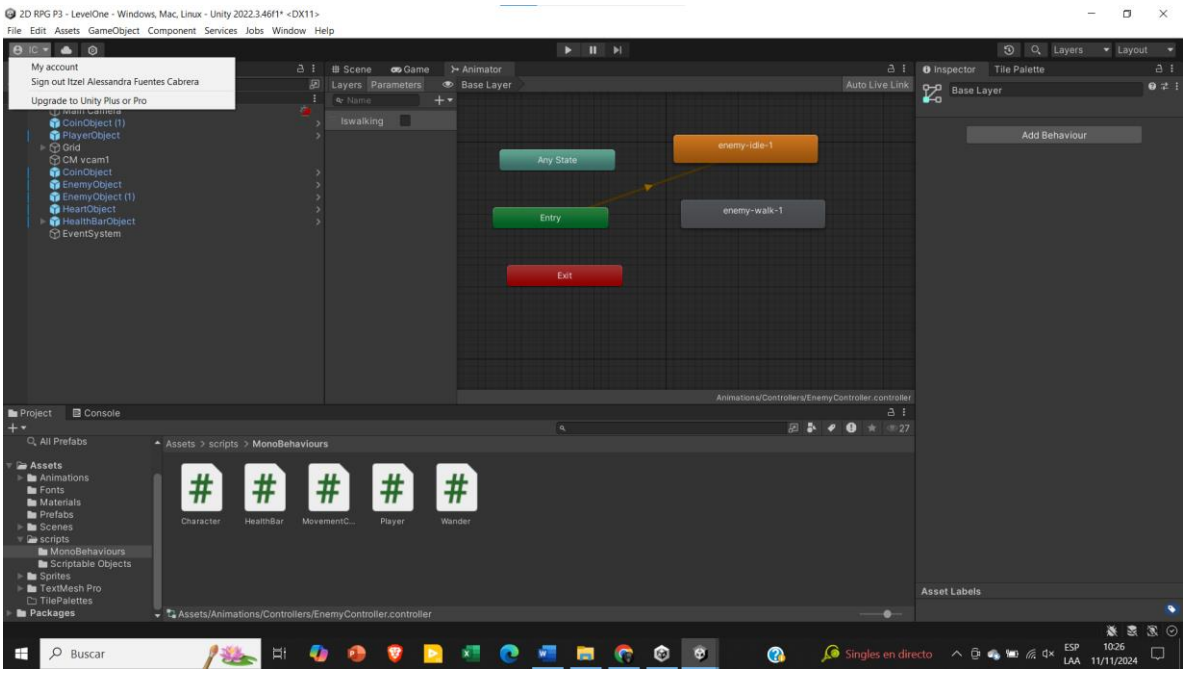
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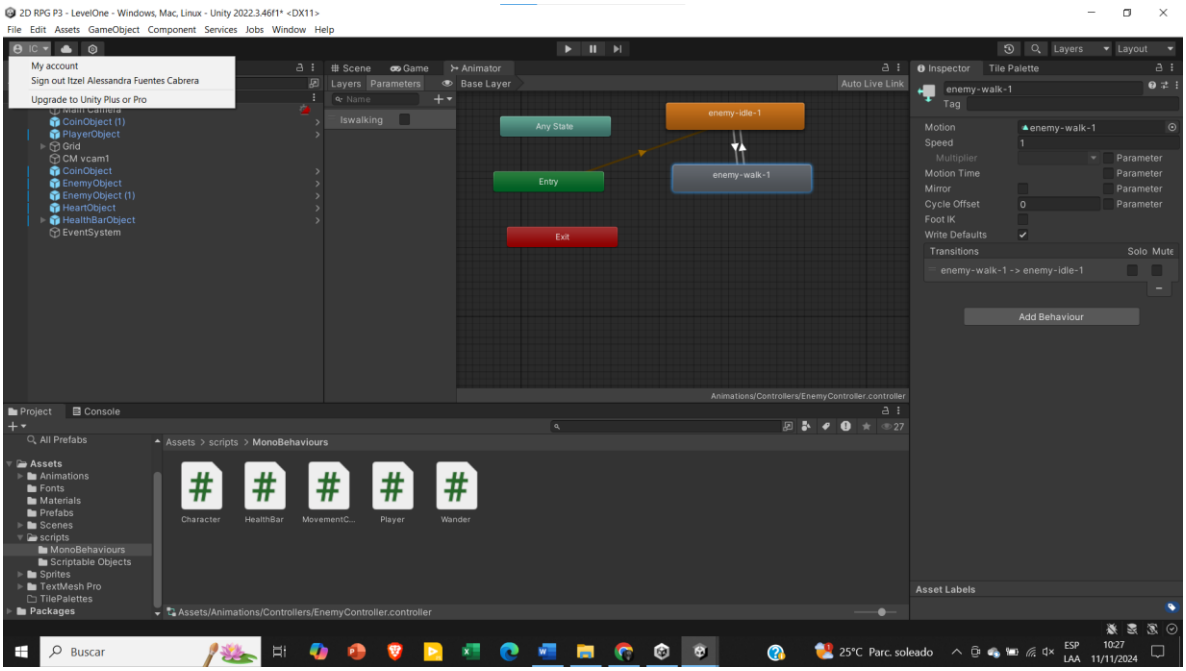
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