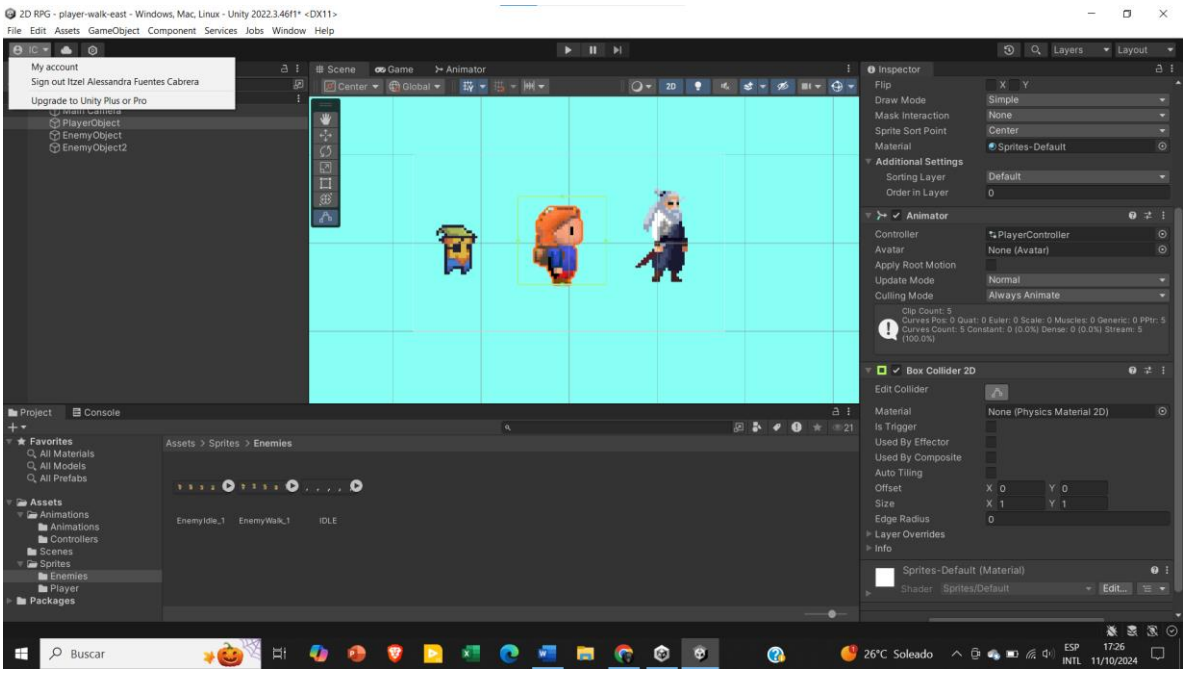
2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Itzel Alessandra Fuentes Cabrera
Upgrade to Unity Plus or Pro
PlayerObject
EnemyObject
EnemyObject2
Scene
Game
Animator
Inspector
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
Animator
Controller
PlayerController
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
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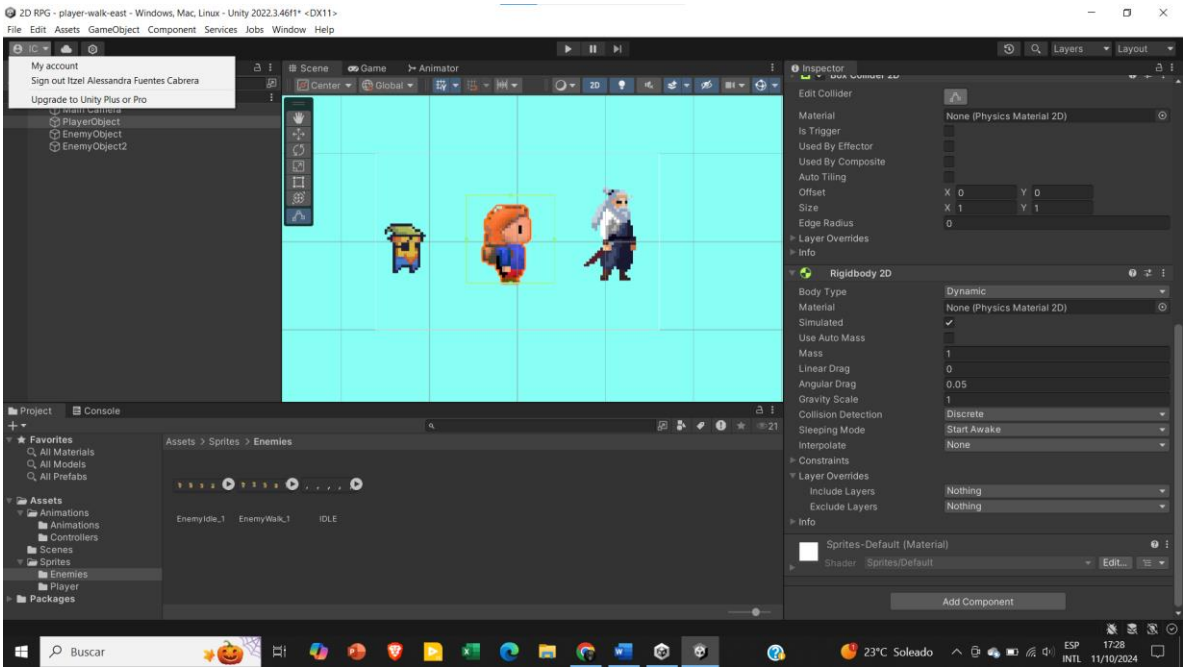
Packages
Assets > Sprites > Enemies
EnemyIdle_1
EnemyWalk_1
IDLE
Buscar
26°C Soleado
ESP
INTL
17:26
11/10/2024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Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Rigidbody 2D
Body Type
Dynamic
Material
None (Physics Material 2D)
Simulated
Use Auto Mass
Mass
1
Linear Drag
0
Angular Drag
0.05
Gravity Scale
1
Collision Detection
Discrete
Sleeping Mode
Start Awake
Interpolate
None
Constraints
Layer Overrides
Include Layers
Nothing
Exclude Layers
Nothing
Info
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
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Assets > Sprites > Enemies
EnemyIdle_1
EnemyWalk_1
IDLE
Buscar
23°C Soleado
ESP
INTL
17:28
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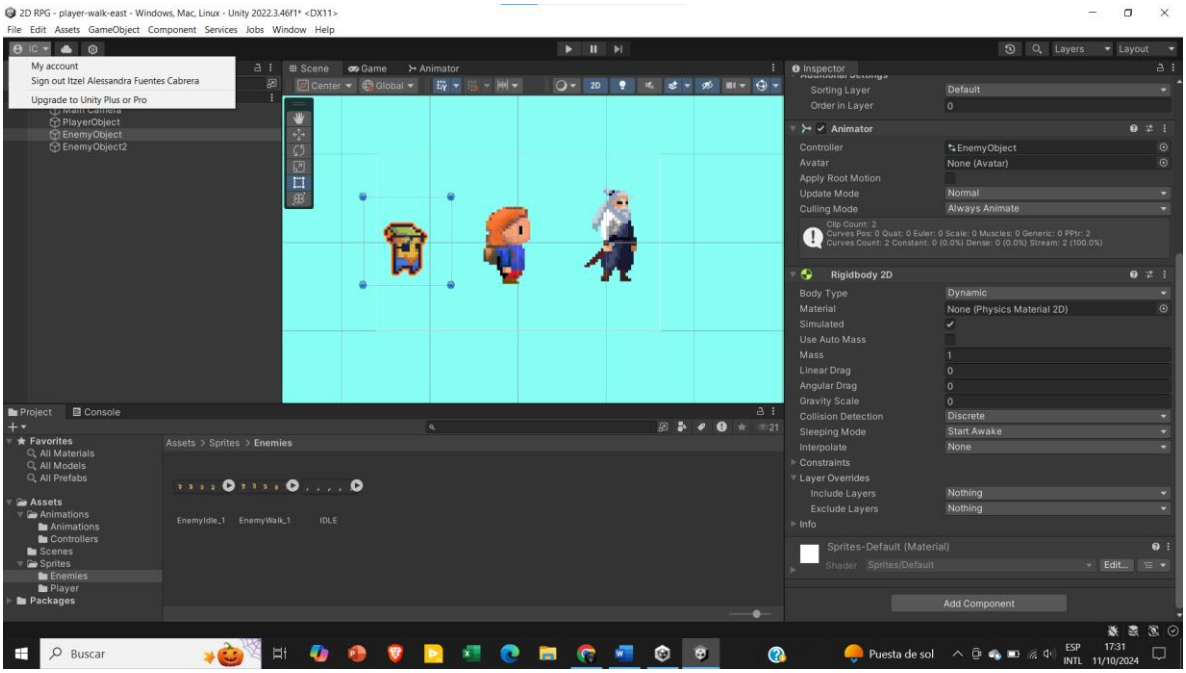
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None (Avatar)
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Update Mode
Normal
Culling Mode
Always Animate
Rigidbody 2D
Body Type
Dynamic
Material
None (Physics Material 2D)
Simulated
Use Auto Mass
Mass
Linear Drag
Angular Drag
Gravity Scale
Collision Detection
Discrete
Sleeping Mode
Start Awake
Interpolate
None
Constraints
Layer Overrides
Include Layers
Nothing
Exclude Layers
Nothing
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EnemyIdle_1
EnemyWalk_1
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Buscar
Puesta de sol
ESP
INTL
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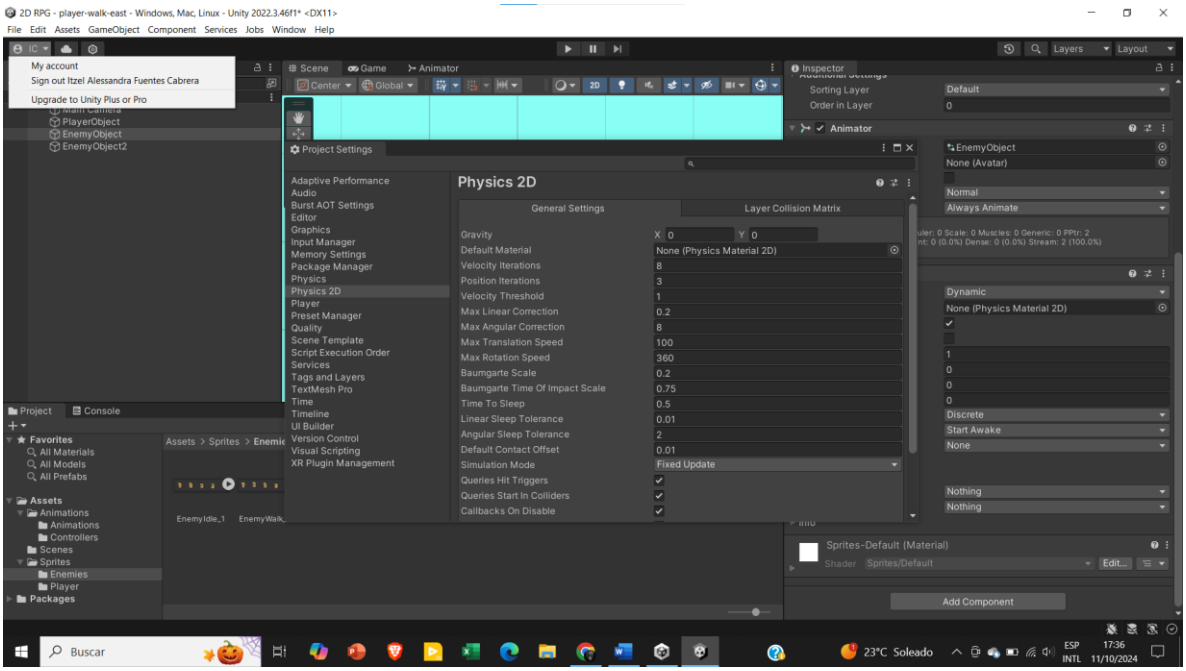
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EnemyObject2
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Adaptive Performance
Audio
Burst AOT Settings
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Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management
