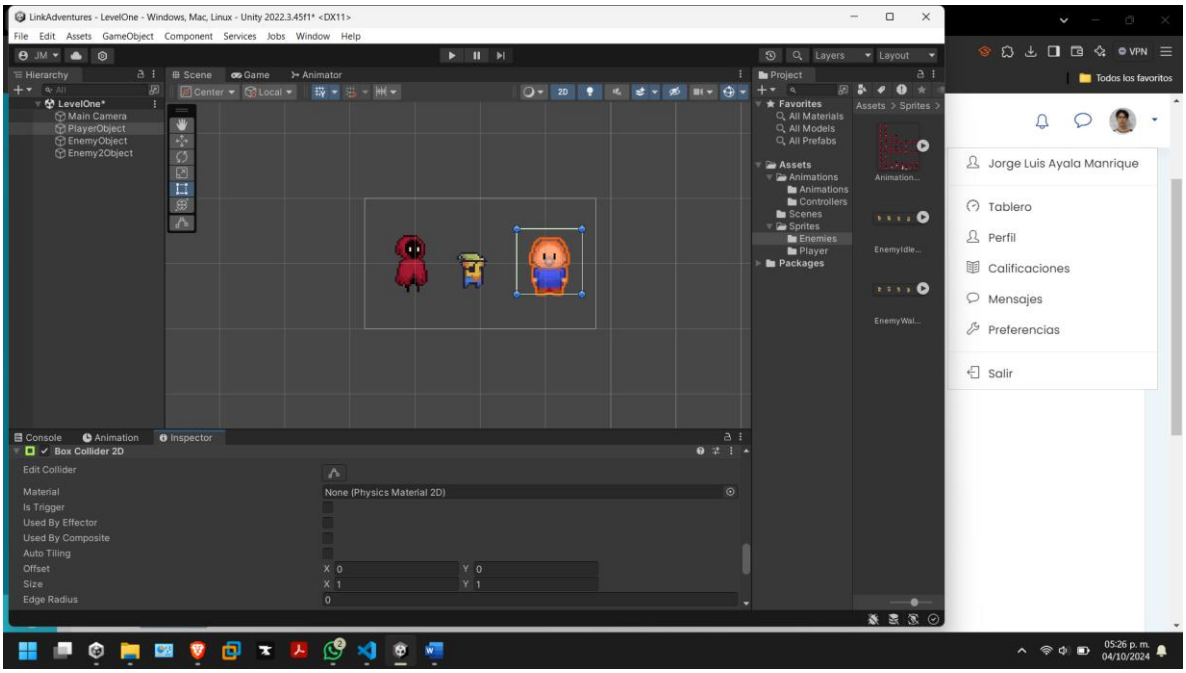
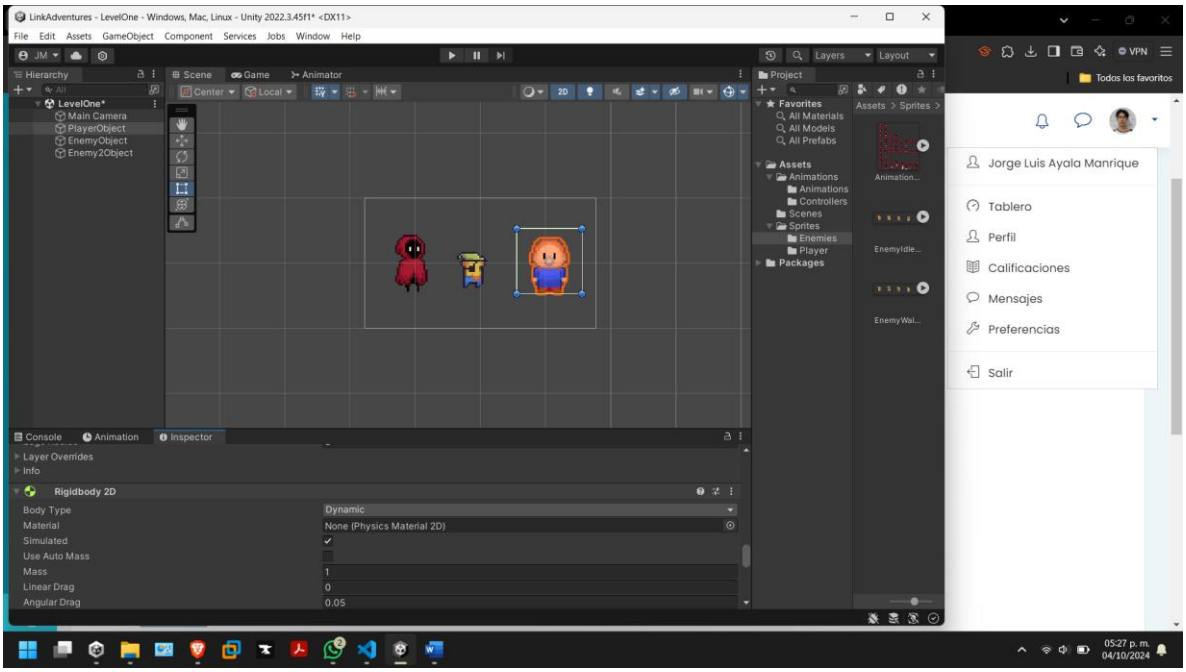
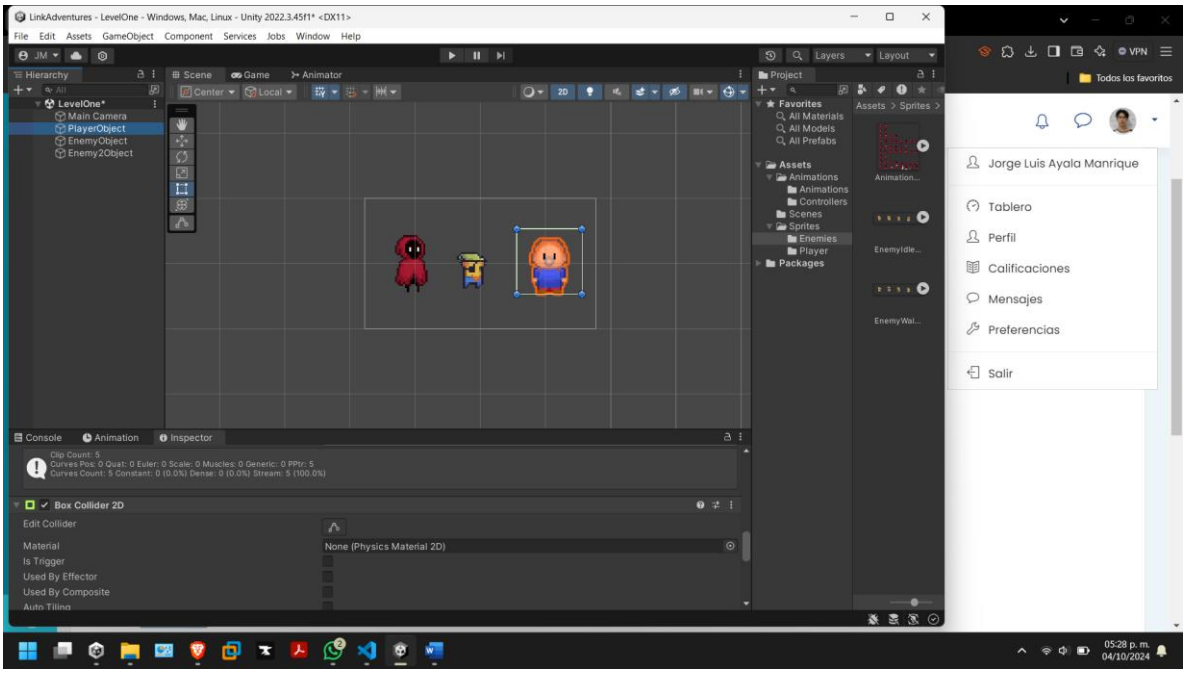

LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Console
Animation
Inspector
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
05:26 p. m.
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Project
Console
Animation
Inspector
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
Jorge Luis Ayala Manrique
Tablero
Perfil
Calificaciones
Mensajes
Preferencias
Salir
05:27 p. m.
