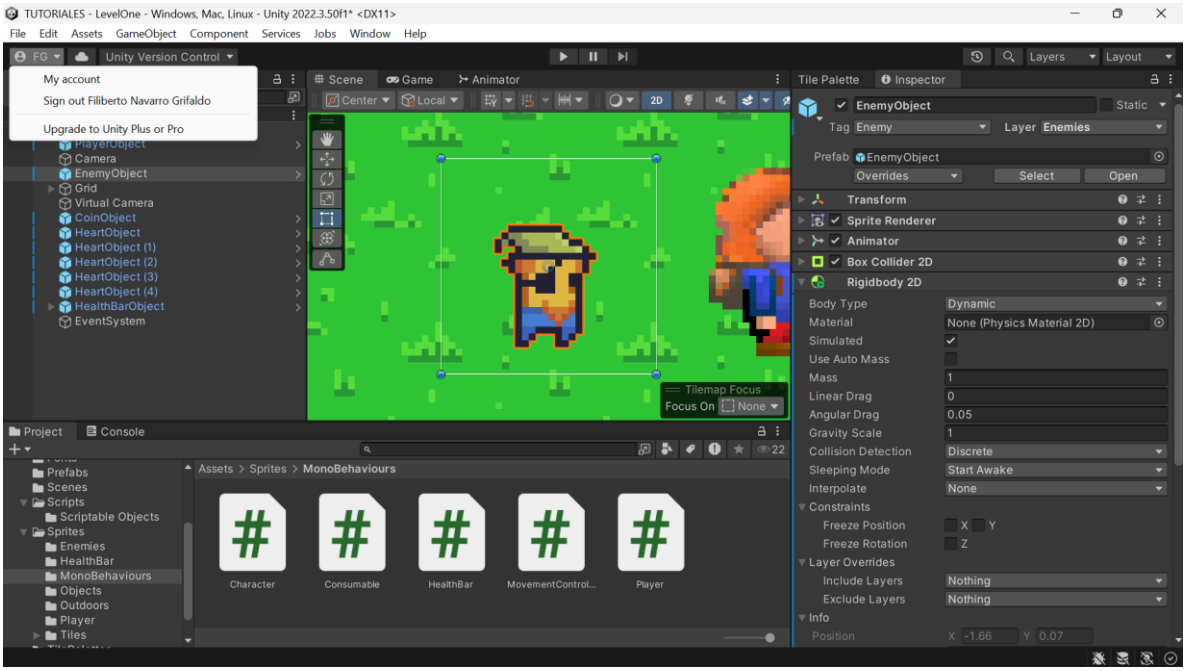
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Simulated
Use Auto Mass
Mass 1
Linear Drag 0
Angular Drag 0.05
Gravity Scale 1
Collision Detection Discrete
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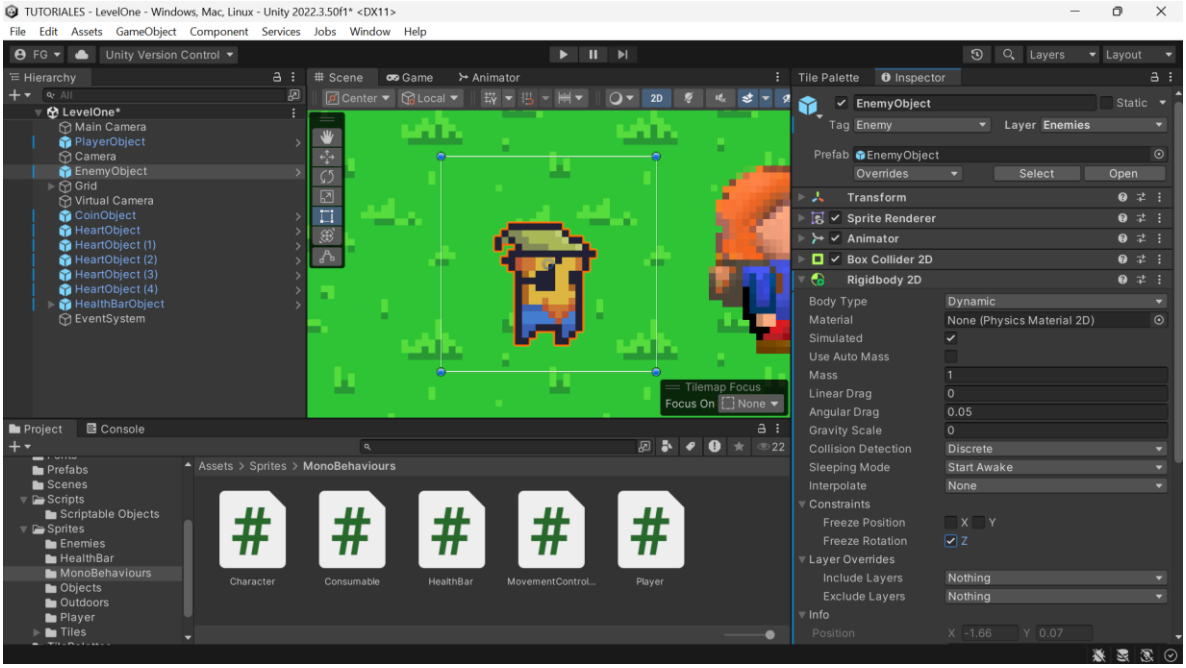
