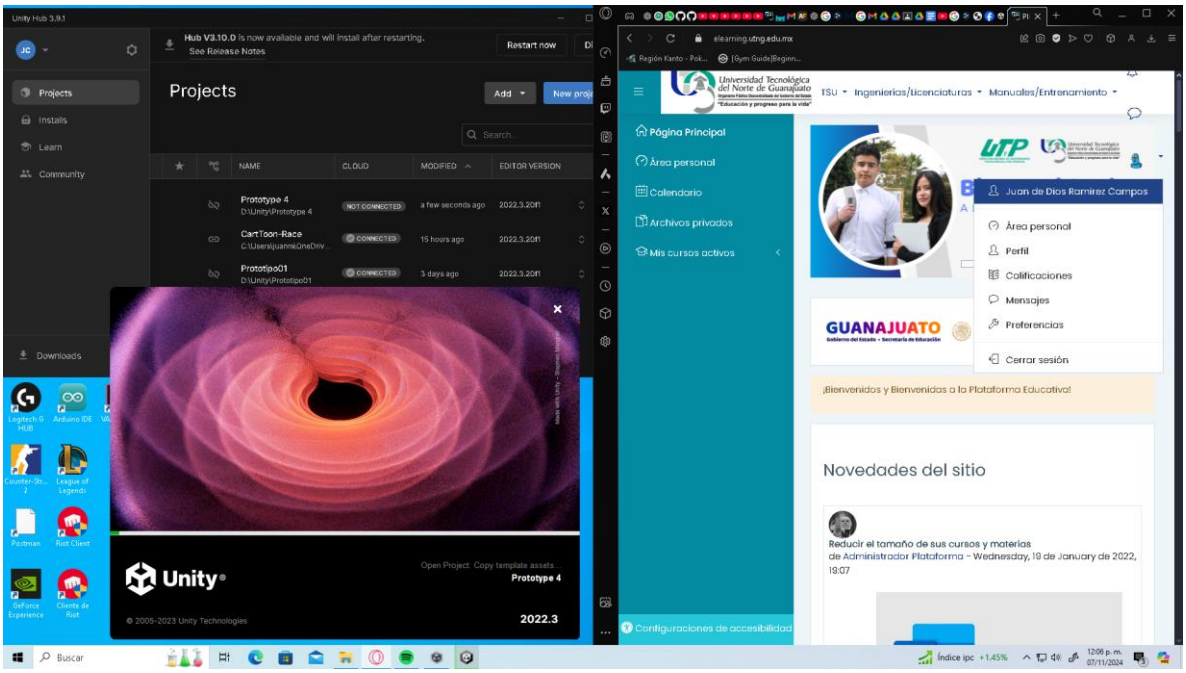
Unity Hub 3.9.1
Hub V3.10.0 is now available and will install after restarting.
See Release Notes
Restart now
Projects
Add
New proj
Installs
Learn
Community
NAME
CLOUD
MODIFIED
EDITOR VERSION
Prototype 4
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NOT CONNECTED
a few seconds ago
2022.3.20f1
CartToon-Race
CONNECTED
15 hours ago
2022.3.20f1
Prototipo01
D:\Unity\Prototipo01
CONNECTED
3 days ago
2022.3.20f1
Downloads
Unity
Open Project: Copy template assets...
Prototype 4
© 2005-2023 Unity Technologies
2022.3
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TSU
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Manuales/Entrenamiento
Página Principal
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Calendario
Archivos privados
Mis cursos activos
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Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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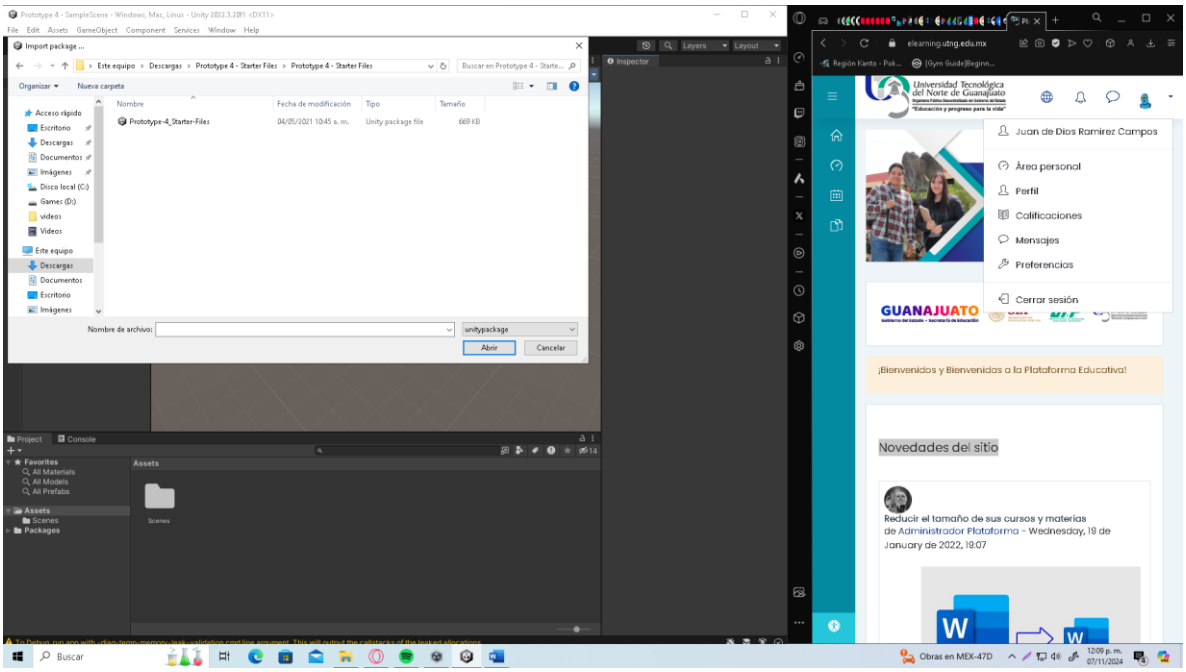
Configuraciones de accesibilidad
Buscar
Índice ipc +1.45%


Prototype 4 - SampleScene - Windows, Mac, Linux - Unity 2022.3.20f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Import package ...
Este equipo > Descargas > Prototype 4 - Starter Files > Prototype 4 - Starter Files
Organizar
Nueva carpeta
Nombre
Fecha de modificación
Tipo
Tamaño
Prototype-4_Starter-Files
04/05/2021 10:45 a. m.
Unity package file
669 KB
Nombre de archivo:
unitypackage
Abrir
Cancelar
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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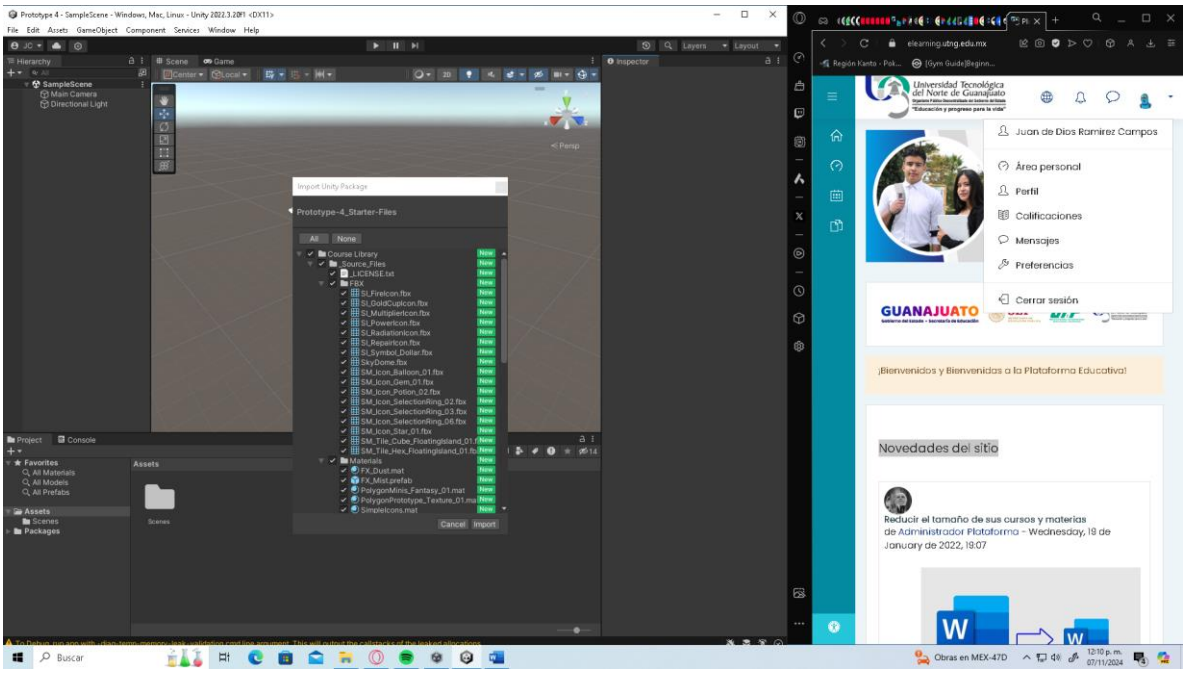
Buscar
Obras en MEX-47D


Prototype 4 - SampleScene - Windows, Mac, Linux - Unity 2022.3.20f1 <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
SampleScene
Main Camera
Directional Light
Scene
Game
Inspector
Import Unity Package
Prototype-4_Starter-Files
All
None
Cancel
Import
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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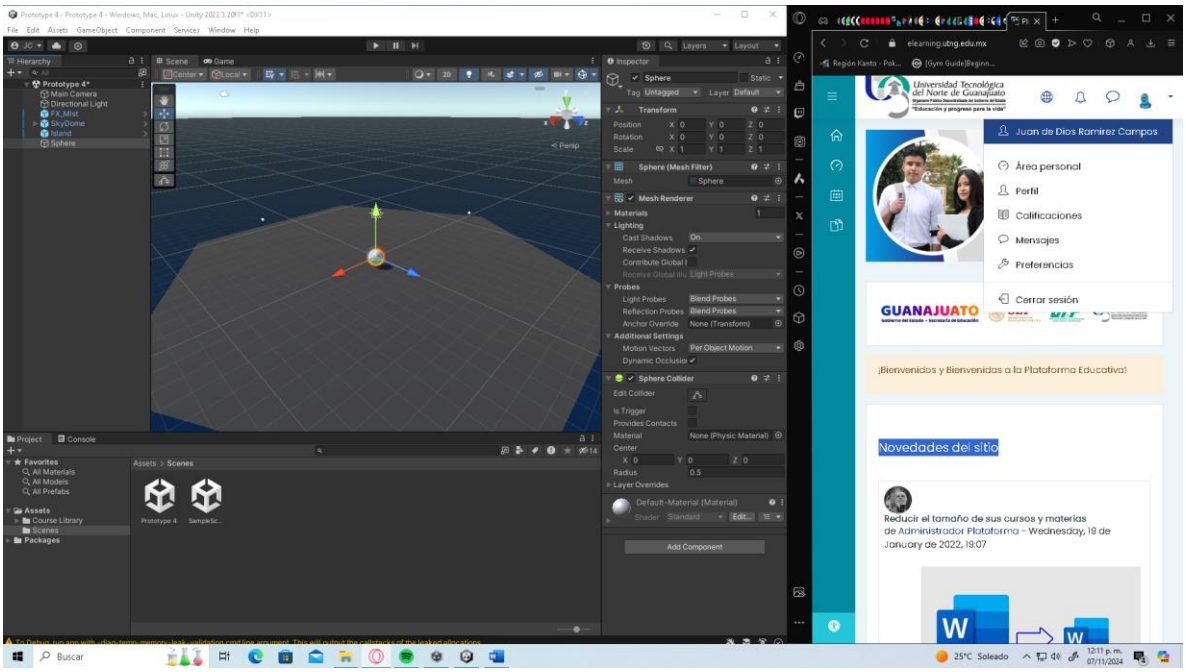
Buscar
Obras en MEX-47D
12:10 p. m.