04/10/2024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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
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EnemyObject
Enemy2Object
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Animator
Project
Assets > Sprites >
Console
Animation
Inspector
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Jorge Luis Ayala Manrique
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Perfil
Calificaciones
Mensajes
Preferencias
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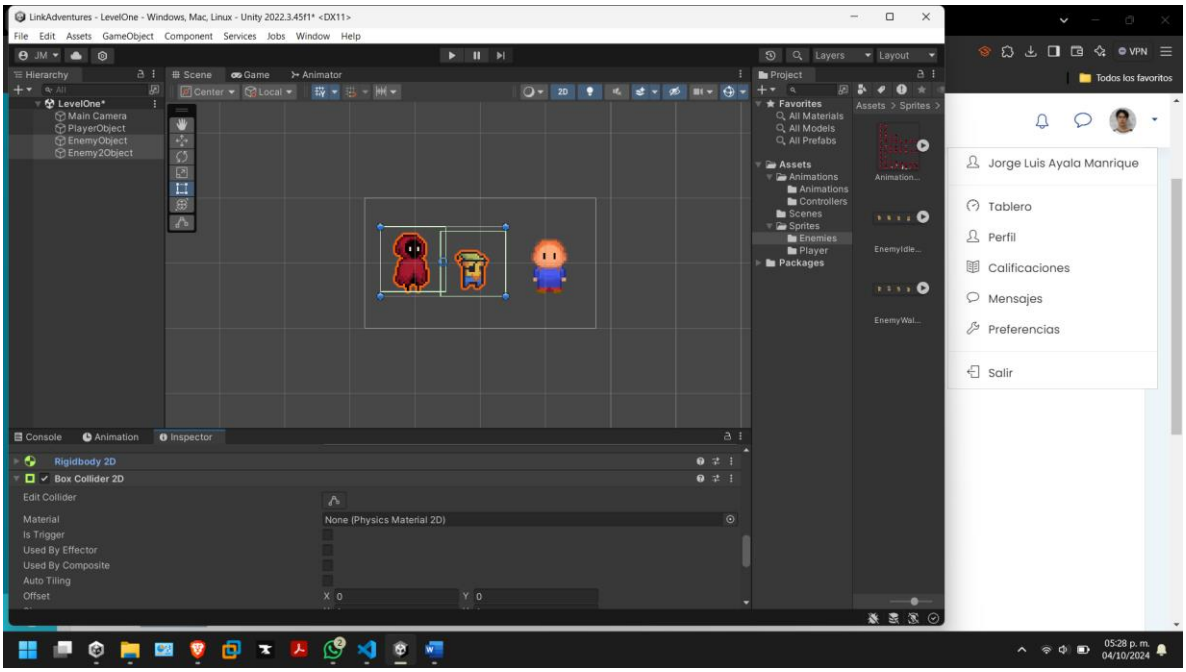
05:28 p. m.
04/10/2024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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
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PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Project
Assets > Sprites >
Console
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Inspector
Rigidbody 2D
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
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Perfil
Calificaciones
Mensajes
Preferencias
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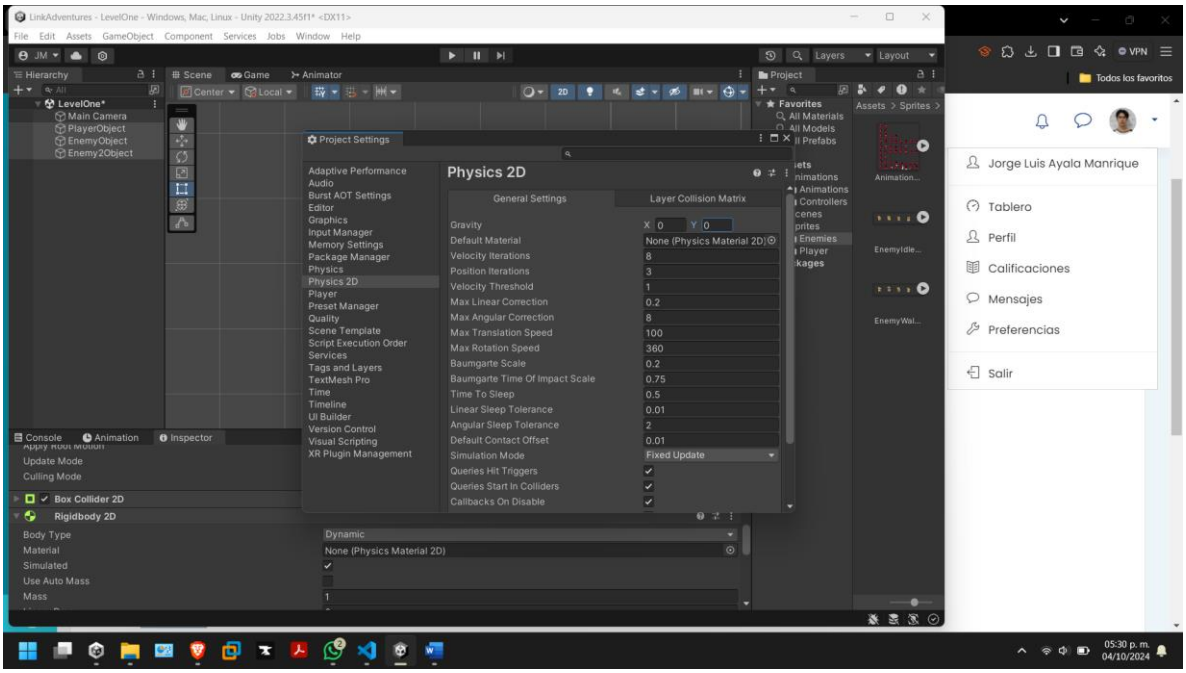
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Animator
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Project Settings
Adaptive Performance
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
Physics 2D
General Settings
Layer Collision Matrix
Gravity
Default Material
None (Physics Material 2D)
Velocity Iterations
Position Iterations
Velocity Threshold
Max Linear Correction
Max Angular Correction
Max Translation Speed
Max Rotation Speed
Baumgarte Scale
Baumgarte Time Of Impact Scale
Time To Sleep
Linear Sleep Tolerance
Angular Sleep Tolerance
Default Contact Offset
Simulation Mode
Fixed Update
Queries Hit Triggers
Queries Start In Colliders
Callbacks On Disable
Console
Animation
Inspector
Update Mode
Culling Mode
Box Collider 2D
Rigidbody 2D
Body Type
Dynamic
Material
None (Physics Material 2D)
Simulated
Use Auto Mass
Mass
Project
Favorites
All Materials
All Models
All Prefabs
Assets > Sprites >
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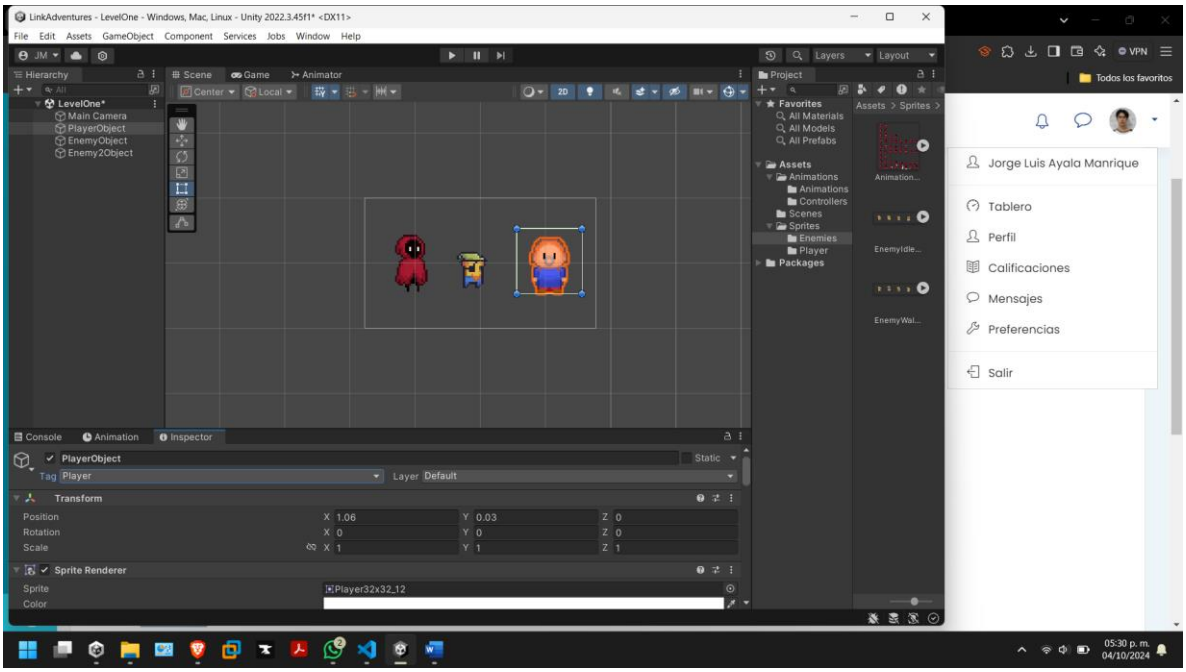
Mensajes
Preferencias
Salir
05:30 p. m.
