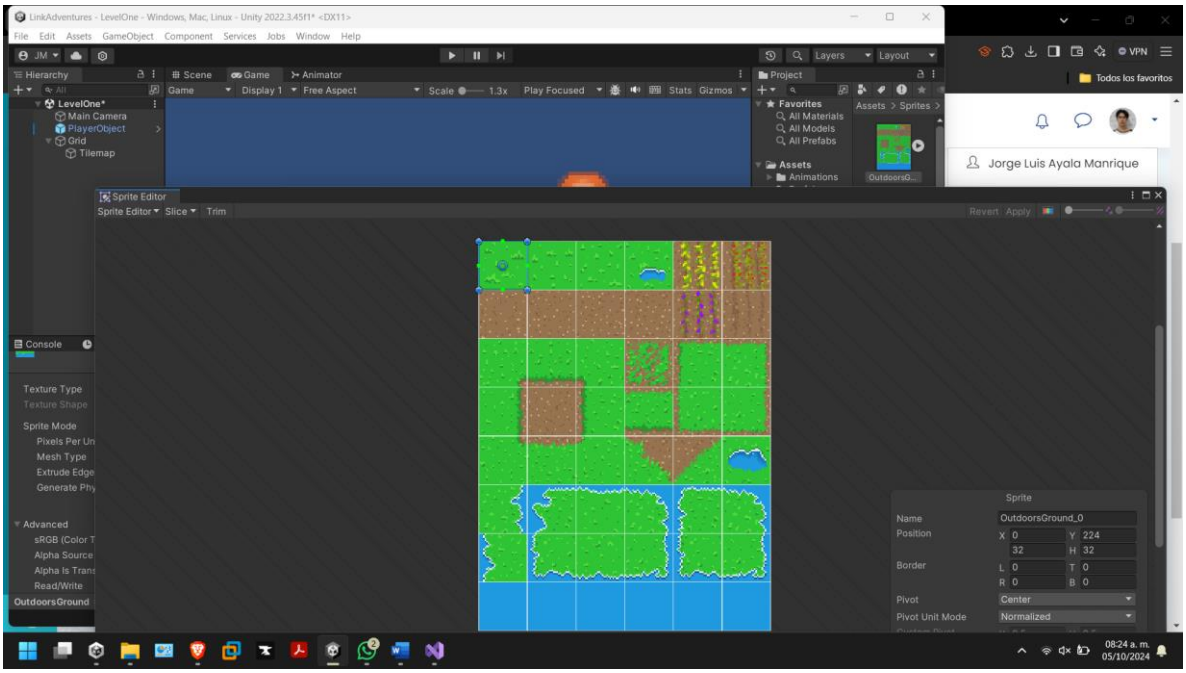
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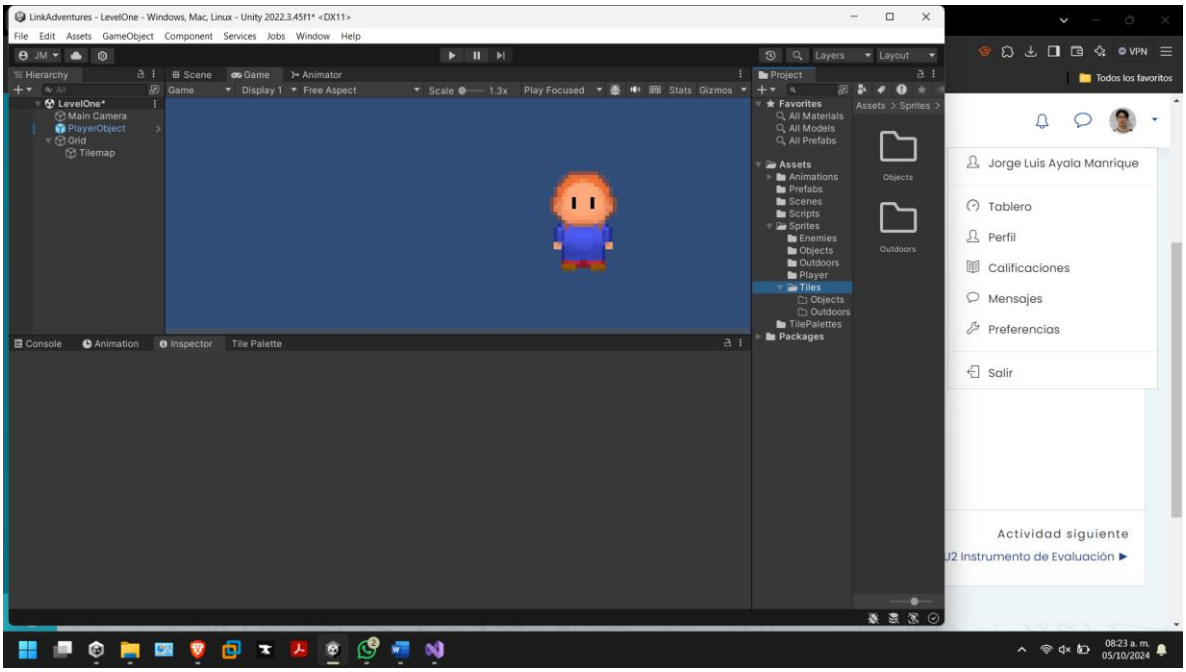
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Scene
Game
Animator
Display 1
Free Aspect
Scale 1.3x
Play Focused
Stats Gizmos
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Assets > Sprites >
Sprite Editor
Slice
Trim
Revert Apply
Console
Texture Type
Texture Shape
Sprite Mode
Pixels Per Un
Mesh Type
Extrude Edge
Generate Phy
Advanced
sRGB (Color T
Alpha Source
Alpha Is Trans
Read/Write
OutdoorsGround
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
Layers
Layout
VPN
Todos los favoritos
Jorge Luis Ayala Manrique
08:24 a. m.
05/10/2024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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
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Scene
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Animator
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Scale 1.3x
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Animations
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Scripts
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Enemies
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Outdoors
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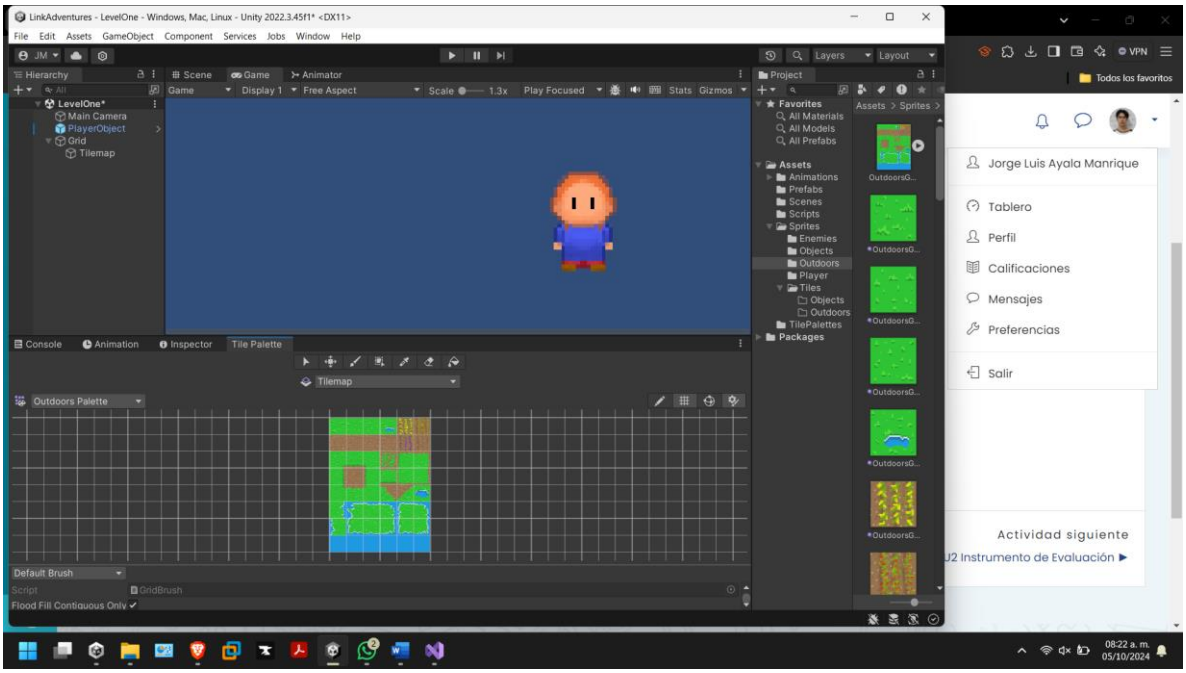
Tiles
Objects
Outdoors
TilePalettes
Packages
Assets > Sprites >
Objects
Outdoors
Console
Animation
Inspector
Tile Palette
Layers
Layout
VPN
Todos los favoritos
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Actividad siguiente
U2 Instrumento de Evaluación
08:23 a. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
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Animator
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Free Aspect
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Play Focused
Stats Gizmos
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All Materials
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Animations
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Sprites
Enemies
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Outdoors
Player
Tiles
Objects
Outdoors
TilePalettes
Packages
Assets > Sprites
Console
Animation
Inspector
Tile Palette
Tilemap
Outdoors Palette
Default Brush
Flood Fill Contiguous Only
Todos los favoritos
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
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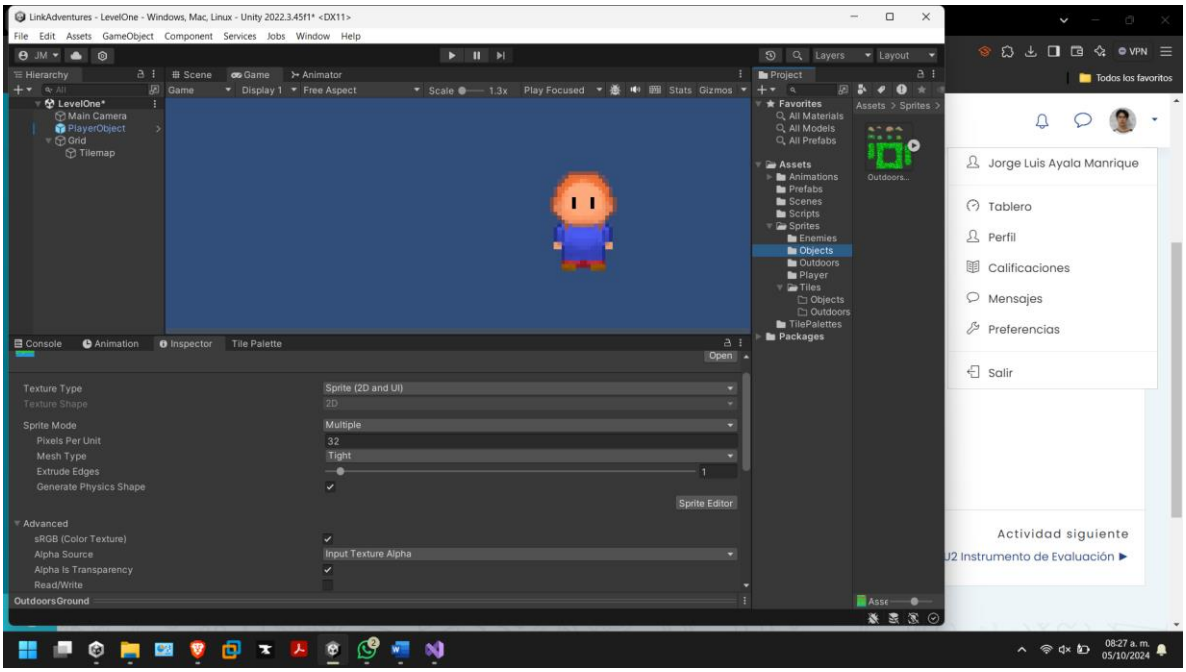
Actividad siguiente
U2 Instrumento de Evaluación
08:22 a. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Scene
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Animator
Display 1
Free Aspect
Scale 1.3x
Play Focused
Stats Gizmos
Project
Favorites
All Materials
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All Prefabs
Assets
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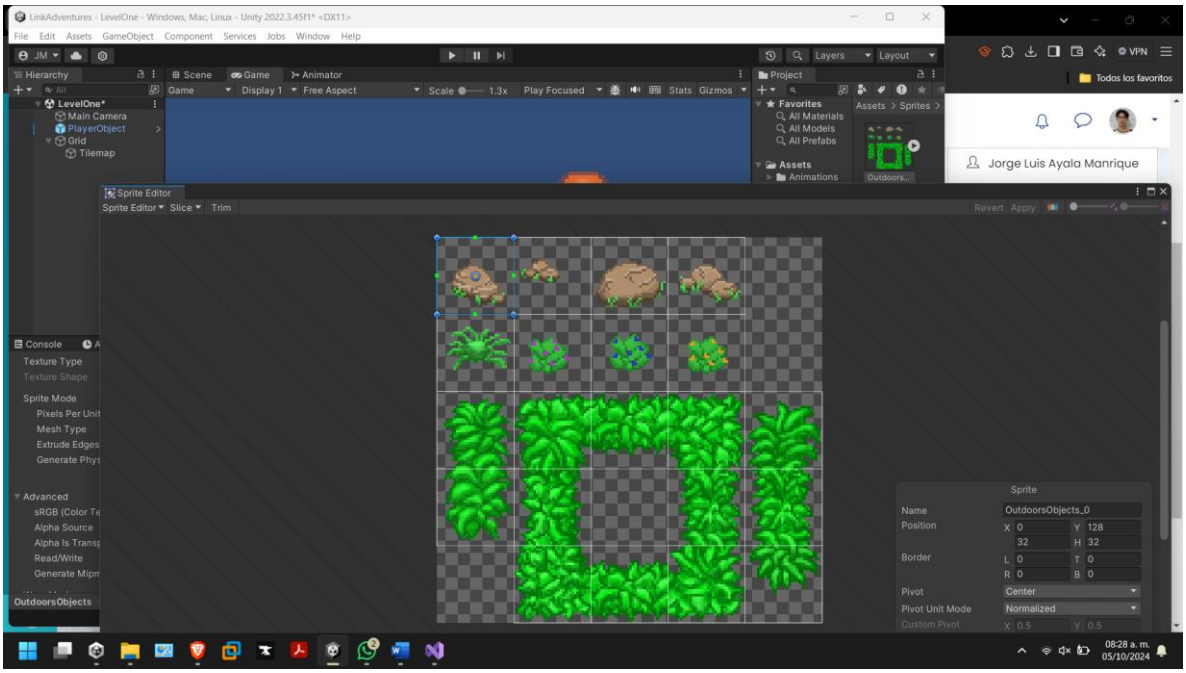
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
TilePalettes
Packages
Assets > Sprites
Console
Animation
Inspector
Tile Palette
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
1
Generate Physics Shape