07/11/2024


Prototype 4 - Prototype 4 - Windows, Mac, Linux - Unity 2022.3.20f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 4*
Main Camera
Directional Light
FX_Mist
SkyDome
Island
Sphere
Scene
Game
Inspector
Sphere
Transform
Sphere (Mesh Filter)
Mesh Renderer
Sphere Collider
Add Component
Project
Console
Assets > Scenes
Prototype 4
SampleSc...
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Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
GUANAJUATO
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Novedades del sitio
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Buscar
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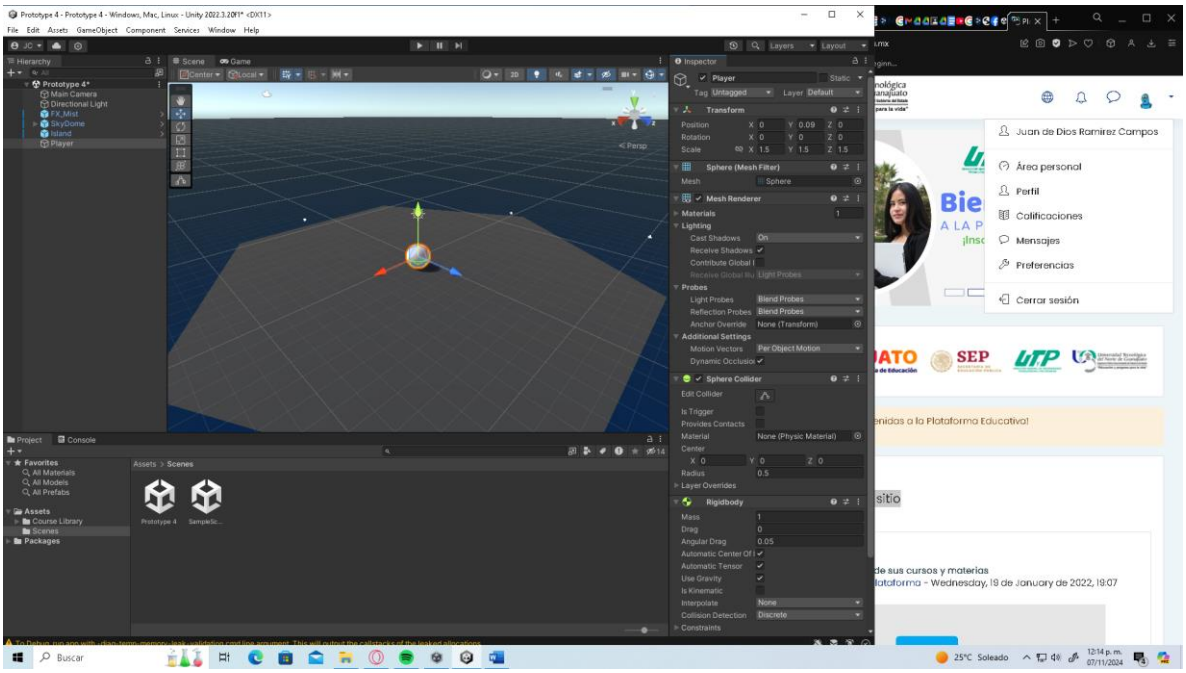
07/11/2024


Prototype 4 - Prototype 4 - Windows, Mac, Linux - Unity 2022.3.20f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 4*
Main Camera
Directional Light
FX_Mist
SkyDome
Island
Player
Scene
Game
Inspector
Transform
Sphere (Mesh Filter)
Mesh Renderer
Sphere Collider
Rigidbody
Project
Console
Assets > Scenes
Juan de Dios Ramirez Campos
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Perfil
Calificaciones
Mensajes
Preferencias
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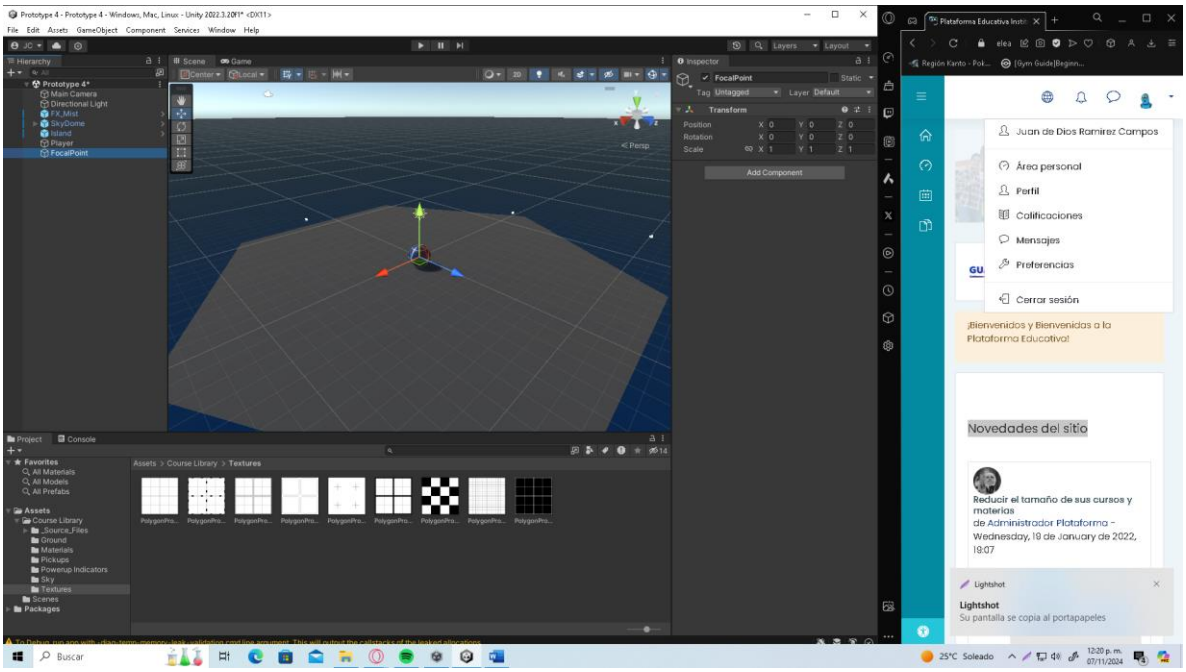
25°C Soleado


Prototype 4 - Prototype 4 - Windows, Mac, Linux - Unity 2022.3.20f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 4*
Main Camera
Directional Light
FX_Mist
SkyDome
Island
Player
FocalPoint
Scene
Game
Inspector
Transform
Add Component
Project
Console
Assets > Course Library > Textures
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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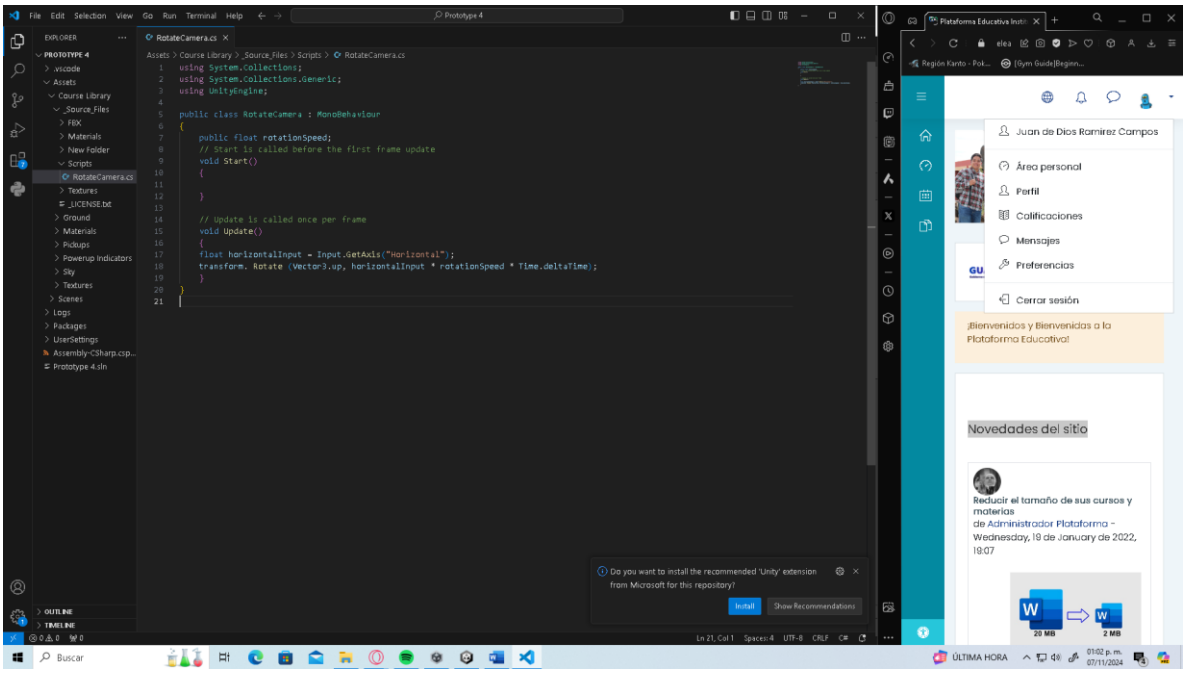
Lightshot
Su pantalla se copia al portapapeles
Buscar
25°C Soleado


RotateCamera.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class RotateCamera : MonoBehaviour
{
public float rotationSpeed;
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
float horizontalInput = Input.GetAxis("Horizontal");
transform.Rotate(Vector3.up, horizontalInput * rotationSpeed * Time.deltaTime);
}
}
Do you want to install the recommended 'Unity' extension from Microsoft for this repository?