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Animator
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Console
Animation
Inspector
PlayerObject
Static
Tag Player
Layer Default
Transform
Position X 1.06 Y 0.03 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite Player32x32_12
Color
Project
Favorites
All Materials
All Models
All Prefabs
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Scenes
Sprites
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Player
Packages
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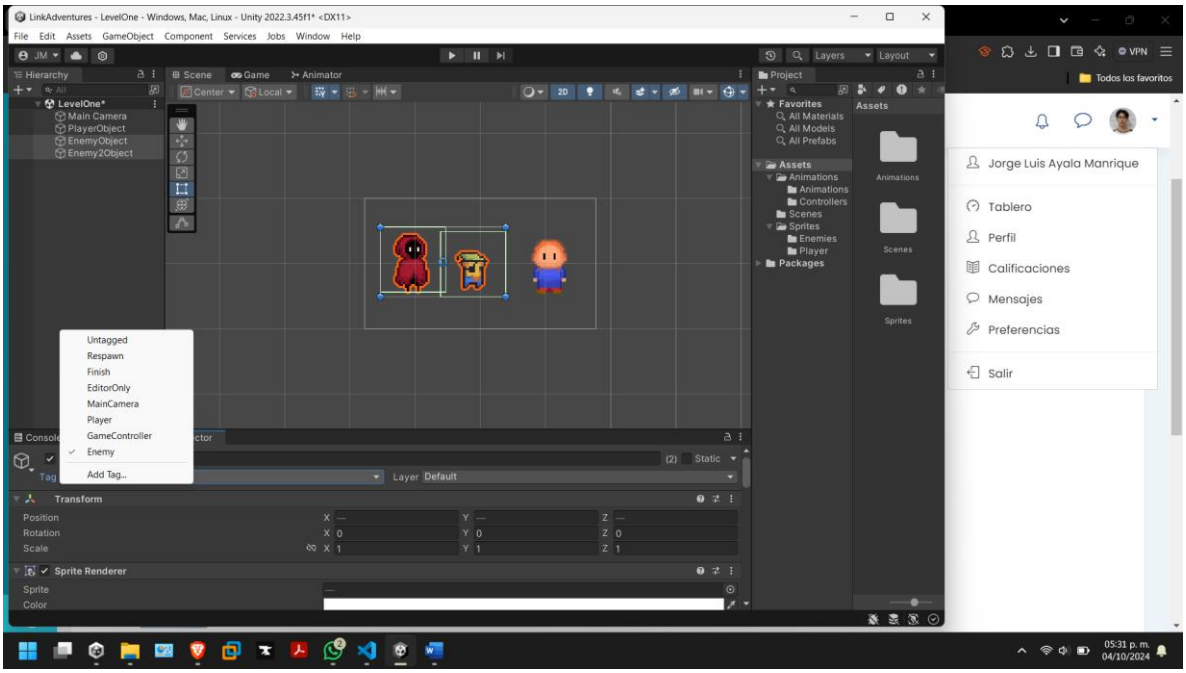
04/10/2024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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Enemy
Add Tag...
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Color
Layer Default
Project
Favorites
All Materials
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Tablero
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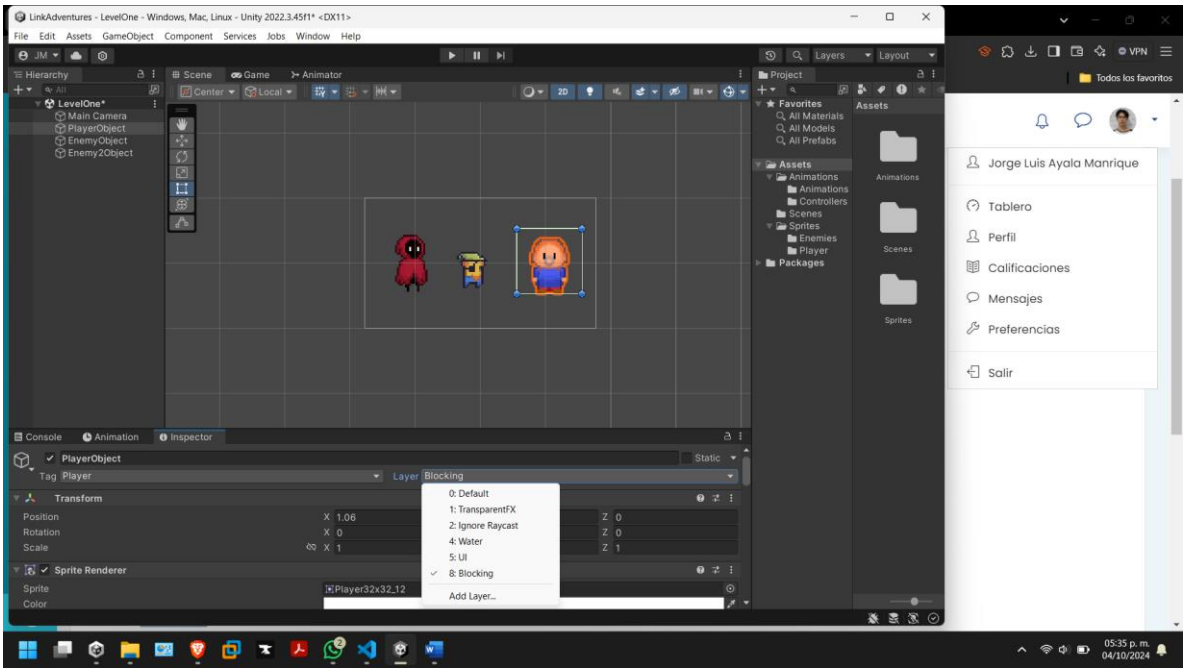
Mensajes
Preferencias
Salir
05:31 p. m.
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
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Inspector
PlayerObject
Tag Player
Layer Blocking
0: Default
1: TransparentFX
2: Ignore Raycast
4: Water
5: UI
8: Blocking
Add Layer...
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite Player32x32_12
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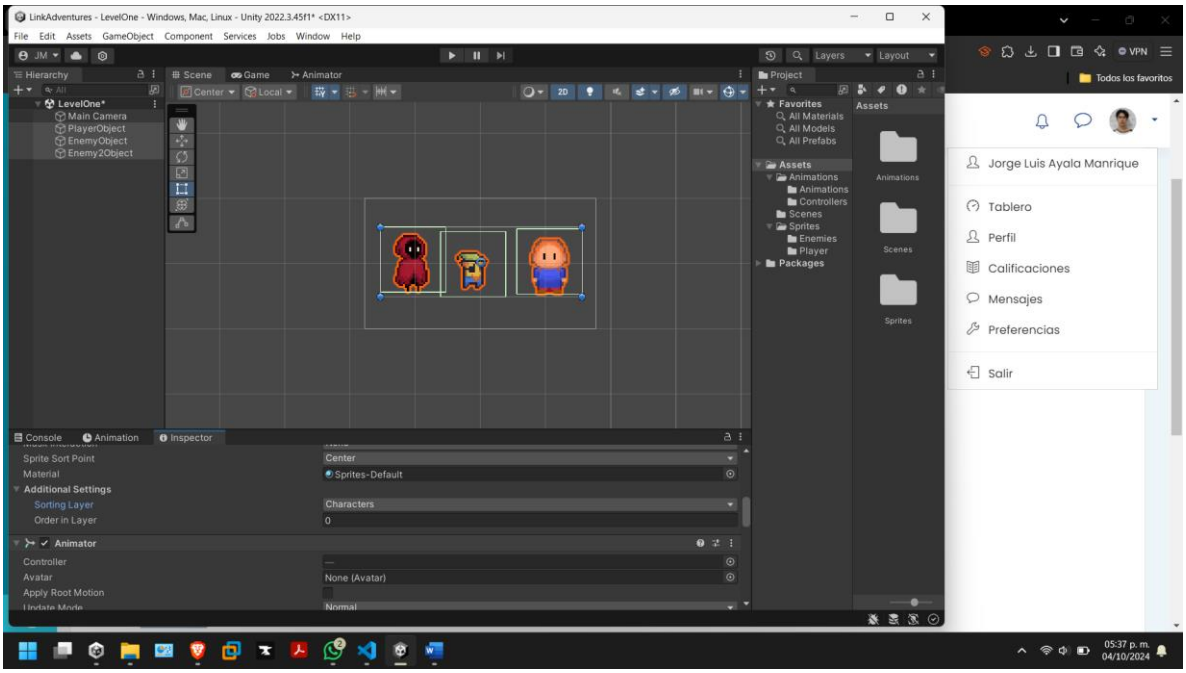