Sprite Editor
Advanced
sRGB (Color Texture)
Alpha Source
Input Texture Alpha
Alpha Is Transparency
Read/Write
OutdoorsGround
Todos los favoritos
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Actividad siguiente
U2 Instrumento de Evaluación
08:27 a. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Scene
Game
Animator
Project
Favorites
All Materials
All Models
All Prefabs
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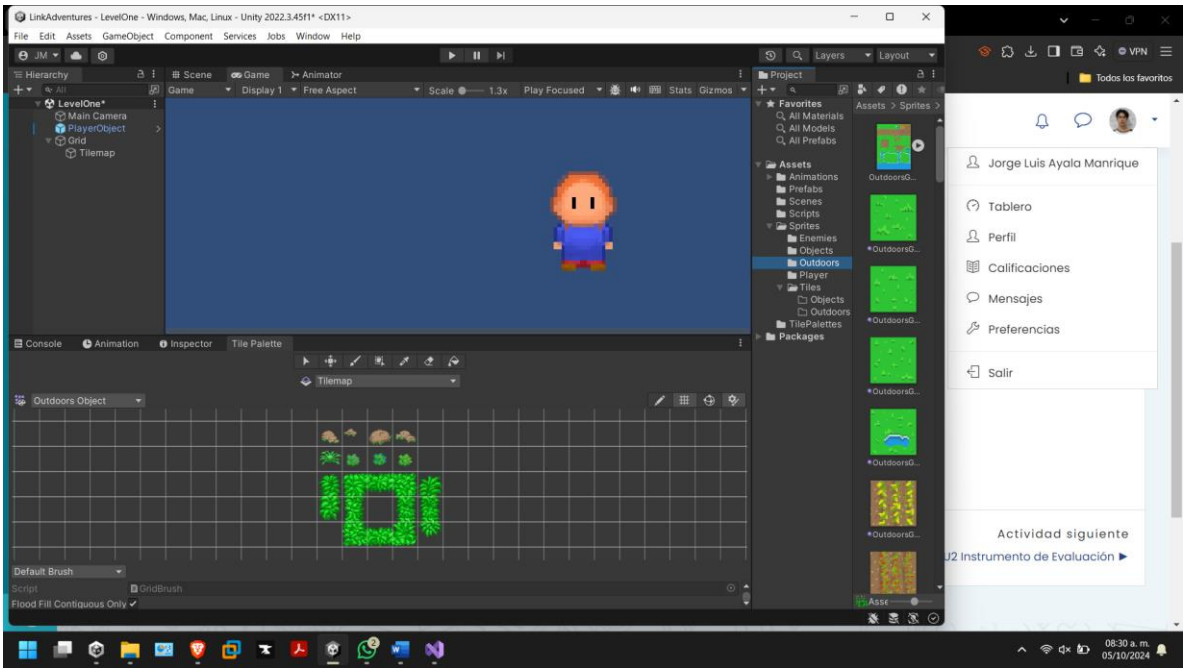
Sprite Editor
Console
Texture Type
Texture Shape
Sprite Mode
Advanced
OutdoorsObjects
Sprite
Name
OutdoorsObjects_0
Position
Border
Pivot
Center
Pivot Unit Mode
Normalized
Jorge Luis Ayala Manrique
Todos los favoritos


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Scene
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Project
Console
Animation
Inspector
Tile Palette
Tilemap
Outdoors Object
Default Brush
Flood Fill Contiguous Only
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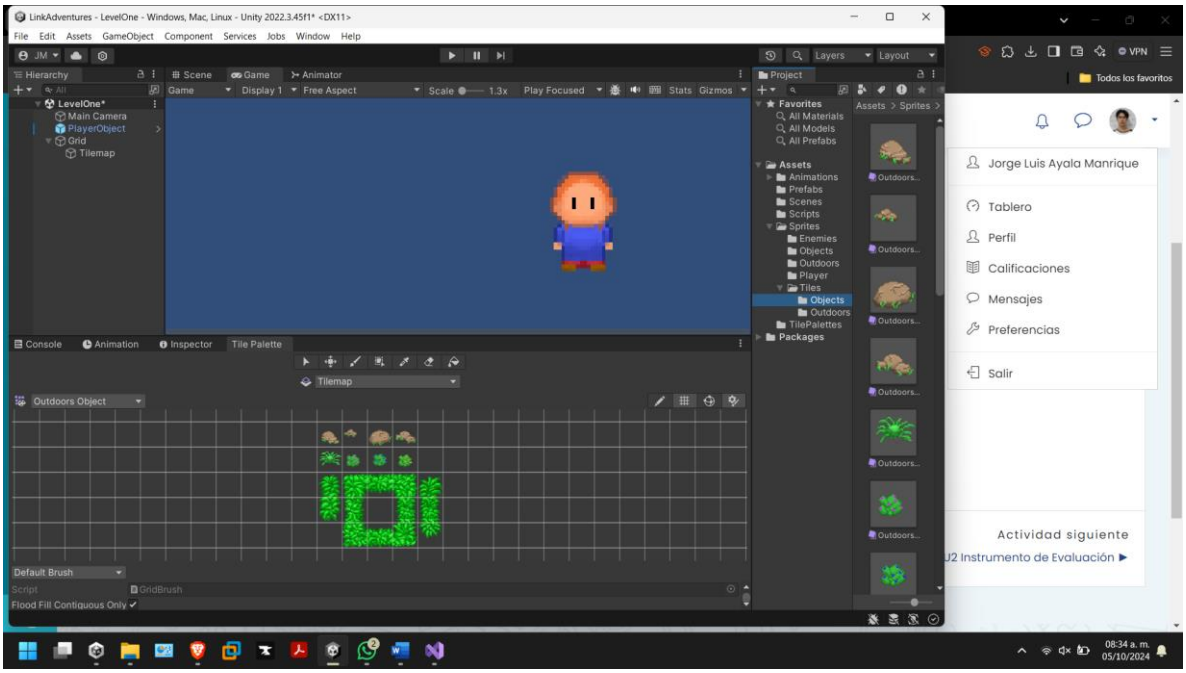
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Actividad siguiente
U2 Instrumento de Evaluación


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Console
Animation
Inspector
Tile Palette
Outdoors Object
Default Brush
Flood Fill Contiguous Only
Project
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All Materials
All Models
All Prefabs
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Animations
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Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
TilePalettes
Packages
Jorge Luis Ayala Manrique
Tablero
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Mensajes
Preferencias
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U2 Instrumento de Evaluación
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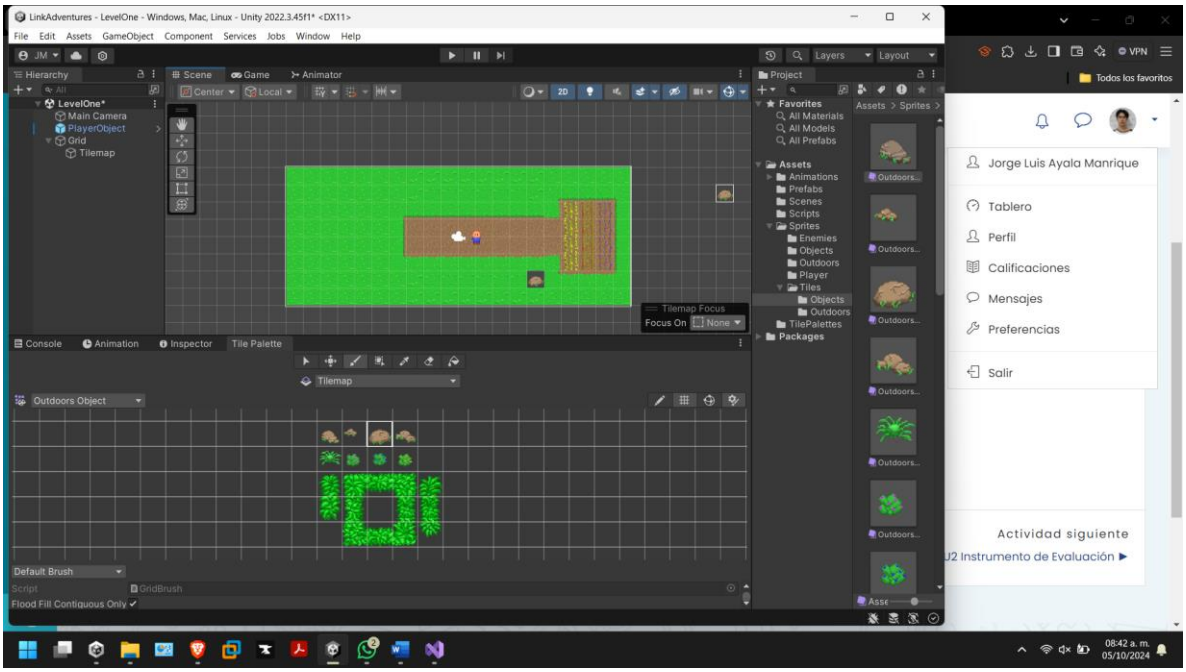
05/10/2024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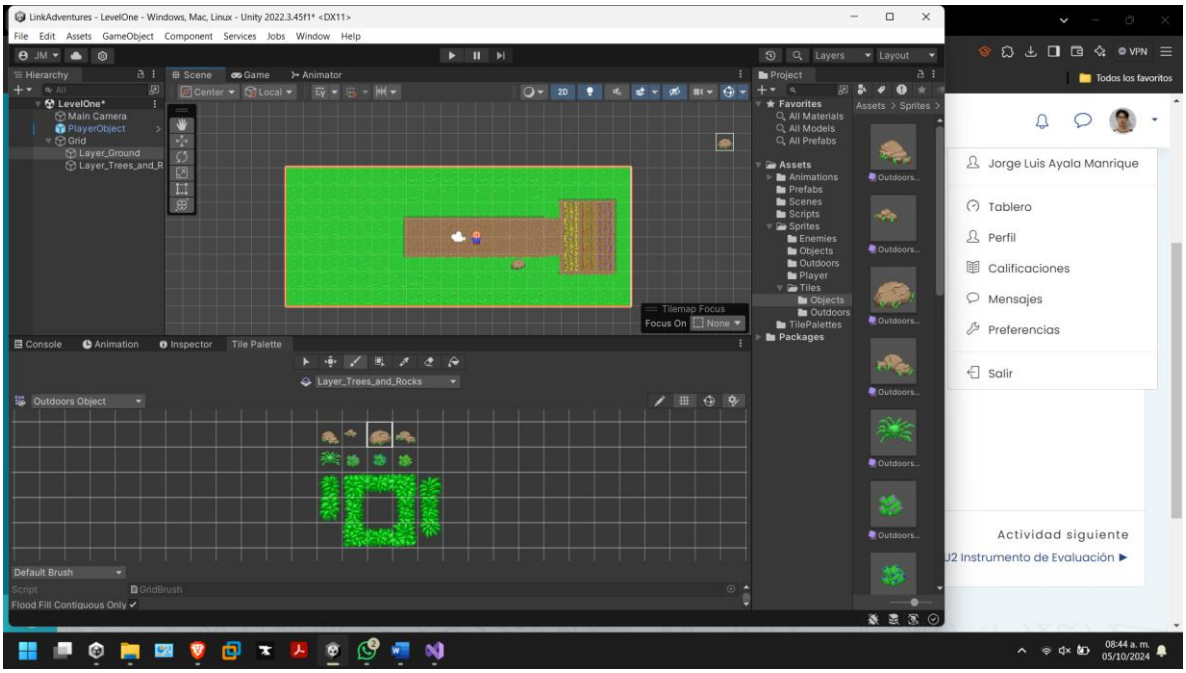
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
LevelOne*
Main Camera
PlayerObject
Grid
Tilemap
Tilemap Focus
Focus On
None
Console
Animation
Inspector
Tile Palette
Outdoors Object
Default Brush
Flood Fill Contiguous Only
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Actividad siguiente
U2 Instrumento de Evaluación
08:42 a. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_R
Scene
Game
Animator
Tilemap Focus
Focus On
Console
Animation
Inspector
Tile Palette
Layer_Trees_and_Rocks
Outdoors Object
Default Brush
Flood Fill Contiguous Only
Project
Favorites
All Materials
All Models
All Prefabs
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Prefabs
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Scripts
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Outdoors
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Tiles
TilePalettes
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Jorge Luis Ayala Manrique
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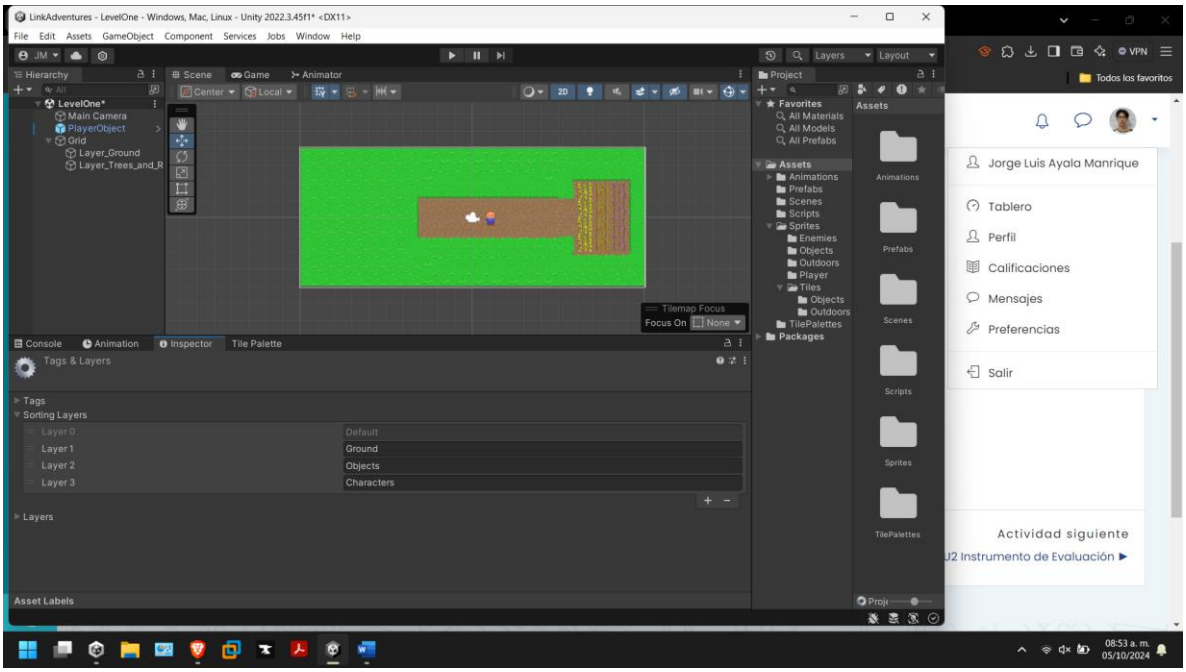
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Actividad siguiente
U2 Instrumento de Evaluación
08:44 a. m.