Install
Show Recommendations
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Mensajes
Preferencias
Cerrar sesión
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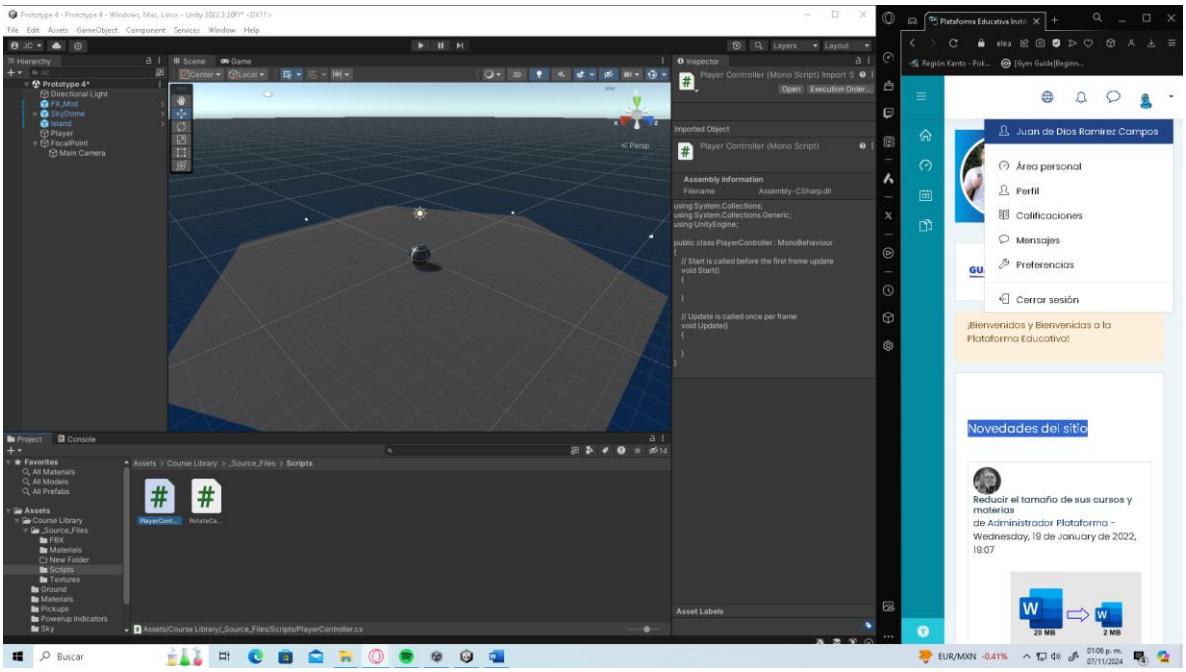
Hierarchy
Prototype 4*
Directional Light
FX_Mist
SkyDome
Island
Player
FocalPoint
Main Camera
Scene
Game
Inspector
Player Controller (Mono Script) Import S
Open
Execution Order...
Imported Object
Player Controller (Mono Script)
Assembly Information
Filename
Assembly-CSharp.dll
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
// Start is called before the first frame update
void Start()
{
}
// Update is called once per frame
void Update()
{
}
}
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Course Library
_Source_Files
FBX
Materials
New Folder
Scripts
Textures
Ground
Materials
Pickups
Powerup Indicators
Sky
Assets > Course Library > _Source_Files > Scripts
PlayerCont...
RotateCa...
Assets/Course Library/_Source_Files/Scripts/PlayerController.cs
Asset Labels
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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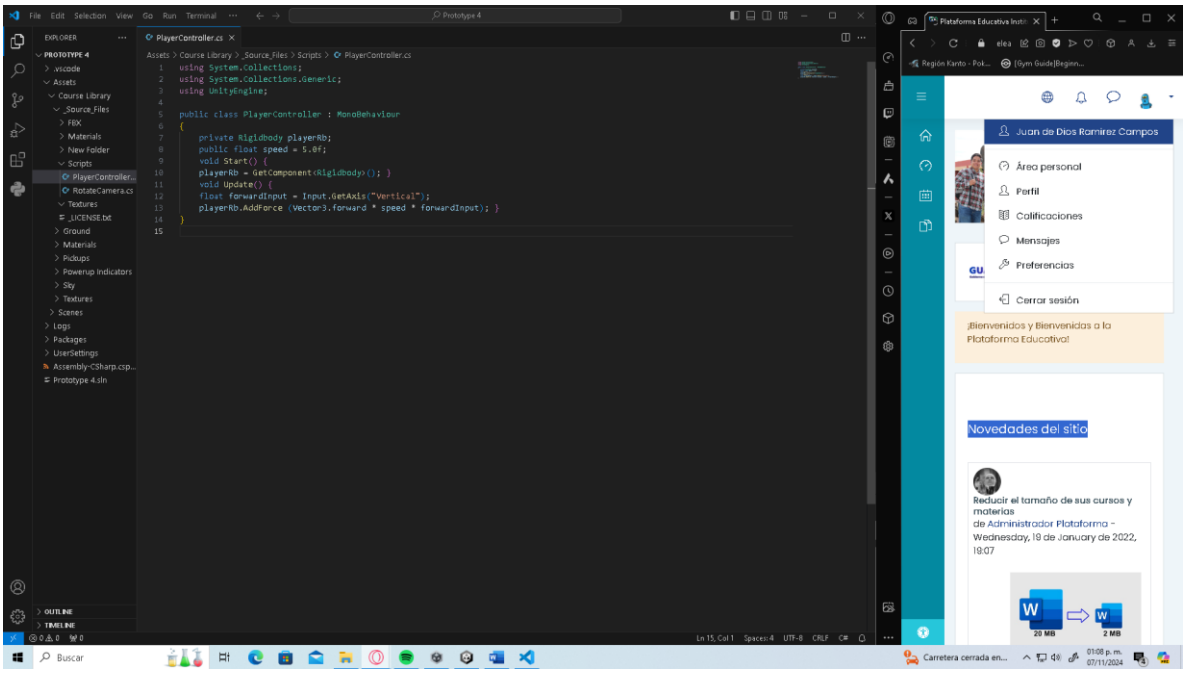
PlayerController.cs
Assets > Course Library > _Source_Files > Scripts > PlayerController.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
private Rigidbody playerRb;
public float speed = 5.0f;
void Start() {
playerRb = GetComponent<Rigidbody>(); }
void Update() {
float forwardInput = Input.GetAxis("Vertical");
playerRb.AddForce (Vector3.forward * speed * forwardInput); }
}
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Calificaciones
Mensajes
Preferencias
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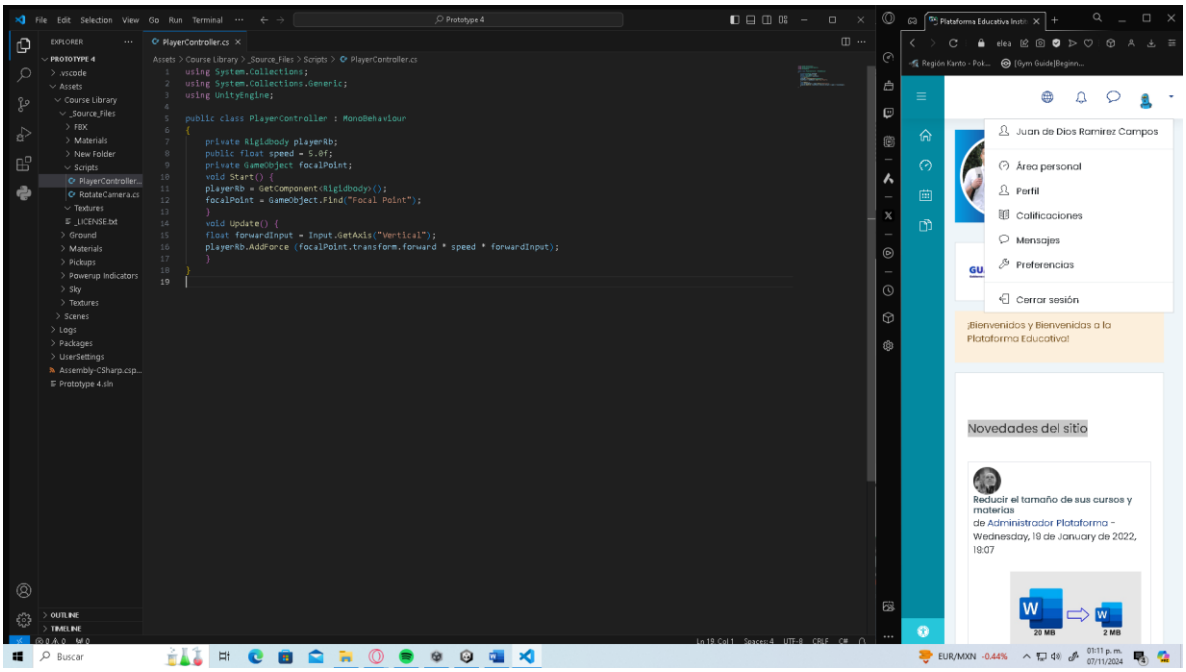
PlayerController.cs
Assets > Course Library > _Source_Files > Scripts > PlayerController.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
private Rigidbody playerRb;
public float speed = 5.0f;
private GameObject focalPoint;
void Start() {
playerRb = GetComponent<Rigidbody>();
focalPoint = GameObject.Find("Focal Point");
}
void Update() {
float forwardInput = Input.GetAxis("Vertical");
playerRb.AddForce (focalPoint.transform.forward * speed * forwardInput);
}
}
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Mensajes
Preferencias
