

```
ControlPlayer.cs CameraFollow.cs
CameraFollow ▶ Update ()
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class CameraFollow : MonoBehaviour {
6     //khai bao doi tuong
7     private Transform player;
8
9     // Use this for initialization
10    void Start () {
11        //anh xa
12        player = GameObject.Find ("player_ani").transform;
13    }
14
15    // Update is called once per frame
16    void Update () {
17
18        if (player != null) {
19            //lay vi tri ban dau
20            Vector3 pos = transform.position;
21            //cap nhat vi tri nhan vat
22            pos.x = player.position.x;
23
24            //cap nhat vi tri camera
25            transform.position = pos;
26        }
27    }
28
29 }
30 }
31
```