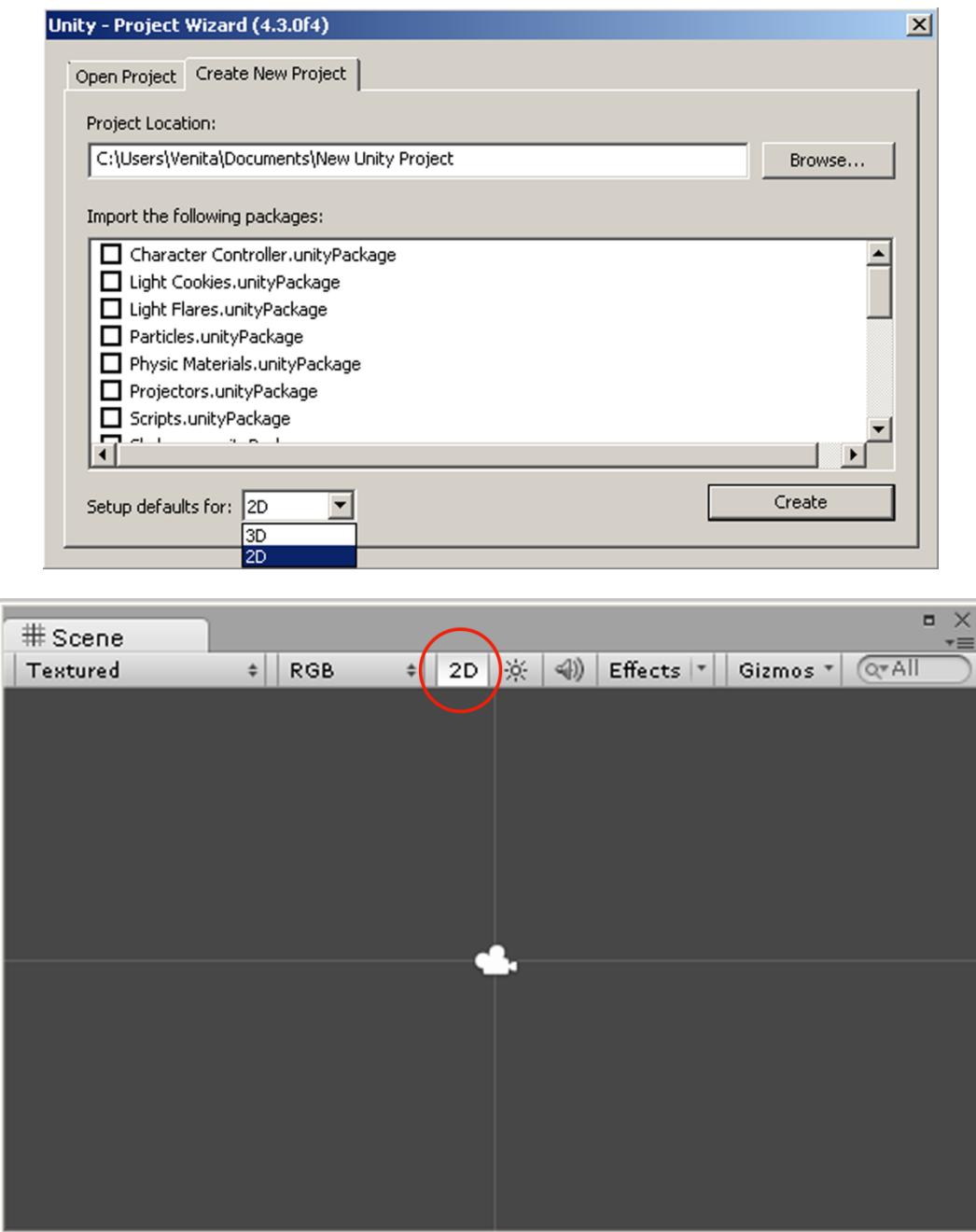
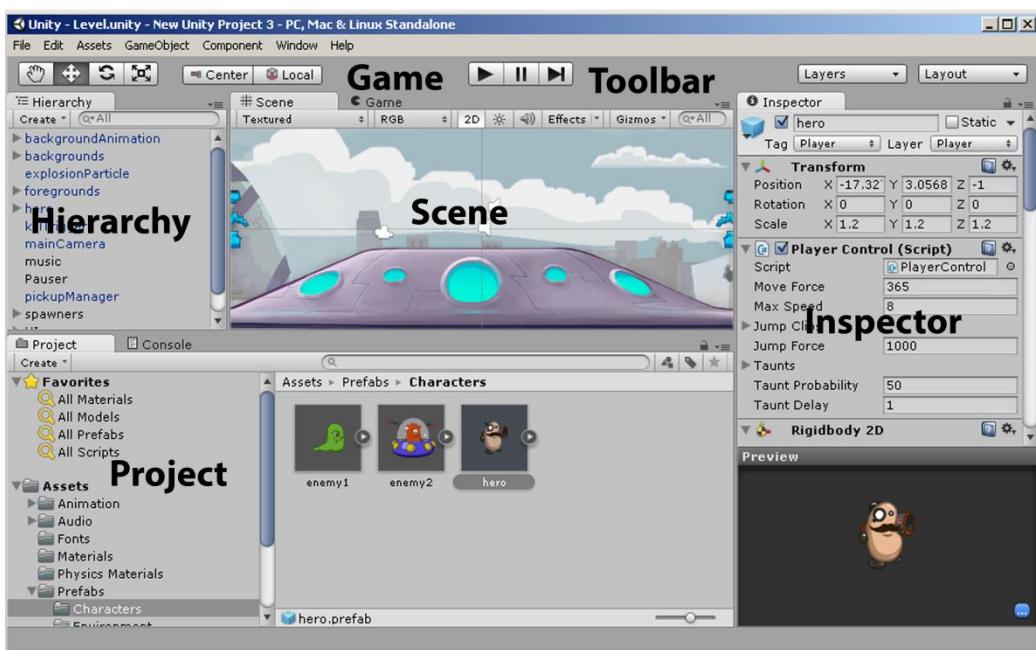
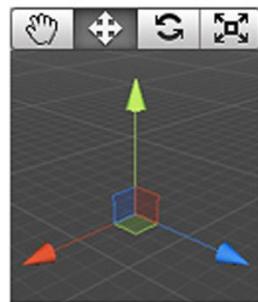


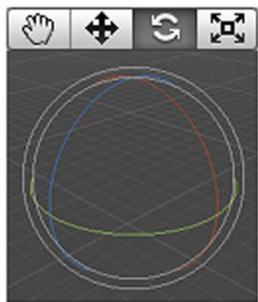
Chapter 1



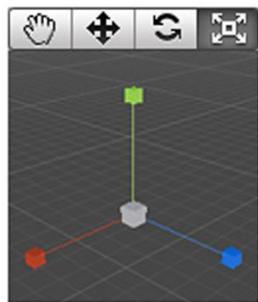




Translate (W)



Rotate (E)

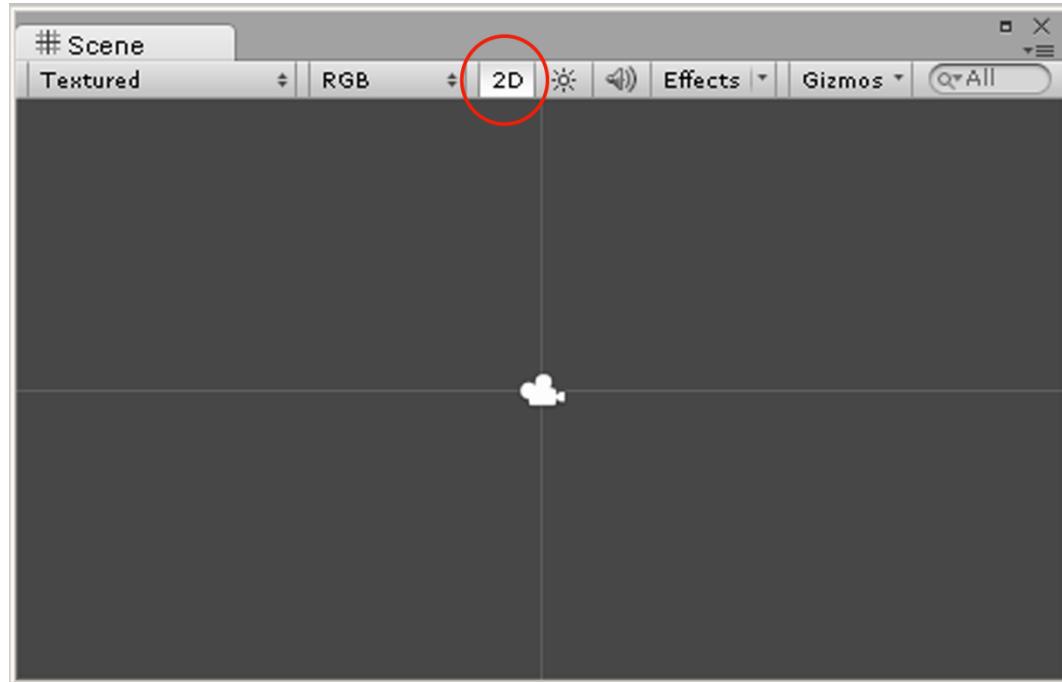


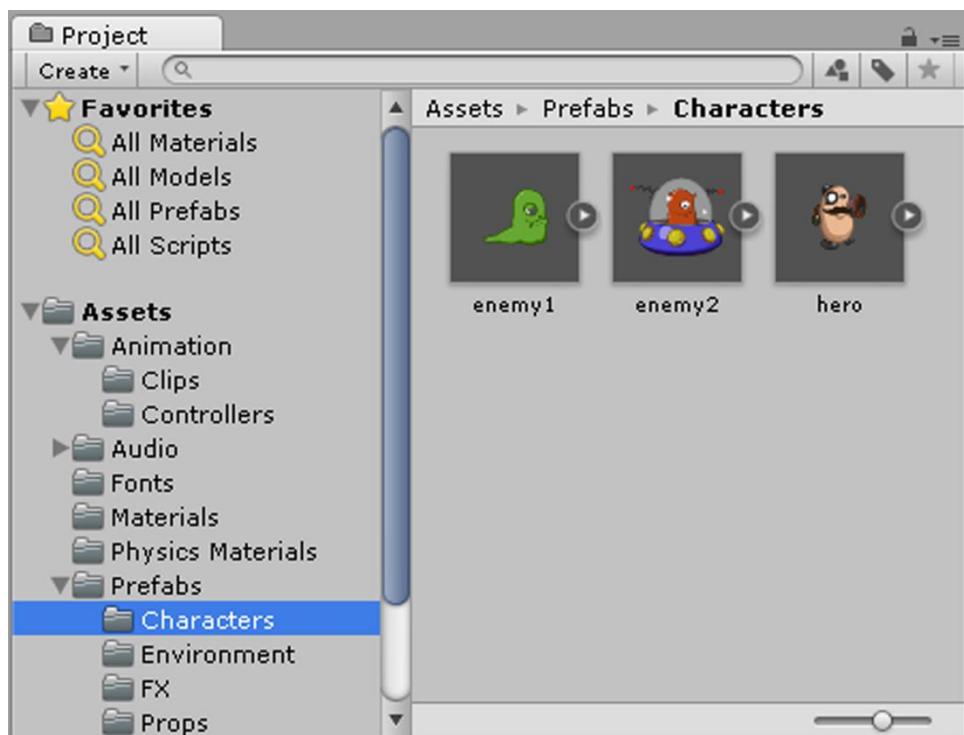
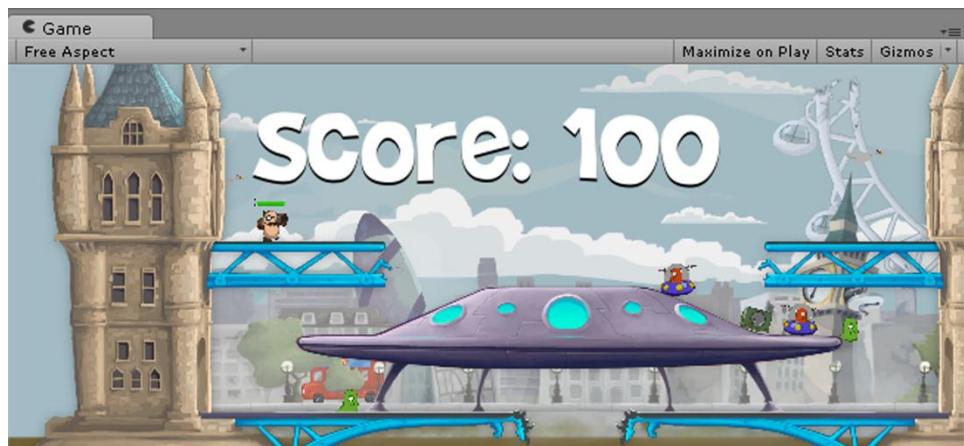
Scale (R)

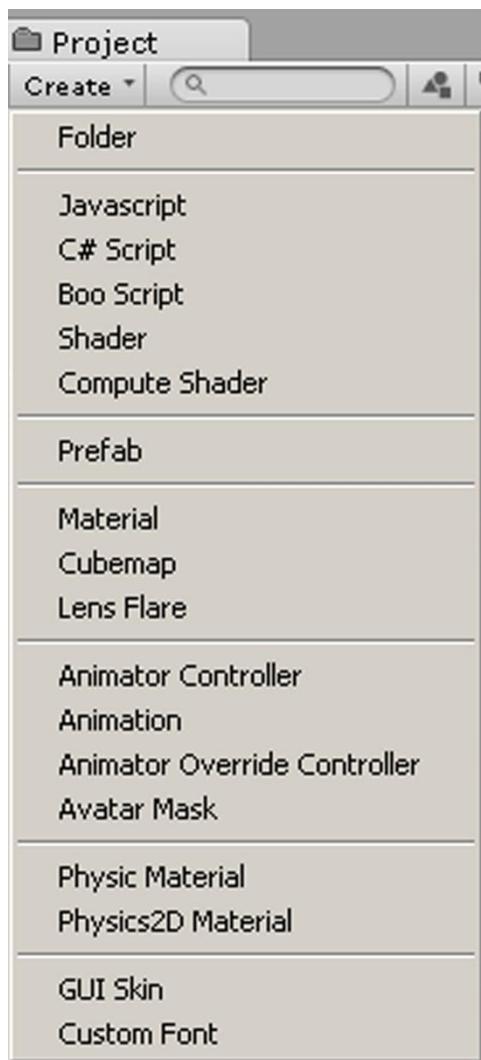
Center Local

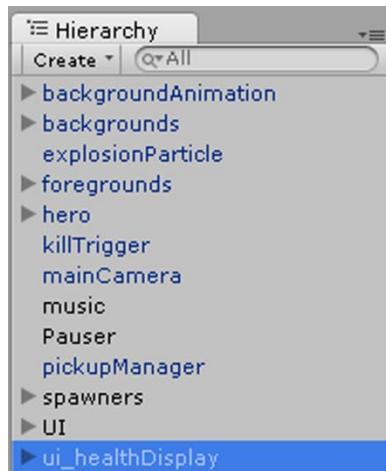
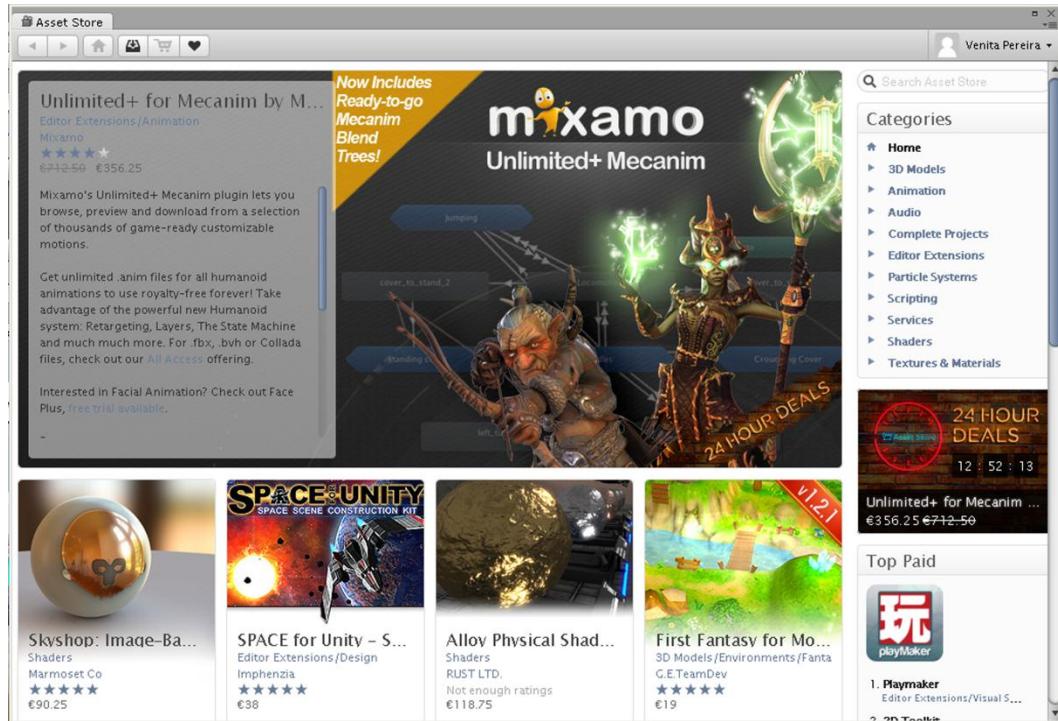
Layers ▾

