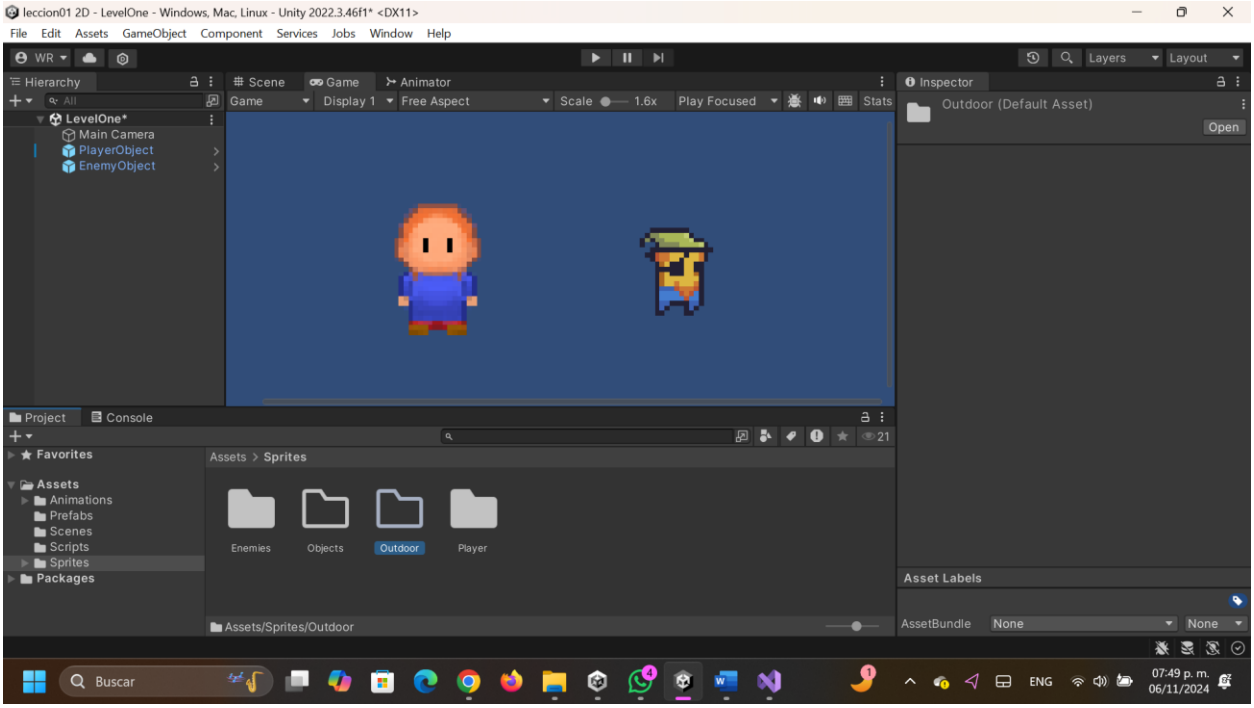
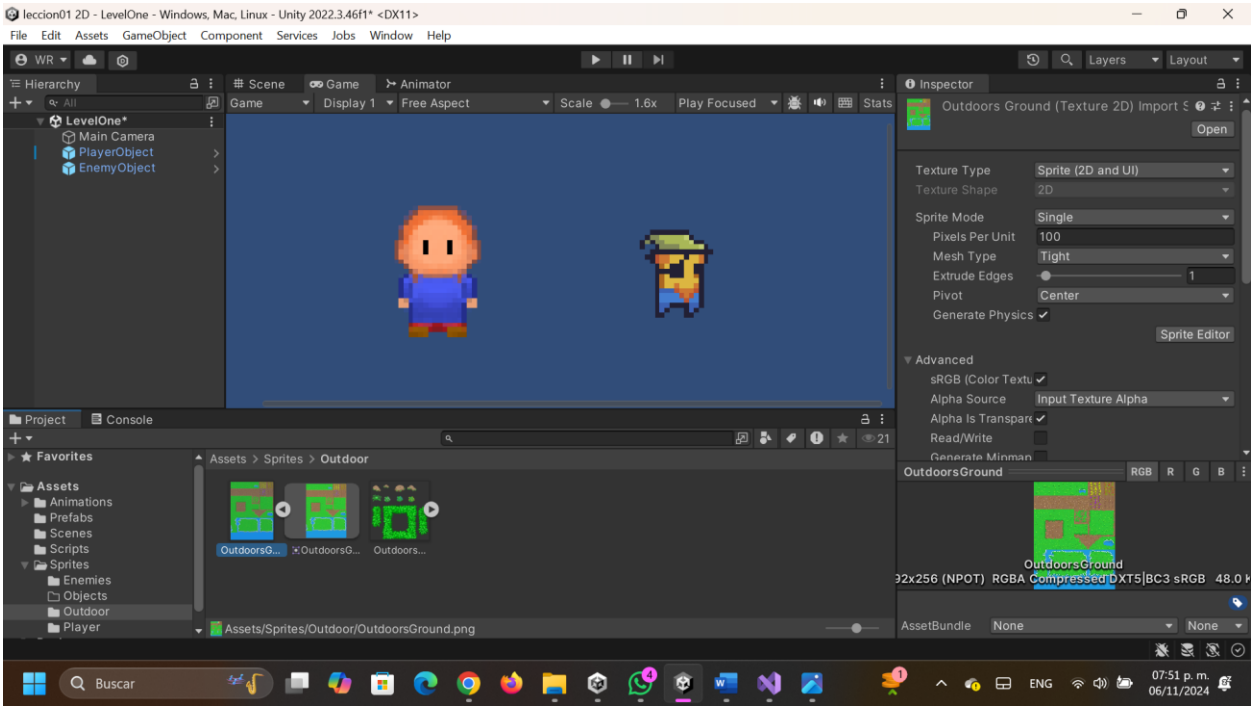
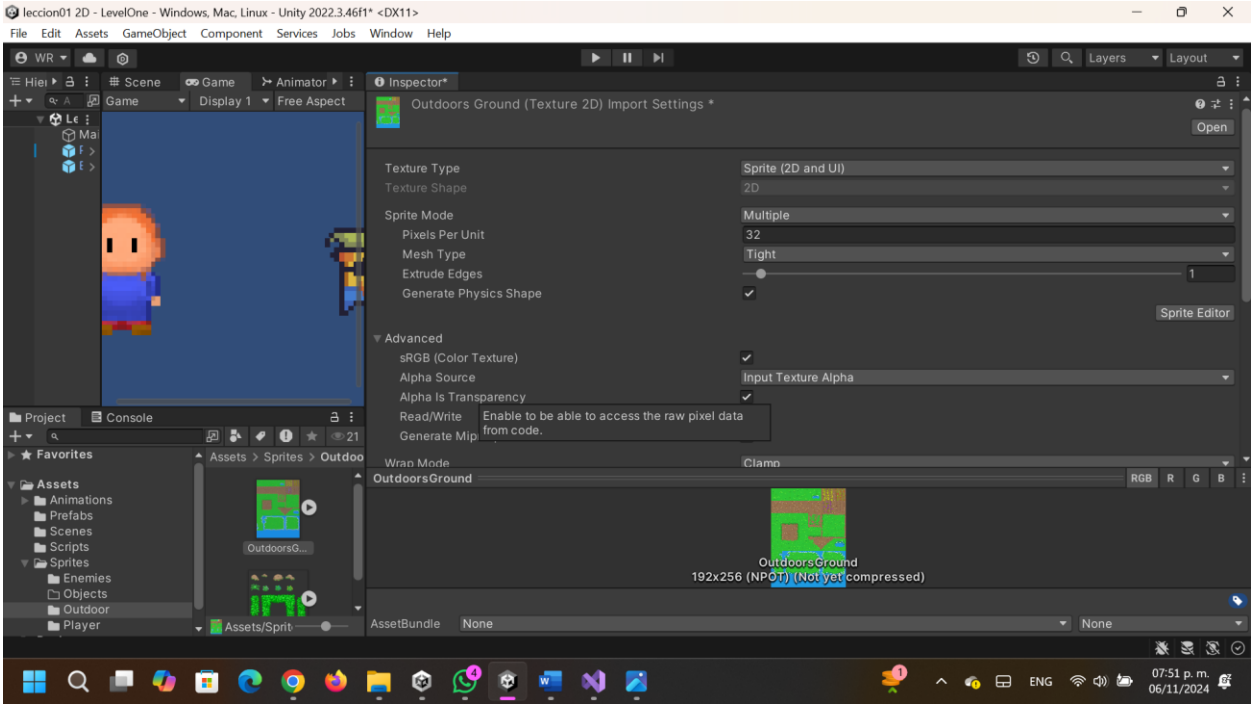