05/10/2024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File Edit Assets GameObject Component Services Jobs Window Help
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LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_R
Scene
Game
Animator
Tilemap Focus
Focus On
Console
Animation
Inspector
Tile Palette
Tags & Layers
Tags
Sorting Layers
Layer 0
Default
Layer 1
Ground
Layer 2
Objects
Layer 3
Characters
Layers
Asset Labels
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
TilePalettes
Packages
Jorge Luis Ayala Manrique
Tablero
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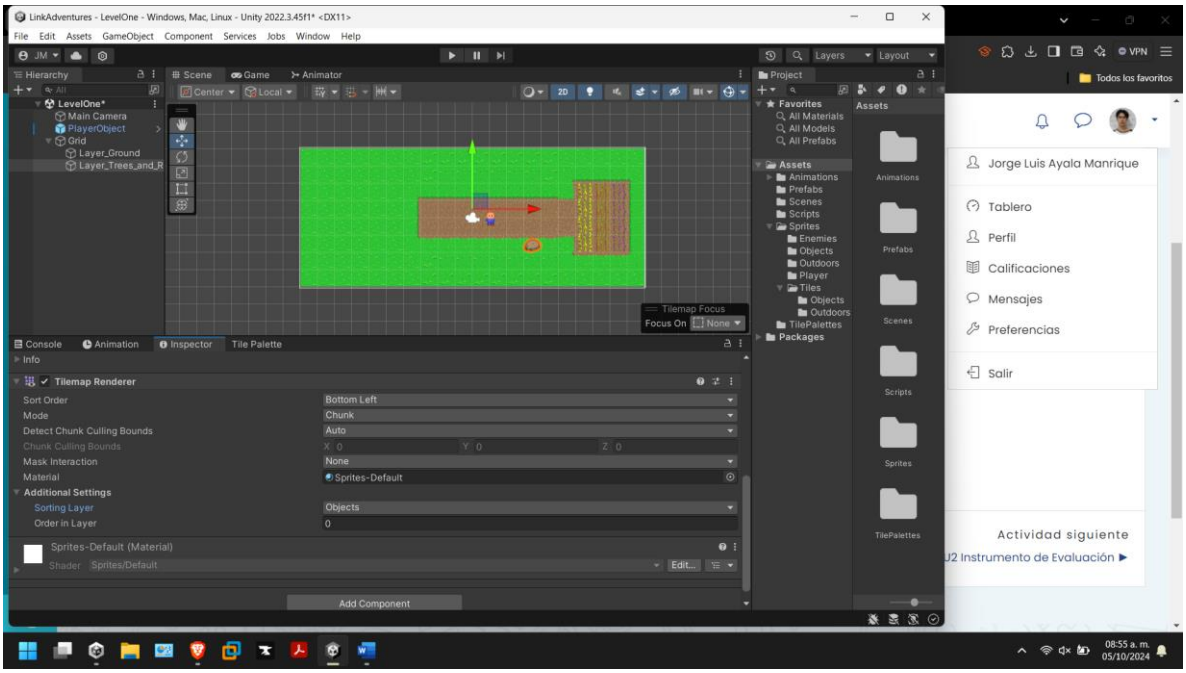
Calificaciones
Mensajes
Preferencias
Salir
Actividad siguiente
U2 Instrumento de Evaluación
08:53 a. m.
05/10/2024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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_R
Tilemap Focus
Focus On
None
Console
Animation
Inspector
Tile Palette
Tilemap Renderer
Sort Order
Bottom Left
Mode
Chunk
Detect Chunk Culling Bounds
Auto
Chunk Culling Bounds
Mask Interaction
None
Material
Sprites-Default
Additional Settings
Sorting Layer
Objects
Order in Layer
0
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
TilePalettes
Packages
Layers
Layout
VPN
Todos los favoritos
Jorge Luis Ayala Manrique
Tablero
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Calificaciones
Mensajes
Preferencias
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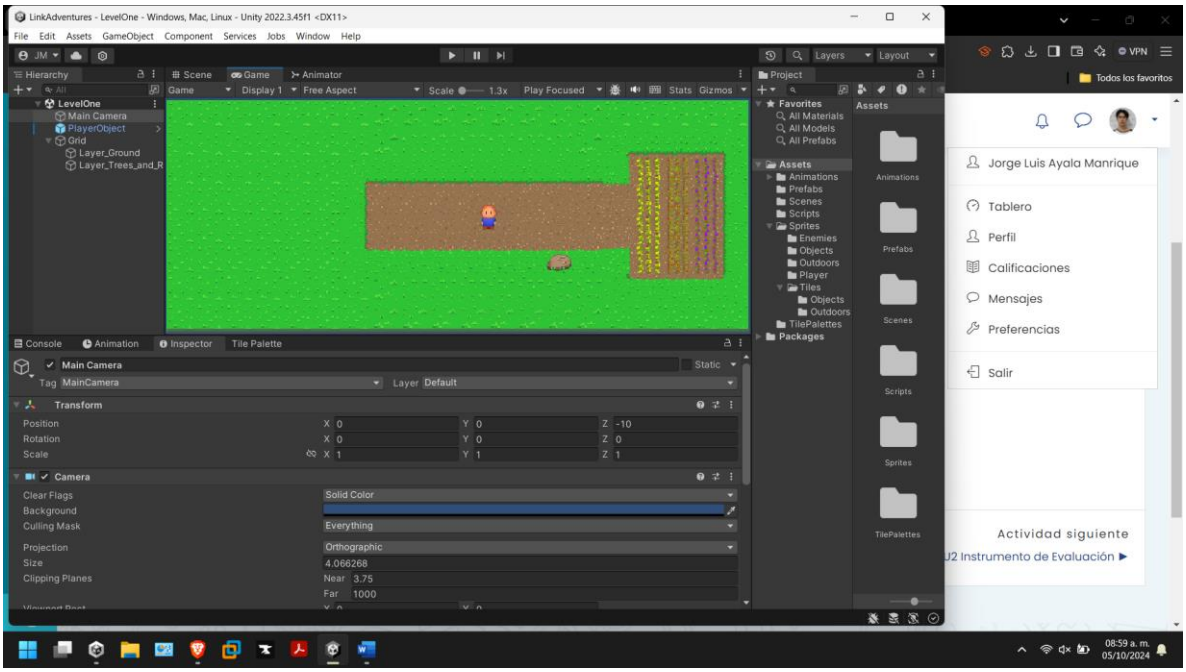
05/10/2024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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
Game
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
LevelOne
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_R
Console
Animation
Inspector
Tile Palette
Main Camera
Static
Tag
MainCamera
Layer
Default
Transform
Position
X 0
Y 0
Z -10
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Camera
Clear Flags
Solid Color
Background
Culling Mask
Everything
Projection
Orthographic
Size
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Clipping Planes
Near 3.75
Far 1000
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
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Tiles
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Outdoors
TilePalettes
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Todos los favoritos
Jorge Luis Ayala Manrique
Tablero
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Calificaciones
Mensajes
Preferencias
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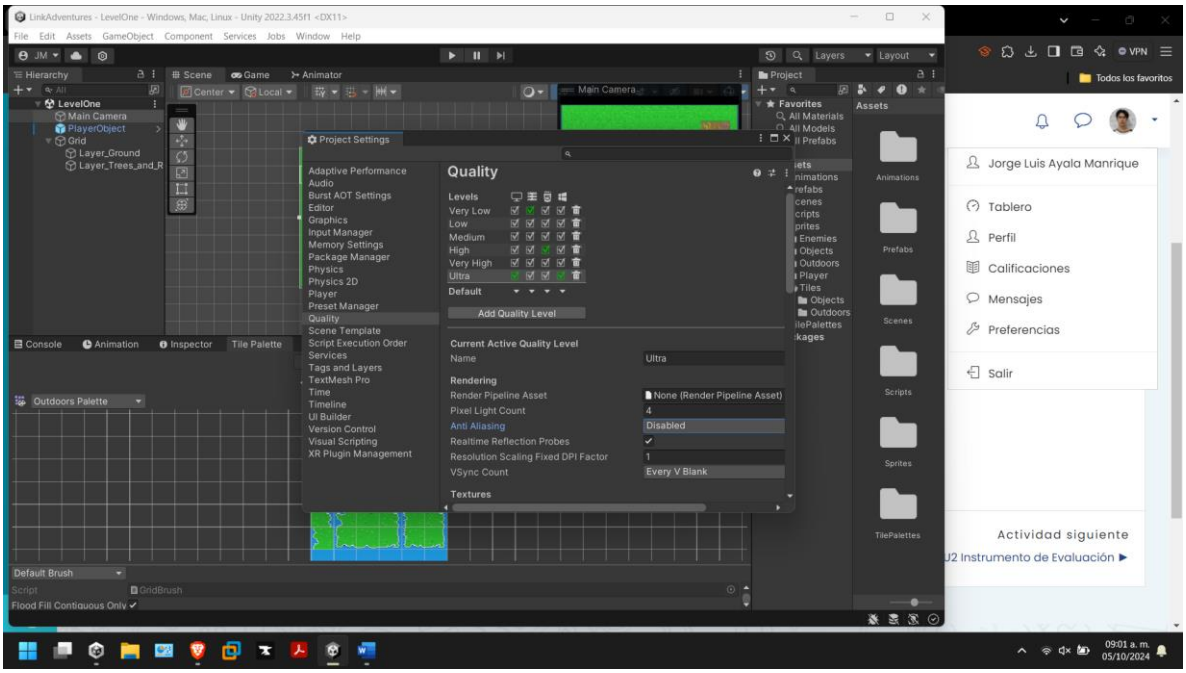
U2 Instrumento de Evaluación
08:59 a. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
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LevelOne
Main Camera
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Grid
Layer_Ground
Layer_Trees_and_R
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Adaptive Performance
Audio
Burst AOT Settings
Editor
Graphics
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
Quality
Levels
Very Low
Low
Medium
High
Very High
Ultra
Default
Add Quality Level
Current Active Quality Level
Name
Ultra
Rendering
Render Pipeline Asset
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Anti Aliasing
Disabled
Realtime Reflection Probes
Resolution Scaling Fixed DPI Factor
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VSync Count
Every V Blank
Textures
Console
Animation
Inspector
Tile Palette
Outdoors Palette
Default Brush
Flood Fill Contiguous Only
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TilePalettes
Jorge Luis Ayala Manrique
Tablero
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Calificaciones
Mensajes
Preferencias
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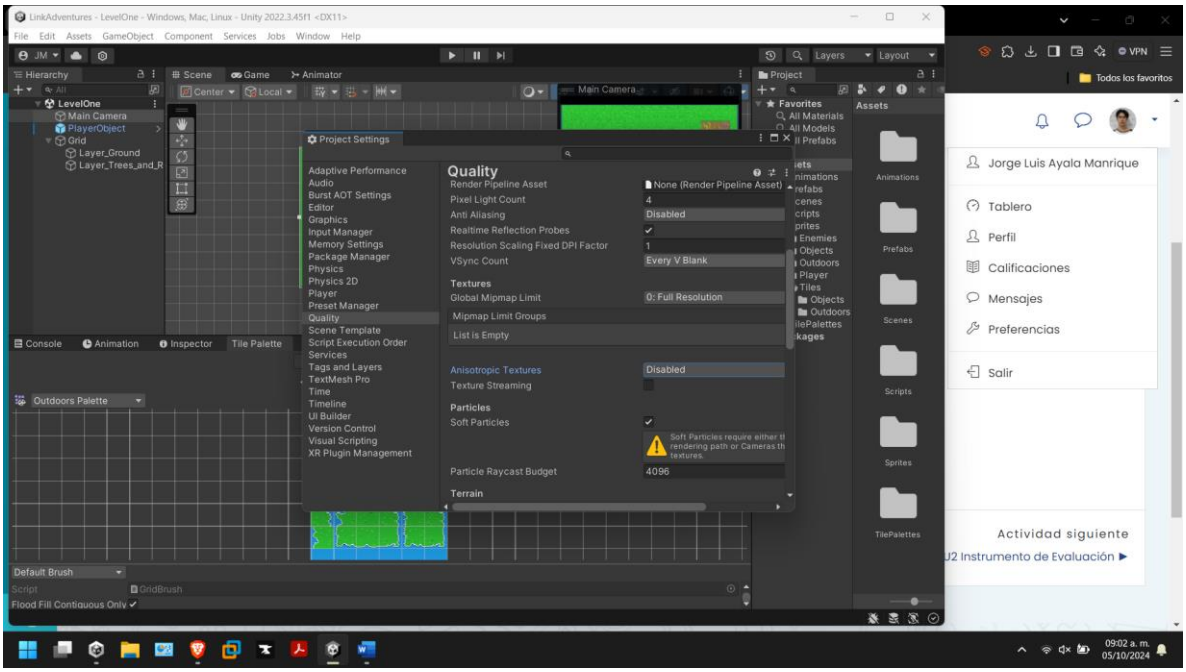
09:01 a. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Animator
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Layer_Trees_and_R
Project Settings
Quality
Render Pipeline Asset
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Anti Aliasing
Disabled
Realtime Reflection Probes
Resolution Scaling Fixed DPI Factor
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VSync Count
Every V Blank
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Mipmap Limit Groups
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Disabled
Texture Streaming
Particles
Soft Particles
Particle Raycast Budget
4096
Terrain