Physics 2D
General Settings
Layer Collision Matrix
Gravity
X 0
Y 0
Default Material
None (Physics Material 2D)
Velocity Iterations
8
Position Iterations
3
Velocity Threshold
1
Max Linear Correction
0.2
Max Angular Correction
8
Max Translation Speed
100
Max Rotation Speed
360
Baumgarte Scale
0.2
Baumgarte Time Of Impact Scale
0.75
Time To Sleep
0.5
Linear Sleep Tolerance
0.01
Angular Sleep Tolerance
2
Default Contact Offset
0.01
Simulation Mode
Fixed Update
Queries Hit Triggers
Queries Start In Colliders
Callbacks On Disable
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Dynamic
None (Physics Material 2D)
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Nothing
Nothing
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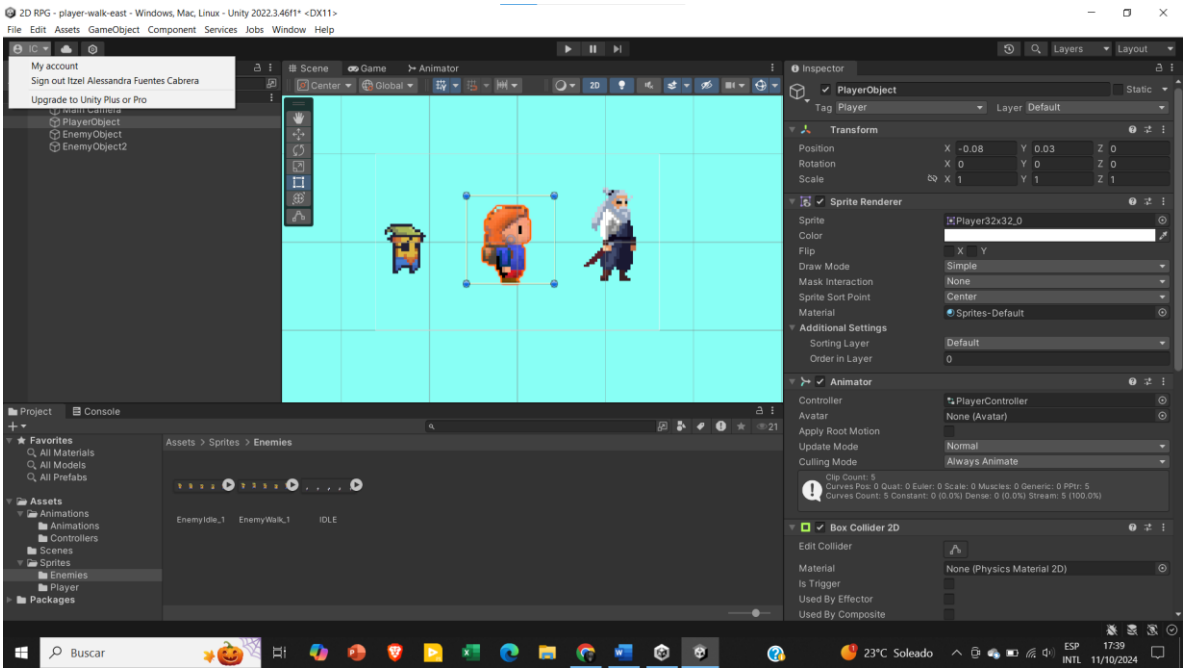
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Transform
Position X -0.08 Y 0.03 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite Player32x32_0
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Clip Count: 5
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 5
Curves Count: 5 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 5 (100.0%)
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
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EnemyWalk_1
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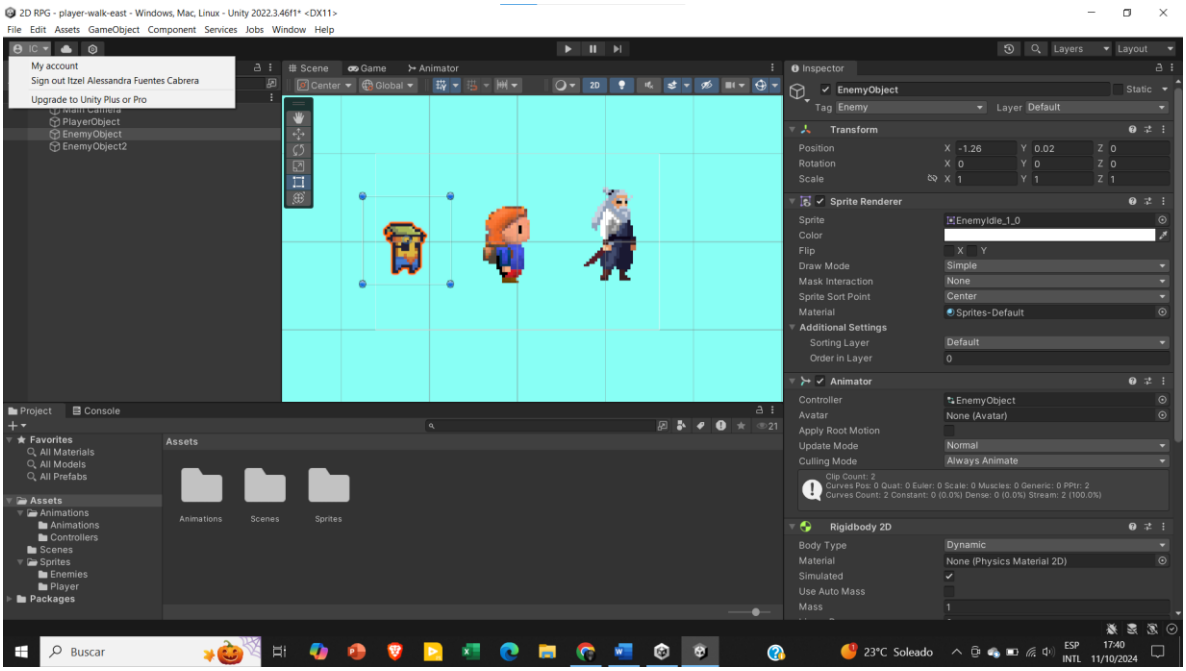
Buscar
23°C Soleado
ESP INTL
17:39
11/10/2024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Transform
Position X -1.26 Y 0.02 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite EnemyIdle_1_0
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller EnemyObject
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Clip Count: 2
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 2
Curves Count: 2 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%)
Rigidbody 2D
Body Type Dynamic
Material None (Physics Material 2D)
Simulated
Use Auto Mass
Mass 1
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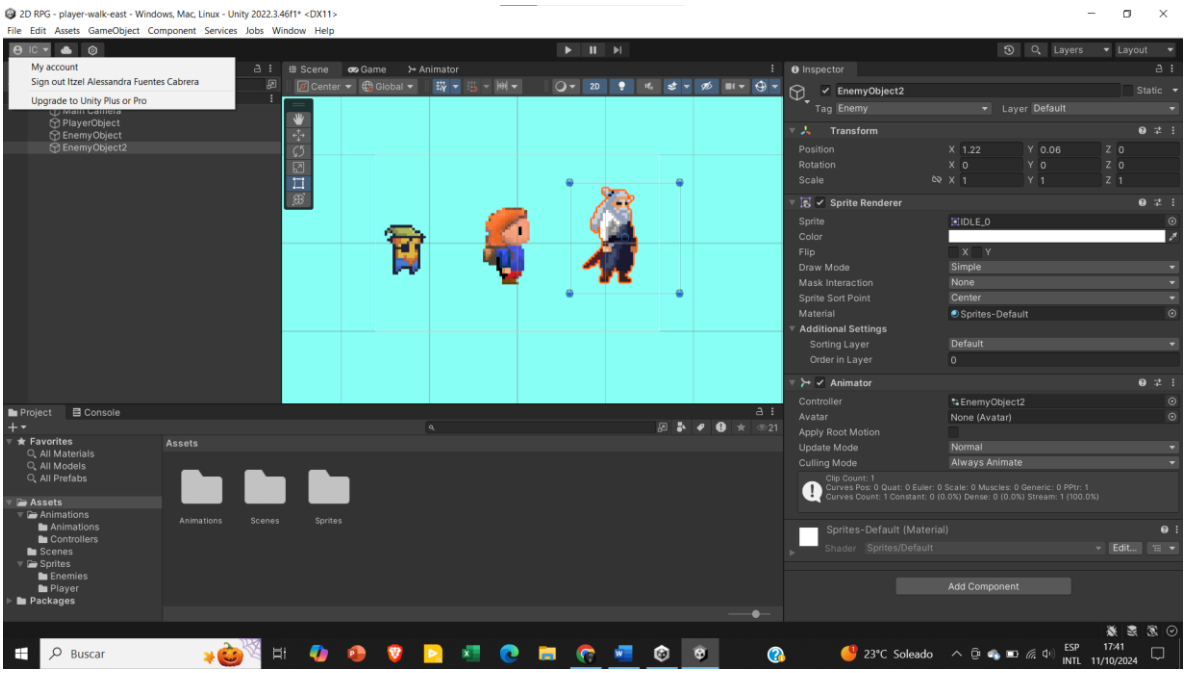
2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
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Static