Layout ▾

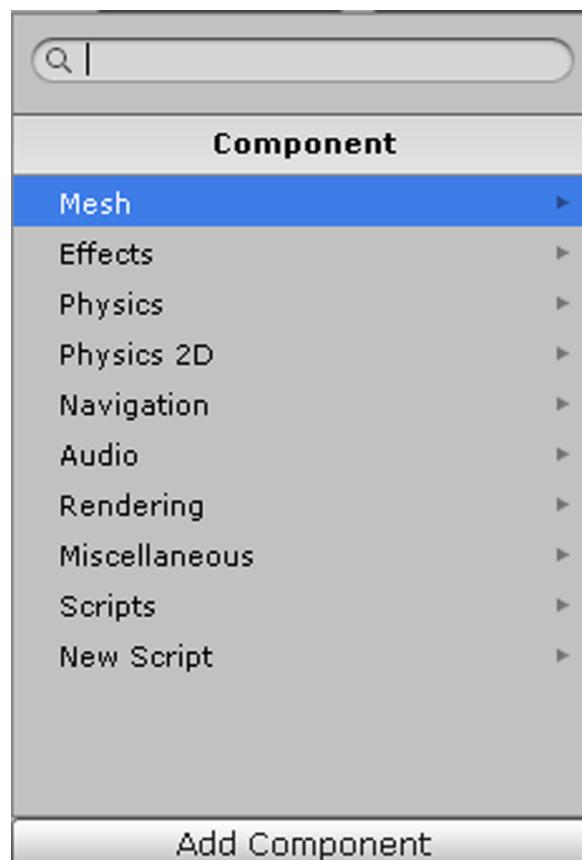


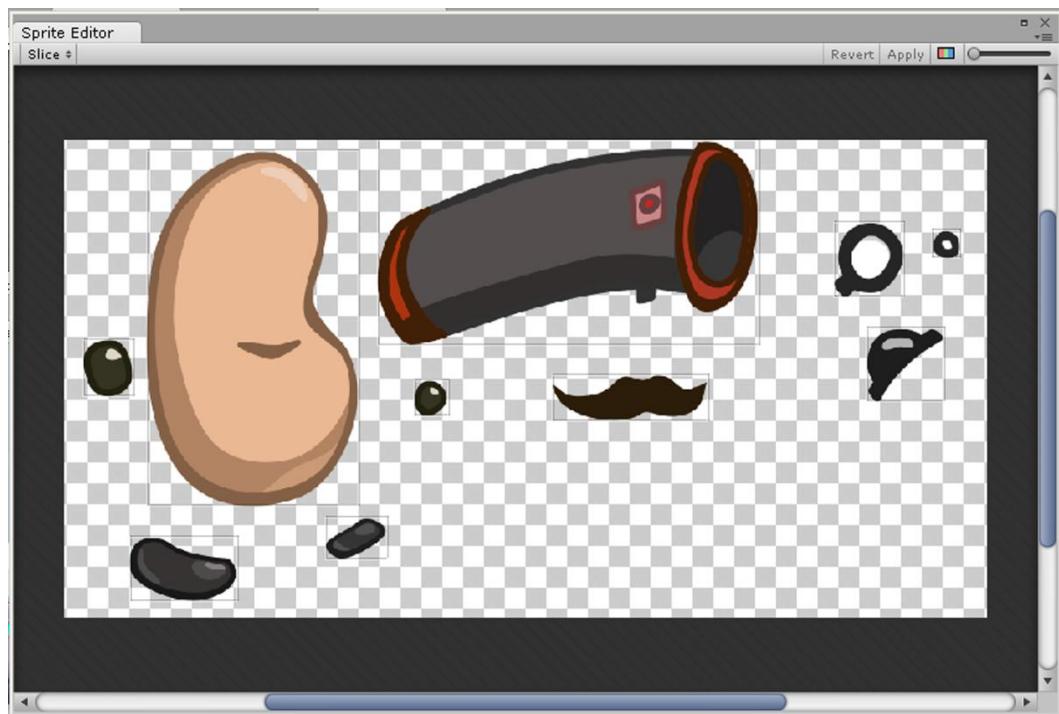
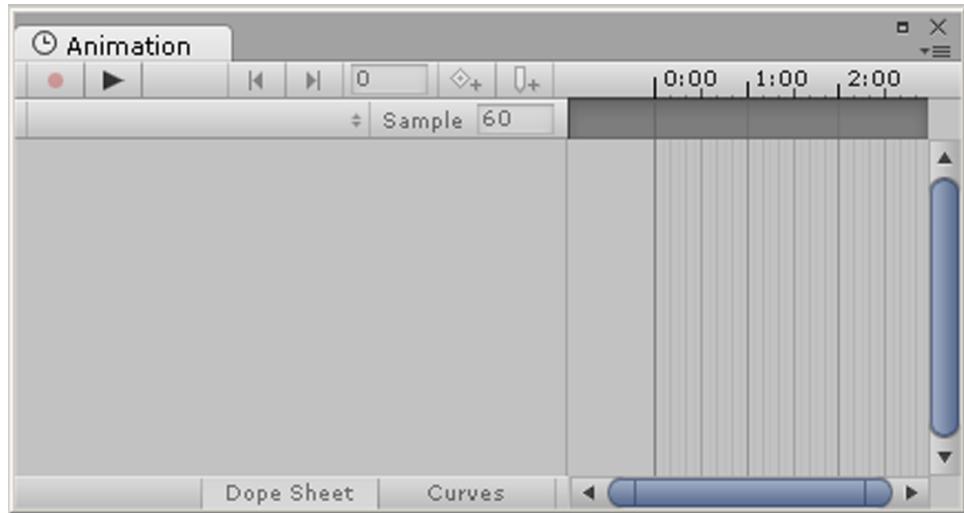
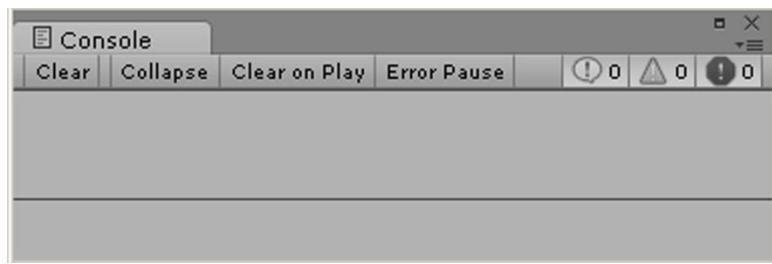


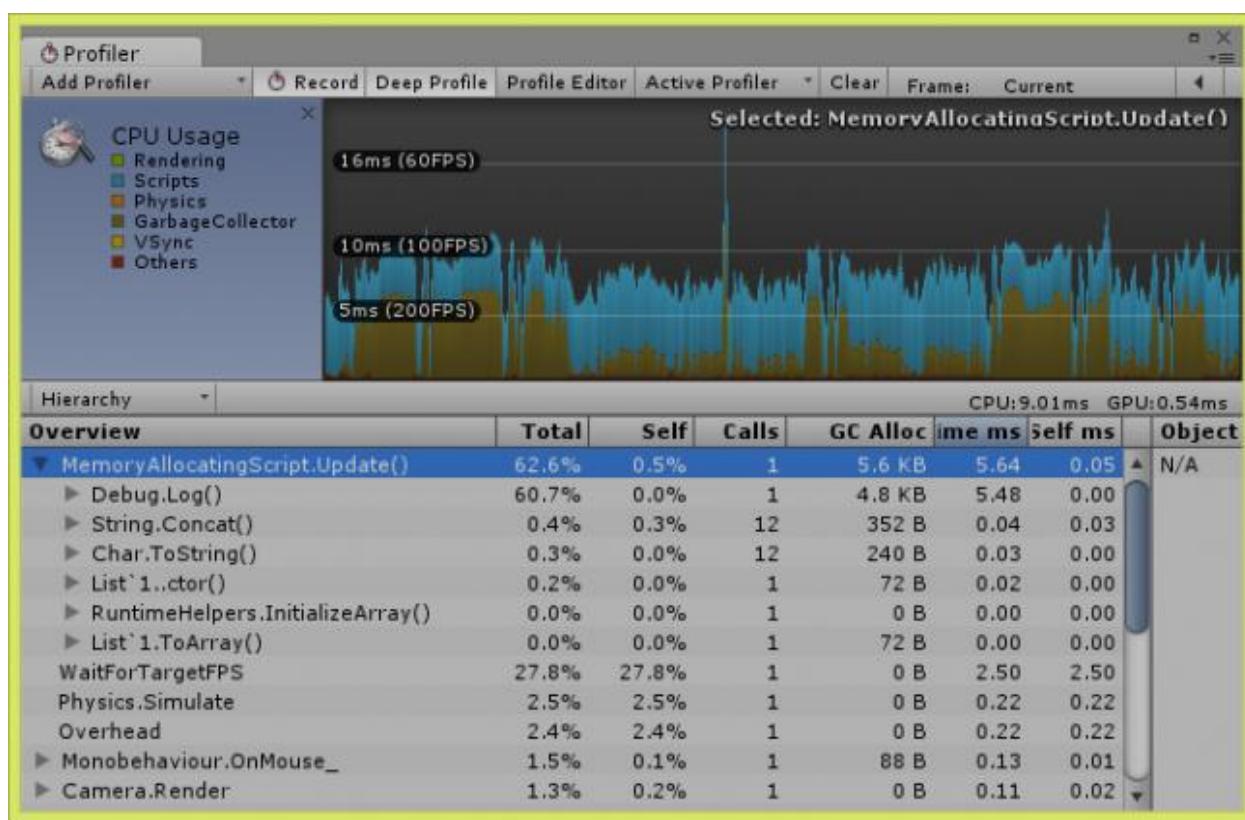
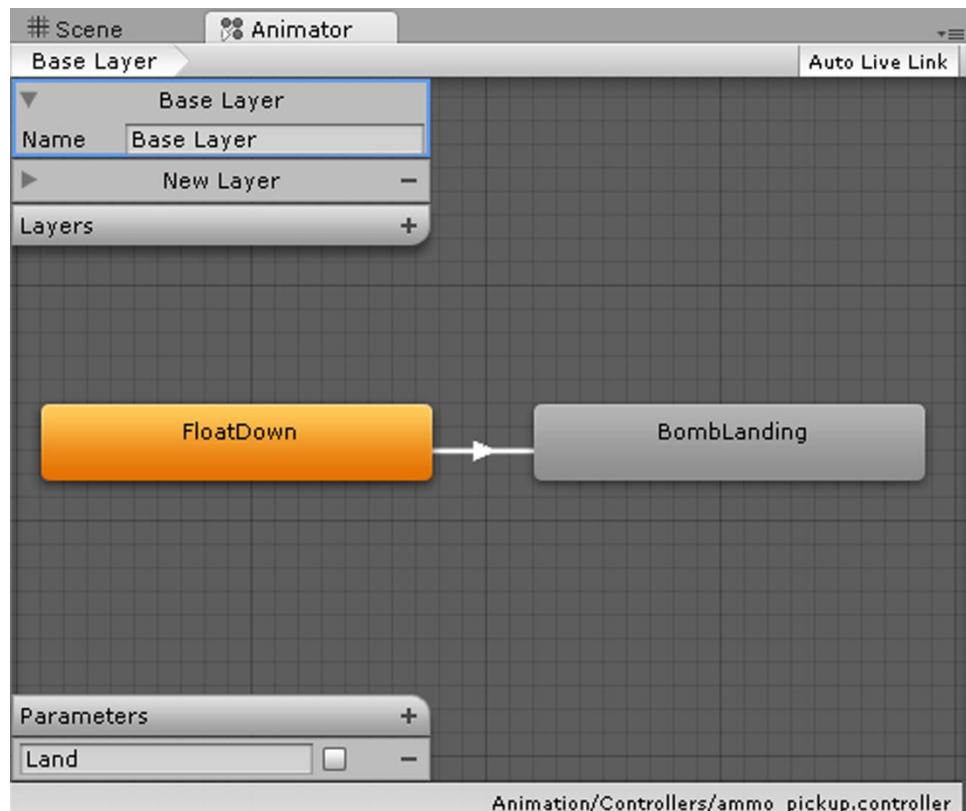




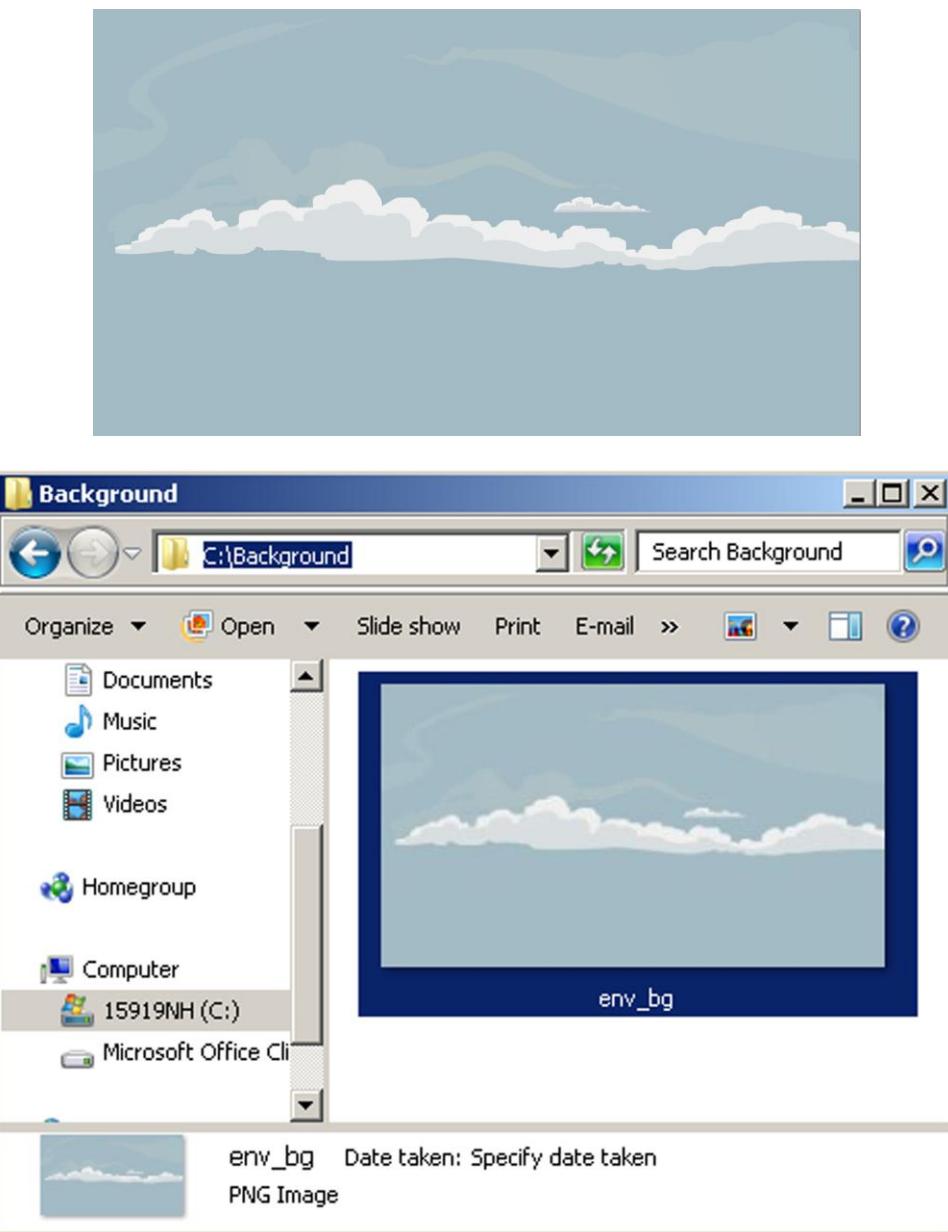


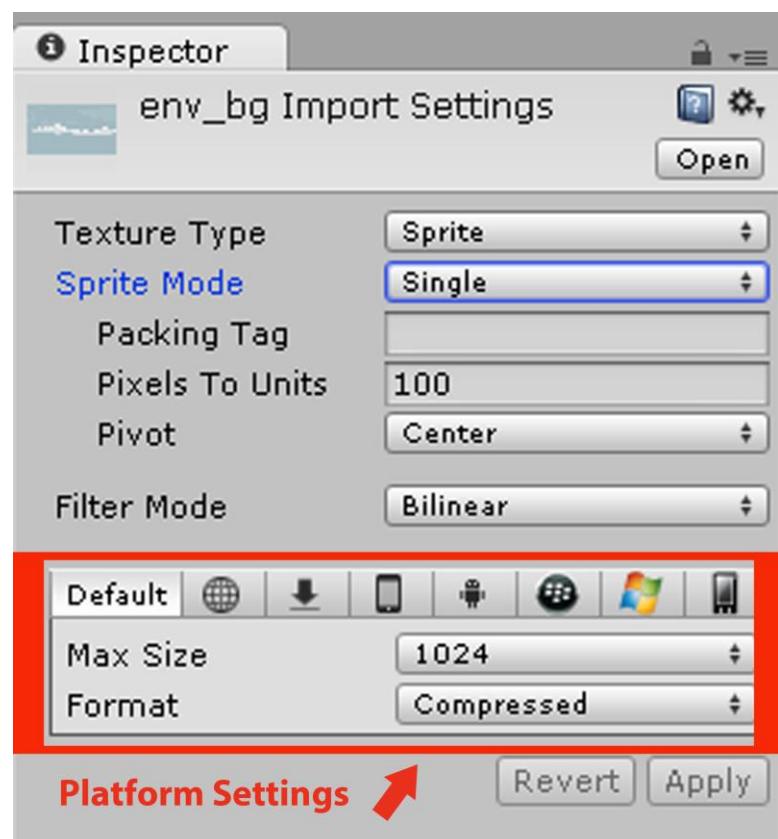
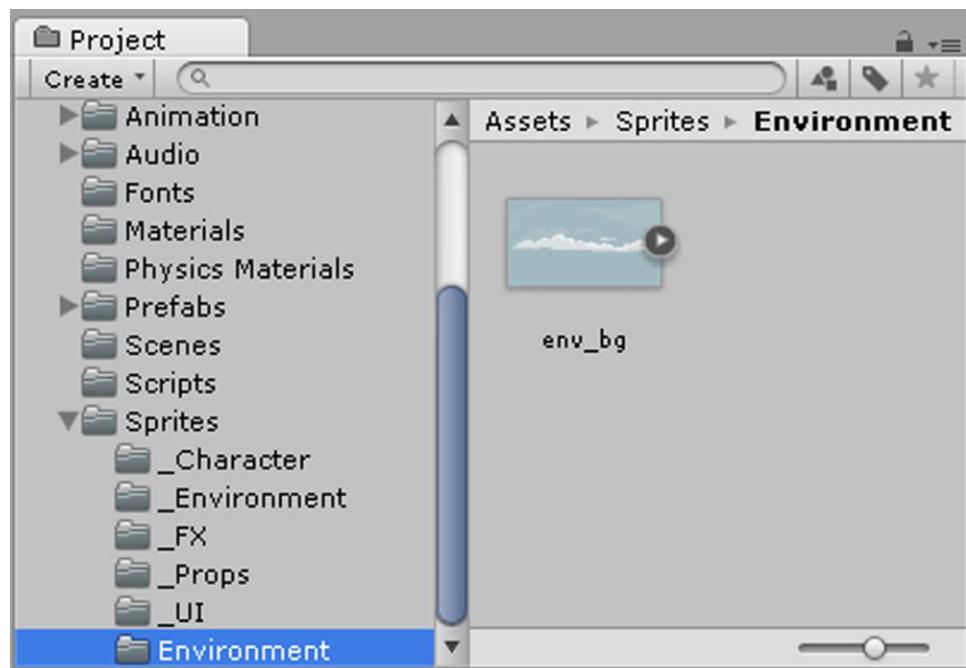