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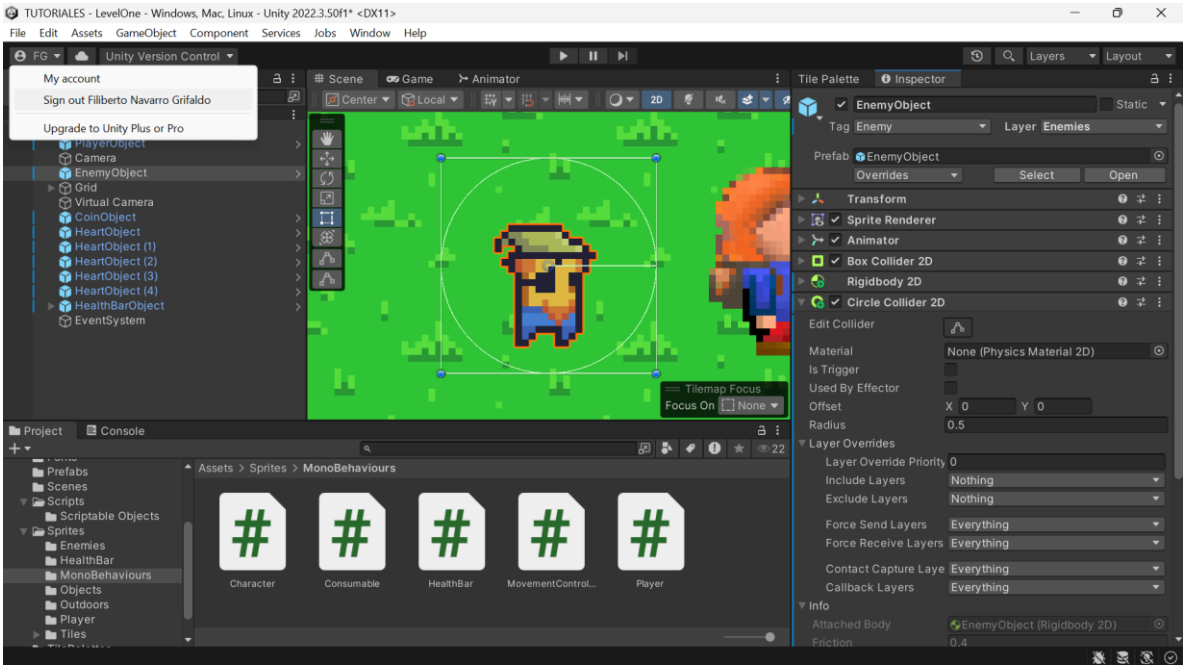
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Radius 0.5
Layer Overrides
Layer Override Priority 0
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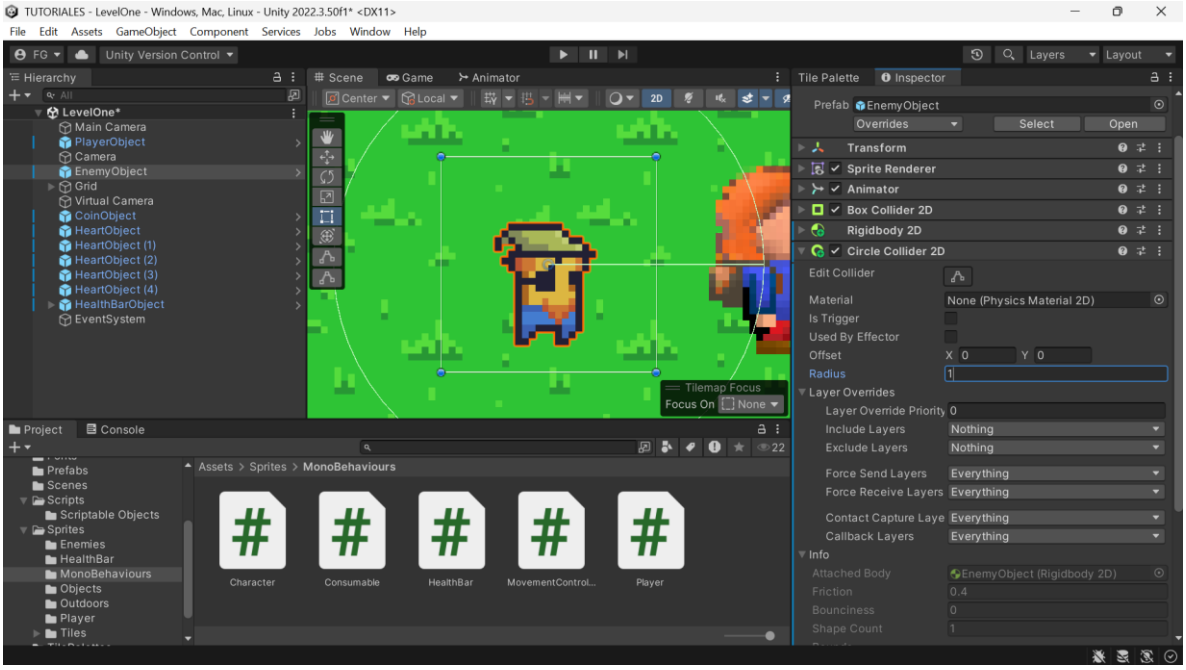