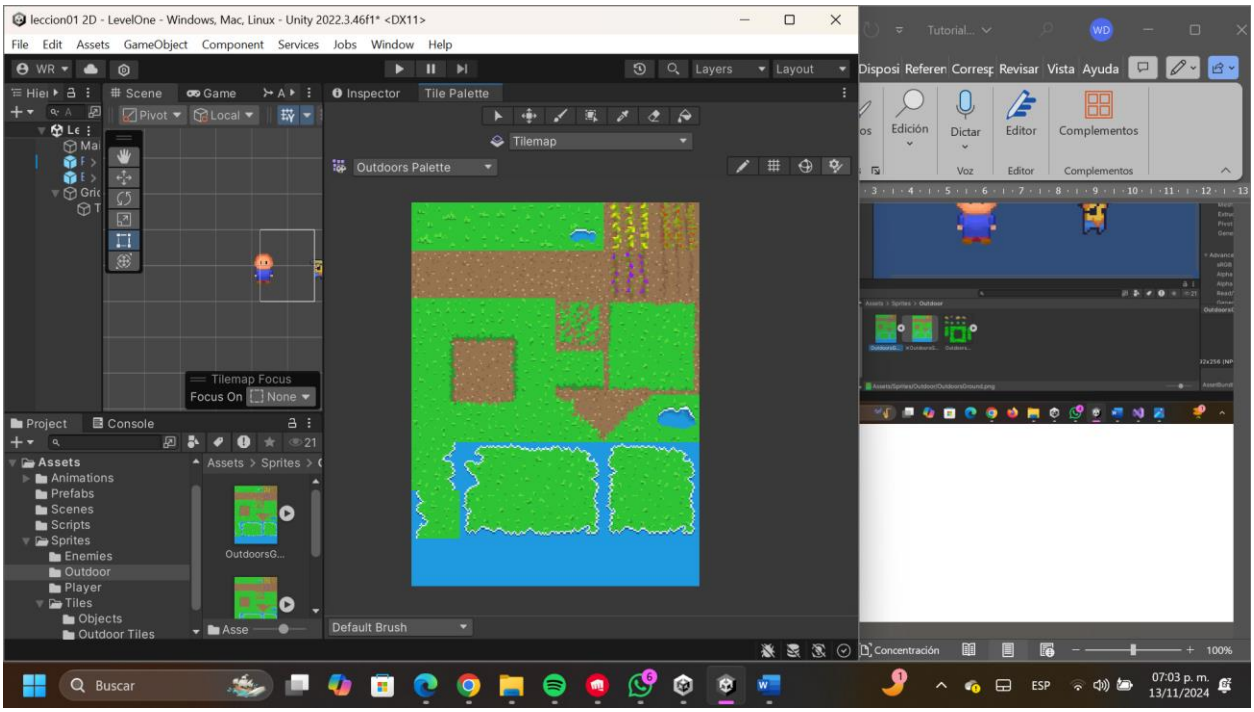
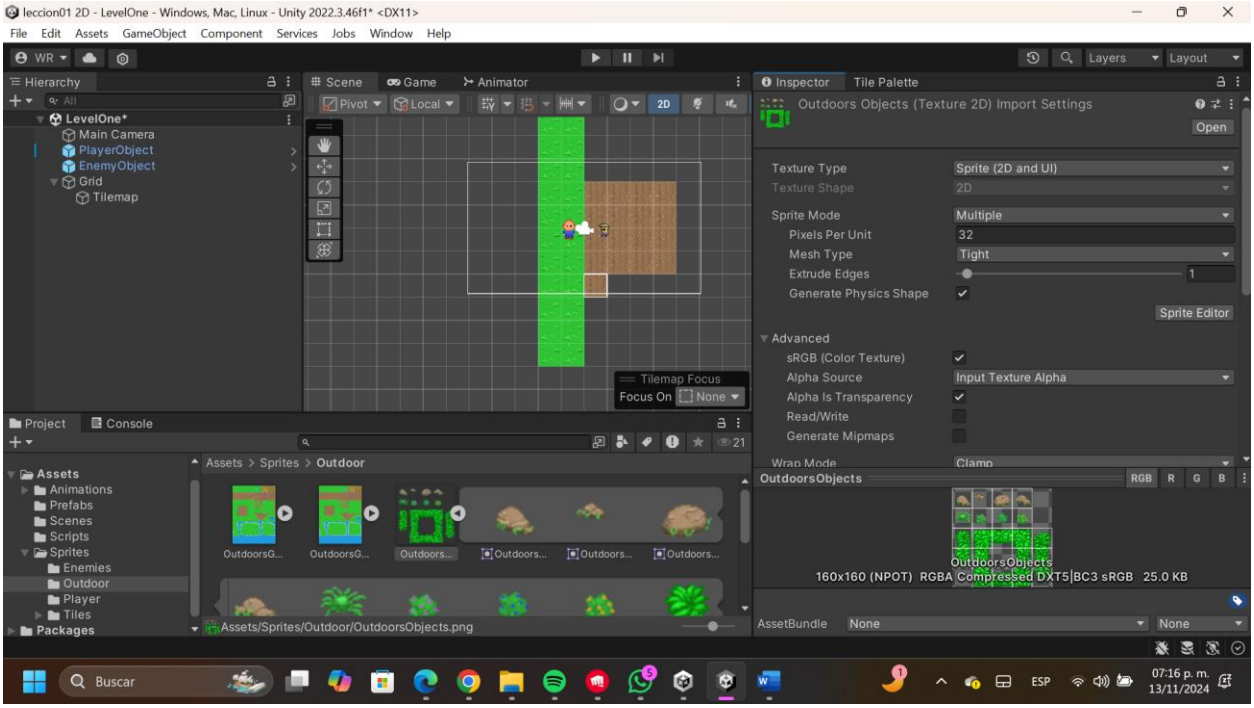
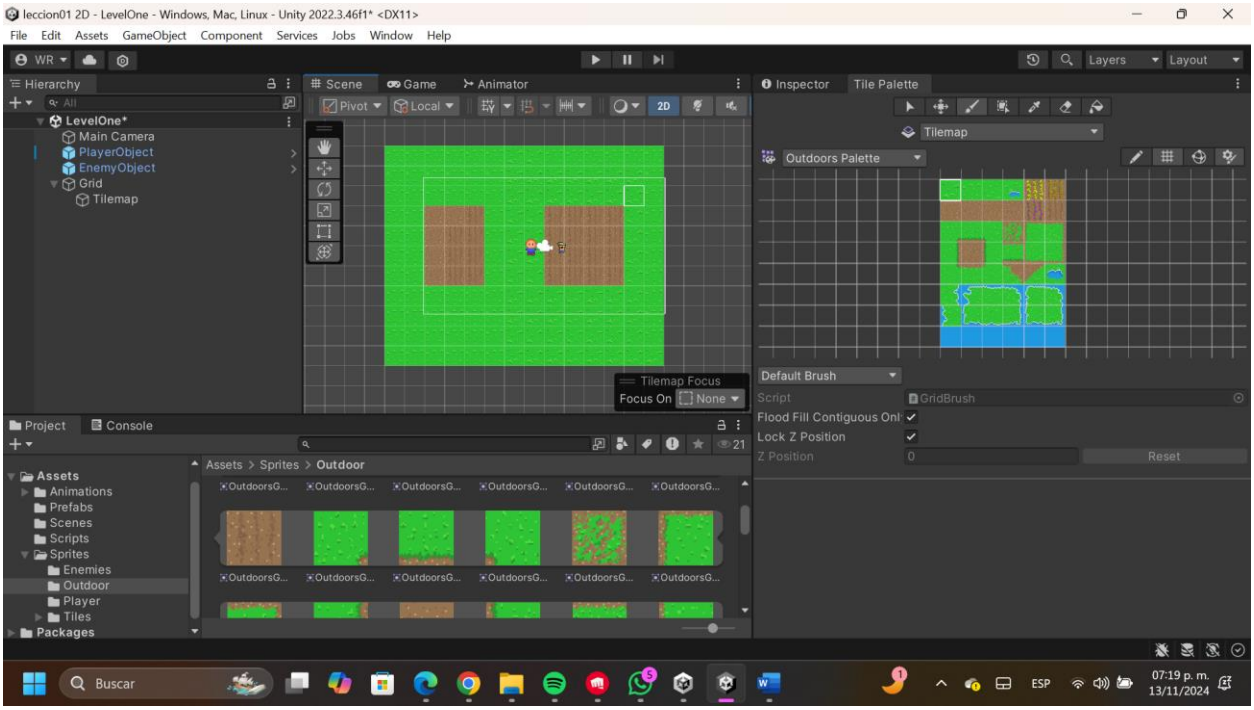