Console
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Inspector
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Outdoors Palette
Default Brush
Flood Fill Contiguous Only
Assets
Jorge Luis Ayala Manrique
Tablero
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Mensajes
Preferencias
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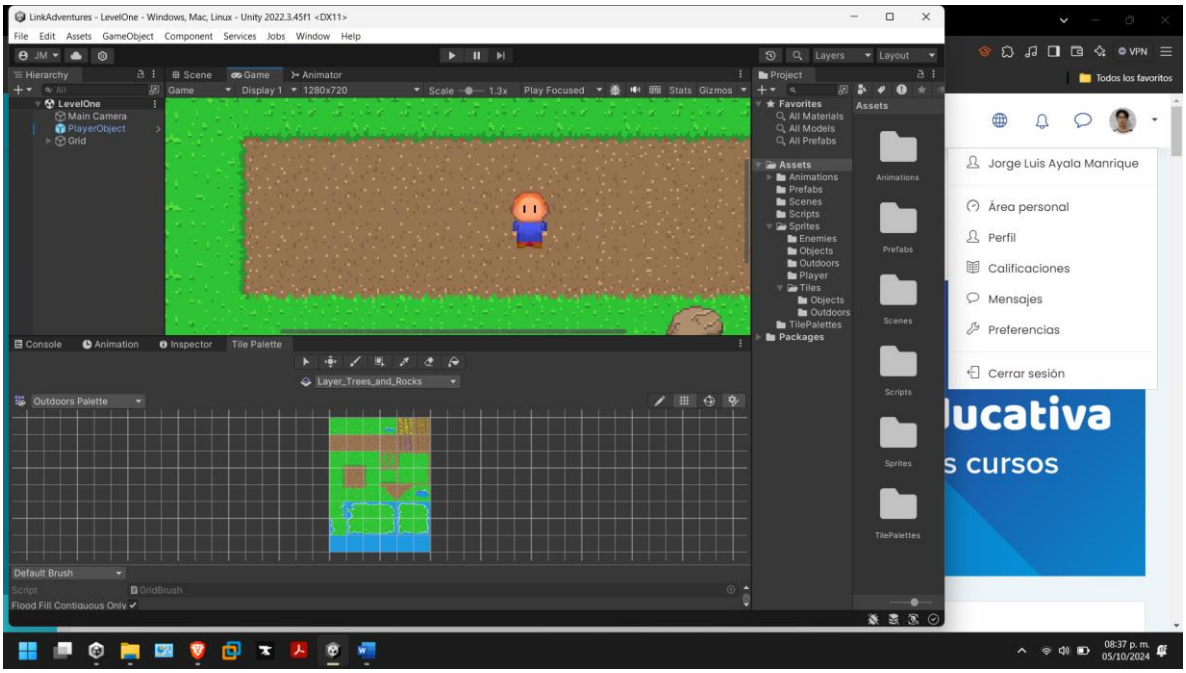
U2 Instrumento de Evaluación
09:02 a. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
LevelOne
Main Camera
PlayerObject
Grid
Project
Favorites
All Materials
All Models
All Prefabs
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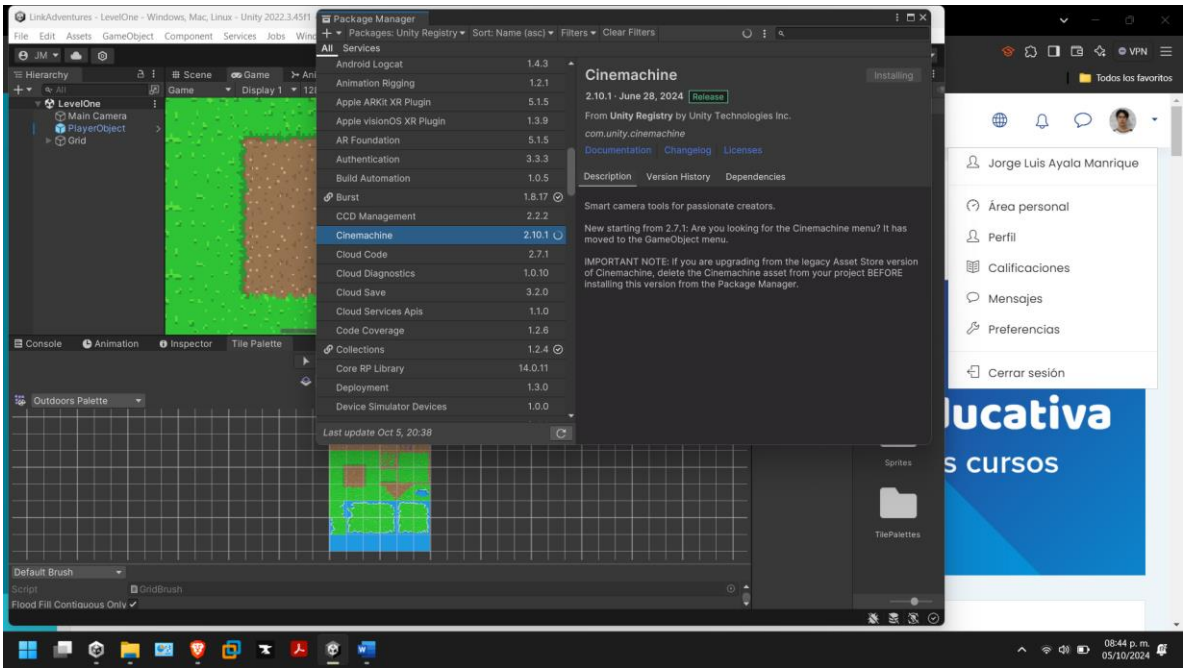
Objects
Outdoors
TilePalettes
Packages
Console
Animation
Inspector
Tile Palette
Layer_Trees_and_Rocks
Outdoors Palette
Default Brush
Flood Fill Contiguous Only
Jorge Luis Ayala Manrique
Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
ucativa
s cursos
08:37 p. m.
05/10/2024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Packages: Unity Registry
Sort: Name (asc)
Filters
Clear Filters
All
Services
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Animation Rigging 1.2.1
Apple ARKit XR Plugin 5.1.5
Apple visionOS XR Plugin 1.3.9
AR Foundation 5.1.5
Authentication 3.3.3
Build Automation 1.0.5
Burst 1.8.17
CCD Management 2.2.2
Cinemachine 2.10.1
Cloud Code 2.7.1
Cloud Diagnostics 1.0.10
Cloud Save 3.2.0
Cloud Services Apis 1.1.0
Code Coverage 1.2.6
Collections 1.2.4
Core RP Library 14.0.11
Deployment 1.3.0
Device Simulator Devices 1.0.0
Last update Oct 5, 20:38
Cinemachine
Installing
2.10.1 · June 28, 2024 Release
From Unity Registry by Unity Technologies Inc.
com.unity.cinemachine
Documentation Changelog Licenses
Description Version History Dependencies
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.
Jorge Luis Ayala Manrique
Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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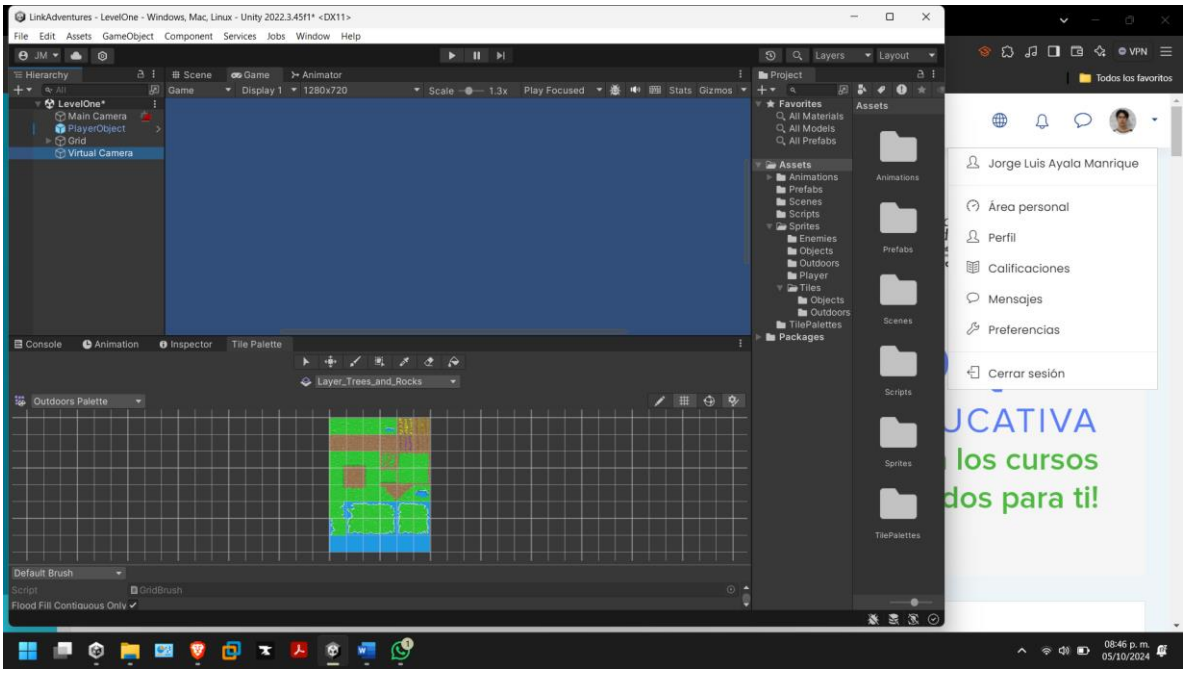
s cursos
08:44 p. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Virtual Camera
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Display 1
1280x720
Scale 1.3x
Play Focused
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Objects
Outdoors
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Console
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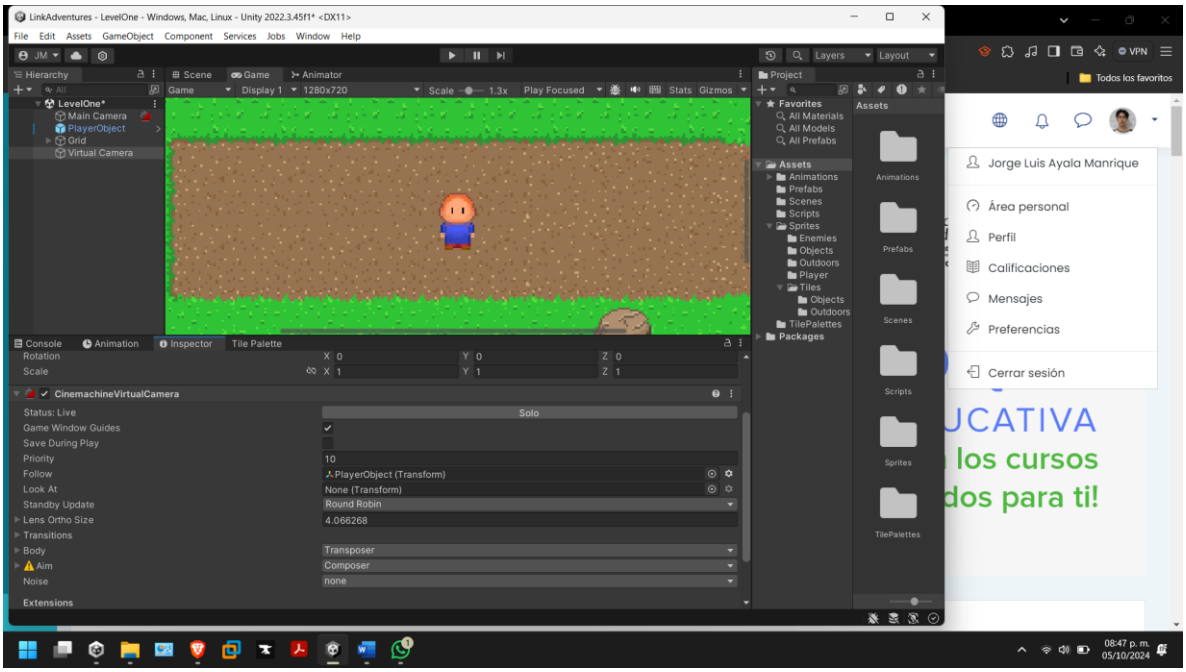
Inspector
Tile Palette
Layer_Trees_and_Rocks
Outdoors Palette
Default Brush
Flood Fill Contiguous Only
Jorge Luis Ayala Manrique
Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
Todos los favoritos
UCATIVA
los cursos
dos para ti!
08:46 p. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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PlayerObject
Grid
Virtual Camera
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Console
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Inspector
Tile Palette
Rotation
Scale
CinemachineVirtualCamera
Status: Live
Solo
Game Window Guides
Save During Play
Priority
10
Follow
PlayerObject (Transform)
Look At
None (Transform)
Standby Update
Round Robin
Lens Ortho Size
4.066268
Transitions
Body
Transposer
Aim
Composer
Noise
none
Extensions
Jorge Luis Ayala Manrique
Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
Todos los favoritos
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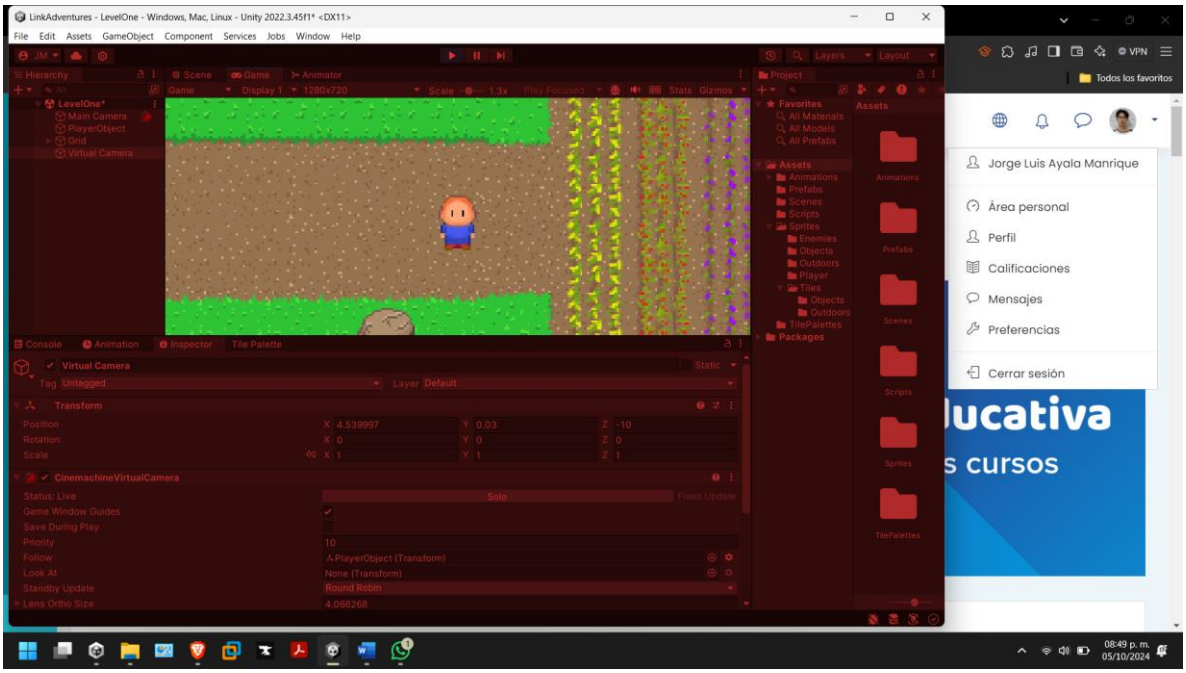
08:47 p. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Virtual Camera
Scene
Game
Animator
Display 1
1280x720
Scale 1.3x
Play Focused
Stats Gizmos
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All Models
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Sprites
Enemies
Objects
Outdoors
Player
Tiles
TilePalettes
Packages
Console
Animation
Inspector
Tile Palette
Virtual Camera
Tag Untagged
Layer Default
Transform
Position X 4.539997 Y 0.03 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
CinemachineVirtualCamera
Status: Live
Solo
Fixed Update
Game Window Guides
Save During Play
Priority 10
Follow PlayerObject (Transform)
Look At None (Transform)
Standby Update Round Robin
Lens Ortho Size 4.066268
VPN
Todos los favoritos
Jorge Luis Ayala Manrique
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Calificaciones
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Preferencias
Cerrar sesión
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s cursos
08:49 p. m.