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Position X 1.22 Y 0.06 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite IDLE_0
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller EnemyObject2
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Clip Count: 1
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPtr: 1
Curves Count: 1 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 1 (100.0%)
Sprites-Default (Material)
Shader Sprites/Default
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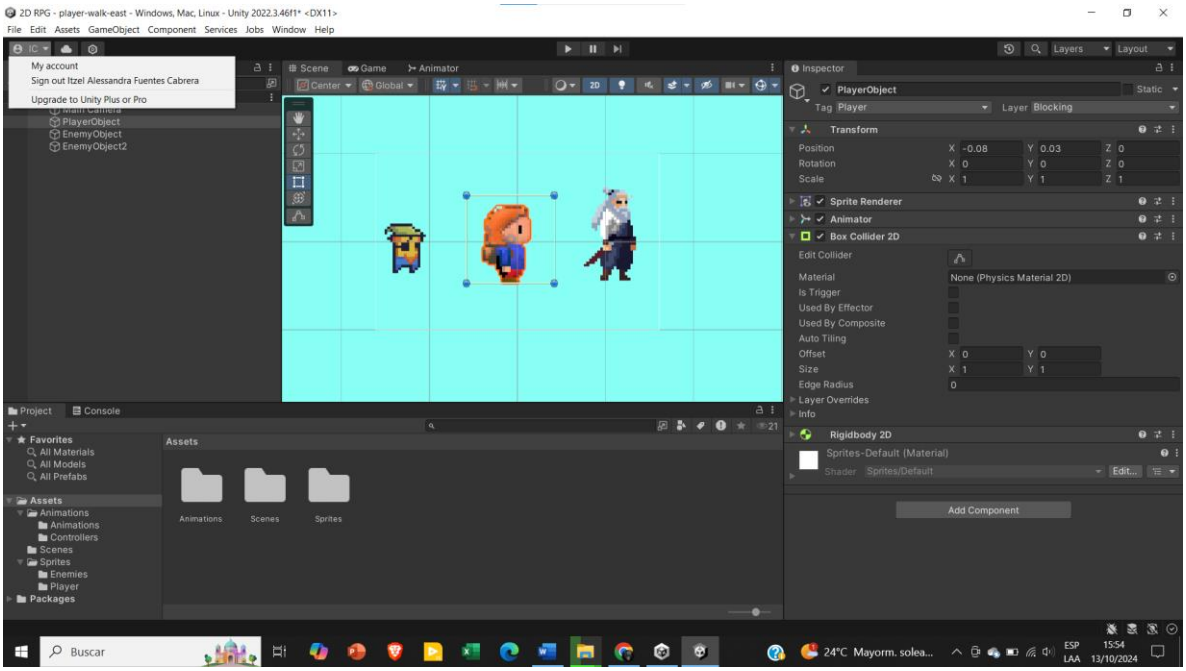
23°C Soleado
ESP INTL
17:41 11/10/2024


2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
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PlayerObject
Static
Tag Player
Layer Blocking
Transform
Position X -0.08 Y 0.03 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Animator
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset X 0 Y 0
Size X 1 Y 1
Edge Radius 0
Layer Overrides
Info
Rigidbody 2D
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
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All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
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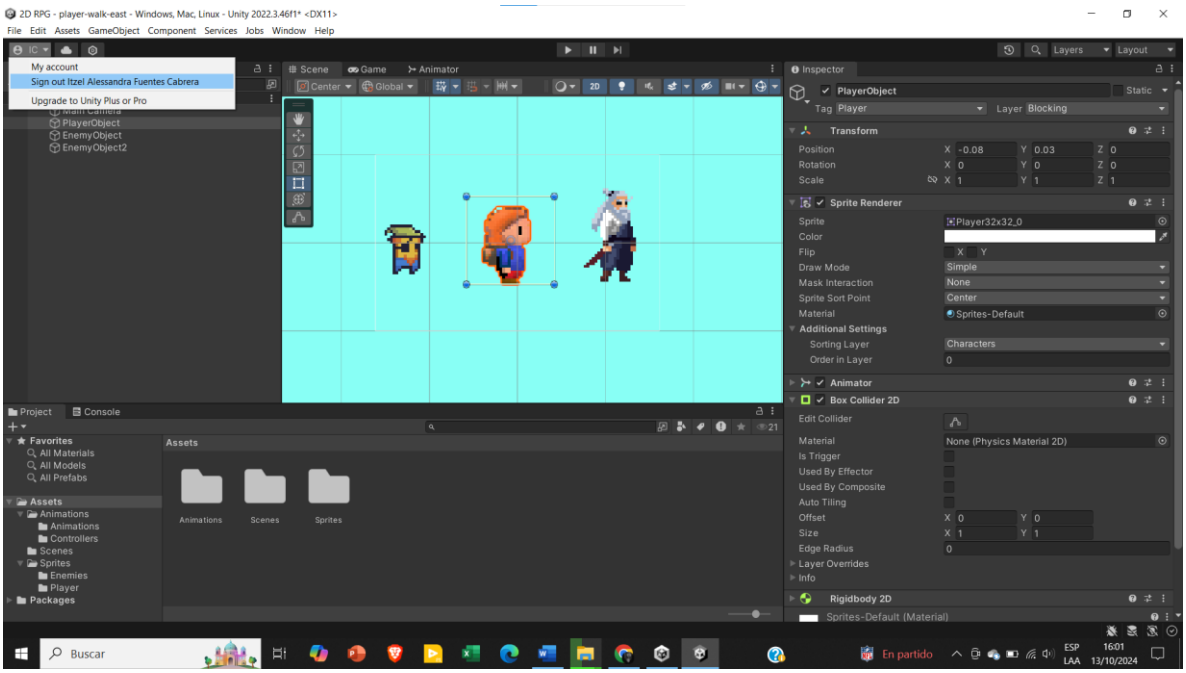
Buscar
24°C Mayorm. solea...
ESP LAA
15:54 13/10/2024


2D RPG - player-walk-east - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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PlayerObject
EnemyObject
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Transform
Position X -0.08 Y 0.03 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite Player32x32_0
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset X 0 Y 0
Size X 1 Y 1
Edge Radius 0
Layer Overrides
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All Prefabs
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Enemies
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Packages
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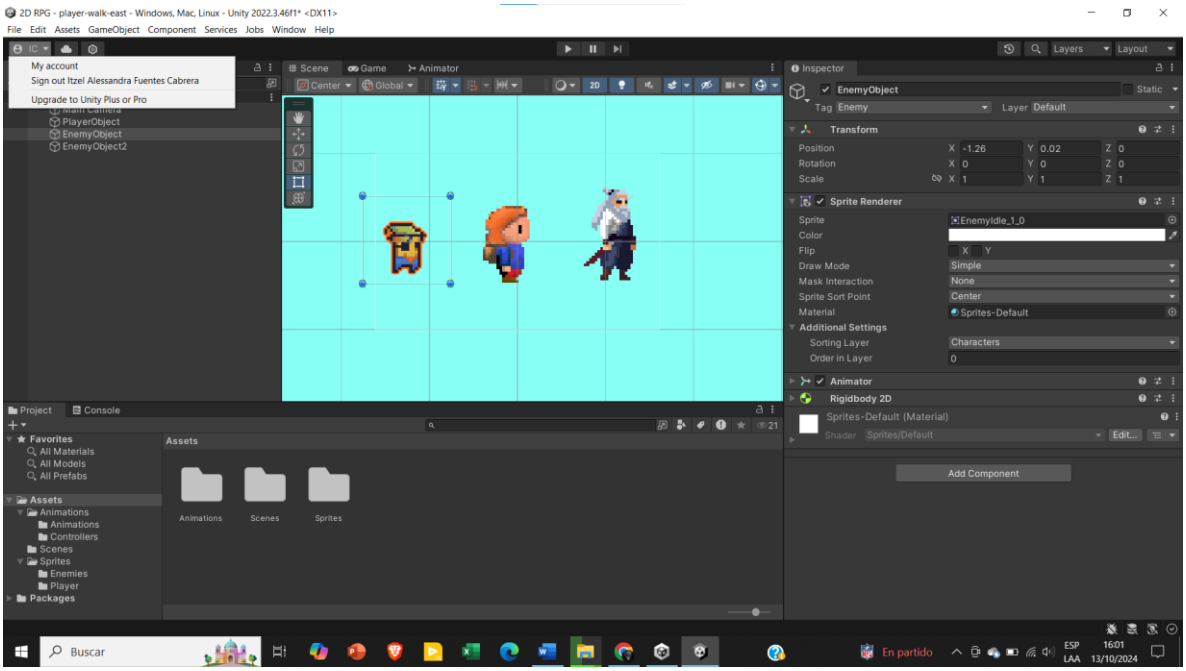
En partido
ESP
LAA
16:01
13/10/2024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PlayerObject
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EnemyObject
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Layer Default
Transform