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Display 1
Free Aspect
Scale 1.6x
Play Focused
Stats
Inspector
Outdoor (Default Asset)
Open
Project
Console
Favorites
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Packages
Assets > Sprites
Enemies
Objects
Outdoor
Player
Assets/Sprites/Outdoor
Asset Labels
AssetBundle
None
Buscar
ENG
07:49 p. m.
06/11/2024

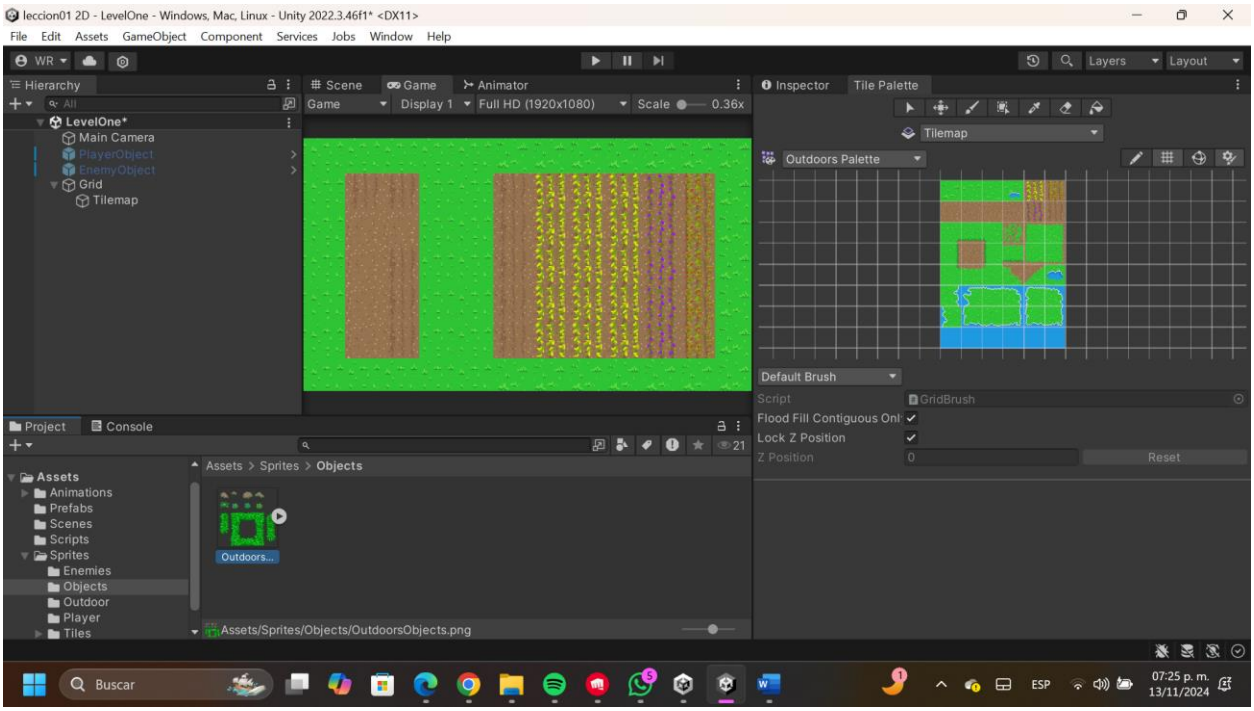

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Display 1
Free Aspect
Scale 1.6x
Play Focused
Stats
Inspector
Outdoors Ground (Texture 2D) Import S
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Single
Pixels Per Unit
100
Mesh Type
Tight
Extrude Edges
1
Pivot
Center
Generate Physics
Sprite Editor
Advanced
sRGB (Color Textu
Alpha Source
Input Texture Alpha
Alpha Is Transpare
Read/Write
Generate Mipmap
OutdoorsGround
RGB R G B
OutdoorsGround
92x256 (NPOT) RGBA Compressed DXT5|BC3 sRGB 48.0
Project
Console
Favorites
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoor
Player
Assets > Sprites > Outdoor
OutdoorsG...
OutdoorsG...
Outdoors...
Assets/Sprites/Outdoor/OutdoorsGround.png
AssetBundle
None
Buscar
ENG
07:51 p. m.
06/11/2024

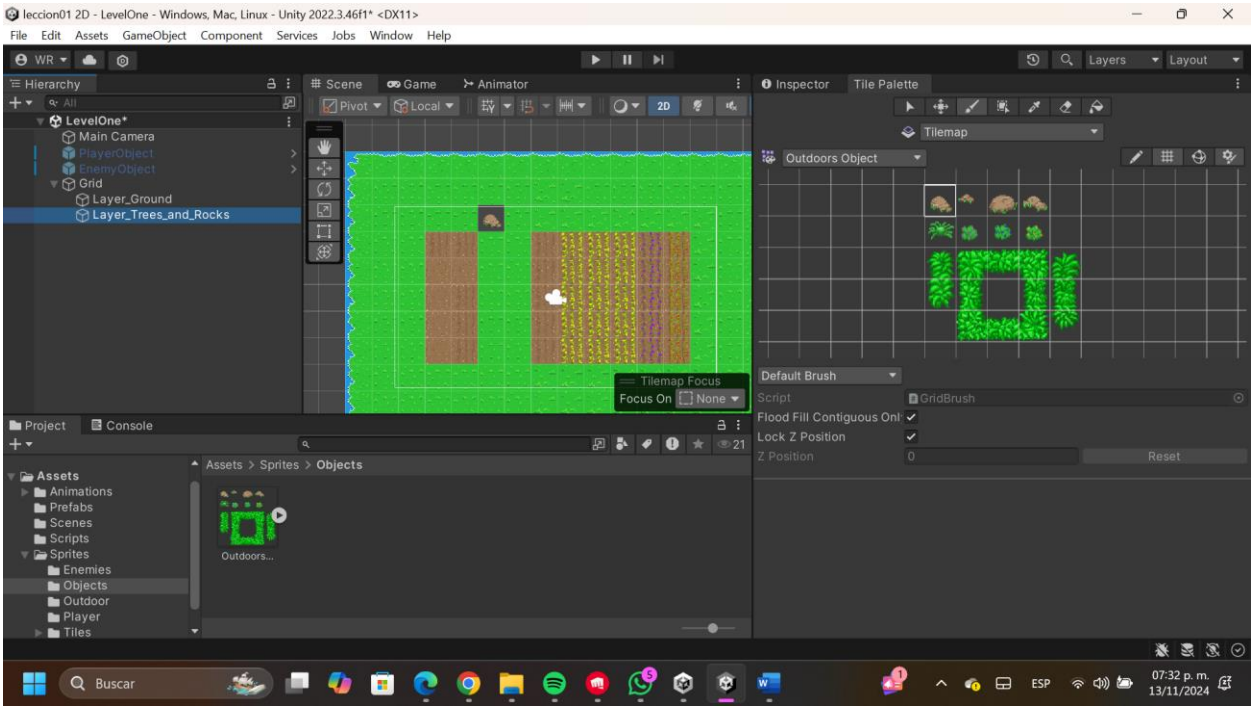

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Scene
Game
Animator
Inspector*
Outdoors Ground (Texture 2D) Import Settings *
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics Shape
Sprite Editor
Advanced
sRGB (Color Texture)
Alpha Source
Input Texture Alpha
Alpha Is Transparency
Read/Write
Enable to be able to access the raw pixel data from code.
Generate Mip
Wrap Mode
Clamp
OutdoorsGround
192x256 (NPOT) (Not yet compressed)
AssetBundle
None
Project
Console
Favorites
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoor
Player
Assets > Sprites
07:51 p. m.
06/11/2024