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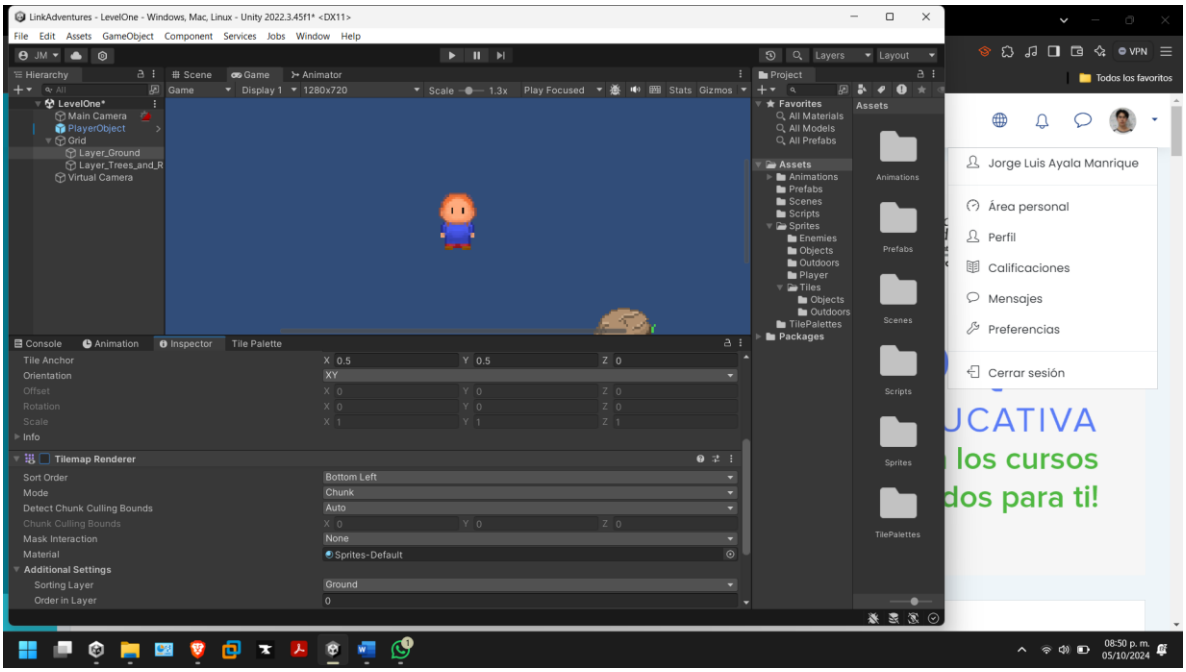
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_R
Virtual Camera
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Animator
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1280x720
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Play Focused
Stats Gizmos
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Inspector
Tile Palette
Tile Anchor X 0.5 Y 0.5 Z 0
Orientation XY
Offset X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Info
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Culling Bounds Auto
Chunk Culling Bounds X 0 Y 0 Z 0
Mask Interaction None
Material Sprites-Default
Additional Settings
Sorting Layer Ground
Order in Layer 0
VPN
Todos los favoritos
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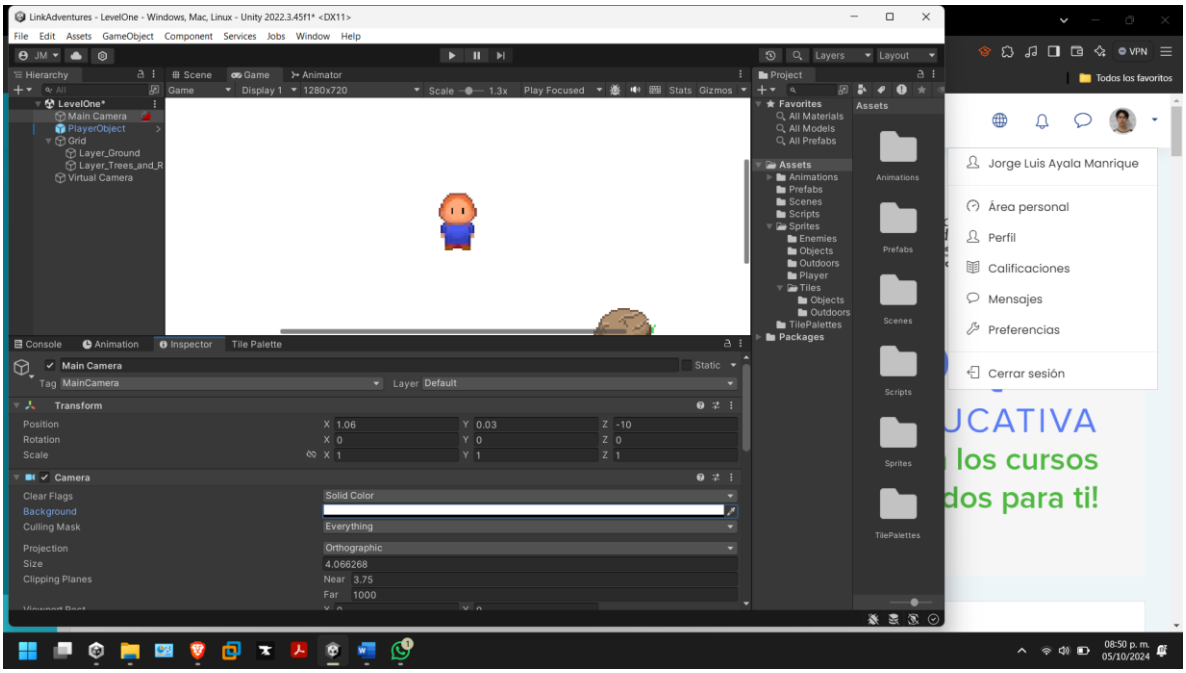
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LevelOne*
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Tiles
Objects
Outdoors
TilePalettes
Packages
Console
Animation
Inspector
Tile Palette
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position X 1.06 Y 0.03 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Camera
Clear Flags Solid Color
Background
Culling Mask Everything
Projection Orthographic
Size 4.066268
Clipping Planes Near 3.75
Far 1000
Jorge Luis Ayala Manrique
Área personal
Perfil
Calificaciones
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Preferencias
Cerrar sesión
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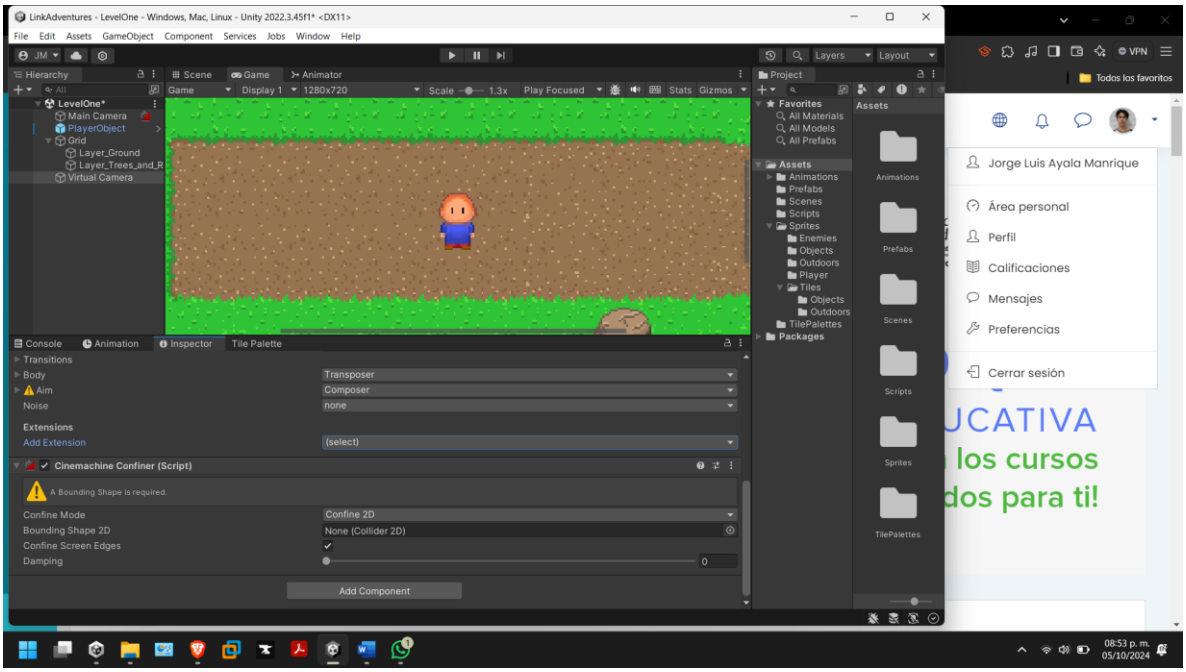
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1280x720
Scale 1.3x
Play Focused
Stats Gizmos
Project
Console
Animation
Inspector
Tile Palette
Transitions
Body Transposer
Aim Composer
Noise none
Extensions
Add Extension (select)
Cinemachine Confiner (Script)
A Bounding Shape is required.
