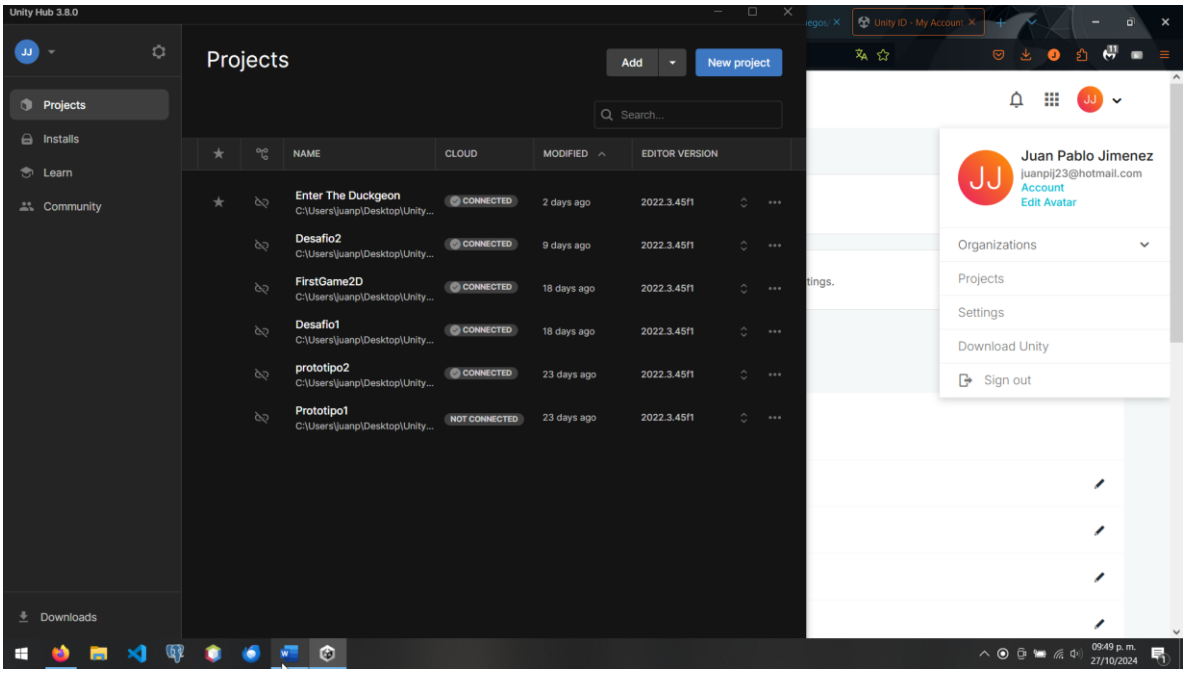
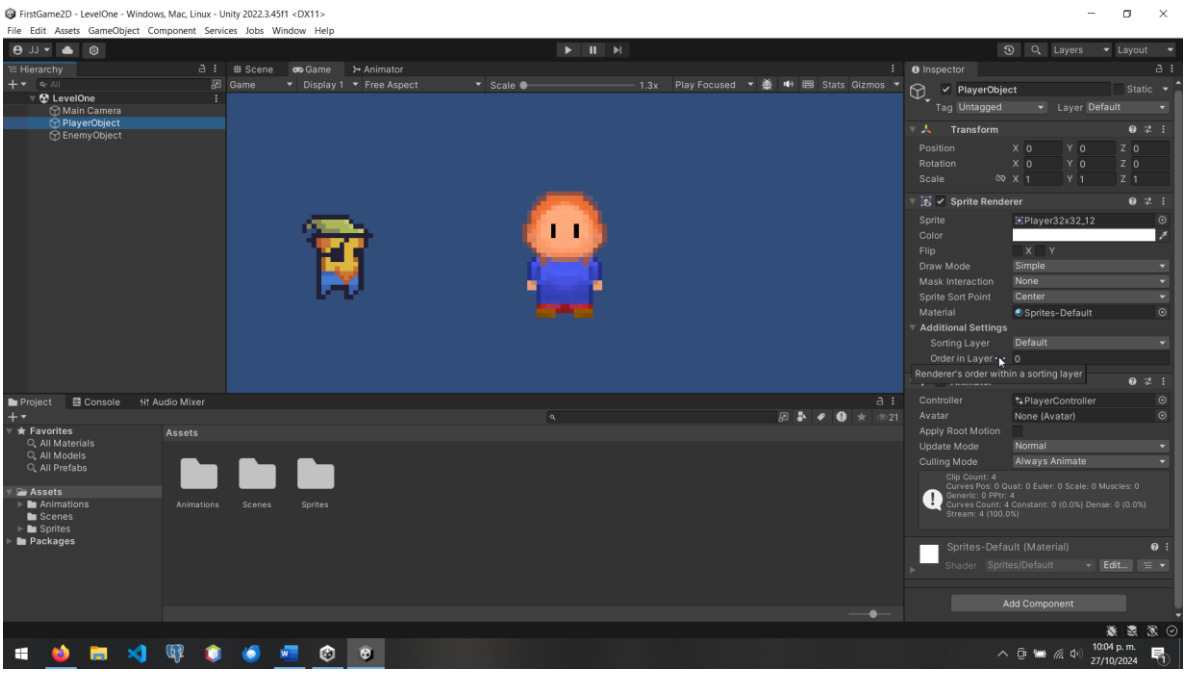
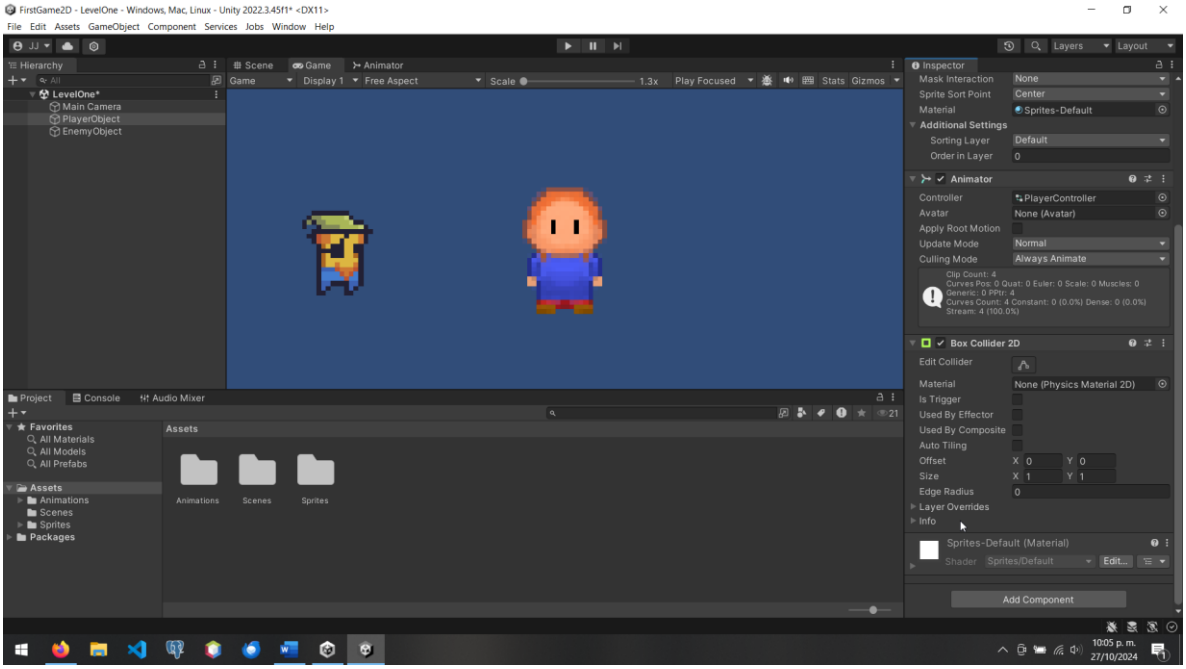

Unity Hub 3.8.0
Projects
Add
New project
Search...
Projects
Installs
Learn
Community
Downloads
NAME
CLOUD
MODIFIED
EDITOR VERSION
Enter The Duckgeon
C:\Users\juanp\Desktop\Unity...
CONNECTED
2 days ago
2022.3.45f1
Desafio2
9 days ago
FirstGame2D
18 days ago
Desafio1
prototipo2
23 days ago
Prototipo1
NOT CONNECTED
Juan Pablo Jimenez
juanpij23@hotmail.com
Account
Edit Avatar
Organizations
Projects
Settings
Download Unity
Sign out
09:49 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Inspector
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Packages
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Color
Draw Mode
Mask Interaction
Sprite Sort Point
Material
Additional Settings
Sorting Layer
Order in Layer
Renderer's order within a sorting layer
Controller
Avatar
Apply Root Motion
Update Mode
Culling Mode
Add Component
10:04 p. m.
27/10/2024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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Inspector
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project
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Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
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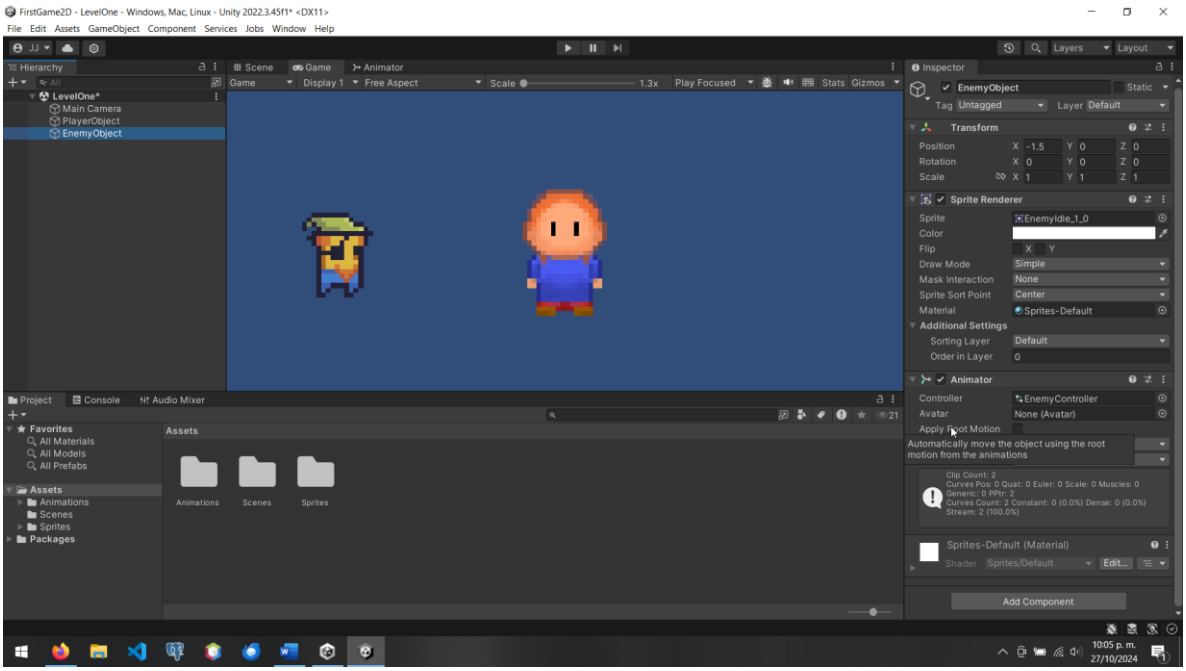
Packages
10:05 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
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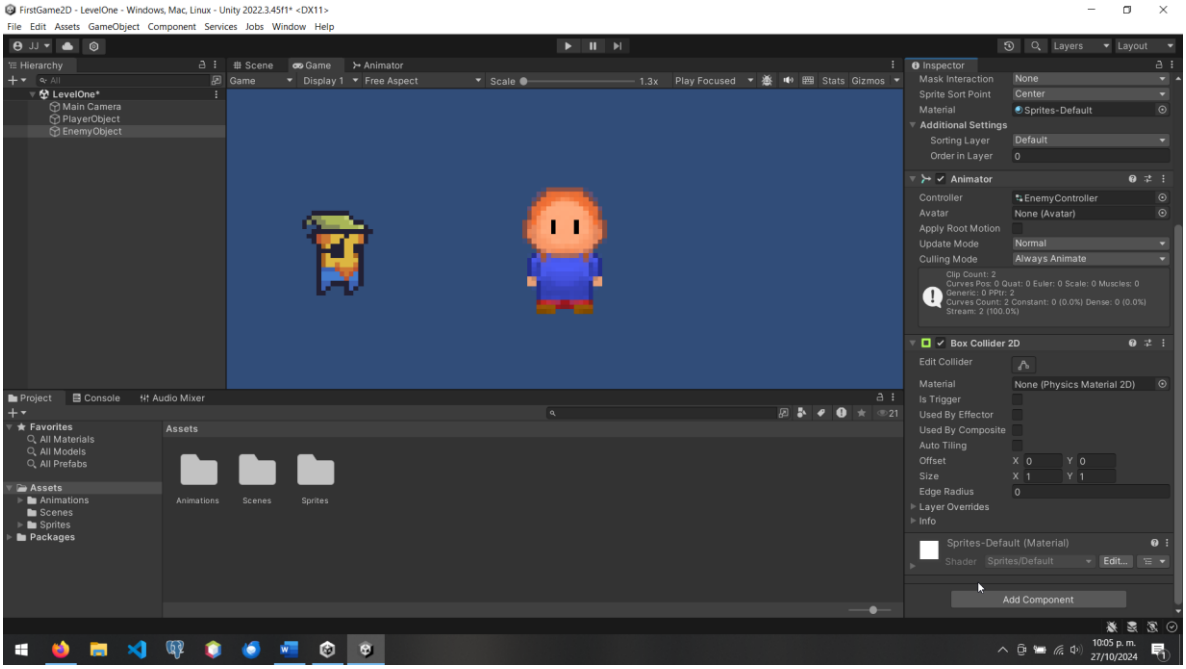
Animator
Inspector
EnemyObject
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite EnemyIdle_1_0
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller EnemyController
Avatar None (Avatar)
Apply Root Motion
Automatically move the object using the root motion from the animations
Sprites-Default (Material)
Shader Sprites/Default
Edit...
Add Component
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Packages
10:05 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
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Animator
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
0
Animator
Controller
EnemyController
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
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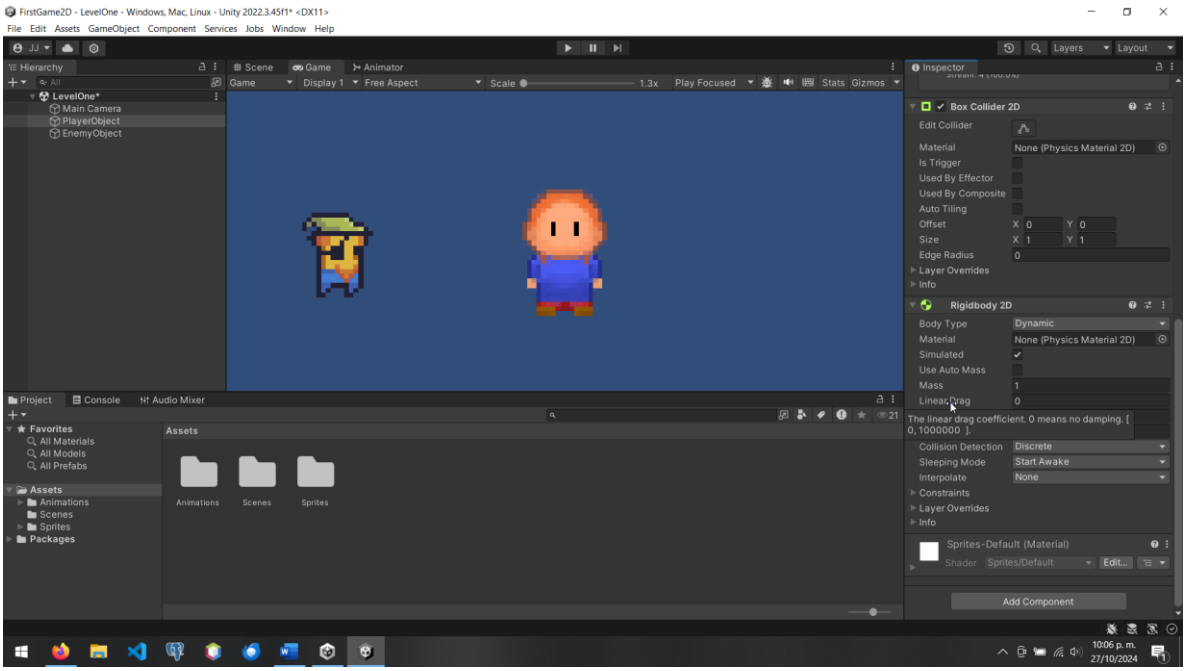
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Packages
10:05 p. m.
27/10/2024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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
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Display 1
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Scale
1.3x
Play Focused
Stats
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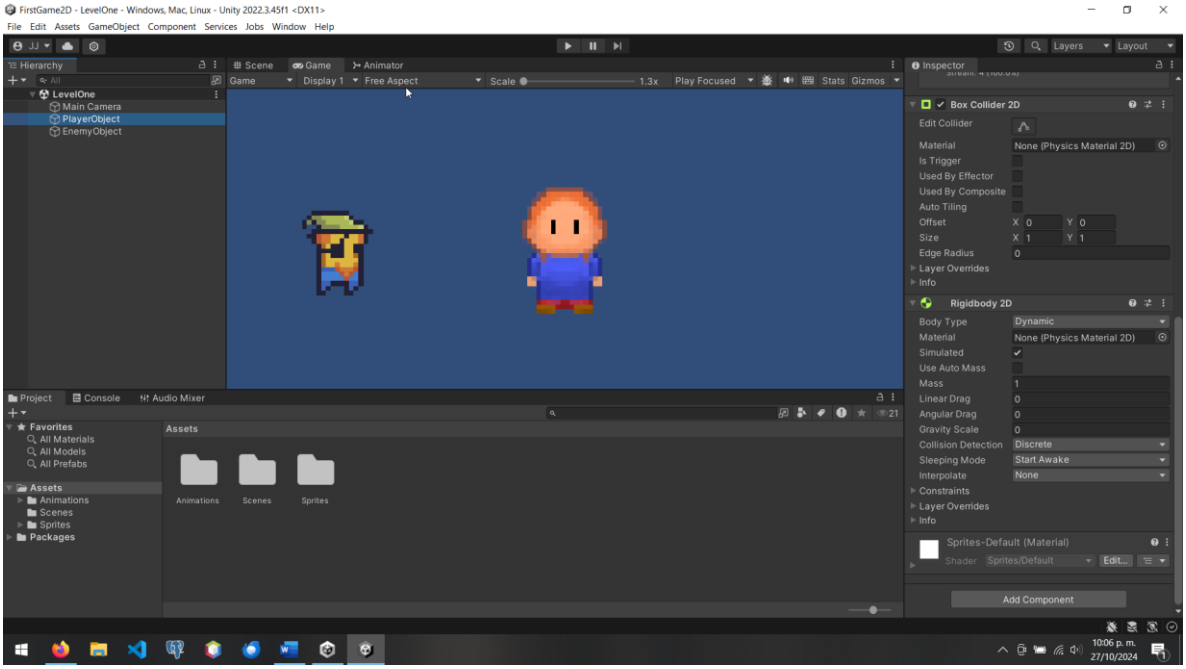
Inspector
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Rigidbody 2D
Body Type
Dynamic
Material
None (Physics Material 2D)
Simulated
Use Auto Mass
Mass
1
Linear Drag
0
The linear drag coefficient. 0 means no damping. [0, 1000000].
Collision Detection
Discrete
Sleeping Mode
Start Awake
Interpolate
None
Constraints
Layer Overrides
Info
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Packages
10:06 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
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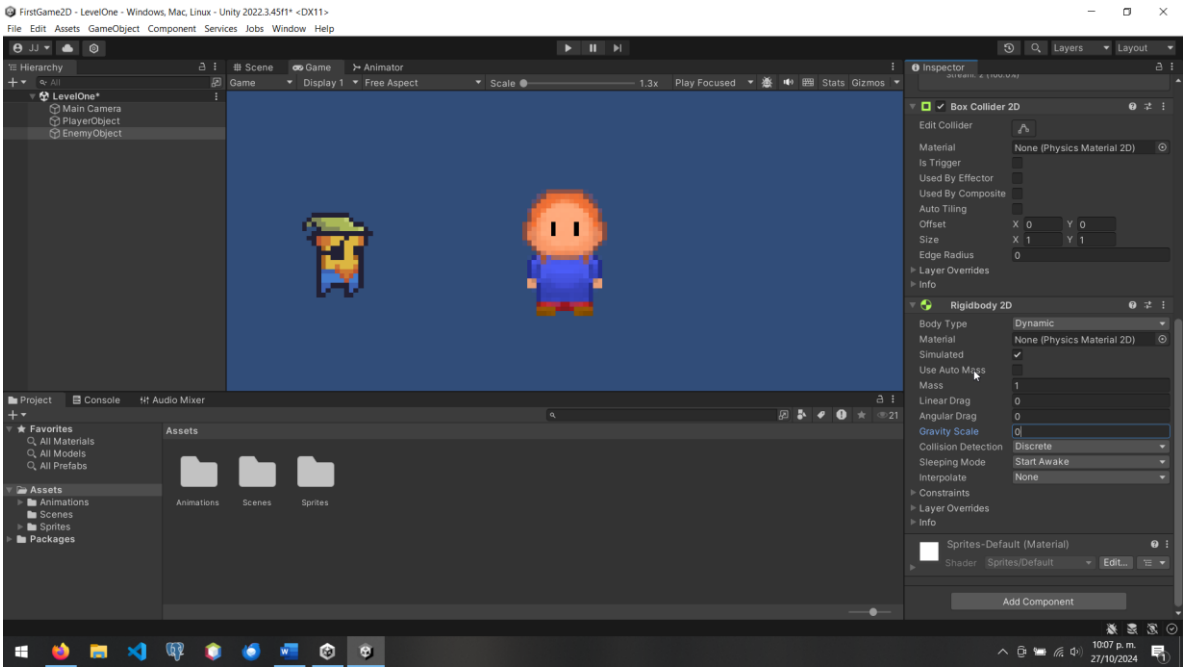
Animator
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Rigidbody 2D
Body Type
Dynamic
Simulated
Use Auto Mass
Mass
Linear Drag
Angular Drag
Gravity Scale
Collision Detection
Discrete
Sleeping Mode
Start Awake
Interpolate
None
Constraints
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Packages
10:06 p. m.
27/10/2024