Position X -1.26 Y 0.02 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite EnemyIdle_1_0
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Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
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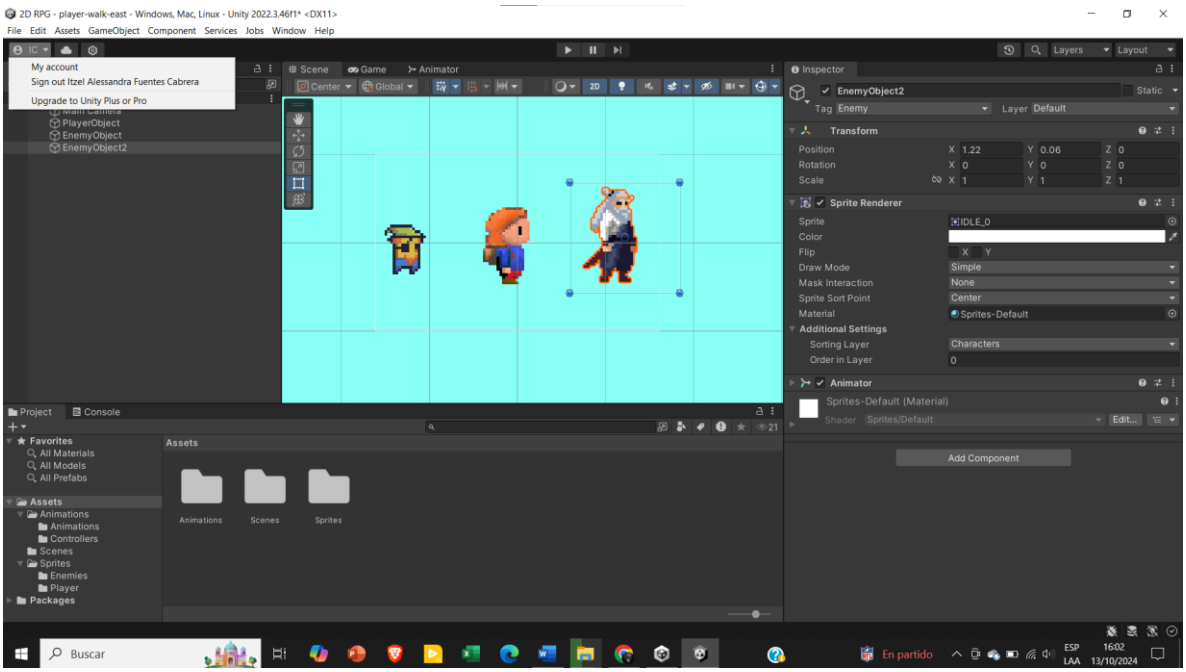
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Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite IDLE_0
Draw Mode Simple
Mask Interaction None
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Material Sprites-Default
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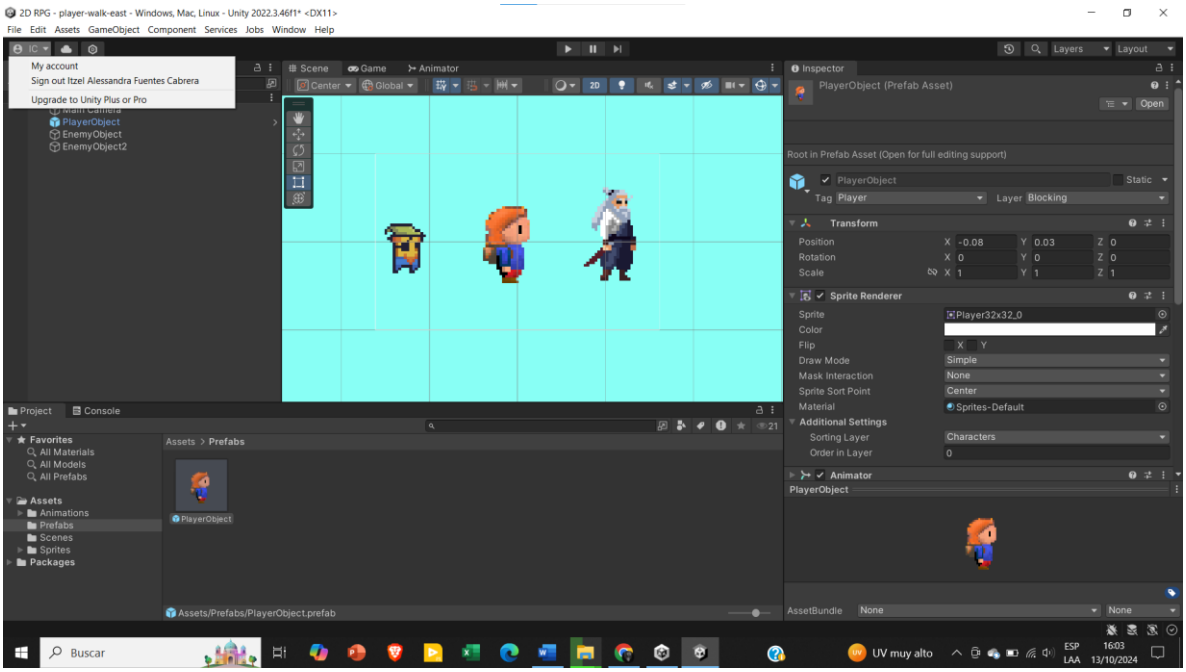
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PlayerObject (Prefab Asset)
Open
Root in Prefab Asset (Open for full editing support)
PlayerObject
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Sprite Player32x32_0
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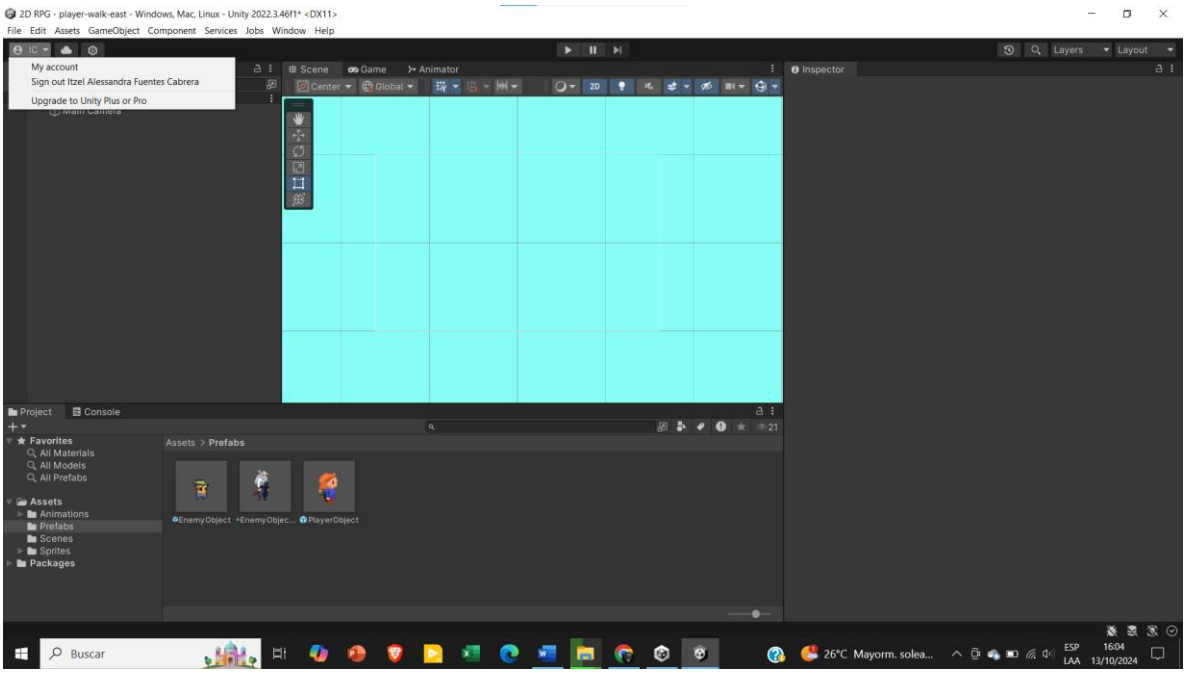
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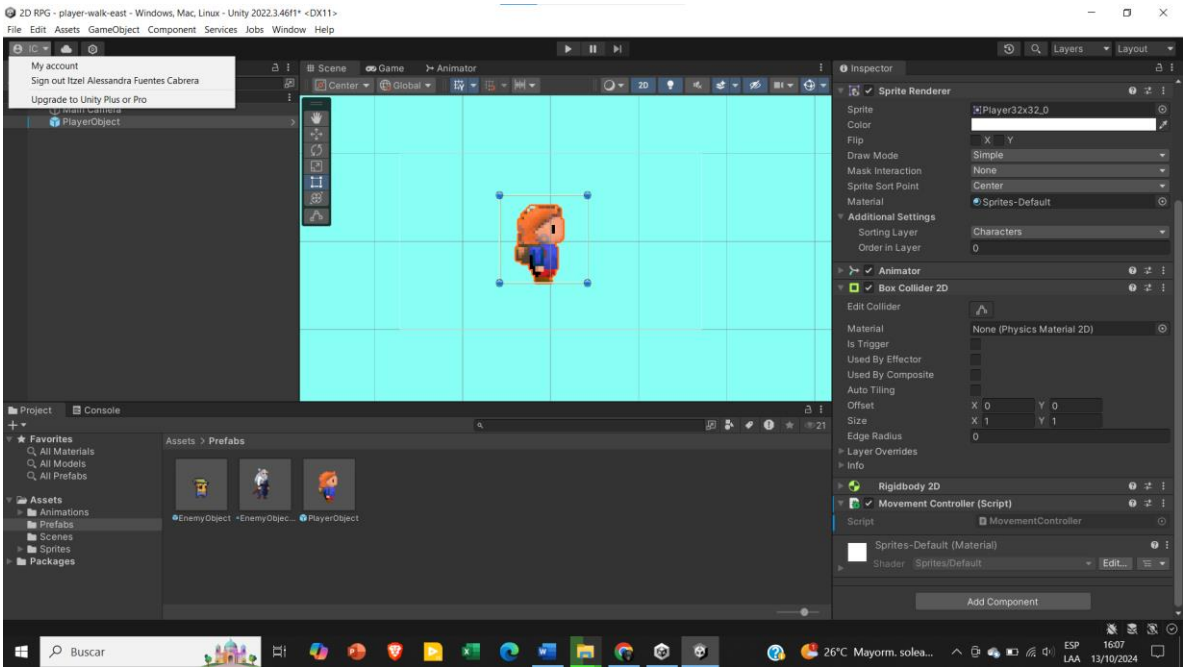
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EnemyObjec...
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Buscar
26°C Mayorm. solea...
ESP
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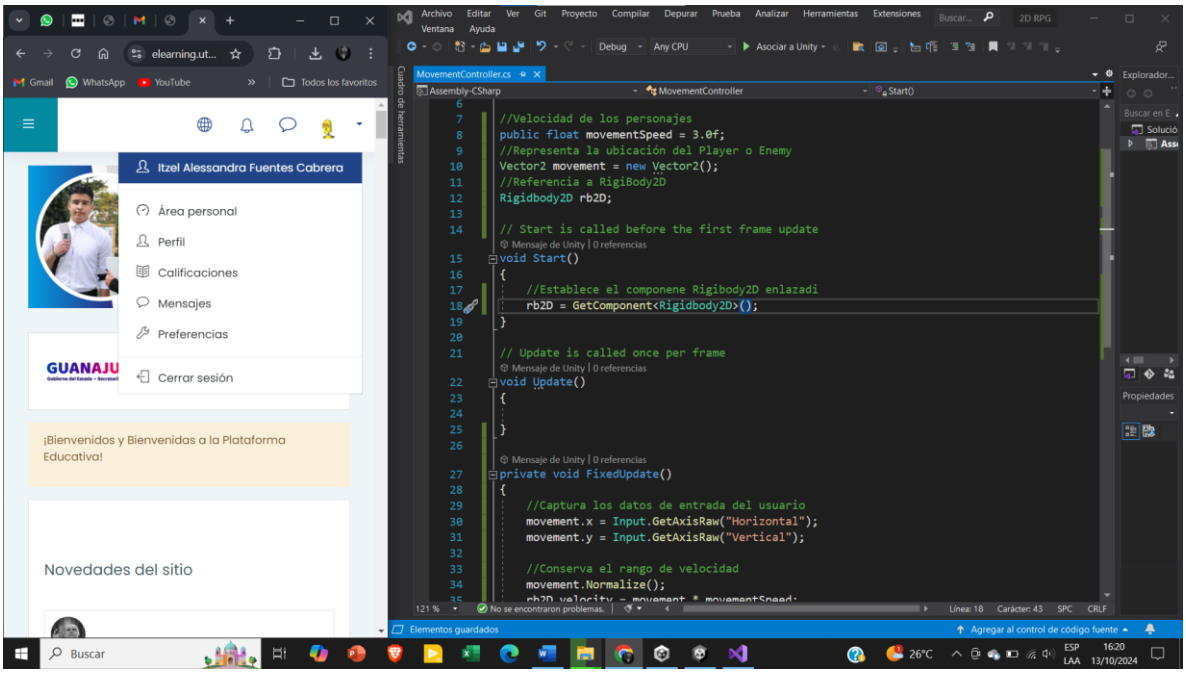
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Calificaciones
Mensajes
Preferencias
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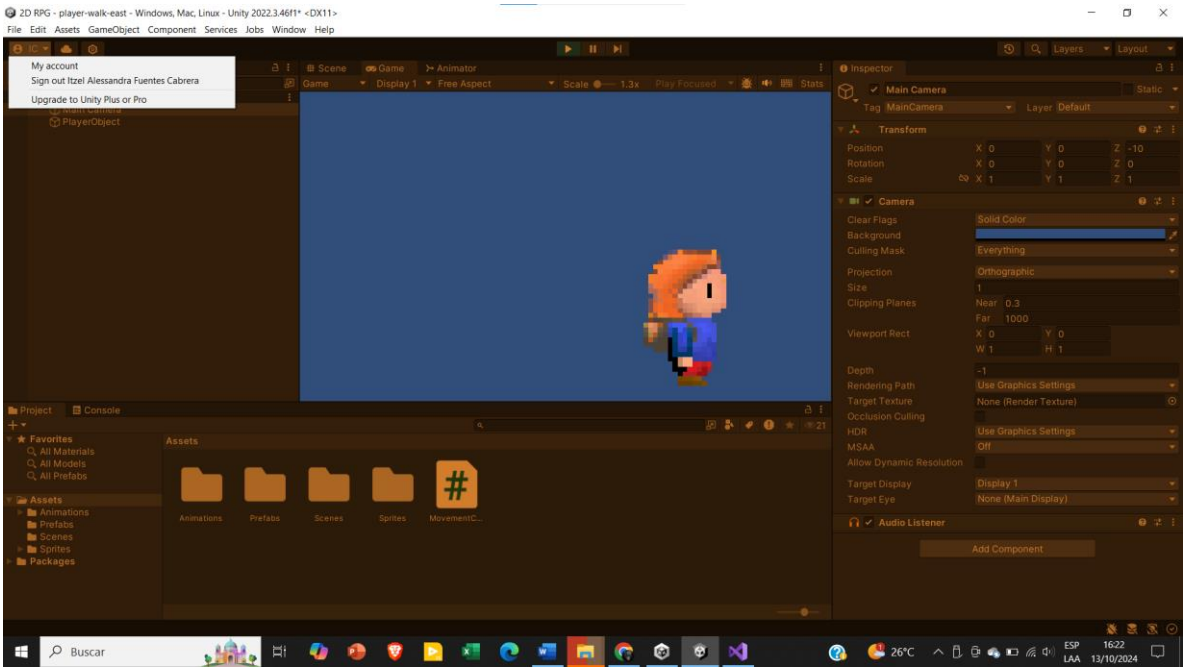
Debug
Any CPU
Asociar a Unity
MovementController.cs
Assembly-CSharp
MovementController
Start()
//Velocidad de los personajes
public float movementSpeed = 3.0f;
//Representa la ubicación del Player o Enemy
Vector2 movement = new Vector2();
//Referencia a RigiBody2D
Rigidbody2D rb2D;
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
//Establece el componene Rigibody2D enlazadi
rb2D = GetComponent<Rigidbody2D>();
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
Mensaje de Unity | 0 referencias
private void FixedUpdate()
{
//Captura los datos de entrada del usuario
movement.x = Input.GetAxisRaw("Horizontal");
movement.y = Input.GetAxisRaw("Vertical");
//Conserva el rango de velocidad
movement.Normalize();
No se encontraron problemas.