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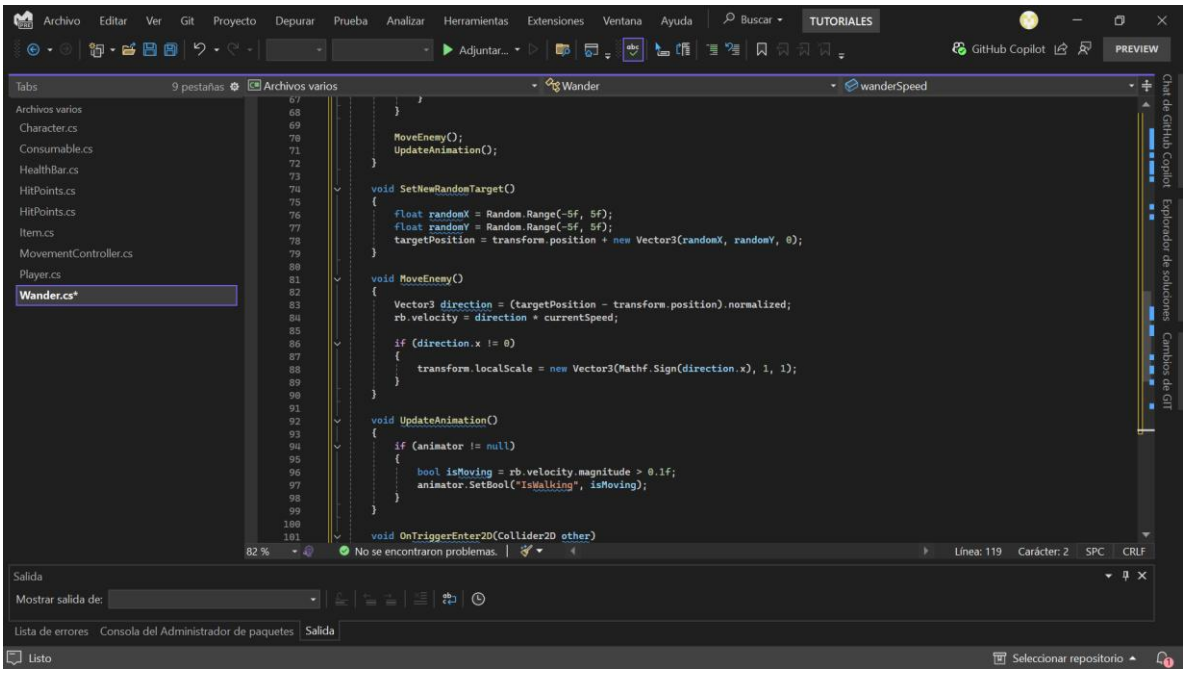
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Consumable.cs
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HitPoints.cs
HitPoints.cs
Item.cs
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Wander.cs*
MoveEnemy();
UpdateAnimation();