Parameter
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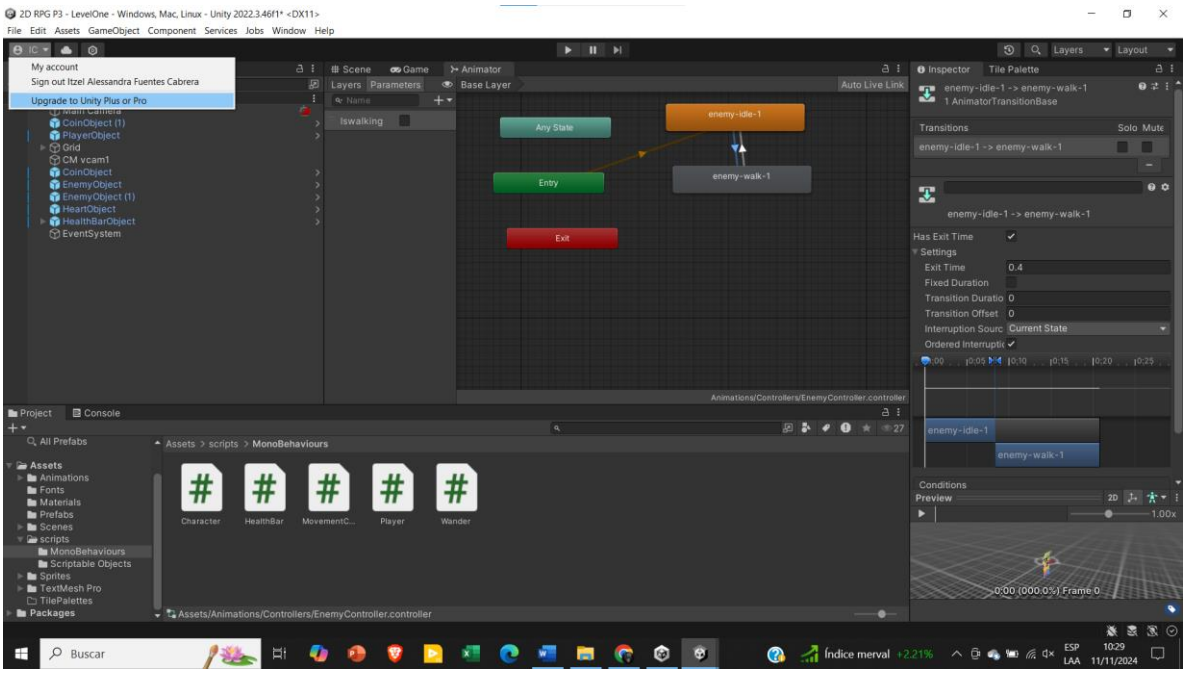
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