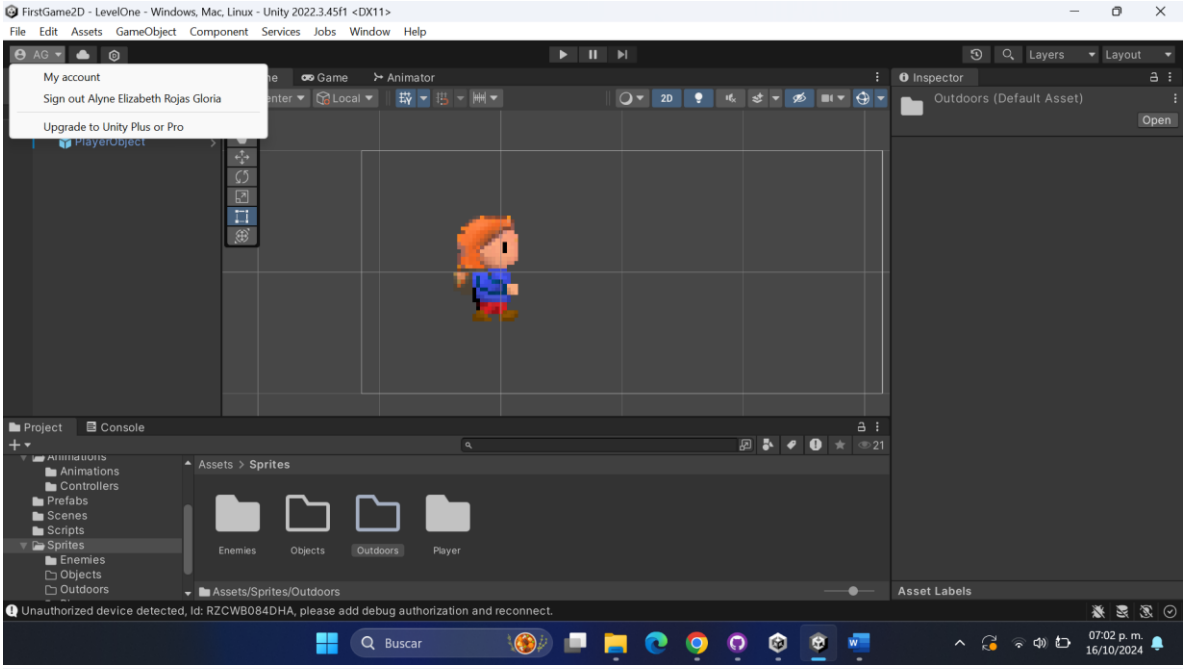
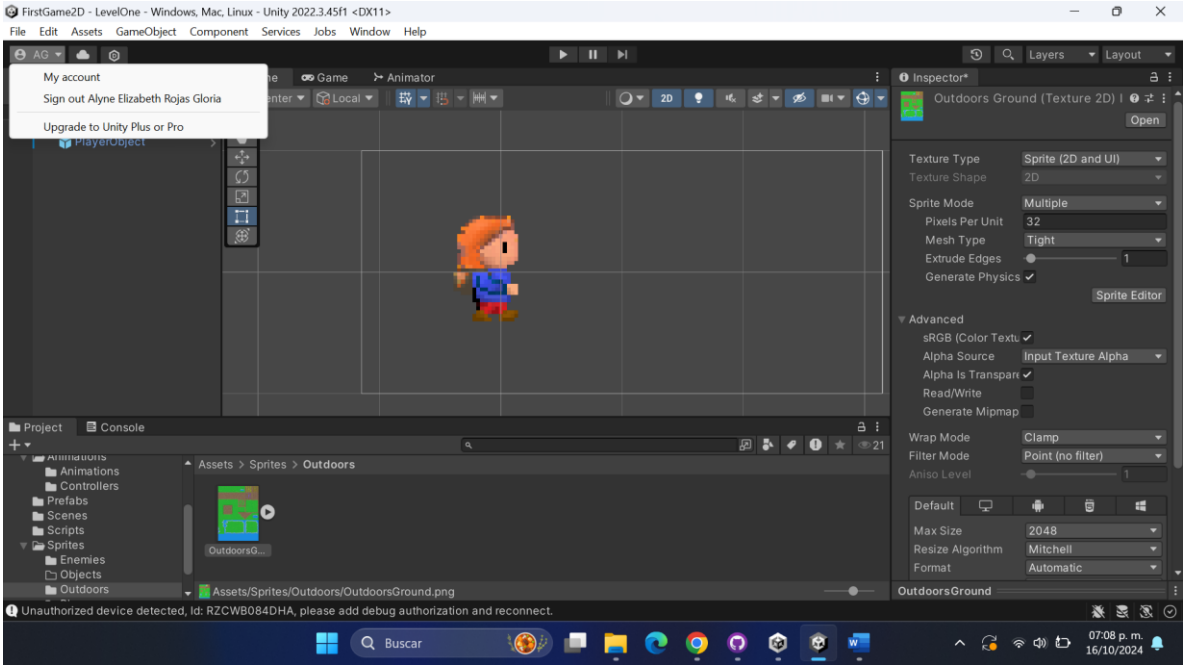
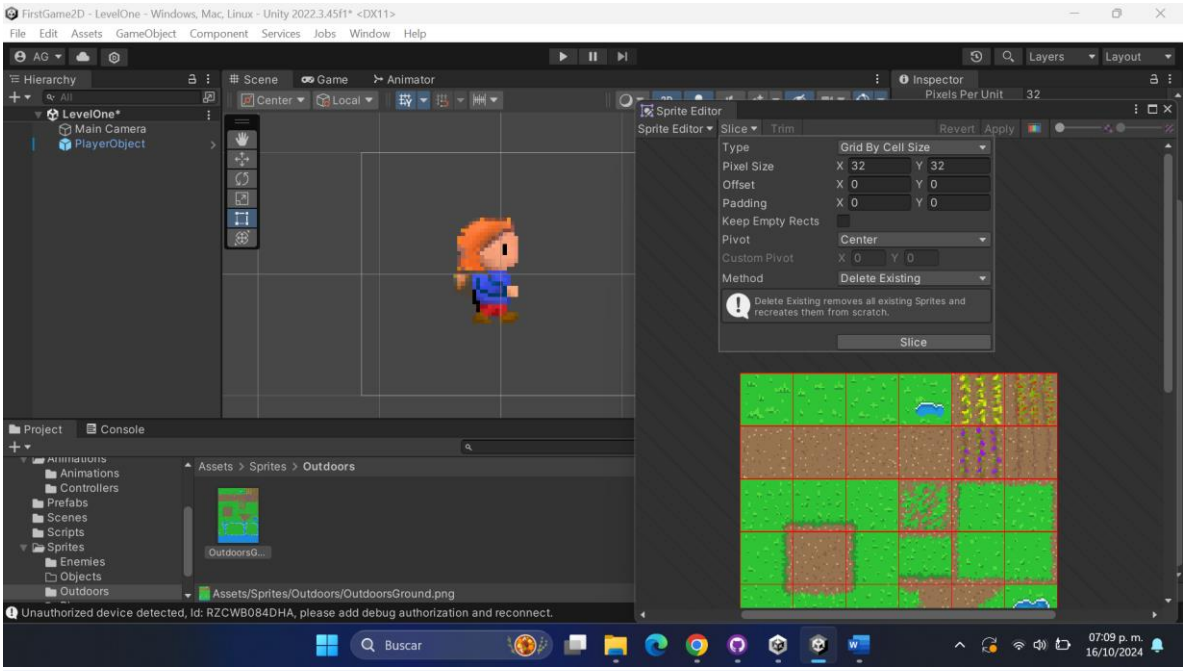
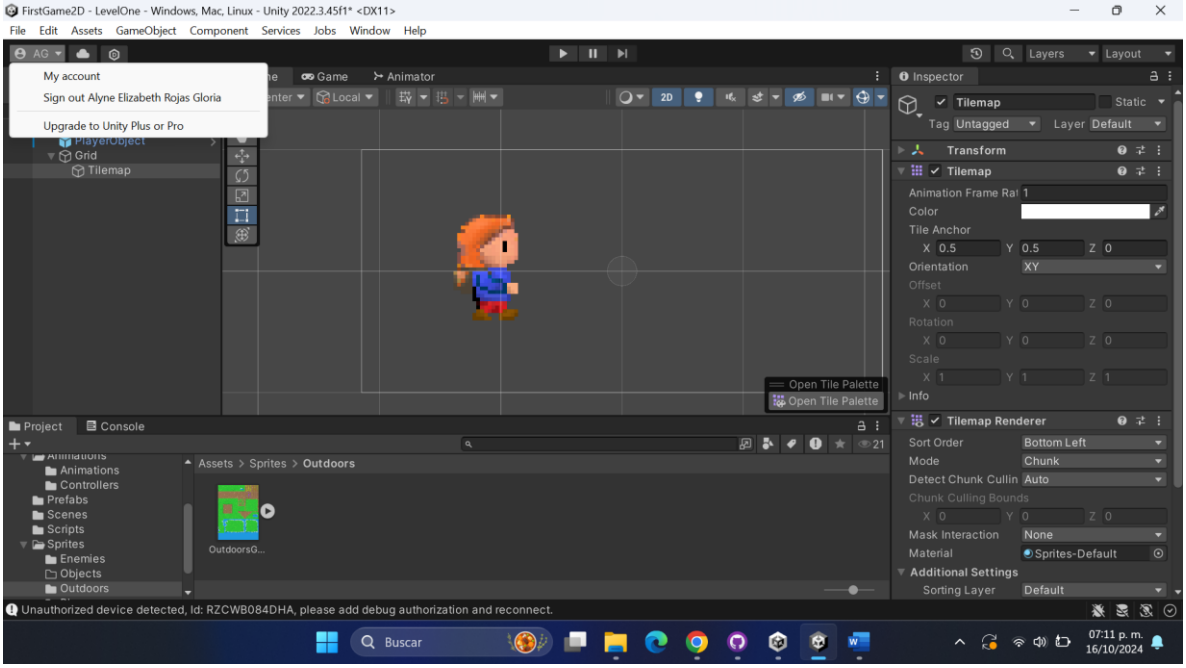
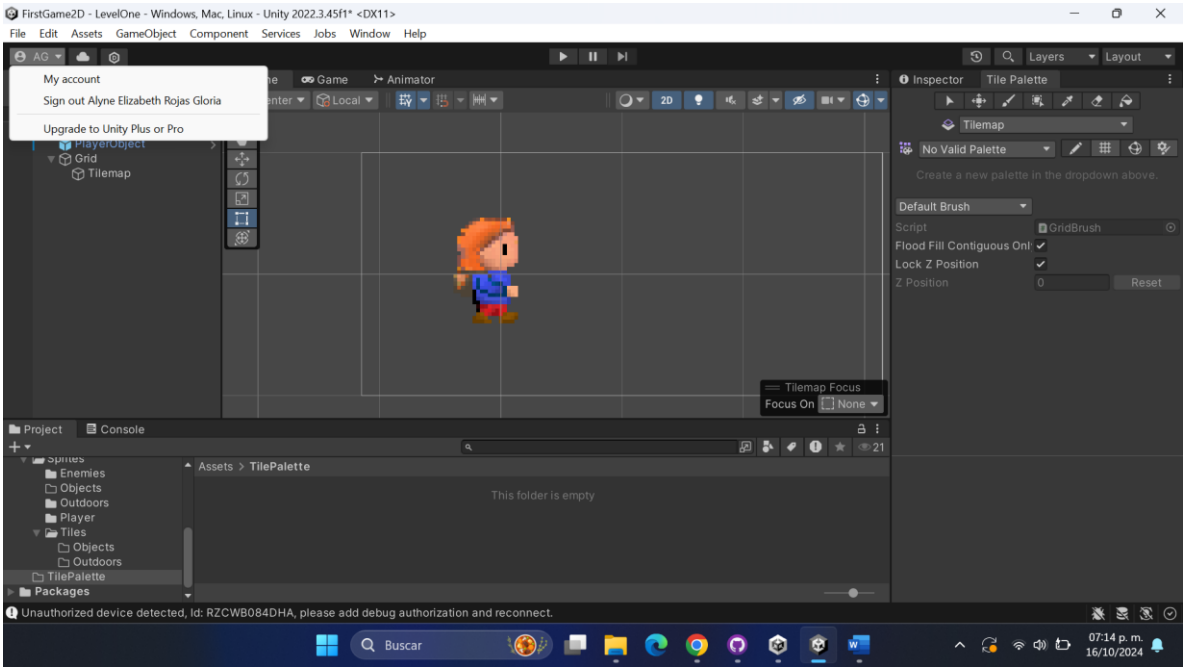
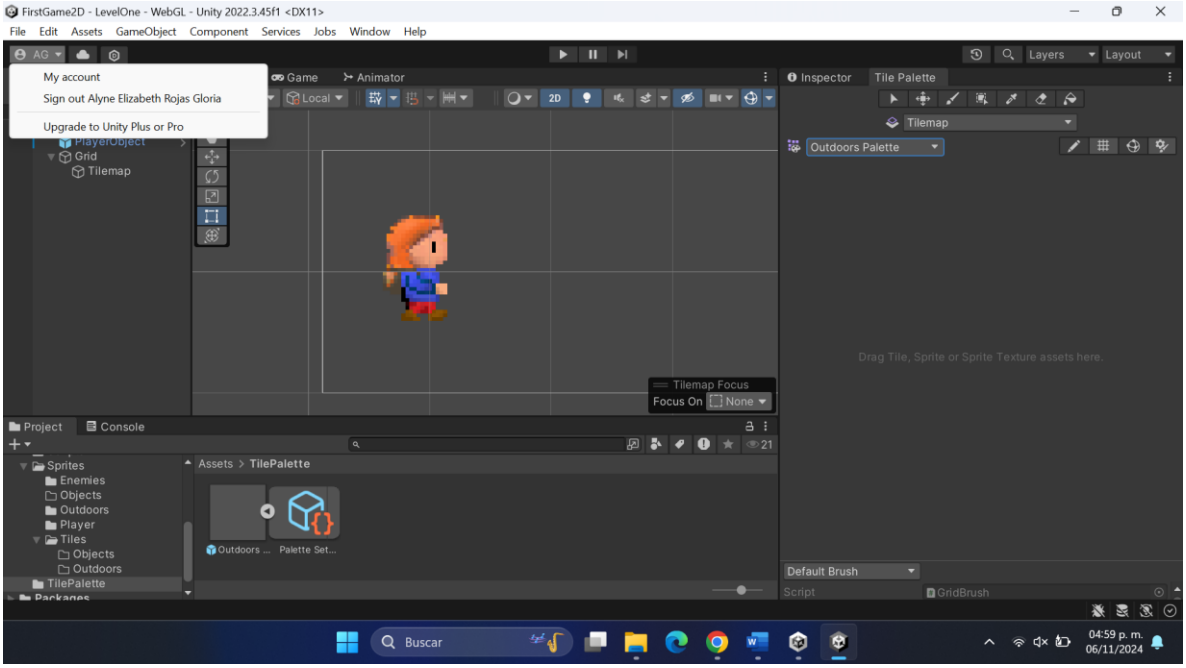