void SetNewRandomTarget()
float randomX = Random.Range(-5f, 5f);
float randomY = Random.Range(-5f, 5f);
targetPosition = transform.position + new Vector3(randomX, randomY, 0);
void MoveEnemy()
Vector3 direction = (targetPosition - transform.position).normalized;
rb.velocity = direction * currentSpeed;
if (direction.x != 0)
transform.localScale = new Vector3(Mathf.Sign(direction.x), 1, 1);
void UpdateAnimation()
if (animator != null)
bool isMoving = rb.velocity.magnitude > 0.1f;
animator.SetBool("IsWalking", isMoving);
void OnTriggerEnter2D(Collider2D other)
No se encontraron problemas.
Línea: 119
Carácter: 2
SPC
CRLF
Salida
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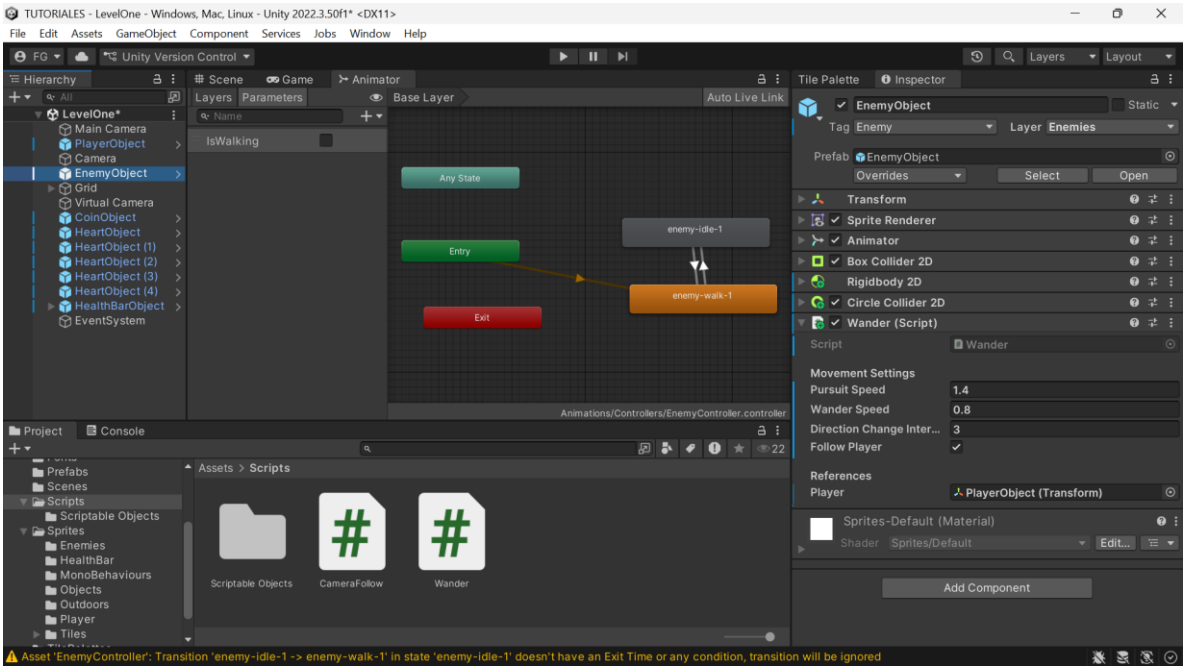
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Wander Speed 0.8
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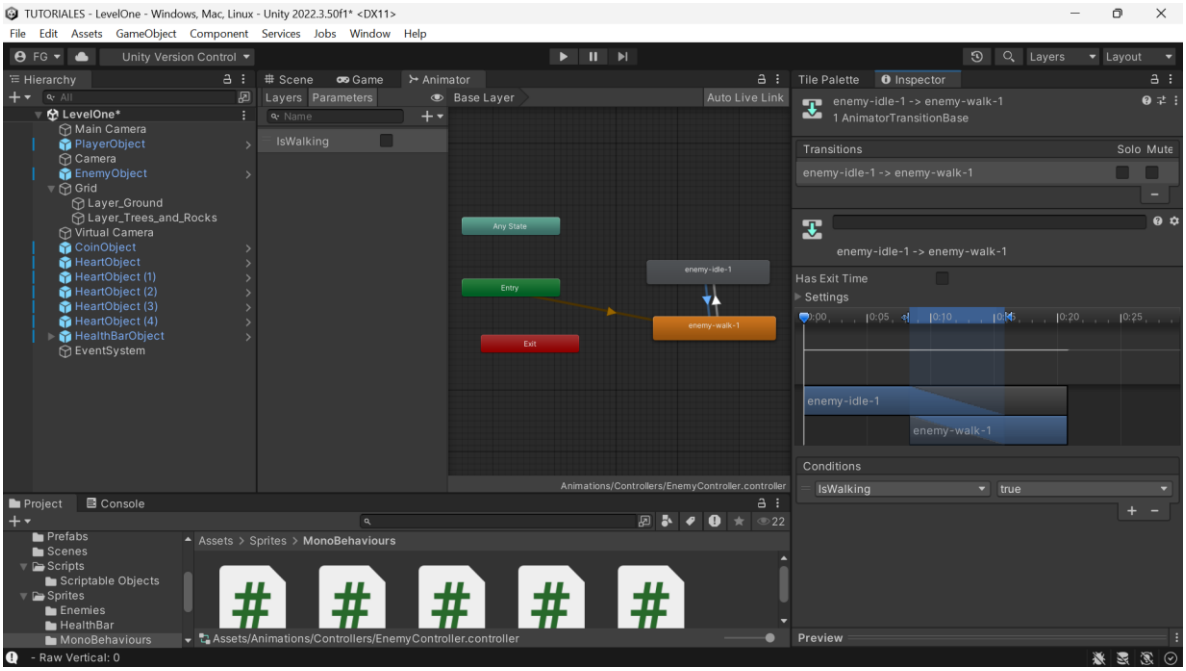