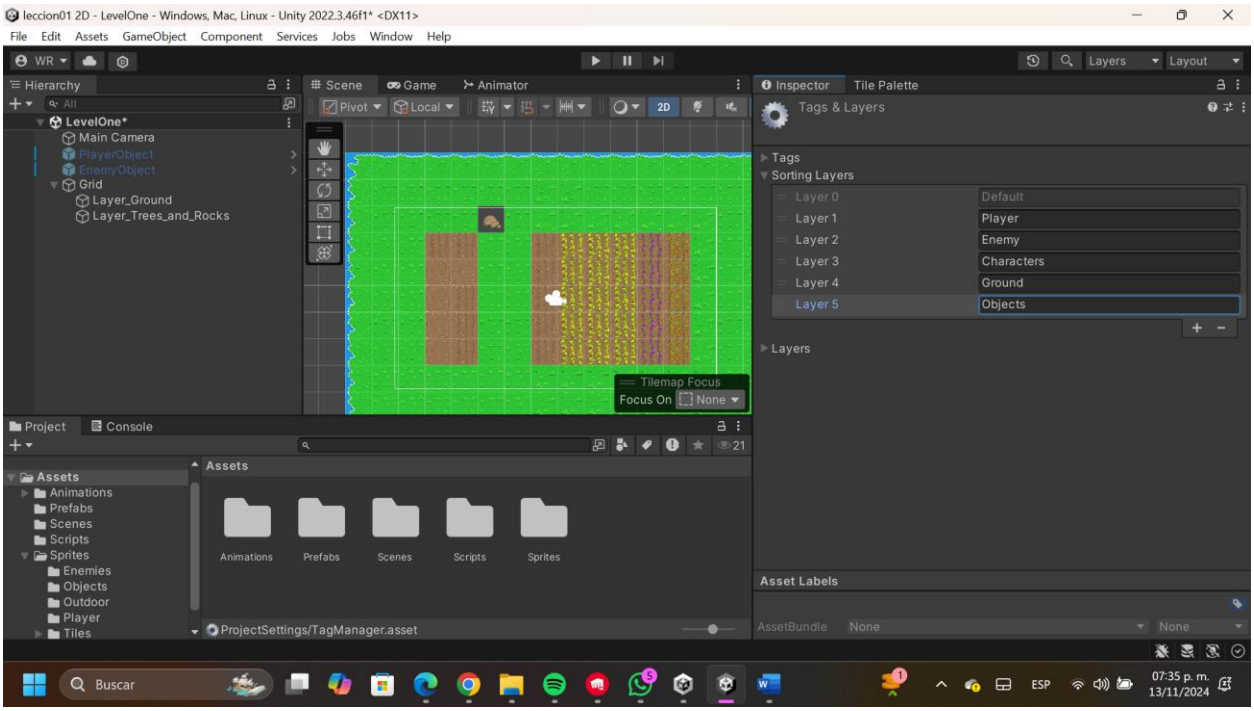

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Scene
Game
Inspector
Tile Palette
Tilemap
Outdoors Palette
Tilemap Focus
Focus On
None
Default Brush
Project
Console
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Outdoor
Player
Tiles
Objects
Outdoor Tiles
Assets > Sprites
Disposi Referen Corresp Revisar Vista Ayuda
Edición
Dictar
Editor
Complementos
Voz
Concentración
100%
Buscar
07:03 p. m.
13/11/2024

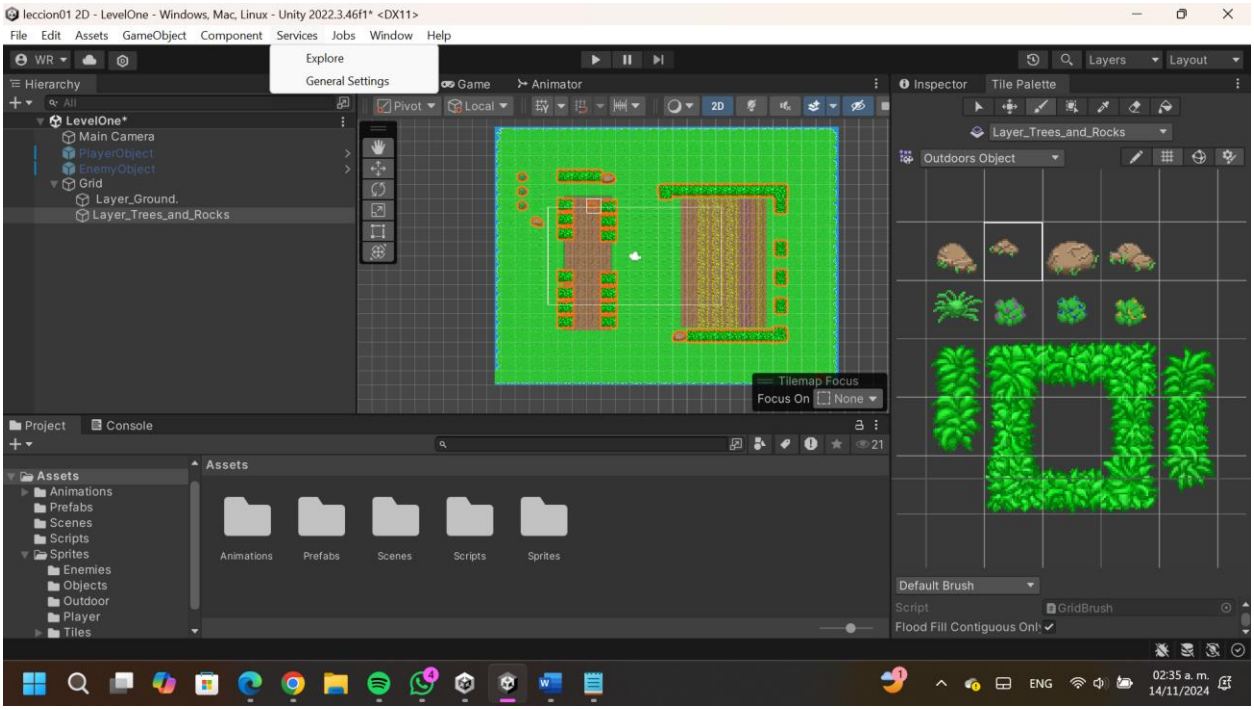

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Tilemap
Scene
Game
Animator
Inspector
Tile Palette
Outdoors Objects (Texture 2D) Import Settings
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics Shape
Sprite Editor
Advanced
sRGB (Color Texture)
Alpha Source
Input Texture Alpha
Alpha Is Transparency
Read/Write
Generate Mipmaps
Wrap Mode
Clamp
OutdoorsObjects
160x160 (NPOT) RGBA Compressed DXT5|BC3 sRGB 25.0 KB
AssetBundle
None
Tilemap Focus
Focus On
Project
Console
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Outdoor
Player
Tiles
Packages
Assets > Sprites > Outdoor
Assets/Sprites/Outdoor/OutdoorsObjects.png
Buscar
ESP
07:16 p. m.
13/11/2024

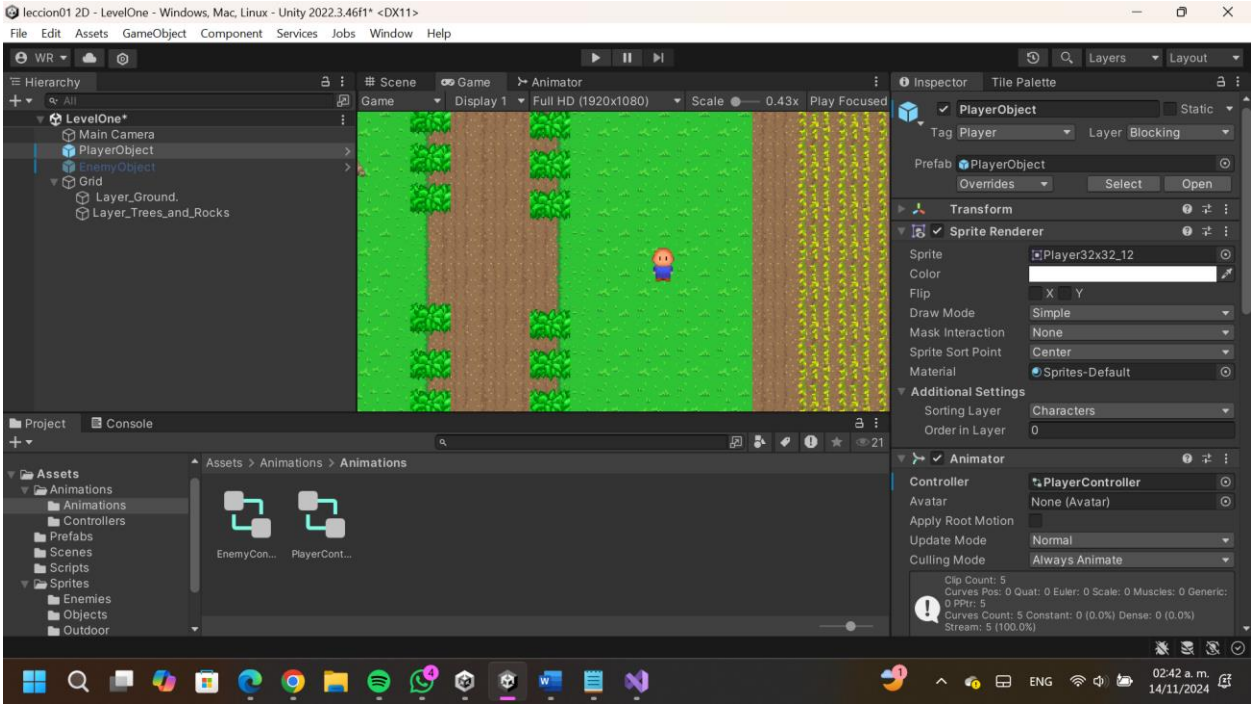

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Tilemap
Scene
Game
Animator
Inspector
Tile Palette
Tilemap
Outdoors Palette
Default Brush
Script
GridBrush
Flood Fill Contiguous Onl
Lock Z Position
Z Position
Reset
Tilemap Focus
Focus On
Project
Console
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Outdoor
Player
Tiles
Packages
Assets > Sprites > Outdoor
Buscar
ESP
07:19 p. m.
13/11/2024