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Inspector
Outdoors (Default Asset)
Open
Project
Console
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Assets > Sprites
Enemies
Objects
Outdoors
Player
Assets/Sprites/Outdoors
Asset Labels
Unauthorized device detected, Id: RZCWB084DHA, please add debug authorization and reconnect.
Buscar
07:02 p. m.
16/10/2024

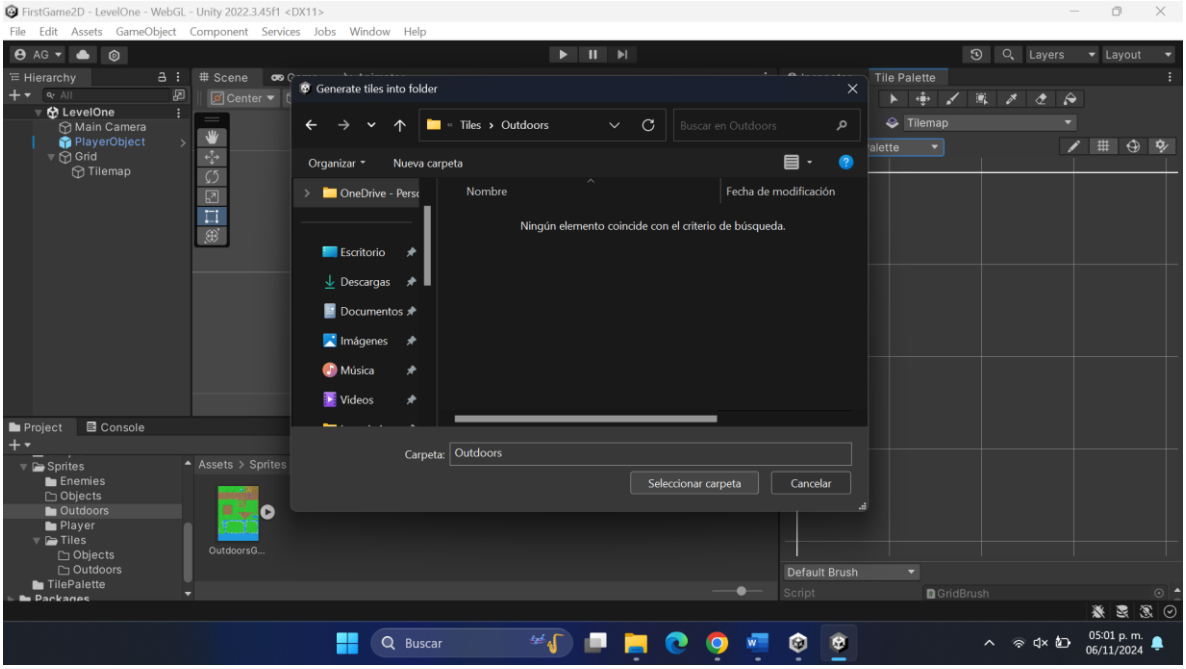

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Inspector*
Outdoors Ground (Texture 2D)
Open
Texture Type
Sprite (2D and UI)
Texture Shape
2D
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
1
Generate Physics
Sprite Editor
Advanced
sRGB (Color Textu
Alpha Source
Input Texture Alpha
Alpha Is Transpare
Read/Write
Generate Mipmap
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
OutdoorsGround
Project
Console
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
Assets > Sprites > Outdoors
OutdoorsG...
Assets/Sprites/Outdoors/OutdoorsGround.png
Unauthorized device detected, Id: RZCWB084DHA, please add debug authorization and reconnect.
Buscar
07:08 p. m.
16/10/2024

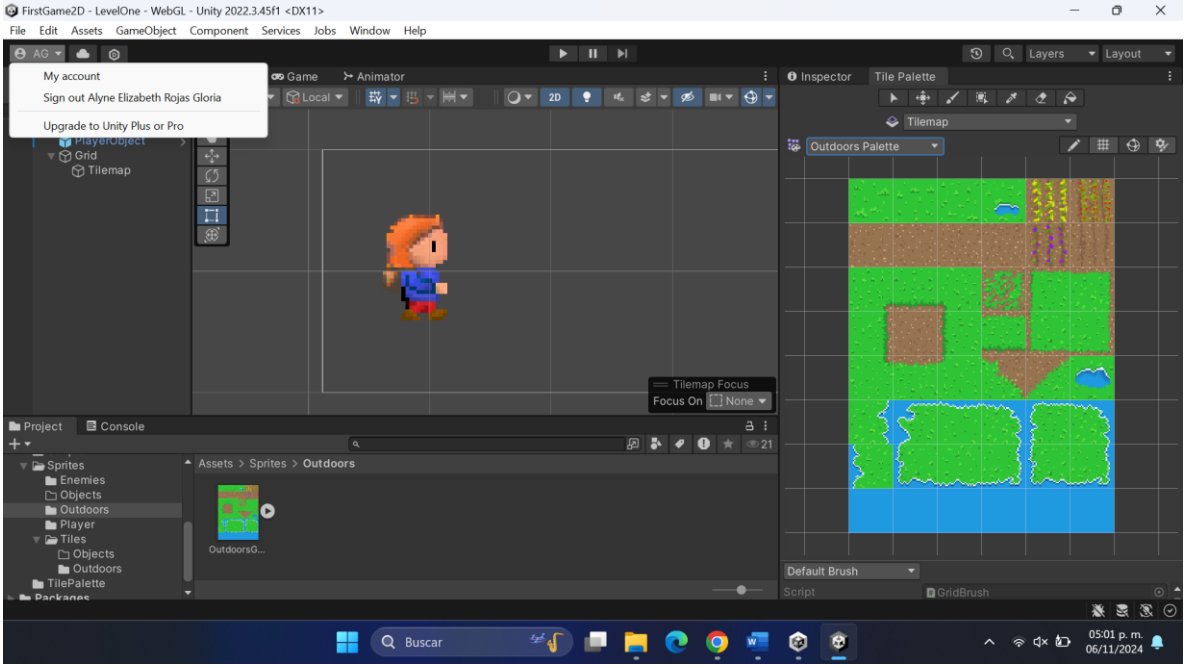

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Inspector
Pixels Per Unit 32
Sprite Editor
Type Grid By Cell Size
Pixel Size X 32 Y 32
Offset X 0 Y 0
Padding X 0 Y 0
Keep Empty Rects
Pivot Center
Custom Pivot X 0 Y 0
Method Delete Existing
Delete Existing removes all existing Sprites and recreates them from scratch.
Slice
Project
Console
Assets > Sprites > Outdoors
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Outdoors
OutdoorsG...
Assets/Sprites/Outdoors/OutdoorsGround.png
Unauthorized device detected, Id: RZCWB084DHA, please add debug authorization and reconnect.
Buscar
07:09 p. m.
16/10/2024