FirstGame2D - LevelOne* - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
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Animator
Display 1
Free Aspect
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1.3x
Play Focused
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Inspector
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Rigidbody 2D
Body Type
Dynamic
Simulated
Use Auto Mass
Mass
Linear Drag
Angular Drag
Gravity Scale
Collision Detection
Discrete
Sleeping Mode
Start Awake
Interpolate
None
Constraints
Sprites-Default (Material)
Shader
Sprites/Default
Edit...
Add Component
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Audio Mixer
Favorites
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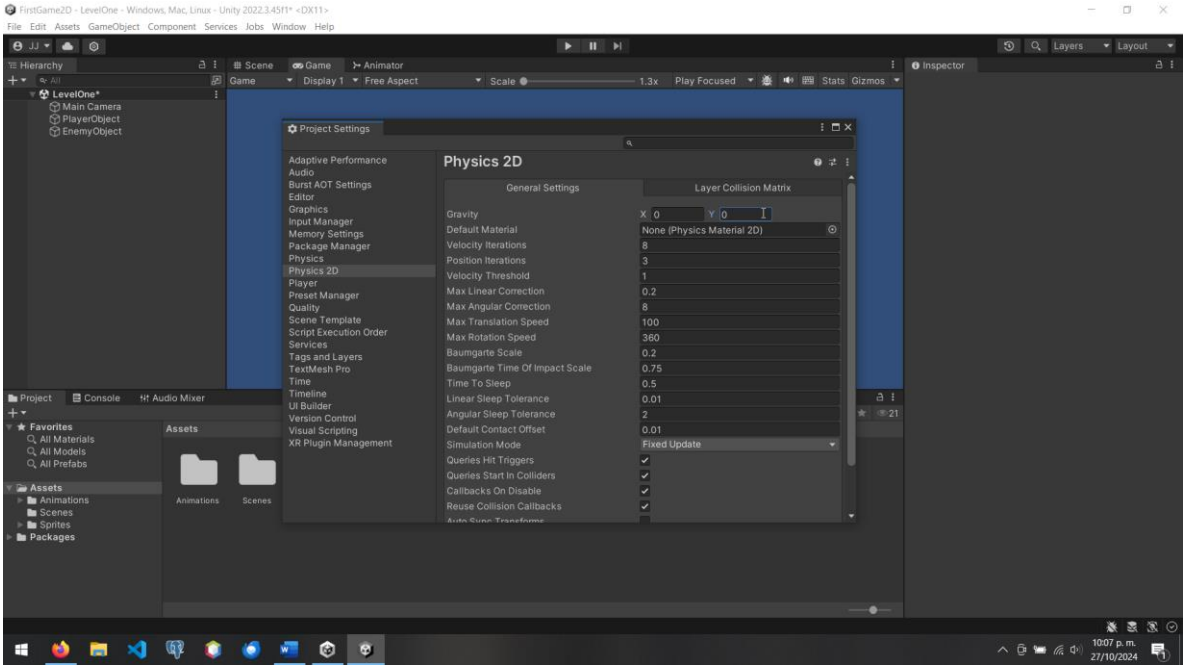
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Packages
10:07 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Project Settings
Physics 2D
General Settings
Layer Collision Matrix
Gravity
Default Material
Velocity Iterations
Position Iterations
Velocity Threshold
Max Linear Correction
Max Angular Correction
Max Translation Speed
Max Rotation Speed
Baumgarte Scale
Baumgarte Time Of Impact Scale
Time To Sleep
Linear Sleep Tolerance
Angular Sleep Tolerance
Default Contact Offset
Simulation Mode
Queries Hit Triggers
Queries Start In Colliders
Callbacks On Disable
Reuse Collision Callbacks
Inspector
Project
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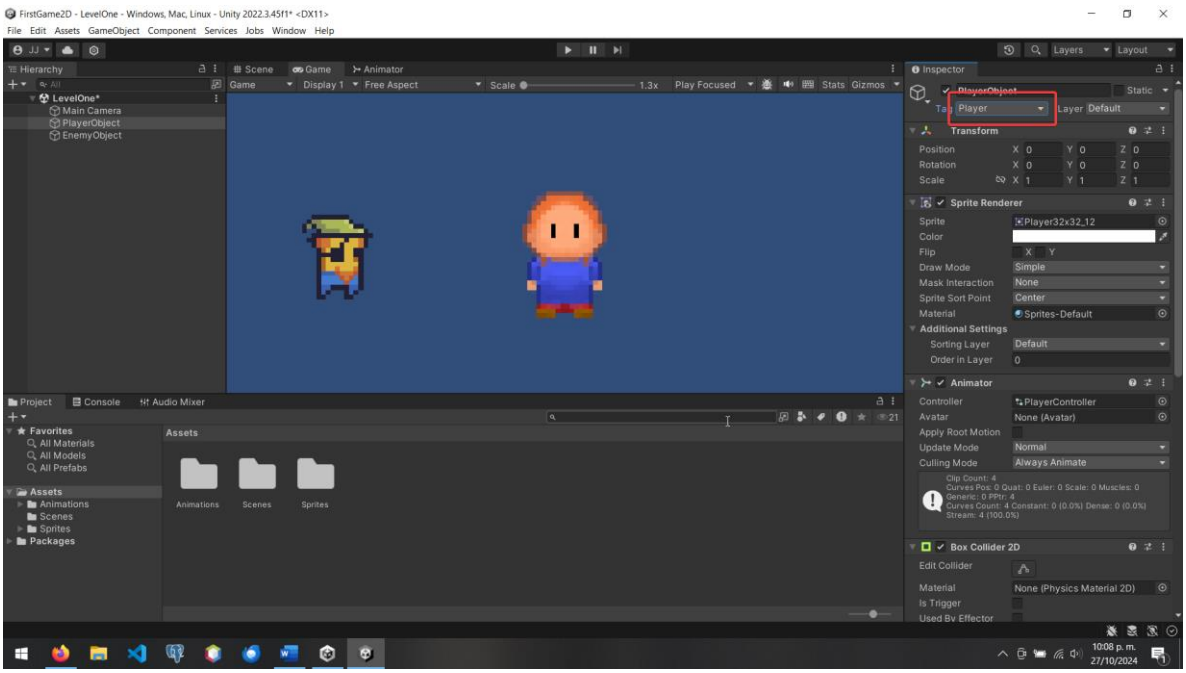
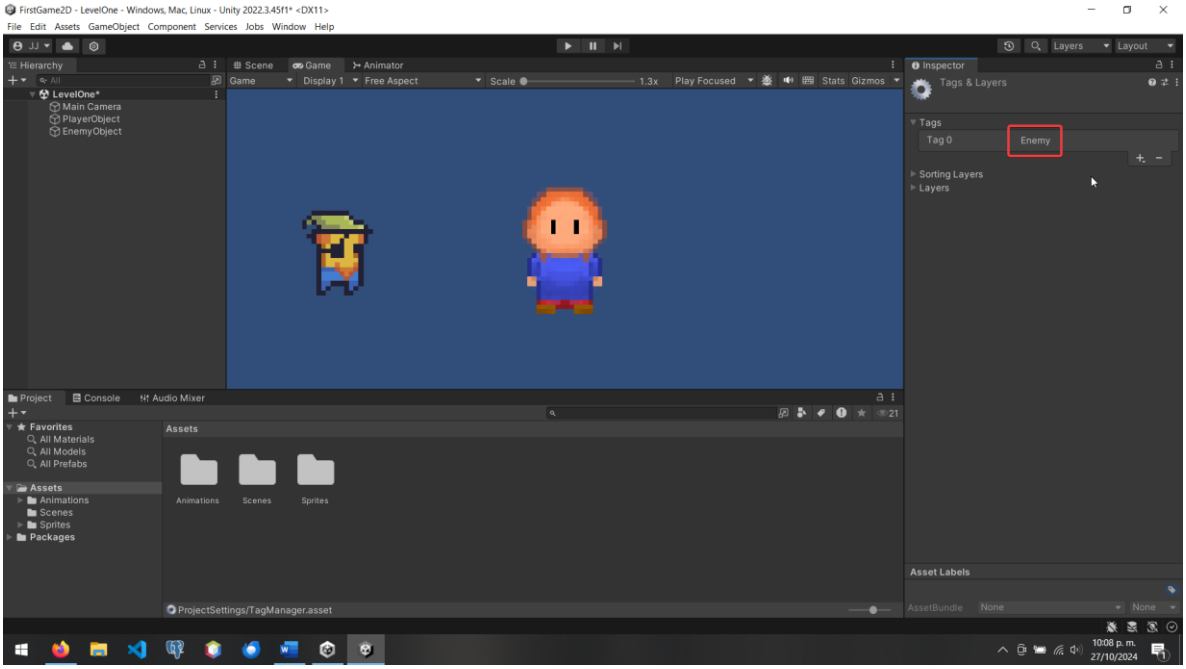
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Scenes
Sprites
Packages
10:07 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Inspector
Tag Player
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite Player32x32_12
Color
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Project
Console
Audio Mixer
Assets
Animations
Scenes
Sprites
Packages
10:08 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
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PlayerObject
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Display 1
Free Aspect
Scale
1.3x
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Tag 0
Enemy
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All Models
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Packages
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AssetBundle
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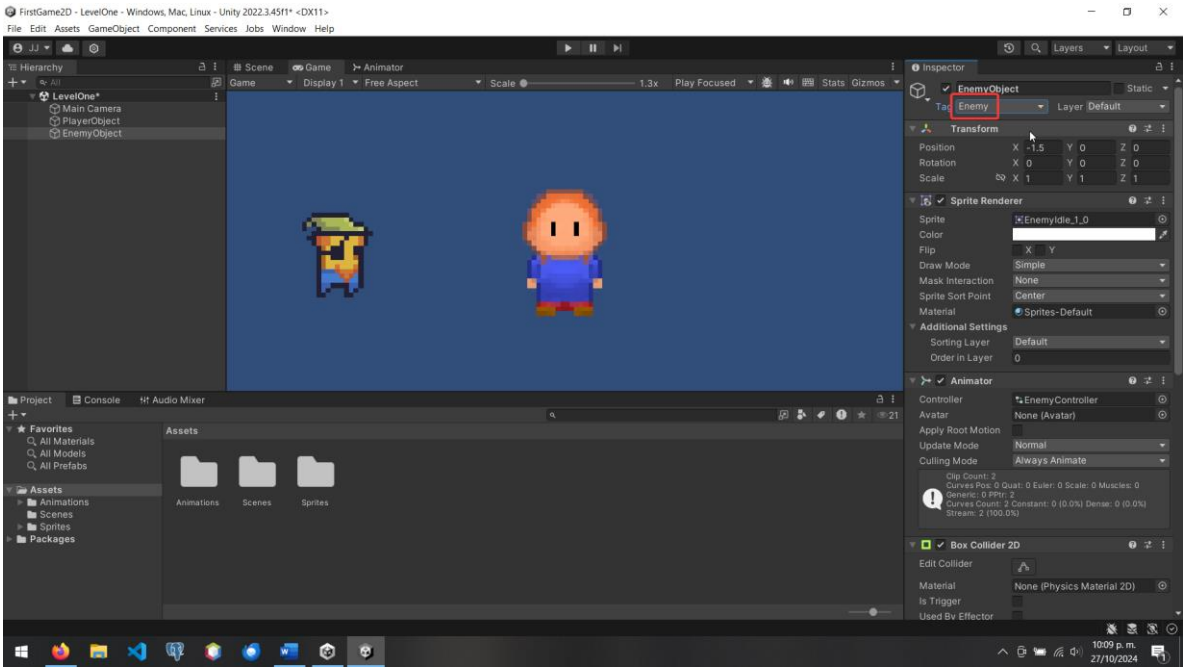
10:08 p. m.
27/10/2024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EnemyObject
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Animator
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1.3x
Play Focused
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EnemyObject
Static
Tag
Enemy
Layer
Default
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Sprite Renderer
Sprite
EnemyIdle_1_0
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
Animator
Controller
EnemyController
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
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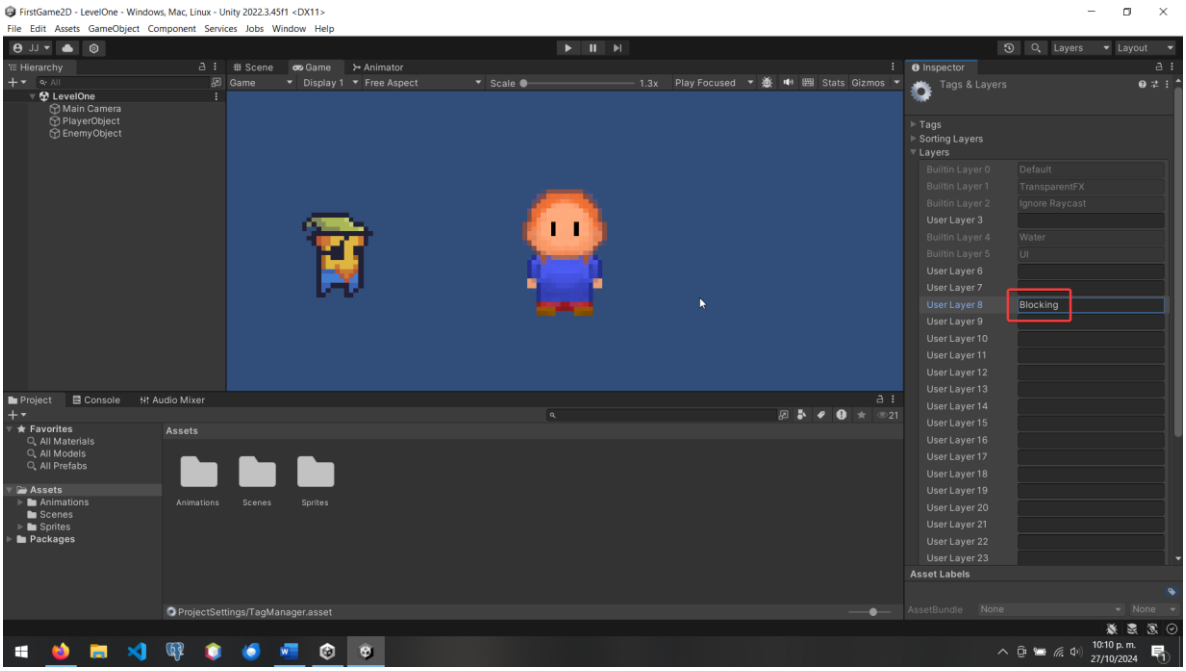
27/10/2024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1.3x
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Default
Builtin Layer 1
TransparentFX
Builtin Layer 2
Ignore Raycast
User Layer 3
Builtin Layer 4
Water
Builtin Layer 5
UI
User Layer 6
User Layer 7
User Layer 8
Blocking
User Layer 9
User Layer 10
User Layer 11
User Layer 12
User Layer 13
User Layer 14
User Layer 15
User Layer 16
User Layer 17
User Layer 18
User Layer 19
User Layer 20
User Layer 21
User Layer 22
User Layer 23
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Packages
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Asset Labels
AssetBundle
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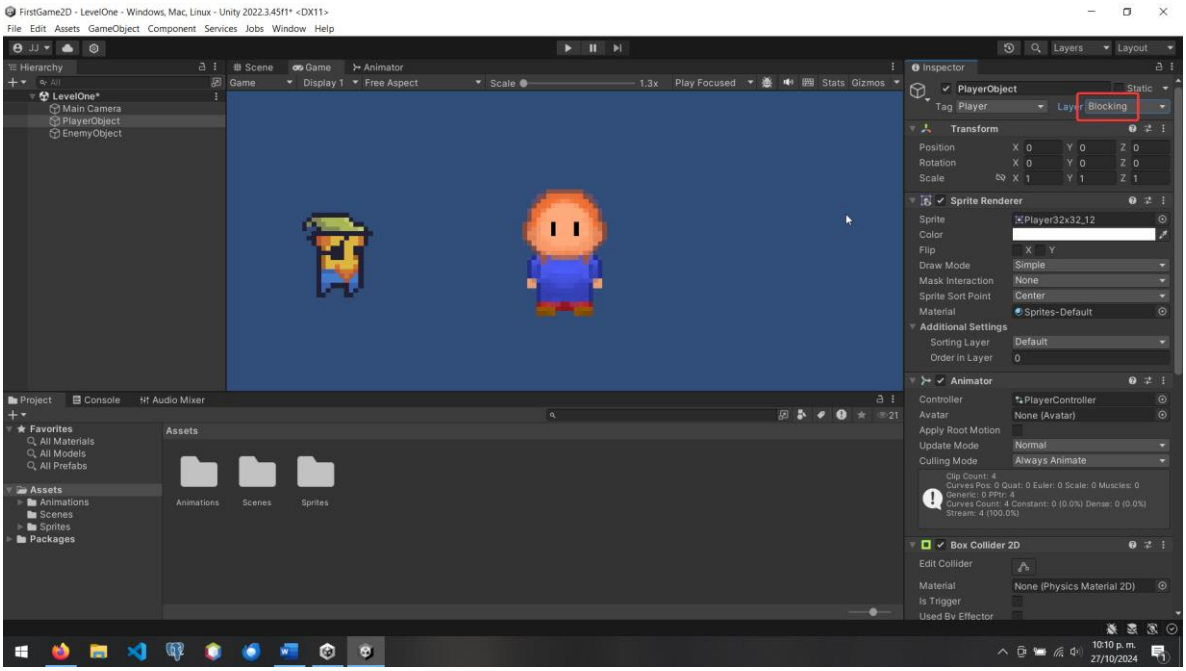
10:10 p. m.
27/10/2024


