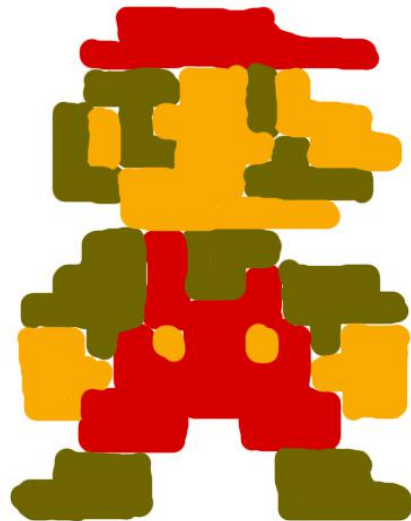


Jak zacząć swoją przygodę z Unity3D





VS Code i Unity3D

📅 6 Mar, 2017 📁 Narzędzia 🏷 Daj Sie Poznac 17

Do swojego nowego projektu miałem wykorzystać aż 3 narzędzia: ReSharper, OzCode i NDepend. Ograniczę się jednak do tego ostatniego, bo chcę prześledzić jak wygląda rozwój projektu, który jest podpięty od początku (ostatnio analizowałem gotowy projekt). Jako że NDepend posiada osobne IDE, nie widzę przeszkód żeby wypróbować VS Code. A wszystko przez jedno zdanie, które w [...]