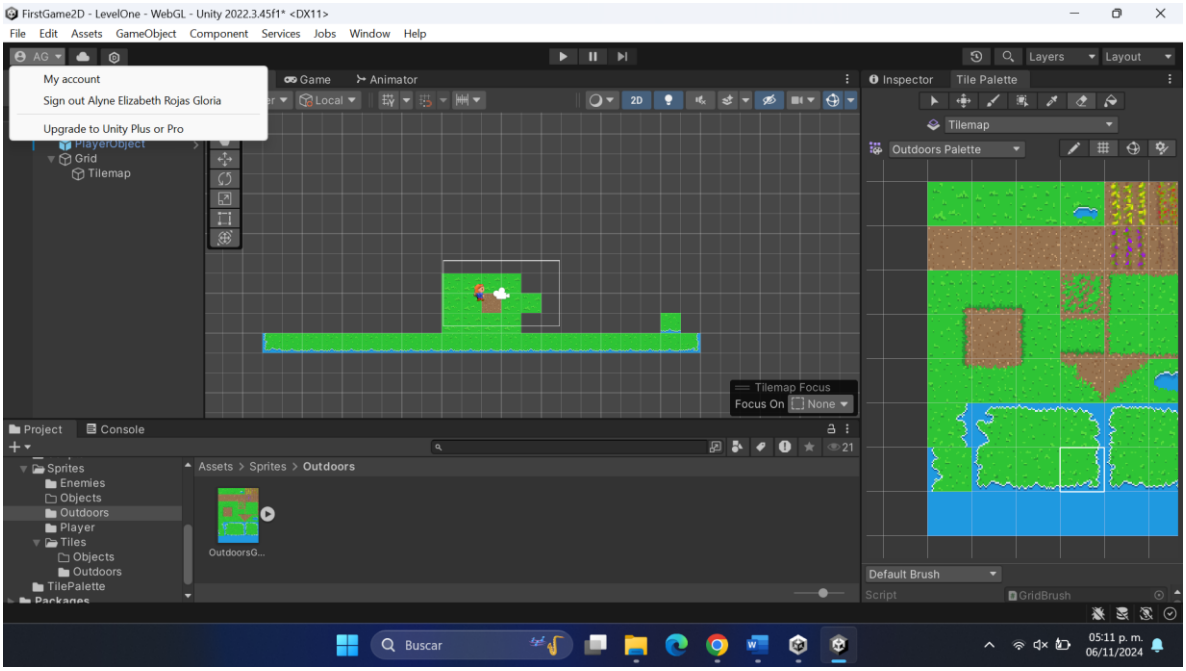

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
PlayerObject
Grid
Tilemap
Game
Animator
Inspector
Tilemap
Static
Tag Untagged
Layer Default
Transform
Tilemap
Animation Frame Rat 1
Color
Tile Anchor
X 0.5 Y 0.5 Z 0
Orientation XY
Offset
Rotation
Scale
Info
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Cullin Auto
Chunk Culling Bounds
Mask Interaction None
Material Sprites-Default
Additional Settings
Sorting Layer Default
Open Tile Palette
Project
Console
Assets > Sprites > Outdoors
OutdoorsG...
Unauthorized device detected, Id: RZCWB084DHA, please add debug authorization and reconnect.
Buscar
07:11 p. m.
16/10/2024

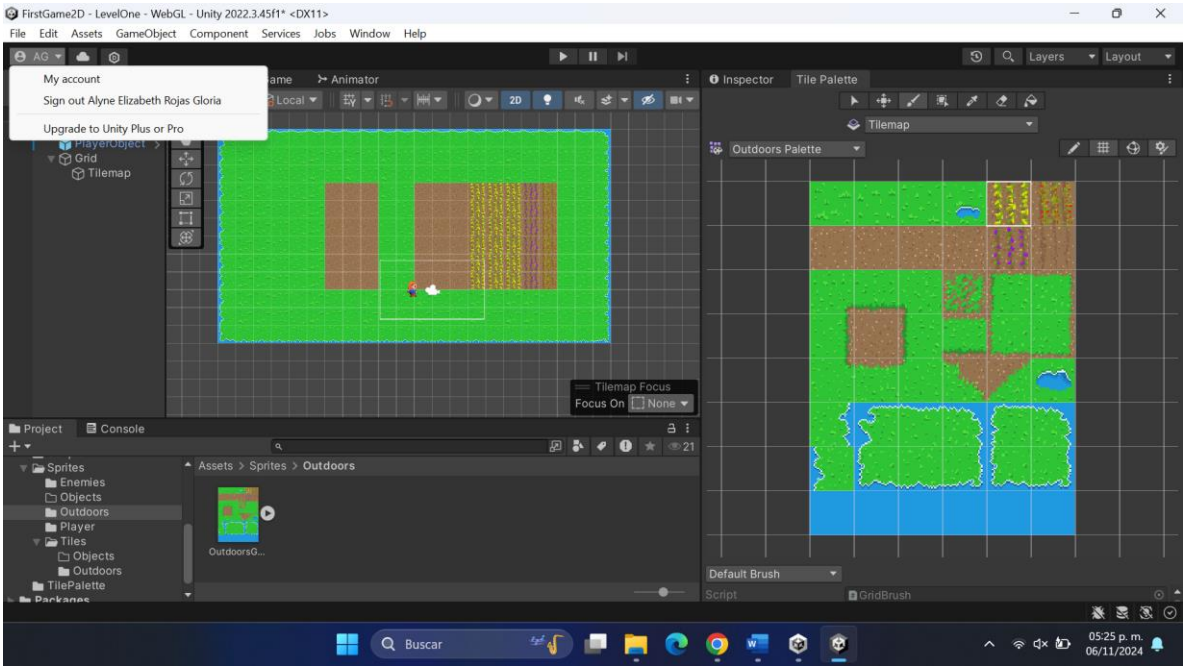

FirstGame2D - LevelOne - Windows, Mac, Linux - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Inspector
Tile Palette
Tilemap
No Valid Palette
Create a new palette in the dropdown above.
Default Brush
Script
GridBrush
Flood Fill Contiguous Onl
Lock Z Position
Z Position
Reset
Grid
Tilemap
Tilemap Focus
Focus On
None
Project
Console
Assets > TilePalette
This folder is empty
Enemies
Objects
Outdoors
Player
Tiles
TilePalette
Packages
Unauthorized device detected, Id: RZCWB084DHA, please add debug authorization and reconnect.
Buscar
07:14 p. m.
16/10/2024

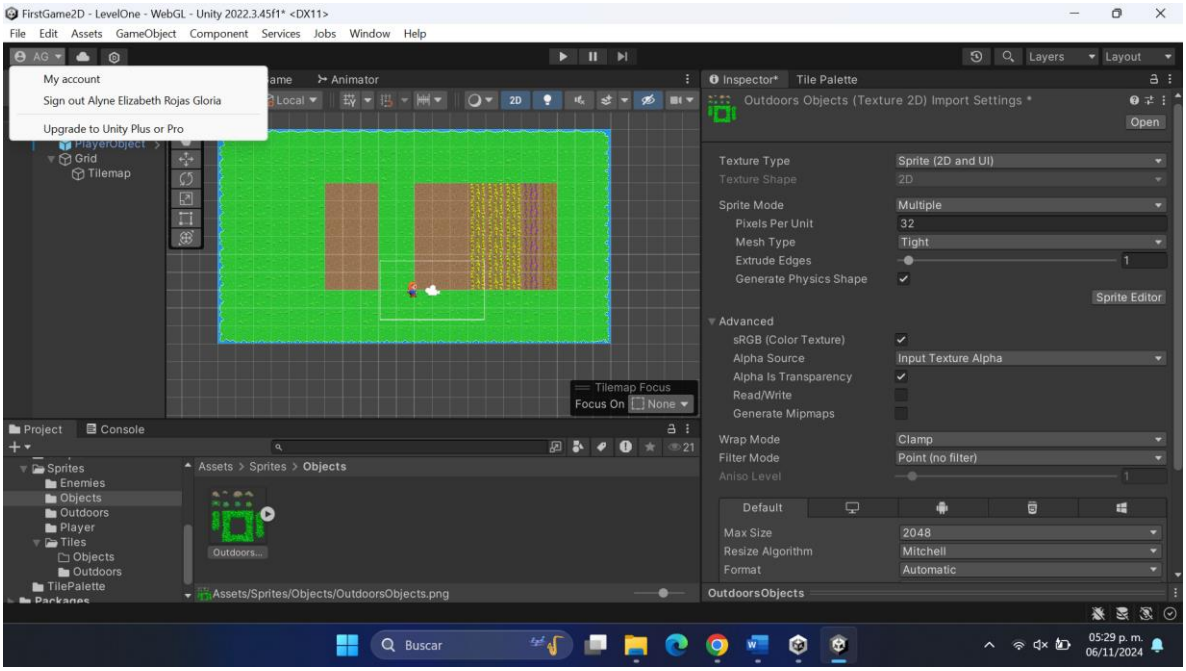

FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Inspector
Tile Palette
Tilemap
Outdoors Palette
Drag Tile, Sprite or Sprite Texture assets here.
Default Brush
Script
GridBrush
Grid
Tilemap
Tilemap Focus
Focus On
None
Project
Console
Assets > TilePalette
Outdoors ...
Palette Set...
Sprites
Enemies
Objects
Outdoors
Player
Tiles
TilePalette
Packages
Buscar
04:59 p. m.
06/11/2024

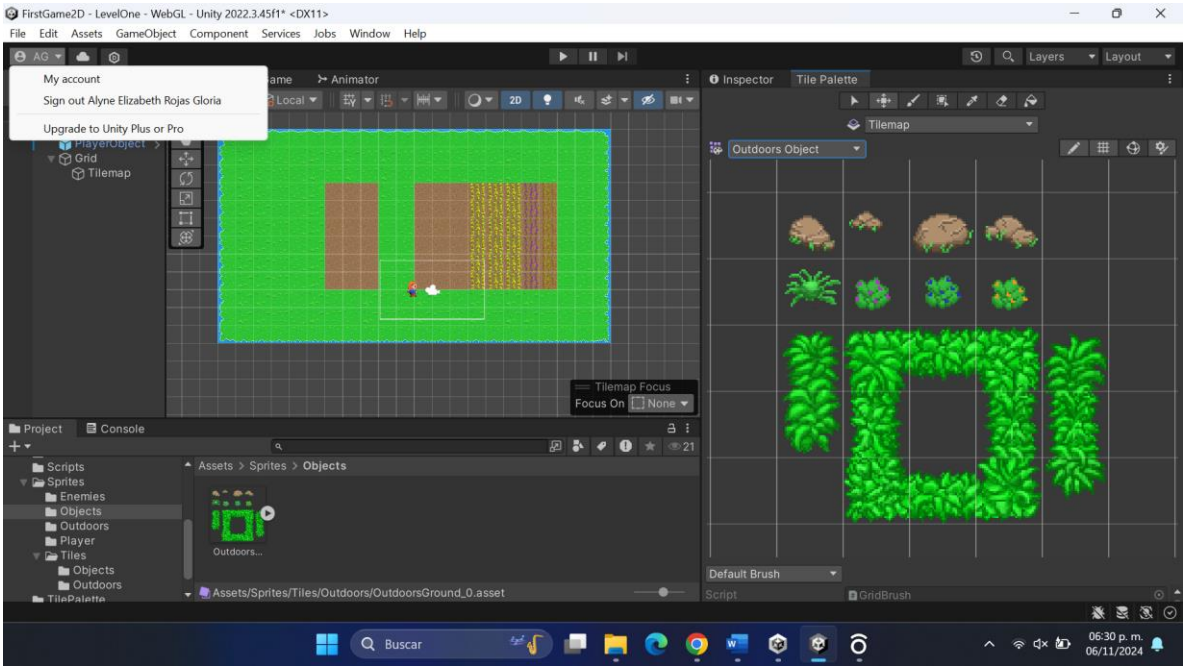

FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
Grid
Tilemap
Scene
Generate tiles into folder
Tiles > Outdoors
Buscar en Outdoors
Organizar
Nueva carpeta
OneDrive - Perso
Escritorio
Descargas
Documentos
Imágenes
Música
Videos
Nombre
Fecha de modificación
Ningún elemento coincide con el criterio de búsqueda.
Carpeta: Outdoors
Seleccionar carpeta
Cancelar
Tile Palette
Tilemap
Project
Console
Assets > Sprites
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
TilePalette
OutdoorsG...
Default Brush
Script
GridBrush
Buscar
05:01 p. m.
06/11/2024