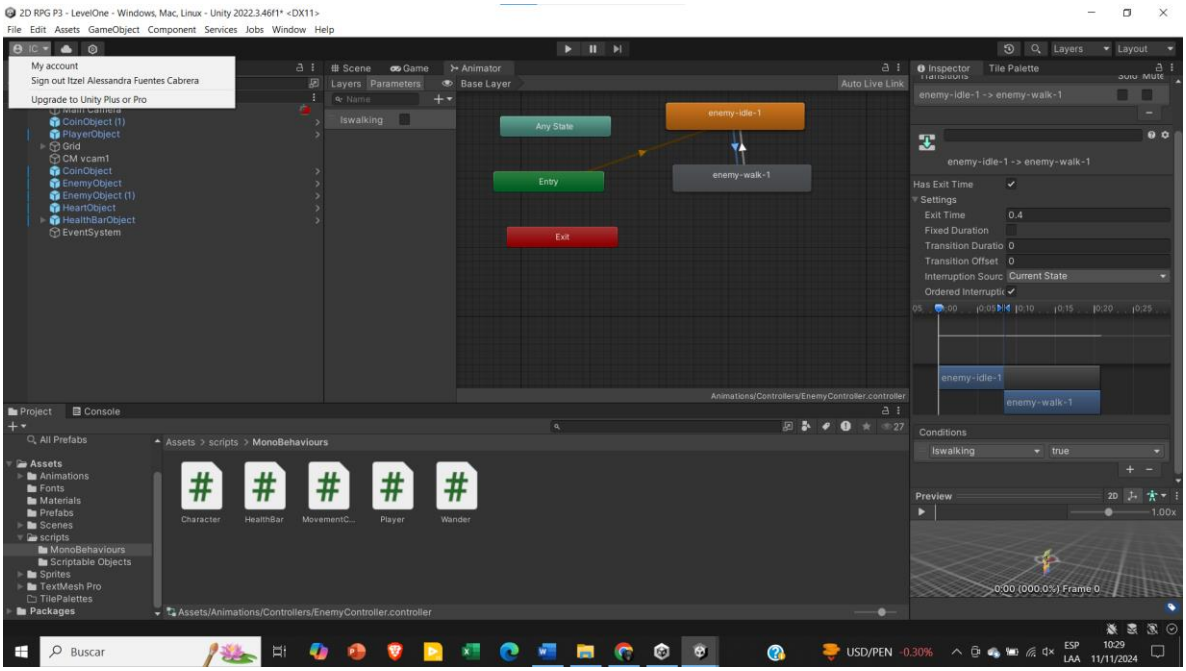
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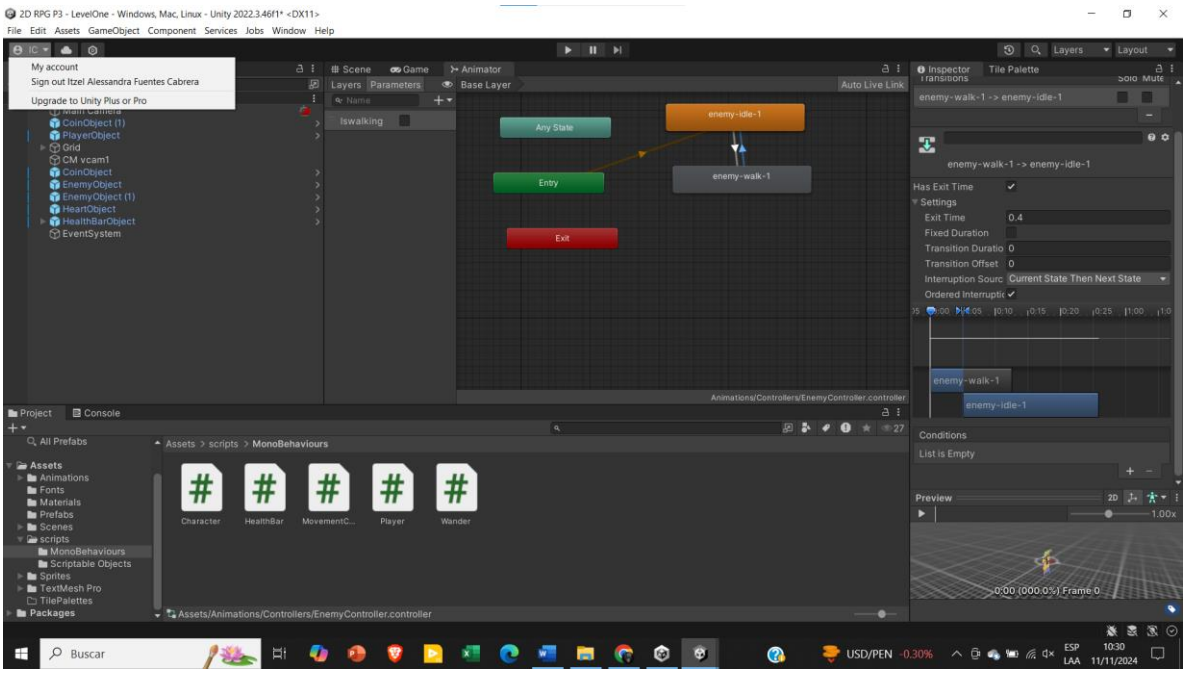