FirstGame2D - LevelOne* - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Display 1
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1.3x
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PlayerObject
Static
Tag
Player
Layer
Blocking
Transform
Position
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Scale
Sprite Renderer
Sprite
Player32x32_12
Color
Flip
Draw Mode
Simple
Mask Interaction
None
Sprite Sort Point
Center
Material
Sprites-Default
Additional Settings
Sorting Layer
Default
Order in Layer
0
Animator
Controller
PlayerController
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
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All Prefabs
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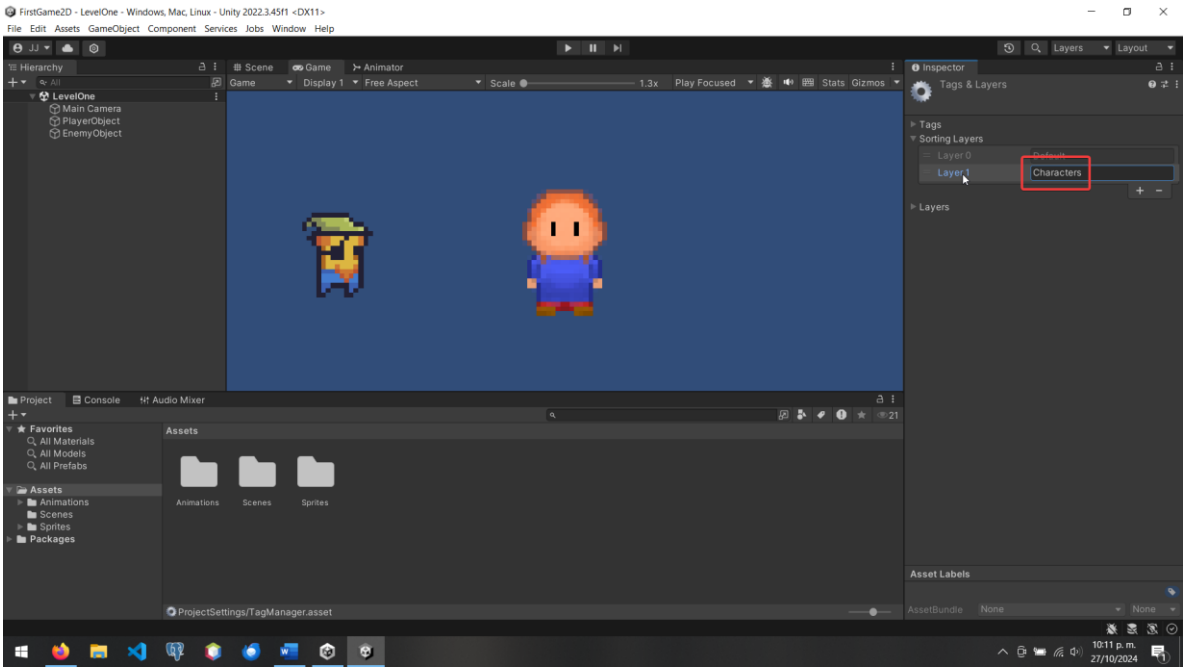
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Tags
Sorting Layers
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All Materials
All Models
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AssetBundle
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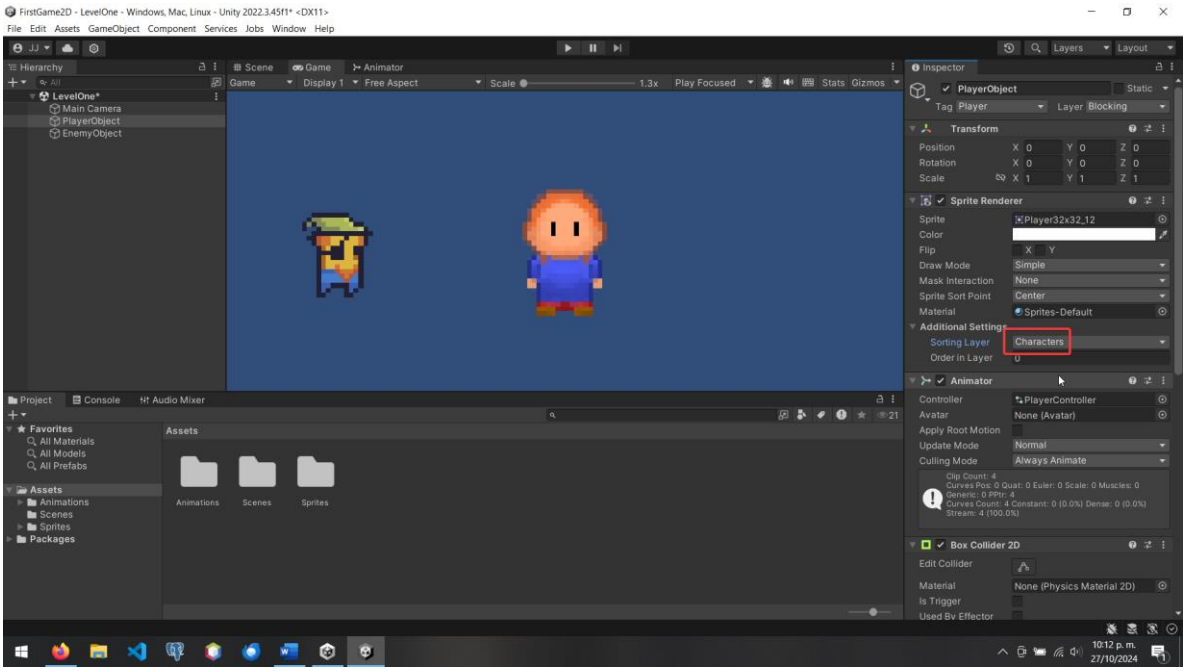
27/10/2024