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
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PlayerObject
EnemyObject
Enemy2Object
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Animation
Inspector
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Characters
Order in Layer
0
Animator
Controller
Avatar
None (Avatar)
Apply Root Motion
Normal
Project
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All Materials
All Models
All Prefabs
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Packages
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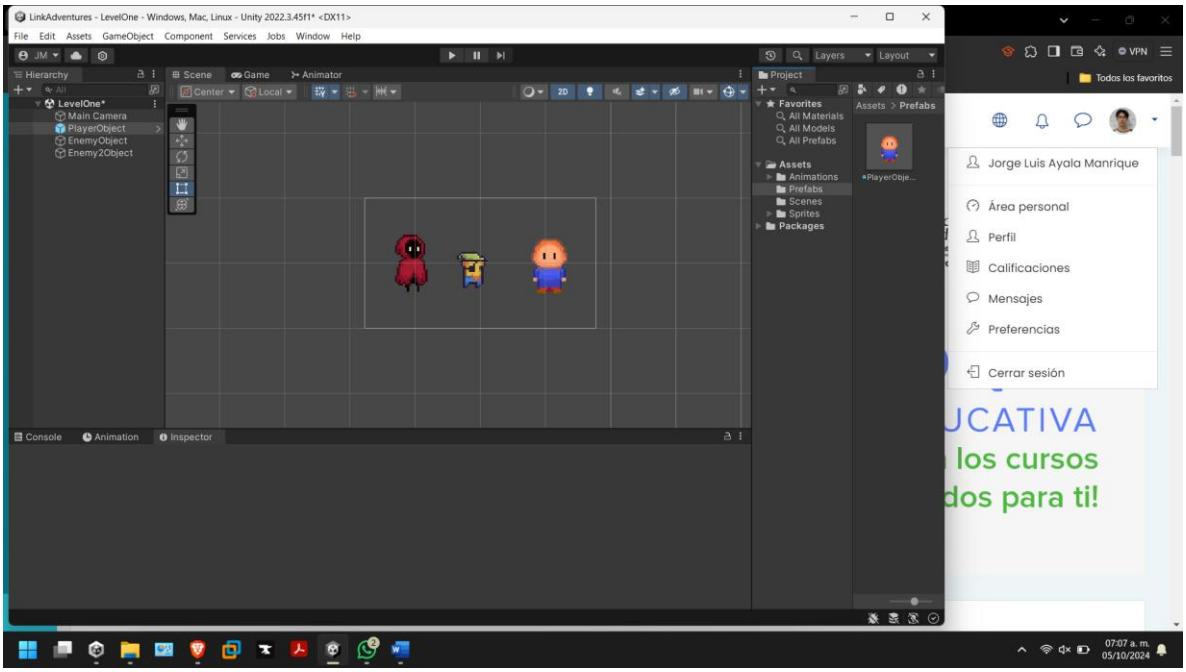
04/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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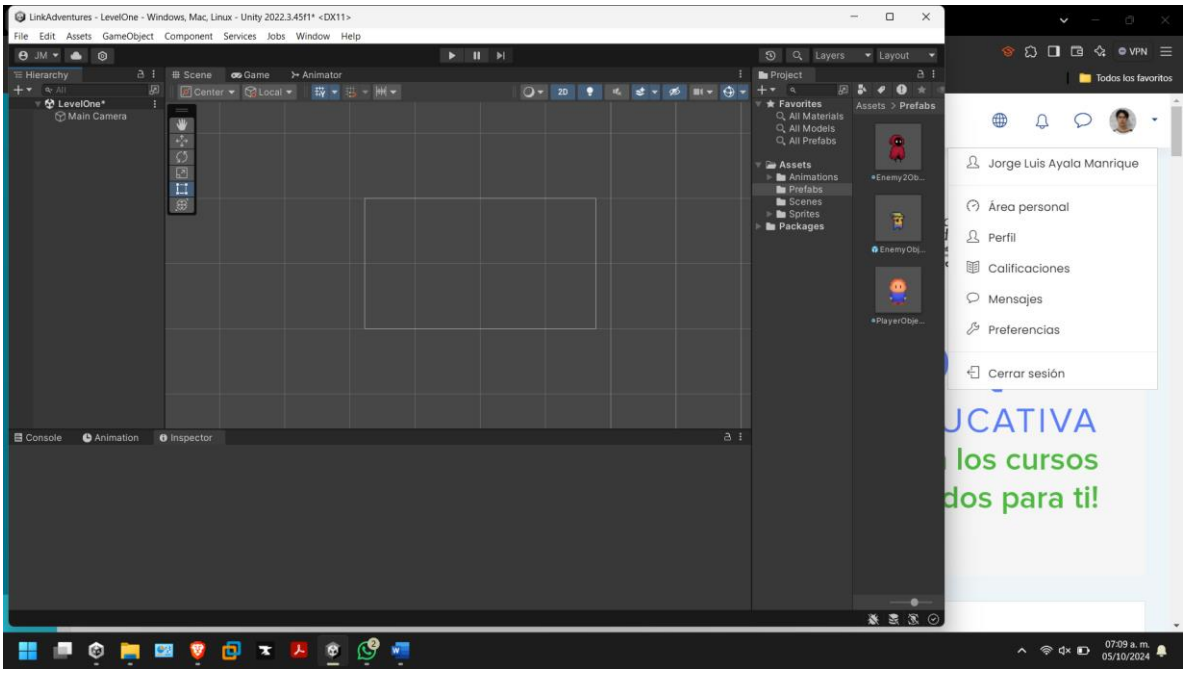
Cerrar sesión
07:07 a. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
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Jorge Luis Ayala Manrique
Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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07:09 a. m.
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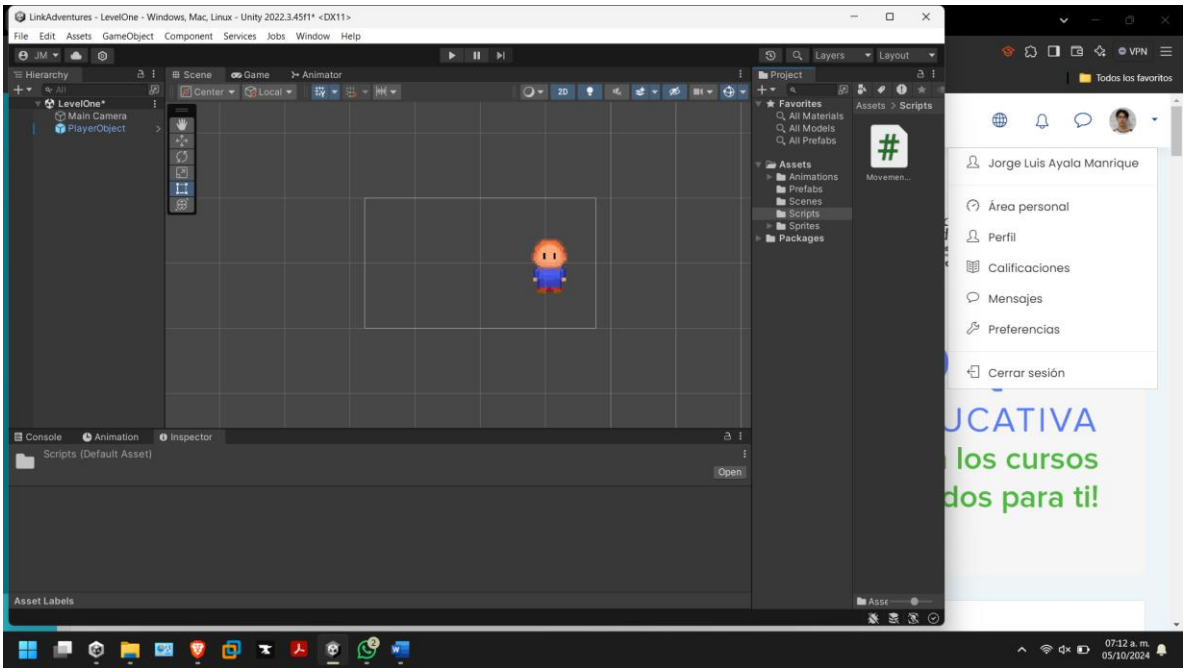
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Scripts (Default Asset)
Open
Asset Labels
Jorge Luis Ayala Manrique
Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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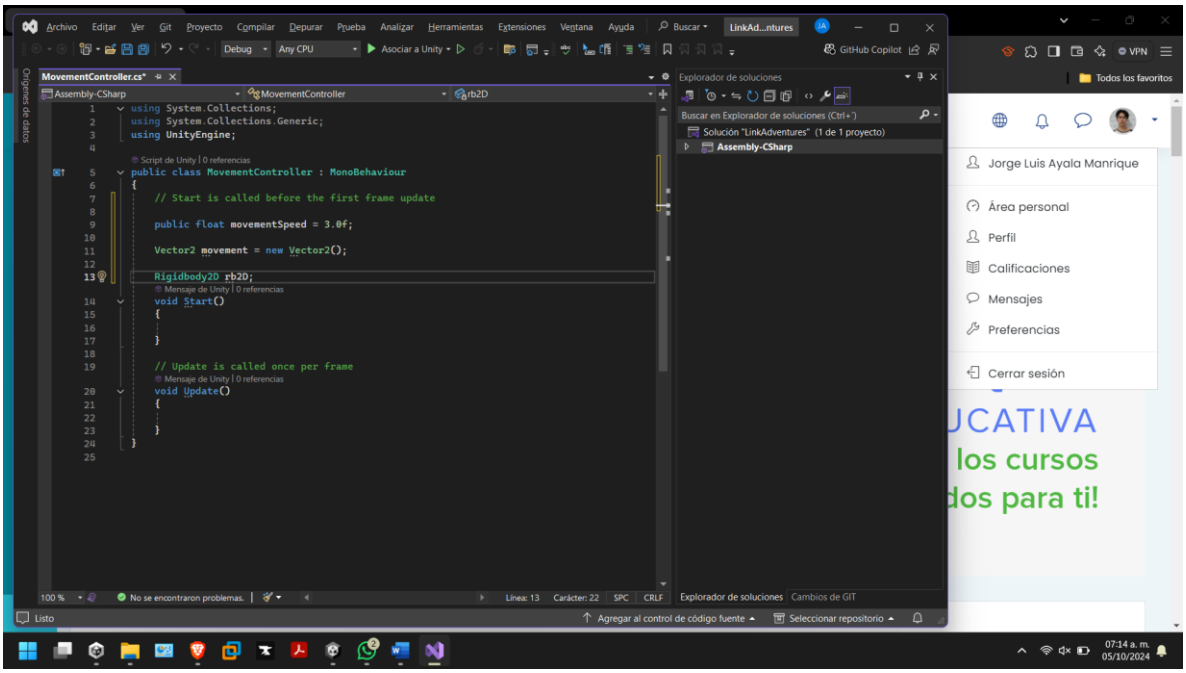
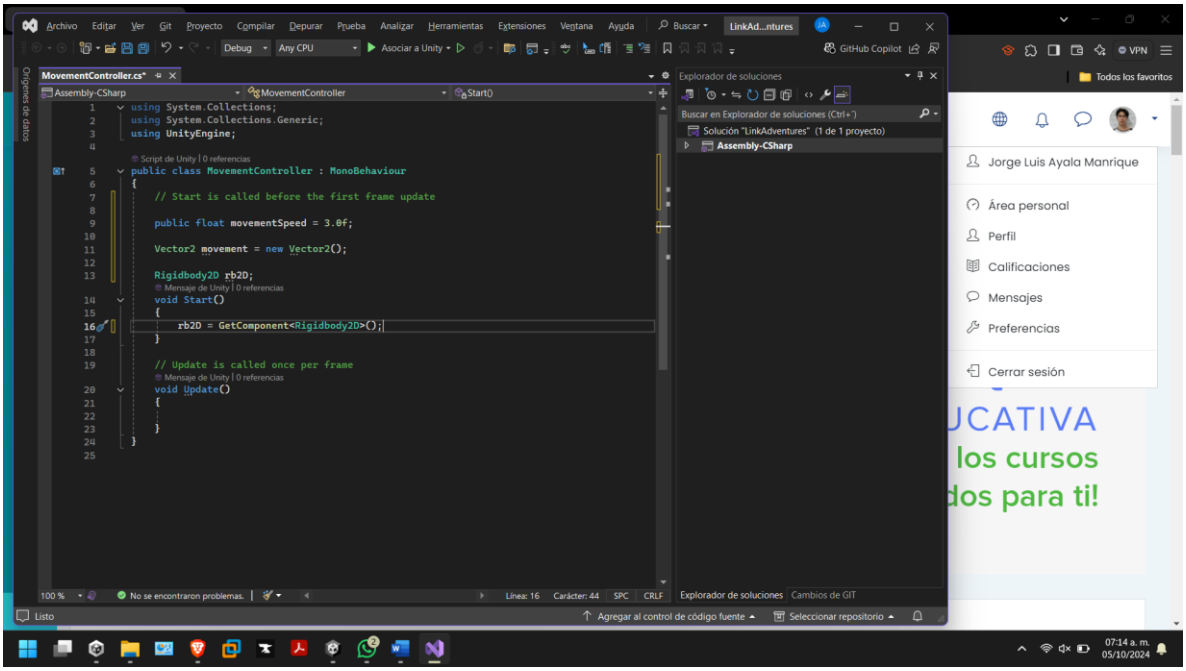
07:12 a. m.
