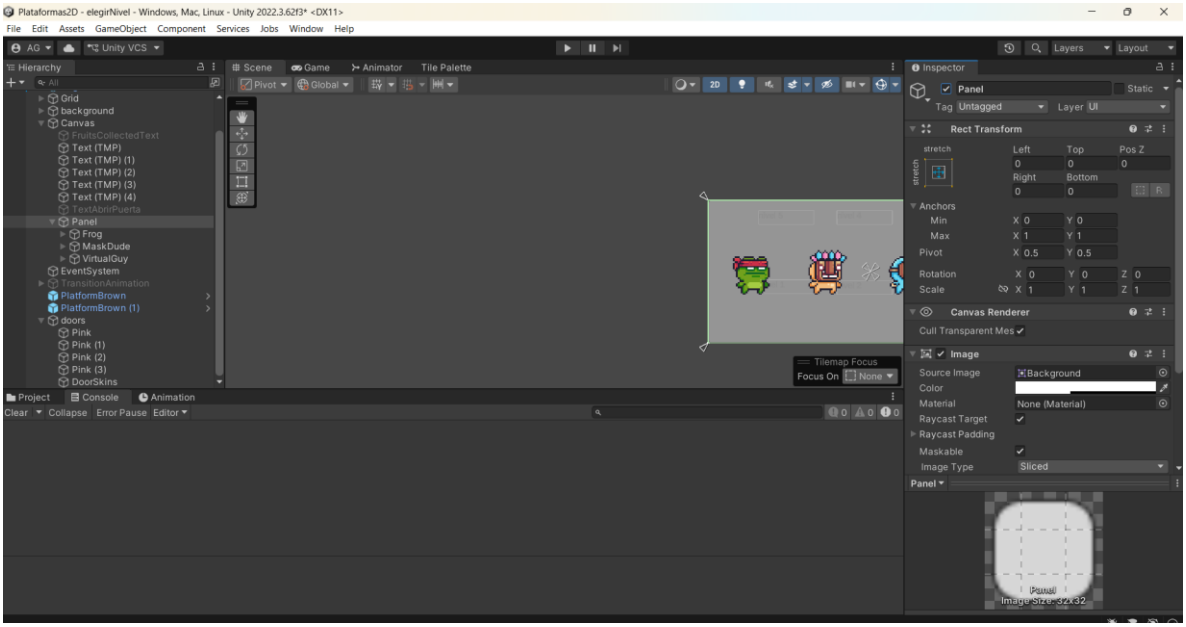
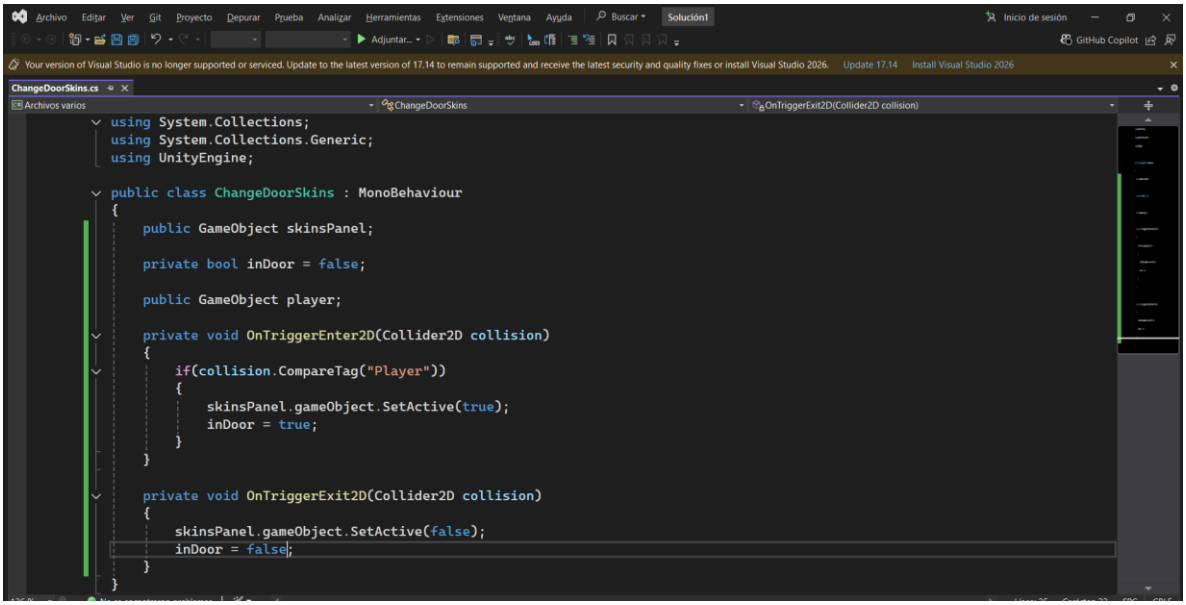
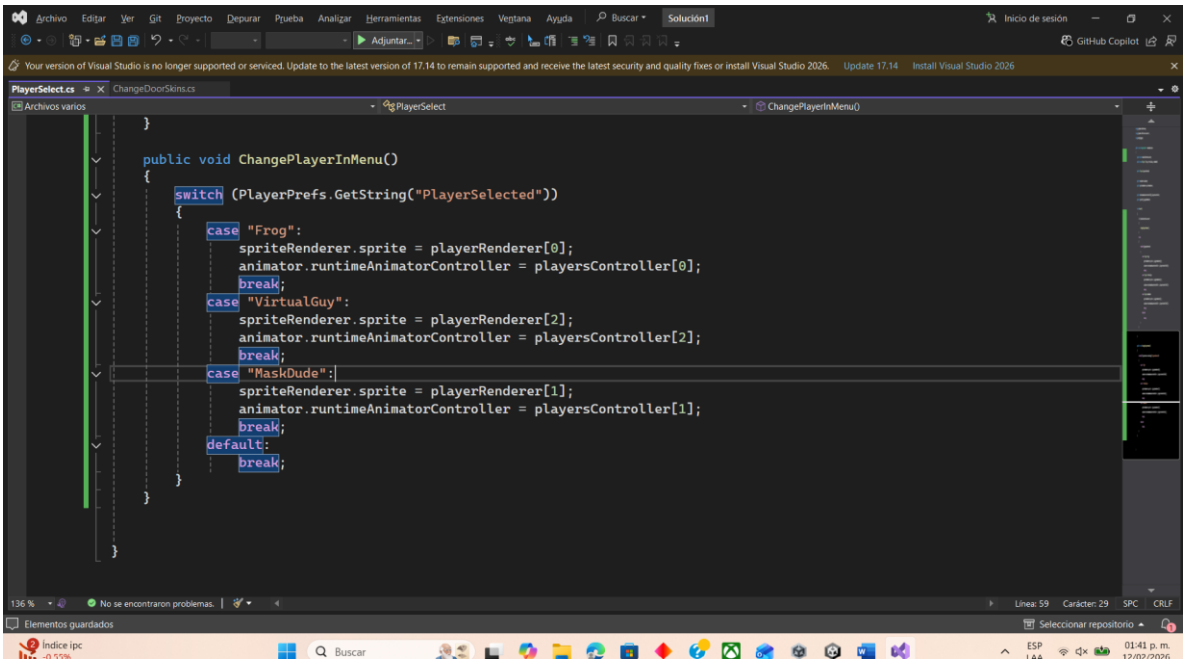
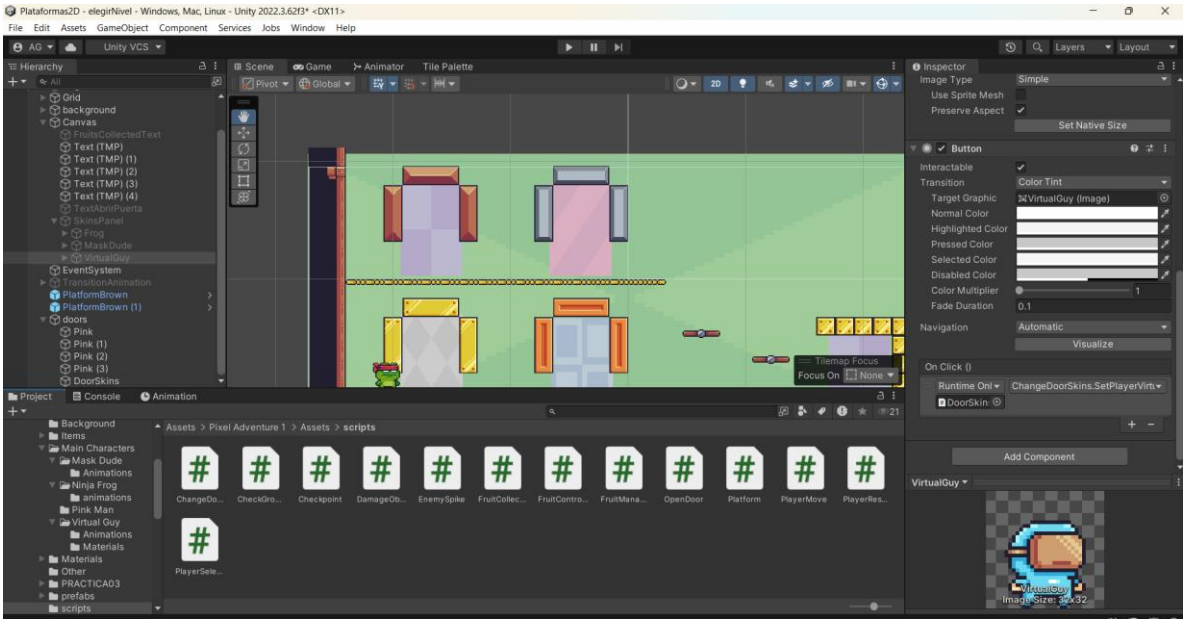

Plataformas2D - elegirNivel - Windows, Mac, Linux - Unity 2022.3.62f3* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Grid
background
Canvas
FruitsCollectedText
Text (TMP)
Text (TMP) (1)
Text (TMP) (2)
Text (TMP) (3)
Text (TMP) (4)
TextAbrirPuerta
Panel
Frog
MaskDude
VirtualGuy
EventSystem
TransitionAnimation
PlatformBrown
PlatformBrown (1)
doors
Pink
Pink (1)
Pink (2)
Pink (3)
DoorSkins
Scene
Game
Animator
Tile Palette
Inspector
Panel
Tag Untagged
Layer UI
Rect Transform
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Image
Source Image Background
Color
Material None (Material)
Raycast Target
Raycast Padding
Maskable
Image Type Sliced
Tilemap Focus
Focus On None
Project
Console
Animation
Image Size: 32x32


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Buscar
Solución1
Inicio de sesión
GitHub Copilot
Your version of Visual Studio is no longer supported or serviced. Update to the latest version of 17.14 to remain supported and receive the latest security and quality fixes or install Visual Studio 2026.
Update 17.14
Install Visual Studio 2026
ChangeDoorSkins.cs
Archivos varios
ChangeDoorSkins
OnTriggerExit2D(Collider2D collision)