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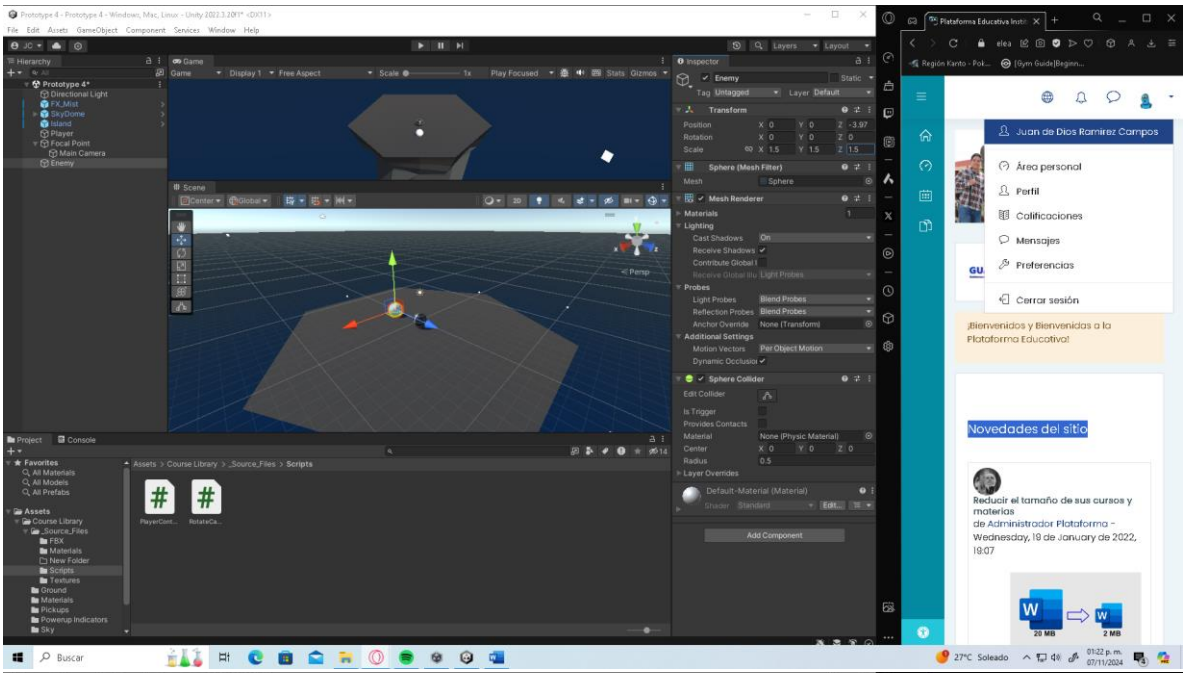
Prototype 4 - Prototype 4 - Windows, Mac, Linux - Unity 2022.3.20f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 4*
Directional Light
FX_Mist
SkyDome
Island
Player
Focal Point
Main Camera
Enemy
Game
Display 1 Free Aspect Scale 1x Play Focused Stats Gizmos
Scene
Inspector
Enemy
Transform
Sphere (Mesh Filter)
Mesh Renderer
Sphere Collider
Add Component
Project Console
Assets > Course Library > _Source_Files > Scripts
Plataforma Educativa Instit
Juan de Dios Ramirez Campos
Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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27°C Soleado
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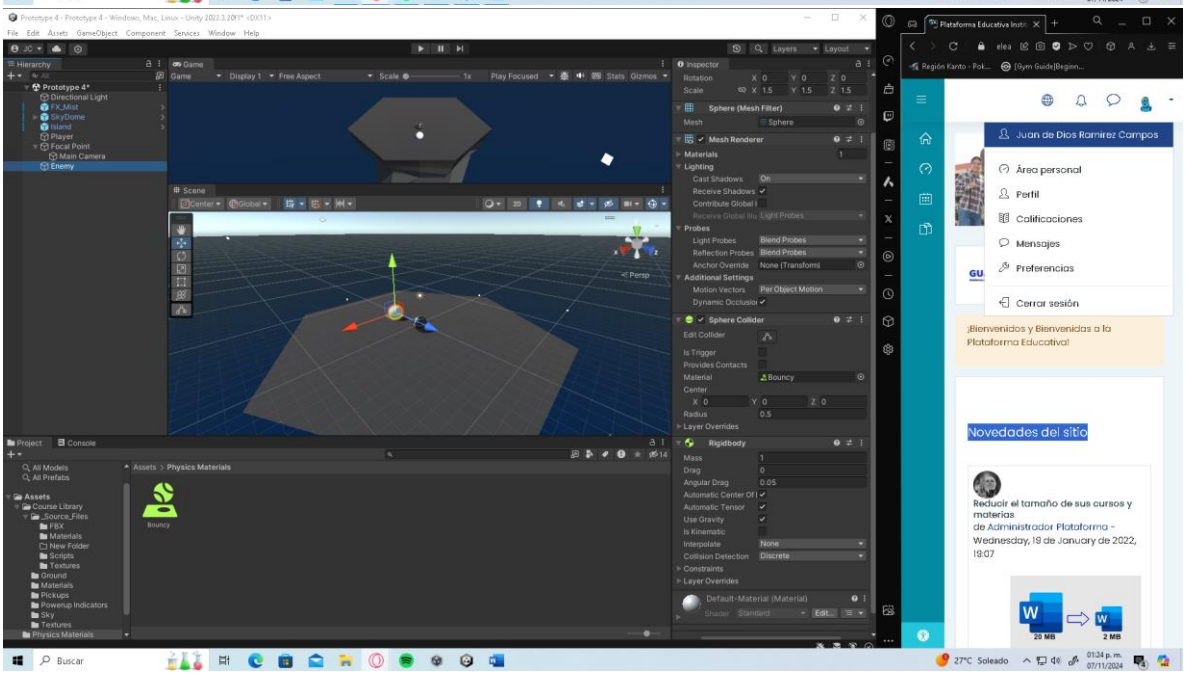
Prototype 4 - Prototype 4 - Windows, Mac, Linux - Unity 2022.3.20f1* <DX11>
File Edit Assets GameObject Component Services Window Help
Hierarchy
Prototype 4*
Directional Light
FX_Mist
SkyDome
Island
Player
Focal Point
Main Camera
Enemy
Game
Display 1 Free Aspect Scale 1x Play Focused Stats Gizmos
Scene
Inspector
Sphere (Mesh Filter)
Mesh Renderer
Sphere Collider
Rigidbody
Project Console
Assets > Physics Materials
Bouncy
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Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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27°C Soleado
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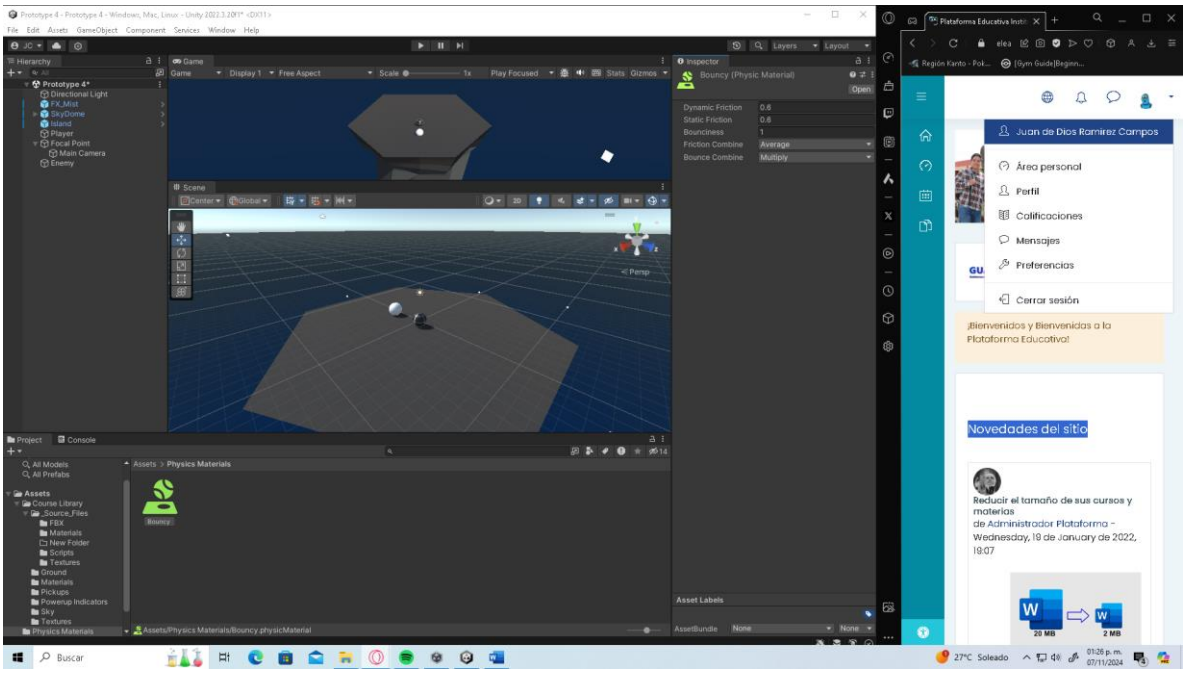
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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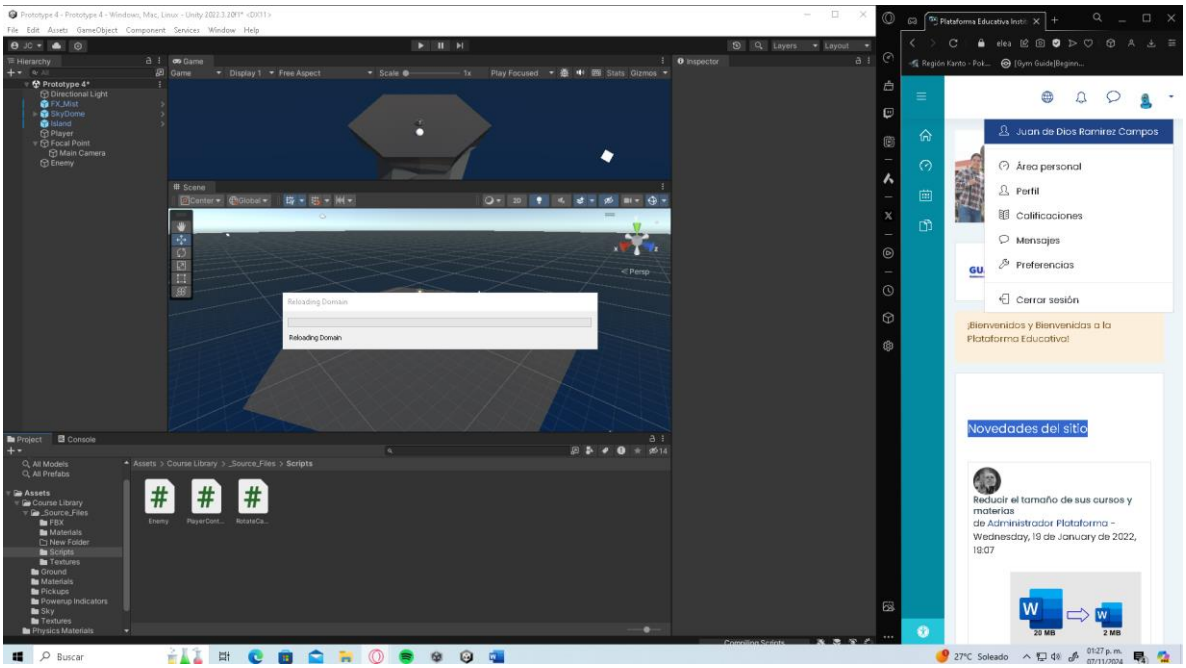
Reloading Domain
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Calificaciones
Mensajes
Preferencias
Cerrar sesión
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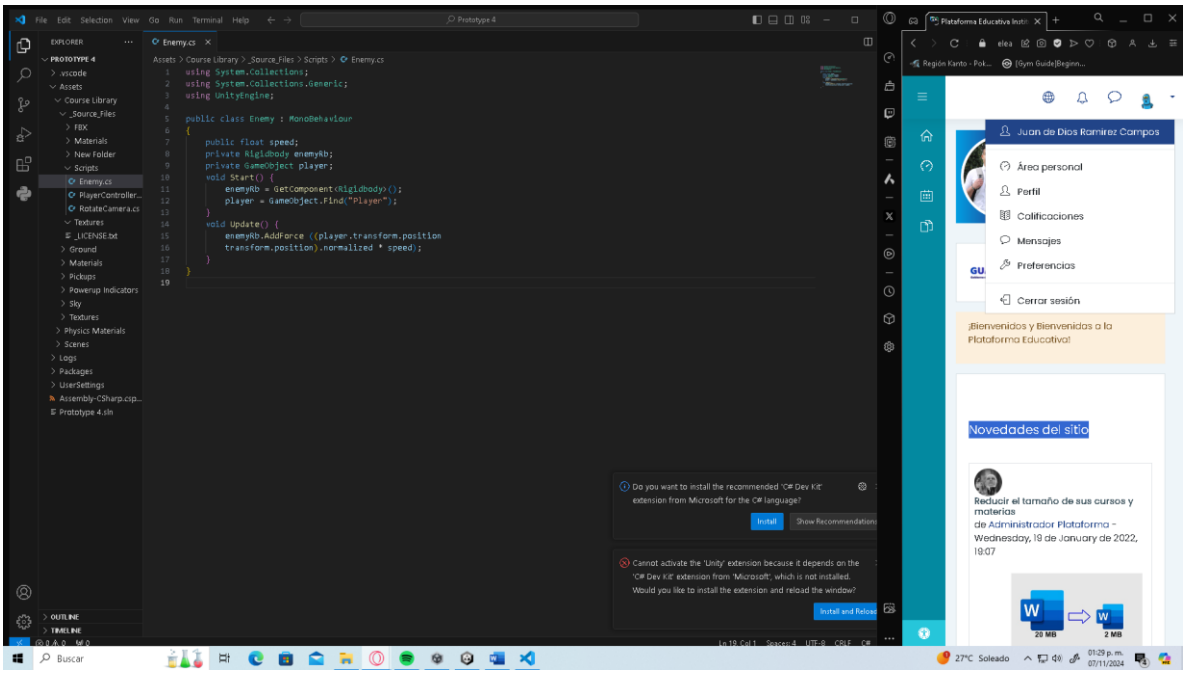
Enemy.cs
Assets > Course Library > _Source_Files > Scripts > Enemy.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Enemy : MonoBehaviour
{
public float speed;
private Rigidbody enemyRb;
private GameObject player;
void Start() {
enemyRb = GetComponent<Rigidbody>();
player = GameObject.Find("Player");
}
void Update() {
enemyRb.AddForce ((player.transform.position
transform.position).normalized * speed);
}
}
Do you want to install the recommended 'C# Dev Kit' extension from Microsoft for the C# language?