FirstGame2D - LevelOne* - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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Draw Mode
Simple
Mask Interaction
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Avatar
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None (Physics Material 2D)
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10:12 p. m.
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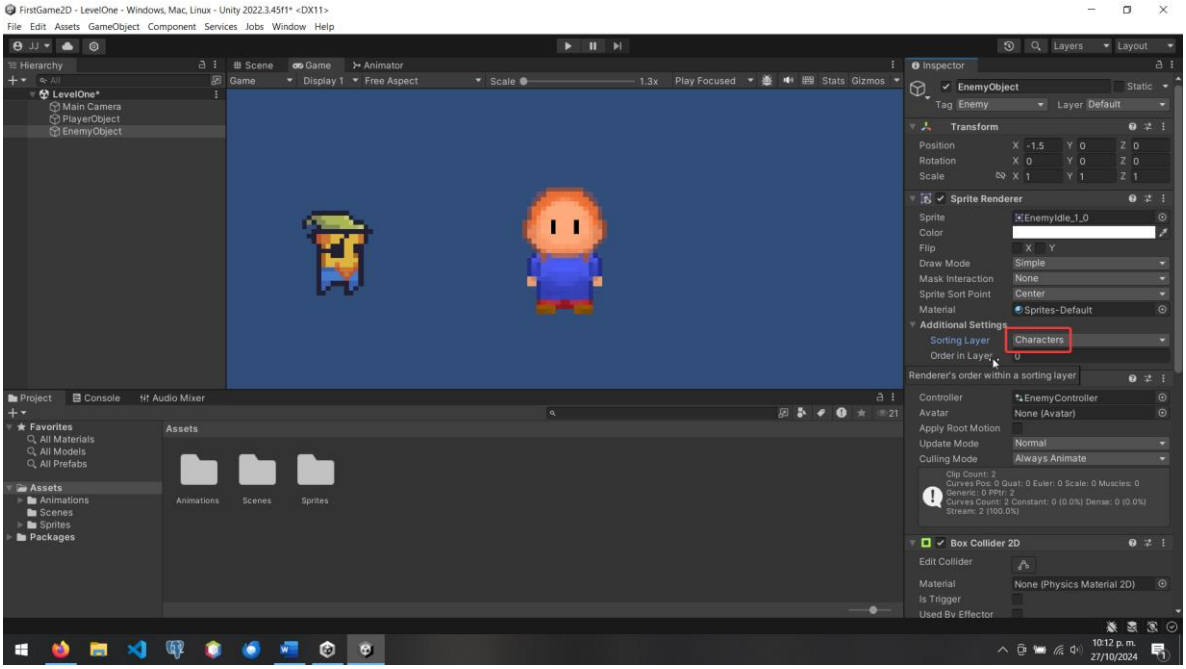
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File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
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1.3x
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Controller
EnemyController
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Box Collider 2D
Edit Collider
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Is Trigger
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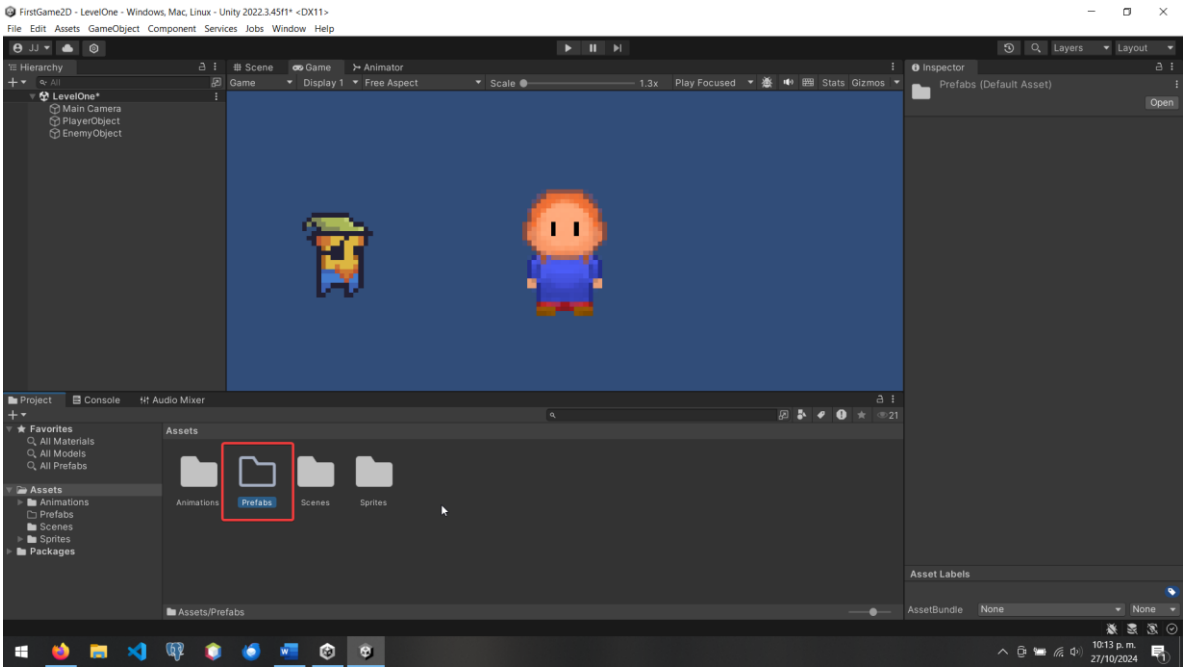
FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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1.3x
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Prefabs (Default Asset)
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Asset Labels
AssetBundle
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Assets/Prefabs
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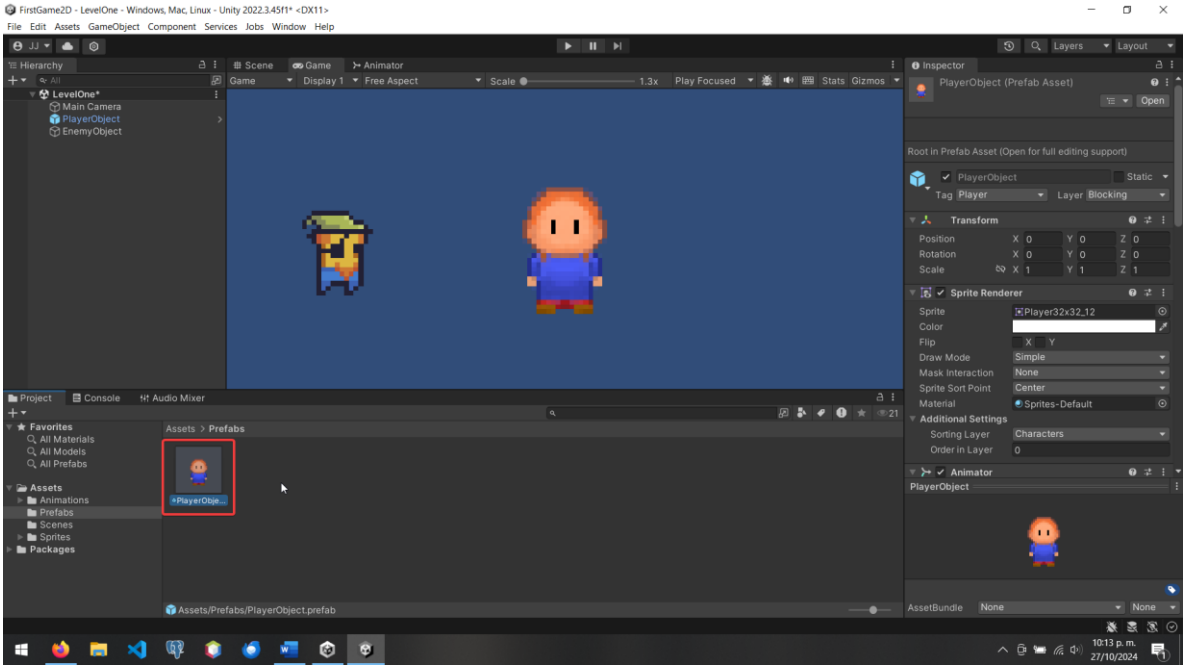
FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
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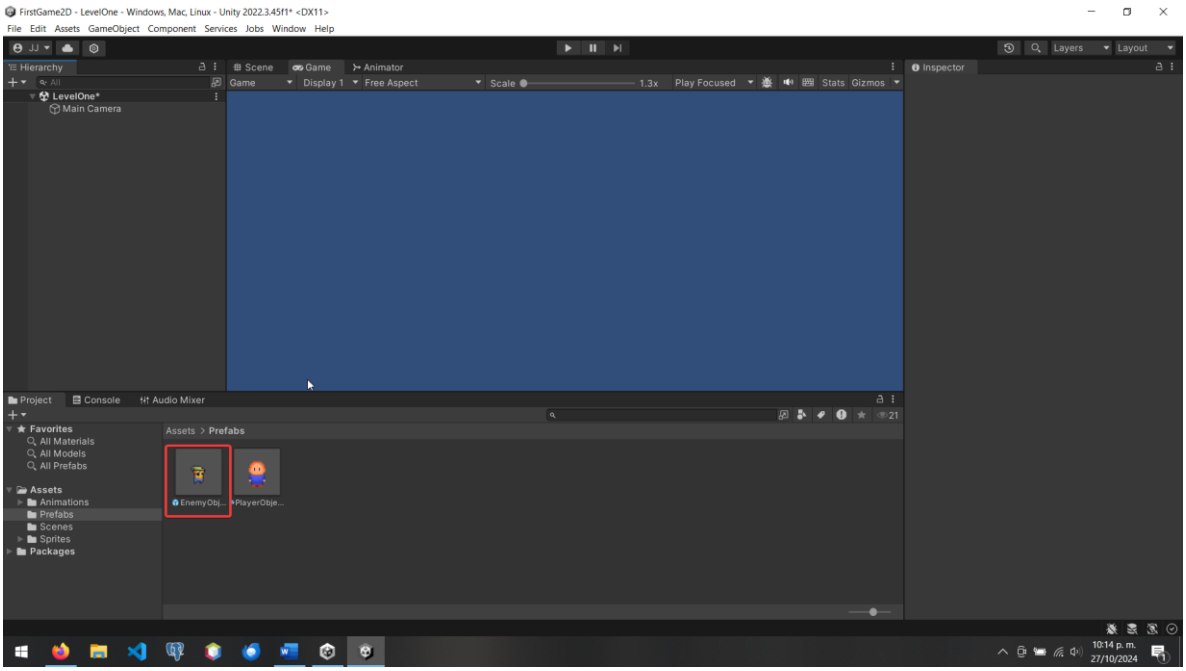
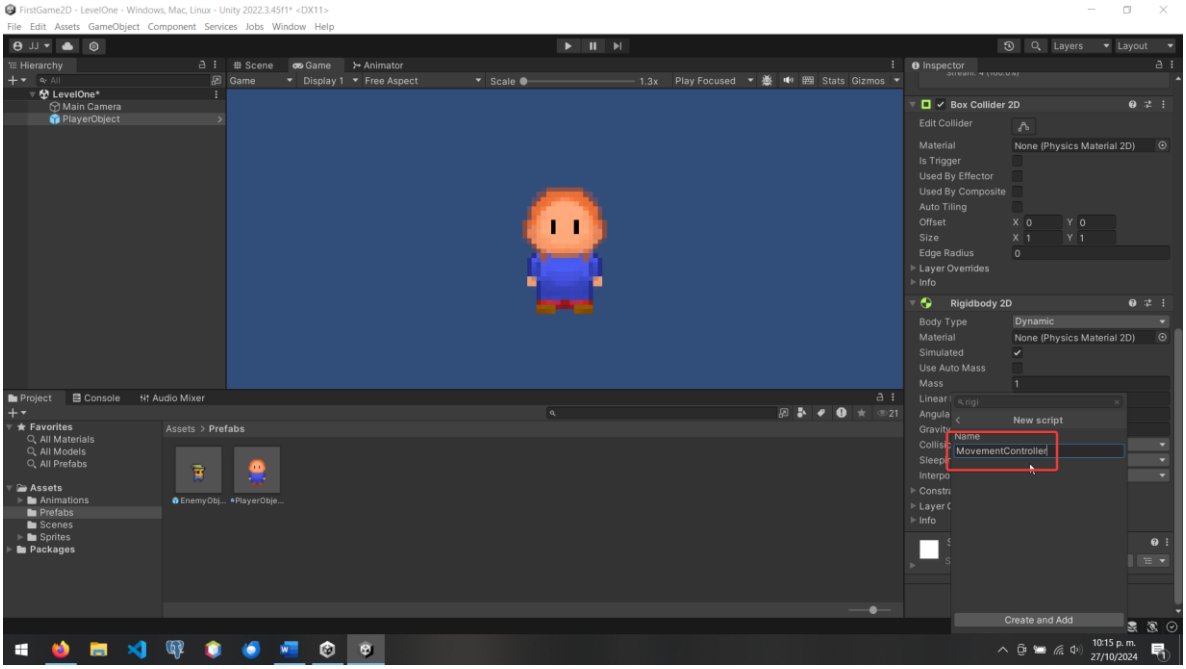
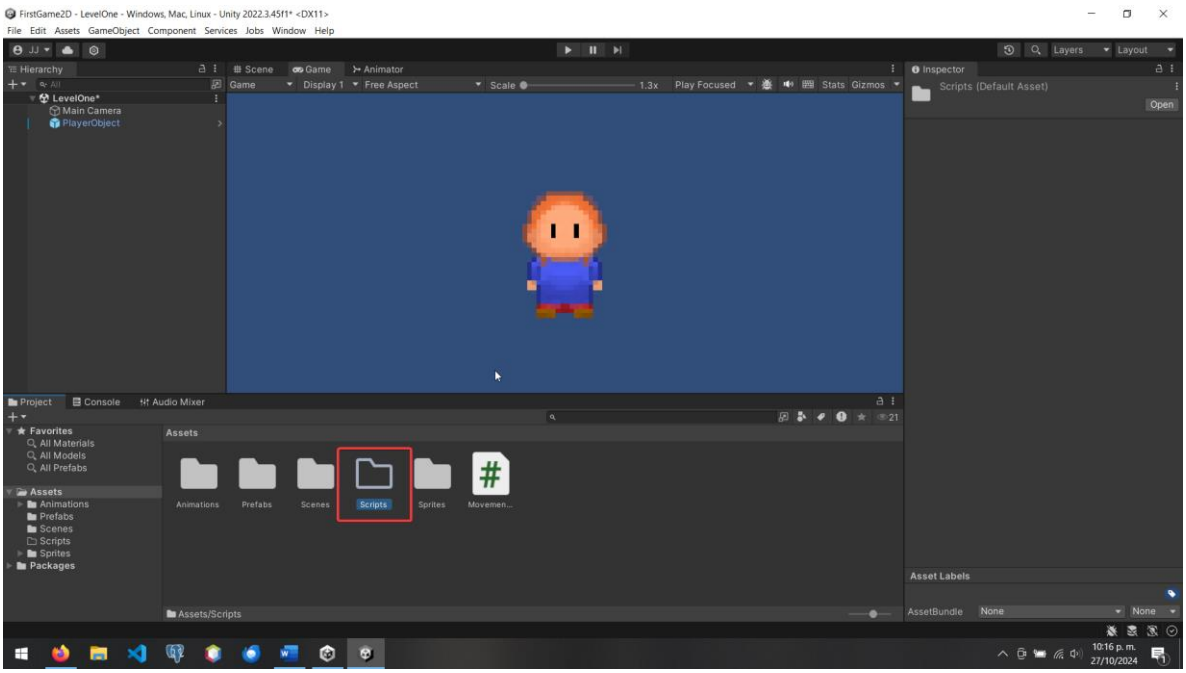
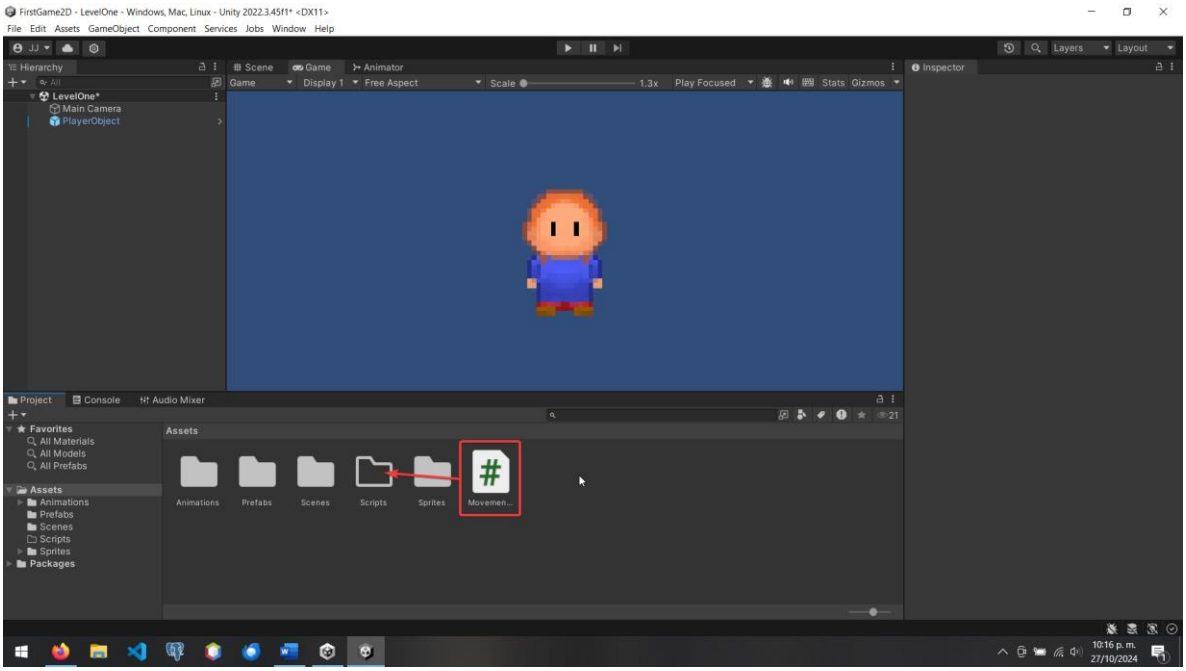
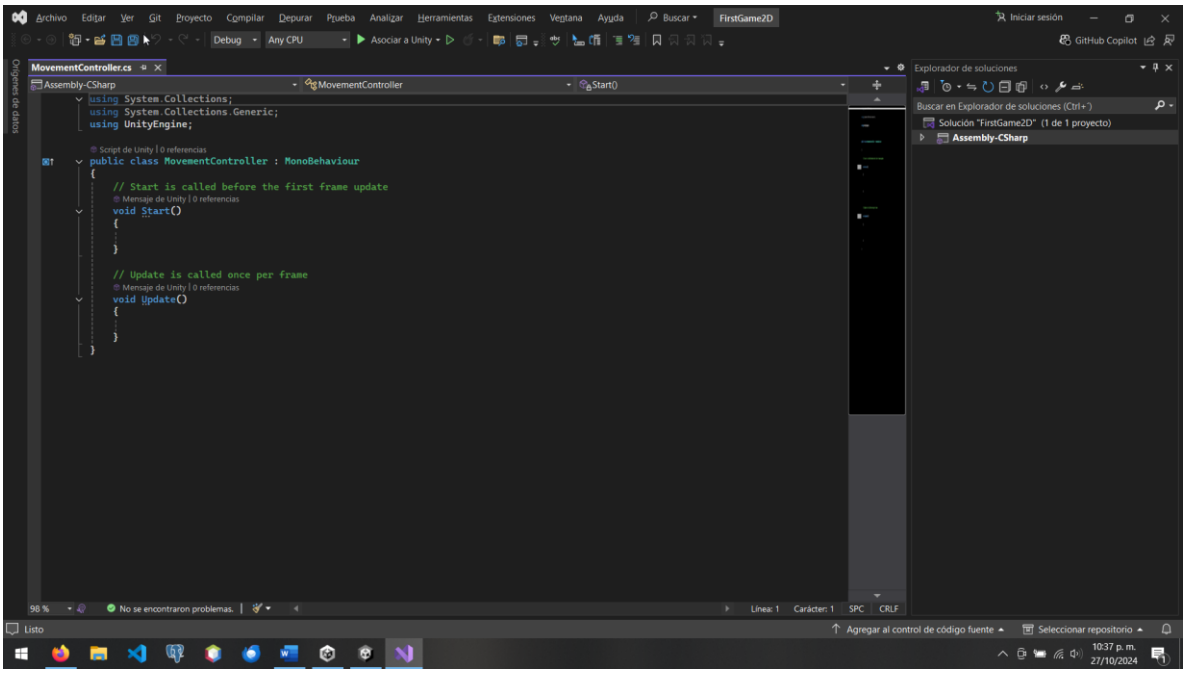
Layer Blocking
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite Player32x32_12
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
PlayerObject
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Sprites
Packages
Assets > Prefabs
Assets/Prefabs/PlayerObject.prefab
AssetBundle None None
10:13 p. m.
27/10/2024

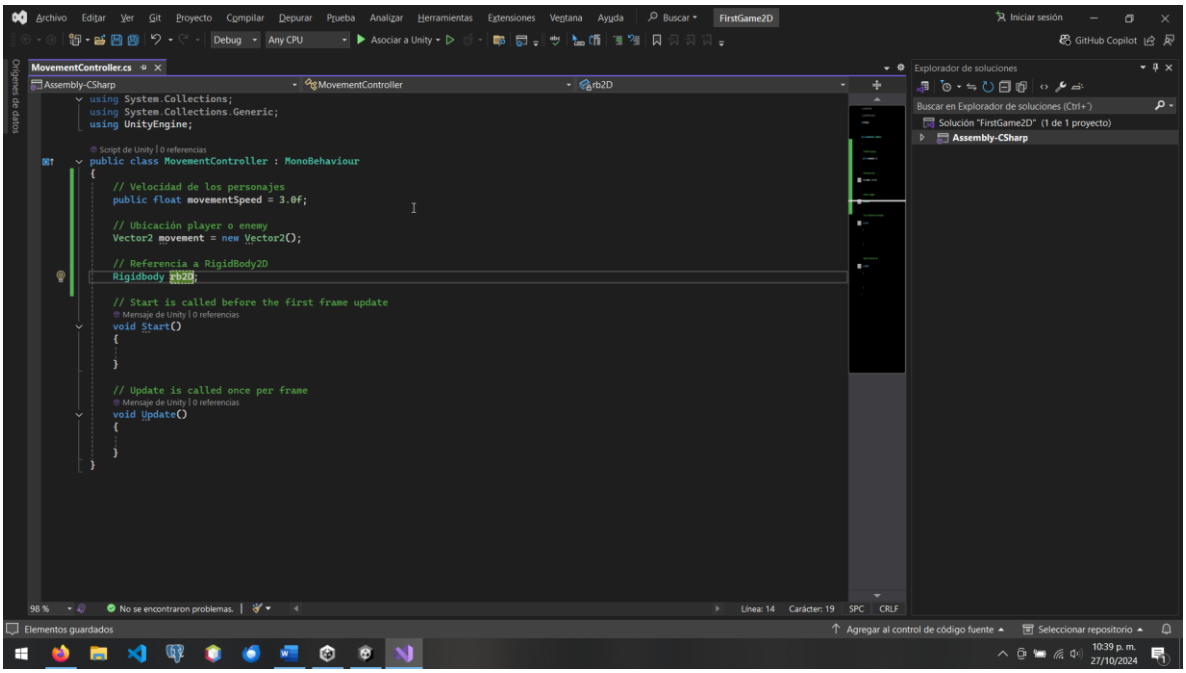

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
Scene
Game
Animator
Display 1
Free Aspect
Play Focused
Stats
Gizmos
Inspector
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Sprites
Packages
Assets > Prefabs
10:14 p. m.
27/10/2024