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class ChangeDoorSkins : MonoBehaviour
{
public GameObject skinsPanel;
private bool inDoor = false;
public GameObject player;
private void OnTriggerEnter2D(Collider2D collision)
{
if(collision.CompareTag("Player"))
{
skinsPanel.gameObject.SetActive(true);
inDoor = true;
}
}
private void OnTriggerExit2D(Collider2D collision)
{
skinsPanel.gameObject.SetActive(false);
inDoor = false;
}
}


Archivo Editar Ver Git Proyecto Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar Solución1 Inicio de sesión
Your version of Visual Studio is no longer supported or serviced. Update to the latest version of 17.14 to remain supported and receive the latest security and quality fixes or install Visual Studio 2026. Update 17.14 Install Visual Studio 2026
PlayerSelect.cs ChangeDoorSkins.cs
Archivos varios PlayerSelect ChangePlayerInMenu()
public void ChangePlayerInMenu()
{
switch (PlayerPrefs.GetString("PlayerSelected"))
{
case "Frog":
spriteRenderer.sprite = playerRenderer[0];
animator.runtimeAnimatorController = playersController[0];
break;
case "VirtualGuy":
spriteRenderer.sprite = playerRenderer[2];
animator.runtimeAnimatorController = playersController[2];
break;
case "MaskDude":
spriteRenderer.sprite = playerRenderer[1];
animator.runtimeAnimatorController = playersController[1];
break;
default:
break;
}
}
}
No se encontraron problemas.