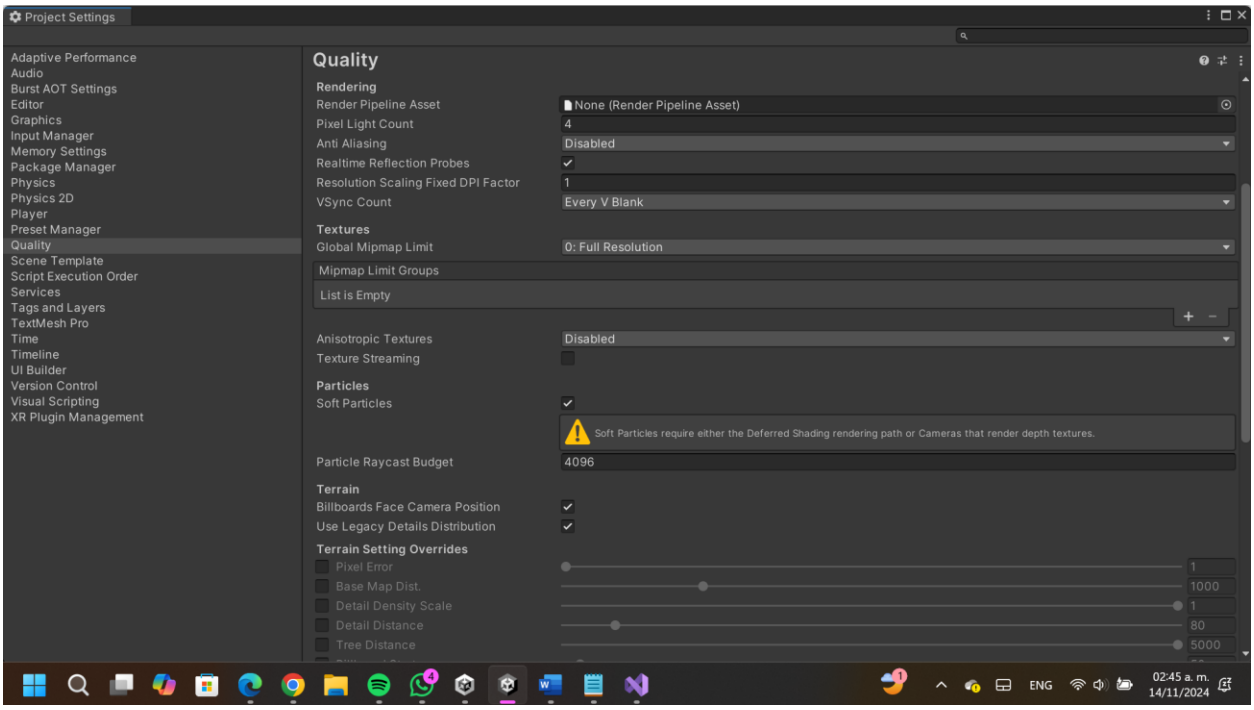

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Tilemap
Scene
Game
Animator
Display 1
Full HD (1920x1080)
Scale 0.36x
Inspector
Tile Palette
Tilemap
Outdoors Palette
Default Brush
Script GridBrush
Flood Fill Contiguous Onl
Lock Z Position
Z Position 0
Reset
Project
Console
Assets > Sprites > Objects
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoor
Player
Tiles
Outdoors...
Assets/Sprites/Objects/OutdoorsObjects.png
Buscar
ESP
07:25 p. m.
13/11/2024

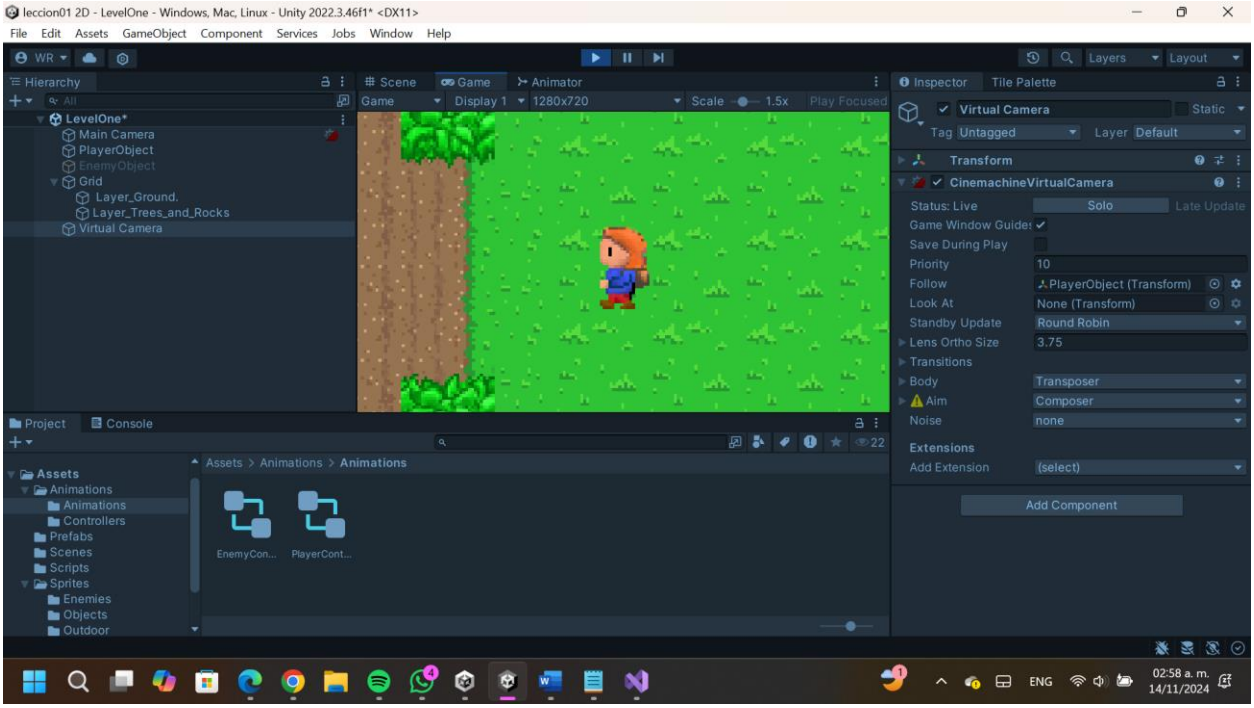

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene
Game
Animator
Pivot
Local
2D
Tilemap Focus
Focus On None
Inspector
Tile Palette
Tilemap
Outdoors Object
Default Brush
Script GridBrush
Flood Fill Contiguous Onl
Lock Z Position
Z Position 0
Reset
Project
Console
Assets > Sprites > Objects
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoor
Player
Tiles
Outdoors...
Buscar
ESP
07:32 p. m.
13/11/2024