Línea: 18 Carácter: 43 SPC CRLF
Elementos guardados
Agregar al control de código fuente
Buscar
26°C
ESP LAA
16:20 13/10/2024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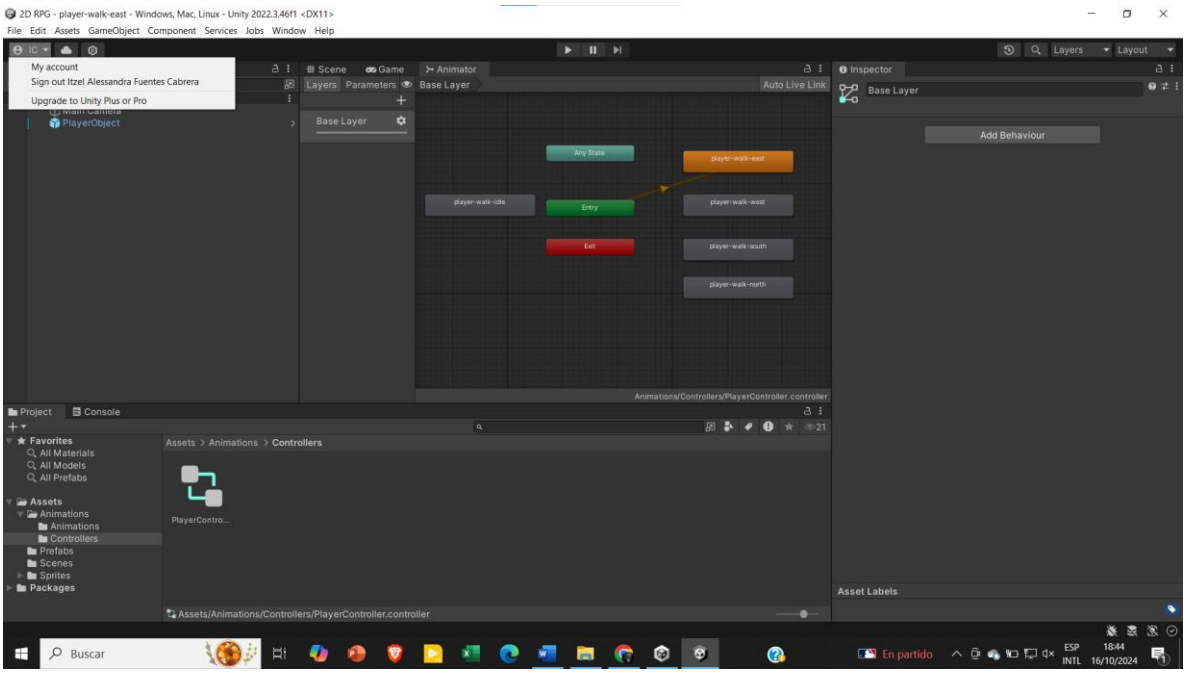
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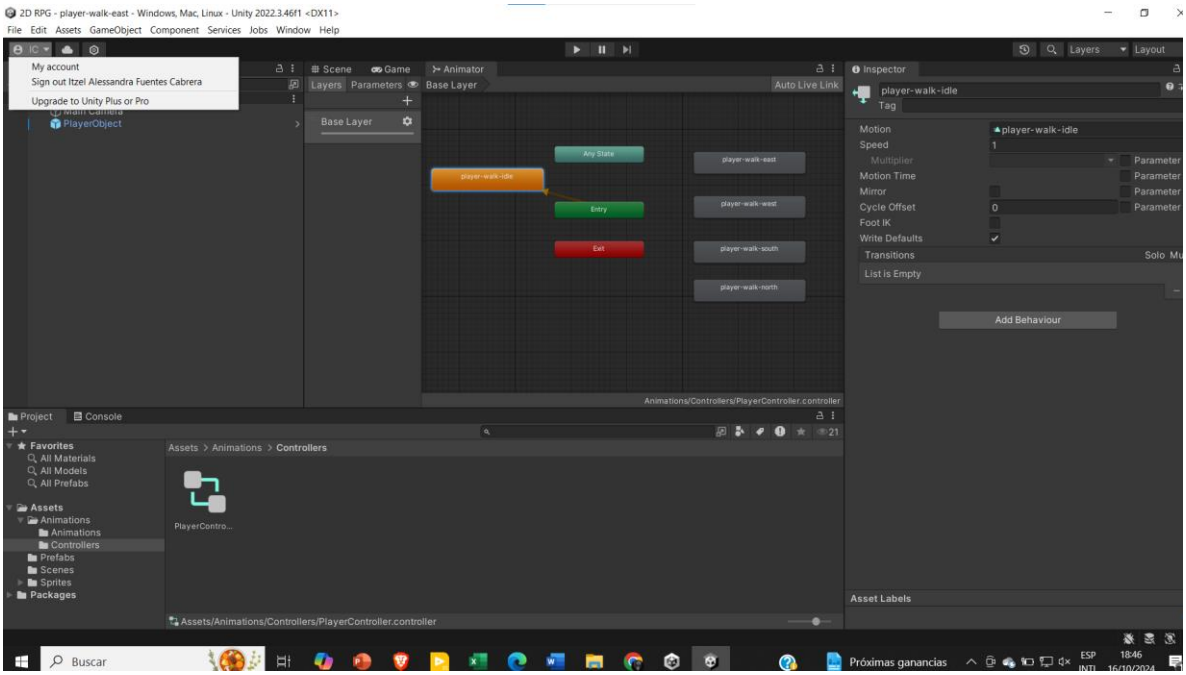
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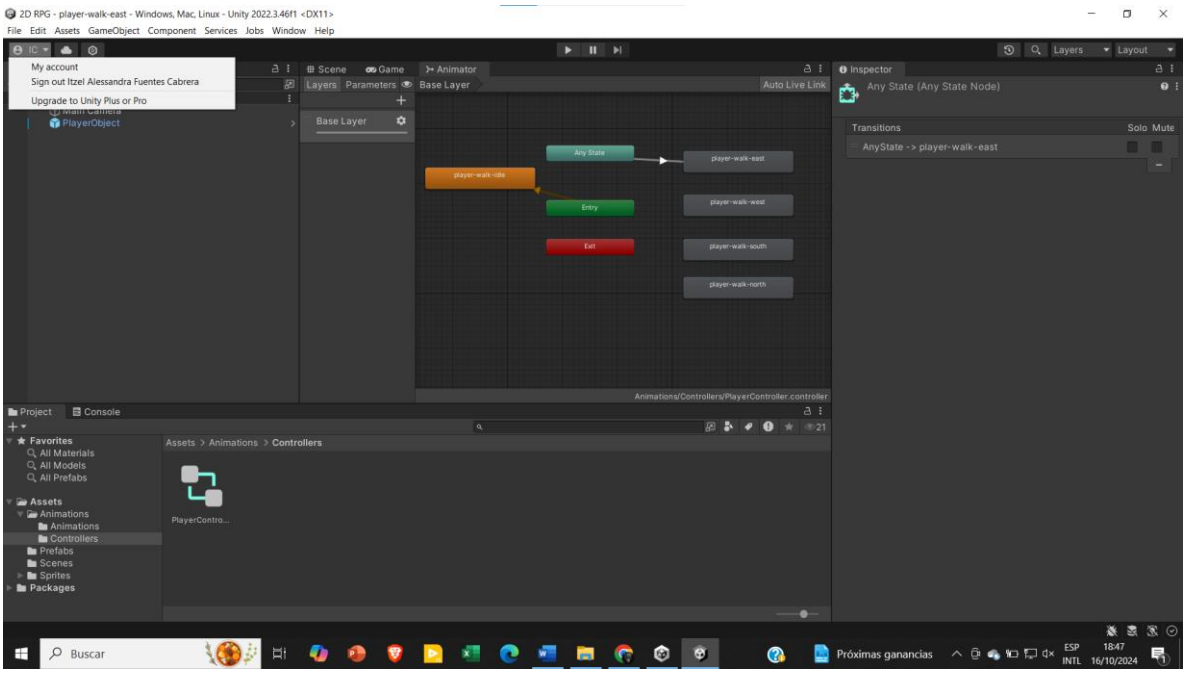
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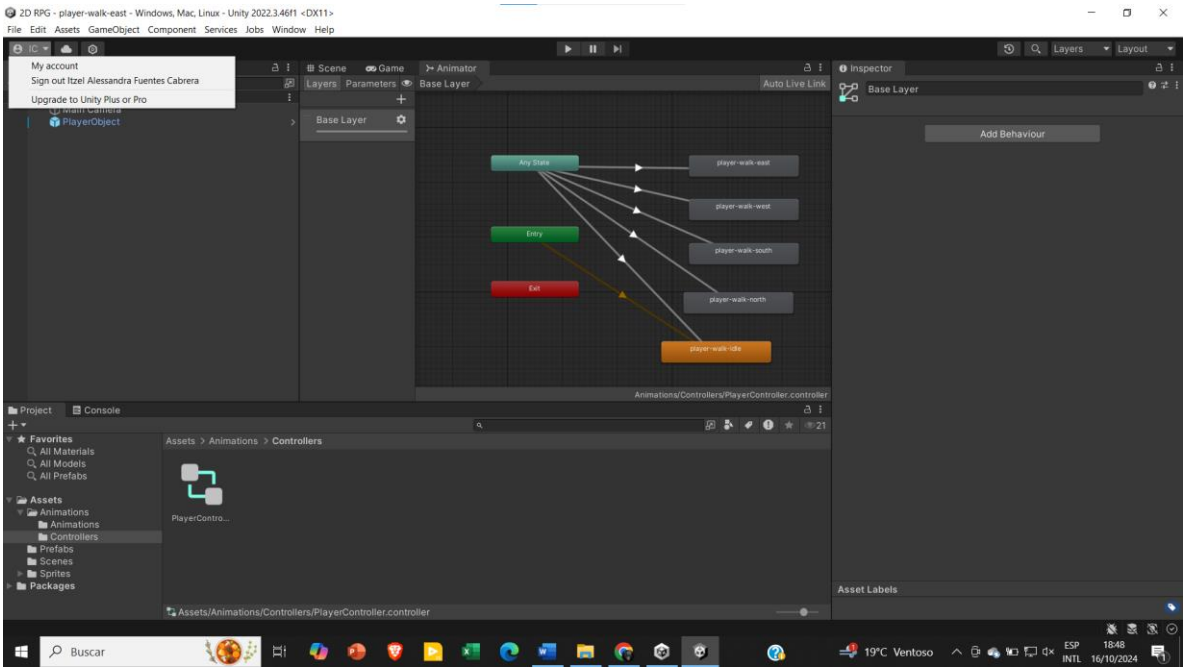
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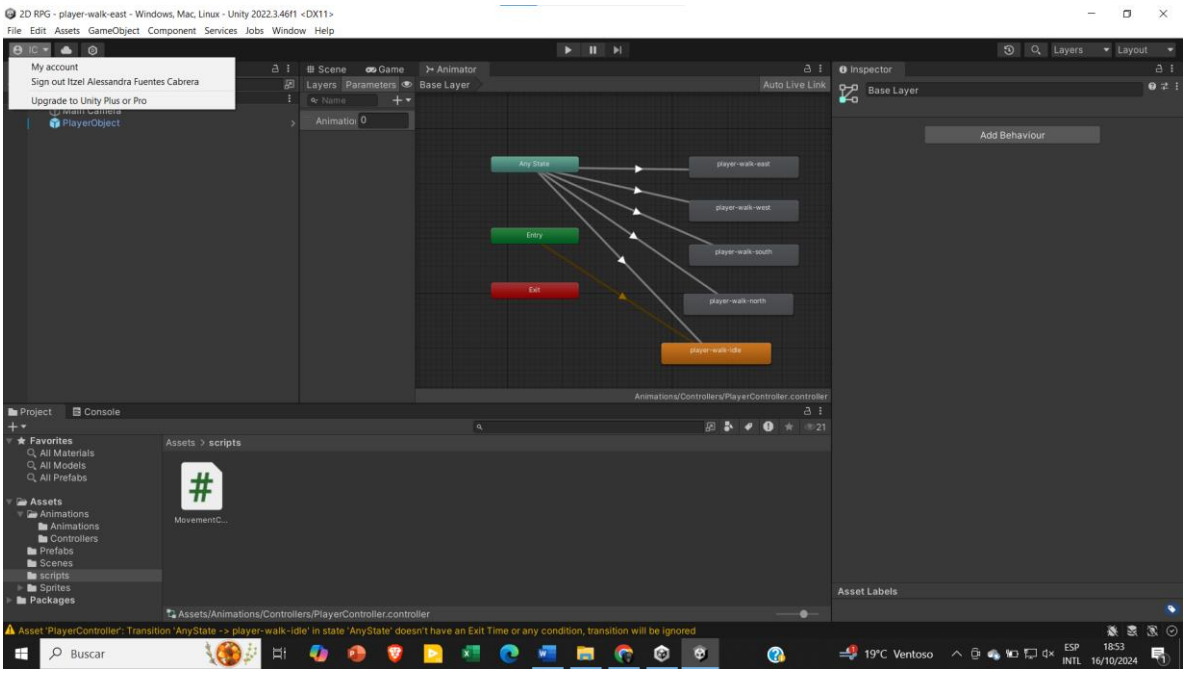
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Asset 'PlayerController': Transition 'AnyState -> player-walk-idle' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored
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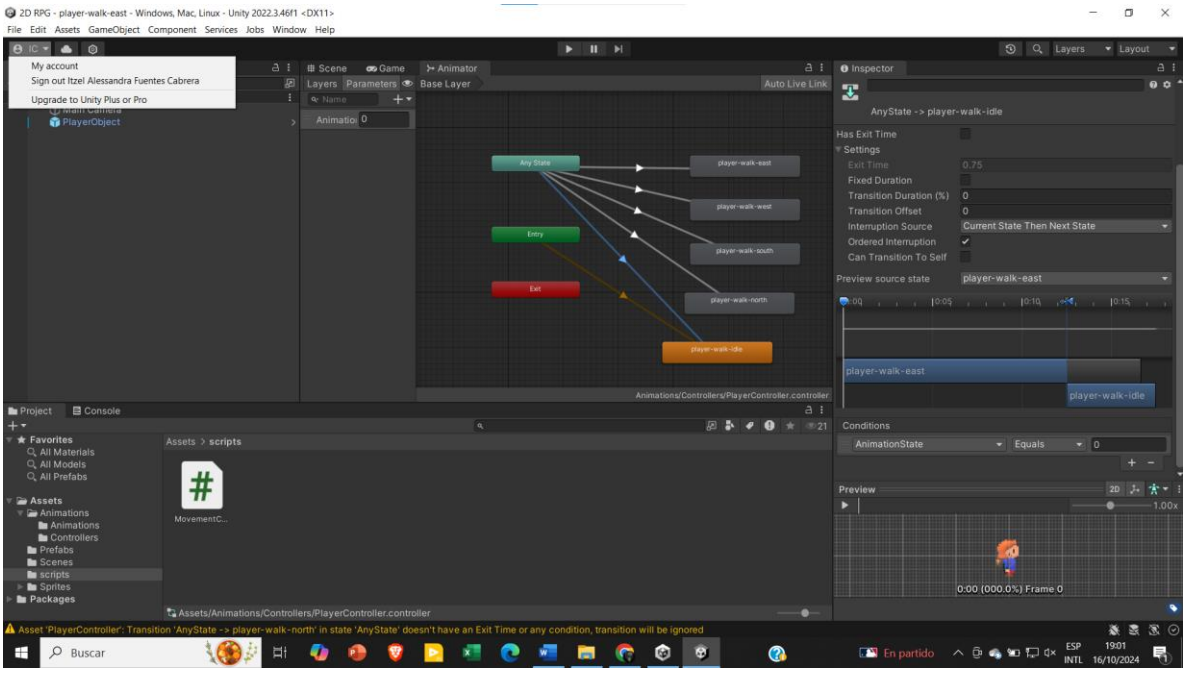
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0
Transition Offset
0
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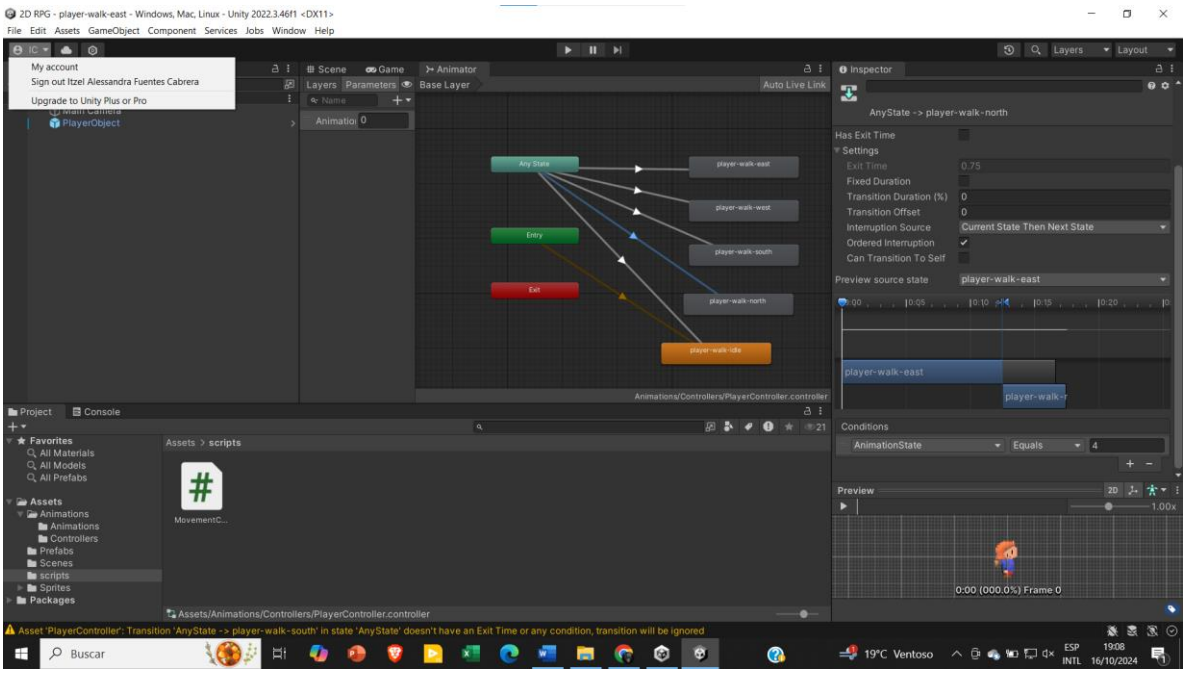
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Interruption Source Current State Then Next State
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Asset 'PlayerController': Transition 'AnyState -> player-walk-south' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored
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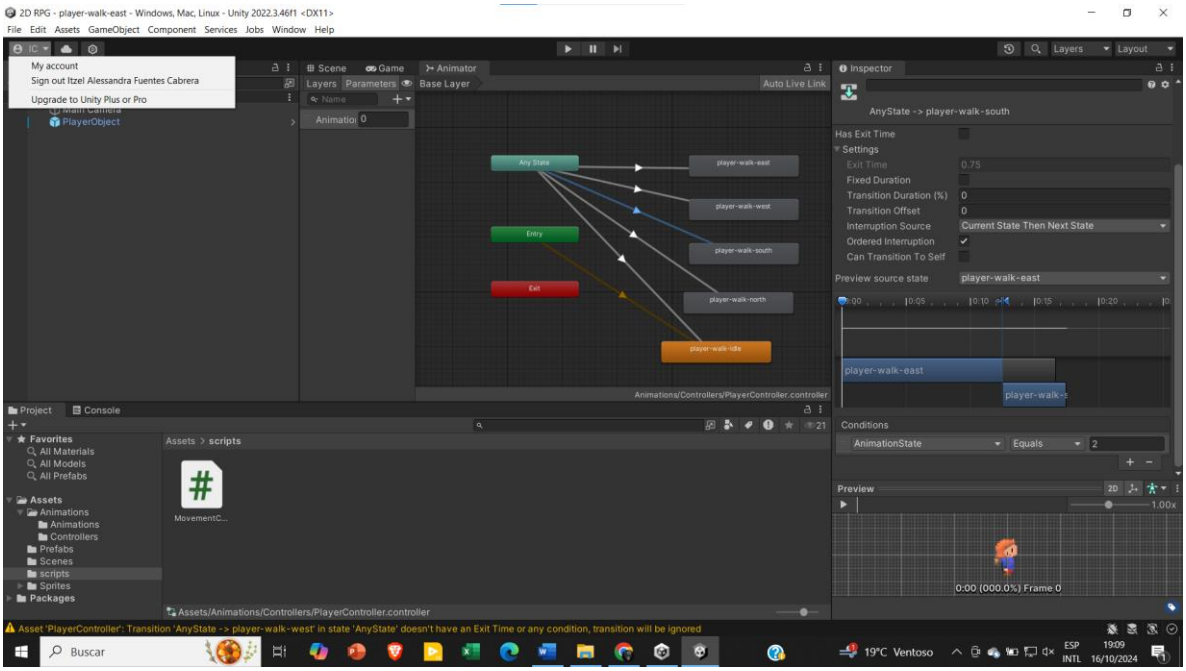
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Exit Time 0.75
Fixed Duration
Transition Duration (%) 0
Transition Offset 0
Interruption Source Current State Then Next State
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AnimationState Equals 2
Preview
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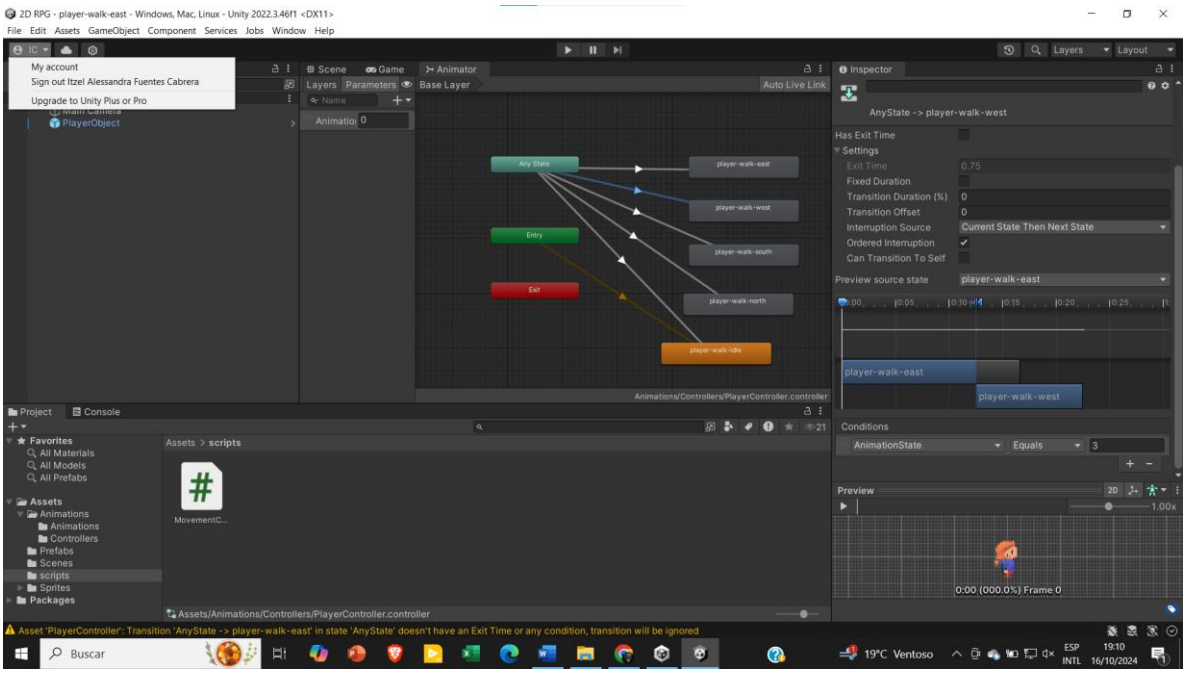
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Exit Time 0.75
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Transition Duration (%) 0
Transition Offset 0
Interruption Source Current State Then Next State
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AnimationState Equals 3
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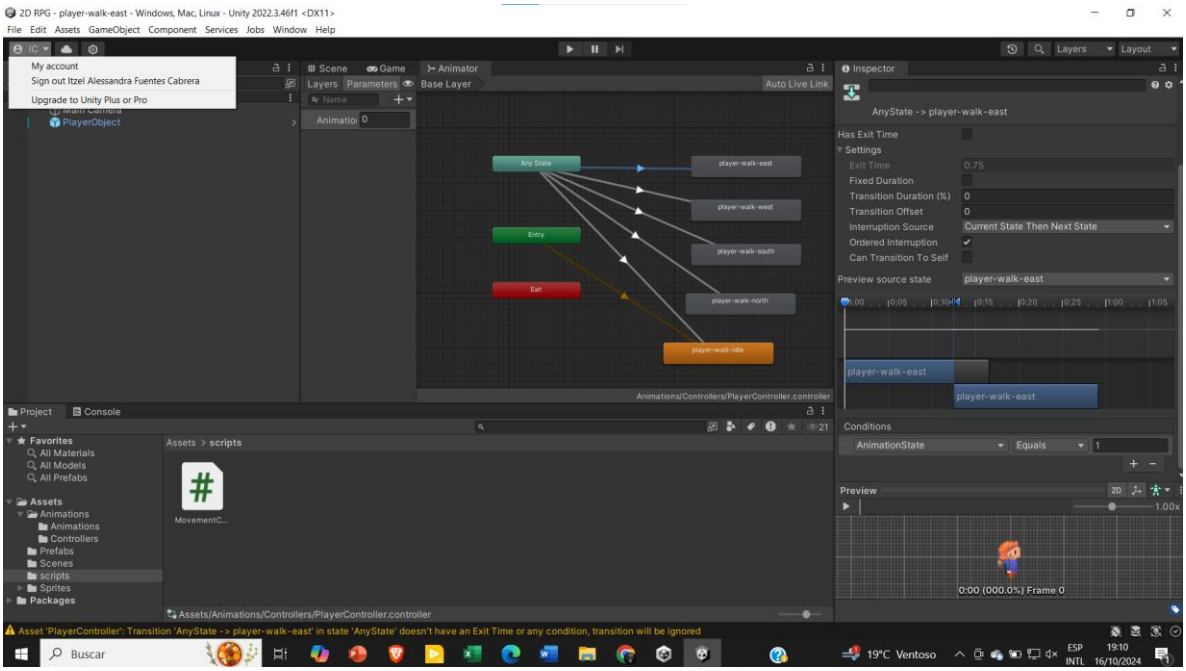
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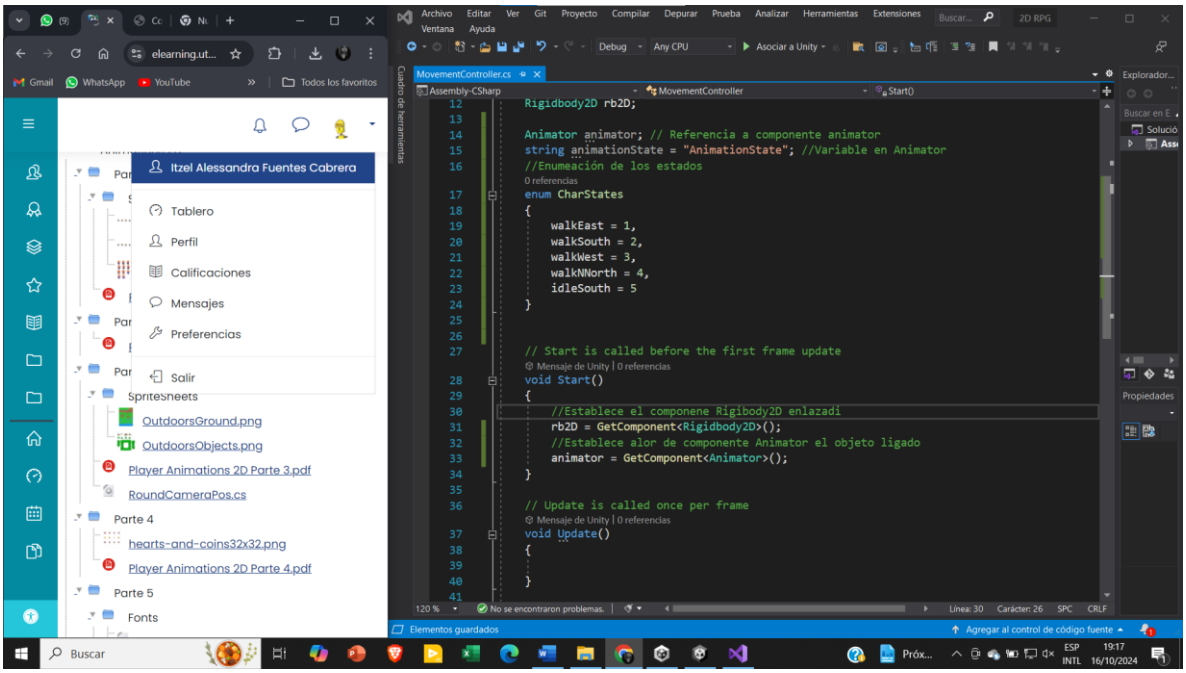
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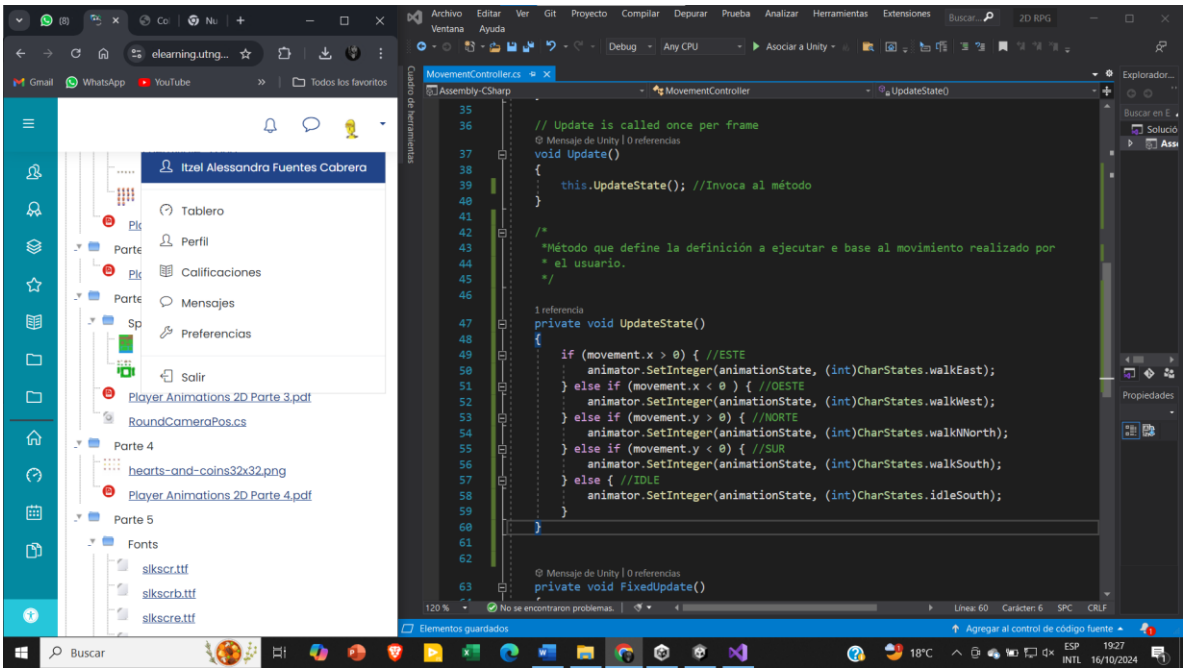
MovementController
Start()
Rigidbody2D rb2D;
Animator animator; // Referencia a componente animator
string animationState = "AnimationState"; //Variable en Animator