Piotr Wandycz

Software Developer

Jak masz jakieś pytania
to znajdziesz mnie na
<https://devspl.slack.com/>



Szukaj



**Daj Się
Poznać
2016**

Agenda

- O game dev
- Dlaczego Unity
- Demo: Unity IDE + gra

Game dev vs app dev

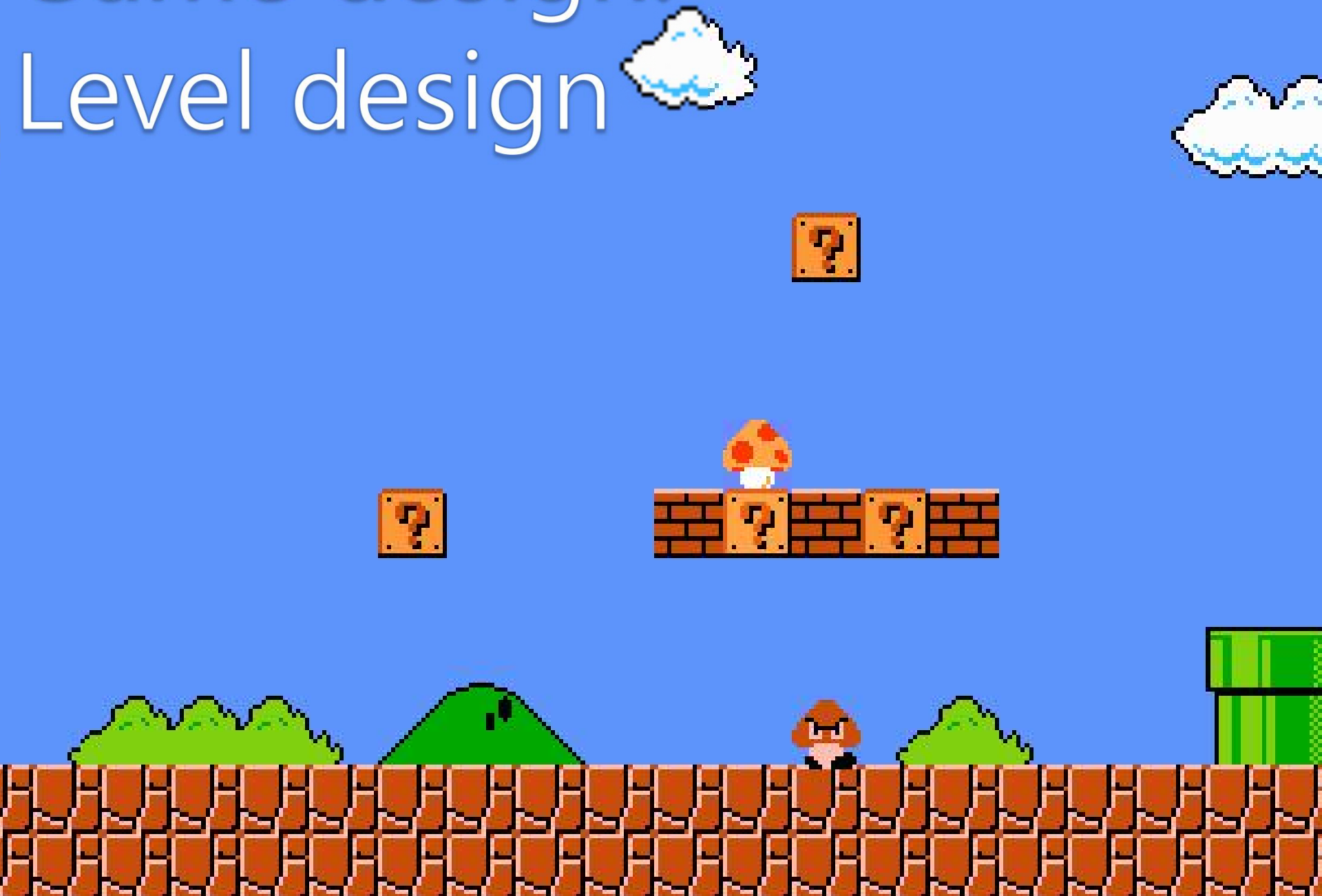
Game design: Mechanika

Kitchen Simulator 2017*



*(coming in december 2017)

Game design: Level design





> Update > Update >

Allegro









TOP SCORE
010000

SCORE
000300

LIFE

HP MAP

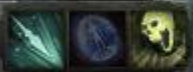
GOOSE IS MY VINCENAY







4th Level Cipher Spells







iOS



WebGL

PS4

PSVITA



WiiU

3DS



Gear
VR



tvOS



fireos5





Filters



FurBall 2D V1.2

mobile optimized

Textures & Materials/2D Charact...

Illustration

★★★★★ (172)

Free

Add to Downloads

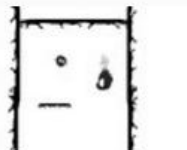


Requires Unity 5.2.2 or higher.

This is a handdrawn and animated 2D Character in a playable Scene.

Enhanced animation-technique!

Combining Transform + SpriteSheet-animation AND checking/animating your version-panels!



Version: 1.2 (Nov 10, 2015) Size: 2.2 MB

Originally released: 9 July 2015

Package has been submitted using Unity 5.2.2.

[Support E-mail](#)[Support Website](#)[Visit Publisher's Website](#)

Package Contents

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- FlareLayer
- Font
- FrictionJoint2D
- GameObject
- GeometryUtility
- Gizmos
- GL
- Gradient
- GradientAlphaKey
- GradientColorKey
- Graphics
- + GUI
- GUIContent
- GUIText
- GUITexture
- + GUILayout
- GUILayoutOption
- GUILayoutUtility
- GUISettings
- GUISkin
- GUIStyle
- GUIStyleState
- GUIText
- GUITexture
- GUIUtility

Removed in version 5.5.2p1

Screen.showCursor

Obsolete public static bool **showCursor**;

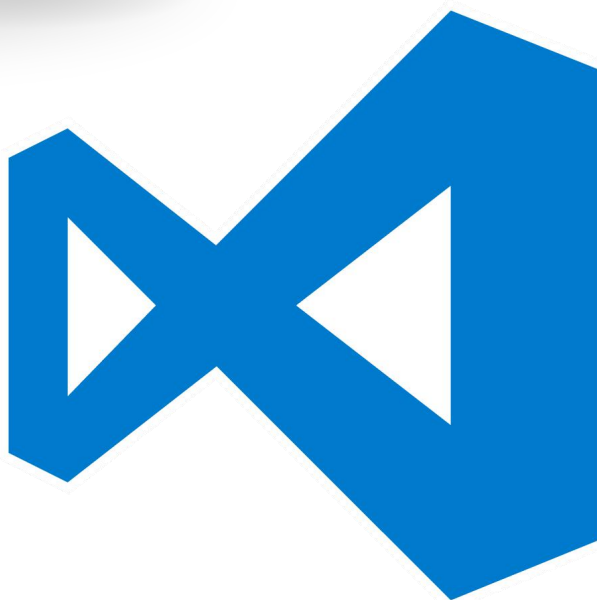
Description

Should the cursor be visible?

It is entirely possible to implement a custom cursor instead of the system one. To do this movement and display your own image in the needed place.

```
using UnityEngine;
using System.Collections;

public class ExampleClass : MonoBehaviour {
    void Example() {
        Screen.showCursor = false;
    }
}
```



Don't use UnityScript.
It's crap.
C# is much better.

Optimization

Api Compatibility Level

.NET 4.6

Prebake Collision Meshes

Preload Shaders

► Preloaded Assets

.NET 2.0

.NET 2.0 Subset



.NET 4.6

Vertex Compression



Scene: Level 2



Demo: Unity IDE + gra

NUnit



STRANGE

IoC

The IoC/Binding Framework
for Unity and C#



Zenject



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594 filmy

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N3K EN

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Subskrybuj

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