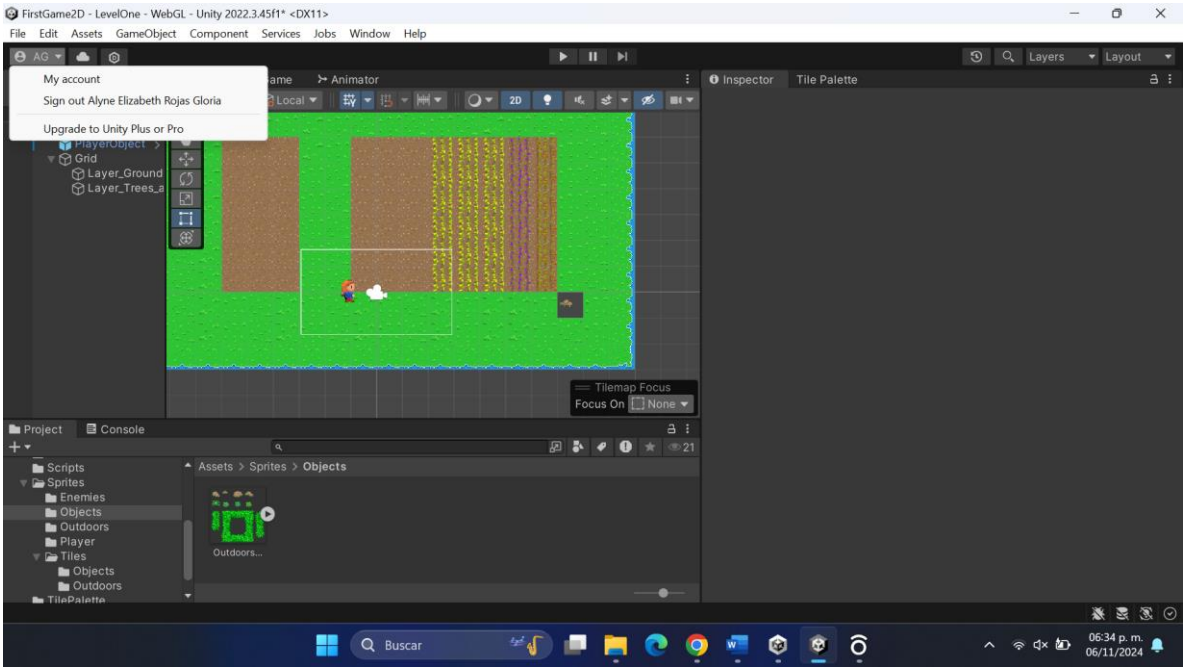

FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Inspector
Tile Palette
Tilemap
Outdoors Palette
Tilemap Focus
Focus On None
Project
Console
Assets > Sprites > Outdoors
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
TilePalette
OutdoorsG...
Default Brush
Script
GridBrush
Buscar
05:01 p. m.
06/11/2024

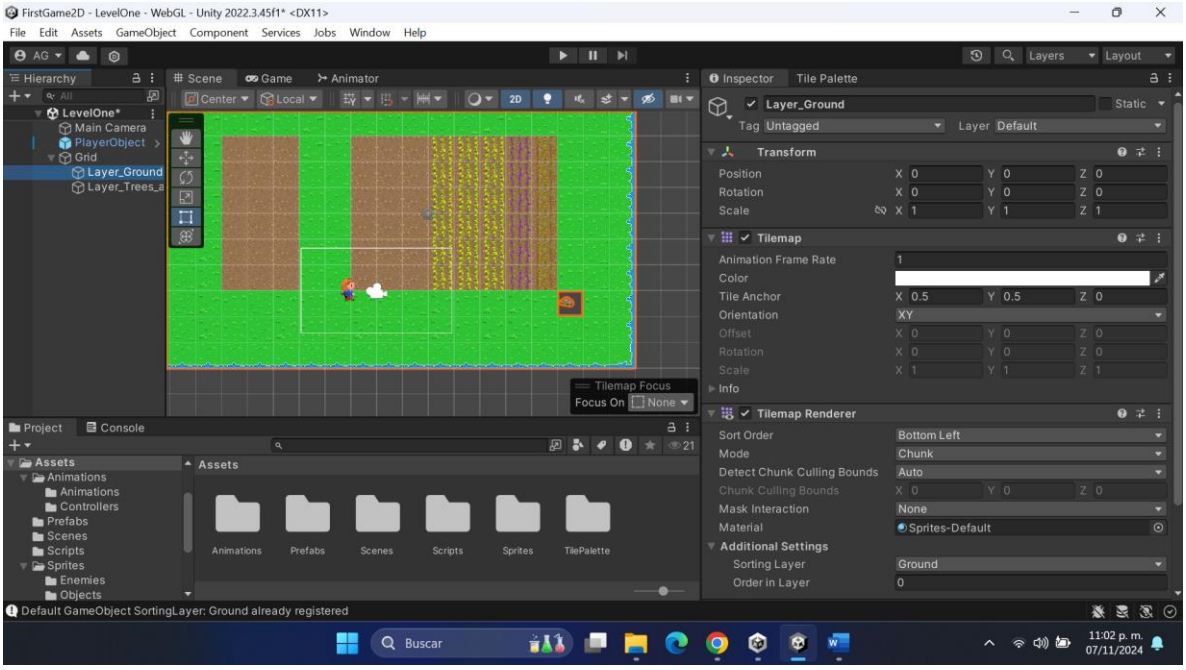

FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Game
Animator
Inspector
Tile Palette
Layers
Layout
Tilemap
Outdoors Palette
Grid
Tilemap
Tilemap Focus
Focus On None
Project
Console
Assets > Sprites > Outdoors
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
TilePalette
Packages
OutdoorsG...
Default Brush
Script
GridBrush
Buscar
05:11 p. m.
06/11/2024

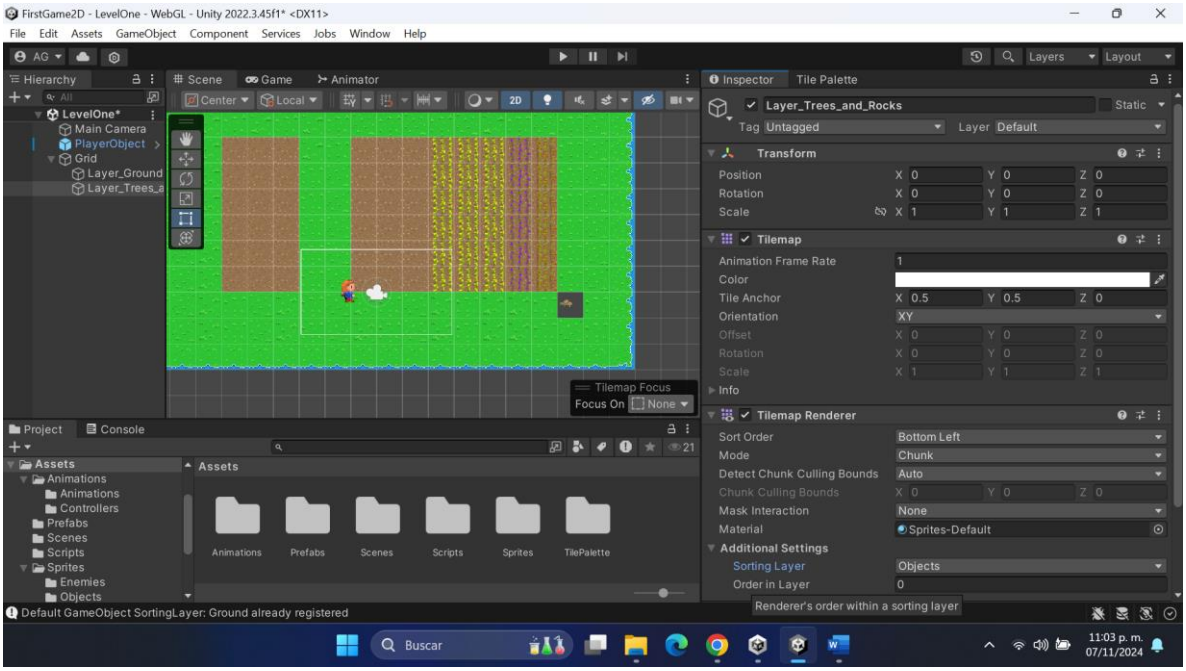

FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Animator
Inspector
Tile Palette
Layers
Layout
Tilemap
Outdoors Palette
Grid
Tilemap
Tilemap Focus
Focus On None
Project
Console
Assets > Sprites > Outdoors
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
TilePalette
Packages
OutdoorsG...
Default Brush
Script
GridBrush
Buscar
05:25 p. m.
06/11/2024