//Enumeación de los estados
enum CharStates
{
walkEast = 1,
walkSouth = 2,
walkWest = 3,
walkNNorth = 4,
idleSouth = 5
}
// Start is called before the first frame update
void Start()
{
//Establece el componene Rigibody2D enlazadi
rb2D = GetComponent<Rigidbody2D>();
//Establece alor de componente Animator el objeto ligado
animator = GetComponent<Animator>();
}
// Update is called once per frame
void Update()
{
}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slkscre.ttf
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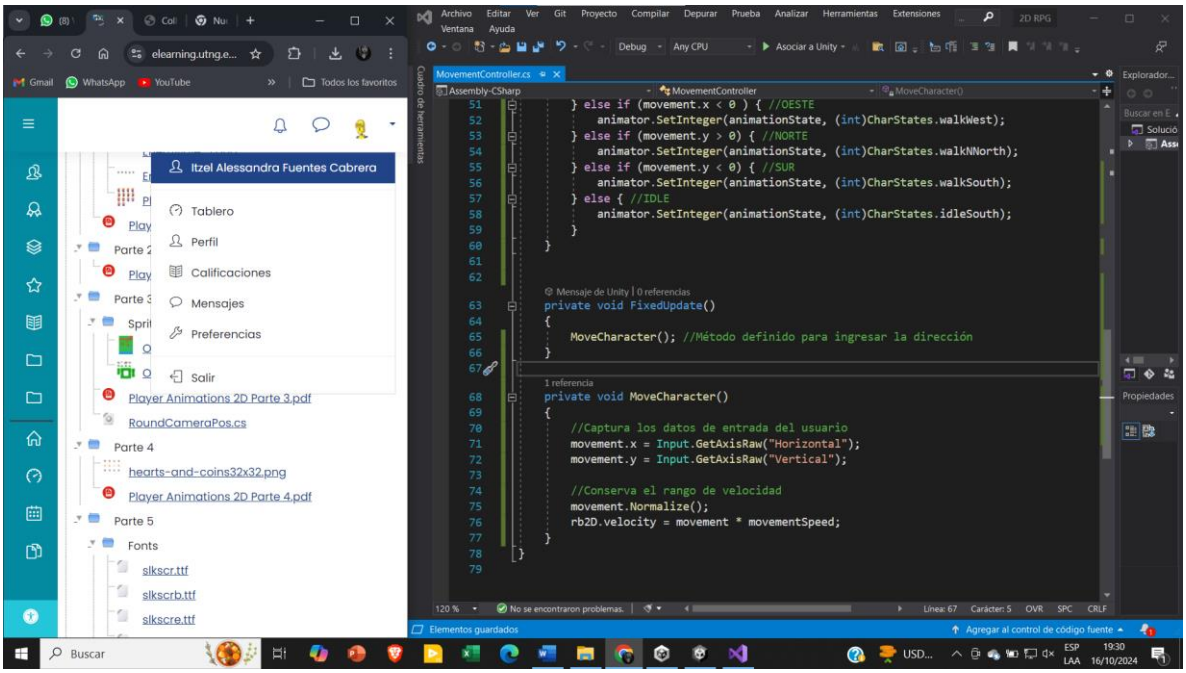
Assembly-CSharp
MovementController
UpdateState()
// Update is called once per frame
void Update()
{
this.UpdateState(); //Invoca al método
}
/*
*Método que define la definición a ejecutar e base al movimiento realizado por
* el usuario.
*/
private void UpdateState()
{
if (movement.x > 0) { //ESTE
animator.SetInteger(animationState, (int)CharStates.walkEast);
} else if (movement.x < 0) { //OESTE
animator.SetInteger(animationState, (int)CharStates.walkWest);
} else if (movement.y > 0) { //NORTE
animator.SetInteger(animationState, (int)CharStates.walkNNorth);
} else if (movement.y < 0) { //SUR
animator.SetInteger(animationState, (int)CharStates.walkSouth);