Install
Show Recommendations
Cannot activate the 'Unity' extension because it depends on the 'C# Dev Kit' extension from 'Microsoft', which is not installed. Would you like to install the extension and reload the window?
Install and Reload
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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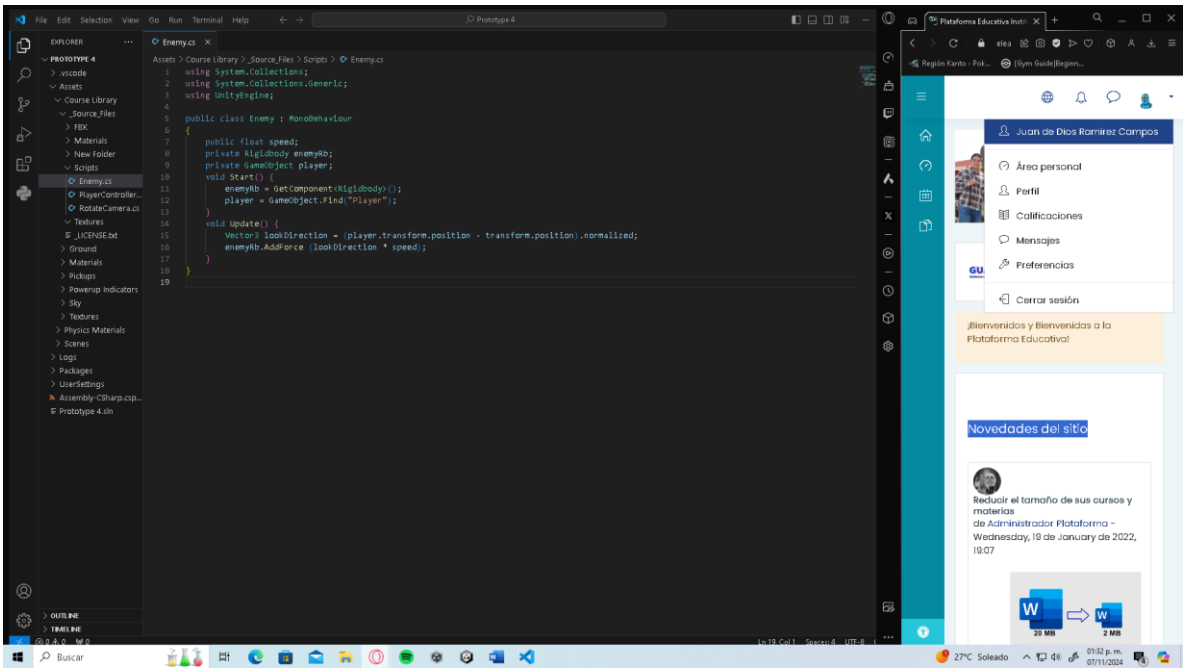
de Administrador Plataforma - Wednesday, 19 de January de 2022, 19:07


Enemy.cs
Assets > Course Library > _Source_Files > Scripts > Enemy.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Enemy : MonoBehaviour
{
public float speed;
private Rigidbody enemyRb;
private GameObject player;
void Start() {
enemyRb = GetComponent<Rigidbody>();
player = GameObject.Find("Player");
}
void Update() {
Vector3 lookDirection = (player.transform.position - transform.position).normalized;
enemyRb.AddForce (lookDirection * speed);
}
}
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Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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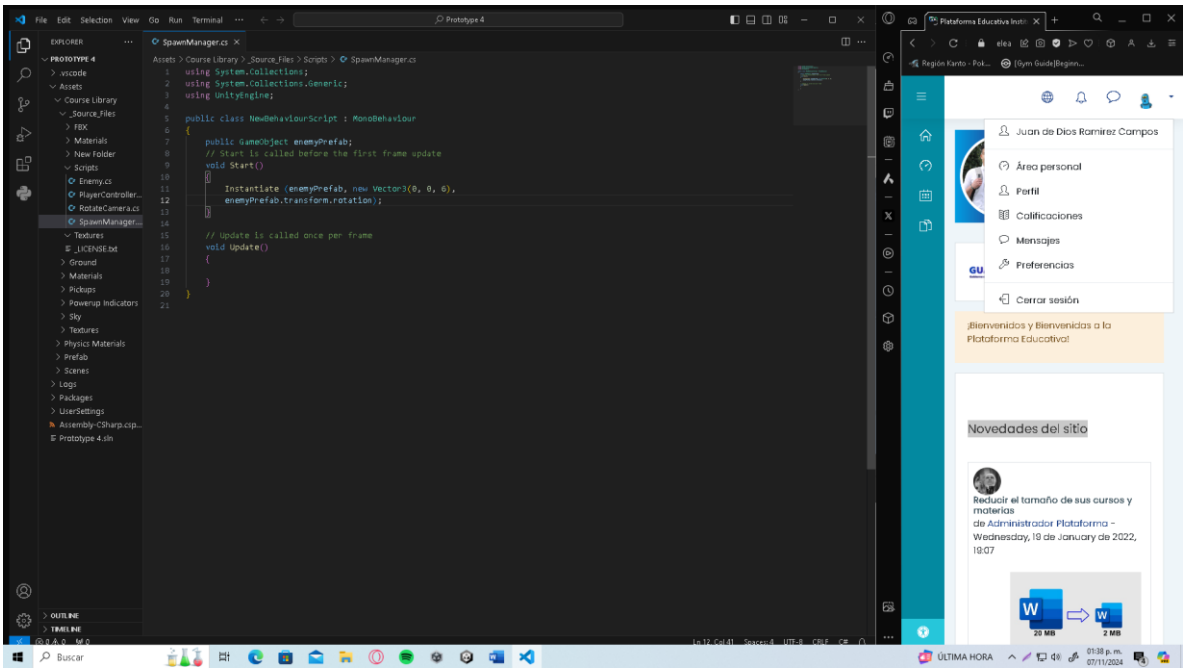
Novedades del sitio
Reducir el tamaño de sus cursos y materias
de Administrador Plataforma - Wednesday, 19 de January de 2022, 19:07


SpawnManager.cs
Assets > Course Library > _Source_Files > Scripts > SpawnManager.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class NewBehaviourScript : MonoBehaviour
{
public GameObject enemyPrefab;
// Start is called before the first frame update
void Start()
{
Instantiate (enemyPrefab, new Vector3(0, 0, 6),
enemyPrefab.transform.rotation);
}
// Update is called once per frame
void Update()
{
}
}
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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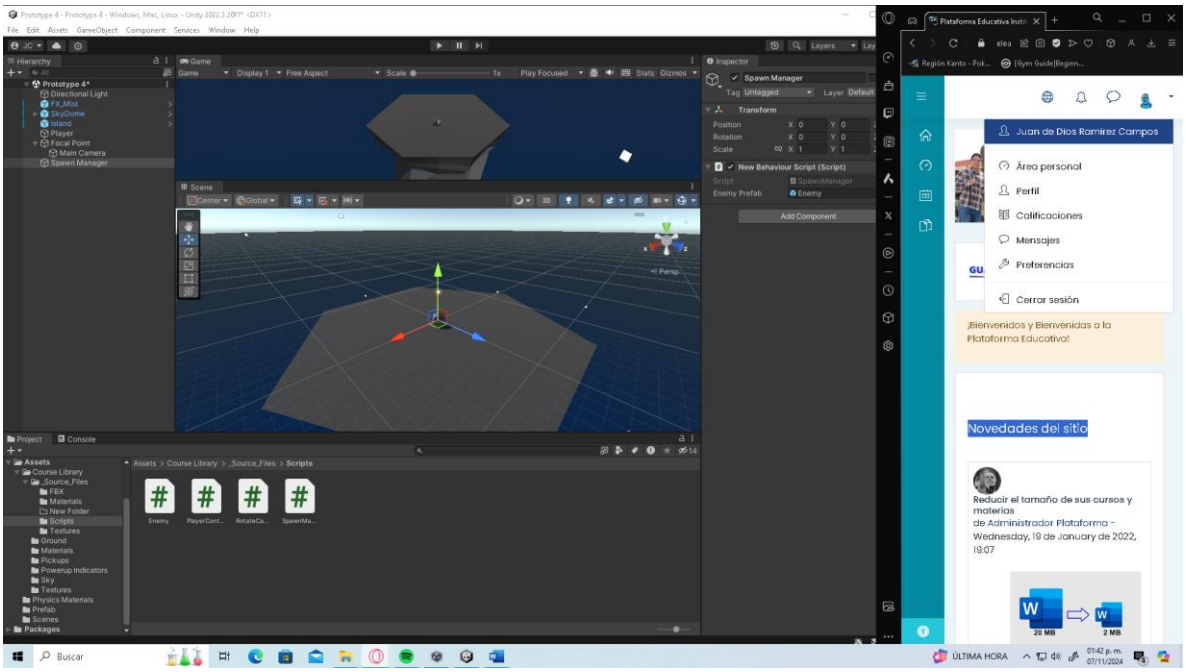
Hierarchy
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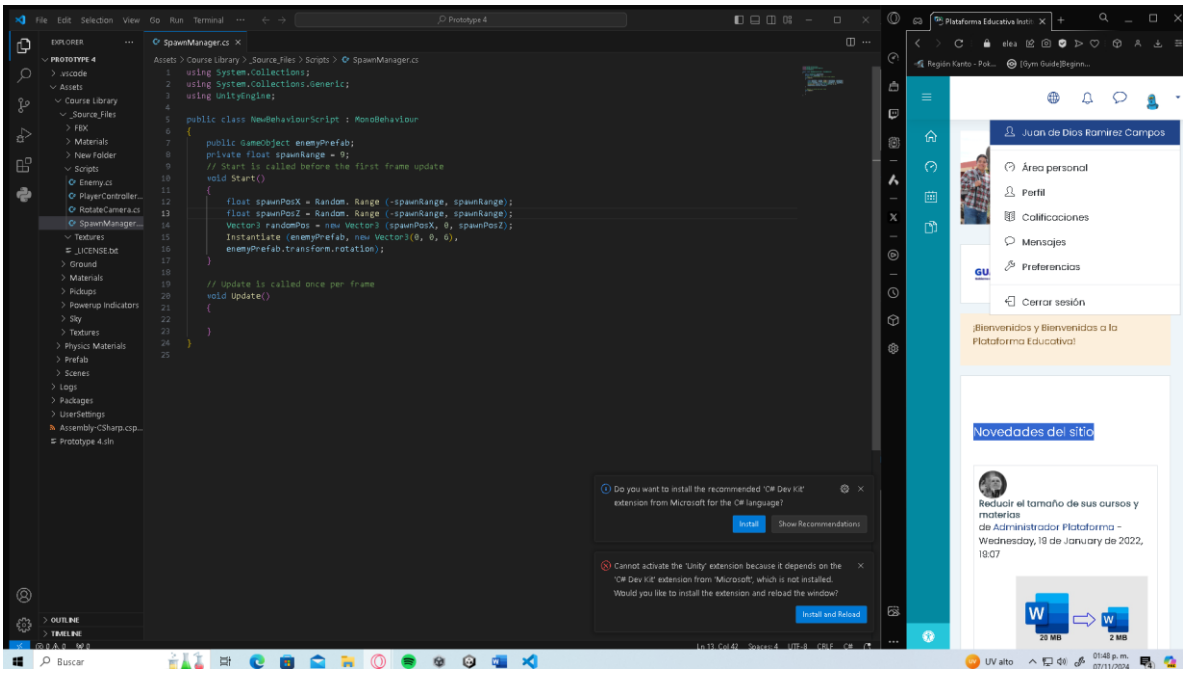
Scene
Inspector
Spawn Manager
Transform
New Behaviour Script (Script)
Add Component
Project
Console
Assets > Course Library > _Source_Files > Scripts
Juan de Dios Ramirez Campos
Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
¡Bienvenidos y Bienvenidas a la Plataforma Educativa!
Novedades del sitio
Reducir el tamaño de sus cursos y materias
