Unity RPG Tutorial #10 - Removing Player Duplicates and Starting Points

1. Go to unity. Access your PlayerController script (under assets, scripts). Click open this script.

Add this code and remove DontDestroyOnLoad(transform.gameObject);

Public class PlayerController : MonoBehaviour {

private static bool playerExists;

void Start(){

…

…

if(!playerExists)

{

playerExists = true;

DontDestroyOnLoad(transform.gameObject);

} else {

Destroy (gameObject);

}

Save the script.

Copy the script, and save it in the same position in cameracontroller. Rename the static bool to cameraexists, and change it throughout the code.

1. Create a new script under file “Scripts”. Call it “PlayerStartPoint” On your scenes add these start points by right clicking on the hierarchy and clicking “Create Empty”. Add the playerstartscript to the empty objects (add component under the inspector to the right). Click and drag the empty objects to the area where the player comes back from (i.e right outside the house) open the playerstartpoint script. Make vector2 lastmove on PlayerController to public.

private PlayerController thePlayer;

private CameraController theCamera;

public Vector2 startDirection;

void Start(){

thePlayer = FindObjectOfType<PlayerController>();

thePlayer.transform.position = transform.position;

thePlayer.lastMove = startDirection;

theCamera = FindObjectOfType<CameraController>();

theCamera.transform.position = new Vector3(transform.position.x, transform.position.y, theCamera.transform.position.z);

save the script.

1. Go to your house scene, change y of Player Start Point to 1, it makes him always face up.

Congratulations.