Chapter 2





- Texture
- Normal map
- GUI
- Sprite
- Cursor
- Reflection
- Cookie
- Lightmap
- Advanced

- Single
- Multiple

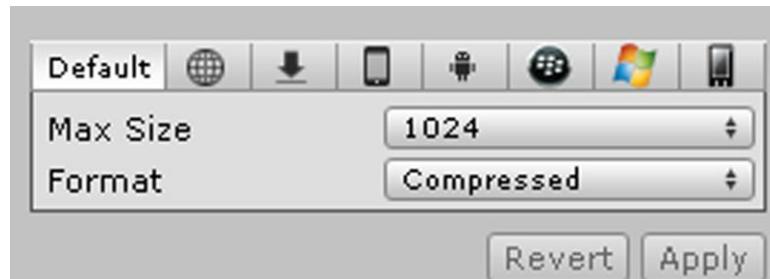
Packing Tag

100

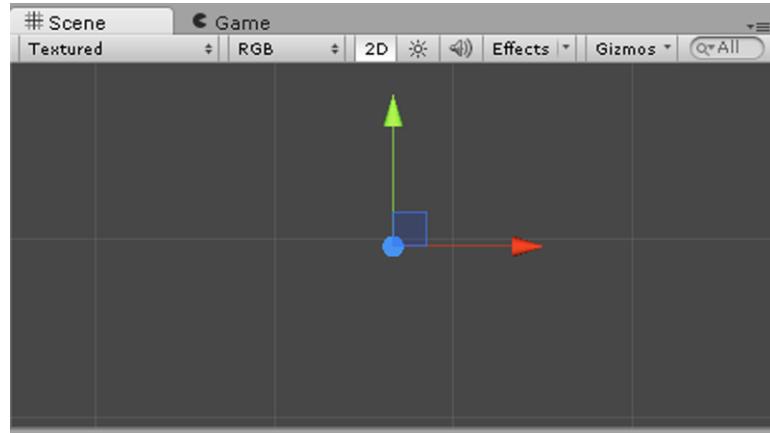
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- Top Left
- Top
- Top Right
- Left
- Right
- Bottom Left
- Bottom
- Bottom Right
- Custom

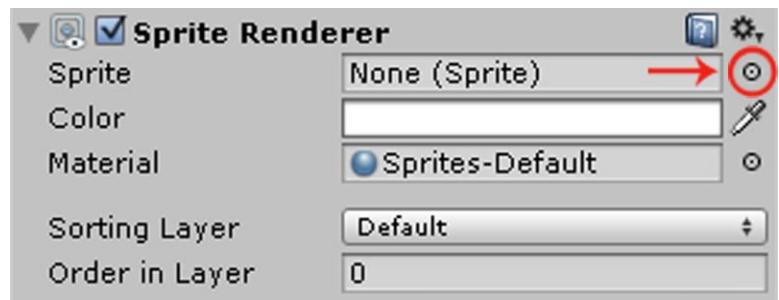
- Point
- Bilinear
- Trilinear

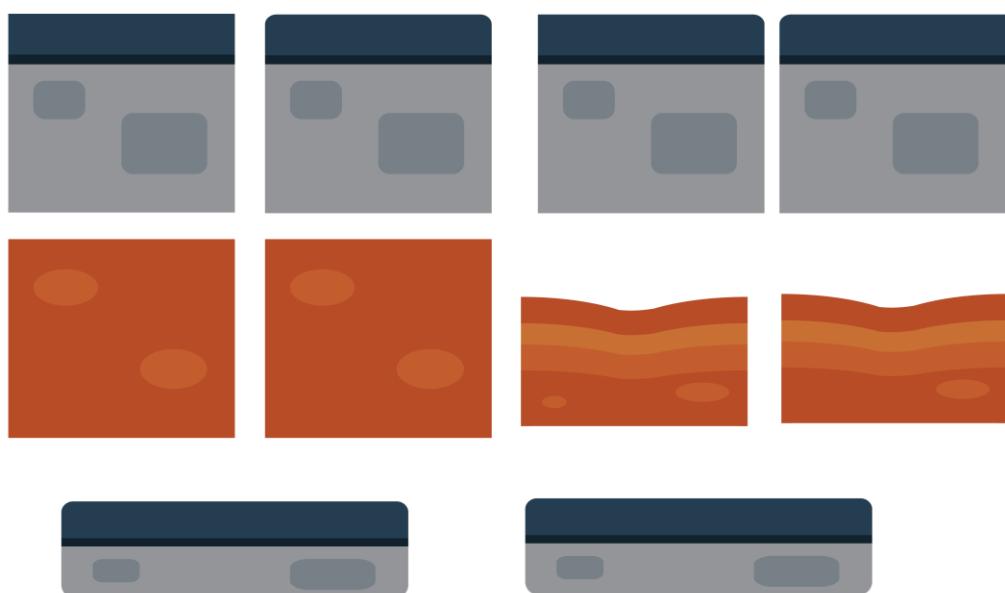
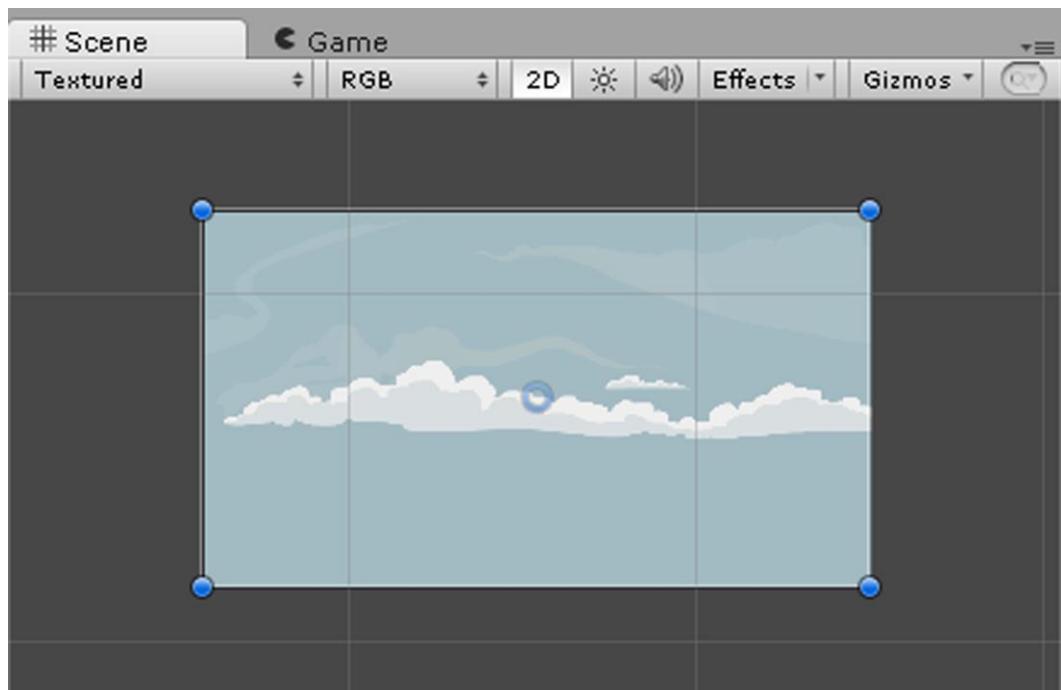
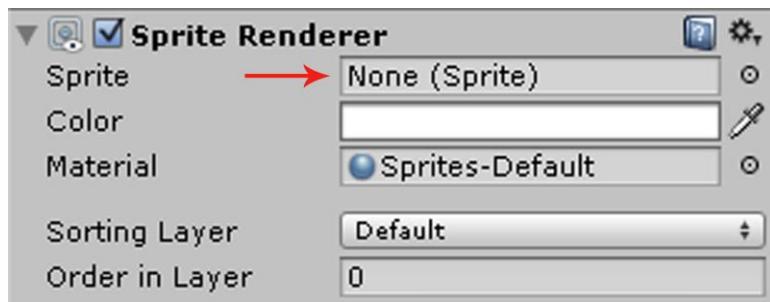
- 32
- 64
- 128
- 256
- 512
- 1024
- 2048
- 4096

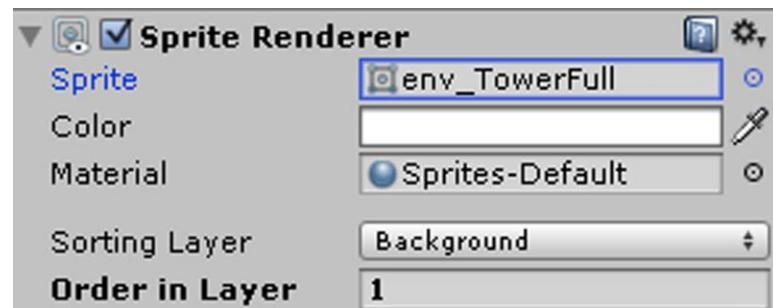
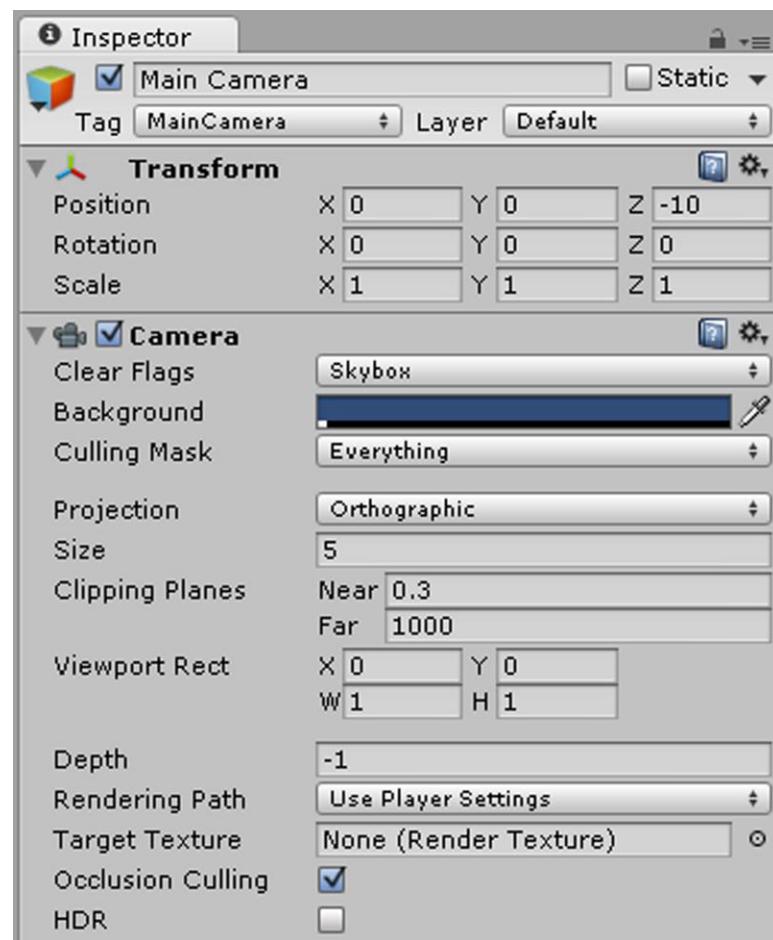


- Compressed
- 16 bits
- Truecolor





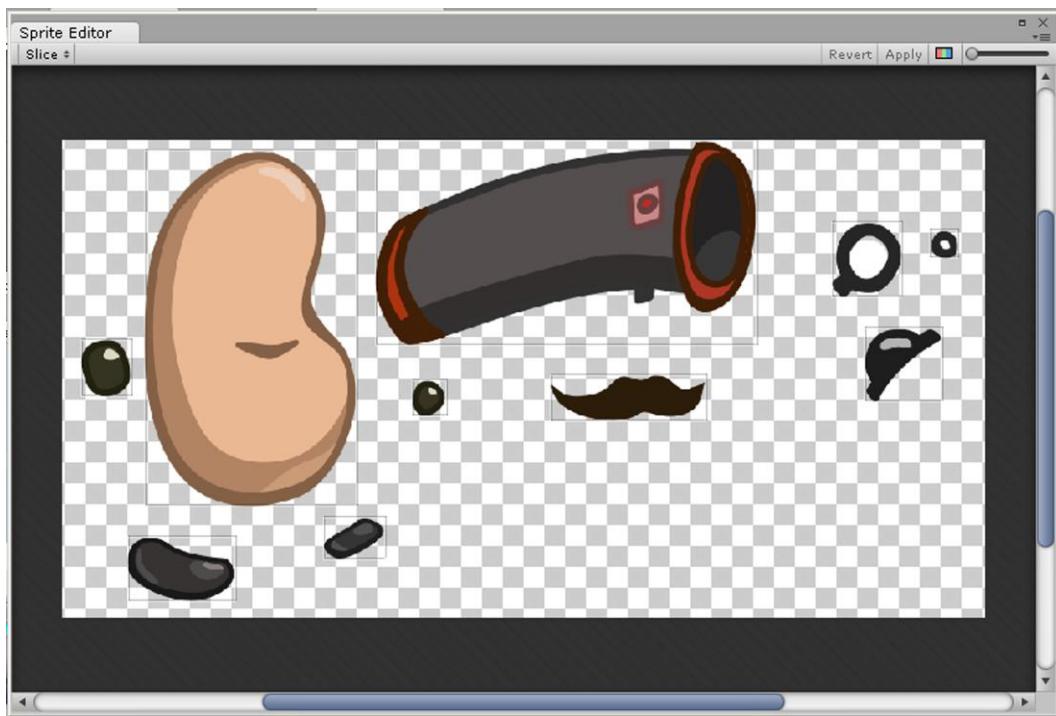
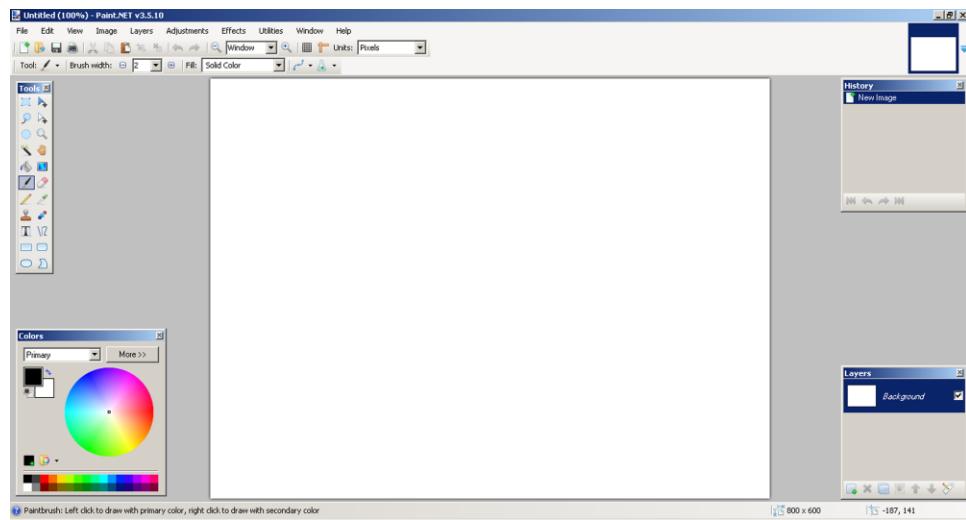




