

CheckGround.cs

```

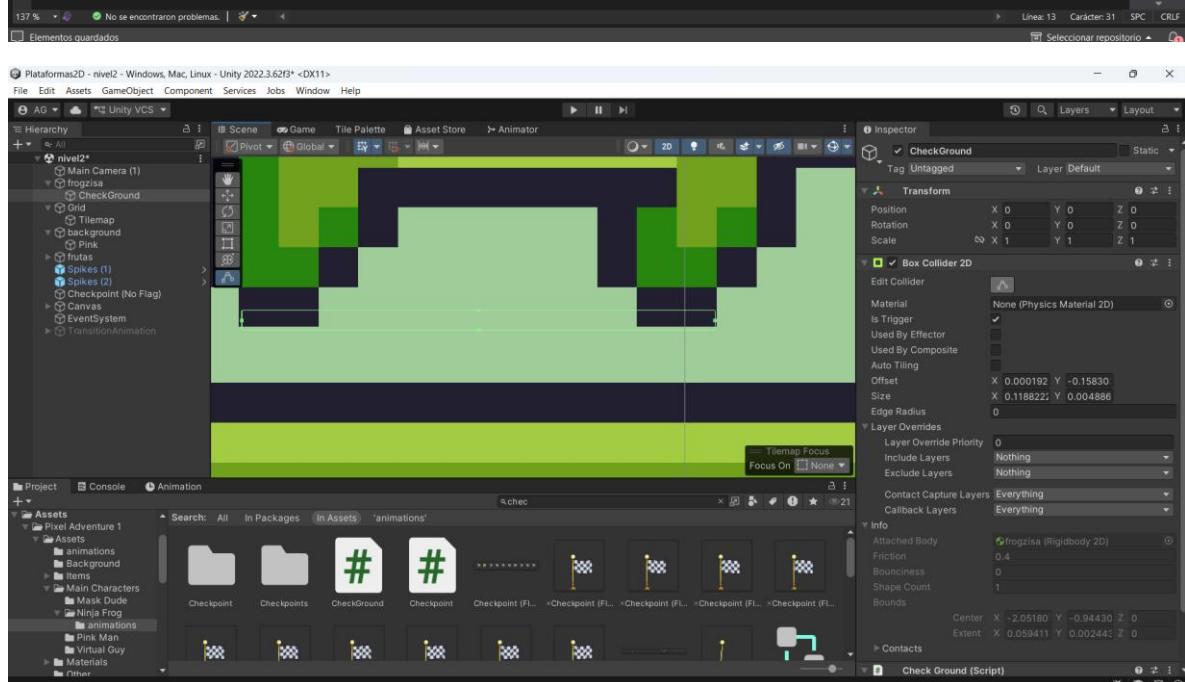
using UnityEngine;

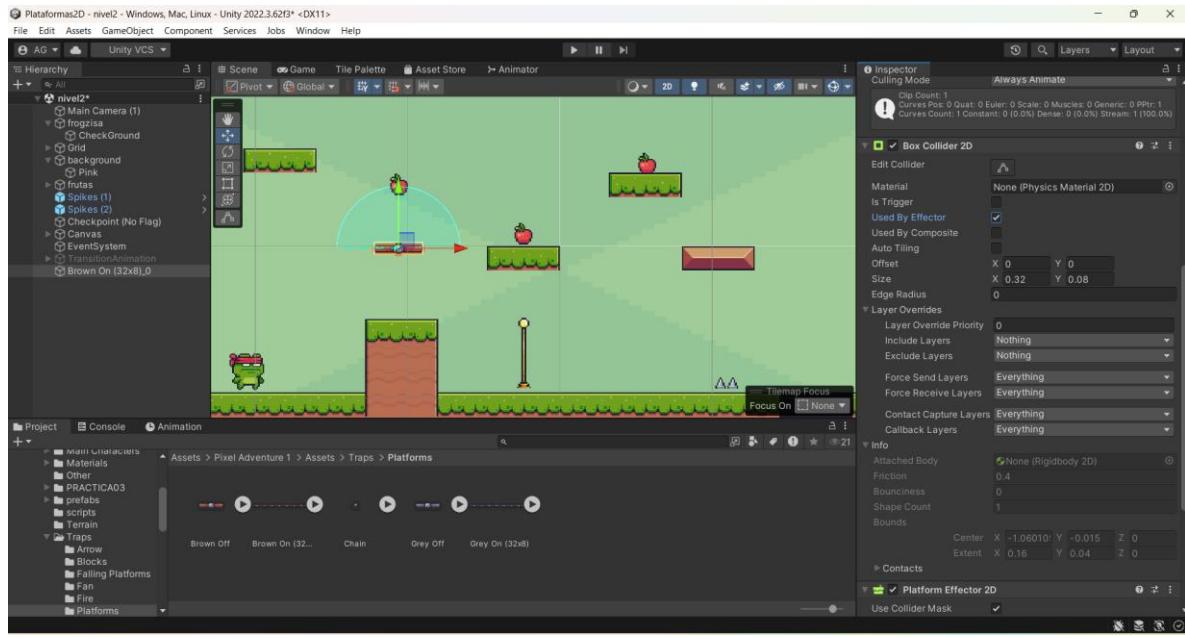
public class CheckGround : MonoBehaviour
{
    // Variable estatica para que PlayerMove pueda leerla facilmente
    public static bool isGrounded;

    private void OnTriggerEnter2D(Collider2D collision)
    {
        if (collision.CompareTag("Ground"))
        {
            // Cuando algo entra en el trigger, estamos en el suelo
            isGrounded = true;
        }
    }

    private void OnTriggerExit2D(Collider2D collision)
    {
        // Cuando salimos del trigger, ya no estamos en el suelo
        isGrounded = false;
    }
}

```





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Platform.cs CheckGround.cs

Archivos varios Platform

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Platform : MonoBehaviour
{
    private PlatformEffector2D effector;
    private float startWaitTime;
    private float waitedTime;
    // Start is called before the first frame update
    void Start()
    {
        effector = GetComponent<PlatformEffector2D>();
    }

    // Update is called once per frame
    void Update()
    {
        if (Input.GetKeyUp(KeyCode.DownArrow) || Input.GetKeyDown(KeyCode.s))
        {
            waitedTime = startWaitTime;
        }

        if (Input.GetKey(KeyCode.DownArrow) || Input.GetKeyDown(KeyCode.s))
        {
            if (waitedTime <= 0)
            {
                effector.rotationalOffset = 180f;
                waitedTime = startWaitTime;
            }
            else
            {
                waitedTime -= Time.deltaTime;
            }
        }

        if (Input.GetKeyDown(KeyCode.Space))
        {
            effector.rotationalOffset = 0;
        }
    }
}

```

No se encontraron problemas. | Linea: 34 | Carácter: 36 | SPC