Confine Mode Confine 2D
Bounding Shape 2D None (Collider 2D)
Confine Screen Edges
Damping 0
Add Component
Jorge Luis Ayala Manrique
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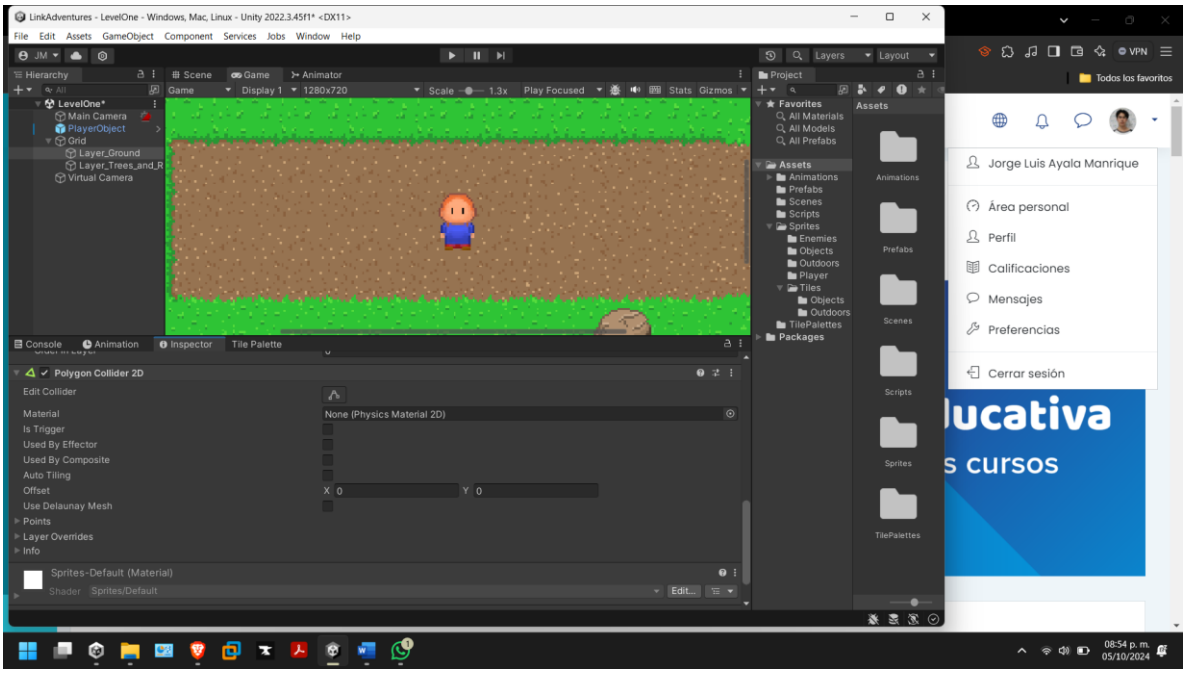
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Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Use Delaunay Mesh
Points
Layer Overrides
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Sprites-Default (Material)
Shader Sprites/Default
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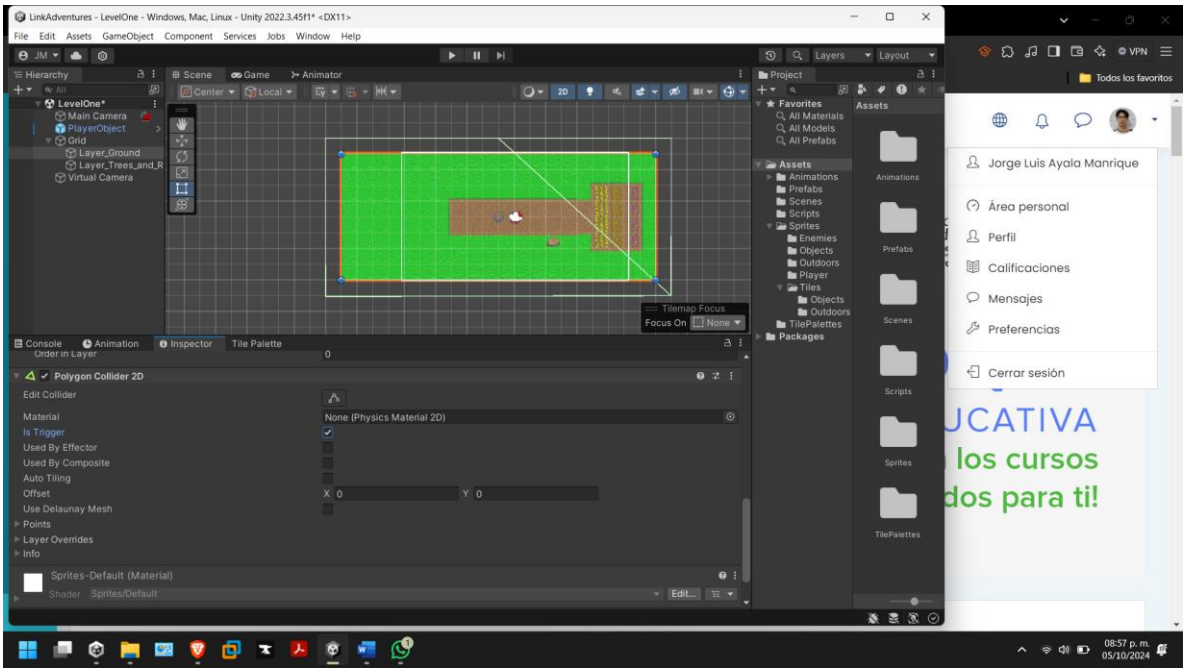
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Is Trigger
Used By Effector
Used By Composite
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Use Delaunay Mesh
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Shader Sprites/Default
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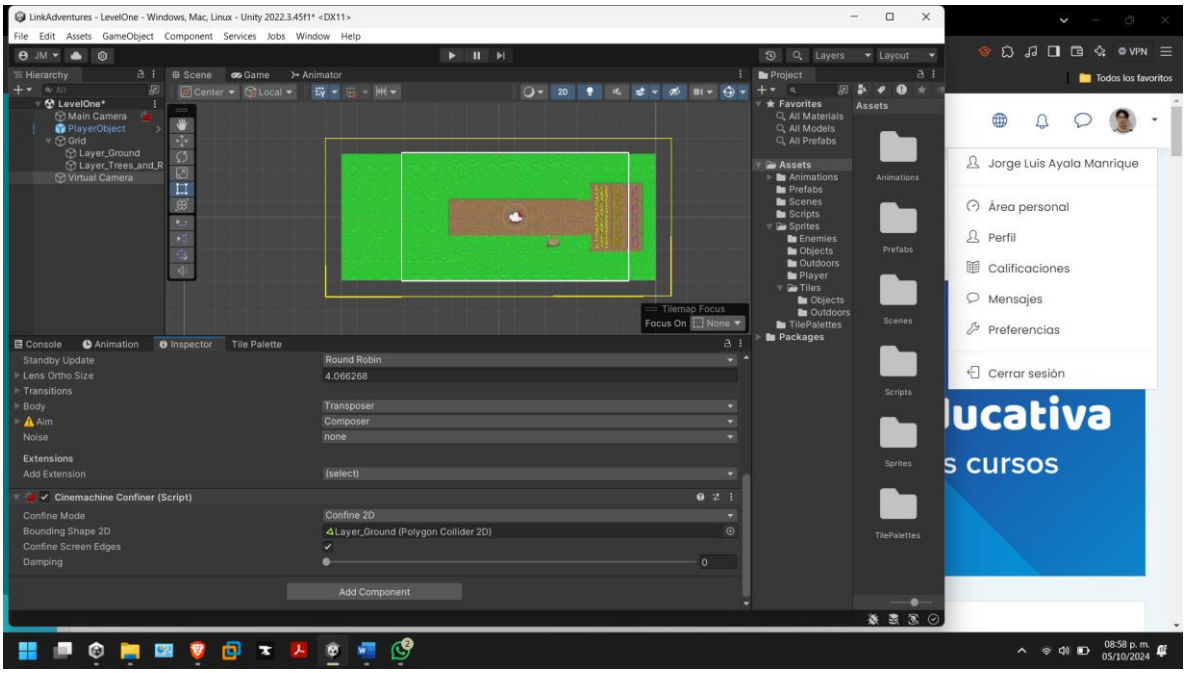
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Composer
Noise
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Add Extension
(select)
Cinemachine Confiner (Script)
Confine Mode
Confine 2D
Bounding Shape 2D
Layer_Ground (Polygon Collider 2D)
Confine Screen Edges
Damping
0
Add Component
Tilemap Focus
Focus On
None
Jorge Luis Ayala Manrique
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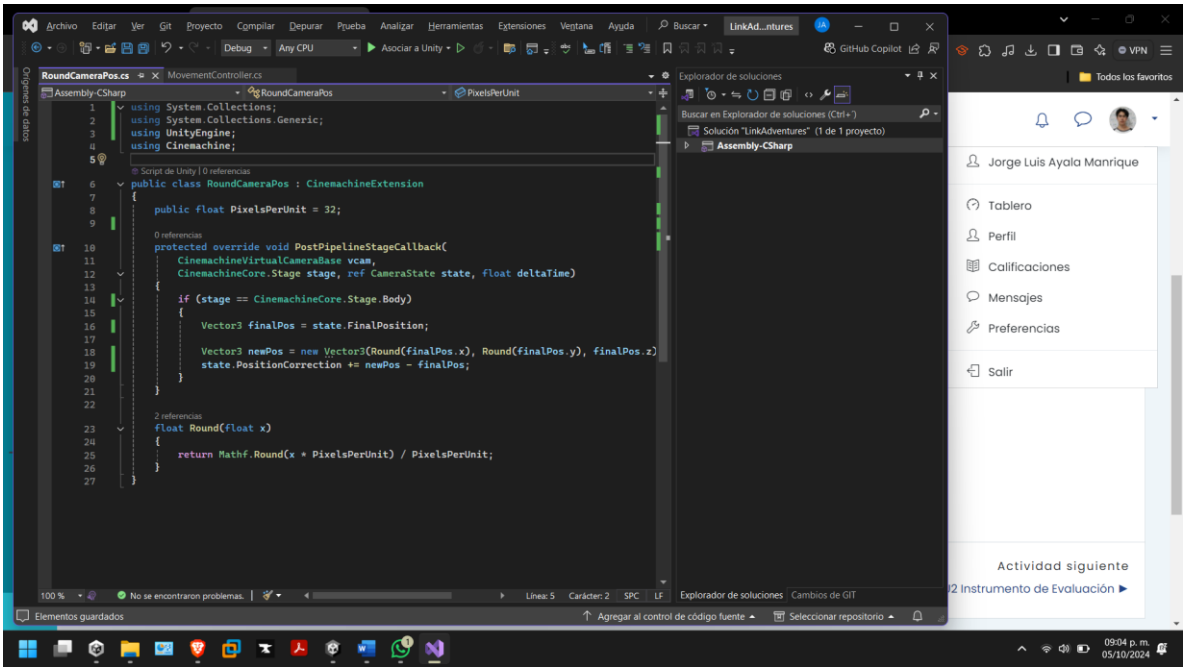
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Buscar
LinkAd...ntures
Debug
Any CPU
Asociar a Unity
GitHub Copilot
RoundCameraPos.cs
MovementController.cs
Assembly-CSharp
RoundCameraPos
PixelsPerUnit
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using Cinemachine;
Script de Unity | 0 referencias
public class RoundCameraPos : CinemachineExtension
{
public float PixelsPerUnit = 32;
0 referencias
protected override void PostPipelineStageCallback(
CinemachineVirtualCameraBase vcam,
CinemachineCore.Stage stage, ref CameraState state, float deltaTime)
{
if (stage == CinemachineCore.Stage.Body)
{
Vector3 finalPos = state.FinalPosition;
Vector3 newPos = new Vector3(Round(finalPos.x), Round(finalPos.y), finalPos.z)
state.PositionCorrection += newPos - finalPos;
}
}
2 referencias
float Round(float x)
{
return Mathf.Round(x * PixelsPerUnit) / PixelsPerUnit;
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+')
Solución "LinkAdventures" (1 de 1 proyecto)
Assembly-CSharp
100 %
No se encontraron problemas.
Línea: 5
Carácter: 2
SPC
LF
Explorador de soluciones
Cambios de GIT
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
Jorge Luis Ayala Manrique
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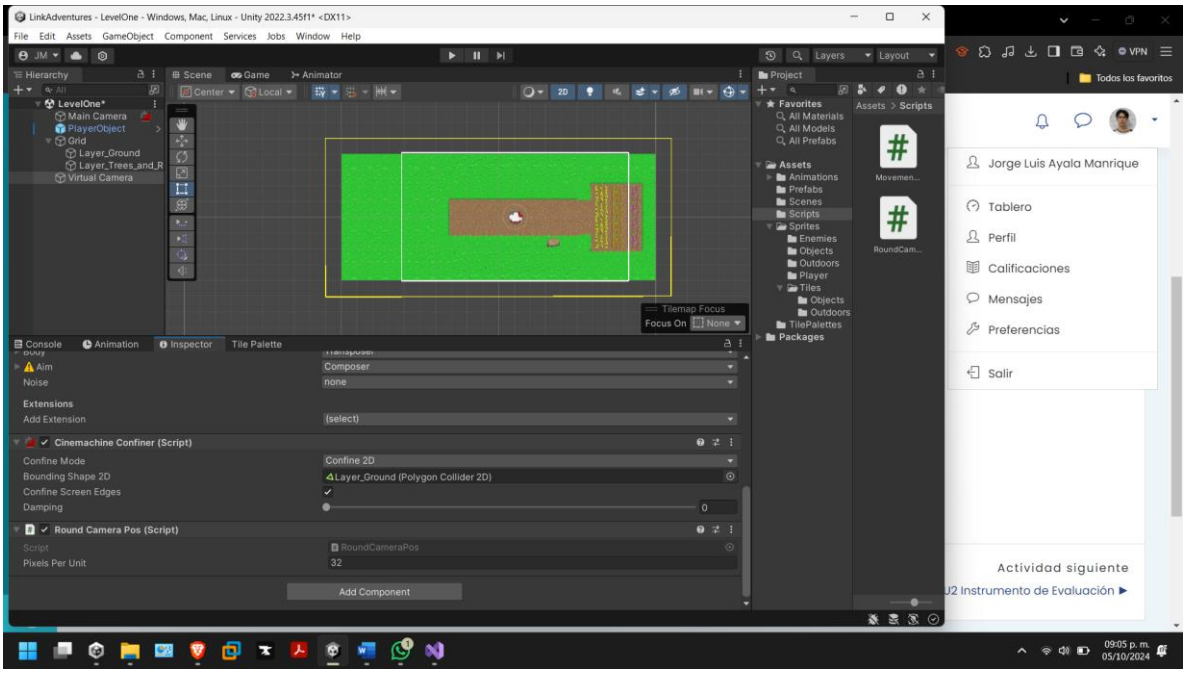
Salir
Actividad siguiente
2 Instrumento de Evaluación
09:04 p. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Composer
Noise
none
Extensions
Add Extension
(select)
Cinemachine Confiner (Script)
Confine Mode
Confine 2D
Bounding Shape 2D
Layer_Ground (Polygon Collider 2D)
Confine Screen Edges
Damping
0
Round Camera Pos (Script)
Script
RoundCameraPos
Pixels Per Unit
32
Add Component
Jorge Luis Ayala Manrique
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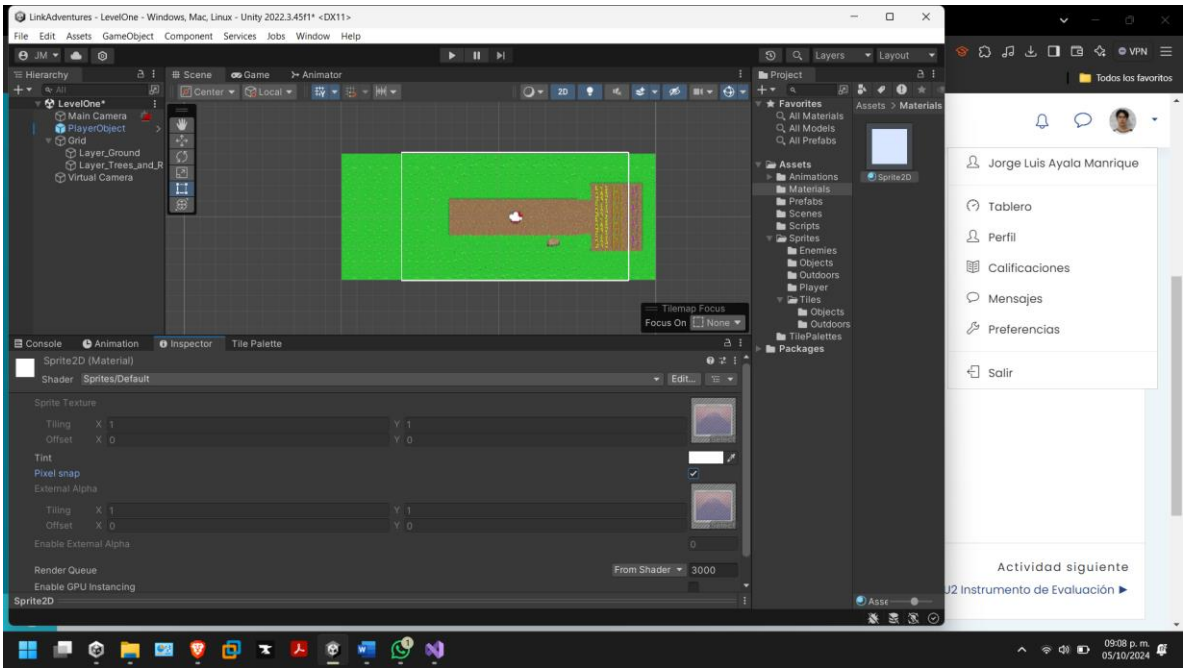
09:05 p. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Assets > Materials
Sprite2D
Console Animation Inspector Tile Palette
Sprite2D (Material)
Shader
Sprites/Default
Edit...
