RPG STUFF

It is originally 2D animation project but, Its take lot of a time to make animation. I did downloaded lot of a image in my “assets” folder. I made one map for village as beginning. It took times to fix building image. I finished put building in map. But, hadn’t put tree in map. However, I had played debug and show up, my pain in my butt, NullReferenceExpection. I’m trying to fill any number in someone whatever things. I found three culprit who’s causes of NullReferenceExpection.

Culprit

1.)X and Y in Vector2

2.)Magnitude in Vector2

3.)\_velocity deltaTime.

Also, could be two reference in operator \* in vector are two culprit is LocalPosition += \_velocity \* deltaTime; and Velocity = Velocity.Normalized \* Speed;.

But, I can’t fix freaking null. I try put in any number in [ ] but, it shows up error. I can’t make int in [ ]?

True Culprit is collisionRadius. Because I saw public Actor( etc. ) has one reference. So, I had copy and paste from originally RPG Animation Actors. Cursed has lifted!