de Administrador Plataforma - Wednesday, 19 de January de 2022, 19:07


SpawnManager.cs
Assets > Course Library > _Source_Files > Scripts > SpawnManager.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class NewBehaviourScript : MonoBehaviour
{
public GameObject enemyPrefab;
private float spawnRange = 9;
// Start is called before the first frame update
void Start()
{
float spawnPosX = Random. Range (-spawnRange, spawnRange);
float spawnPosZ = Random. Range (-spawnRange, spawnRange);
Vector3 randomPos = new Vector3 (spawnPosX, 0, spawnPosZ);
Instantiate (enemyPrefab, new Vector3(0, 0, 6),
enemyPrefab.transform.rotation);
}
// Update is called once per frame
void Update()
{
}
}
Do you want to install the recommended 'C# Dev Kit' extension from Microsoft for the C# language?
Install
Show Recommendations
Cannot activate the 'Unity' extension because it depends on the 'C# Dev Kit' extension from 'Microsoft', which is not installed. Would you like to install the extension and reload the window?
Install and Reload
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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Novedades del sitio
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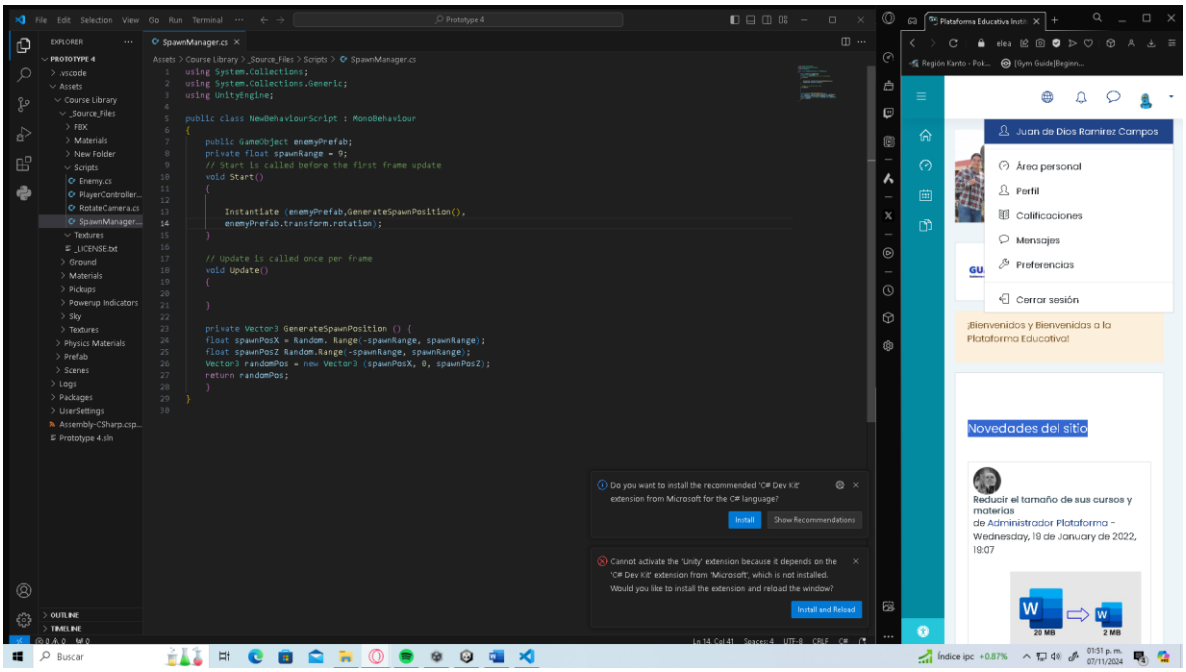
de Administrador Plataforma - Wednesday, 19 de January de 2022, 19:07


SpawnManager.cs
Assets > Course Library > _Source_Files > Scripts > SpawnManager.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class NewBehaviourScript : MonoBehaviour
{
public GameObject enemyPrefab;
private float spawnRange = 9;
// Start is called before the first frame update
void Start()
{
Instantiate (enemyPrefab,GenerateSpawnPosition(),
enemyPrefab.transform.rotation);
}
// Update is called once per frame
void Update()
{
}
private Vector3 GenerateSpawnPosition () {
float spawnPosX = Random. Range(-spawnRange, spawnRange);
float spawnPosZ Random.Range(-spawnRange, spawnRange);
Vector3 randomPos = new Vector3 (spawnPosX, 0, spawnPosZ);
return randomPos;
}
}
Do you want to install the recommended 'C# Dev Kit' extension from Microsoft for the C# language?
Install
Show Recommendations
Cannot activate the 'Unity' extension because it depends on the 'C# Dev Kit' extension from 'Microsoft', which is not installed. Would you like to install the extension and reload the window?