Línea: 59 Carácter: 29 SPC CRLF
Elementos guardados
Seleccionar repositorio
Buscar


Plataformas2D - elegirNivel - Windows, Mac, Linux - Unity 2022.3.62f3* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Unity VCS
Hierarchy
Scene Game Animator Tile Palette
Grid
background
Canvas
FruitsCollectedText
Text (TMP)
Text (TMP) (1)
Text (TMP) (2)
Text (TMP) (3)
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TextAbrirPuerta
SkinsPanel
Frog
MaskDude
VirtualGuy
EventSystem
TransitionAnimation
PlatformBrown
PlatformBrown (1)
doors
Pink
Pink (1)
Pink (2)
Pink (3)
DoorSkins
Tilemap Focus
Focus On None
Inspector
Image Type Simple
Use Sprite Mesh
Preserve Aspect
Set Native Size
Button
Interactable
Transition Color Tint
Target Graphic VirtualGuy (Image)
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier 1
Fade Duration 0.1
Navigation Automatic
Visualize
On Click ()
Runtime Onl ChangeDoorSkins.SetPlayerVirtu
DoorSkin
Add Component
VirtualGuy
Image Size: 32x32
Project Console Animation
Assets > Pixel Adventure 1 > Assets > scripts
Background
Items
Main Characters
Mask Dude
Animations
Ninja Frog
animations
Pink Man
Virtual Guy
Animations
Materials
Materials
Other
PRACTICA03
prefabs
scripts
ChangeDo... CheckGro... Checkpoint DamageOb... EnemySpike FruitCollec... FruitContro... FruitMana... OpenDoor Platform PlayerMove PlayerRes... PlayerSele...