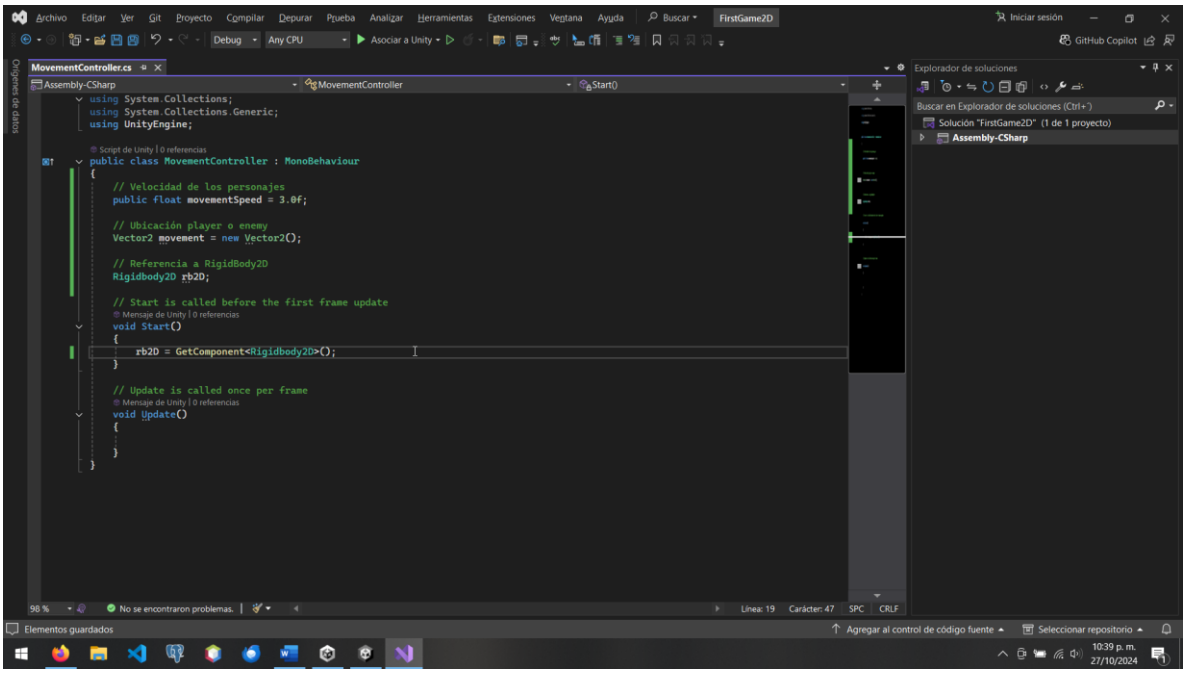

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Box Collider 2D
Edit Collider
Material
None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Rigidbody 2D
Body Type
Dynamic
Simulated
Use Auto Mass
Mass
New script
Name
MovementController
Create and Add
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Sprites
Packages
Assets > Prefabs
10:15 p. m.
27/10/2024

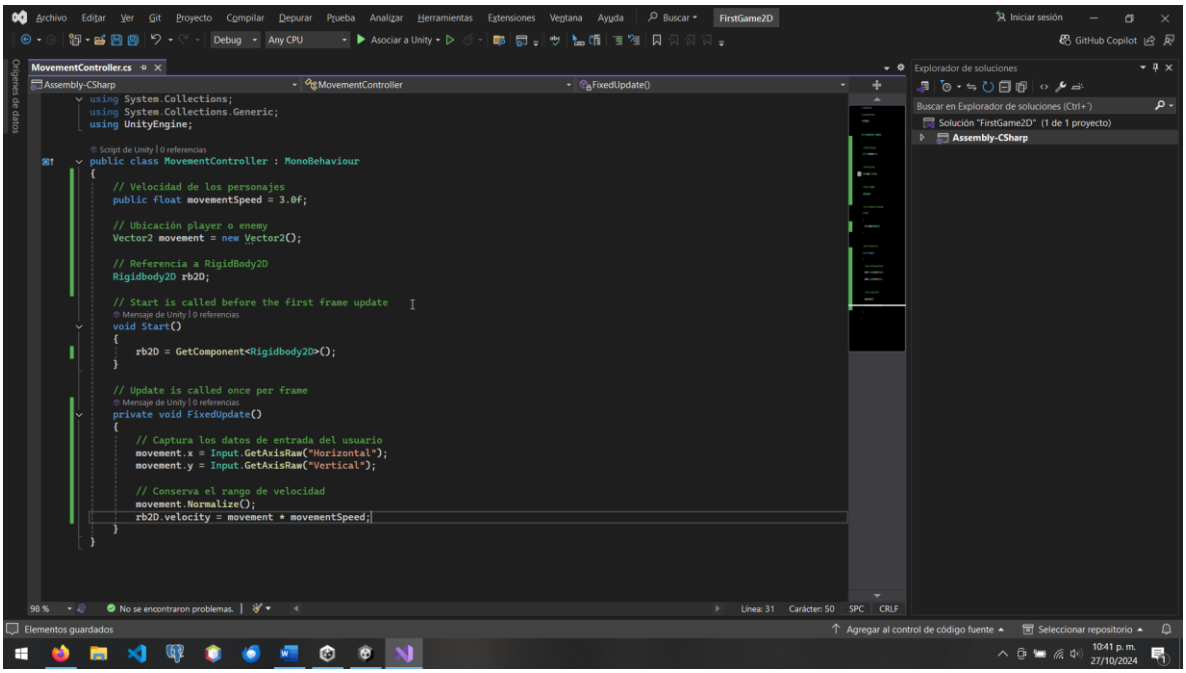

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Scripts (Default Asset)
Open
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Packages
Animations
Prefabs
Scenes
Scripts
Sprites
Movemen...
Asset Labels
AssetBundle
None
None
Assets/Scripts
10:16 p. m.
27/10/2024

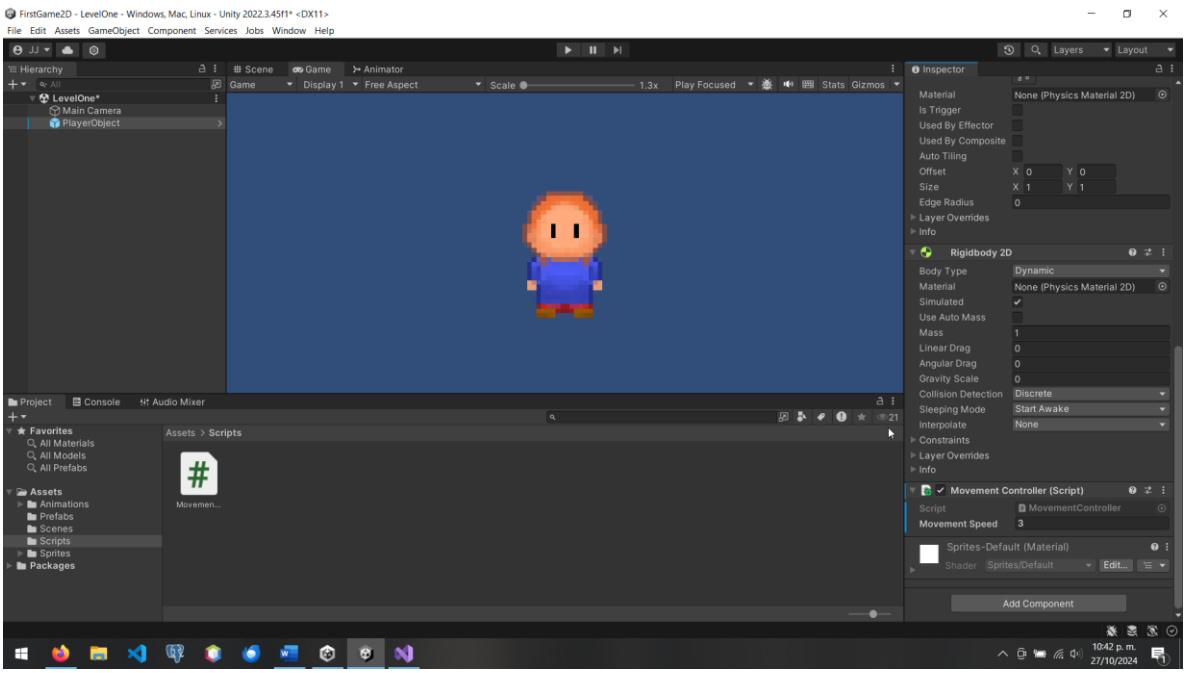

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Display 1
Free Aspect
Scale
1.3x
Play Focused
Stats
Gizmos
Inspector
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Packages
Movemen...
10:16 p. m.
27/10/2024

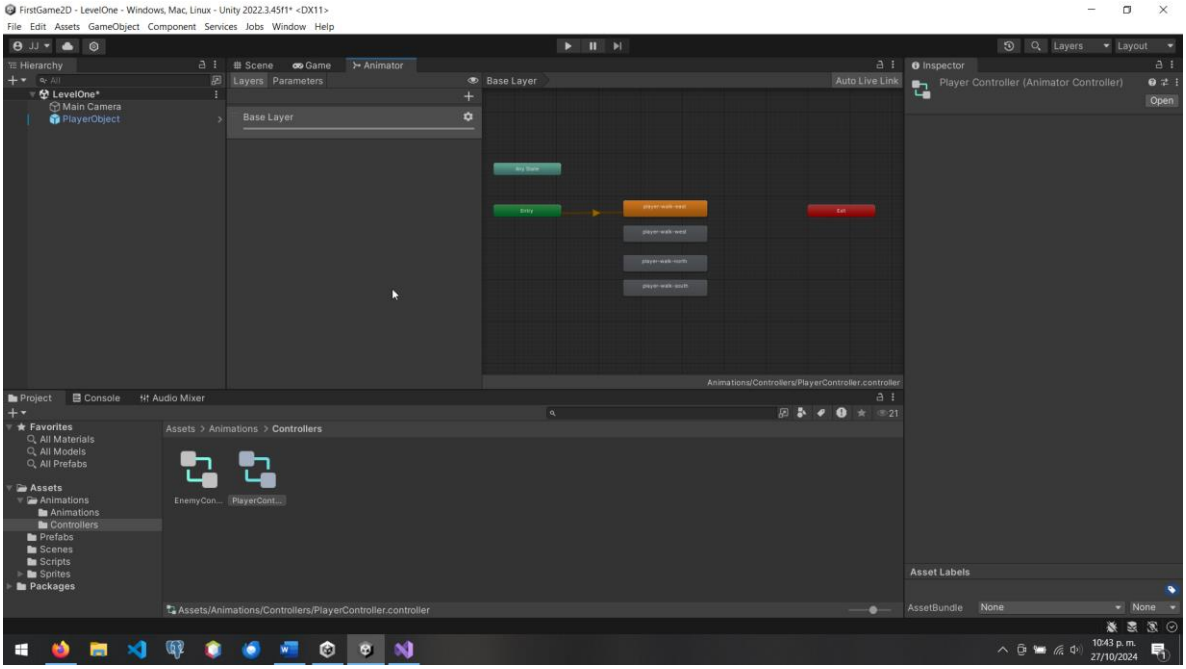

Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
FirstGame2D
Debug
Any CPU
Asociar a Unity
MovementController.cs
Assembly-CSharp
MovementController
Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class MovementController : MonoBehaviour
{
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "FirstGame2D" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 1 Carácter: 1 SPC CRLF
Listo
Agregar al control de código fuente
Seleccionar repositorio
10:37 p. m.
27/10/2024

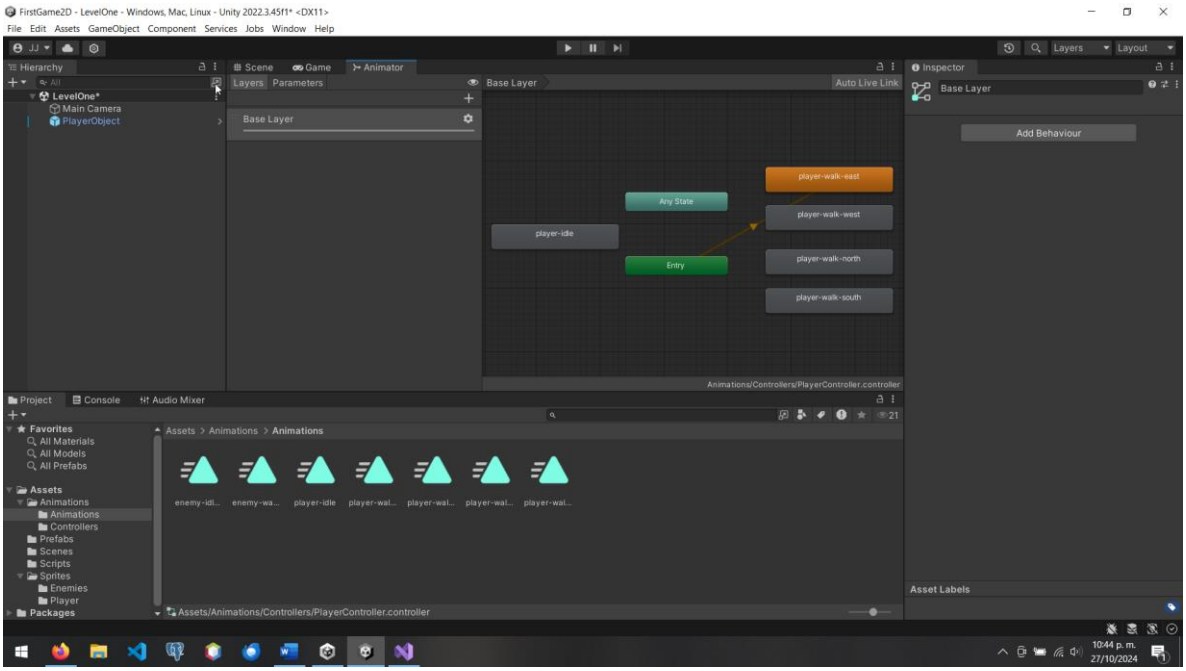

Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar FirstGame2D Iniciar sesión
Debug Any CPU Asociar a Unity GitHub Copilot
MovementController.cs
Assembly-CSharp MovementController rb2D
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class MovementController : MonoBehaviour
{
// Velocidad de los personajes
public float movementSpeed = 3.0f;
// Ubicación player o enemy
Vector2 movement = new Vector2();
// Referencia a RigidBody2D
Rigidbody rb2D;
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "FirstGame2D" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 14 Carácter: 19 SPC CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
10:39 p. m.
27/10/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar FirstGame2D Iniciar sesión
Debug Any CPU Asociar a Unity GitHub Copilot
MovementController.cs
Assembly-CSharp MovementController Start()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class MovementController : MonoBehaviour
{
// Velocidad de los personajes
public float movementSpeed = 3.0f;
// Ubicación player o enemy
Vector2 movement = new Vector2();
// Referencia a RigidBody2D
Rigidbody2D rb2D;
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
void Update()
{
}
}
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "FirstGame2D" (1 de 1 proyecto)
Assembly-CSharp
No se encontraron problemas.
Línea: 19 Carácter: 47 SPC CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
10:39 p. m.
27/10/2024


MovementController.cs
Assembly-CSharp
MovementController
FixedUpdate()
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
Script de Unity | 0 referencias
public class MovementController : MonoBehaviour
{
// Velocidad de los personajes
public float movementSpeed = 3.0f;
// Ubicación player o enemy
Vector2 movement = new Vector2();
// Referencia a RigidBody2D
Rigidbody2D rb2D;
// Start is called before the first frame update
Mensaje de Unity | 0 referencias
void Start()
{
rb2D = GetComponent<Rigidbody2D>();
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
private void FixedUpdate()
{
// Captura los datos de entrada del usuario
movement.x = Input.GetAxisRaw("Horizontal");
movement.y = Input.GetAxisRaw("Vertical");
// Conserva el rango de velocidad
movement.Normalize();
rb2D.velocity = movement * movementSpeed;
}
}
Explorador de soluciones
Solución "FirstGame2D" (1 de 1 proyecto)
Assembly-CSharp