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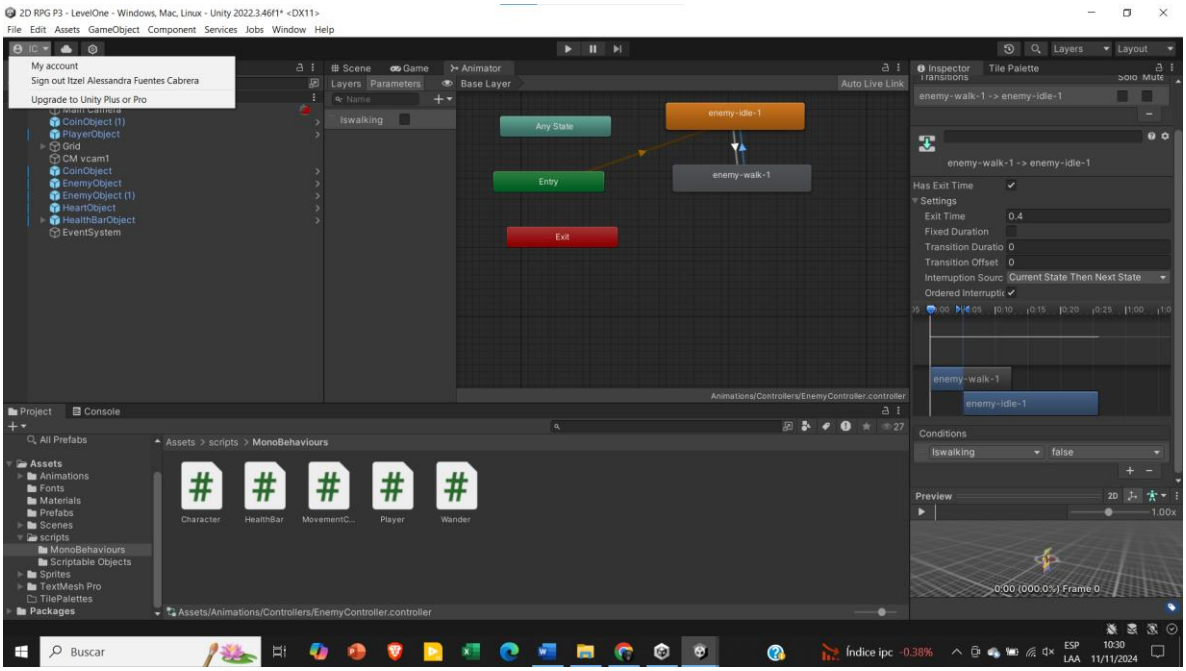
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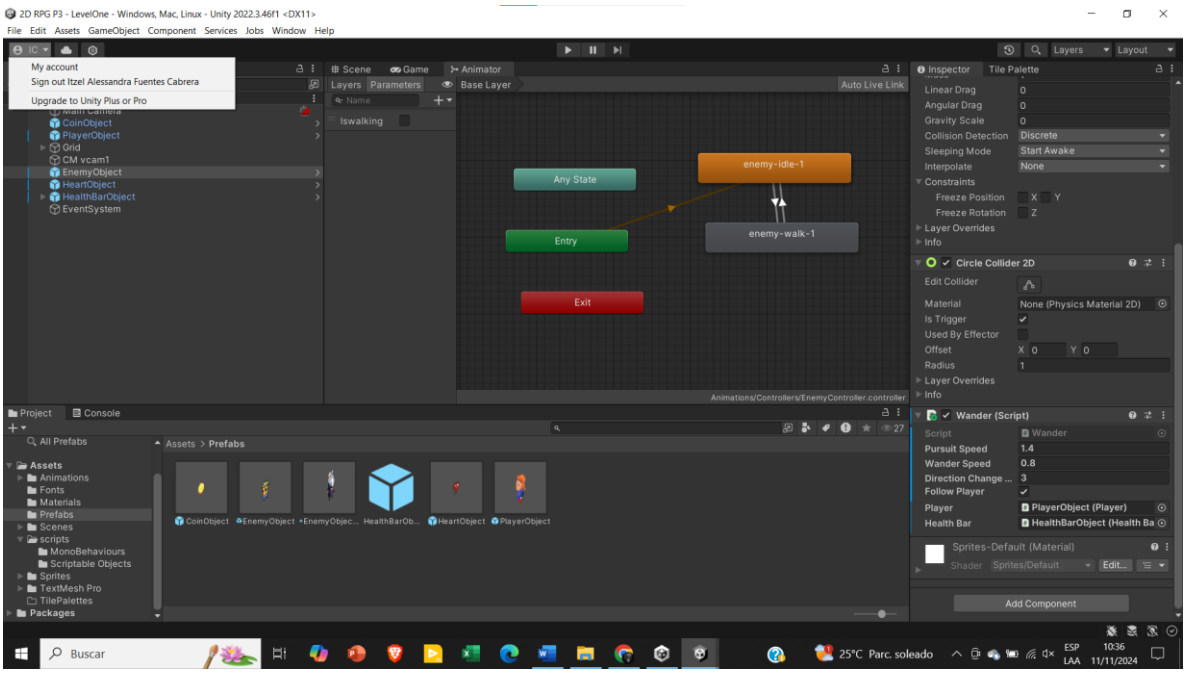