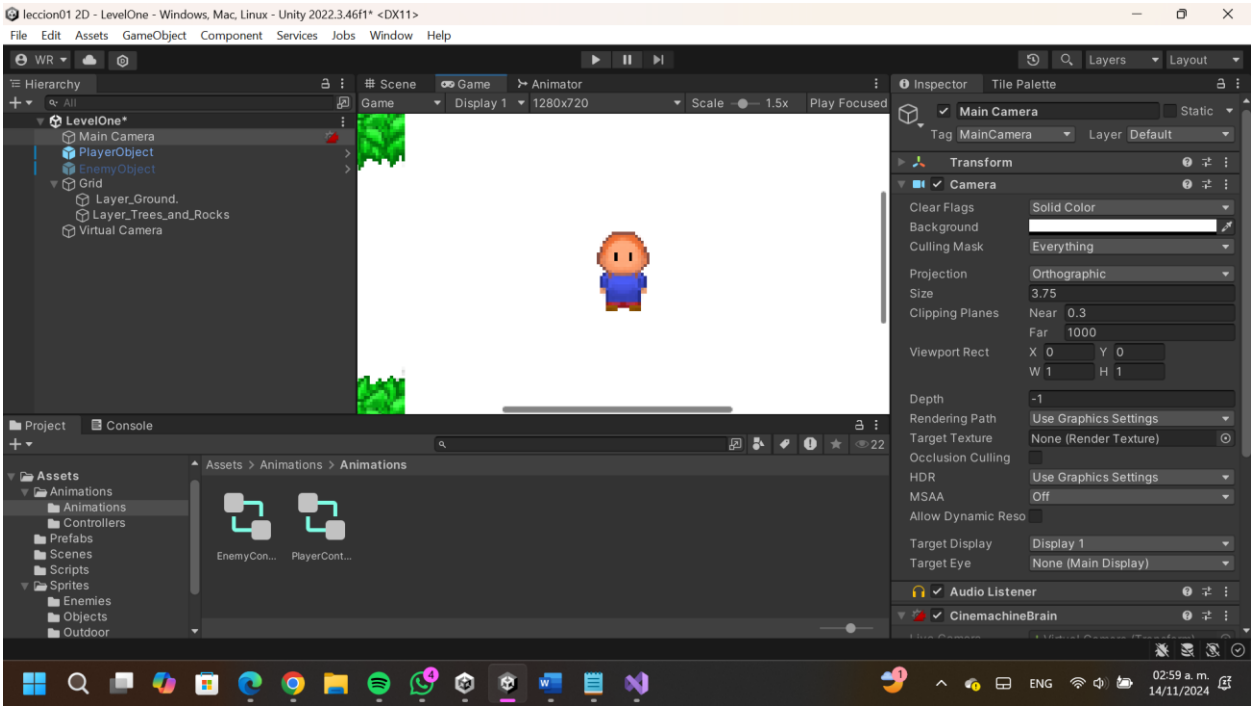

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground
Layer_Trees_and_Rocks
Scene
Game
Animator
Inspector
Tile Palette
Tags & Layers
Tags
Sorting Layers
Layer 0 Default
Layer 1 Player
Layer 2 Enemy
Layer 3 Characters
Layer 4 Ground
Layer 5 Objects
Layers
Tilemap Focus
Focus On None
Project
Console
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoor
Player
Tiles
ProjectSettings/TagManager.asset
Asset Labels
AssetBundle None None
Buscar
ESP
07:35 p. m.
13/11/2024

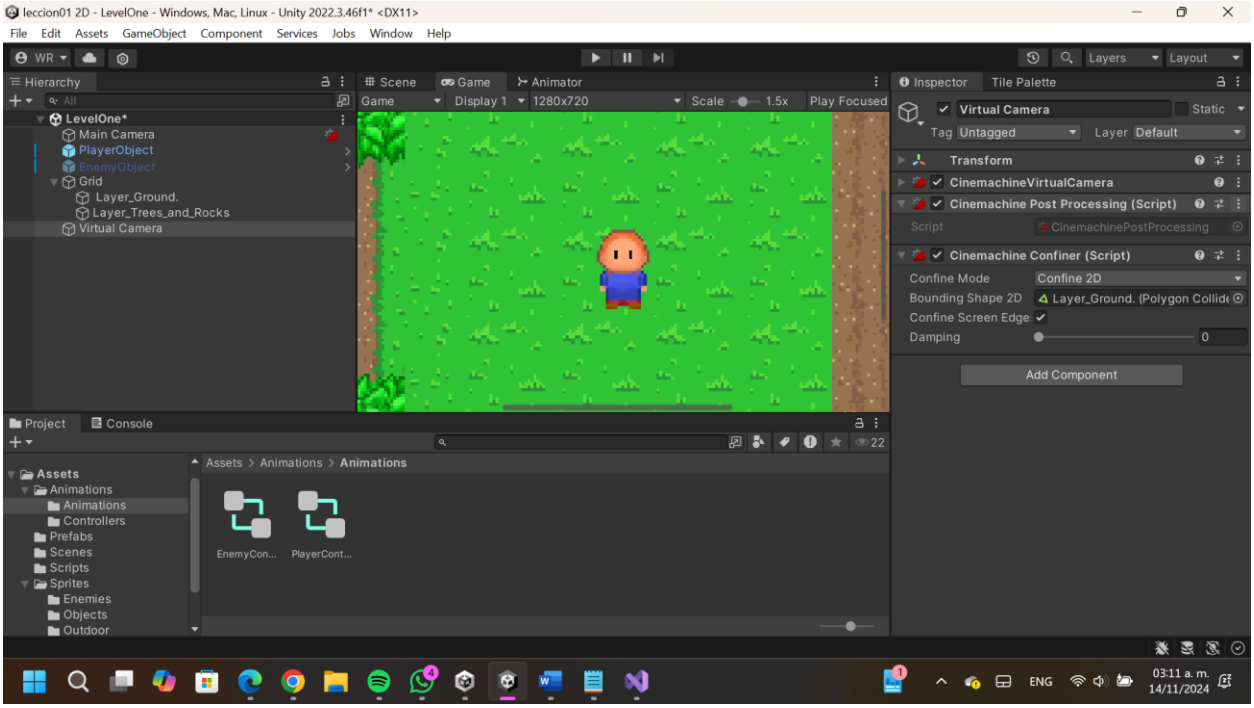

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Explore
General Settings
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Rocks
Game
Animator
Inspector
Tile Palette
Layer_Trees_and_Rocks
Outdoors Object
Tilemap Focus
Focus On None
Project
Console
Assets
Animations
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoor
Player
Tiles
Default Brush
Script GridBrush
Flood Fill Contiguous Only
ENG
02:35 a. m.
14/11/2024

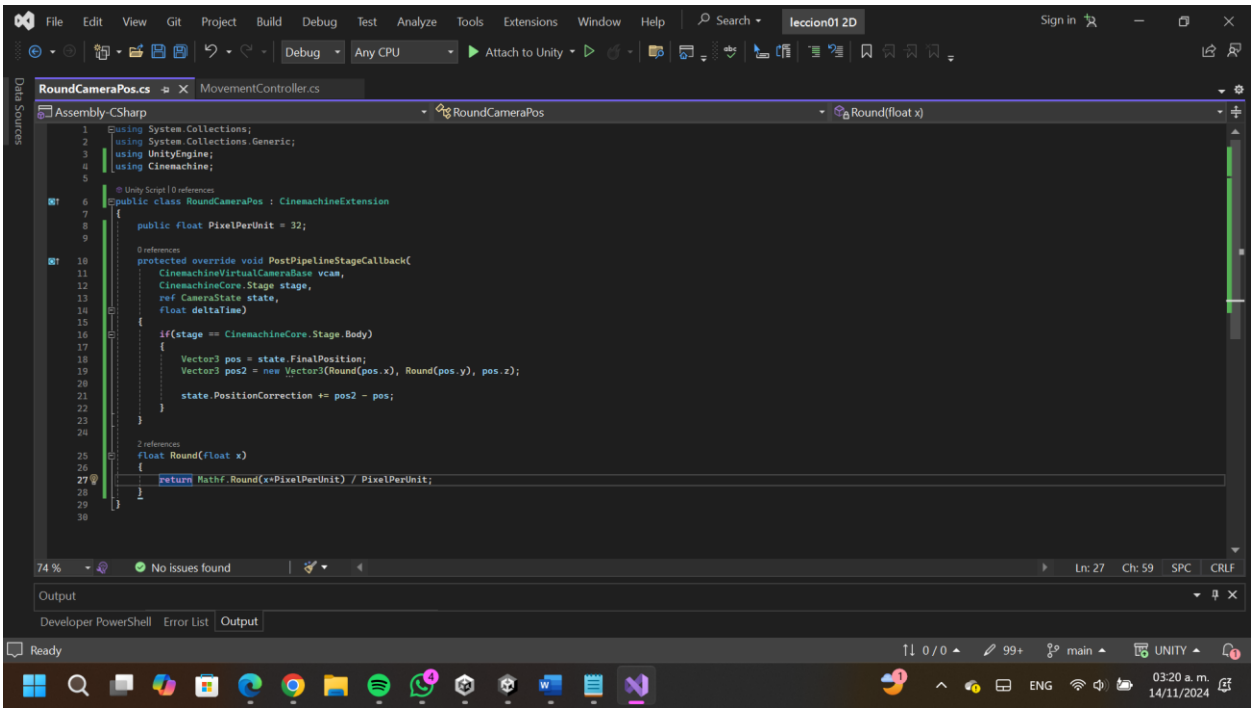

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Rocks
Scene
Game
Animator
Display 1
Full HD (1920x1080)
Scale 0.43x
Play Focused
Inspector
Tile Palette
PlayerObject
Static
Tag Player
Layer Blocking
Prefab PlayerObject
Overrides
Select
Open
Transform
Sprite Renderer
Sprite Player32x32_12
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Project
Console
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoor
Assets > Animations > Animations
EnemyCon...
PlayerCont...
ENG
02:42 a. m.
14/11/2024