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Inspector
Rigidbody 2D
Body Type Dynamic
Material None (Physics Material 2D)
Simulated
Use Auto Mass
Mass 1
Linear Drag 0
Angular Drag 0
Gravity Scale 0
Collision Detection Discrete
Sleeping Mode Start Awake
Interpolate None
Movement Controller (Script)
Movement Speed 3
Add Component
Project
Console
Audio Mixer
Assets > Scripts
Favorites
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Packages


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers Parameters
Base Layer
Auto Live Link
Any State
Entry
player-walk-east
player-walk-west
player-walk-north
player-walk-south
Animations/Controllers/PlayerController.controller
Inspector
Player Controller (Animator Controller)
Open
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Packages
Assets > Animations > Controllers
EnemyCon...
PlayerCont...
Asset Labels
AssetBundle
None
Assets/Animations/Controllers/PlayerController.controller
10:43 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers Parameters
Base Layer
Auto Live Link
Any State
Entry
player-idle
player-walk-east
player-walk-west
player-walk-north
player-walk-south
Animations/Controllers/PlayerController.controller
Inspector
Base Layer
Add Behaviour
Project
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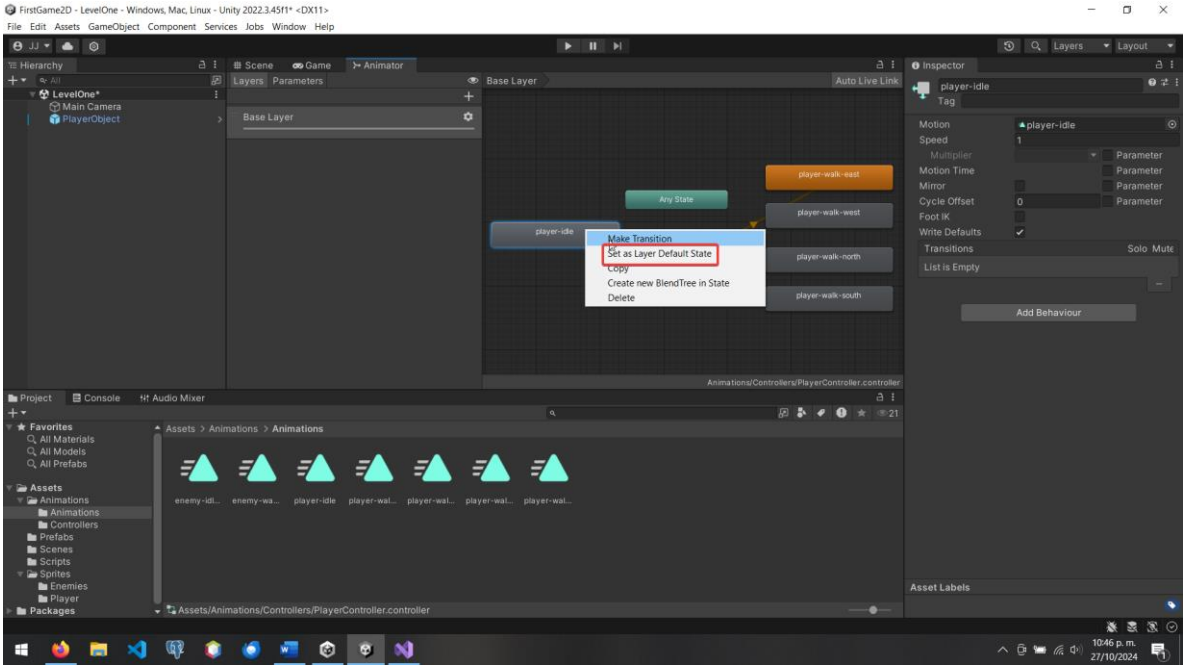
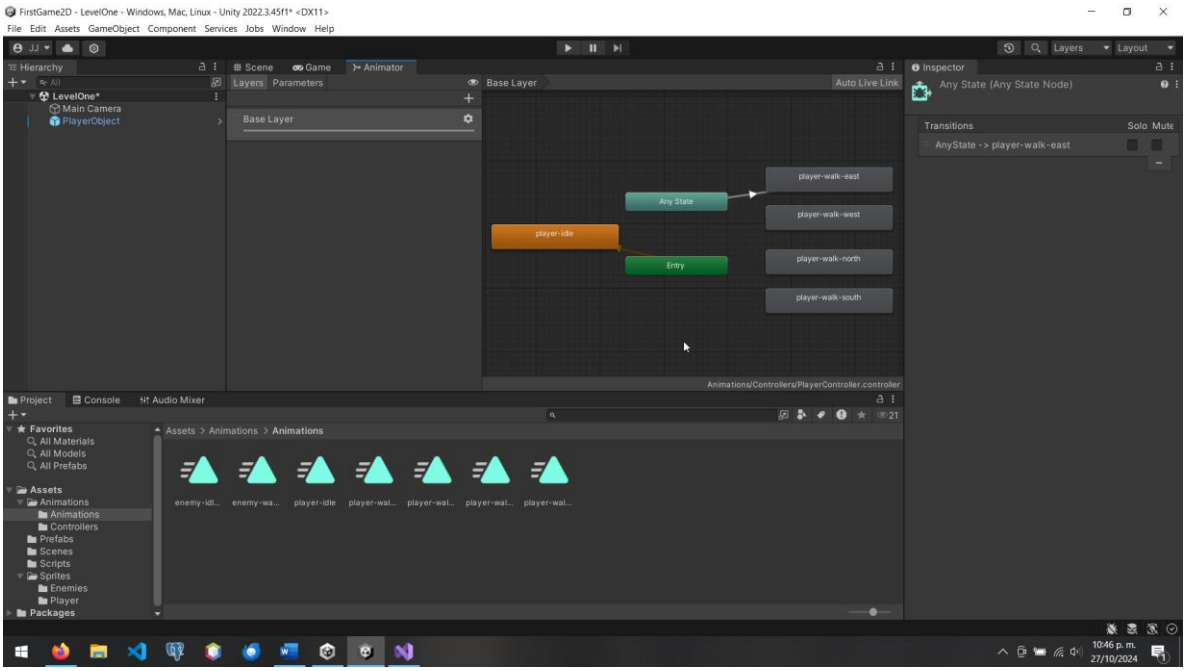
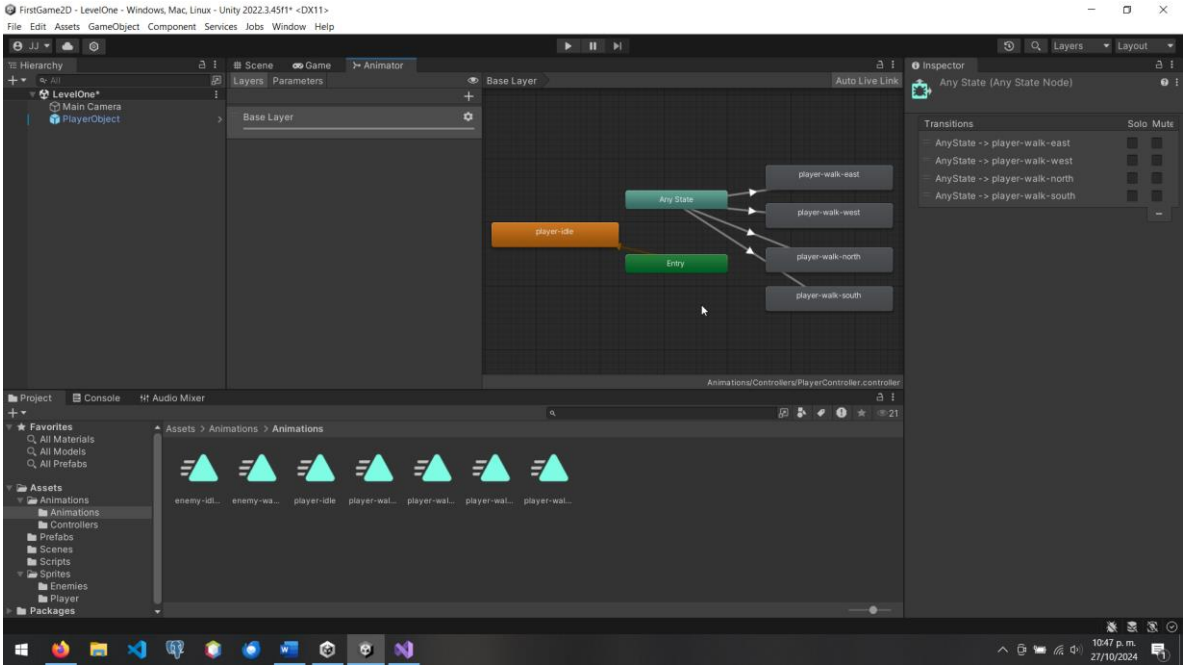
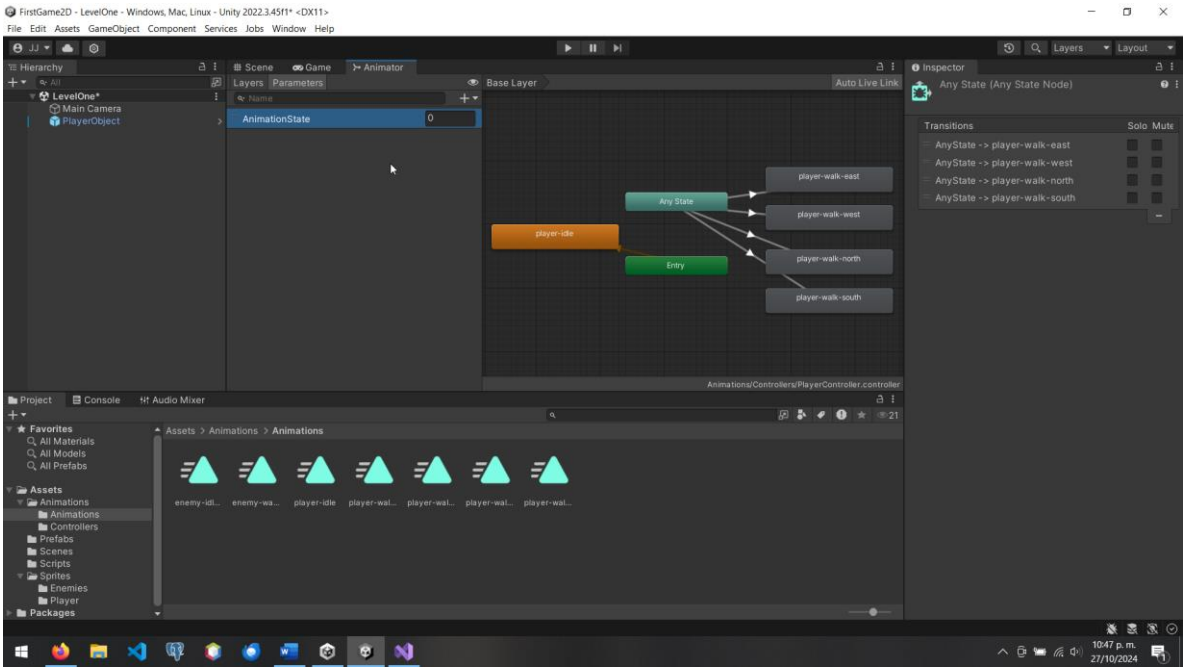
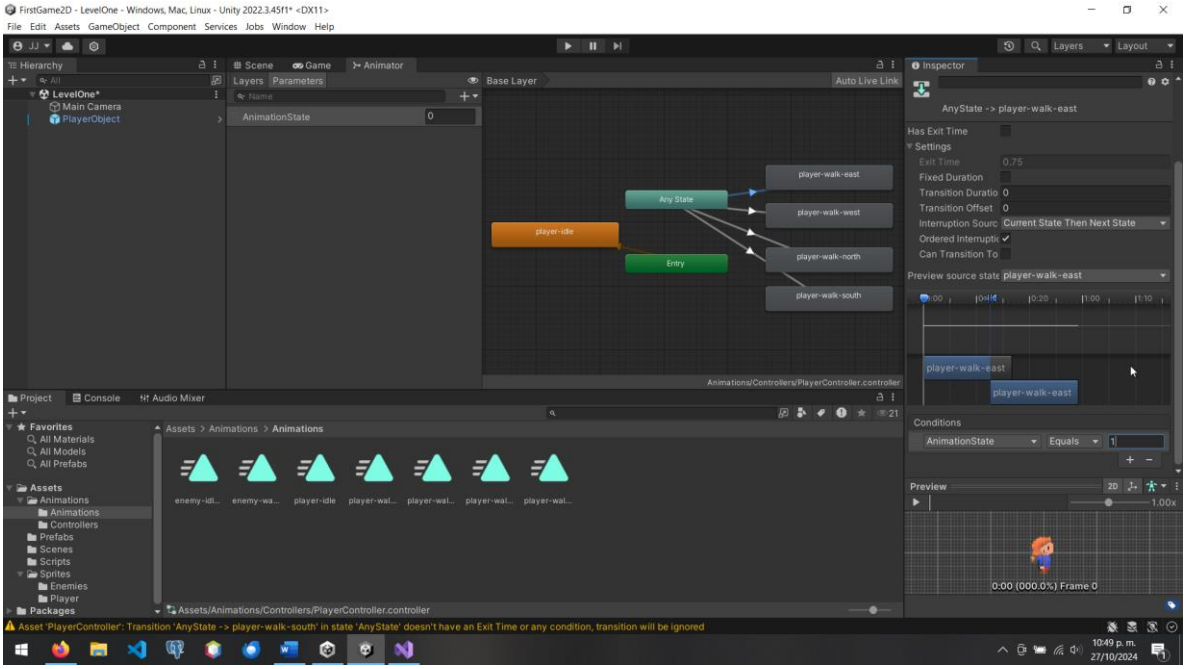
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Animations > Animations
enemy-idl...
enemy-wa...
player-idle
player-wal...
player-wal...
player-wal...
player-wal...
Asset Labels
Assets/Animations/Controllers/PlayerController.controller
10:44 p. m.
27/10/2024

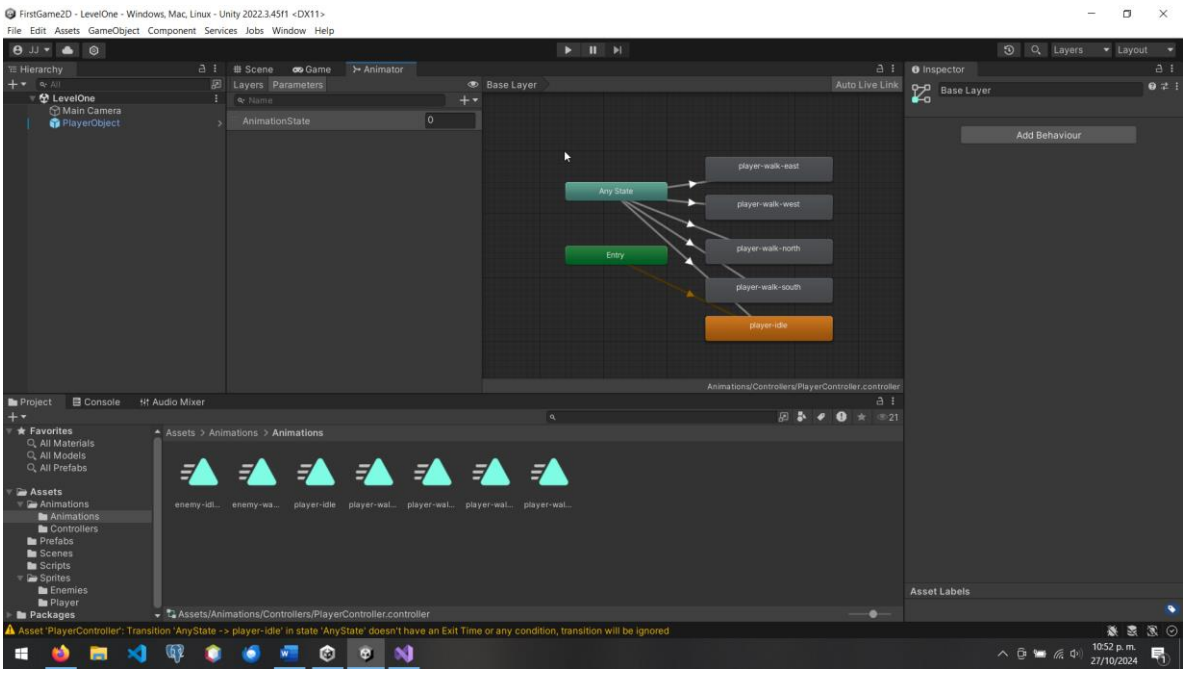

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers Parameters
Base Layer
Auto Live Link
player-walk-east
Any State
player-walk-west
player-idle
Make Transition
Set as Layer Default State
Copy
Create new BlendTree in State
Delete
player-walk-north
player-walk-south
Animations/Controllers/PlayerController.controller
Inspector
player-idle
Tag
Motion
player-idle
Speed
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Asset Labels
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Animations > Animations
Assets/Animations/Controllers/PlayerController.controller
10:46 p. m.
27/10/2024

