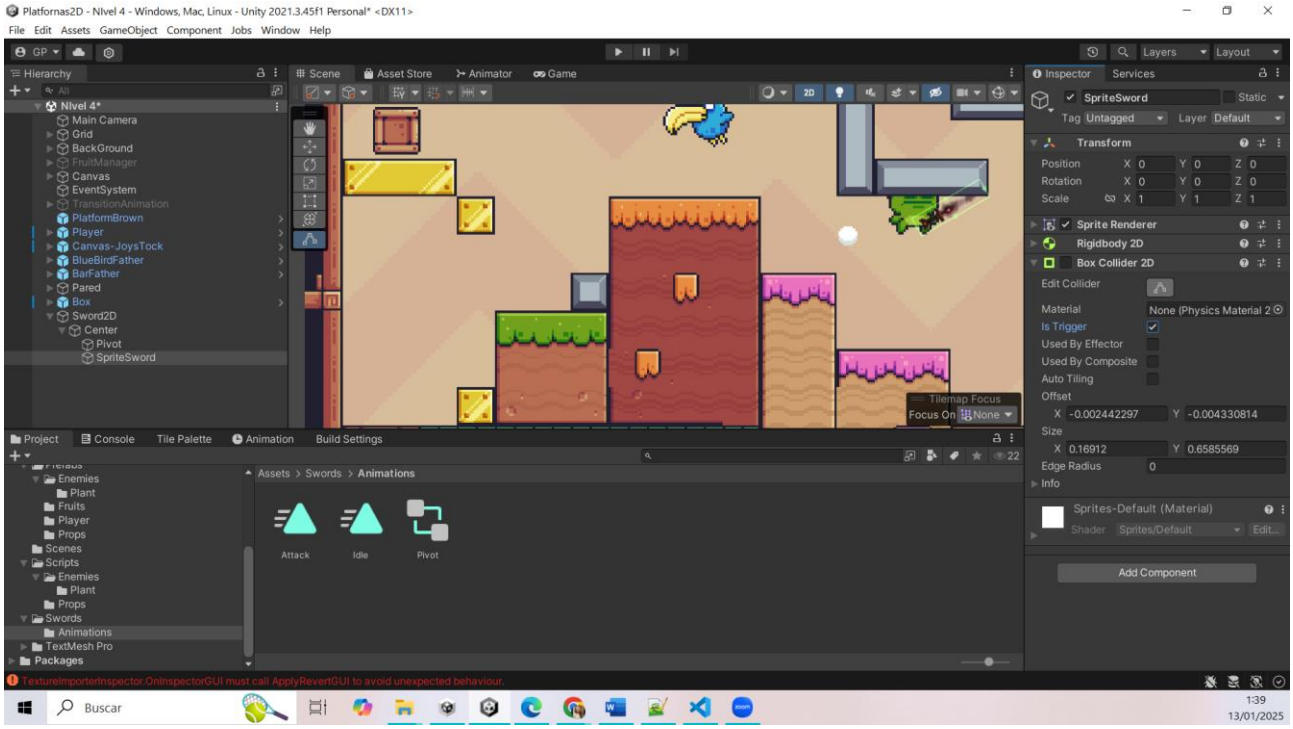
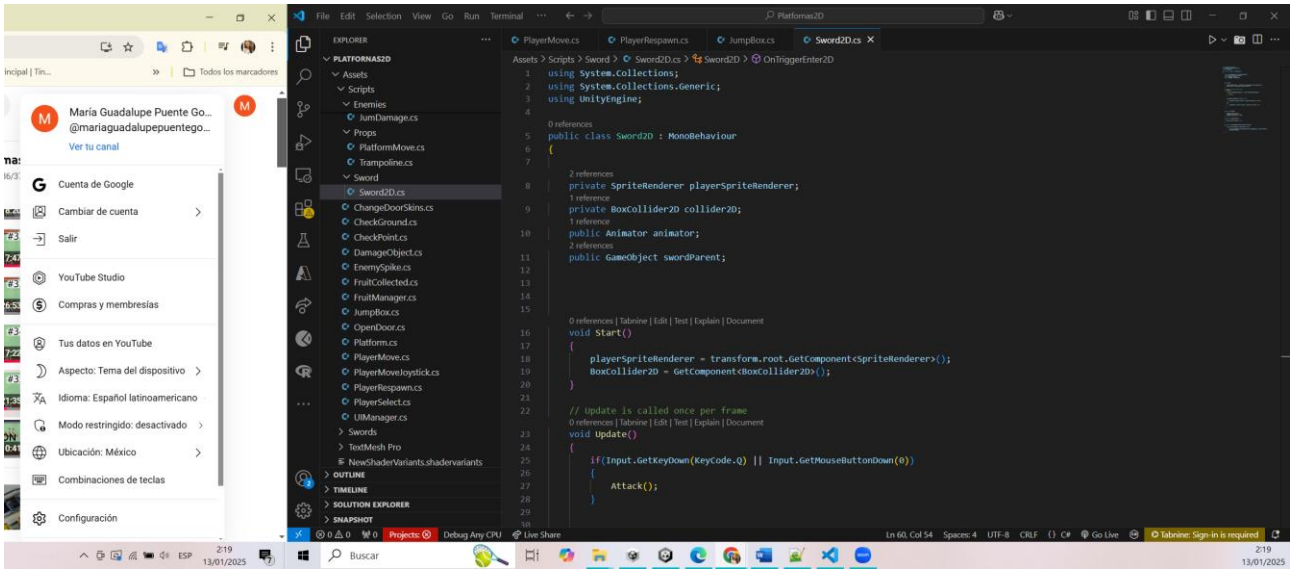
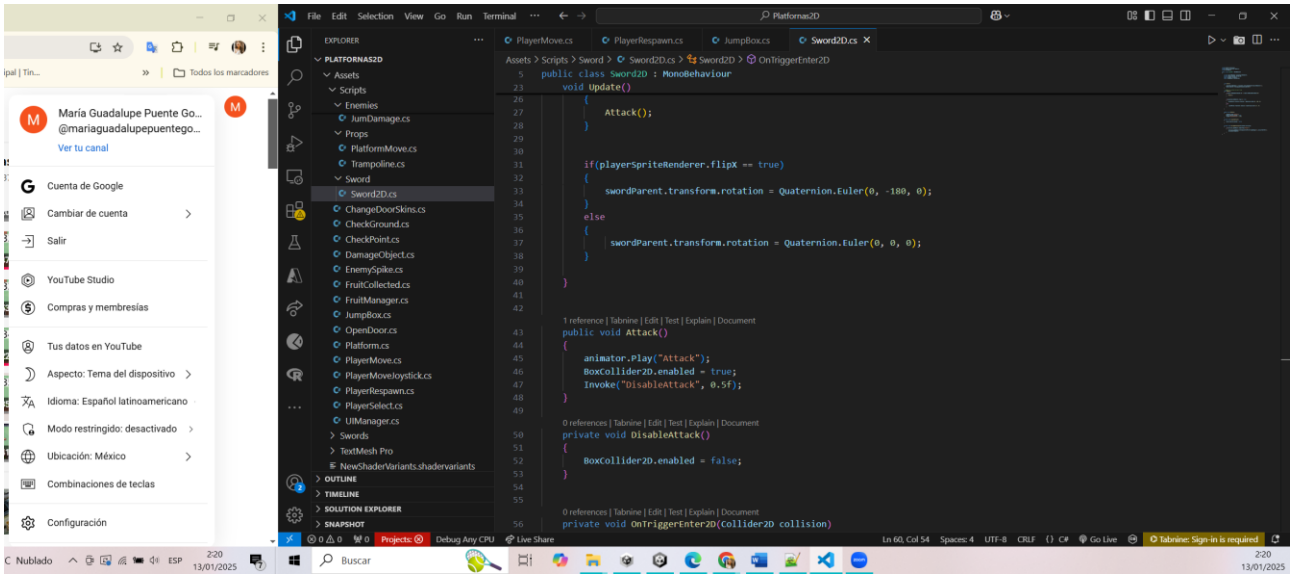

Platformas2D - Nivel 4 - Windows, Mac, Linux - Unity 2021.3.45f1 Personal* <DX11>
File Edit Assets GameObject Component Jobs Window Help
Hierarchy
Nivel 4*
Main Camera
Grid
BackGround
FruitManager
Canvas
EventSystem
TransitionAnimation
PlatformBrown
Player
Canvas-JoysTock
BlueBirdFather
BarFather
Pared
Box
Sword2D
Center
Pivot
SpriteSword
Scene
Asset Store
Animator
Game
Inspector
Services
SpriteSword
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Rigidbody 2D
Box Collider 2D
Edit Collider
Material None (Physics Material 2
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
X -0.002442297 Y -0.004330814
Size
X 0.16912 Y 0.6585569
Edge Radius 0
Info
Sprites-Default (Material)
Shader Sprites/Default
Add Component
Project
Console
Tile Palette
Animation
Build Settings
Assets > Swords > Animations
Attack
Idle
Pivot
Enemies
Plant
Fruits
Player
Props
Scenes
Scripts
Swords
Animations
TextMesh Pro
Packages
TextureImporterInspector.OnInspectorGUI must call ApplyRevertGUI to avoid unexpected behaviour.
Buscar
1:39
13/01/2025


María Guadalupe Puente Go...
@mariaguadalupepuentego...