05/10/2024


MovementController.cs*
Assembly-CSharp
MovementController
rb2D
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class MovementController : MonoBehaviour
{
// Start is called before the first frame update
public float movementSpeed = 3.0f;
Vector2 movement = new Vector2();
Rigidbody2D rb2D;
Mensaje de Unity | 0 referencias
void Start()
{
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
}
Línea: 13
Carácter: 22
Jorge Luis Ayala Manrique
Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión


MovementController.cs*
Assembly-CSharp
MovementController
Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class MovementController : MonoBehaviour
{
// Start is called before the first frame update
public float movementSpeed = 3.0f;
Vector2 movement = new Vector2();
Rigidbody2D rb2D;
Mensaje de Unity | 0 referencias
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
}
Línea: 16
Carácter: 44
Jorge Luis Ayala Manrique
Área personal
Perfil
Calificaciones
Mensajes
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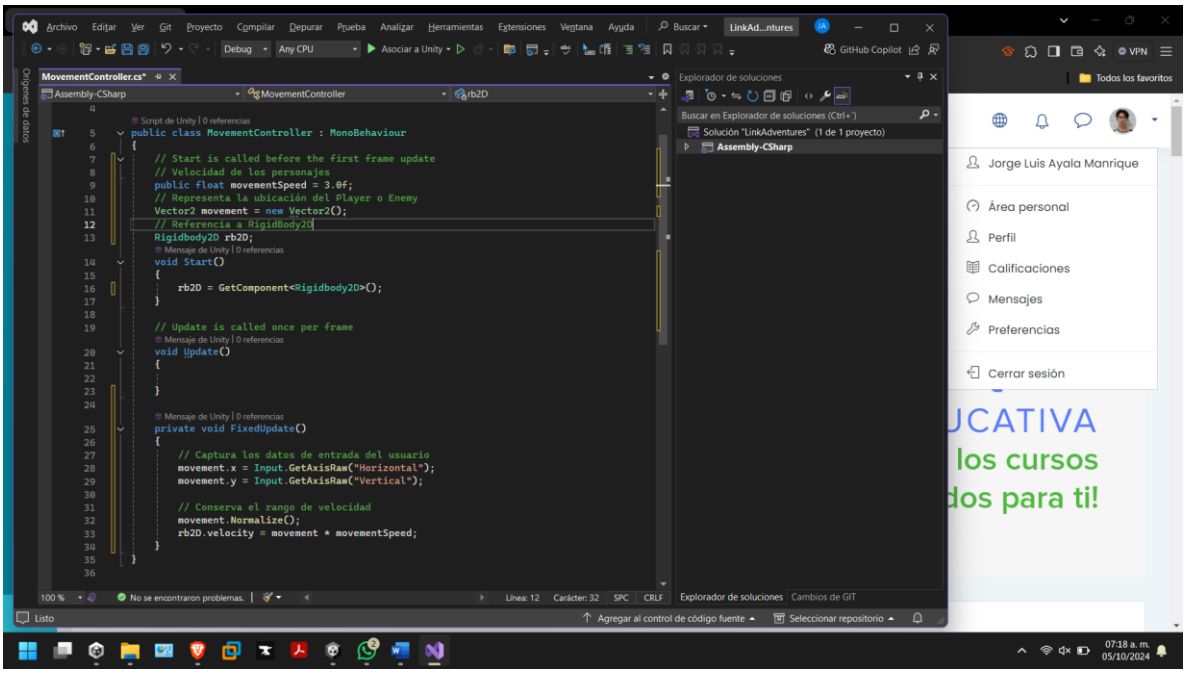
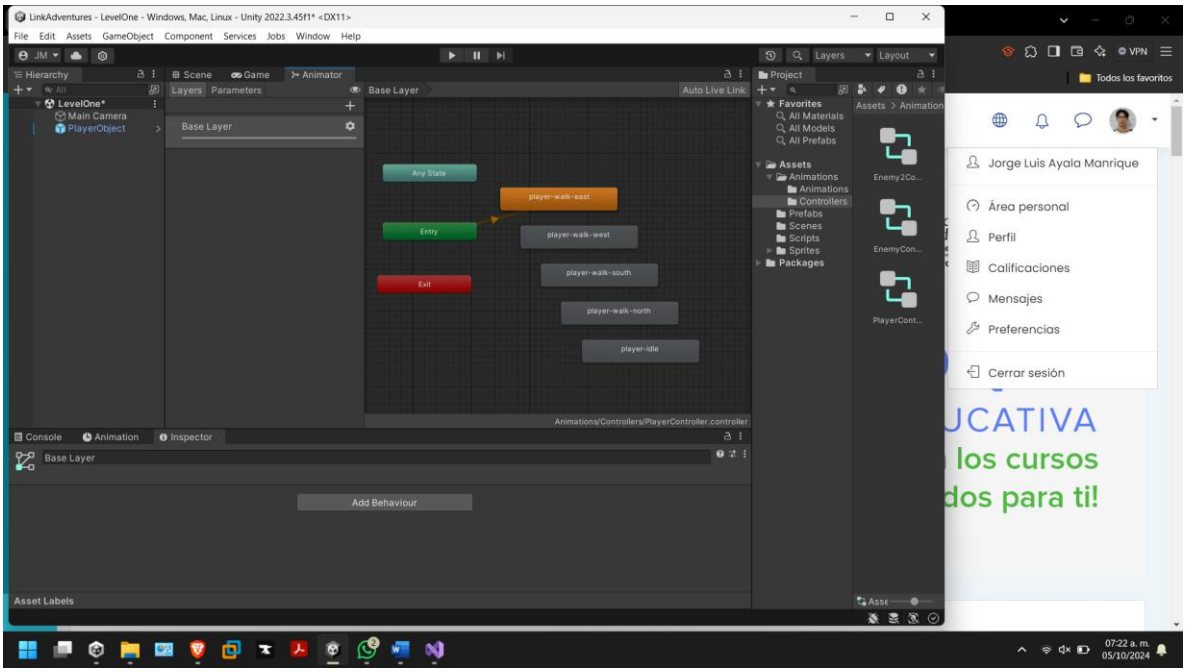
Cerrar sesión


MovementController.cs*
Assembly-CSharp
MovementController
rb2D
Script de Unity | 0 referencias
public class MovementController : MonoBehaviour
{
// Start is called before the first frame update
// Velocidad de los personajes
public float movementSpeed = 3.0f;
// Representa la ubicación del Player o Enemy
Vector2 movement = new Vector2();
// Referencia a RigidBody2D
Rigidbody2D rb2D;
Mensaje de Unity | 0 referencias
void Start()
{
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();
rb2D.velocity = movement * movementSpeed;
}
}
Explorador de soluciones
Solución "LinkAdventures" (1 de 1 proyecto)
Assembly-CSharp
Jorge Luis Ayala Manrique
Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Any State
Entry
Exit
player-walk-east
player-walk-west
player-walk-south
player-walk-north
player-idle
Animations/Controllers/PlayerController.controller