Sprite Texture
Tiling
Offset
Tint
Pixel snap
External Alpha
Enable External Alpha
Render Queue
From Shader
3000
Enable GPU Instancing
Jorge Luis Ayala Manrique
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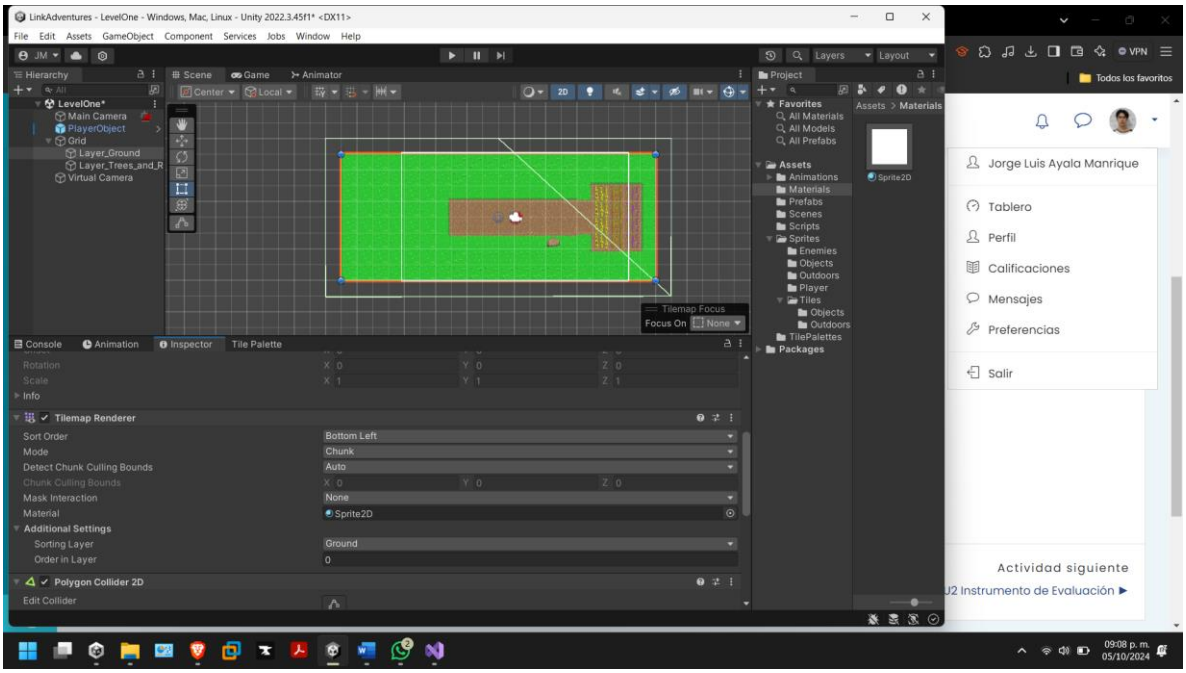
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File Edit Assets GameObject Component Services Jobs Window Help
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Focus On
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Rotation
Scale
Info
Tilemap Renderer
Sort Order
Bottom Left
Mode
Chunk
Detect Chunk Culling Bounds
Auto
Chunk Culling Bounds
Mask Interaction
None
Material
Sprite2D
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Sorting Layer
Ground
Order in Layer
0
Polygon Collider 2D
Edit Collider
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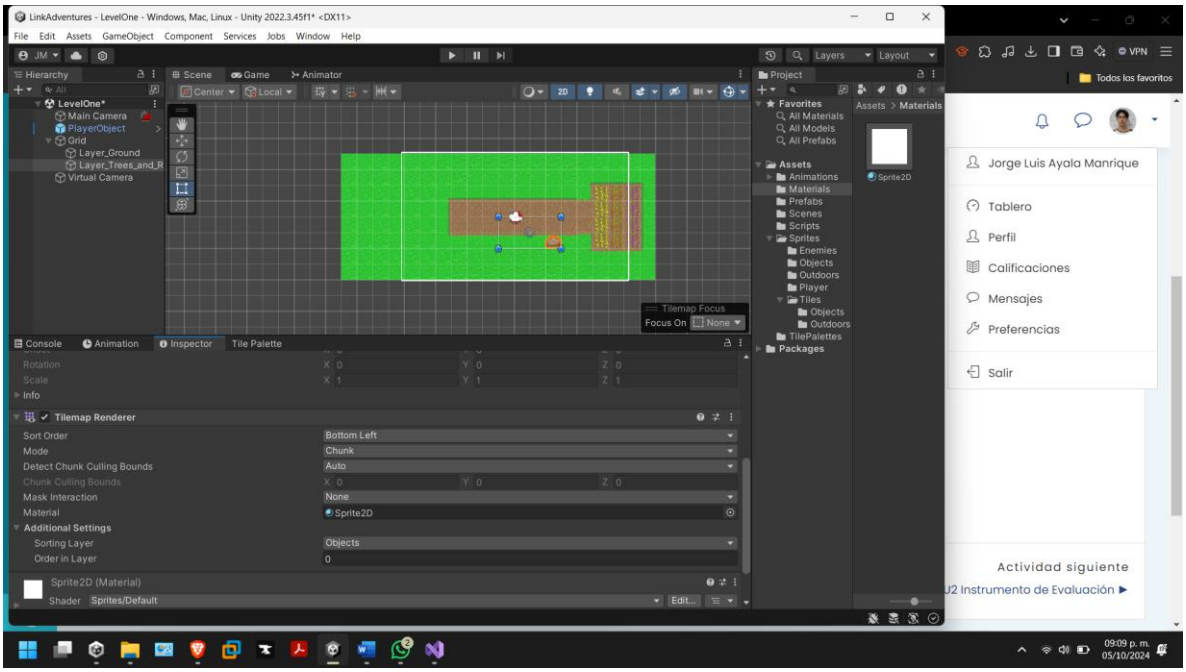
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Tilemap Renderer
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Bottom Left
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Auto
Chunk Culling Bounds
Mask Interaction
None
Material
Sprite2D
Additional Settings
Sorting Layer
Objects
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Sprite2D (Material)
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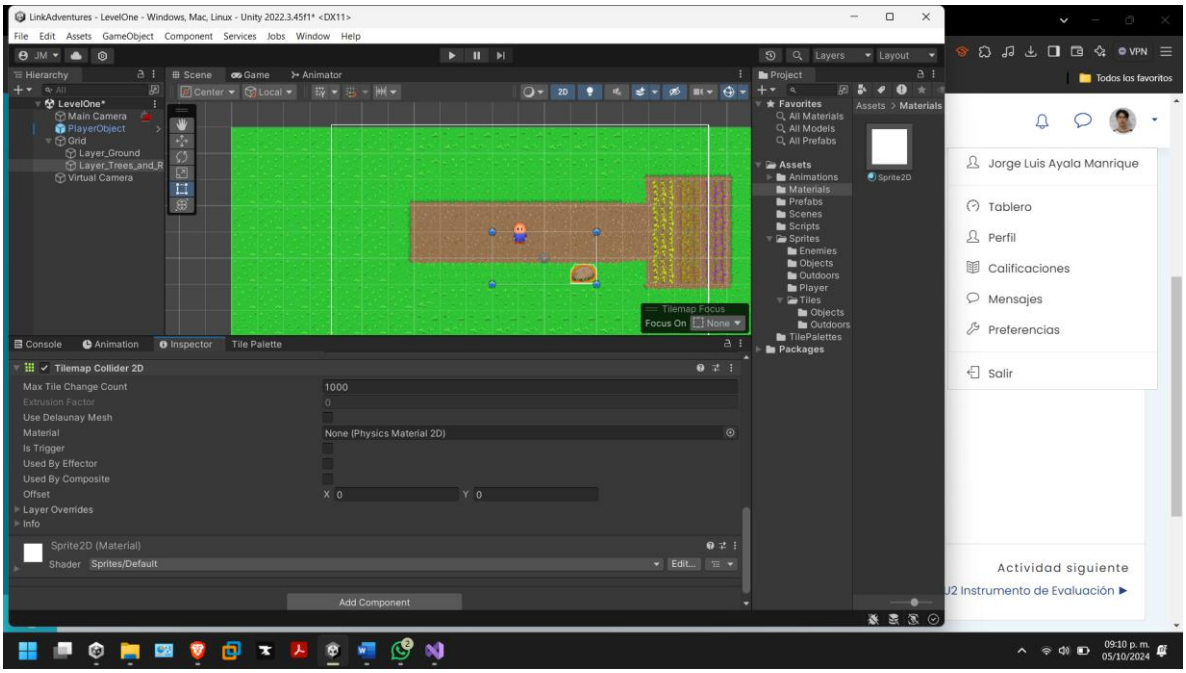
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Focus On
None
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Animation
Inspector
Tile Palette
Tilemap Collider 2D
Max Tile Change Count
1000
Extrusion Factor
Use Delaunay Mesh
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Offset
Layer Overrides
Info
Sprite2D (Material)
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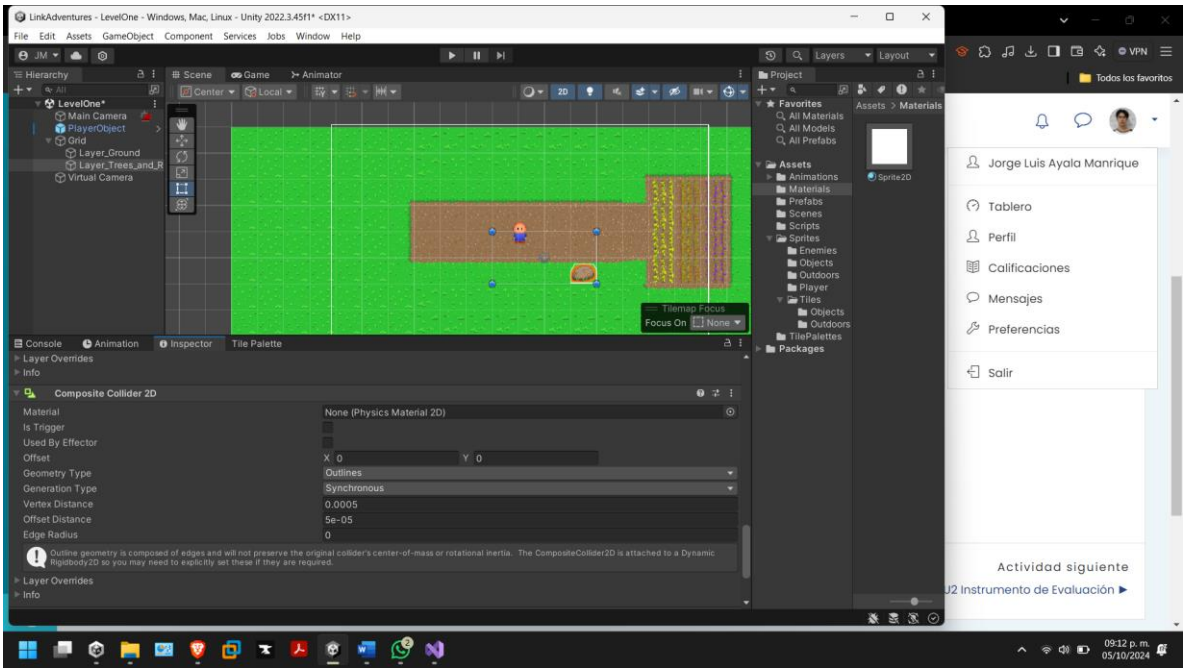
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Info
Composite Collider 2D
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Offset
Geometry Type
Outlines
Generation Type
Synchronous
Vertex Distance
0.0005
Offset Distance
5e-05
Edge Radius
0
Outline geometry is composed of edges and 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.