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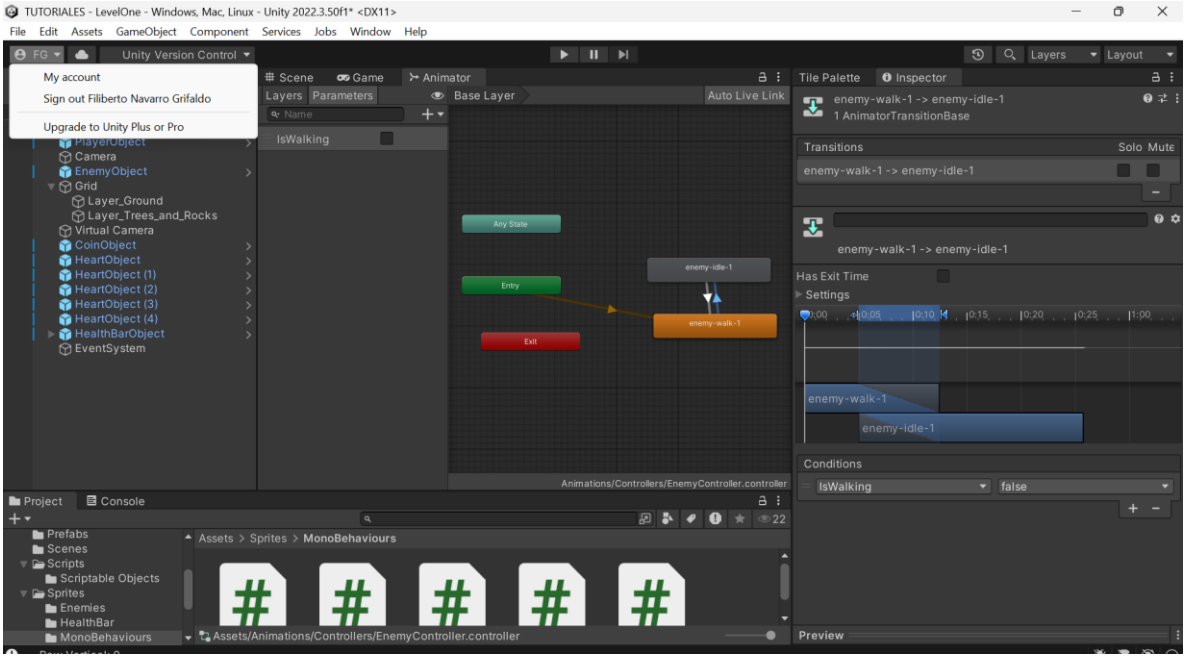
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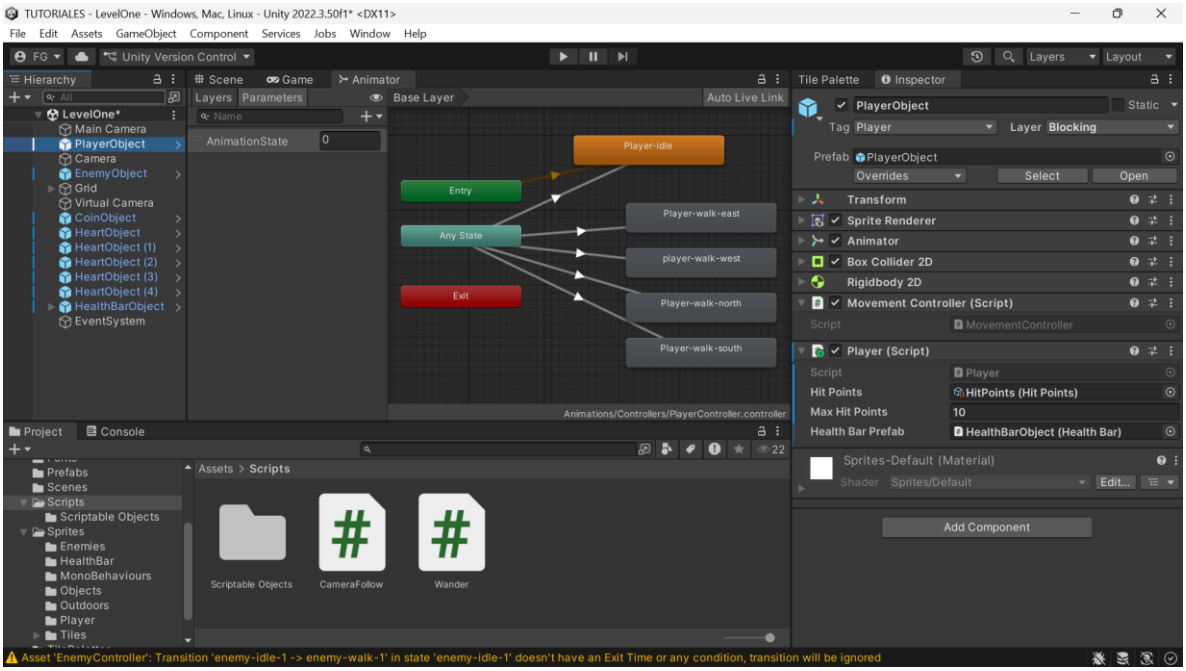
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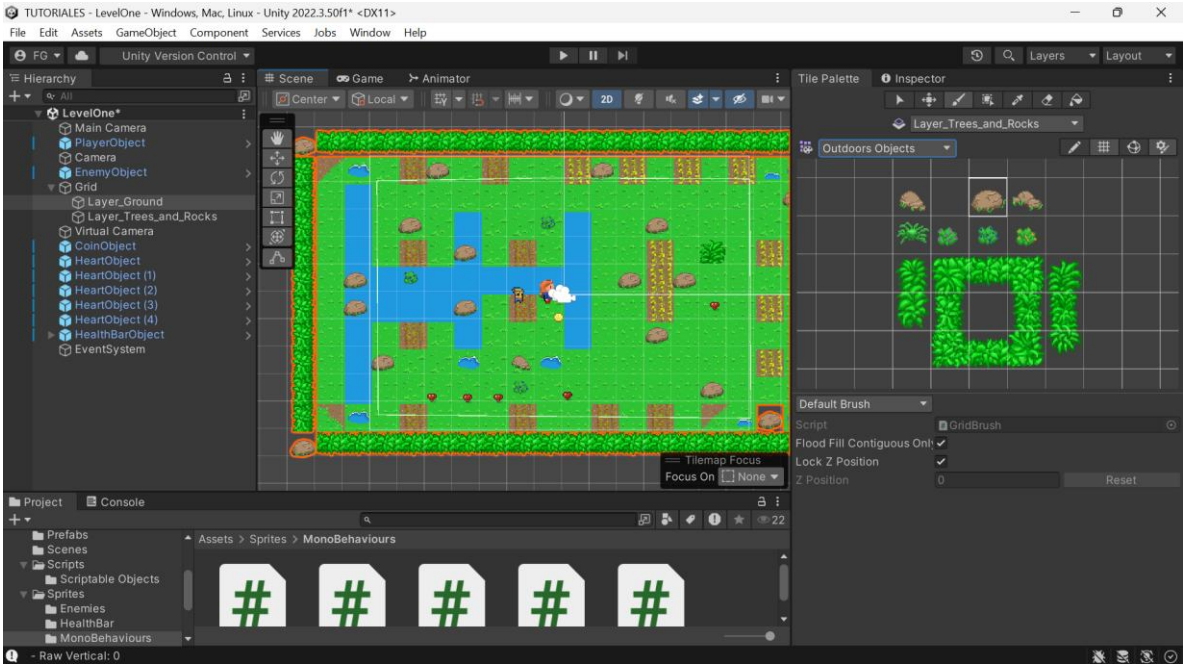
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