{MonoBehaviour {PlayerUnitSpawner |+ m spawnTime m maxUnits + m unit + m spawnPoint + m rotation + m troopCount - m time m overlay - m prefablmage m unitProductionUl m unitsQueued m unitsBeingBuiltText m coroutineInUse - m nextSpawn - m opponent - m spawnArea |+ SpawnUnit() # Start() - Update() CreatingUnit() - SpawnUI()

> {AiUnitSpawner ||# Start() - Update()