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Console
Animation
Inspector
Add Behaviour
Asset Labels
Jorge Luis Ayala Manrique
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Perfil
Calificaciones
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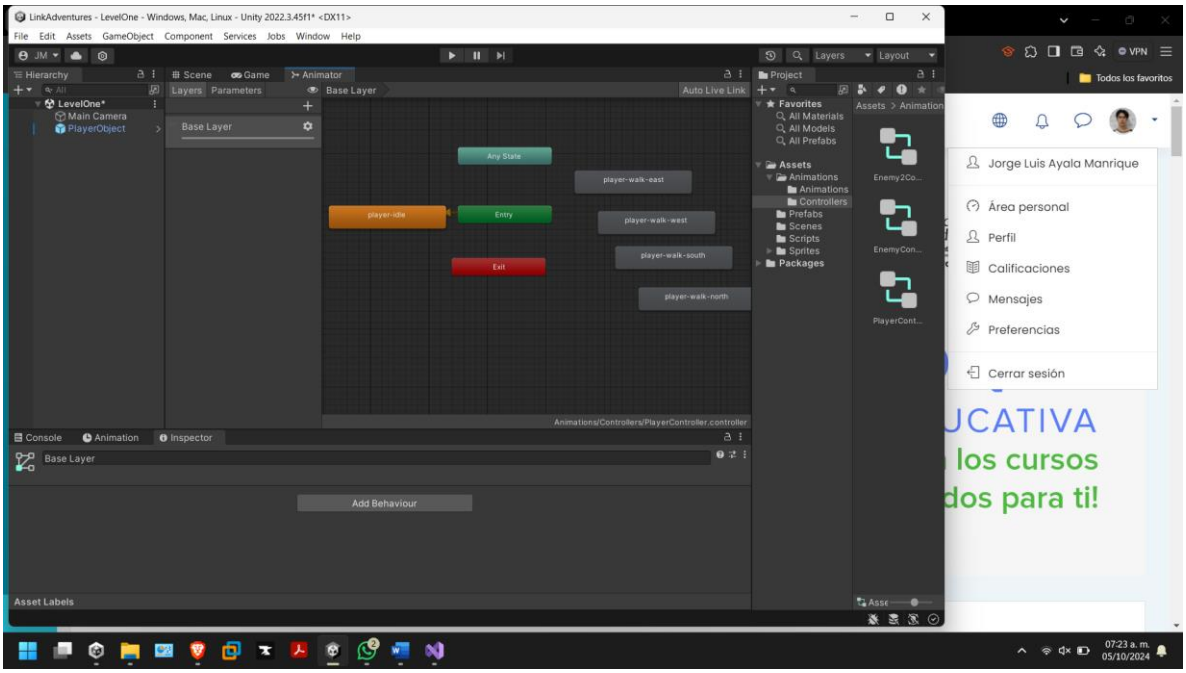
Preferencias
Cerrar sesión


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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LevelOne*
Main Camera
PlayerObject
Scene Game Animator
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Base Layer
Auto Live Link
Any State
player-walk-east
player-idle
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player-walk-west
player-walk-south
Exit
player-walk-north
Animations/Controllers/PlayerController.controller
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All Materials
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All Prefabs
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Add Behaviour
Asset Labels
Todos los favoritos
Jorge Luis Ayala Manrique
Área personal
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Cerrar sesión
UCATIVA
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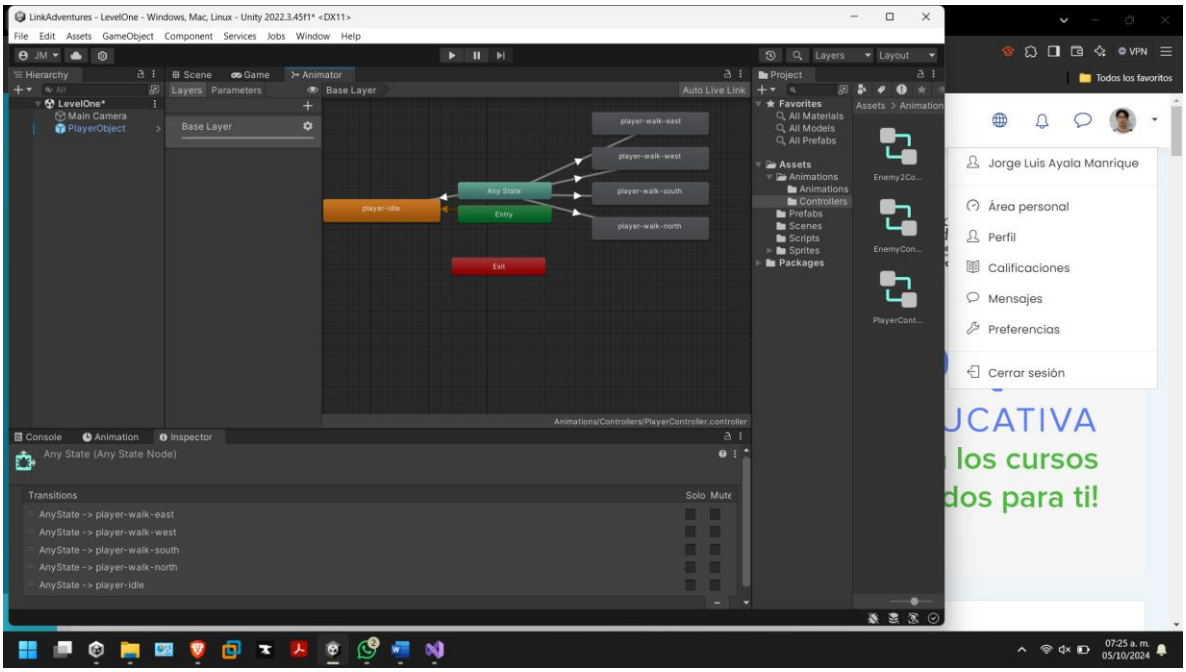
LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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LevelOne*
Main Camera
PlayerObject
Scene Game Animator
Layers Parameters
Base Layer
Auto Live Link
player-walk-east
player-walk-west
Any State
player-walk-south
player-idle
Entry
player-walk-north
Exit
Animations/Controllers/PlayerController.controller
Console Animation Inspector
Any State (Any State Node)
Transitions
Solo Mute
AnyState -> player-walk-east
AnyState -> player-walk-west
AnyState -> player-walk-south
AnyState -> player-walk-north
AnyState -> player-idle
Todos los favoritos
Jorge Luis Ayala Manrique
Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
UCATIVA
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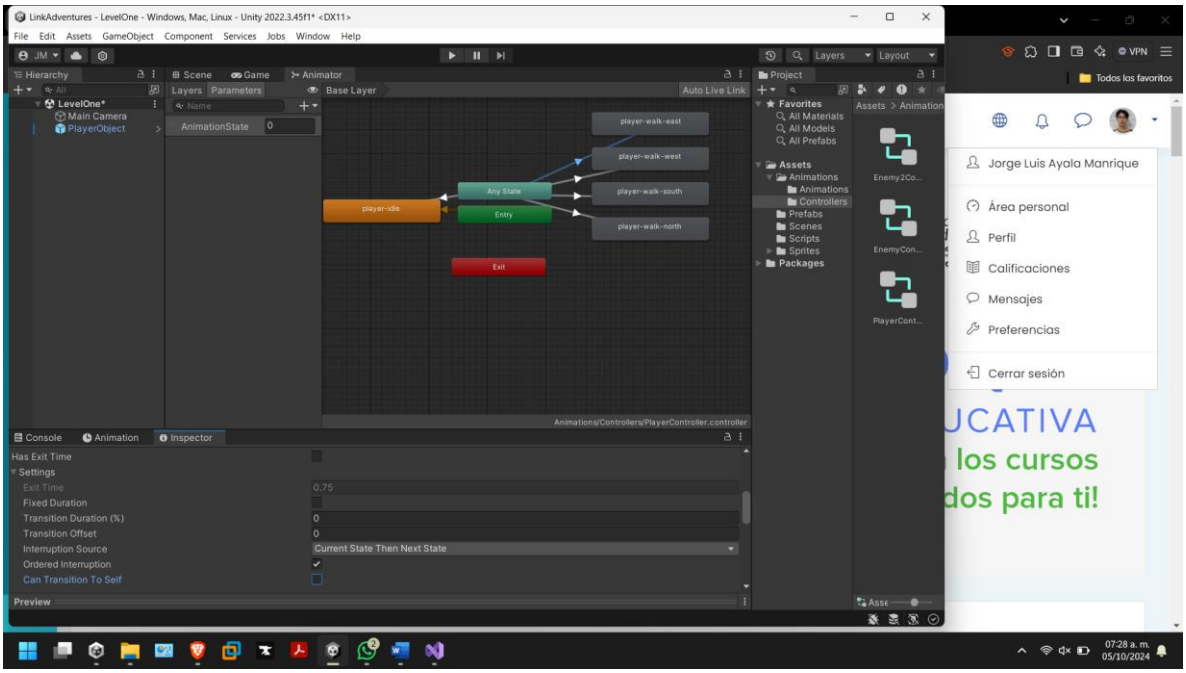
dos para ti!
07:25 a. m.