Ver tu canal
Cuenta de Google
Cambiar de cuenta
Salir
YouTube Studio
Compras y membresías
Tus datos en YouTube
Aspecto: Tema del dispositivo
Idioma: Español latinoamericano
Modo restringido: desactivado
Ubicación: México
Combinaciones de teclas
Configuración
File Edit Selection View Go Run Terminal
Platformas2D
EXPLORER
PLATFORMAS2D
Assets
Scripts
Enemies
JumDamage.cs
Props
PlatformMove.cs
Trampoline.cs
Sword
Sword2D.cs
ChangeDoorSkins.cs
CheckGround.cs
CheckPoint.cs
DamageObject.cs
EnemySpike.cs
FruitCollected.cs
FruitManager.cs
JumpBox.cs
OpenDoor.cs
Platform.cs
PlayerMove.cs
PlayerMoveJoystick.cs
PlayerRespawn.cs
PlayerSelect.cs
UIManager.cs
Swords
TextMesh Pro
NewShaderVariants.shadervariants
OUTLINE
TIMELINE
SOLUTION EXPLORER
SNAPSHOT
PlayerMove.cs
PlayerRespawn.cs
JumpBox.cs
Sword2D.cs
Assets > Scripts > Sword > Sword2D.cs > Sword2D > OnTriggerEnter2D
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
0 references
public class Sword2D : MonoBehaviour
{
2 references
private SpriteRenderer playerSpriteRenderer;
1 reference
private BoxCollider2D collider2D;
1 reference
public Animator animator;
2 references
public GameObject swordParent;
0 references | Tabnine | Edit | Test | Explain | Document