} else { //IDLE
animator.SetInteger(animationState, (int)CharStates.idleSouth);
}
}
private void FixedUpdate()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slkscr.ttf
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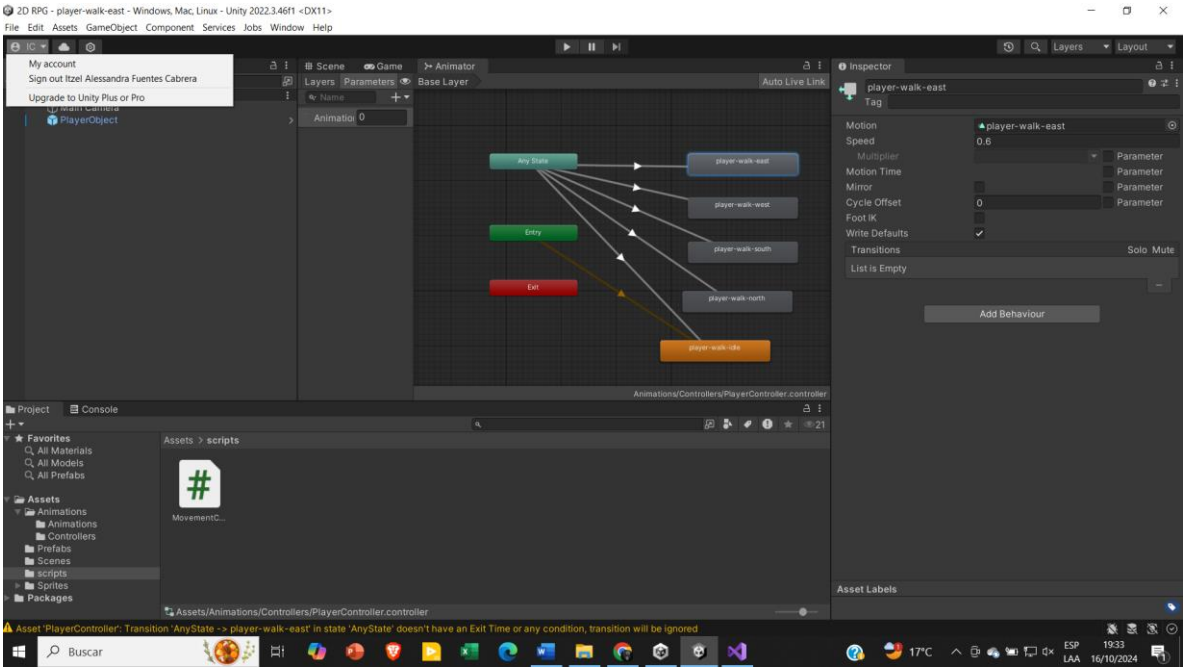
slkscre.ttf
MovementController.cs
} else if (movement.x < 0) { //OESTE
animator.SetInteger(animationState, (int)CharStates.walkWest);
} else if (movement.y > 0) { //NORTE
animator.SetInteger(animationState, (int)CharStates.walkNNorth);
} else if (movement.y < 0) { //SUR
animator.SetInteger(animationState, (int)CharStates.walkSouth);
} else { //IDLE
animator.SetInteger(animationState, (int)CharStates.idleSouth);
}
}
Mensaje de Unity | 0 referencias
private void FixedUpdate()
{
MoveCharacter(); //Método definido para ingresar la dirección
}
1 referencia
private void MoveCharacter()
{
//Captura los datos de entrada del usuario
movement.x = Input.GetAxisRaw("Horizontal");
movement.y = Input.GetAxisRaw("Vertical");
//Conserva el rango de velocidad
movement.Normalize();
rb2D.velocity = movement * movementSpeed;
}
}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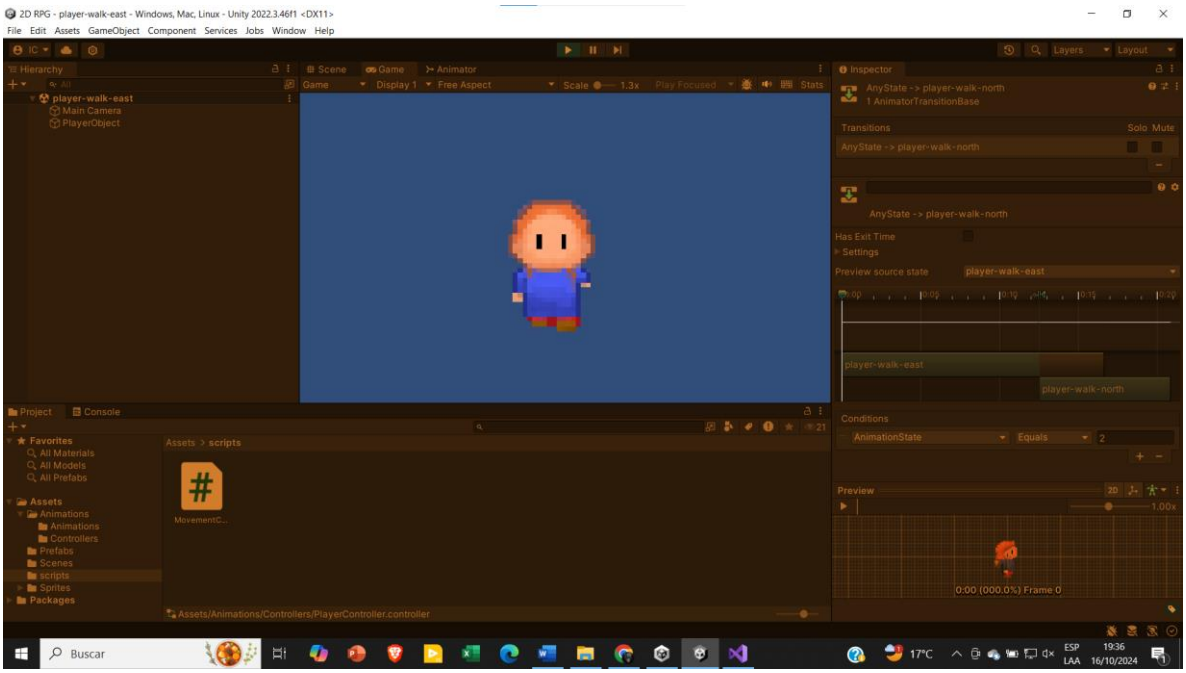
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