05/10/2024


LinkAdventures - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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AnimationState 0
player-walk-east
player-walk-west
player-walk-south
player-walk-north
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Console
Animation
Inspector
Has Exit Time
Settings
Exit Time 0.75
Fixed Duration
Transition Duration (%) 0
Transition Offset 0
Interruption Source Current State Then Next State
Ordered Interruption
Can Transition To Self
Preview
Jorge Luis Ayala Manrique
Área personal
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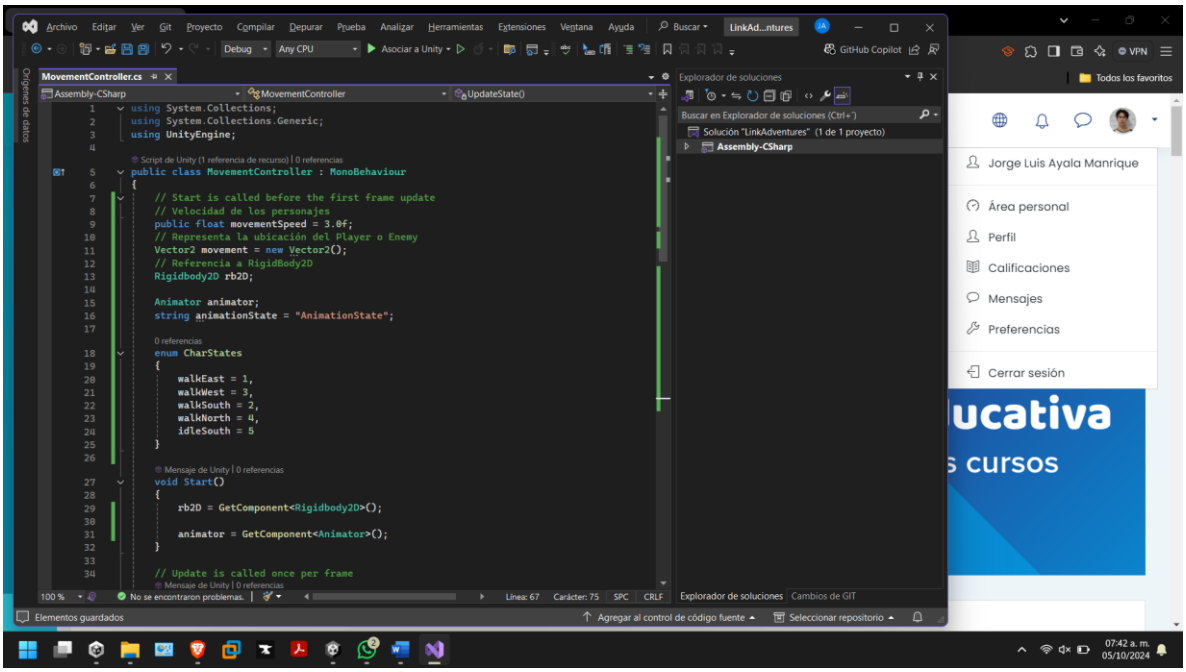
Cerrar sesión
UCATIVA
los cursos
dos para ti!
07:28 a. m.
05/10/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Debug Any CPU
Asociar a Unity
GitHub Copilot
MovementController.cs
Assembly-CSharp
MovementController
UpdateState()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity (1 referencia de recurso) | 0 referencias
public class MovementController : MonoBehaviour
{
// Start is called before the first frame update
// Velocidad de los personajes
public float movementSpeed = 3.0f;
// Representa la ubicación del Player o Enemy
Vector2 movement = new Vector2();
// Referencia a RigidBody2D
Rigidbody2D rb2D;
Animator animator;
string animationState = "AnimationState";
0 referencias
enum CharStates
{
walkEast = 1,
walkWest = 3,
walkSouth = 2,
walkNorth = 4,
idleSouth = 5
}
Mensaje de Unity | 0 referencias
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
animator = GetComponent<Animator>();
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
Explorador de soluciones
Solución "LinkAdventures" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 67 Carácter: 75 SPC CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
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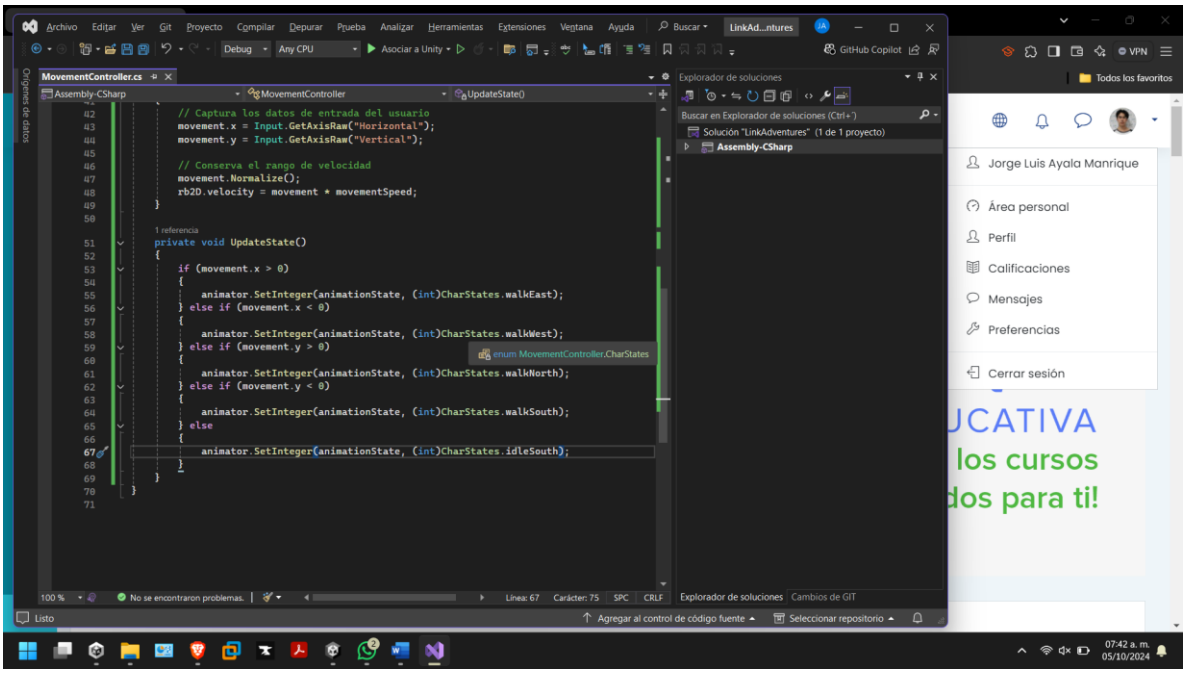
MovementController.cs
Assembly-CSharp
MovementController
UpdateState()
// Captura los datos de entrada del usuario
movement.x = Input.GetAxisRaw("Horizontal");
movement.y = Input.GetAxisRaw("Vertical");