void Start()
{
playerSpriteRenderer = transform.root.GetComponent<SpriteRenderer>();
BoxCollider2D = GetComponent<BoxCollider2D>();
}
// Update is called once per frame
0 references | Tabnine | Edit | Test | Explain | Document
void Update()
{
if(Input.GetKeyDown(KeyCode.Q) || Input.GetMouseButtonDown(0))
{
Attack();
}
Ln 60, Col 54
Spaces: 4
UTF-8
CRLF
C#
Go Live
Tabnine: Sign-in is required
Buscar
2:19
13/01/2025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Assets
Scripts
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Props
PlatformMove.cs
Trampoline.cs
Sword
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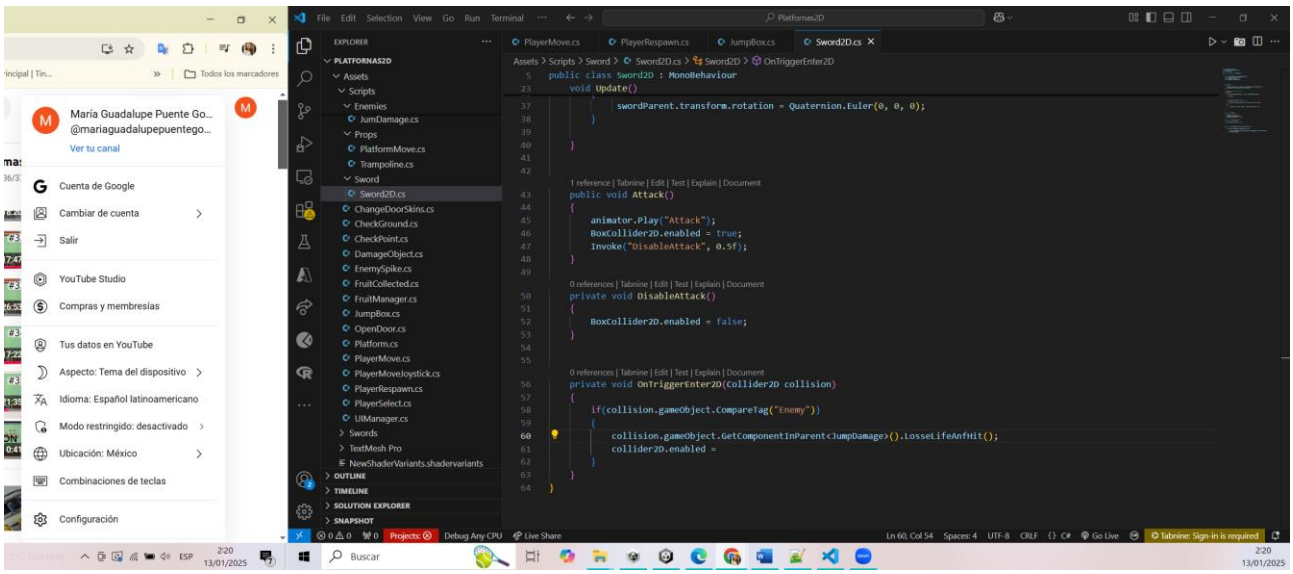
Sword2D.cs
Assets > Scripts > Sword > Sword2D.cs > Sword2D > OnTriggerEnter2D
public class Sword2D : MonoBehaviour
void Update()
{
Attack();
}
if(playerSpriteRenderer.flipX == true)
{
swordParent.transform.rotation = Quaternion.Euler(0, -180, 0);
}
else
{
swordParent.transform.rotation = Quaternion.Euler(0, 0, 0);
}
}
1 reference | Tabnine | Edit | Test | Explain | Document
public void Attack()
{
animator.Play("Attack");
BoxCollider2D.enabled = true;
Invoke("DisableAttack", 0.5f);
}
0 references | Tabnine | Edit | Test | Explain | Document