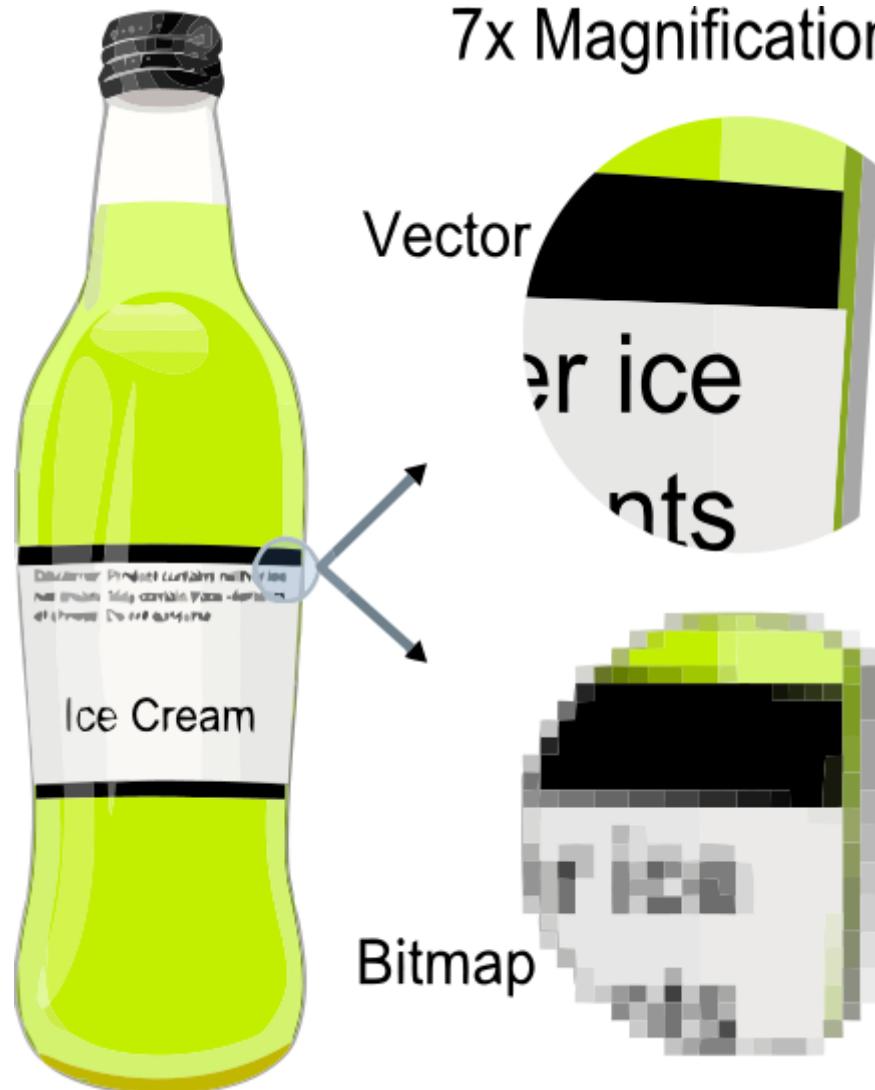


Chapter 3

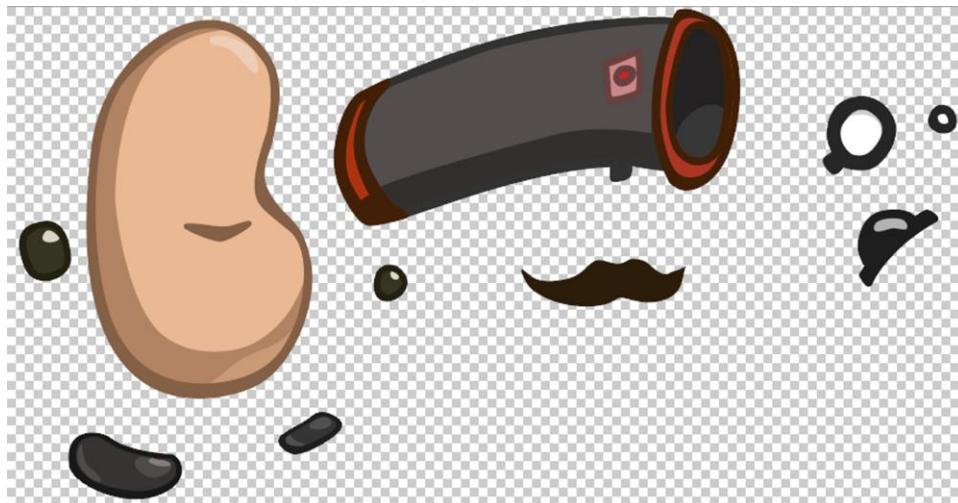


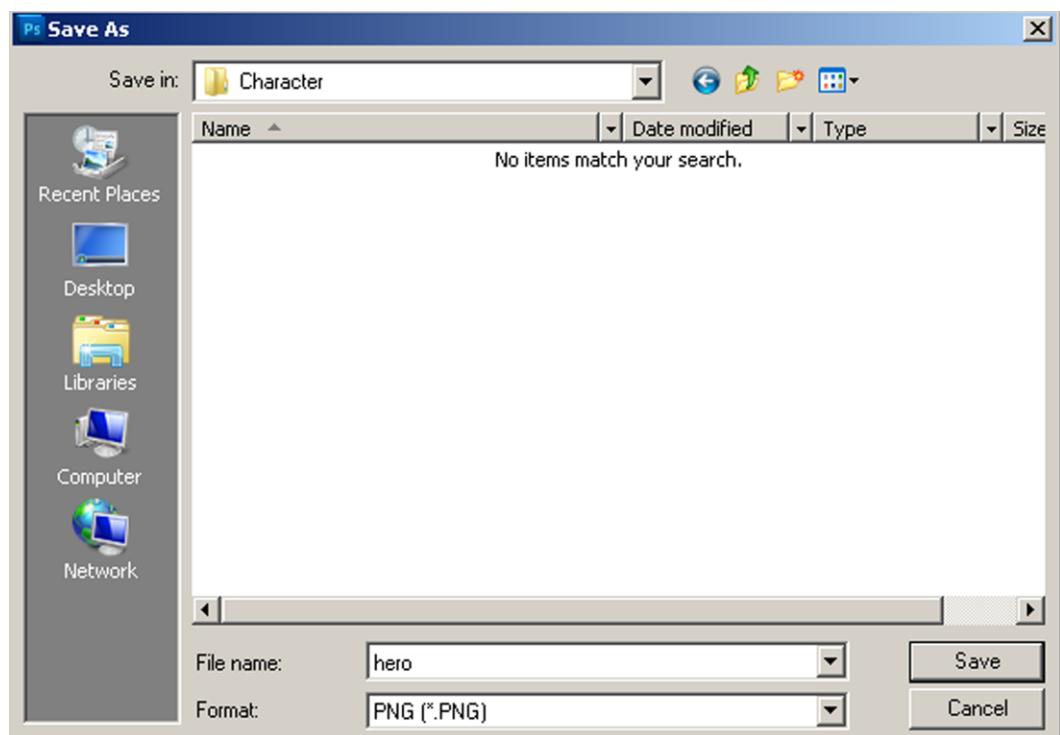


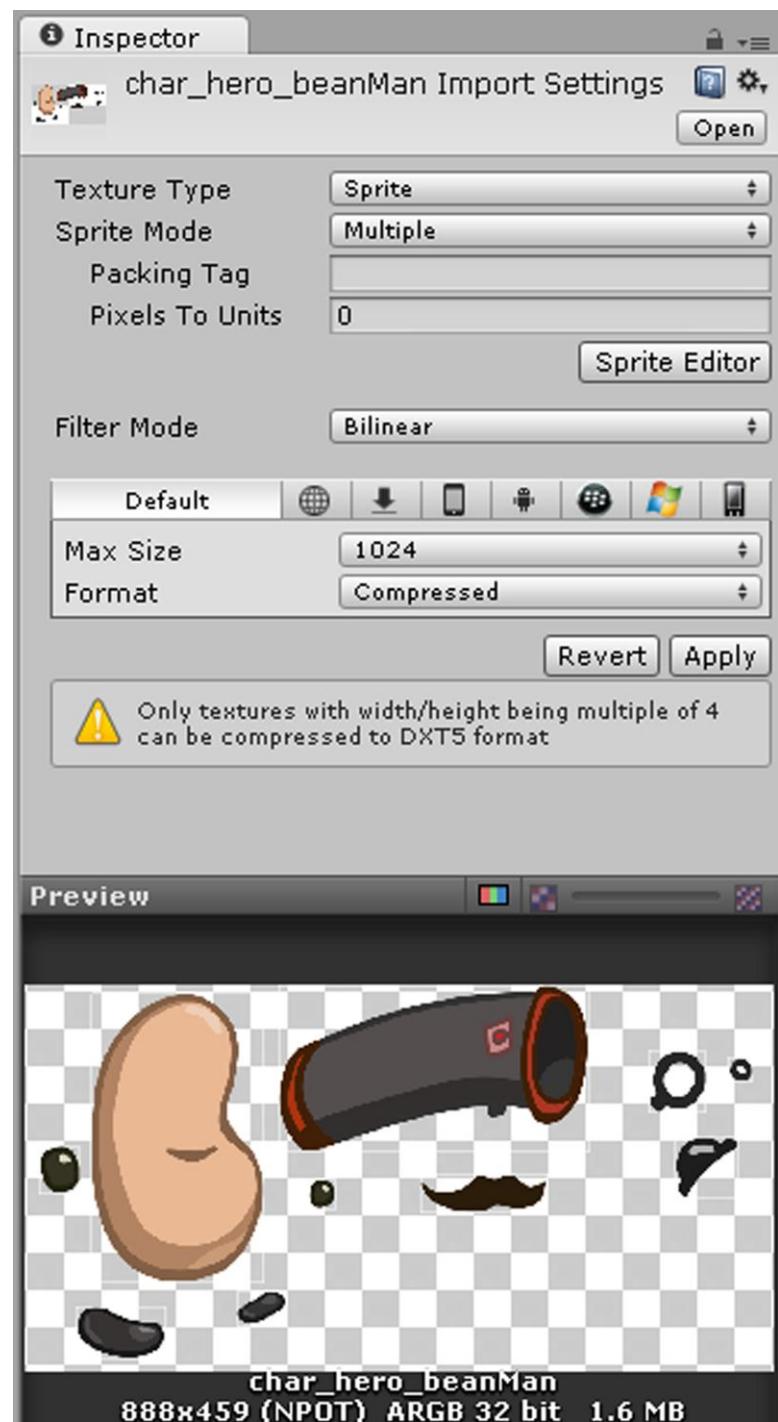
7x Magnification

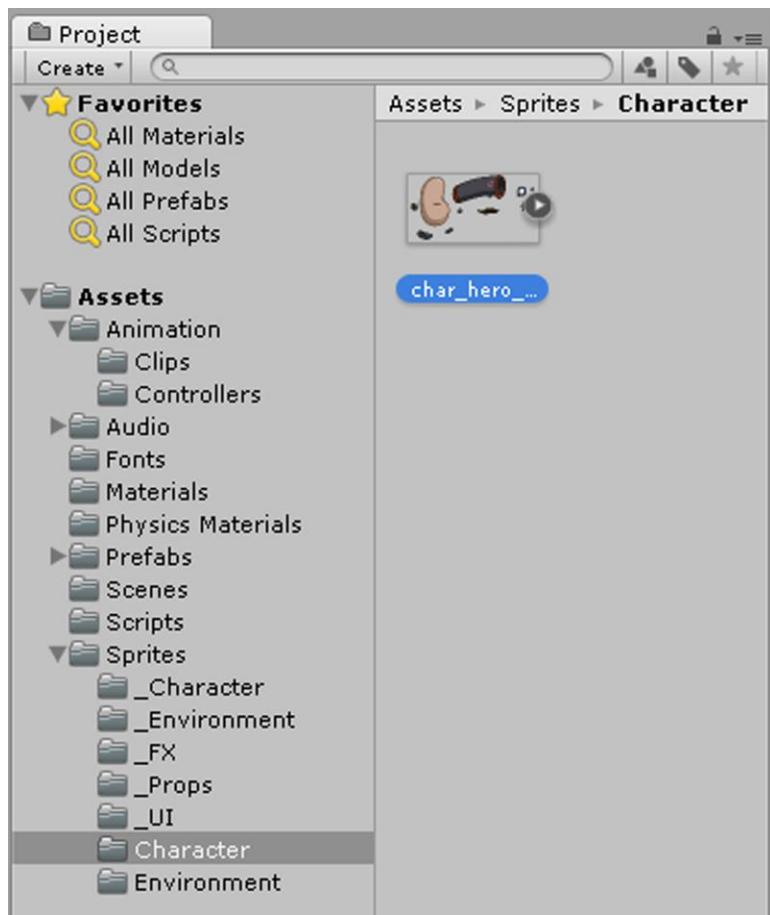


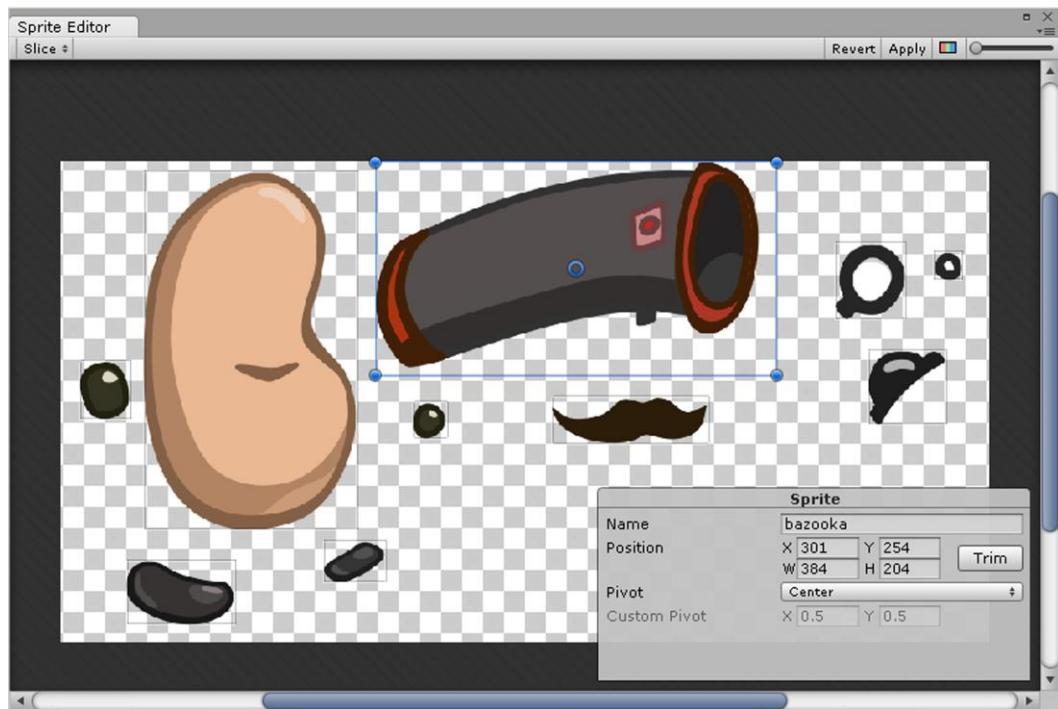
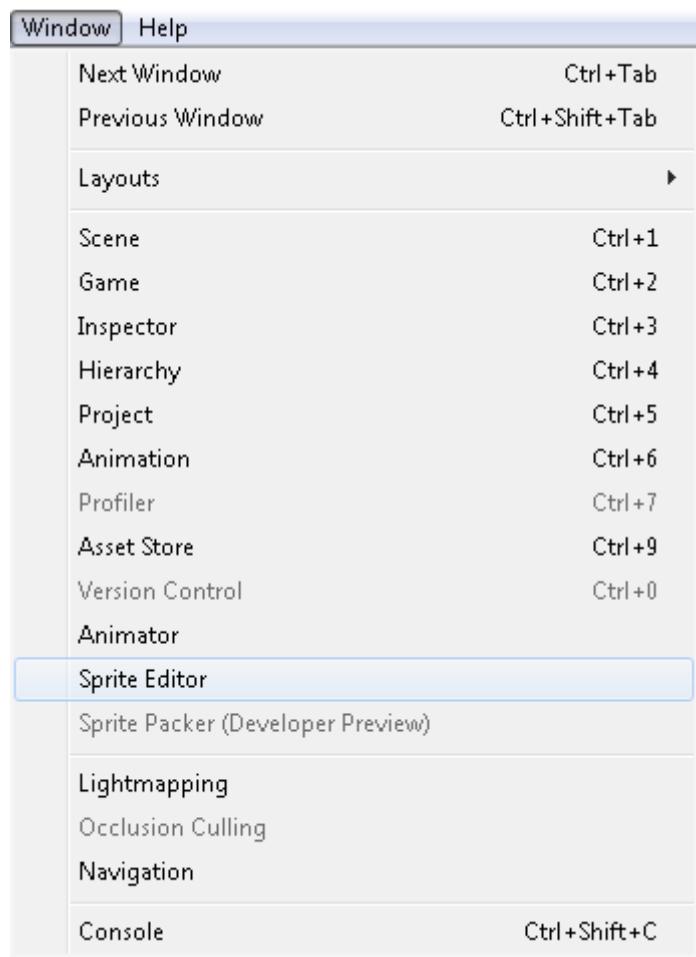
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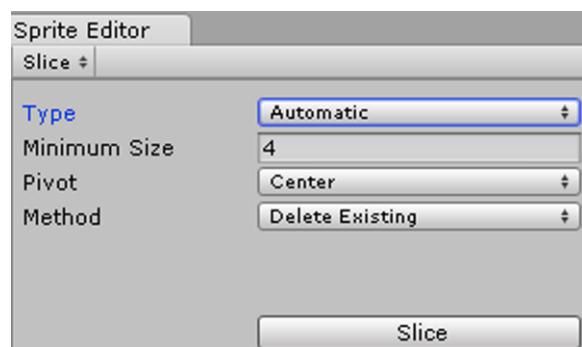
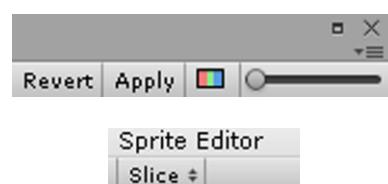
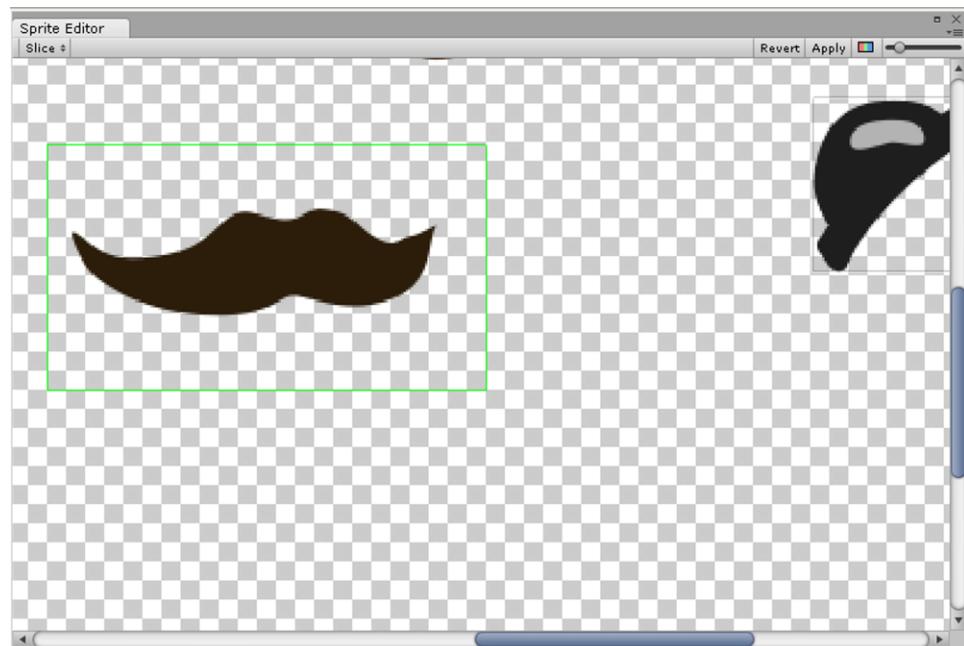
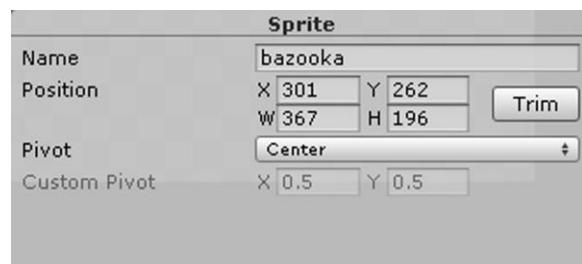