Install and Reload
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Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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Novedades del sitio
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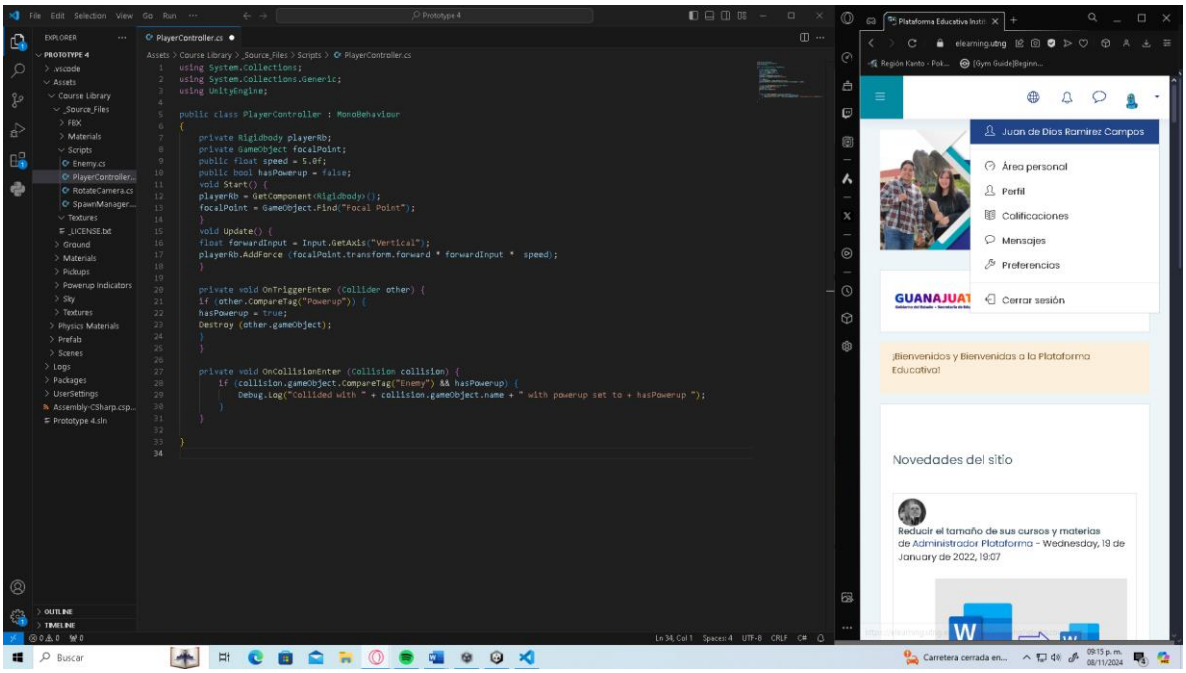
de Administrador Plataforma - Wednesday, 19 de January de 2022, 19:07


PlayerController.cs
Assets > Course Library > _Source_Files > Scripts > PlayerController.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
private Rigidbody playerRb;
private GameObject focalPoint;
public float speed = 5.0f;
public bool hasPowerup = false;
void Start() {
playerRb = GetComponent<Rigidbody>();
focalPoint = GameObject.Find("Focal Point");
}
void Update() {
float forwardInput = Input.GetAxis("Vertical");
playerRb.AddForce (focalPoint.transform.forward * forwardInput * speed);
}
private void OnTriggerEnter (Collider other) {
if (other.CompareTag("Powerup")) {
hasPowerup = true;
Destroy (other.gameObject);
}
}
private void OnCollisionEnter (Collision collision) {
if (collision.gameObject.CompareTag("Enemy") && hasPowerup) {
Debug.Log("Collided with " + collision.gameObject.name + " with powerup set to + hasPowerup ");
}
}
}
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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Novedades del sitio
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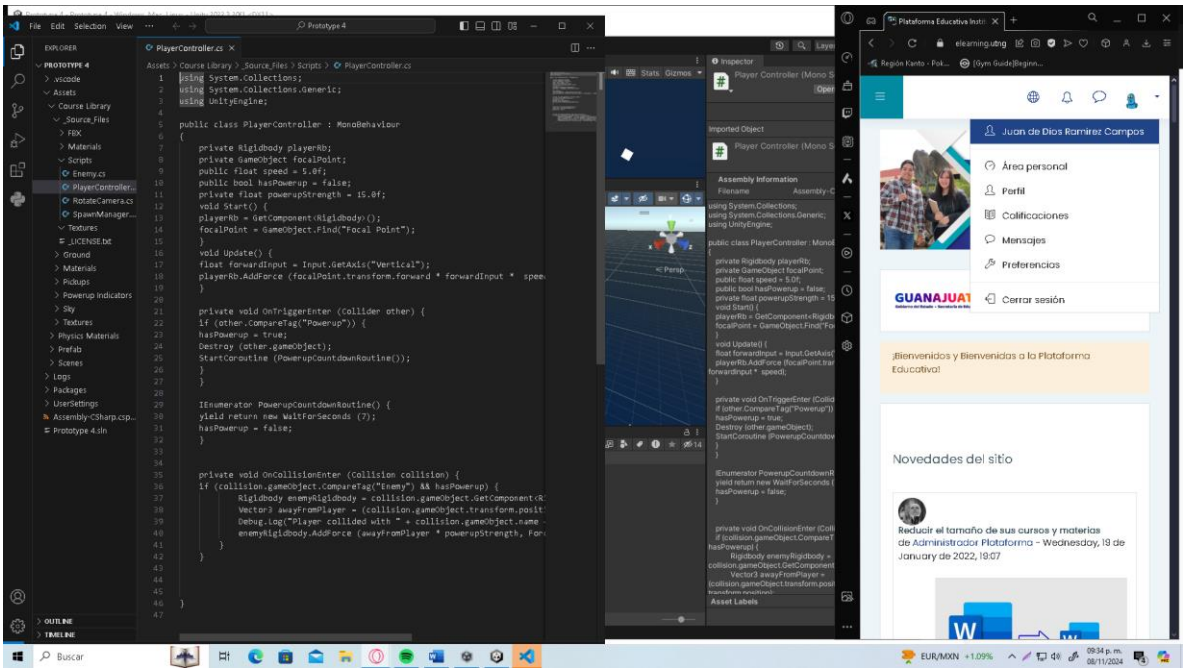
de Administrador Plataforma - Wednesday, 19 de January de 2022, 19:07


PlayerController.cs
Assets > Course Library > _Source_Files > Scripts > PlayerController.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
private Rigidbody playerRb;
private GameObject focalPoint;
public float speed = 5.0f;
public bool hasPowerup = false;
private float powerupStrength = 15.0f;
void Start() {
playerRb = GetComponent<Rigidbody>();
focalPoint = GameObject.Find("Focal Point");
}
void Update() {
float forwardInput = Input.GetAxis("Vertical");
playerRb.AddForce (focalPoint.transform.forward * forwardInput * speed
}
private void OnTriggerEnter (Collider other) {
if (other.CompareTag("Powerup")) {
hasPowerup = true;
Destroy (other.gameObject);
StartCoroutine (PowerupCountdownRoutine());
}
}
IEnumerator PowerupCountdownRoutine() {
yield return new WaitForSeconds (7);
hasPowerup = false;
}
private void OnCollisionEnter (Collision collision) {
if (collision.gameObject.CompareTag("Enemy") && hasPowerup) {
Rigidbody enemyRigidbody = collision.gameObject.GetComponent<R
Vector3 awayFromPlayer = (collision.gameObject.transform.posit
Debug.Log("Player collided with " + collision.gameObject.name
enemyRigidbody.AddForce (awayFromPlayer * powerupStrength, For
}
}
}
Inspector
Imported Object
Assembly Information
Asset Labels
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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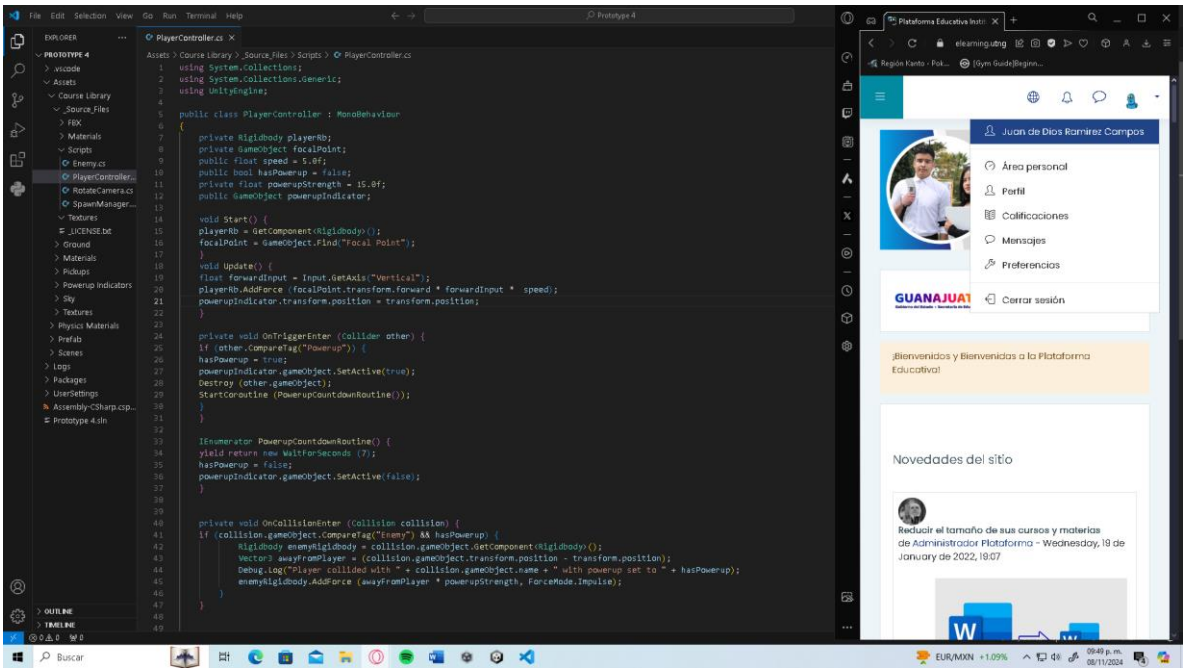
Novedades del sitio
Reducir el tamaño de sus cursos y materias
de Administrador Plataforma - Wednesday, 19 de January de 2022, 19:07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Prototype 4
EXPLORER
PROTOTYPE 4
.vscode
Assets
Course Library
_Source_Files
FBX
Materials
Scripts
Enemy.cs
PlayerController...
RotateCamera.cs
SpawnManager....