private void DisableAttack()
{
BoxCollider2D.enabled = false;
}
0 references | Tabnine | Edit | Test | Explain | Document
private void OnTriggerEnter2D(Collider2D collision)
Ln 60, Col 54
Spaces: 4
UTF-8
CRLF
C#
Go Live
Tabnine: Sign-in is required
Buscar
2:20
13/01/2025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Assets > Scripts > Sword > Sword2D.cs > Sword2D > OnTriggerEnter2D
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void Update()
swordParent.transform.rotation = Quaternion.Euler(0, 0, 0);
}
}
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BoxCollider2D.enabled = true;
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}
0 references | Tabnine | Edit | Test | Explain | Document
private void DisableAttack()
{
BoxCollider2D.enabled = false;
}
0 references | Tabnine | Edit | Test | Explain | Document
private void OnTriggerEnter2D(Collider2D collision)
{
if(collision.gameObject.CompareTag("Enemy"))
{
collision.gameObject.GetComponentInParent<JumpDamage>().LosseLifeAnfHit();
collider2D.enabled =
}
}
}
Projects:
Debug Any CPU
Live Share
Ln 60, Col 54
Spaces: 4
UTF-8
CRLF
C#
Go Live
Tabnine: Sign-in is required
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ESP
2:20
13/01/2025