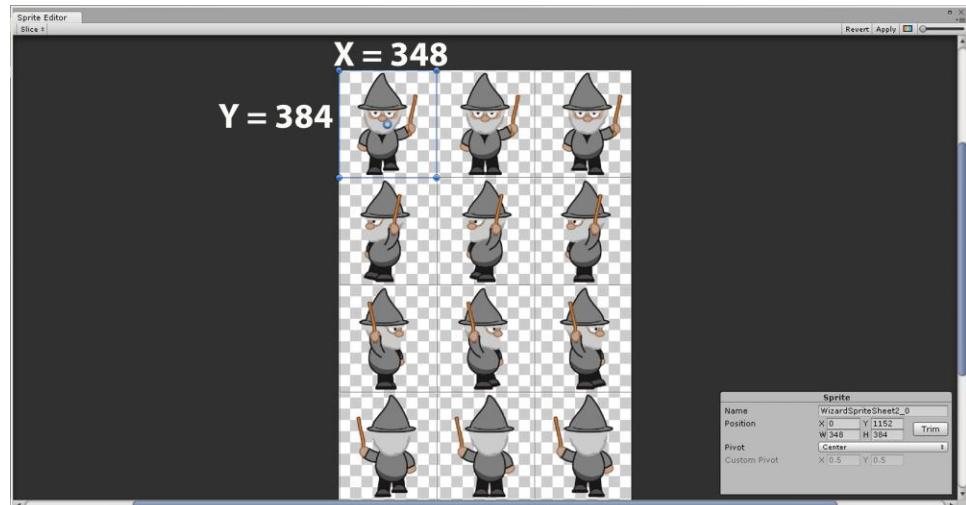
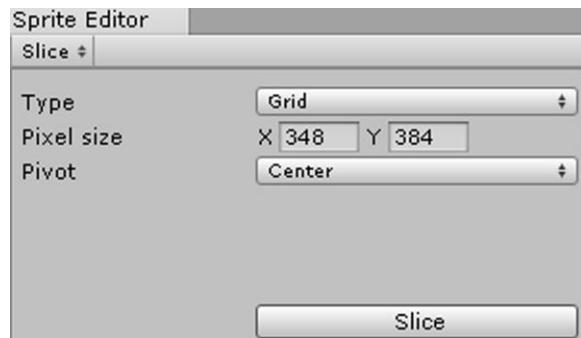


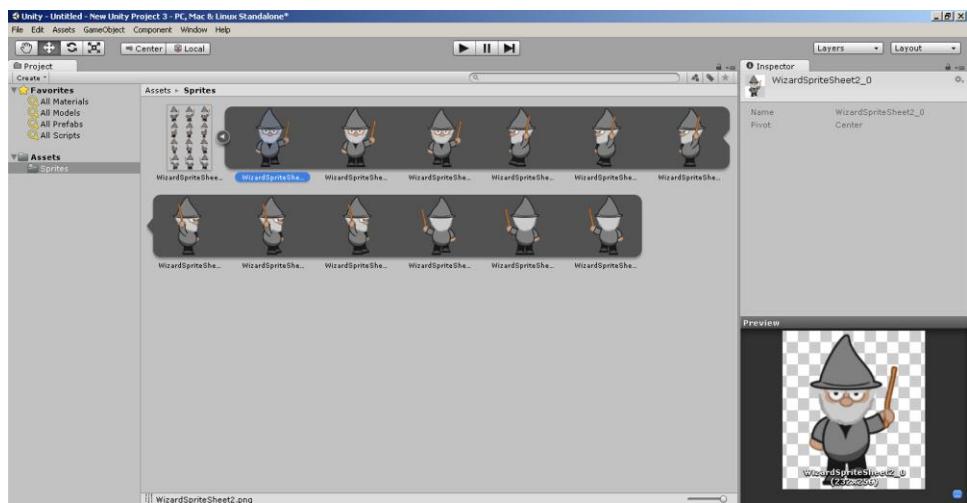


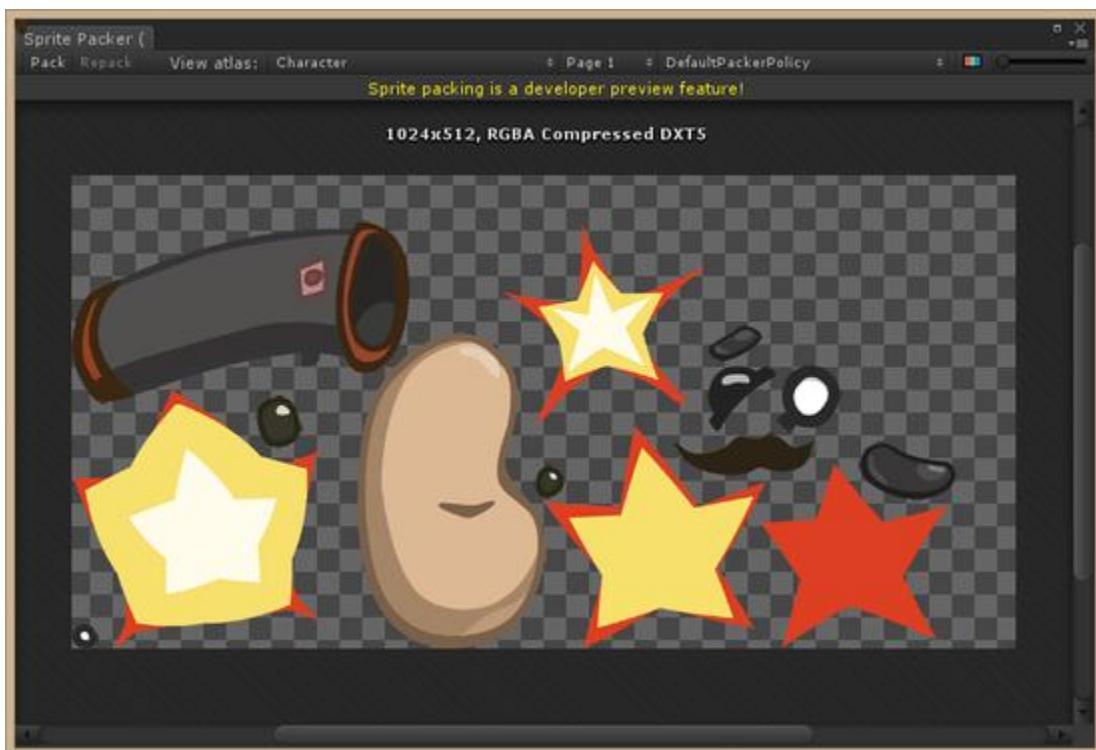
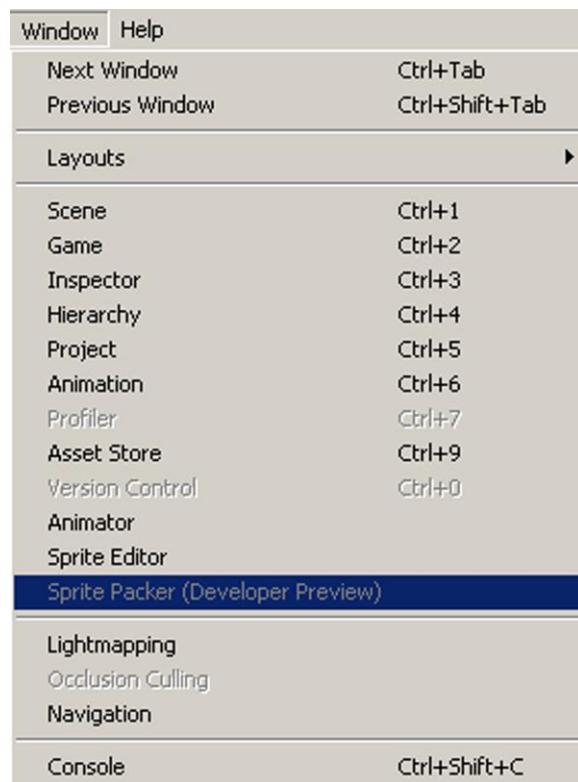


Delete Existing
Smart
Safe

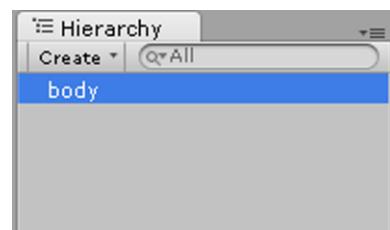
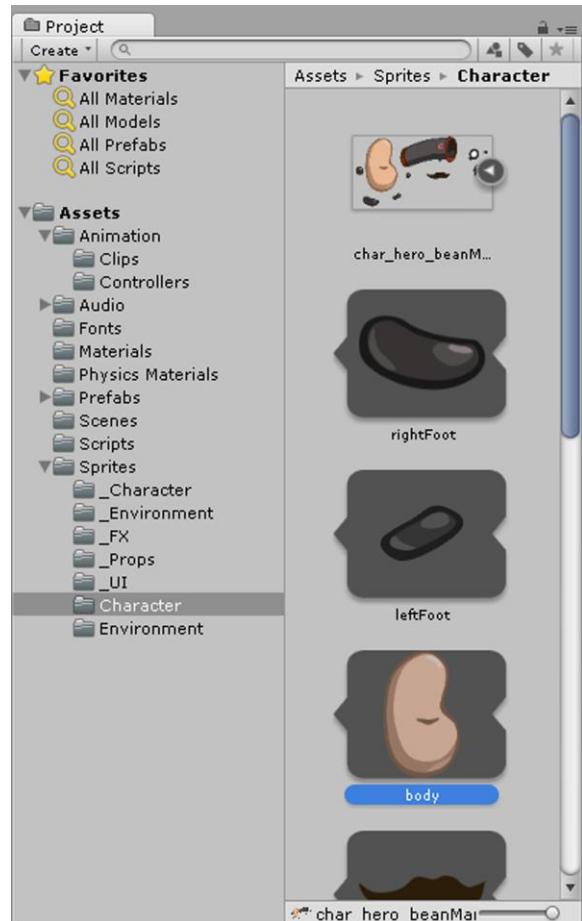


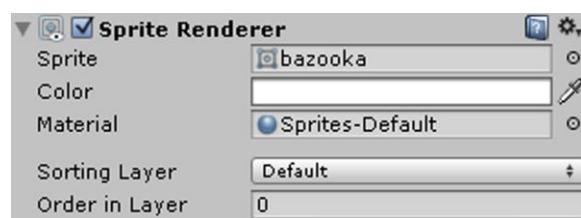
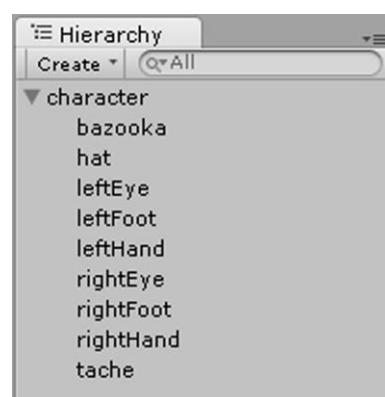
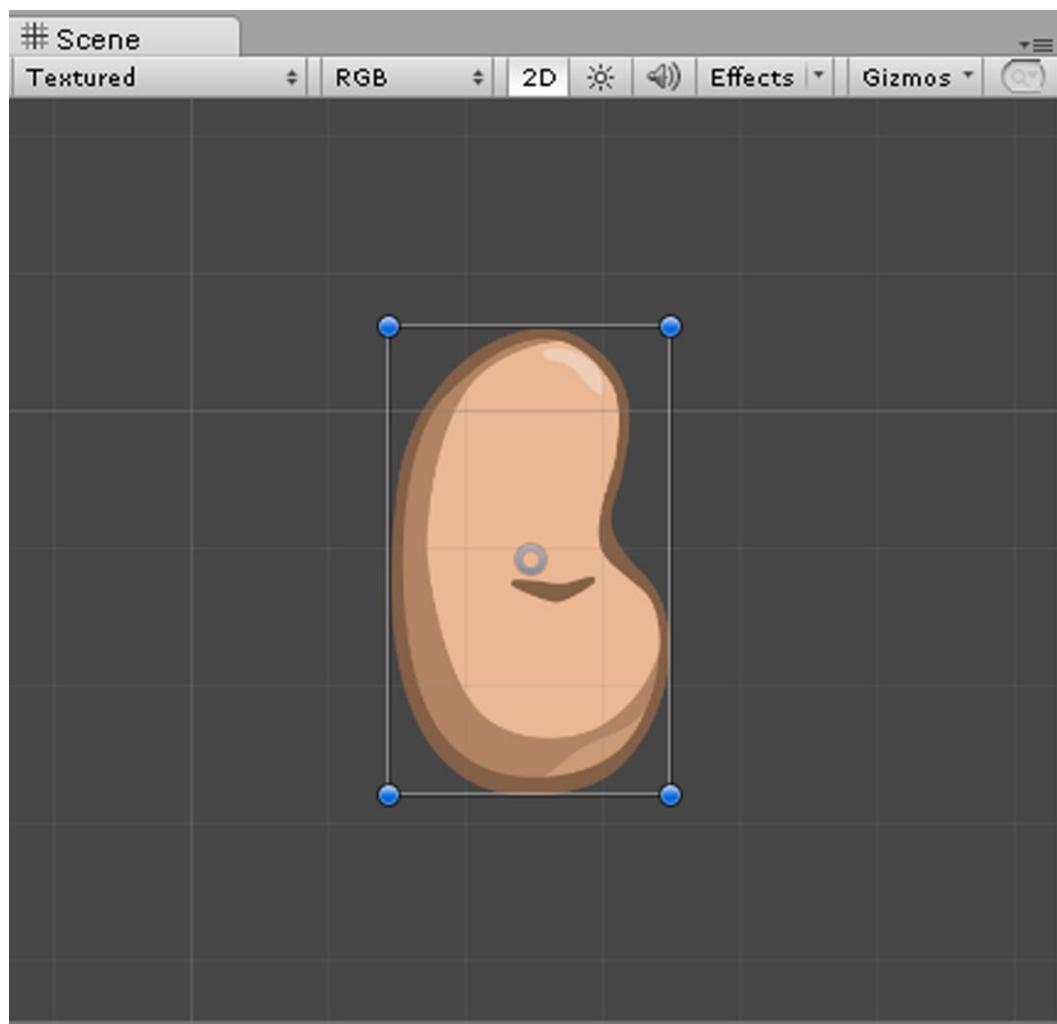






