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using UnityEngine;
using System.Collections;

public class CharacterMain : MonoBehaviour {

    public Direction dir = Direction.down;
    public string charName = "PEPE";
    public Color hairTint;
    public Color hatTint;

    protected MoveGUI moveGui;

    void Start(){
        moveGui = GameObject.Find("MoveGUIGO").GetComponent<MoveGUI>();
        Input.simulateMouseWithTouches = true;
        Cargar();
    }
    void Update(){
        //gets movement and saves direction
        moveGui.GetMove(ref dir);
    }

    public IEnumerator Wait(int i){
        moveGui.StopMove();
        yield return new WaitForSeconds(i);
        moveGui.EnableMove();
    }
    public void Print(string msj){
        //Instatiate algun cuadro con texto
        Wait(1);
    }
    private void Cargar(){
        LoadPos();
        Colorear();
    }
    private void Colorear(){
        int i;
        TintColor[] colores = GetComponentsInChildren<TintColor>(true);
        if(!LoadColor()){
            hairTint.a=1;
            hairTint.b=Random.Range(0.0f,1.0f);
            hairTint.r=Random.Range(0.0f,1.0f);
            hairTint.g=Random.Range(0.0f,1.0f);
            hatTint.a=1;
            hatTint.b=Random.Range(0.0f,1.0f);
            hatTint.r=Random.Range(0.0f,1.0f);
            hatTint.g=Random.Range(0.0f,1.0f);
            SaveColor();
        }
        for(i=0;i<colores.Length;i++){
            if(colores[i].name.StartsWith("Hair")){
                colores[i].ChangeColor(hairTint);
            }
            if(colores[i].name.StartsWith("Hat")){
                colores[i].ChangeColor(hatTint);
            }
        }
    }

    public void Battle(){
        SavePos();
        Application.LoadLevel("battLoad");
    }

    void SaveColor(){
        if(!PlayerPrefs.HasKey("Tint")){
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        PlayerPrefs.SetInt("Tint",0);
        PlayerPrefs.SetFloat("hairTint.b",hairTint.b);
        PlayerPrefs.SetFloat("hairTint.r",hairTint.r);
        PlayerPrefs.SetFloat("hairTint.g",hairTint.g);
        PlayerPrefs.SetFloat("hatTint.b",hatTint.b);
        PlayerPrefs.SetFloat("hatTint.r",hatTint.r);
        PlayerPrefs.SetFloat("hatTint.g",hatTint.g);
        PlayerPrefs.Save();
    }
}

void SavePos(){
    PlayerPrefs.SetFloat("positionX",transform.position.x);
    PlayerPrefs.SetFloat("positionY",transform.position.y);
    PlayerPrefs.Save();
}

void LoadPos(){
    if (PlayerPrefs.HasKey ("positionX")) {
        transform.position = new Vector3 (PlayerPrefs.GetFloat ("positionX"), PlayerPrefs.GetFloat ("
positionY"), 0);
    }
}

bool LoadColor(){
    if(PlayerPrefs.HasKey("Tint")){
        hairTint.a=1;
        hairTint.b=PlayerPrefs.GetFloat("hairTint.b");
        hairTint.r=PlayerPrefs.GetFloat("hairTint.r");
        hairTint.g=PlayerPrefs.GetFloat("hairTint.g");
        hatTint.a=1;
        hatTint.b=PlayerPrefs.GetFloat("hatTint.b");
        hatTint.r=PlayerPrefs.GetFloat("hatTint.r");
        hatTint.g=PlayerPrefs.GetFloat("hatTint.g");
        return true;
    }else{
        return false;
    }
}

}

public enum Direction{
    down,
    left,
    up,
    right,
    none
};

```