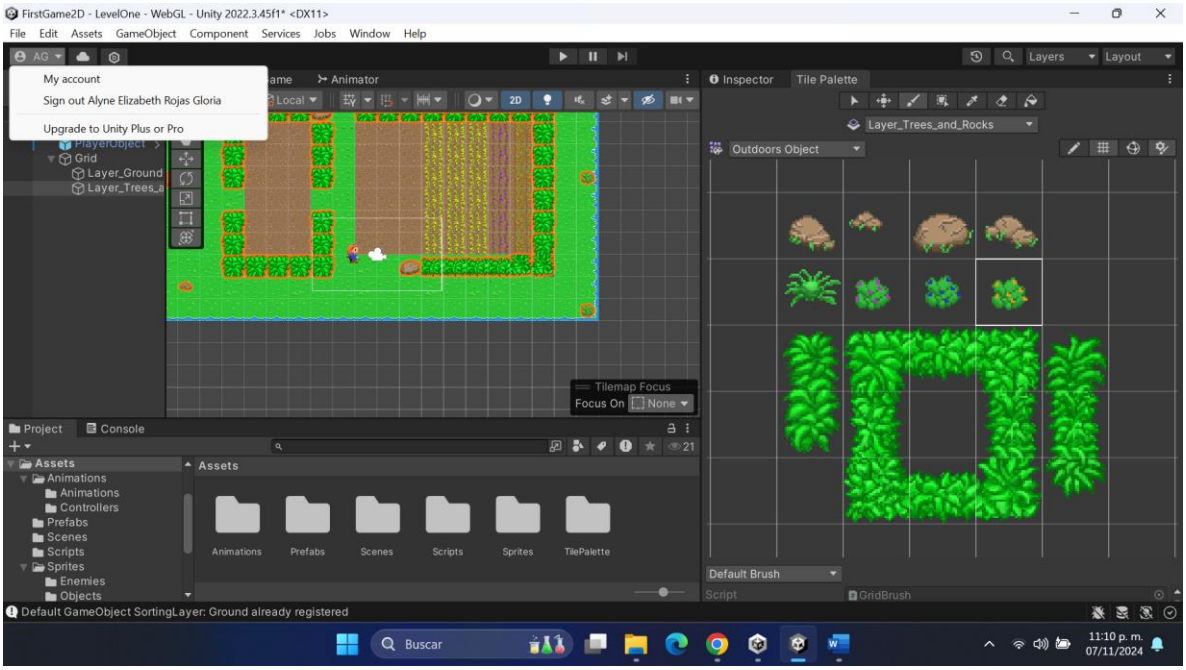

FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Animator
Inspector*
Tile Palette
Outdoors Objects (Texture 2D) Import Settings *
Open
Texture Type
Sprite (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
Filter Mode
Point (no filter)
Aniso Level
Default
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
OutdoorsObjects
Grid
Tilemap
Tilemap Focus
Focus On
None
Project
Console
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
TilePalette
Assets > Sprites > Objects
Outdoors...
Assets/Sprites/Objects/OutdoorsObjects.png
Buscar
05:29 p. m.
06/11/2024

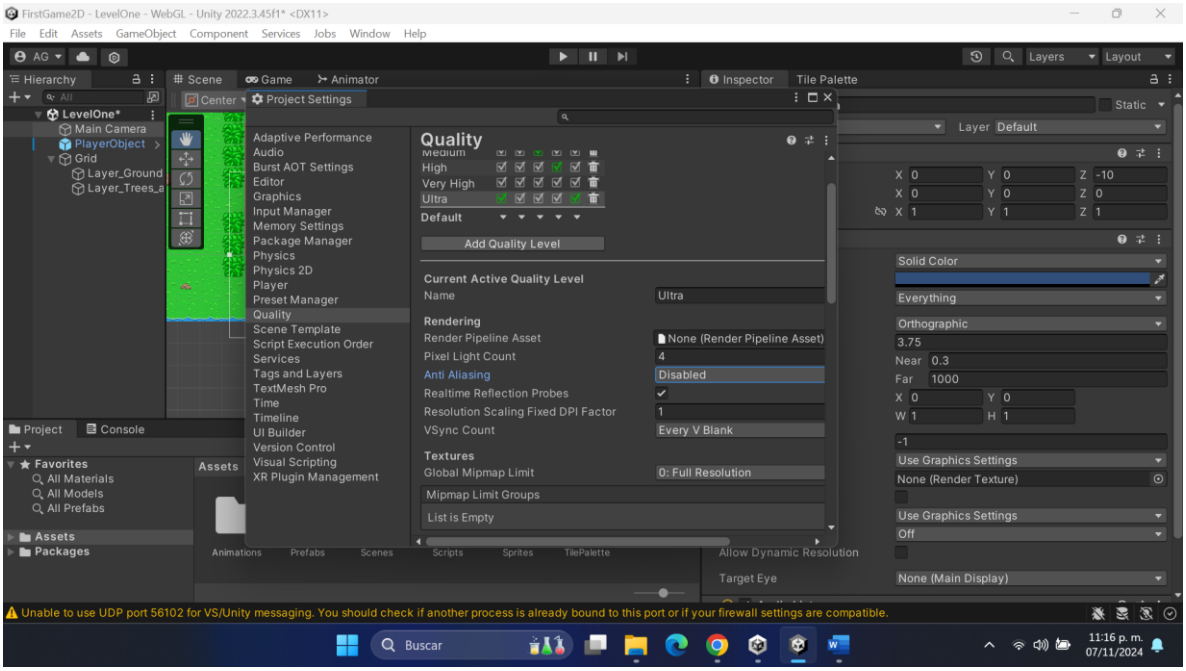

FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Animator
Inspector
Tile Palette
Tilemap
Outdoors Object
Default Brush
Script
GridBrush
Grid
Tilemap
Tilemap Focus
Focus On
None
Project
Console
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
TilePalette
Assets > Sprites > Objects
Outdoors...
Assets/Sprites/Tiles/Outdoors/OutdoorsGround_0.asset
Buscar
06:30 p. m.
06/11/2024

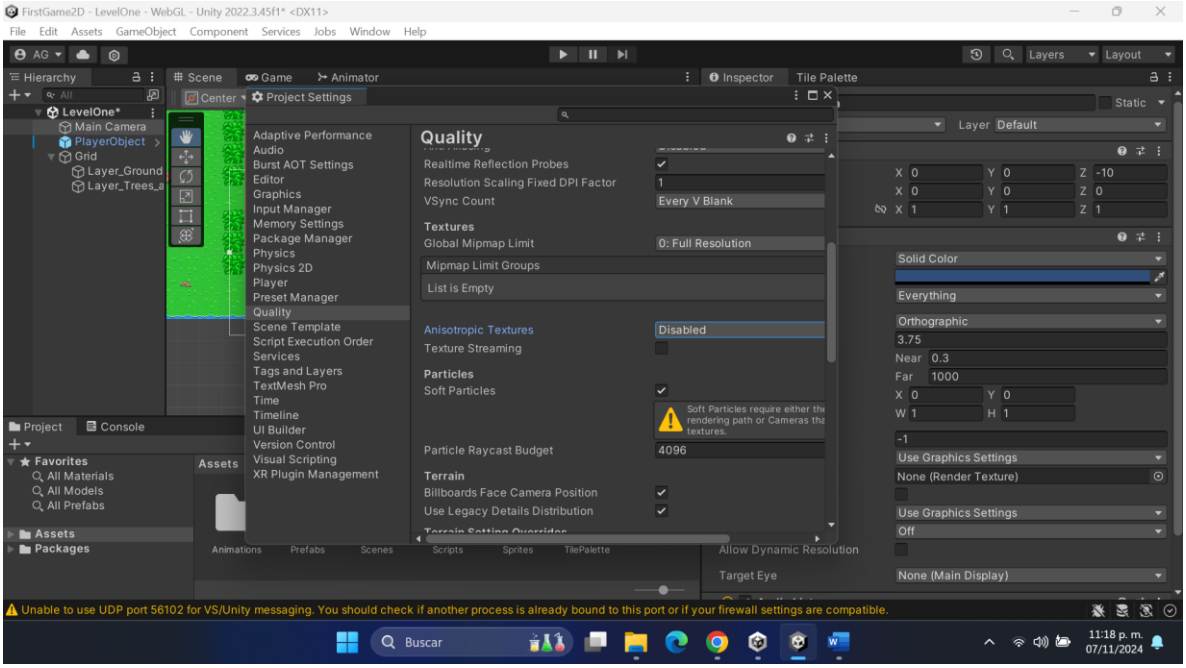

FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Grid
Layer_Ground
Layer_Trees_a
Animator
Inspector
Tile Palette
Tilemap Focus
Focus On None
Project
Console
Scripts
Sprites
Enemies
Objects
Outdoors
Player
Tiles
Objects
Outdoors
Assets > Sprites > Objects
Outdoors...
Buscar
06:34 p. m.
06/11/2024

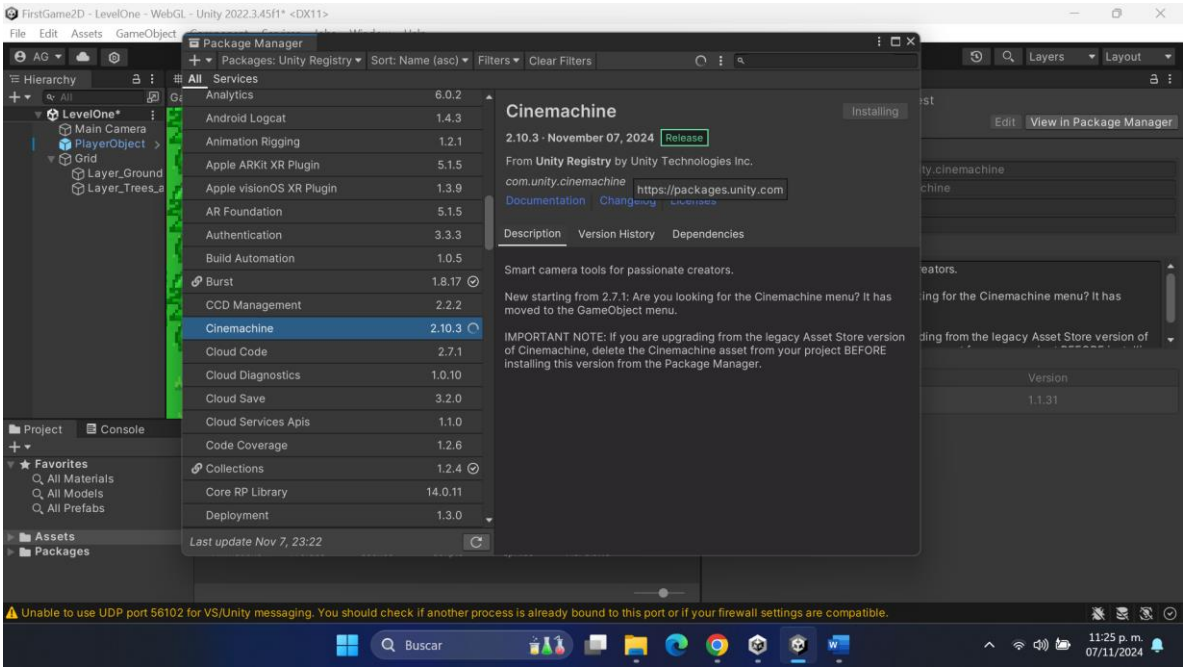

FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_a
Scene
Game
Animator
Inspector
Tile Palette
Layer_Ground
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Tilemap
Animation Frame Rate 1
Color
Tile Anchor X 0.5 Y 0.5 Z 0
Orientation XY
Offset X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Info
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Culling Bounds Auto
Chunk Culling Bounds X 0 Y 0 Z 0
Mask Interaction None
Material Sprites-Default
Additional Settings
Sorting Layer Ground
Order in Layer 0
Tilemap Focus
Focus On None
Project
Console
Assets
Animations
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
Animations
Prefabs
Scenes
Scripts
Sprites
TilePalette
Default GameObject SortingLayer: Ground already registered
Buscar
11:02 p. m.
07/11/2024