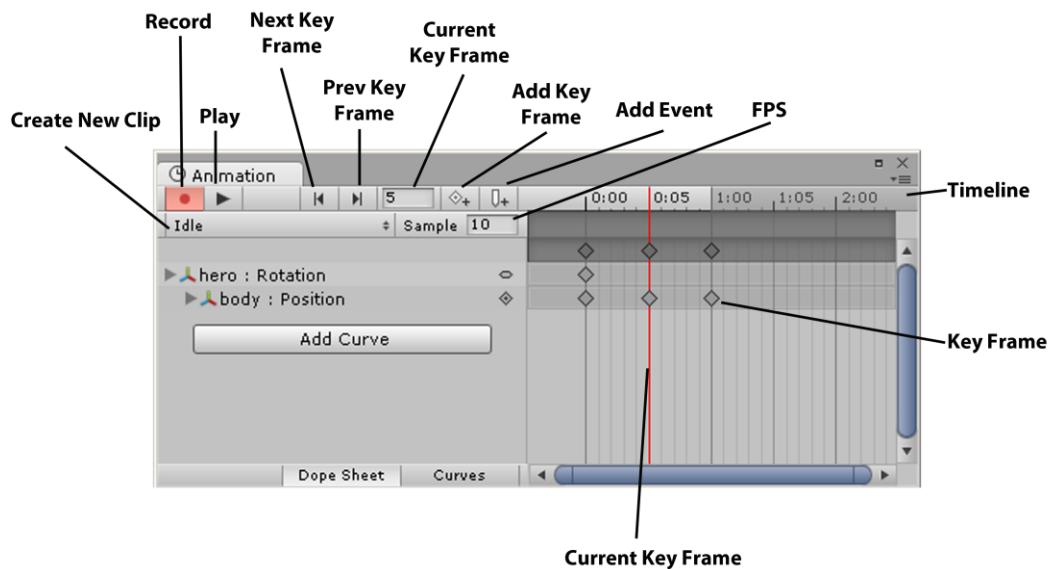
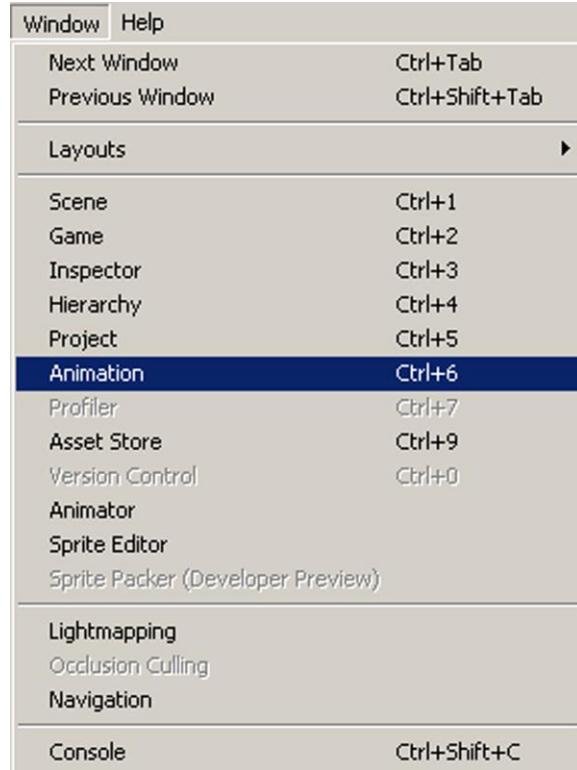
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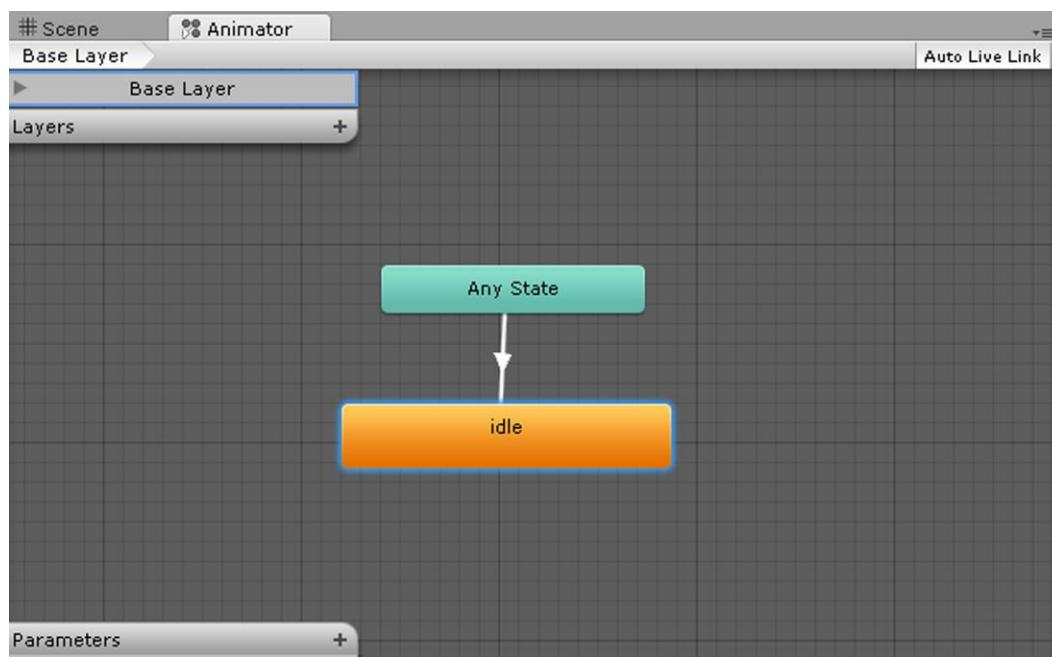
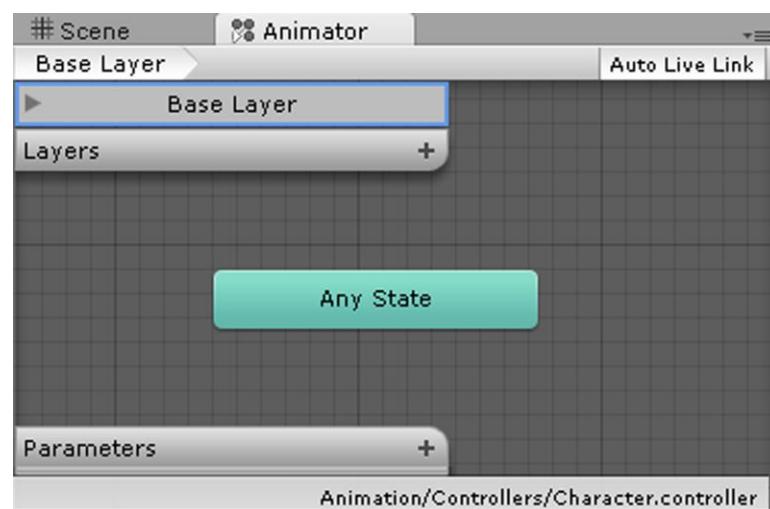
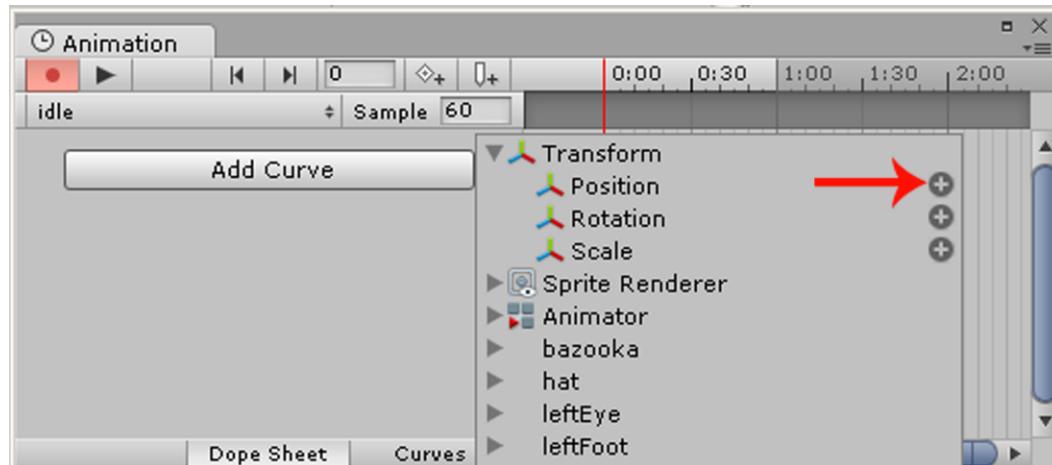






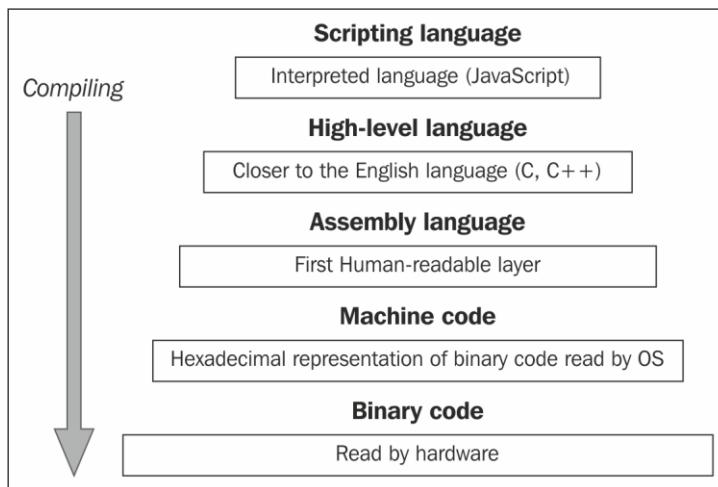






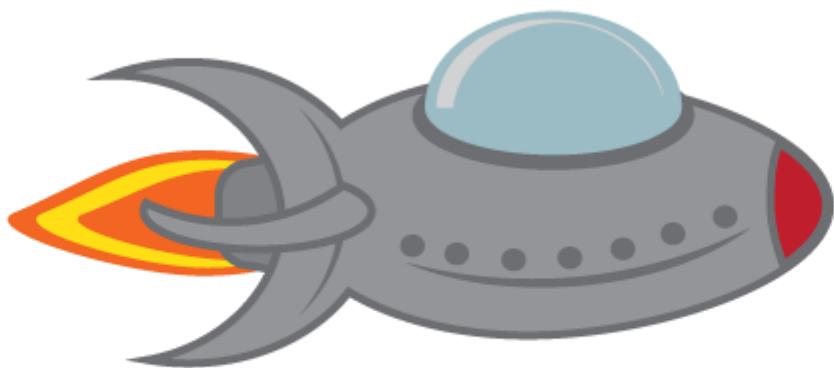
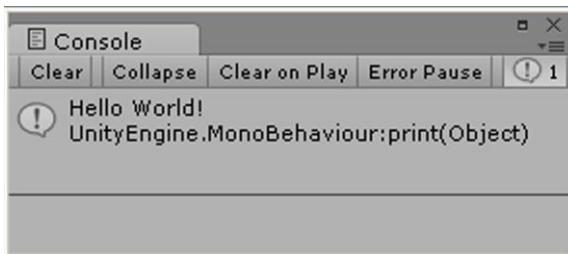
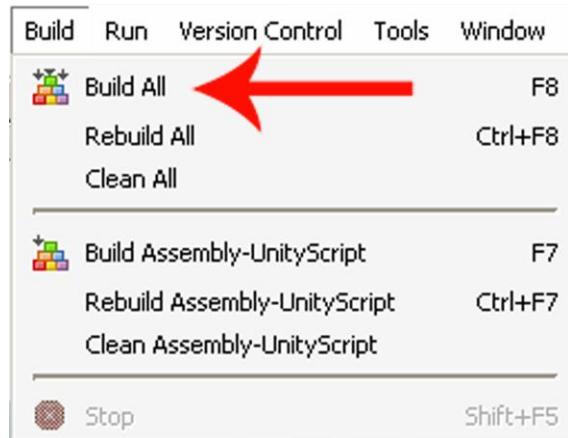
Chapter 4

Machine Language			
Memory Address	Memory Content	Binary	HEX
Binary	HEX	Binary	HEX
0000000000000000	0000	11011011	DB
0000000000000001	0001	00000100	04
000000000000000010	0002	11000110	C6
000000000000000011	0003	00000111	07
0000000000000000100	0004	11010011	D3
0000000000000000101	0005	00000010	02



A screenshot of the MonoDevelop-Unity IDE interface. The title bar reads "Assembly-UnityScript - Code\HelloWorld.js - MonoDevelop-Unity". The menu bar includes File, Edit, View, Search, Project, Build, Run, Version Control, Tools, Window, Help. The toolbar has standard icons for play, stop, and search. The solution browser on the left shows a "New Unity Project 5" with an "Assembly-UnityScript" folder containing "References", "Code", and "HelloWorld.js". The main code editor window displays the following JavaScript code:

```
1 #pragma strict
2
3 function Start () {
4
5 }
6
7 function Update () {
8
9 }
```







Overview Manual Reference Scripting

Scripting Reference using **JavaScript ▾**

Search
Runtime Classes ▾

- AccelerationEvent
- ADBannerView
- ADInterstitialAd
- AndroidInput
- AndroidJavaObject
 - AndroidJavaClass
 - AndroidJavaProxy
 - AndroidJavaRunnable
- AndroidJNI
- AndroidJNIHelper
- AnimationClip
- AnimationClipPair
- AnimationCurve
- AnimationEvent
- AnimationInfo
- AnimationState

Welcome to the Unity Scripting Reference!

This section of the documentation contains details of the scripting API that Unity provides. To use this information, you should be familiar with the basic theory and practice of scripting in Unity which is explained in the [Scripting](#) section of our manual.

The scripting reference is organised according to the classes available to scripts which are described along with their methods, properties and any other information relevant to their use.

The pages are extensively furnished with example code that you are free to use for any purpose without crediting Unity. The examples can be viewed in any of the three supported languages (**C#**, **JavaScript** and **Boo**) using the menu at the top of each page. Note that the API is the same regardless of which language is used, so the choice of language is purely down to preference.

Subsections of the reference can be selected using the menu to the left. For most users, the **Runtime Classes** section will be the main port of call. Other sections of the API, including the Editor extension API can be selected from the drop-down menu at the top of the class listing.

Scripting Reference using

JavaScript ▾
JavaScript
C#
Boo

Search

Runtime Classes ▾

- AccelerationEvent
- ADBannerView
- ADInterstitialAd
- AndroidInput
- AndroidJavaObject
 - AndroidJavaClass
 - AndroidJavaProxy
 - AndroidJavaRunnable
- AndroidJNI
- AndroidJNIHelper



Overview Manual Reference Scripting

Scripting Reference using **JavaScript ▾**

Search
Runtime Classes ▾

- AccelerationEvent
- ADBannerView
- ADInterstitialAd
- AndroidInput
- AndroidJavaObject
 - AndroidJavaClass
 - AndroidJavaProxy
 - AndroidJavaRunnable
- AndroidJNI
- AndroidJNIHelper
- AnimationClip
- AnimationClipPair
- AnimationCurve
- AnimationEvent
- AnimationInfo
- AnimationState

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Scripting Reference using

JavaScript ▾
JavaScript
C#
Boo

Search

Runtime Classes ▾

- AccelerationEvent
- ADBannerView
- ADInterstitialAd
- AndroidInput
- AndroidJavaObject
 - AndroidJavaClass
 - AndroidJavaProxy
 - AndroidJavaRunnable
- AndroidJNI
- AndroidJNIHelper

Collider2D.OnCollisionEnter2D(Collision2D)

Description

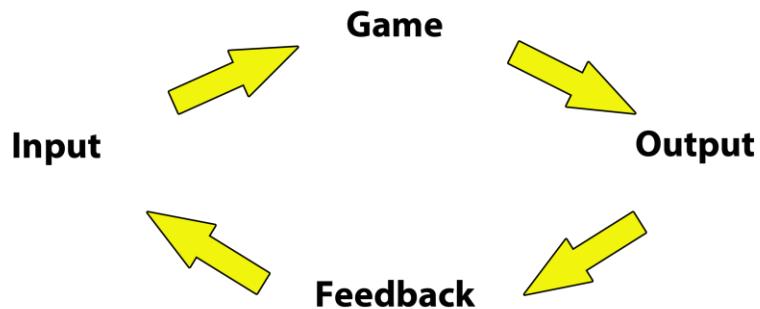
Sent when an incoming collider makes contact with this object's collider (2D physics only).