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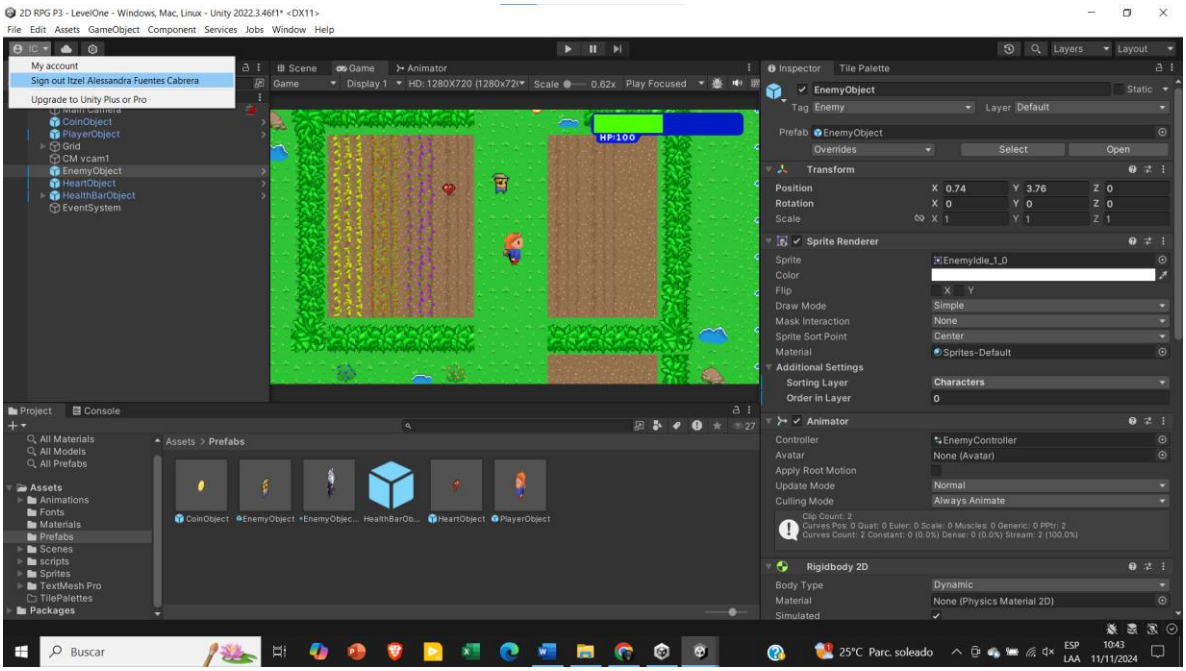
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