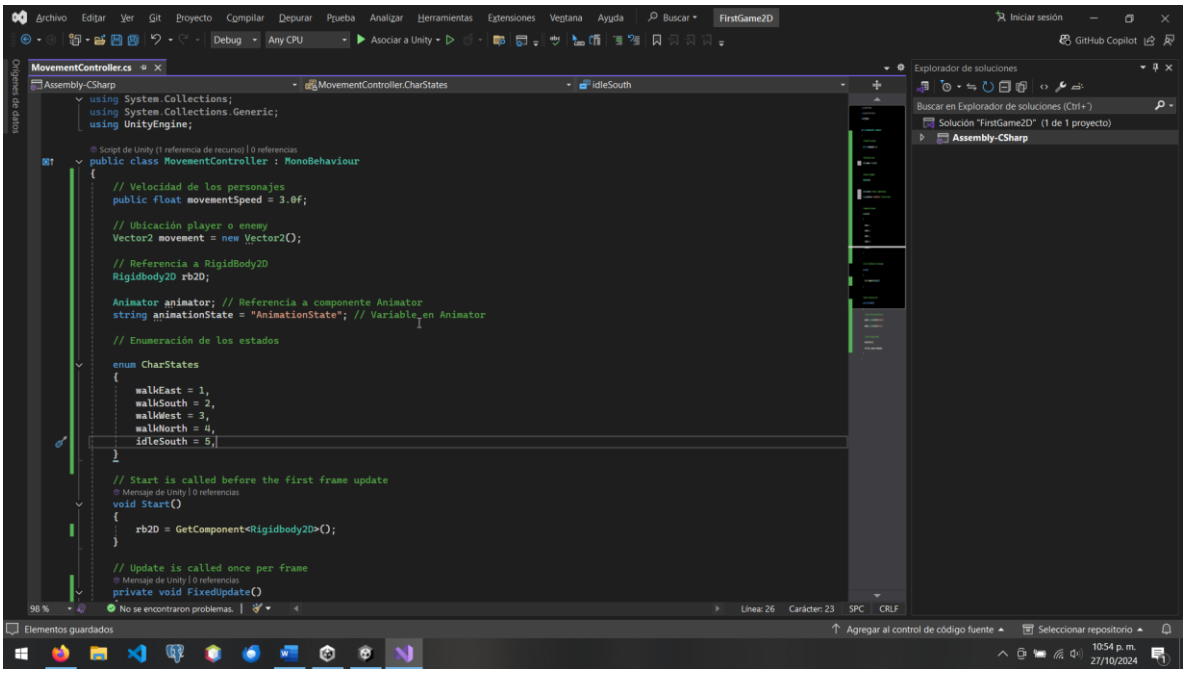

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers Parameters
Base Layer
Auto Live Link
player-walk-east
Any State
player-walk-west
player-idle
Entry
player-walk-north
player-walk-south
Animations/Controllers/PlayerController.controller
Inspector
Any State (Any State Node)
Transitions
Solo Mute
AnyState -> player-walk-east
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Animations > Animations
10:46 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
player-idle
Entry
player-walk-east
player-walk-west
player-walk-north
player-walk-south
Inspector
Any State (Any State Node)
Transitions
Solo
Mute
AnyState -> player-walk-east
AnyState -> player-walk-west
AnyState -> player-walk-north
AnyState -> player-walk-south
Animations/Controllers/PlayerController.controller
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Animations > Animations
10:47 p. m.
27/10/2024

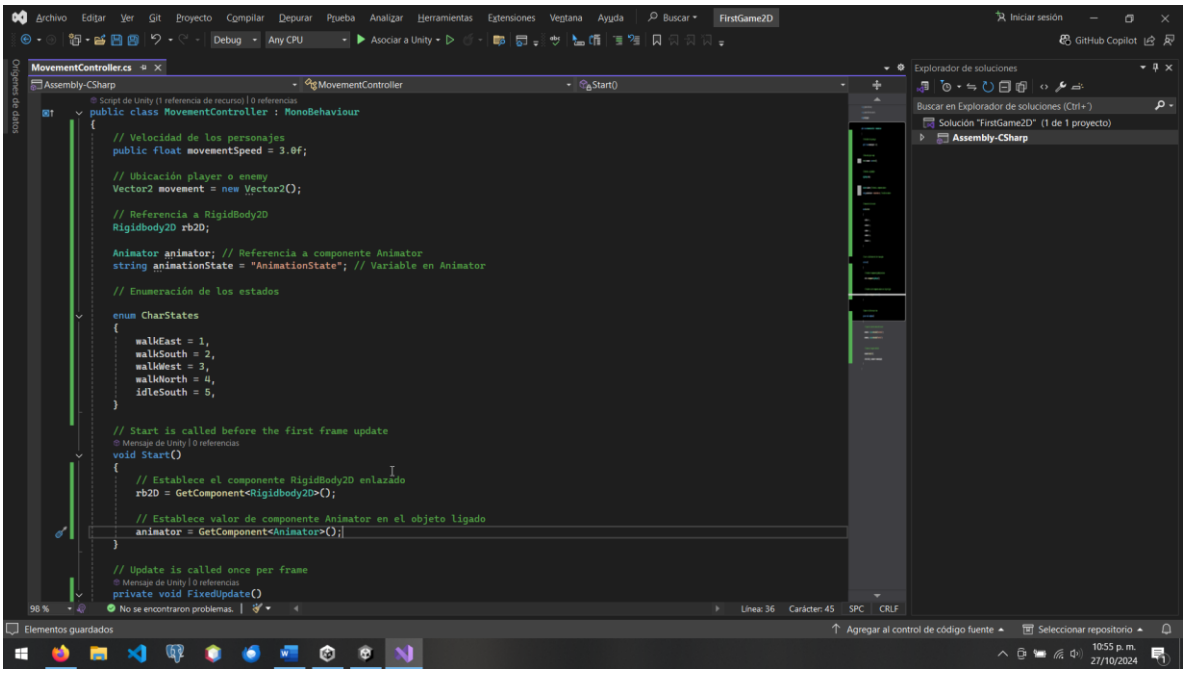

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers
Parameters
AnimationState
0
Base Layer
Auto Live Link
Any State
player-idle
Entry
player-walk-east
player-walk-west
player-walk-north
player-walk-south
Inspector
Any State (Any State Node)
Transitions
Solo
Mute
AnyState -> player-walk-east
AnyState -> player-walk-west
AnyState -> player-walk-north
AnyState -> player-walk-south
Animations/Controllers/PlayerController.controller
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Animations > Animations
10:47 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers
Parameters
AnimationState
Base Layer
Auto Live Link
Any State
player-walk-east
player-walk-west
player-walk-north
player-walk-south
player-idle
Entry
Animations/Controllers/PlayerController.controller
Inspector
AnyState -> player-walk-east
Has Exit Time
Settings
Exit Time
Fixed Duration
Transition Duratio
Transition Offset
Interruption Sourc
Current State Then Next State
Ordered Interruptic
Can Transition To
Preview source state
Conditions
AnimationState
Equals
Preview
0:00 (000.0%) Frame 0
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets/Animations/Controllers/PlayerController.controller
Asset 'PlayerController': Transition 'AnyState -> player-walk-south' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored
10:49 p. m.
27/10/2024

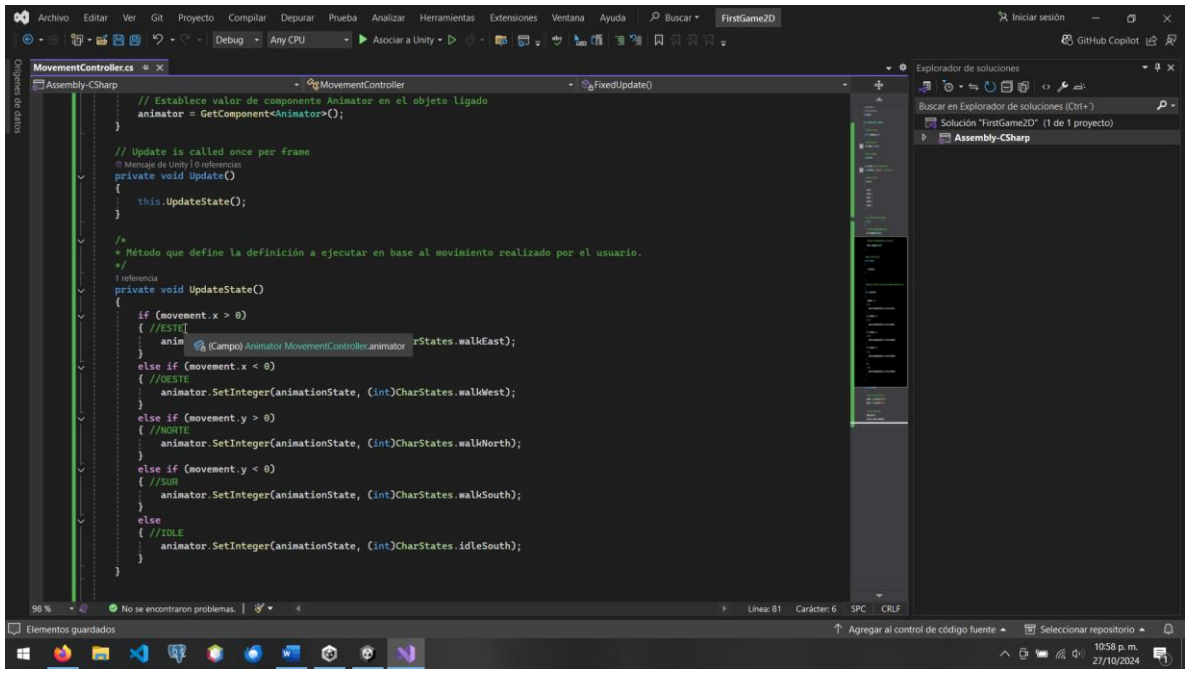

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene
Game
Animator
Layers
Parameters
AnimationState
Base Layer
Auto Live Link
Any State
player-walk-east
player-walk-west
player-walk-north
player-walk-south
player-idle
Entry
Animations/Controllers/PlayerController.controller
Inspector
Base Layer
Add Behaviour
Asset Labels
Project
Console
Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets/Animations/Controllers/PlayerController.controller
Asset 'PlayerController': Transition 'AnyState -> player-idle' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored
10:52 p. m.
27/10/2024



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

Script de Unity (1 referencia de recurso) | 0 referencias
public class MovementController : MonoBehaviour
{
    // Velocidad de los personajes
    public float movementSpeed = 3.0f;

    // Ubicación player o enemy
    Vector2 movement = new Vector2();

    // Referencia a RigidBody2D
    Rigidbody2D rb2D;

    Animator animator; // Referencia a componente Animator
    string animationState = "AnimationState"; // Variable en Animator

    // Enumeración de los estados

    enum CharStates
    {
        walkEast = 1,
        walkSouth = 2,
        walkWest = 3,
        walkNorth = 4,
        idleSouth = 5,
    }

    // Start is called before the first frame update
    Mensaje de Unity | 0 referencias
    void Start()
    {
        rb2D = GetComponent<Rigidbody2D>();
    }

    // Update is called once per frame
    Mensaje de Unity | 0 referencias
    private void FixedUpdate()
```



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

Script de Unity (1 referencia de recurso) | 0 referencias
public class MovementController : MonoBehaviour
{
    // Velocidad de los personajes
    public float movementSpeed = 3.0f;

    // Ubicación player o enemy
    Vector2 movement = new Vector2();

    // Referencia a RigidBody2D
    Rigidbody2D rb2D;

    Animator animator; // Referencia a componente Animator
    string animationState = "AnimationState"; // Variable en Animator

    // Enumeración de los estados

    enum CharStates
    {
        walkEast = 1,
        walkSouth = 2,
        walkWest = 3,
        walkNorth = 4,
        idleSouth = 5,
    }

    // Start is called before the first frame update
    Mensaje de Unity | 0 referencias
    void Start()
    {
        // Establece el componente RigidBody2D enlazado
        rb2D = GetComponent<Rigidbody2D>();

        // Establece valor de componente Animator en el objeto ligado
        animator = GetComponent<Animator>();
    }

    // Update is called once per frame
    Mensaje de Unity | 0 referencias
    private void FixedUpdate()
```


Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar FirstGame2D Iniciar sesión
Debug Any CPU Asociar a Unity GitHub Copilot
MovementController.cs
Assembly-CSharp MovementController FixedUpdate()
// Establece valor de componente Animator en el objeto ligado
animator = GetComponent<Animator>();
}
// Update is called once per frame
Mensaje de Unity | 0 referencias
private void Update()
{
this.UpdateState();
}
/*
* Método que define la definición a ejecutar en base al movimiento realizado por el usuario.
*/
1 referencia
private void UpdateState()
{
if (movement.x > 0)
{ //ESTE
anim (Campo) Animator MovementController.animator rStates.walkEast);
}
else if (movement.x < 0)
{ //OESTE
animator.SetInteger(animationState, (int)CharStates.walkWest);
}
else if (movement.y > 0)
{ //NORTE
animator.SetInteger(animationState, (int)CharStates.walkNorth);
}
else if (movement.y < 0)
{ //SUR
animator.SetInteger(animationState, (int)CharStates.walkSouth);
}
else
{ //IDLE
animator.SetInteger(animationState, (int)CharStates.idleSouth);
}
}
98 % No se encontraron problemas. Línea: 81 Carácter: 6 SPC CRLF
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "FirstGame2D" (1 de 1 proyecto)
Assembly-CSharp
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
10:58 p. m.
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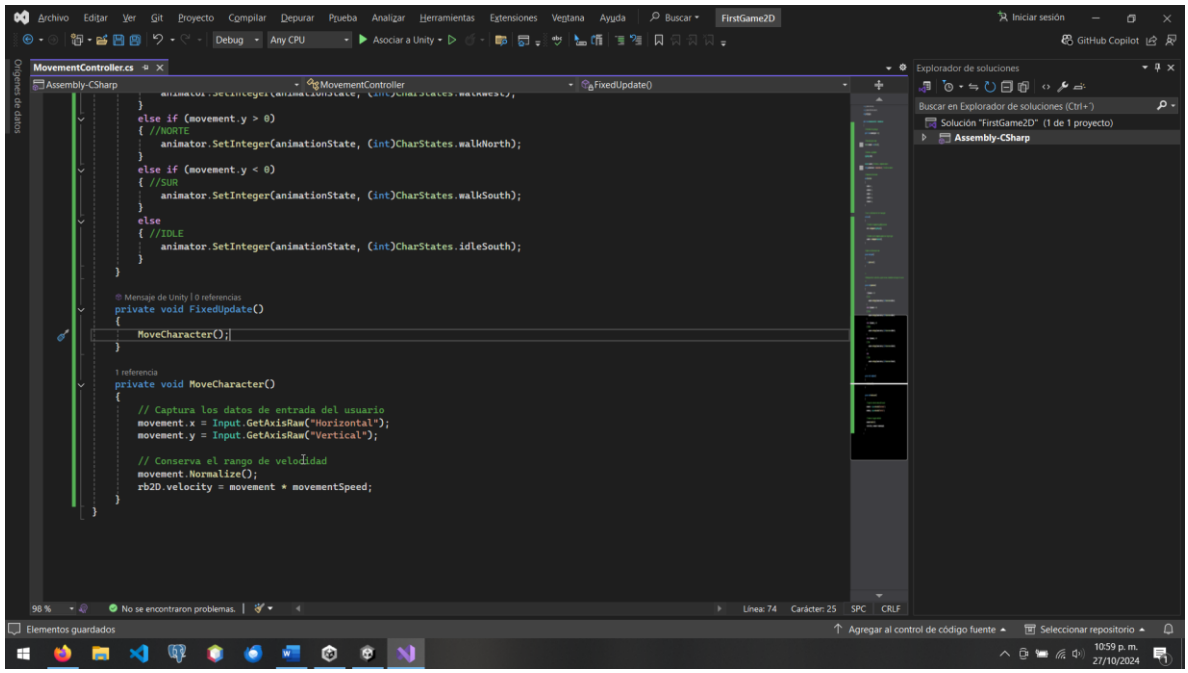
Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda Buscar FirstGame2D Iniciar sesión
Debug Any CPU Asociar a Unity GitHub Copilot
MovementController.cs
Assembly-CSharp MovementController FixedUpdate()
}
else if (movement.y > 0)
{ //NORTE
animator.SetInteger(animationState, (int)CharStates.walkNorth);
}
else if (movement.y < 0)
{ //SUR
animator.SetInteger(animationState, (int)CharStates.walkSouth);
}
else
{ //IDLE
animator.SetInteger(animationState, (int)CharStates.idleSouth);
}
}
Mensaje de Unity | 0 referencias
private void FixedUpdate()
{
MoveCharacter();
}
1 referencia
private void MoveCharacter()
{
// Captura los datos de entrada del usuario
movement.x = Input.GetAxisRaw("Horizontal");
movement.y = Input.GetAxisRaw("Vertical");
// Conserva el rango de velocidad
movement.Normalize();
rb2D.velocity = movement * movementSpeed;
}
}
98 % No se encontraron problemas. Línea: 74 Carácter: 25 SPC CRLF
Explorador de soluciones
Buscar en Explorador de soluciones (Ctrl+;)
Solución "FirstGame2D" (1 de 1 proyecto)
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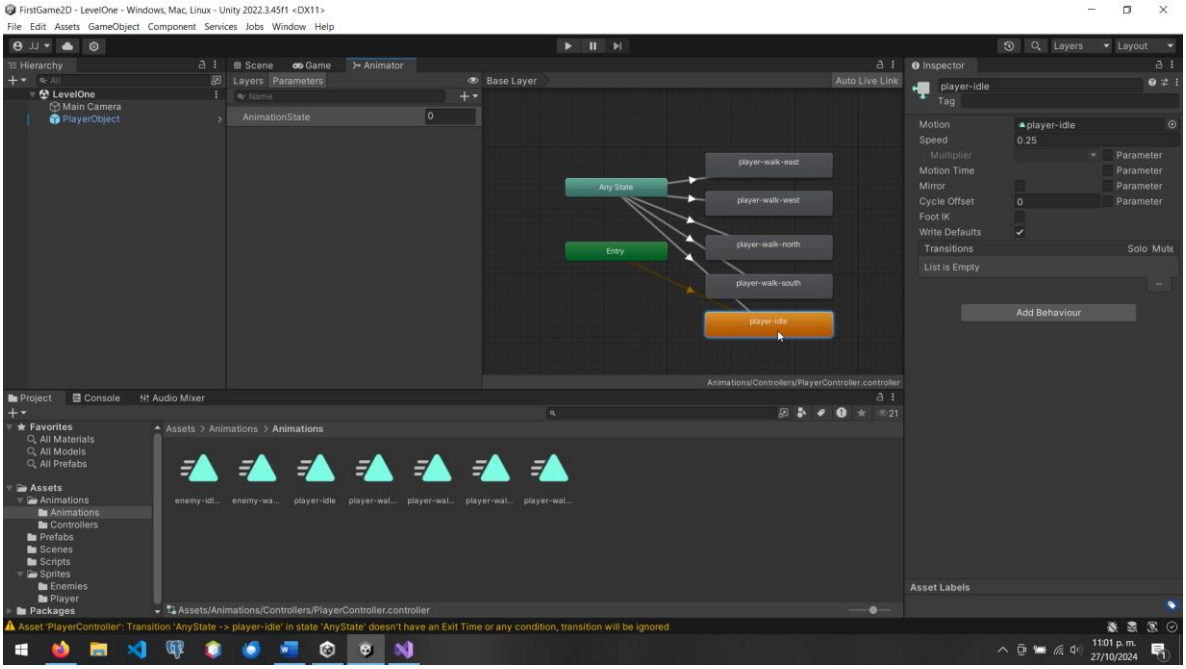
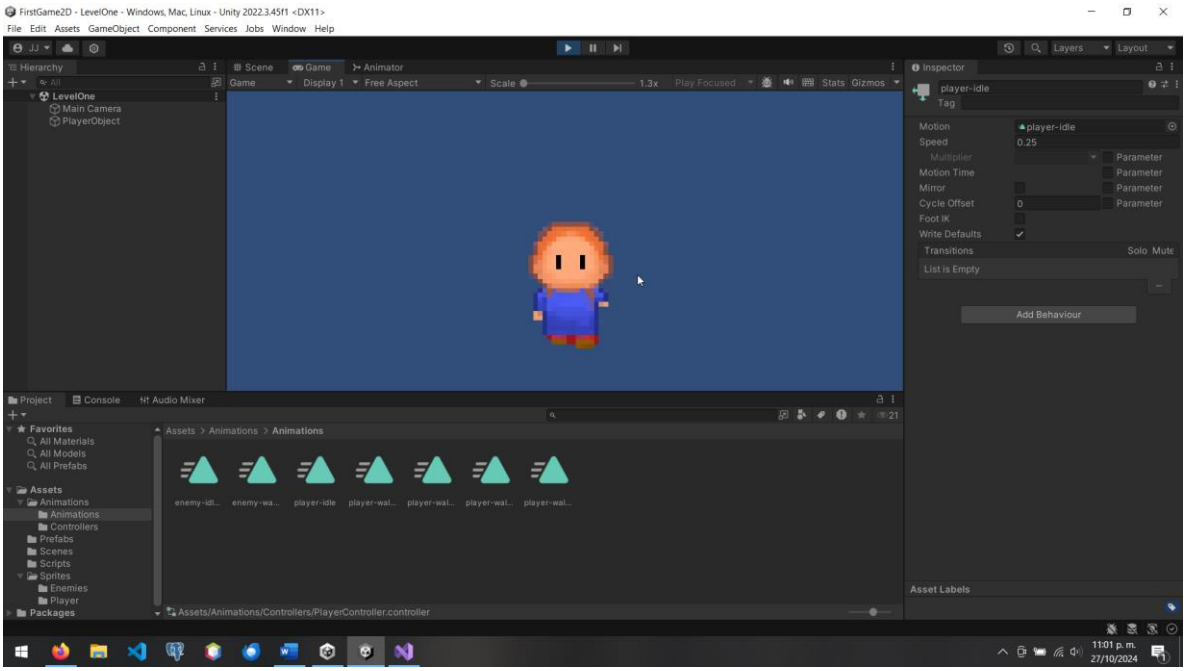

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Scene Game Animator
Layers Parameters
AnimationState 0
Base Layer
Auto Live Link
Any State
Entry
player-walk-east
player-walk-west
player-walk-north
player-walk-south
player-idle
Animations/Controllers/PlayerController.controller
Inspector
player-idle
Tag
Motion player-idle
Speed 0.25
Multiplier
Motion Time
Mirror
Cycle Offset 0
Foot IK
Write Defaults
Transitions
List is Empty
Add Behaviour
Asset Labels
Project Console Audio Mixer
Favorites
All Materials
All Models
All Prefabs
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Animations > Animations
Assets/Animations/Controllers/PlayerController.controller
Asset 'PlayerController': Transition 'AnyState -> player-idle' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored
11:01 p. m.
27/10/2024


FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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Game Display 1 Free Aspect Scale 1.3x Play Focused Stats Gizmos
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Assets > Animations > Animations
Assets/Animations/Controllers/PlayerController.controller
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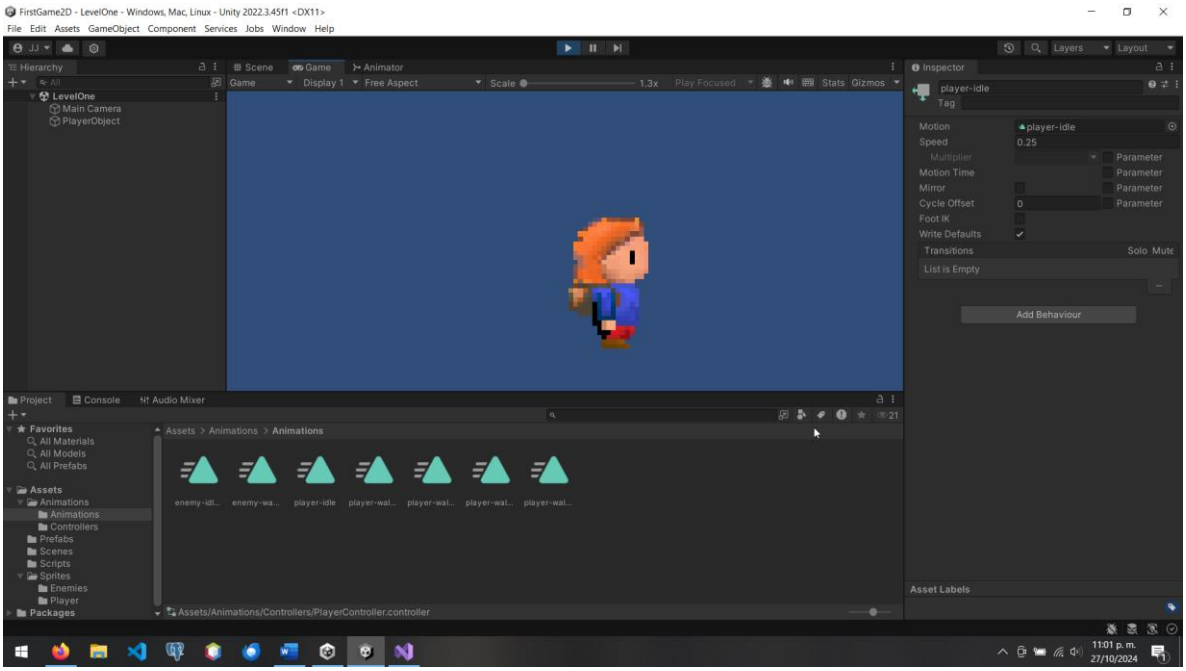
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Animator
Display 1
Free Aspect
Scale
1.3x
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Motion Time
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Packages
Assets > Animations > Animations
enemy-idl...
enemy-wa...
player-idle
player-wal...
Assets/Animations/Controllers/PlayerController.controller
Asset Labels
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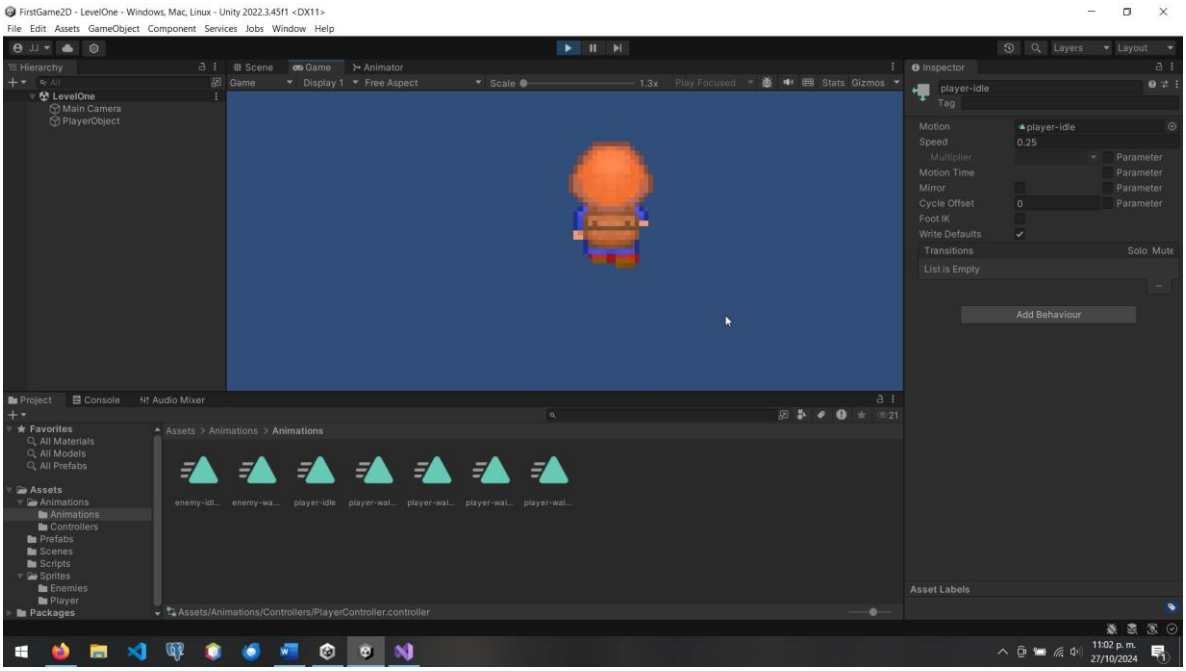
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Assets > Animations > Animations
enemy-idl...
enemy-wa...
player-idle
player-wal...
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Asset Labels
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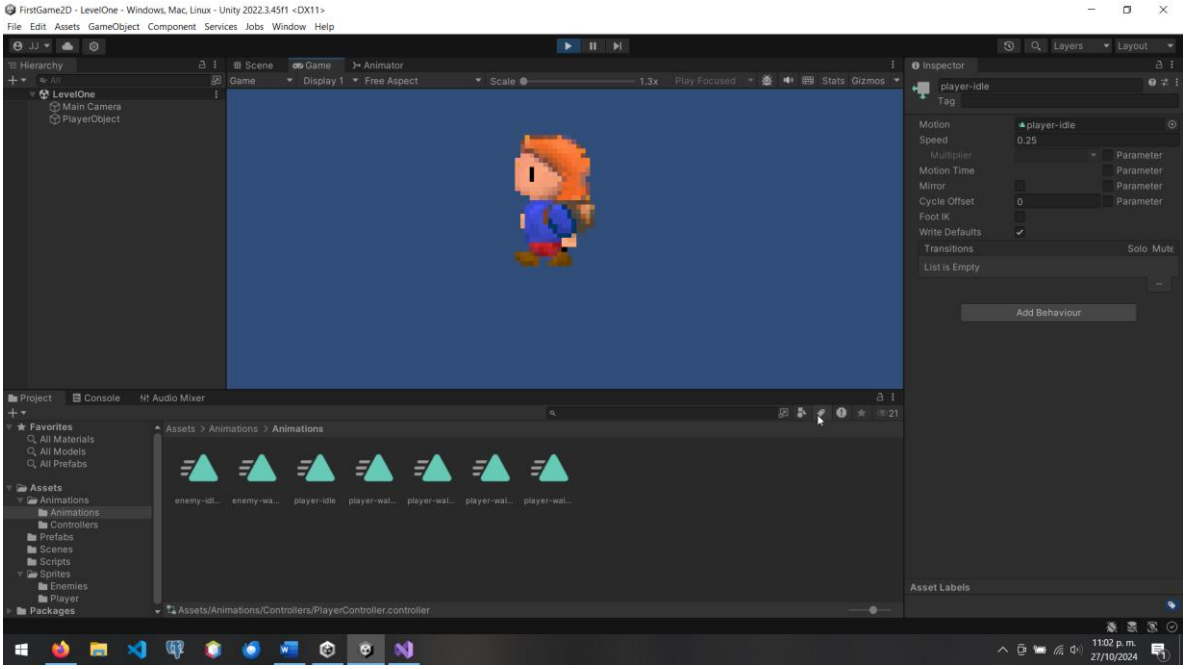
FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
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player-idle
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enemy-idl...
enemy-wa...
player-idle
player-wal...
Assets/Animations/Controllers/PlayerController.controller
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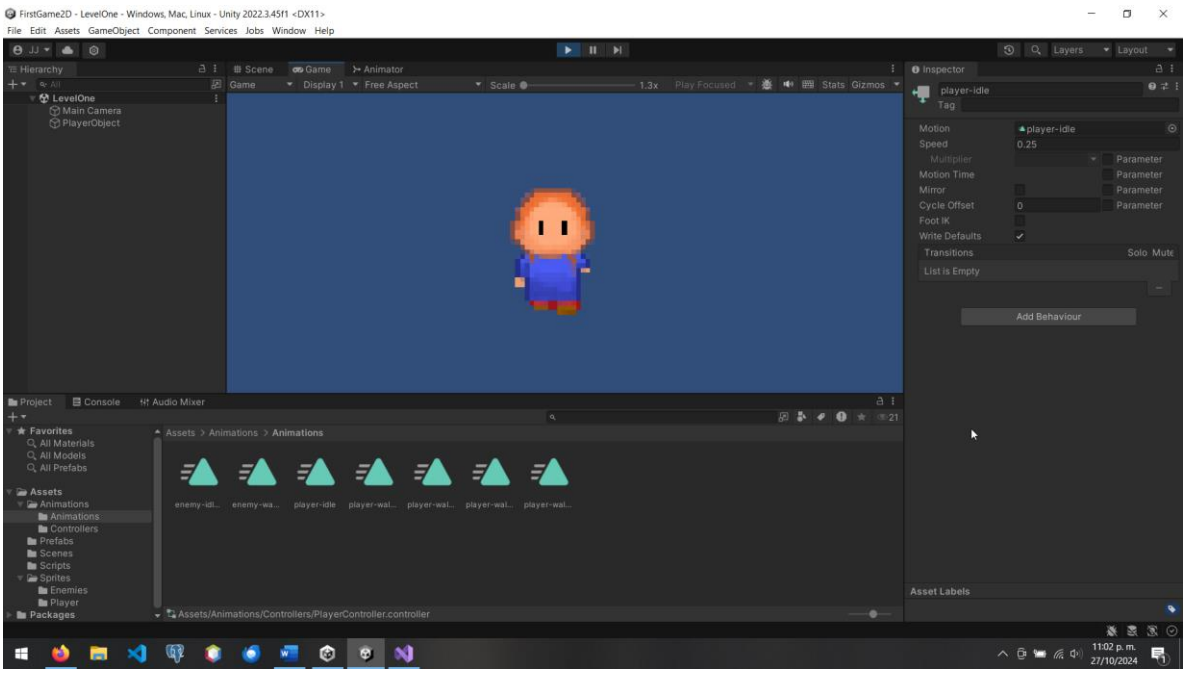
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enemy-wa...
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player-wal...
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