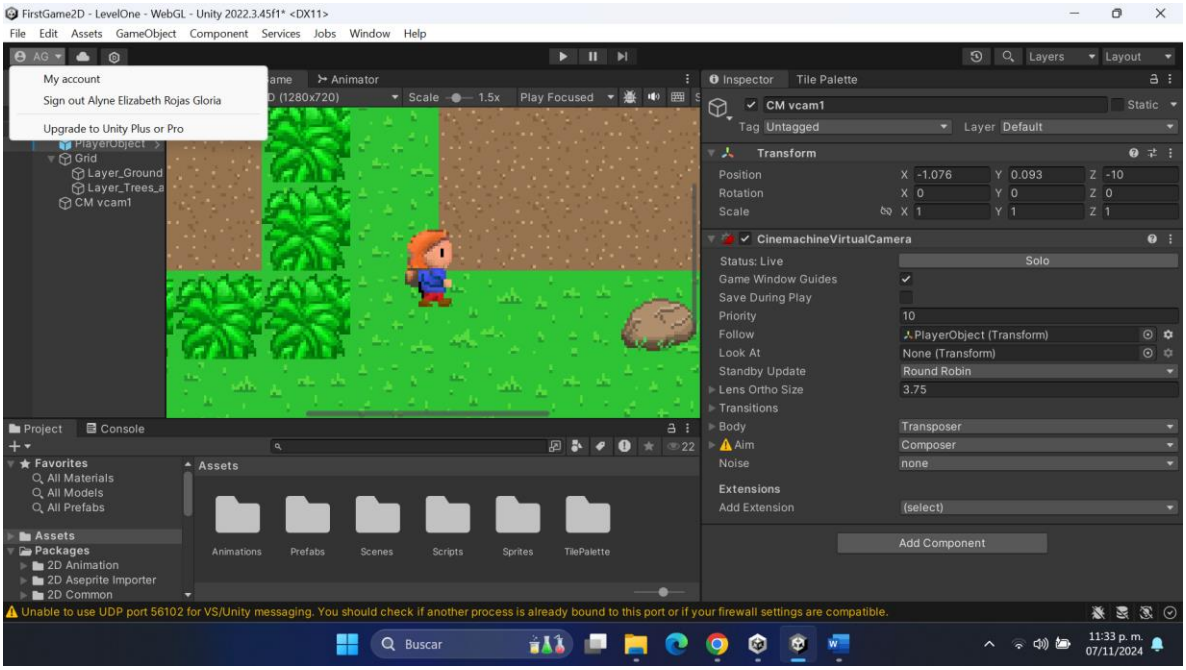

FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_a
Scene
Game
Animator
Inspector
Tile Palette
Layer_Trees_and_Rocks
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Tilemap
Animation Frame Rate
Color
Tile Anchor
Orientation
XY
Offset
Info
Tilemap Renderer
Sort Order
Bottom Left
Mode
Chunk
Detect Chunk Culling Bounds
Auto
Chunk Culling Bounds
Mask Interaction
None
Material
Sprites-Default
Additional Settings
Sorting Layer
Objects
Order in Layer
Renderer's order within a sorting layer
Tilemap Focus
Focus On None
Project
Console
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
TilePalette
Default GameObject SortingLayer: Ground already registered
Buscar
11:03 p. m.
07/11/2024


FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Inspector
Tile Palette
Layer_Trees_and_Rocks
Outdoors Object
Default Brush
Script
GridBrush
Tilemap Focus
Focus On None
Project
Console
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Objects
TilePalette
Default GameObject SortingLayer: Ground already registered
Buscar
11:10 p. m.
07/11/2024


FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_a
Scene
Game
Animator
Inspector
Tile Palette
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
High
Very High
Ultra
Default
Add Quality Level
Current Active Quality Level
Name
Ultra
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
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Packages
Unable to use UDP port 56102 for VS/Unity messaging. You should check if another process is already bound to this port or if your firewall settings are compatible.
Buscar
11:16 p. m.
07/11/2024


FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_a
Scene
Game
Animator
Inspector
Tile Palette
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
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
Particle Raycast Budget
4096
Terrain
Billboards Face Camera Position
Use Legacy Details Distribution
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Packages
Unable to use UDP port 56102 for VS/Unity messaging. You should check if another process is already bound to this port or if your firewall settings are compatible.
Buscar
11:18 p. m.
07/11/2024


FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject
Package Manager
Packages: Unity Registry
Sort: Name (asc)
Filters
Clear Filters
All Services
Analytics 6.0.2
Android Logcat 1.4.3
Animation Rigging 1.2.1
Apple ARKit XR Plugin 5.1.5
Apple visionOS XR Plugin 1.3.9
AR Foundation 5.1.5
Authentication 3.3.3
Build Automation 1.0.5
Burst 1.8.17
CCD Management 2.2.2
Cinemachine 2.10.3
Cloud Code 2.7.1
Cloud Diagnostics 1.0.10
Cloud Save 3.2.0
Cloud Services Apis 1.1.0
Code Coverage 1.2.6
Collections 1.2.4
Core RP Library 14.0.11
Deployment 1.3.0
Last update Nov 7, 23:22
Cinemachine
Installing
2.10.3 · November 07, 2024 Release
From Unity Registry by Unity Technologies Inc.
com.unity.cinemachine
https://packages.unity.com
Documentation
Description Version History Dependencies
Smart camera tools for passionate creators.
New starting from 2.7.1: Are you looking for the Cinemachine menu? It has moved to the GameObject menu.
IMPORTANT NOTE: If you are upgrading from the legacy Asset Store version of Cinemachine, delete the Cinemachine asset from your project BEFORE installing this version from the Package Manager.
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_a
Project Console
Favorites
All Materials
All Models
All Prefabs
Assets
Packages
Layers Layout
Edit View in Package Manager
Version
1.1.31
Unable to use UDP port 56102 for VS/Unity messaging. You should check if another process is already bound to this port or if your firewall settings are compatible.
Buscar
11:25 p. m.
07/11/2024


FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Animator
(1280x720)
Scale 1.5x
Play Focused
PlayerObject
Grid
Layer_Ground
Layer_Trees_a
CM vcam1
Inspector Tile Palette
CM vcam1
Static
Tag Untagged
Layer Default
Transform
Position X -1.076 Y 0.093 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
CinemachineVirtualCamera
Status: Live
Solo
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
Favorites
All Materials
All Models
All Prefabs
Assets
Packages
2D Animation
2D Aseprite Importer
2D Common
Animations
Prefabs
Scenes
Scripts
Sprites
TilePalette
Unable to use UDP port 56102 for VS/Unity messaging. You should check if another process is already bound to this port or if your firewall settings are compatible.
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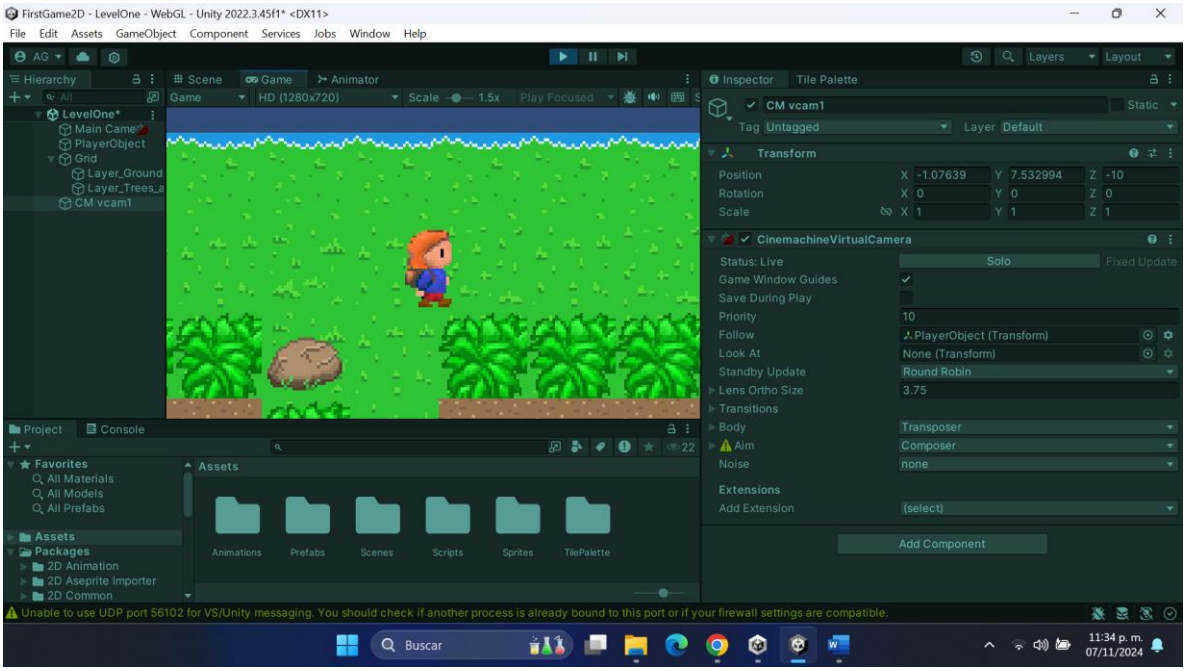
07/11/2024


FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Grid
Layer_Ground
Layer_Trees_a
CM vcam1
Scene
Game
Animator
HD (1280x720)
Scale 1.5x
Play Focused
Inspector
Tile Palette
CM vcam1
Static
Tag Untagged
Layer Default
Transform
Position X -1.07639 Y 7.532994 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
CinemachineVirtualCamera
Status: Live
Solo
Fixed Update
Game Window Guides
Save During Play
Priority 10
Follow PlayerObject (Transform)
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Standby Update Round Robin
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Unable to use UDP port 56102 for VS/Unity messaging. You should check if another process is already bound to this port or if your firewall settings are compatible.
Buscar
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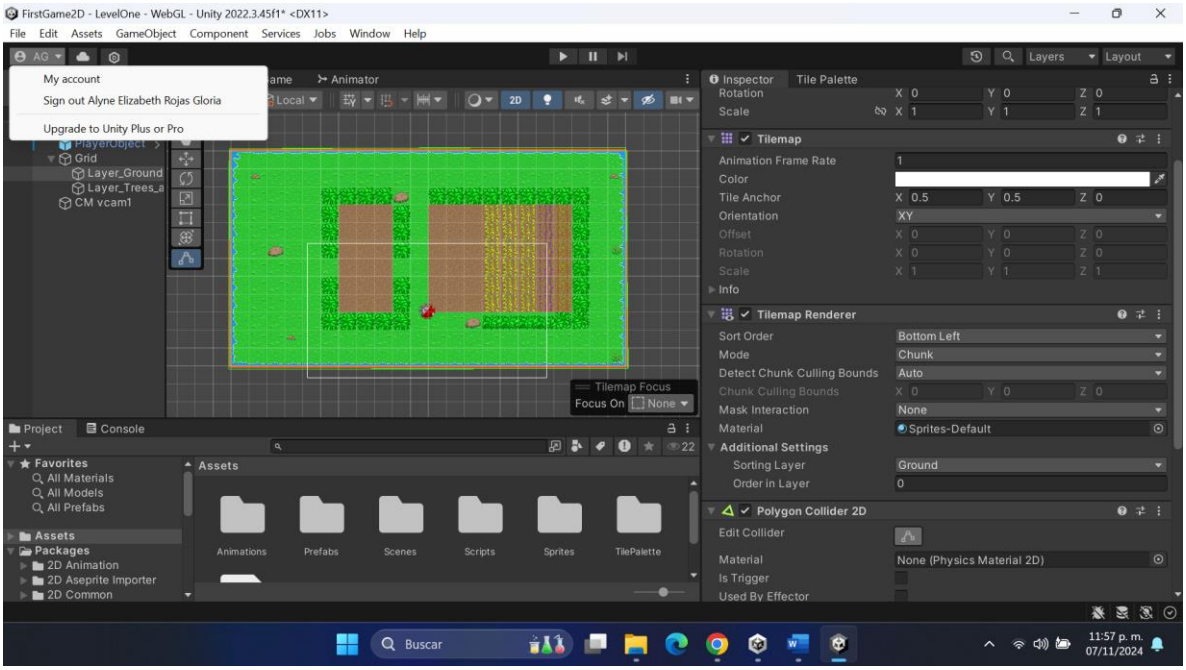
07/11/2024


FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
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My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Animator
Local
2D
Grid
Layer_Ground
Layer_Trees_a
CM vcam1
Tilemap Focus
Focus On None
Inspector
Tile Palette
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Tilemap
Animation Frame Rate 1
Color
Tile Anchor X 0.5 Y 0.5 Z 0
Orientation XY
Offset X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Info
Tilemap Renderer
Sort Order Bottom Left
Mode Chunk
Detect Chunk Culling Bounds Auto
Chunk Culling Bounds X 0 Y 0 Z 0
Mask Interaction None
Material Sprites-Default
Additional Settings
Sorting Layer Ground
Order in Layer 0
Polygon Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Project
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2D Animation
2D Aseprite Importer
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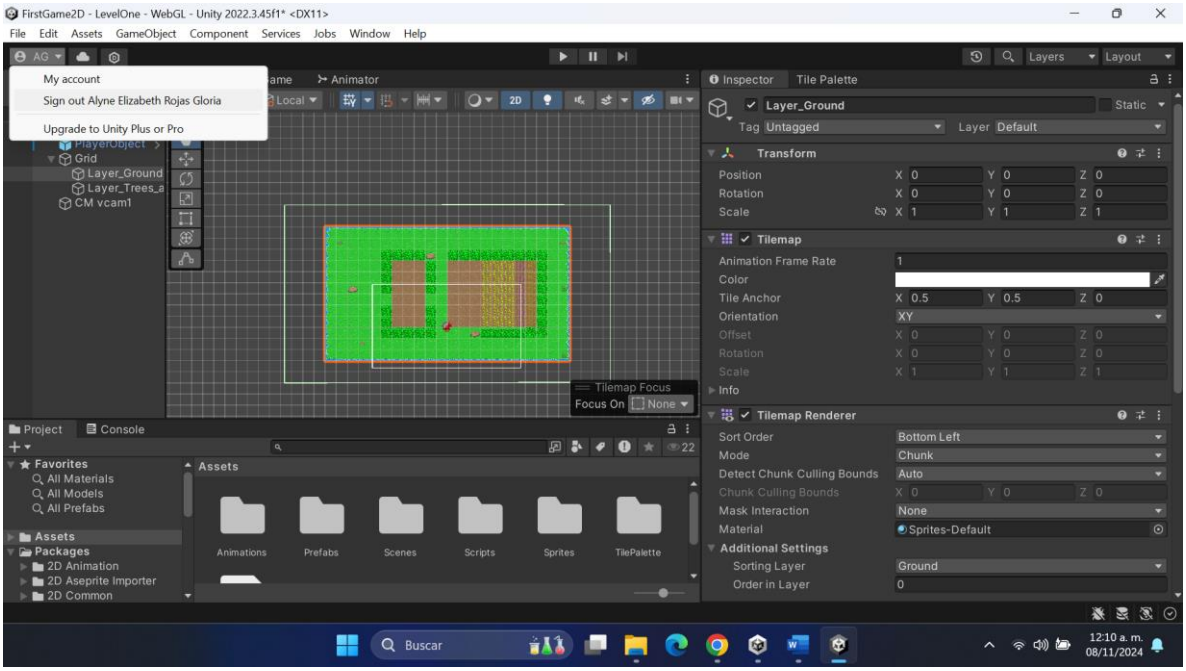
07/11/2024


FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
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Layer Default
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Position
Rotation
Scale
Tilemap
Animation Frame Rate
Color
Tile Anchor
Orientation
XY
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Bottom Left
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Auto
Mask Interaction
None
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Sprites-Default
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Focus On
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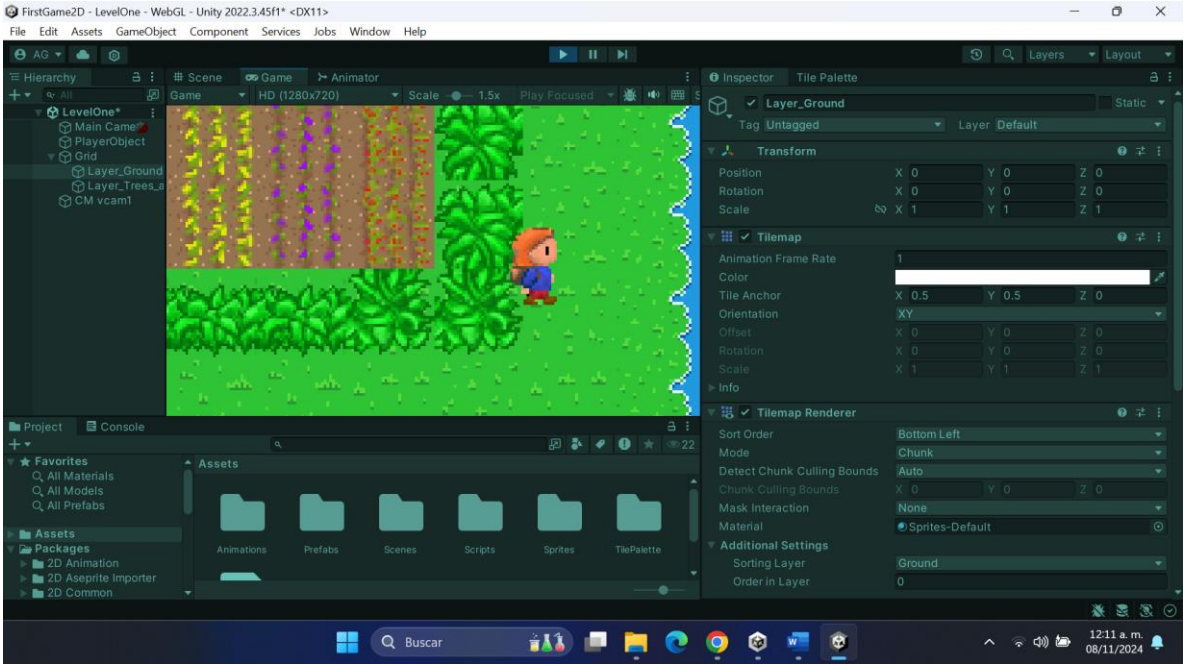
08/11/2024


FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
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HD (1280x720)
Scale
1.5x
Play Focused
LevelOne*
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Auto
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Sprites
TilePalette
Buscar
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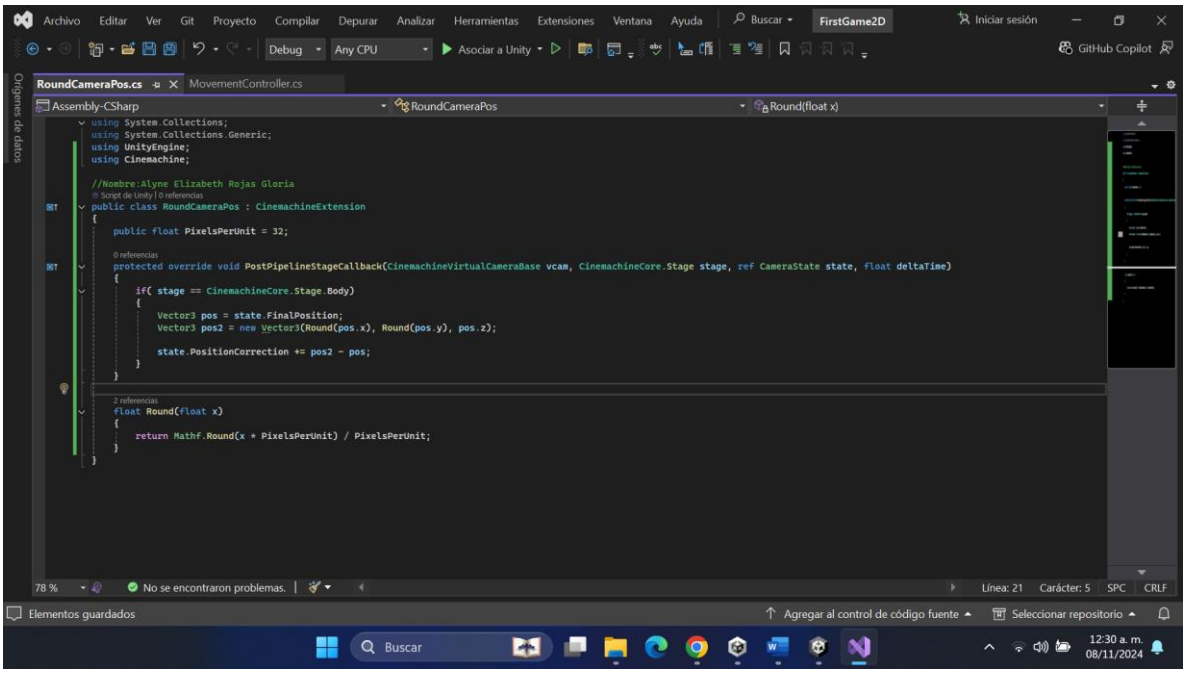
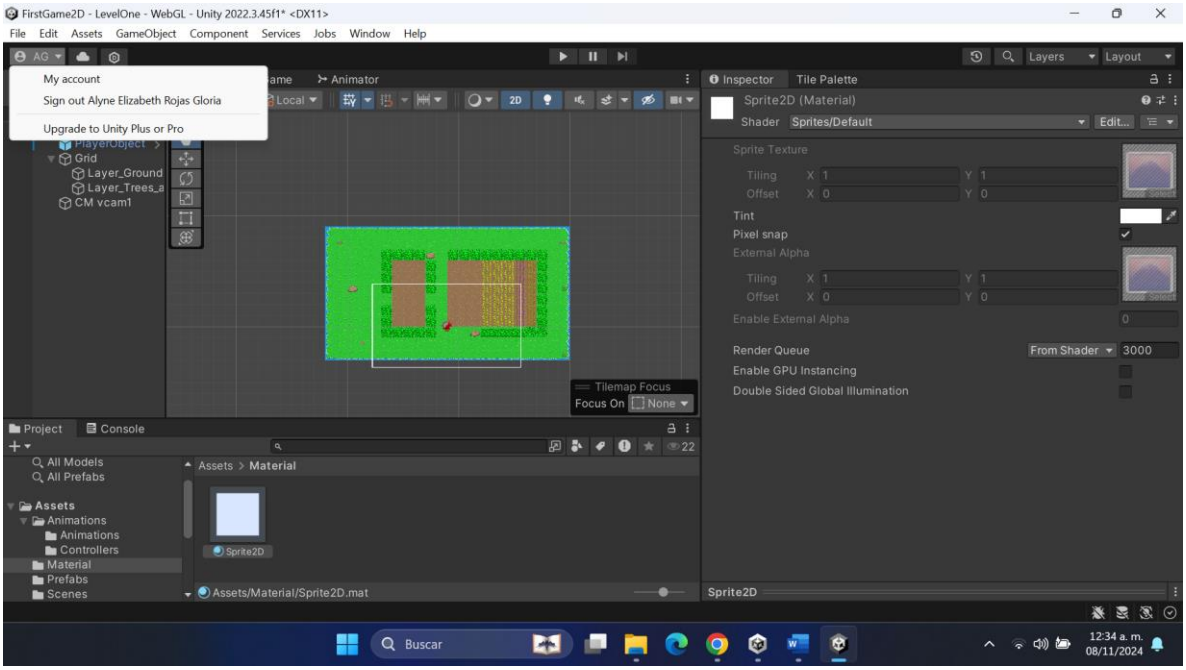
08/11/2024


Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda
Buscar
FirstGame2D
Iniciar sesión
Debug
Any CPU
Asociar a Unity
GitHub Copilot
RoundCameraPos.cs
MovementController.cs
Assembly-CSharp
RoundCameraPos
Round(float x)
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using Cinemachine;
//Nombre:Alyne Elizabeth Rojas Gloria
Script de Unity | 0 referencias
public class RoundCameraPos : CinemachineExtension
{
public float PixelsPerUnit = 32;
0 referencias
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 referencias
float Round(float x)
{
return Mathf.Round(x * PixelsPerUnit) / PixelsPerUnit;
}
}
78 %
No se encontraron problemas.
Línea: 21
Carácter: 5
SPC
CRLF
Elementos guardados
Agregar al control de código fuente
Seleccionar repositorio
Buscar
12:30 a. m.
08/11/2024


FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
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My account
Sign out Alyne Elizabeth Rojas Gloria
Upgrade to Unity Plus or Pro
Grid
Layer_Ground
Layer_Trees_a
CM vcam1
Animator
Tilemap Focus
Focus On None
Inspector
Tile Palette
Sprite2D (Material)
Shader Sprites/Default
Edit...
Sprite Texture
Tiling X 1 Y 1
Offset X 0 Y 0
Tint
Pixel snap
External Alpha
Enable External Alpha
Render Queue From Shader 3000
Enable GPU Instancing
Double Sided Global Illumination
Project
Console
All Models
All Prefabs
Assets
Animations
Controllers
Material
Prefabs
Scenes
Assets > Material
Sprite2D
Assets/Material/Sprite2D.mat
Buscar
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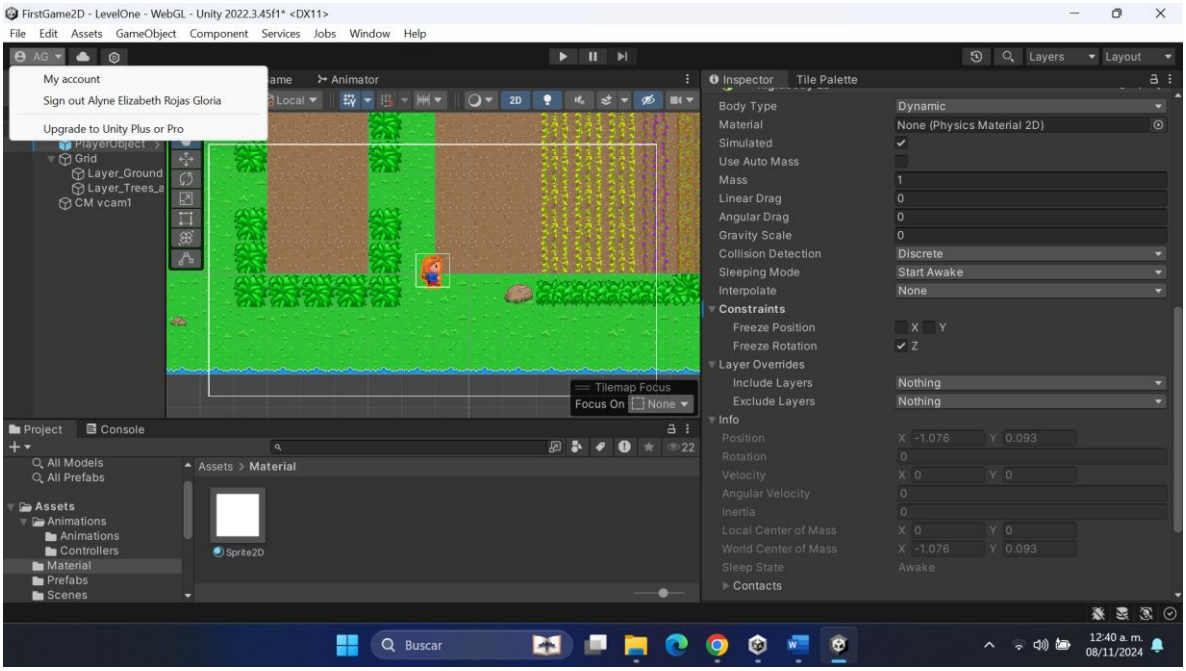
08/11/2024


FirstGame2D - LevelOne - WebGL - Unity 2022.3.45f1* <DX11>
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Tile Palette
Layers
Layout
Grid
Layer_Ground
Layer_Trees_a
CM vcam1
Tilemap Focus
Focus On
None
Body Type
Dynamic
Material
None (Physics Material 2D)
Simulated
Use Auto Mass
Mass
Linear Drag
Angular Drag
Gravity Scale
Collision Detection
Discrete
Sleeping Mode
Start Awake
Interpolate
Constraints
Freeze Position
Freeze Rotation
Layer Overrides
Include Layers
Nothing
Exclude Layers
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Inertia
Local Center of Mass
World Center of Mass
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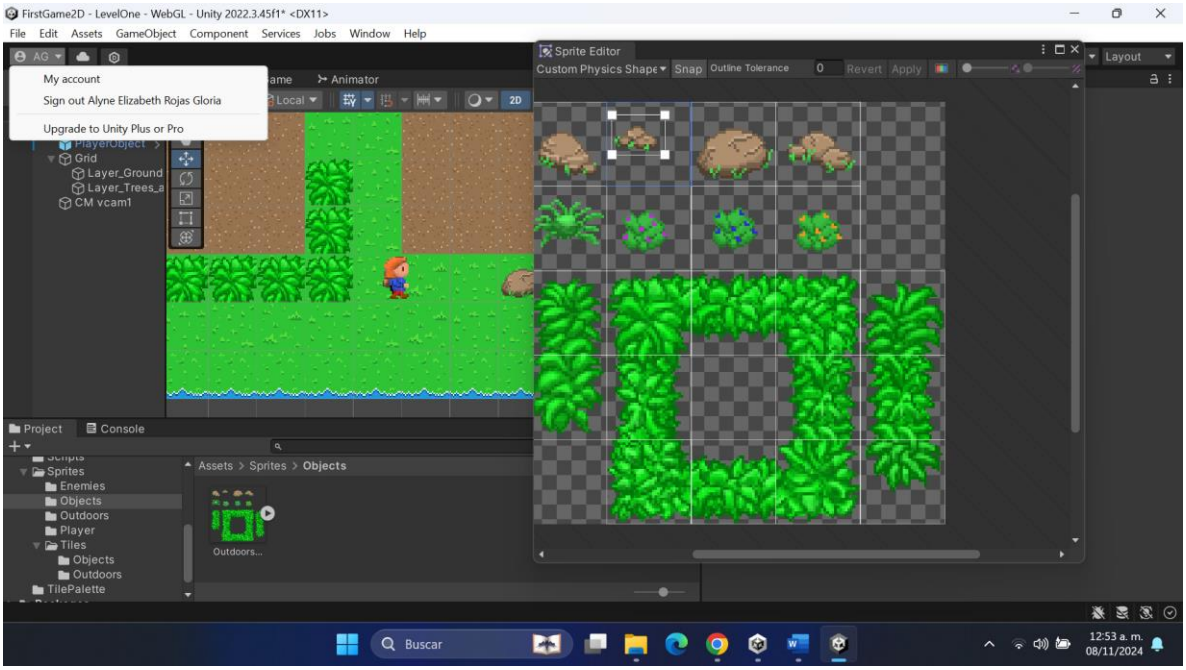
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File Edit Assets GameObject Component Services Jobs Window Help
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Animator
Sprite Editor
Custom Physics Shape
Snap
Outline Tolerance
Revert
Apply
Layout
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Tiles
Objects
Outdoors
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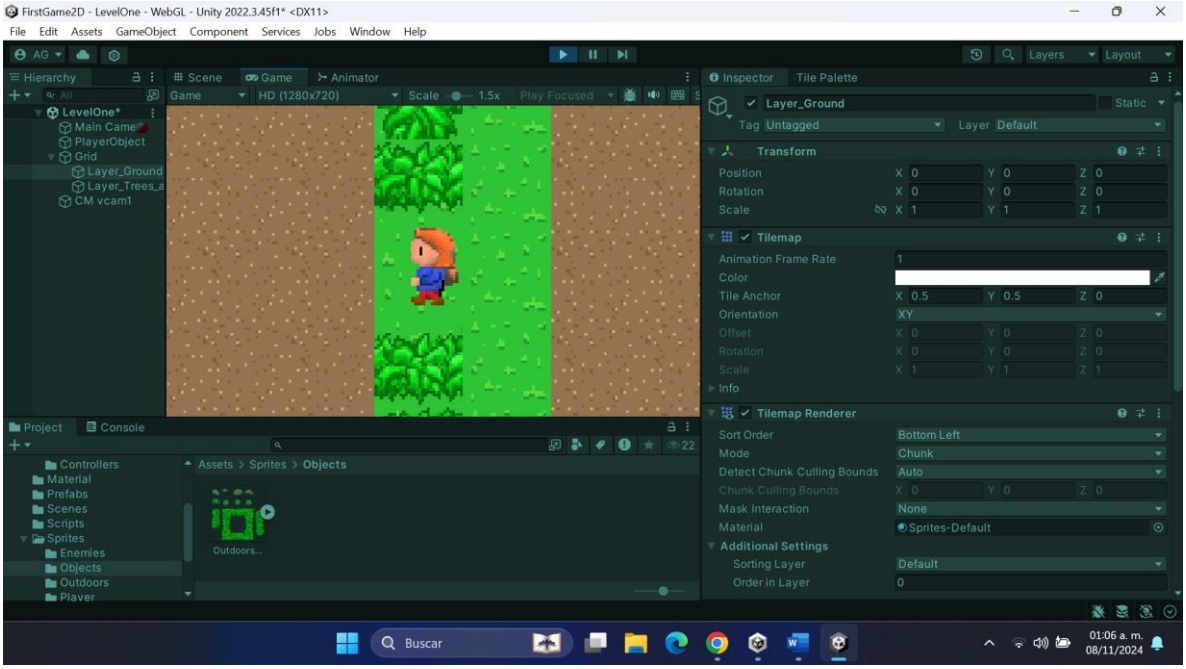
Assets > Sprites > Objects
Outdoors...
Buscar
12:53 a. m.
08/11/2024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Outdoors...
Buscar
01:06 a. m.
08/11/2024