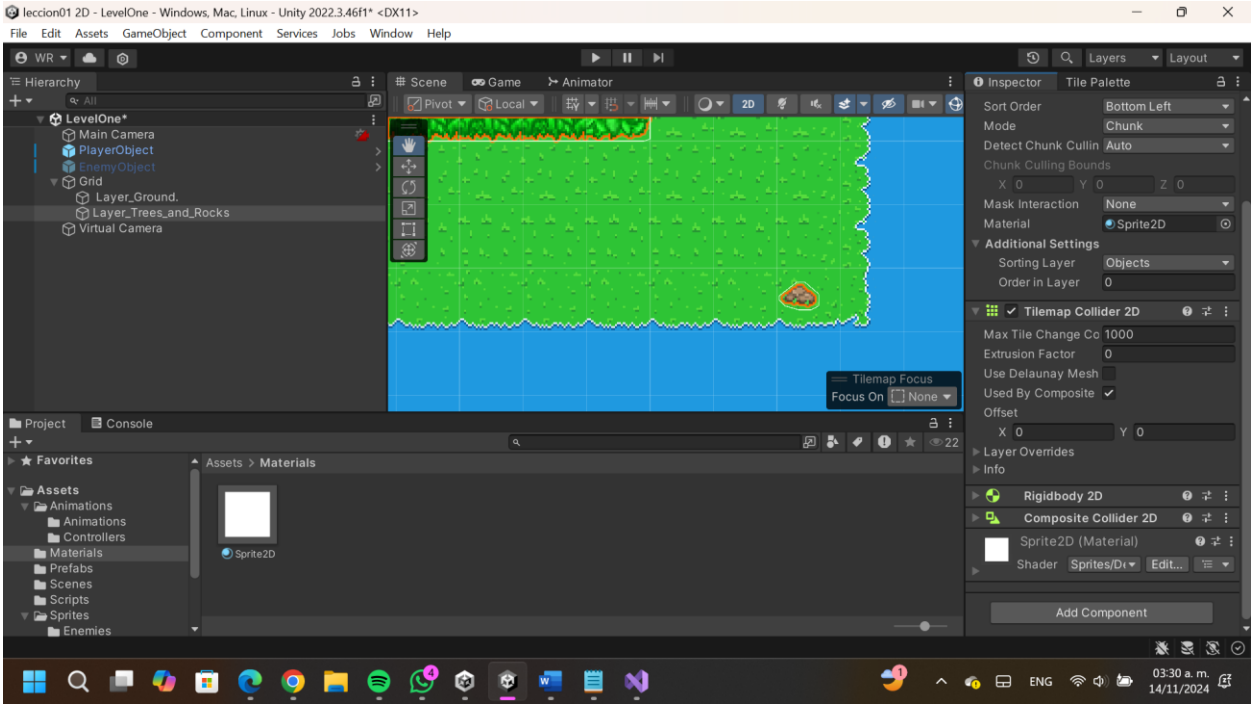

Project Settings
Adaptive Performance
Audio
Burst AOT Settings
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management
Quality
Rendering
Render Pipeline Asset None (Render Pipeline Asset)
Pixel Light Count 4
Anti Aliasing Disabled
Realtime Reflection Probes
Resolution Scaling Fixed DPI Factor 1
VSync Count Every V Blank
Textures
Global Mipmap Limit 0: Full Resolution
Mipmap Limit Groups
List is Empty
Anisotropic Textures Disabled
Texture Streaming
Particles
Soft Particles
Soft Particles require either the Deferred Shading rendering path or Cameras that render depth textures.
Particle Raycast Budget 4096
Terrain
Billboards Face Camera Position
Use Legacy Details Distribution
Terrain Setting Overrides
Pixel Error 1
Base Map Dist. 1000
Detail Density Scale 1
Detail Distance 80
Tree Distance 5000
ENG
02:45 a. m.
14/11/2024

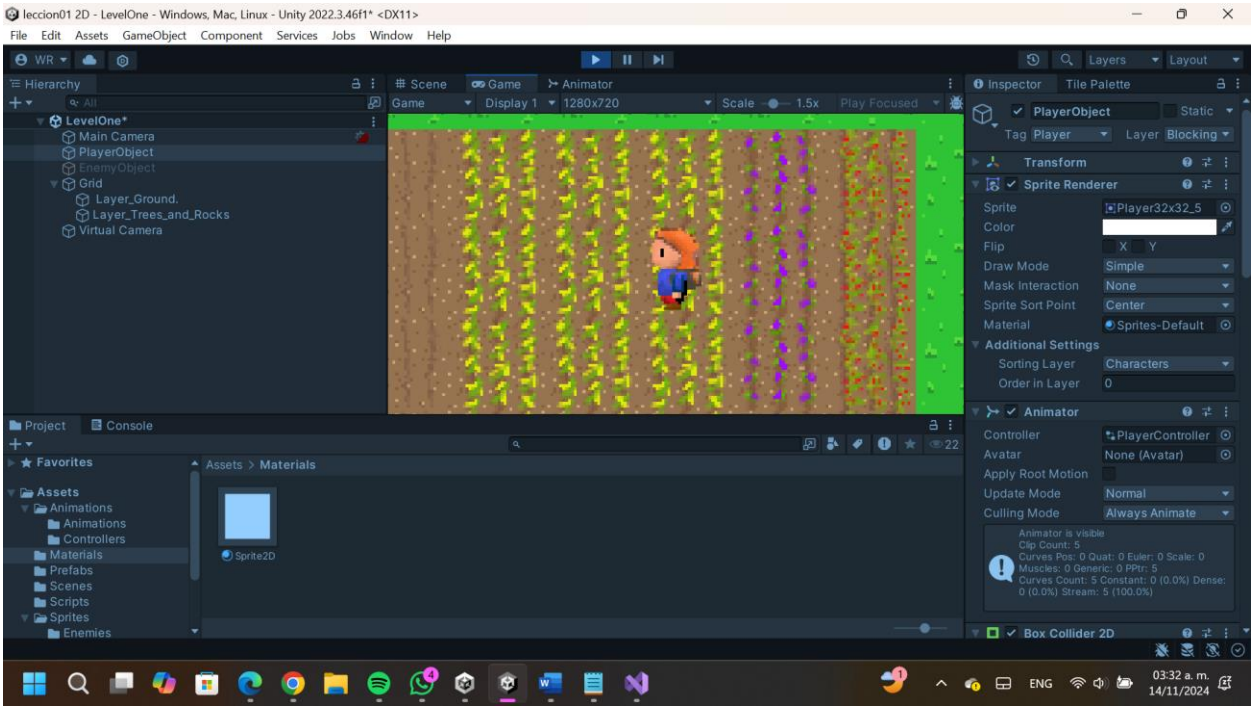

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Rocks
Virtual Camera
Scene
Game
Animator
Display 1
1280x720
Scale 1.5x
Play Focused
Inspector
Tile Palette
Virtual Camera
Static
Tag Untagged
Layer Default
Transform
CinemachineVirtualCamera
Status: Live
Solo
Late Update
Game Window Guides
Save During Play
Priority 10
Follow PlayerObject (Transform)
Look At None (Transform)
Standby Update Round Robin
Lens Ortho Size 3.75
Transitions
Body Transposer
Aim Composer
Noise none
Extensions
Add Extension (select)
Add Component
Project
Console
Assets > Animations > Animations
EnemyCon...
PlayerCont...
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoor
ENG
02:58 a. m.
14/11/2024