Layer Overrides
Info
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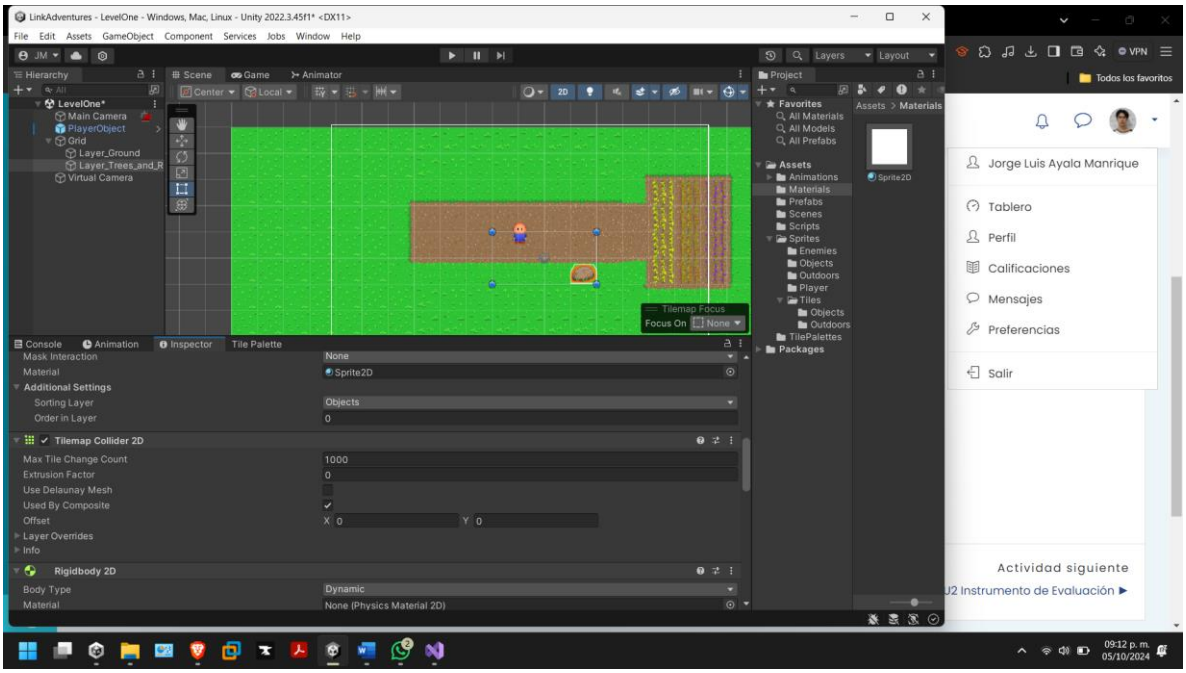
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0
Tilemap Collider 2D
Max Tile Change Count
1000
Extrusion Factor
Use Delaunay Mesh
Used By Composite
Offset
Layer Overrides
Info
Rigidbody 2D
Body Type
Dynamic
None (Physics Material 2D)
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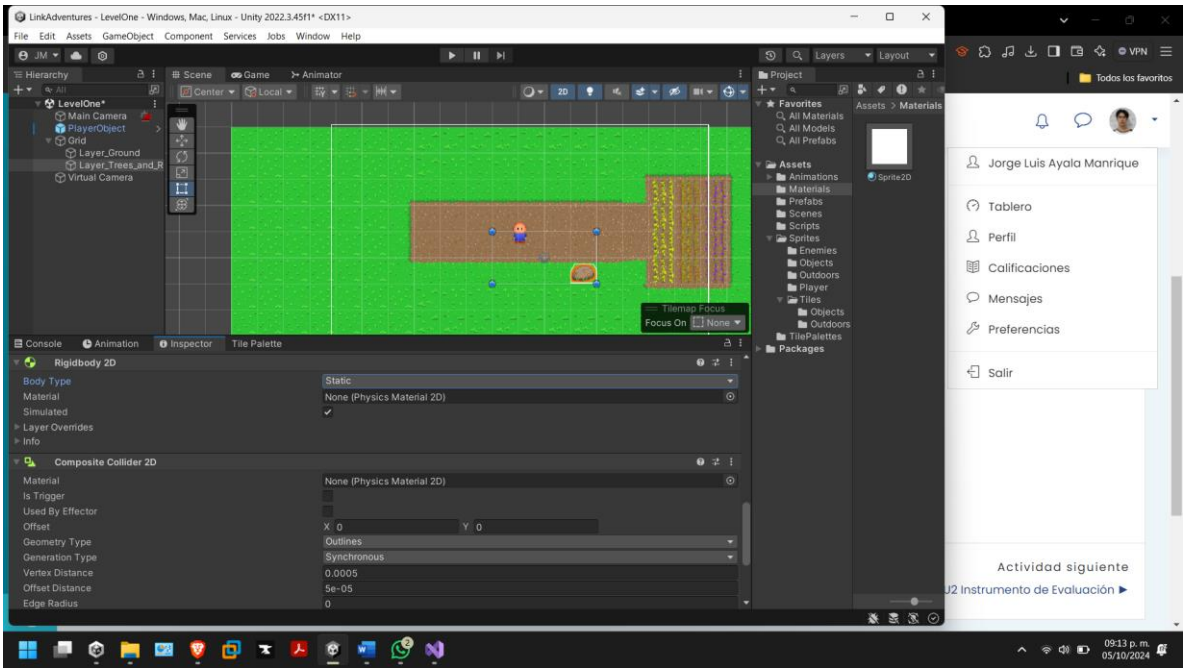
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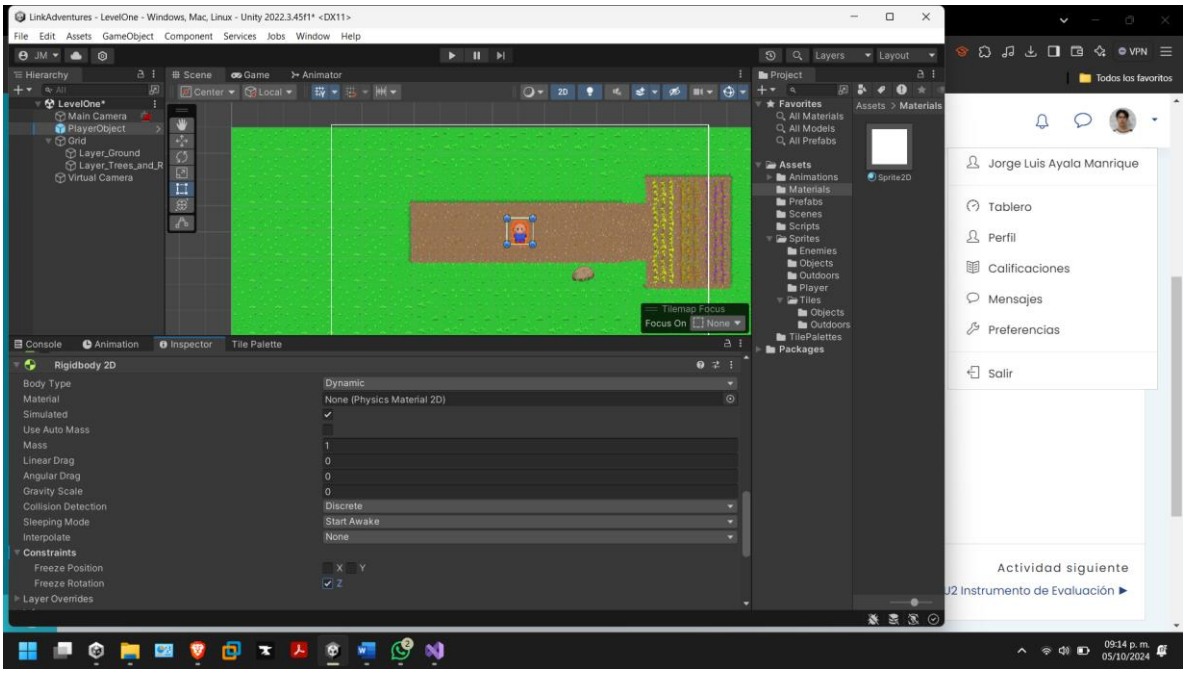
Game
Animator
Tilemap Focus
Focus On
None
Console
Animation
Inspector
Tile Palette
Rigidbody 2D
Body Type
Static
Material
None (Physics Material 2D)
Simulated
Layer Overrides
Info
Composite Collider 2D
Material
Is Trigger
Used By Effector
Offset
Geometry Type
Outlines
Generation Type
Synchronous
Vertex Distance
0.0005
Offset Distance
5e-05
Edge Radius
0
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
TilePalettes
Packages
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
Actividad siguiente
U2 Instrumento de Evaluación
09:13 p. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_and_R
Virtual Camera
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
TilePalettes
Packages
Sprite2D
Console
Animation
Inspector
Tile Palette
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
Freeze Position
Freeze Rotation
Layer Overrides
Tilemap Focus
Focus On
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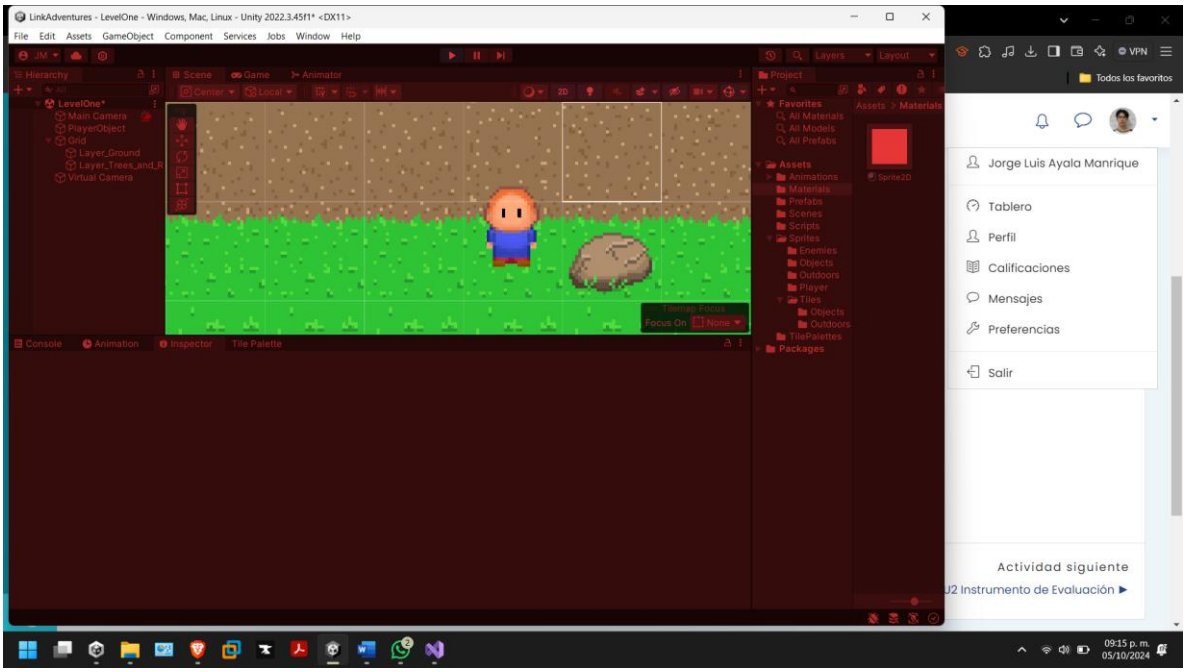
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U2 Instrumento de Evaluación
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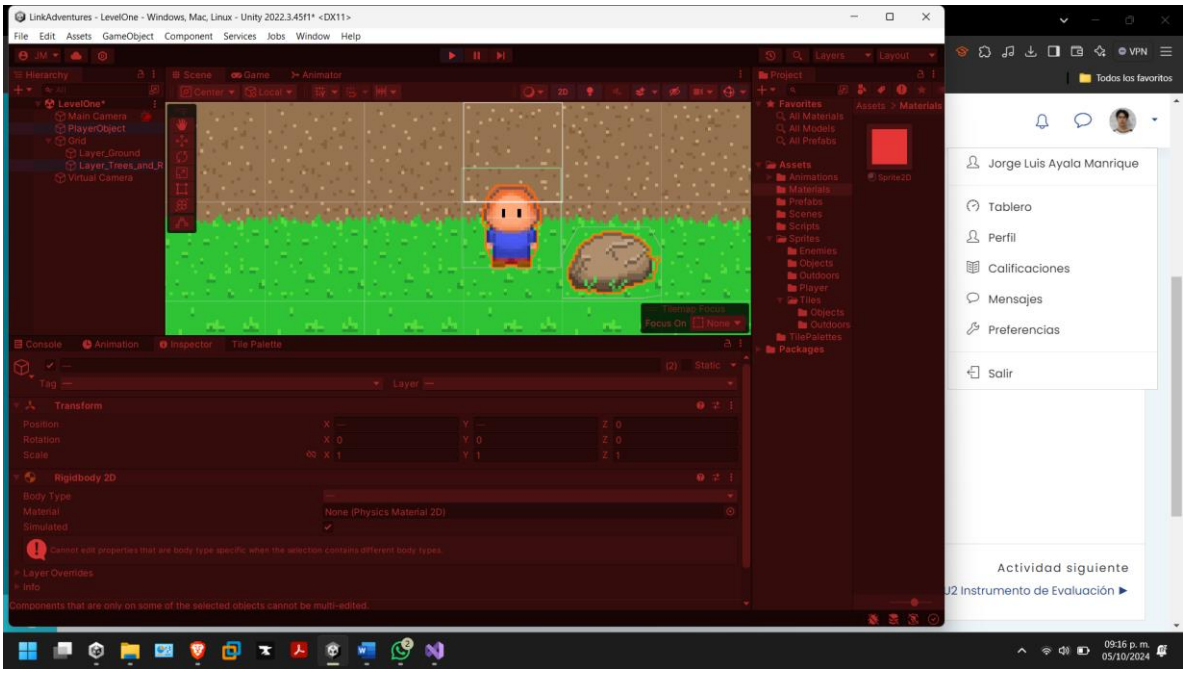
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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Tile Palette
Transform
Rigidbody 2D
Jorge Luis Ayala Manrique
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U2 Instrumento de Evaluación
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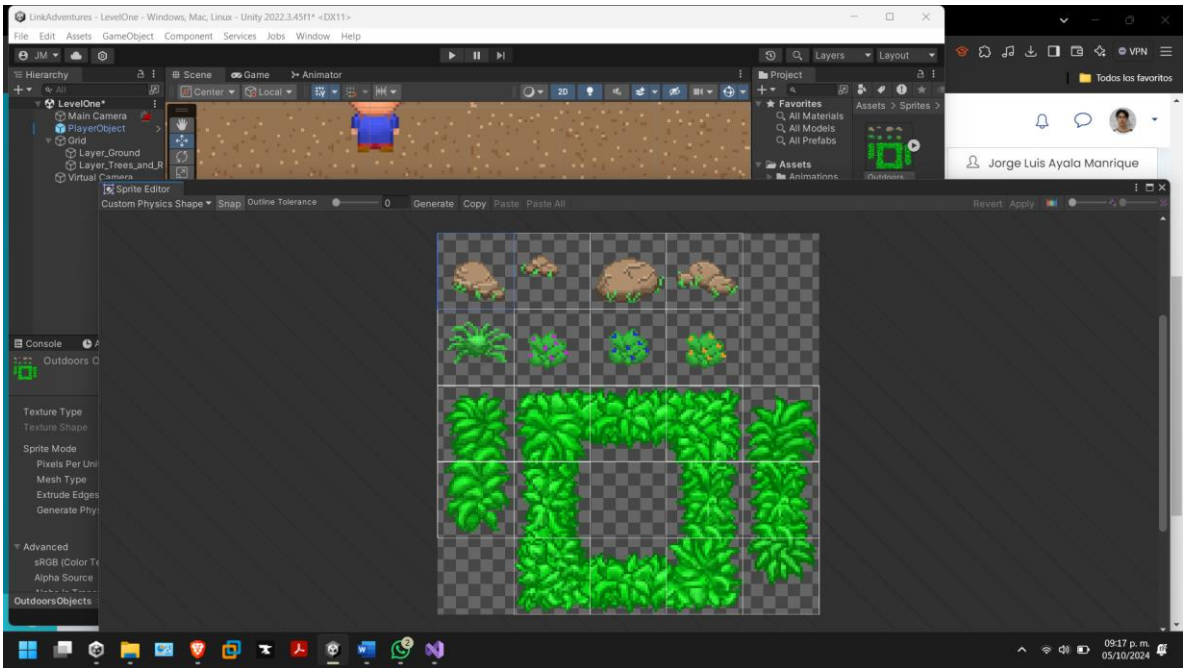
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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Animator
Project
Sprite Editor
Custom Physics Shape
Snap
Outline Tolerance
Generate
Copy
Paste
Paste All
Revert
Apply
Console
Texture Type
Texture Shape
Sprite Mode
Advanced
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