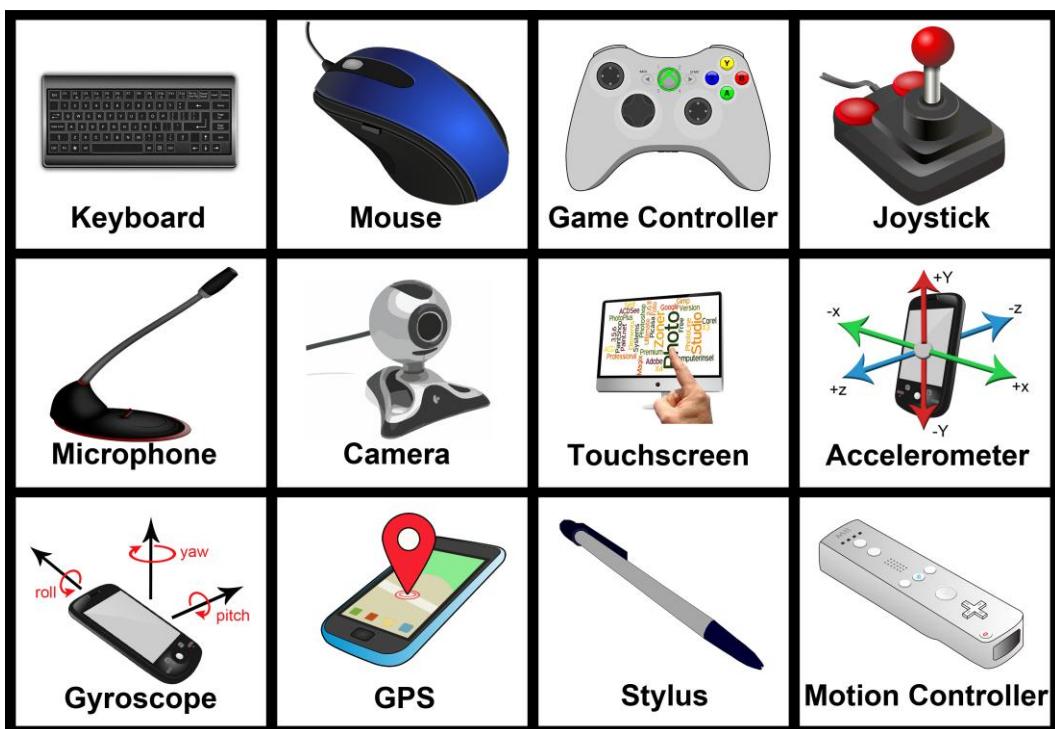
Further information about the collision is reported in the Collision 2D parameter passed during the call.

See Also: [Collision2D class](#), [OnCollisionExit2D](#), [OnCollisionStay2D](#).

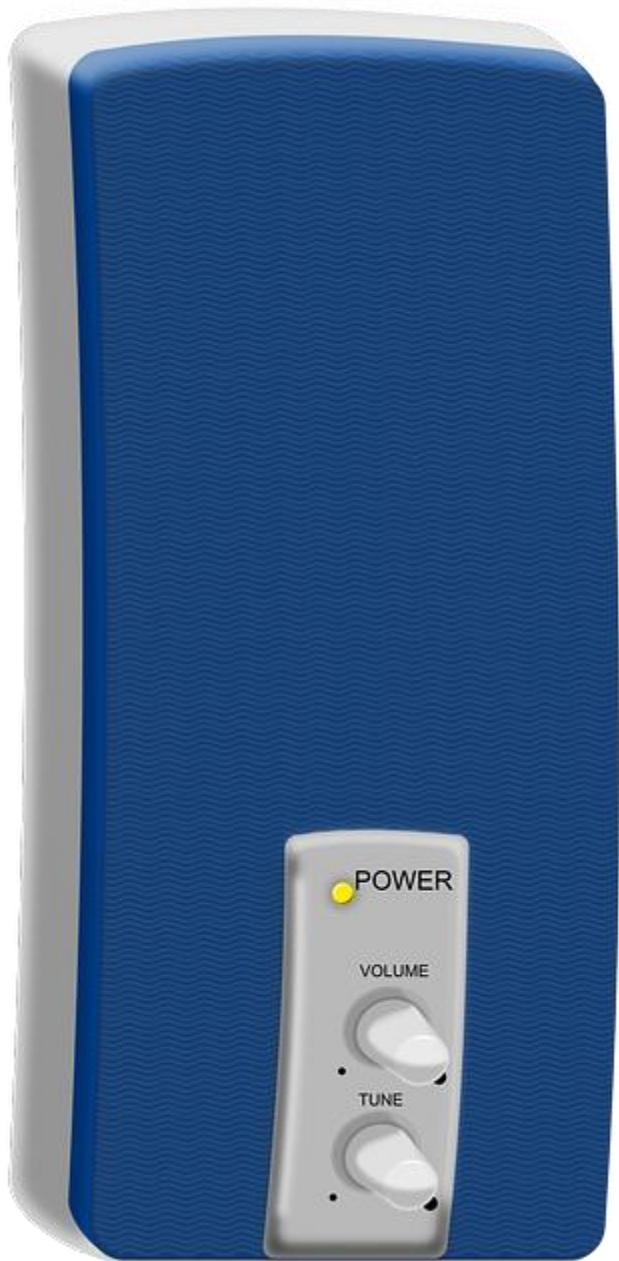
```
function OnCollisionEnter2D(coll: Collision2D) {  
    if (coll.gameObject.tag == "Enemy")  
        coll.gameObject.SendMessage("ApplyDamage", 10);
```

Chapter 5





HUD, viewed June 22, 2014, <http://opengameart.org/content/golden-ui>



Speaker, viewed June 22, 2014, <http://pixabay.com/en/loudspeaker-speakers-soundmusic-146583/>



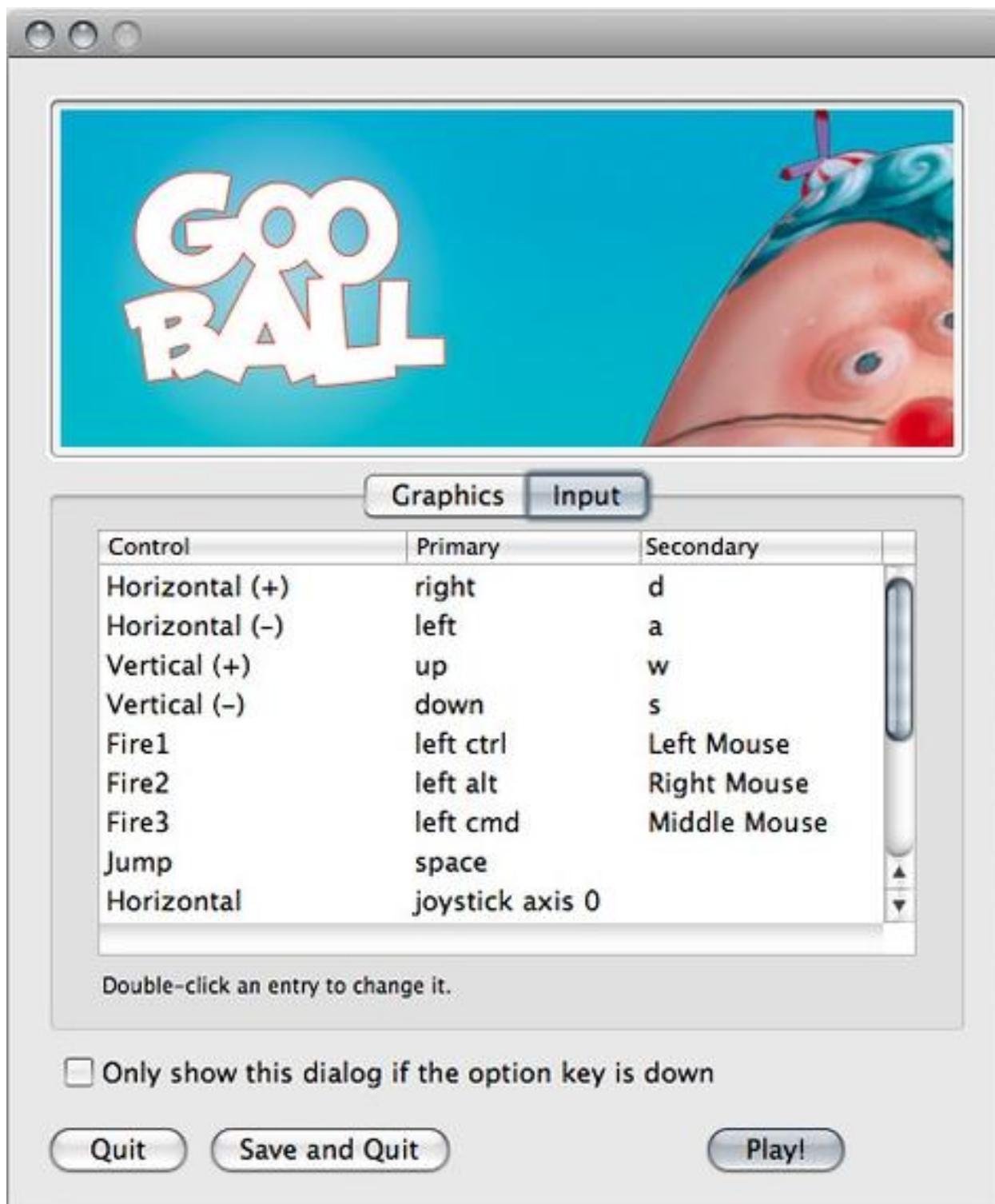
The screenshot shows the Unity InputManager settings window. At the top, there is a gear icon and the title "InputManager". Below the title, there is a section titled "Axes" with a dropdown arrow. Under "Axes", there is a table with the following data:

Size	17	
▼ Horizontal		
Name	Horizontal	
Descriptive Name		
Descriptive Negative Name		
Negative Button	left	
Positive Button	right	
Alt Negative Button	a	
Alt Positive Button	d	
Gravity	3	
Dead	0.001	
Sensitivity	3	
Snap	<input checked="" type="checkbox"/>	
Invert	<input type="checkbox"/>	
Type	Key or Mouse Button	▲
Axis	X axis	▲
Joy Num	Get Motion from all Joysticks	▲

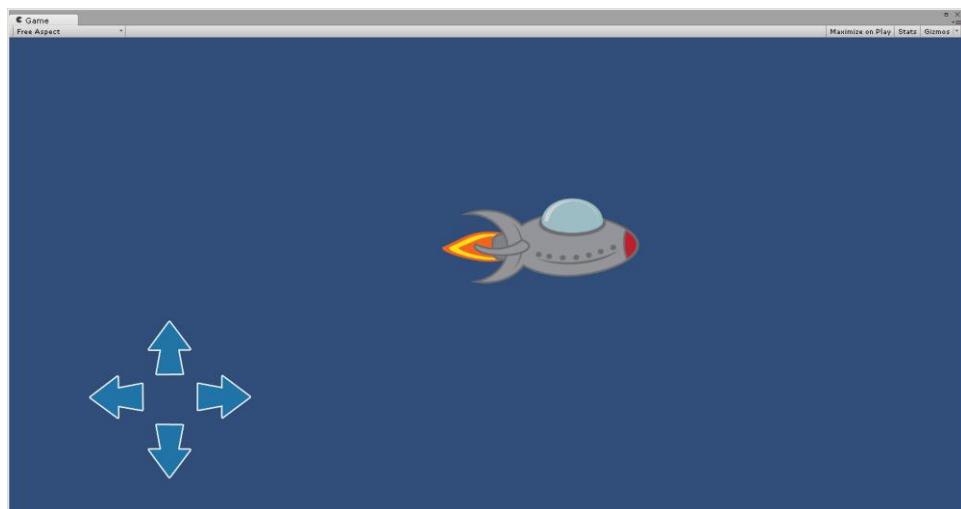
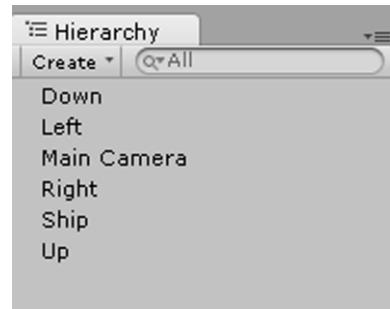
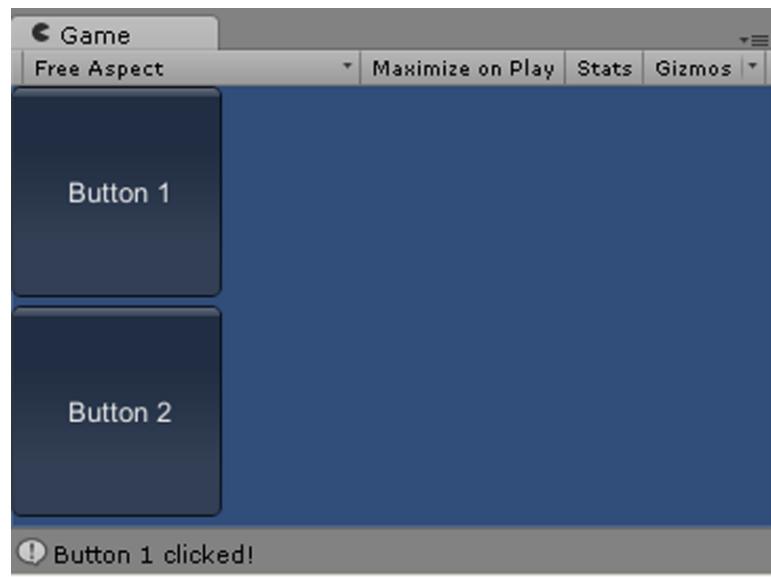
Below the horizontal section, there is a list of axes categories:

- Vertical
- Fire1
- Fire2
- Fire3
- Jump
- Mouse X
- Mouse Y
- Mouse ScrollWheel
- Window Shake X
- Window Shake Y
- Horizontal
- Vertical
- Fire1
- Fire2
- Fire3
- Jump

Input Manager, viewed February 25, 2014,
<https://docs.unity3d.com/Documentation/Images/manual/class-InputManager-0.jpg>



Input Manager, viewed February 25, 2014,
<https://docs.unity3d.com/Documentation/Images/manual/class-InputManager-1.jpg>



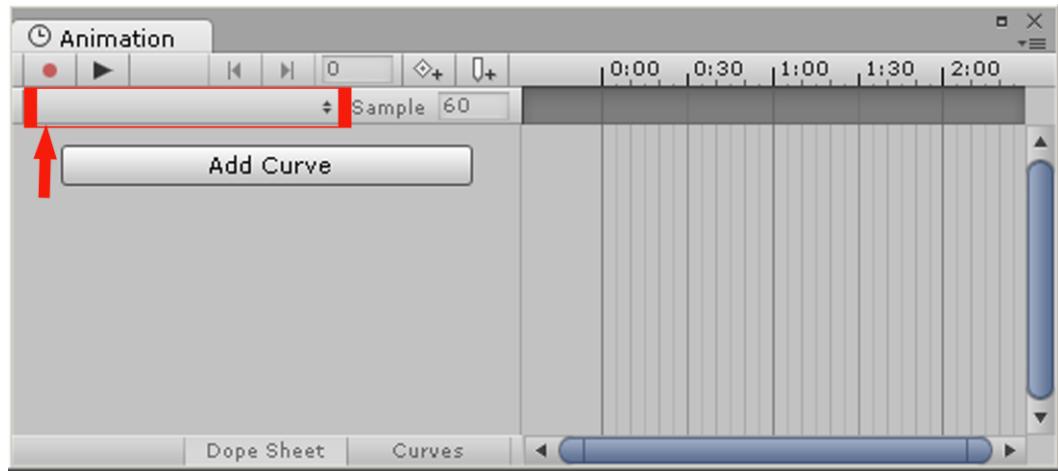
Chapter 6

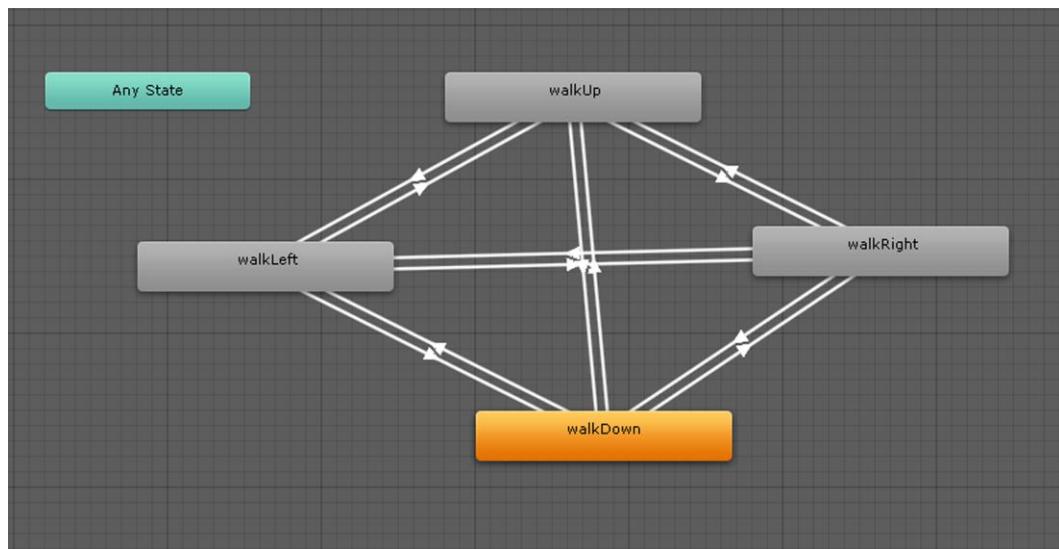
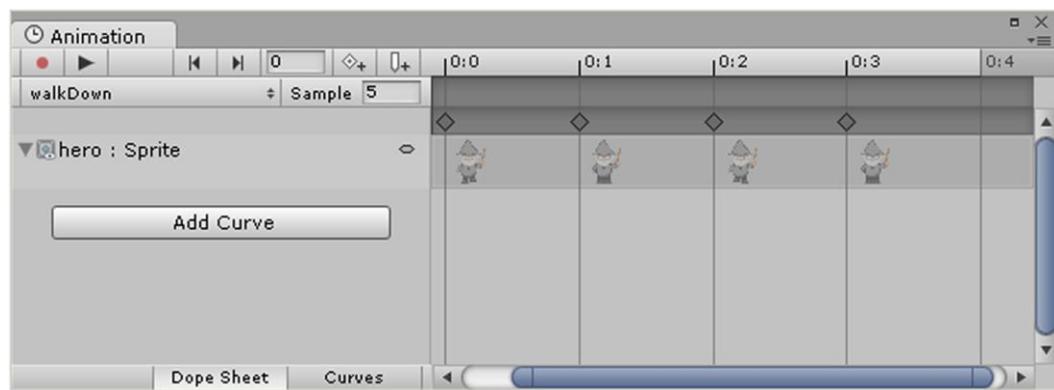