// Conserva el rango de velocidad
movement.Normalize();
rb2D.velocity = movement * movementSpeed;
1 referencia
private void UpdateState()
if (movement.x > 0)
animator.SetInteger(animationState, (int)CharStates.walkEast);
animator.SetInteger(animationState, (int)CharStates.walkWest);
animator.SetInteger(animationState, (int)CharStates.walkNorth);
animator.SetInteger(animationState, (int)CharStates.walkSouth);
animator.SetInteger(animationState, (int)CharStates.idleSouth);
enum MovementController.CharStates
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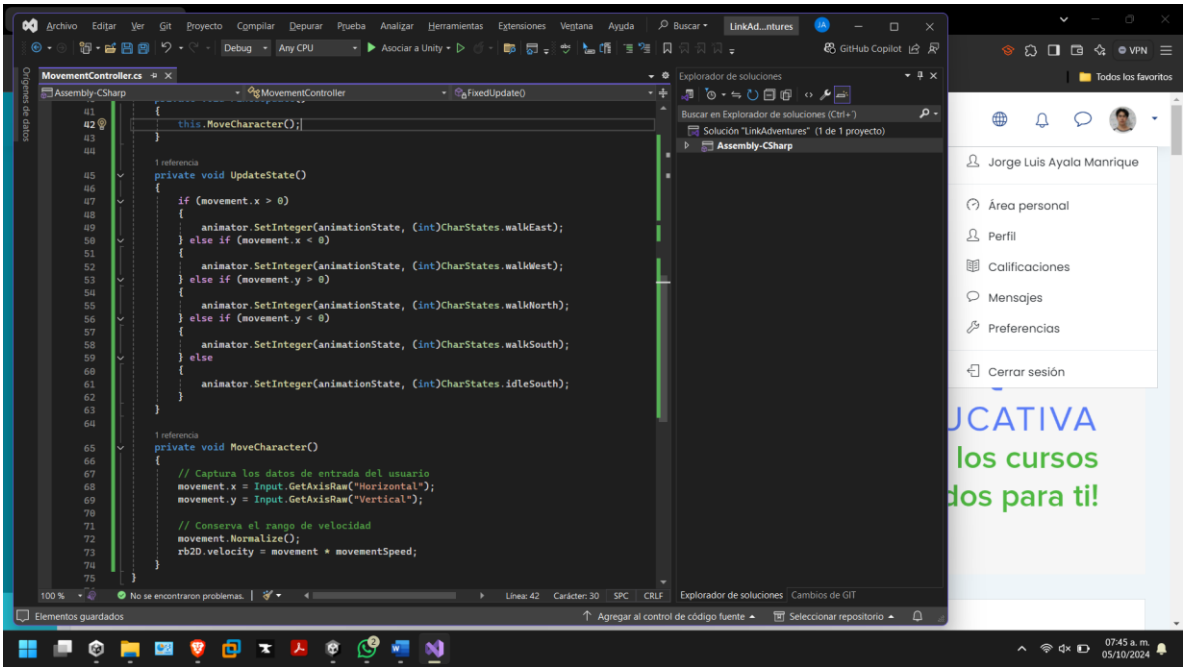
MovementController.cs
Assembly-CSharp
MovementController
FixedUpdate()
this.MoveCharacter();
1 referencia
private void UpdateState()
if (movement.x > 0)
animator.SetInteger(animationState, (int)CharStates.walkEast);
animator.SetInteger(animationState, (int)CharStates.walkWest);
animator.SetInteger(animationState, (int)CharStates.walkNorth);
animator.SetInteger(animationState, (int)CharStates.walkSouth);
animator.SetInteger(animationState, (int)CharStates.idleSouth);
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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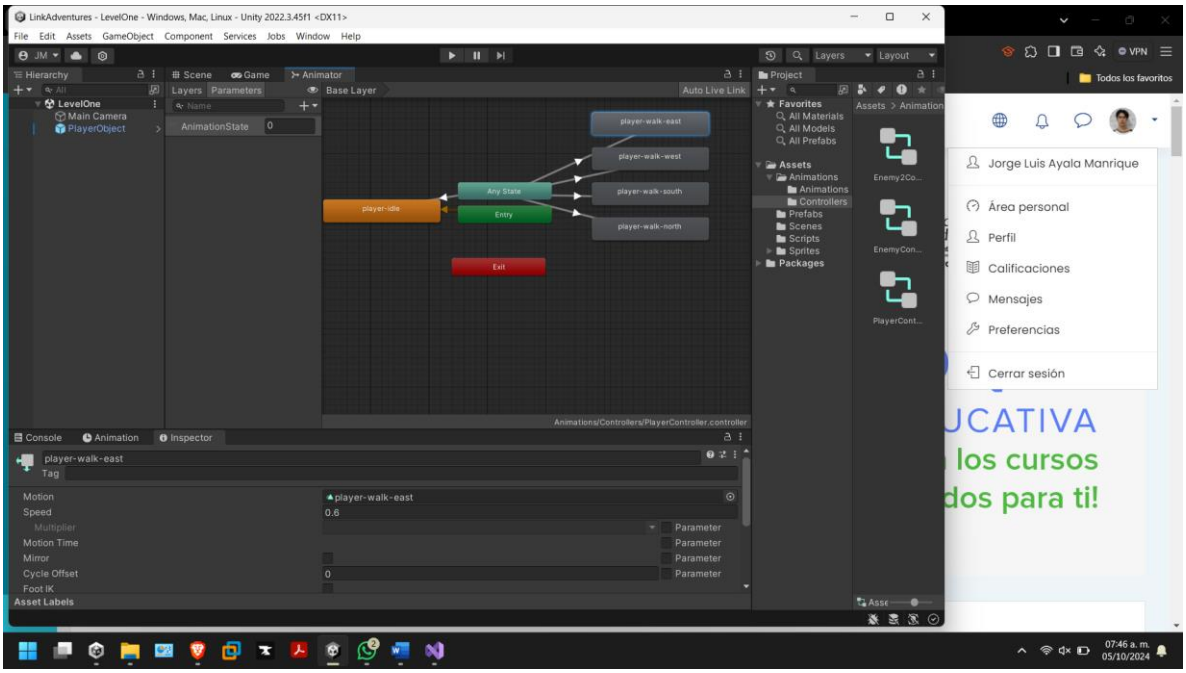
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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene Game Animator
Layers Parameters
Base Layer
Auto Live Link
AnimationState 0
player-walk-east
player-walk-west
player-walk-south
player-walk-north
Any State
player-idle
Entry
Exit
Animations/Controllers/PlayerController.controller
Console Animation Inspector
player-walk-east
Tag
Motion player-walk-east
Speed 0.6
Multiplier
Motion Time
Mirror
Cycle Offset 0
Foot IK
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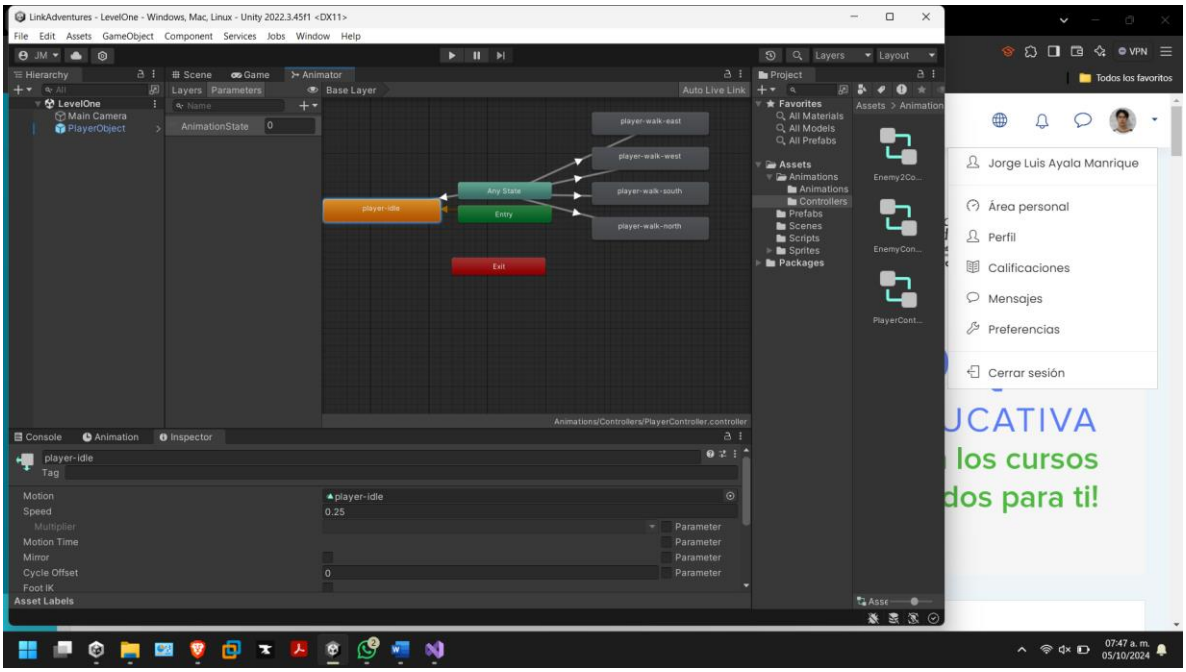
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player-walk-east
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player-walk-north
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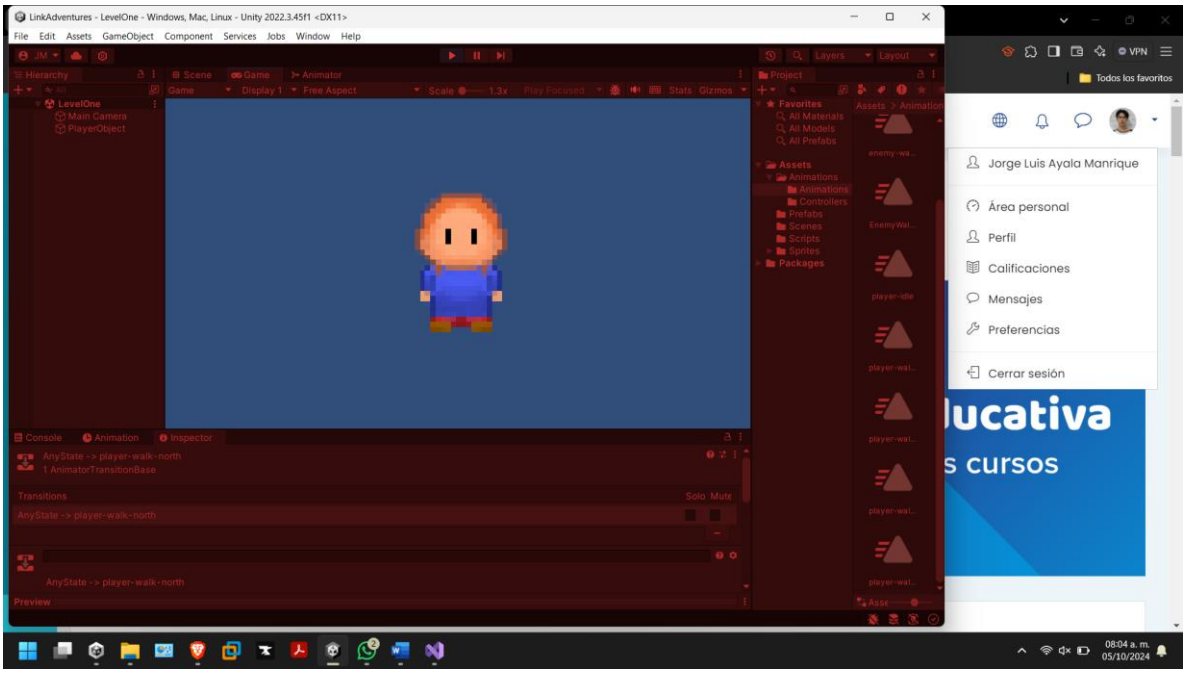
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