using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class Collect : MonoBehaviour

{

public static int TheCherry;

public Text TextCherry;

void Start()

{

TextCherry = GetComponent<Text>();

}

//необходим для счётчика красных кругов

// Update is called once per frame

void Update()

{

TextCherry.text = "x" + TheCherry;

}

}