Textures
_LICENSE.txt
Ground
Materials
Pickups
Powerup Indicators
Sky
Textures
Physics Materials
Prefab
Scenes
Logs
Packages
UserSettings
Assembly-CSharp.csp...
Prototype 4.sln
OUTLINE
TIMELINE
PlayerController.cs
Assets > Course Library > _Source_Files > Scripts > PlayerController.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
private Rigidbody playerRb;
private GameObject focalPoint;
public float speed = 5.0f;
public bool hasPowerup = false;
private float powerupStrength = 15.0f;
public GameObject powerupIndicator;
void Start() {
playerRb = GetComponent<Rigidbody>();
focalPoint = GameObject.Find("Focal Point");
}
void Update() {
float forwardInput = Input.GetAxis("Vertical");
playerRb.AddForce (focalPoint.transform.forward * forwardInput * speed);
powerupIndicator.transform.position = transform.position;
}
private void OnTriggerEnter (Collider other) {
if (other.CompareTag("Powerup")) {
hasPowerup = true;
powerupIndicator.gameObject.SetActive(true);
Destroy (other.gameObject);
StartCoroutine (PowerupCountdownRoutine());
}
}
IEnumerator PowerupCountdownRoutine() {
yield return new WaitForSeconds (7);
hasPowerup = false;
powerupIndicator.gameObject.SetActive(false);
}
private void OnCollisionEnter (Collision collision) {
if (collision.gameObject.CompareTag("Enemy") && hasPowerup) {
Rigidbody enemyRigidbody = collision.gameObject.GetComponent<Rigidbody>();
Vector3 awayFromPlayer = (collision.gameObject.transform.position - transform.position);
Debug.Log("Player collided with " + collision.gameObject.name + " with powerup set to " + hasPowerup);
enemyRigidbody.AddForce (awayFromPlayer * powerupStrength, ForceMode.Impulse);
}
}
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[Gym Guide]Beginn...
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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Novedades del sitio
Reducir el tamaño de sus cursos y materias
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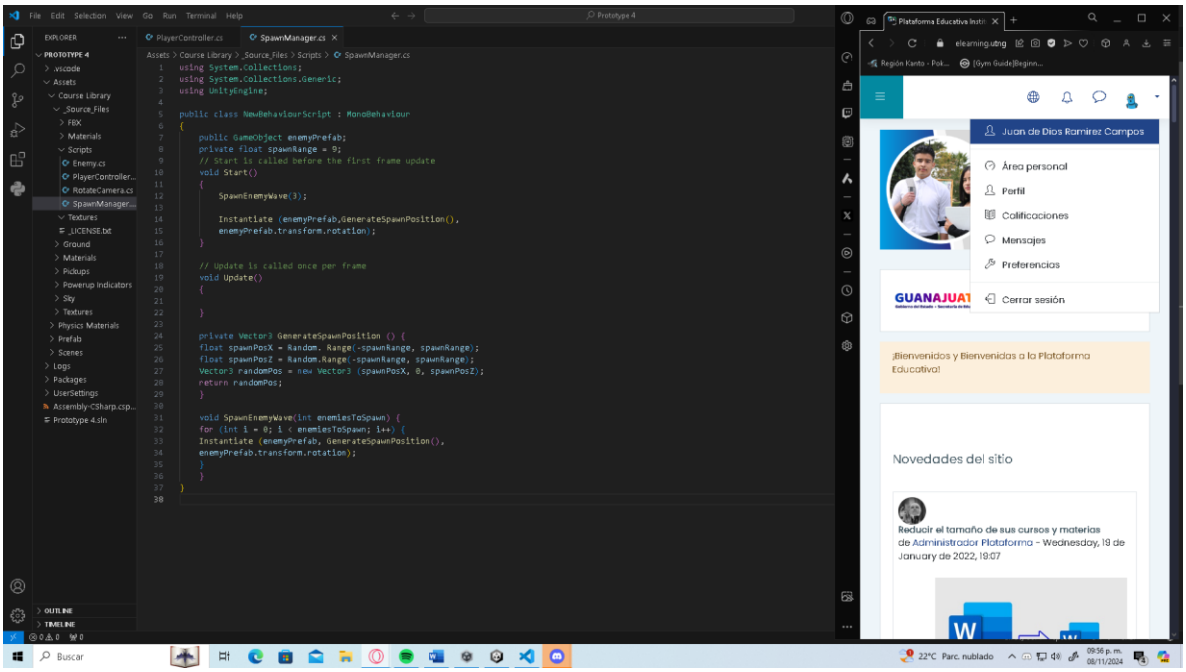
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Prototype 4
EXPLORER
PROTOTYPE 4
.vscode
Assets
Course Library
_Source_Files
FBX
Materials
Scripts
Enemy.cs
PlayerController...
RotateCamera.cs
SpawnManager...
Textures
_LICENSE.txt
Ground
Materials
Pickups
Powerup Indicators
Sky
Textures
Physics Materials
Prefab
Scenes
Logs
Packages
UserSettings
Assembly-CSharp.csp...
Prototype 4.sln
OUTLINE
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PlayerController.cs
SpawnManager.cs
Assets > Course Library > _Source_Files > Scripts > SpawnManager.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class NewBehaviourScript : MonoBehaviour
{
public GameObject enemyPrefab;
private float spawnRange = 9;
// Start is called before the first frame update
void Start()
{
SpawnEnemyWave(3);
Instantiate (enemyPrefab,GenerateSpawnPosition(),
enemyPrefab.transform.rotation);
}
// Update is called once per frame
void Update()
{
}
private Vector3 GenerateSpawnPosition () {
float spawnPosX = Random. Range(-spawnRange, spawnRange);
float spawnPosZ = Random.Range(-spawnRange, spawnRange);
Vector3 randomPos = new Vector3 (spawnPosX, 0, spawnPosZ);
return randomPos;
}
void SpawnEnemyWave(int enemiesToSpawn) {
for (int i = 0; i < enemiesToSpawn; i++) {
Instantiate (enemyPrefab, GenerateSpawnPosition(),
enemyPrefab.transform.rotation);
}
}
}
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Región Kanto - Pok...
[Gym Guide]Beginn...
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Área personal
Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
GUANAJUAT
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Novedades del sitio
Reducir el tamaño de sus cursos y materias
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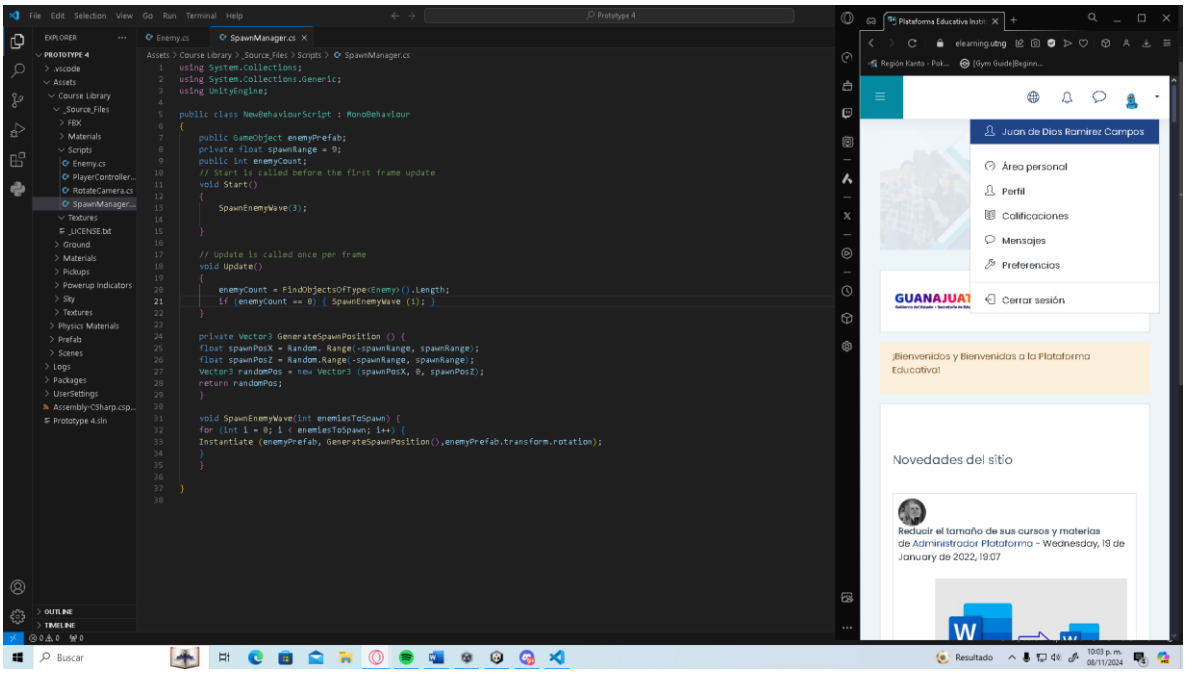
08/11/2024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Prototype 4
EXPLORER
PROTOTYPE 4
.vscode
Assets
Course Library
_Source_Files
FBX
Materials
Scripts
Enemy.cs
PlayerController...
RotateCamera.cs
SpawnManager...
Textures
_LICENSE.txt
Ground
Materials
Pickups
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Textures
Physics Materials
Prefab
Scenes
Logs
Packages
UserSettings
Assembly-CSharp.csp...
Prototype 4.sln
OUTLINE
TIMELINE
Enemy.cs
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Assets > Course Library > _Source_Files > Scripts > SpawnManager.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class NewBehaviourScript : MonoBehaviour
{
public GameObject enemyPrefab;
private float spawnRange = 9;
public int enemyCount;
// Start is called before the first frame update
void Start()
{
SpawnEnemyWave(3);
}
// Update is called once per frame
void Update()
{
enemyCount = FindObjectsOfType<Enemy>().Length;
if (enemyCount == 0) { SpawnEnemyWave (1); }
}
private Vector3 GenerateSpawnPosition () {
float spawnPosX = Random. Range(-spawnRange, spawnRange);
float spawnPosZ = Random.Range(-spawnRange, spawnRange);
Vector3 randomPos = new Vector3 (spawnPosX, 0, spawnPosZ);
return randomPos;
}
void SpawnEnemyWave(int enemiesToSpawn) {
for (int i = 0; i < enemiesToSpawn; i++) {
Instantiate (enemyPrefab, GenerateSpawnPosition(),enemyPrefab.transform.rotation);
}
}
}
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Perfil
Calificaciones
Mensajes
Preferencias
Cerrar sesión
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Novedades del sitio
Reducir el tamaño de sus cursos y materias
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Buscar
Resultado
10:03 p. m.
08/11/2024