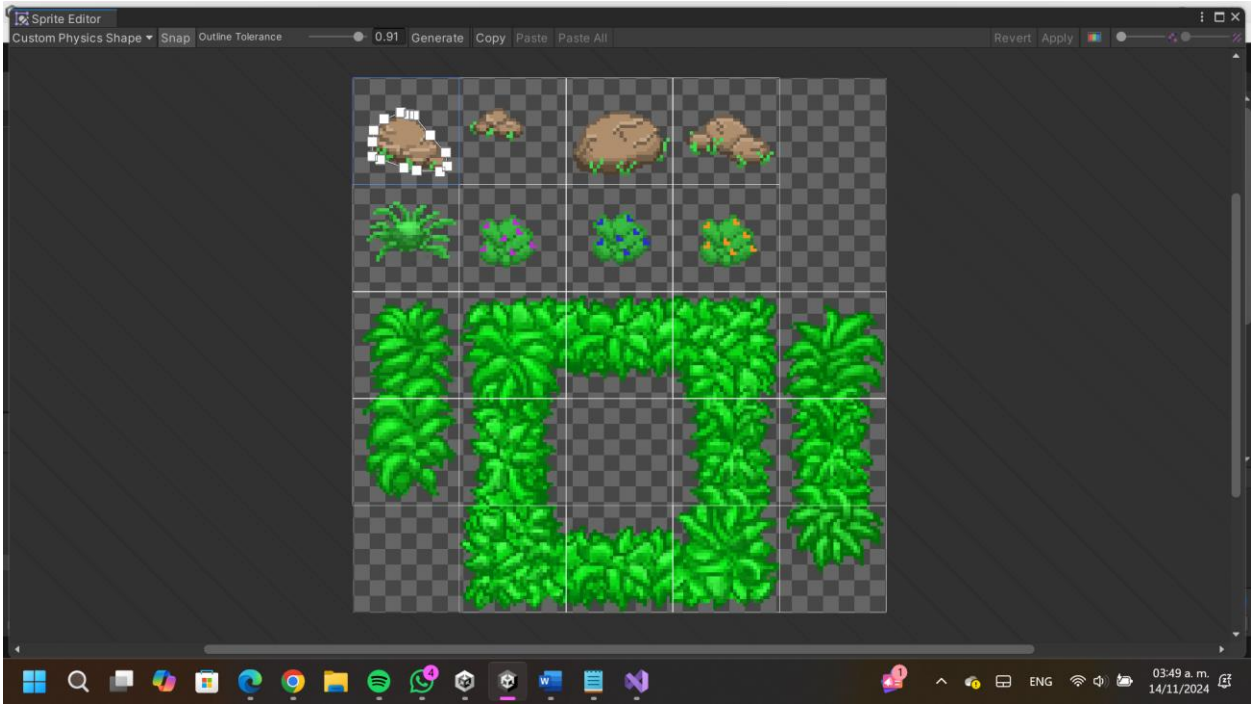

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Rocks
Virtual Camera
Scene
Game
Animator
Display 1
1280x720
Scale 1.5x
Play Focused
Inspector
Tile Palette
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Camera
Clear Flags Solid Color
Background
Culling Mask Everything
Projection Orthographic
Size 3.75
Clipping Planes Near 0.3
Far 1000
Viewport Rect X 0 Y 0
W 1 H 1
Depth -1
Rendering Path Use Graphics Settings
Target Texture None (Render Texture)
Occlusion Culling
HDR Use Graphics Settings
MSAA Off
Allow Dynamic Reso
Target Display Display 1
Target Eye None (Main Display)
Audio Listener
CinemachineBrain
Project
Console
Assets > Animations > Animations
EnemyCon...
PlayerCont...
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoor
ENG
02:59 a. m.
14/11/2024

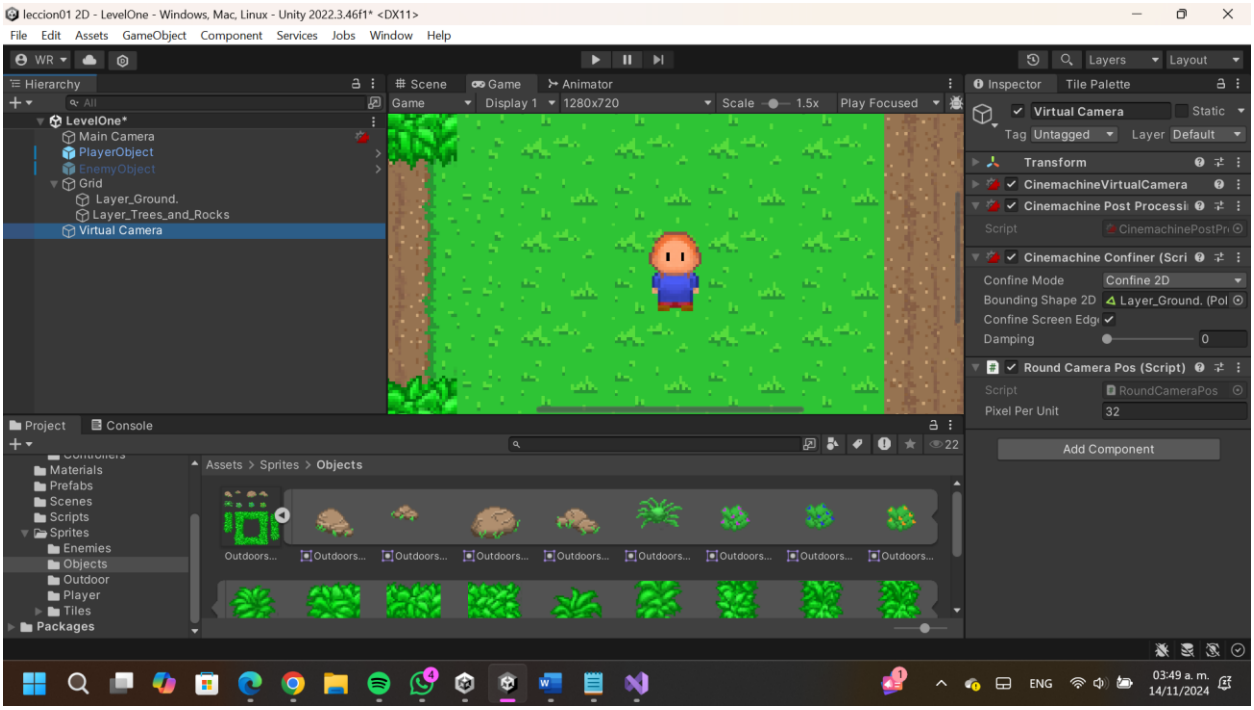

leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Rocks
Virtual Camera
Scene
Game
Animator
Display 1
1280x720
Scale
1.5x
Play Focused
Inspector
Tile Palette
Virtual Camera
Static
Tag Untagged
Layer Default
Transform
CinemachineVirtualCamera
Cinemachine Post Processing (Script)
Script CinemachinePostProcessing
Cinemachine Confiner (Script)
Confine Mode Confine 2D
Bounding Shape 2D Layer_Ground. (Polygon Collide
Confine Screen Edge
Damping 0
Add Component
Project
Console
Assets
Animations
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoor
Assets > Animations > Animations
EnemyCon...
PlayerCont...
ENG
03:11 a. m.
14/11/2024


File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help
Search
leccion01 2D
Sign in
Debug
Any CPU
Attach to Unity
RoundCameraPos.cs
MovementController.cs
Assembly-CSharp
RoundCameraPos
Round(float x)
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using Cinemachine;
Unity Script | 0 references
public class RoundCameraPos : CinemachineExtension
{
public float PixelPerUnit = 32;
0 references
protected override void PostPipelineStageCallback(
CinemachineVirtualCameraBase vcam,
CinemachineCore.Stage stage,
ref CameraState state,
float deltaTime)
{
if(stage == CinemachineCore.Stage.Body)
{
Vector3 pos = state.FinalPosition;
Vector3 pos2 = new Vector3(Round(pos.x), Round(pos.y), pos.z);
state.PositionCorrection += pos2 - pos;
}
}
2 references
float Round(float x)
{
return Mathf.Round(x*PixelPerUnit) / PixelPerUnit;
}
}
74 %
No issues found
Ln: 27
Ch: 59
SPC
CRLF
Output
Developer PowerShell
Error List
Output
Ready
main
UNITY
ENG
03:20 a. m.
14/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Rocks
Virtual Camera
Scene
Game
Animator
Inspector
Tile Palette
Sort Order Bottom Left
Mode Chunk
Detect Chunk Cullin Auto
Chunk Culling Bounds
Mask Interaction None
Material Sprite2D
Additional Settings
Sorting Layer Objects
Order in Layer 0
Tilemap Collider 2D
Max Tile Change Co 1000
Extrusion Factor 0
Use Delaunay Mesh
Used By Composite
Offset
Layer Overrides
Info
Rigidbody 2D
Composite Collider 2D
Sprite2D (Material)
Shader Sprites/Di
Edit...
Add Component
Tilemap Focus
Focus On None
Project
Console
Favorites
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
Assets > Materials
Sprite2D
ENG
03:30 a. m.
14/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Rocks
Virtual Camera
Scene
Game
Animator
Game Display 1 1280x720 Scale 1.5x Play Focused
Inspector
Tile Palette
PlayerObject
Static
Tag Player
Layer Blocking
Transform
Sprite Renderer
Sprite Player32x32_5
Color
Flip X Y
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Animator is visible
Clip Count: 5
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0
Muscles: 0 Generic: 0 PPtr: 5
Curves Count: 5 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 5 (100.0%)
Box Collider 2D
Project
Console
Favorites
Assets
Animations
Controllers
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
Assets > Materials
Sprite2D
ENG
03:32 a. m.
14/11/2024


Sprite Editor
Custom Physics Shape
Snap
Outline Tolerance
0.91
Generate
Copy
Paste
Paste All
Revert
Apply
ENG
03:49 a. m.
14/11/2024


leccion01 2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.46f1* <DX11>
File
Edit
Assets
GameObject
Component
Services
Jobs
Window
Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Grid
Layer_Ground.
Layer_Trees_and_Rocks
Virtual Camera
Scene
Game
Animator
Display 1
1280x720
Scale
1.5x
Play Focused
Inspector
Tile Palette
Virtual Camera
Static
Tag
Untagged
Layer
Default
Transform
CinemachineVirtualCamera
Cinemachine Post Processi
Cinemachine Confiner (Scri
Confine Mode
Confine 2D
Bounding Shape 2D
Layer_Ground. (Pol
Confine Screen Edg
Damping
0
Round Camera Pos (Script)
Script
RoundCameraPos
Pixel Per Unit
32
Add Component
Project
Console
Materials
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoor
Player
Tiles
Packages
Assets > Sprites > Objects
ENG
03:49 a. m.
14/11/2024