Nethack, viewed July 12, 2014, http://en.wikipedia.org/wiki/Roguelike#mediaviewer/File:Vultures-2.1.0_screenshot.jpg

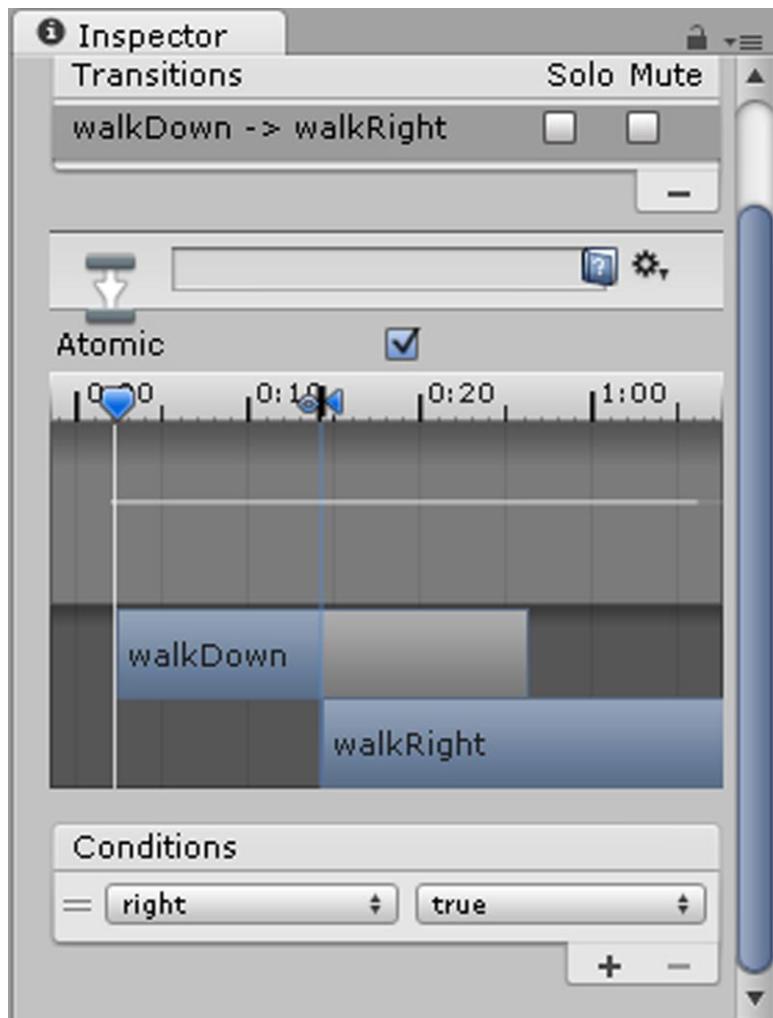








Parameters	
right	<input type="checkbox"/> -
down	<input type="checkbox"/> -
up	<input type="checkbox"/> -
left	<input type="checkbox"/> -

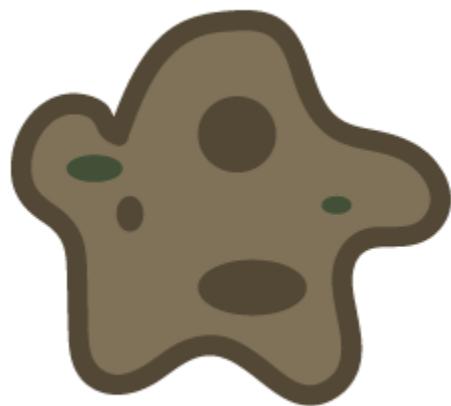
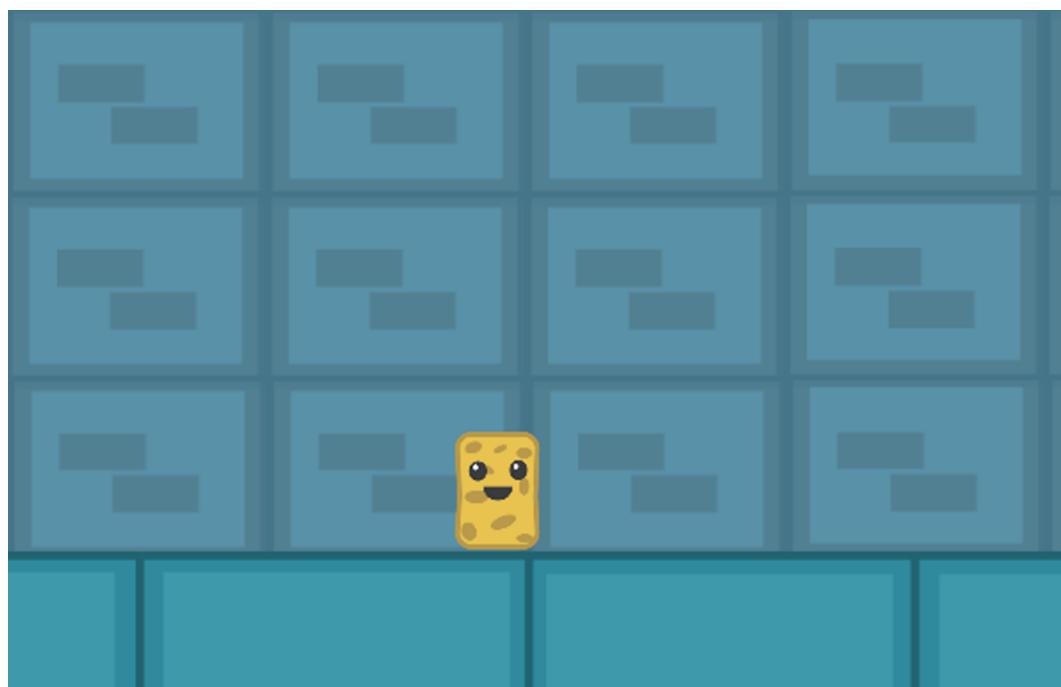




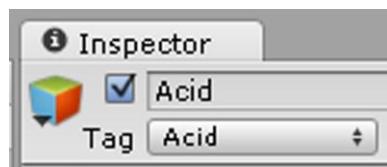
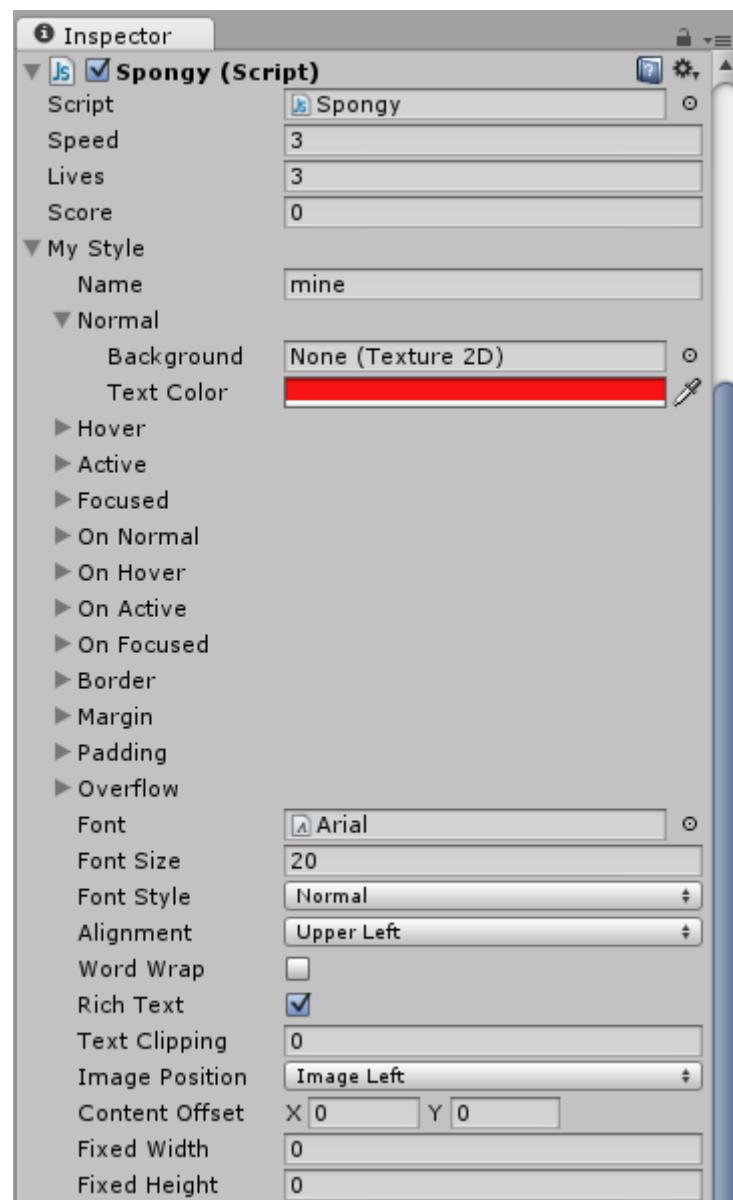


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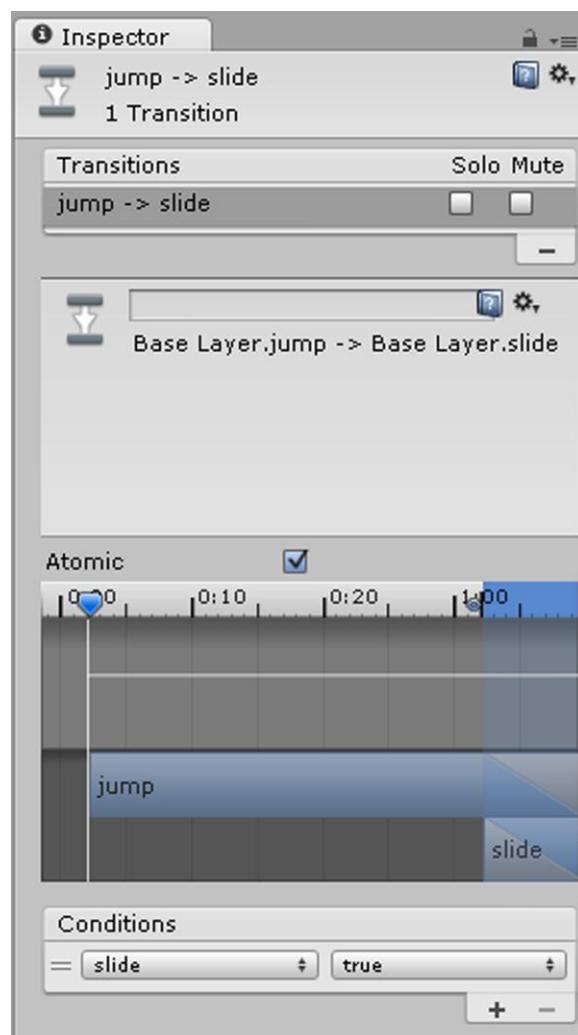
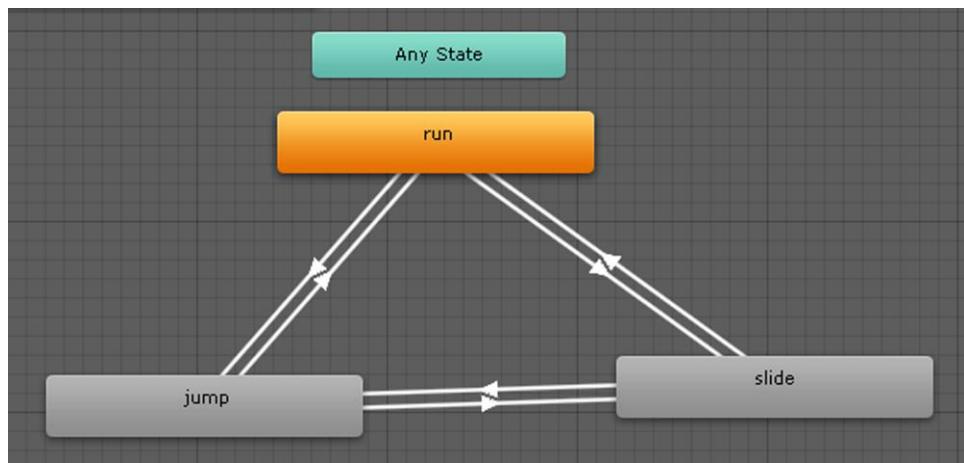


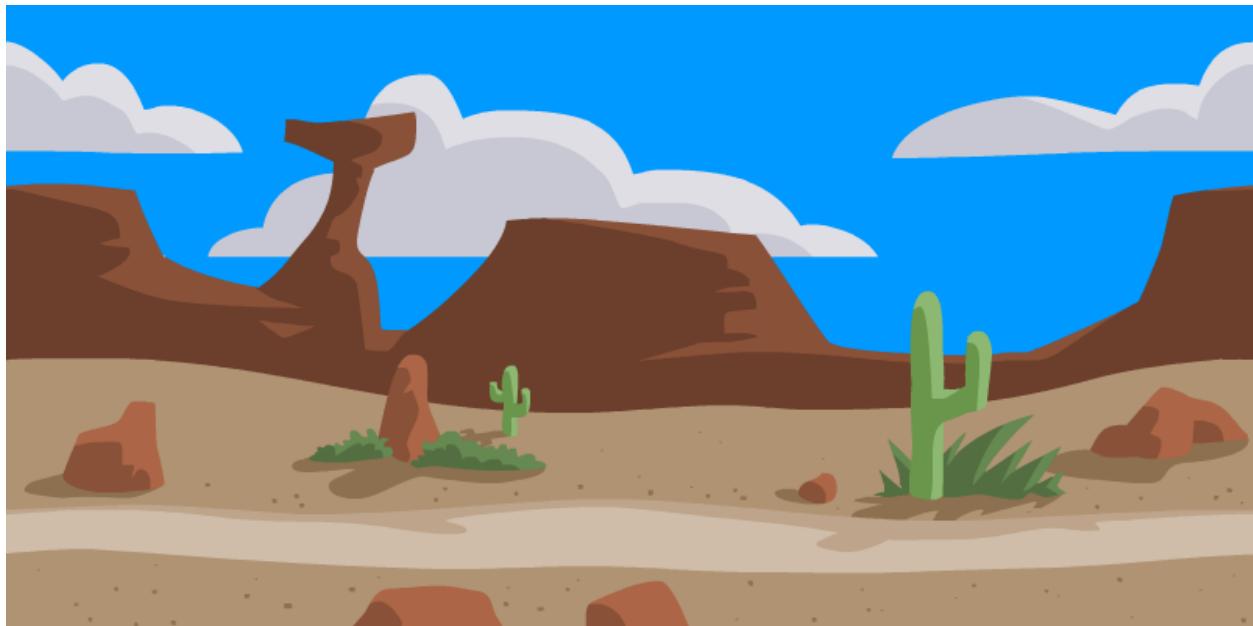
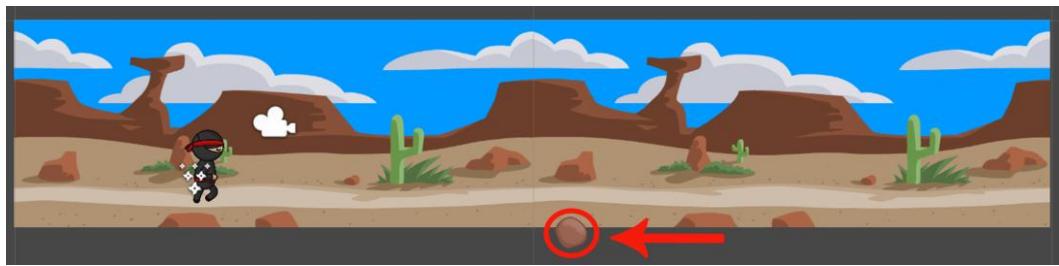
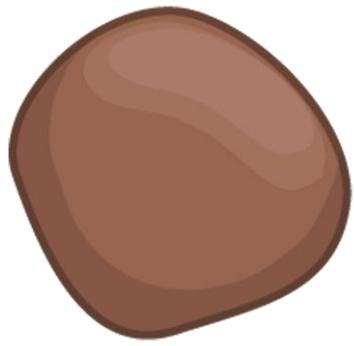
Chapter 8

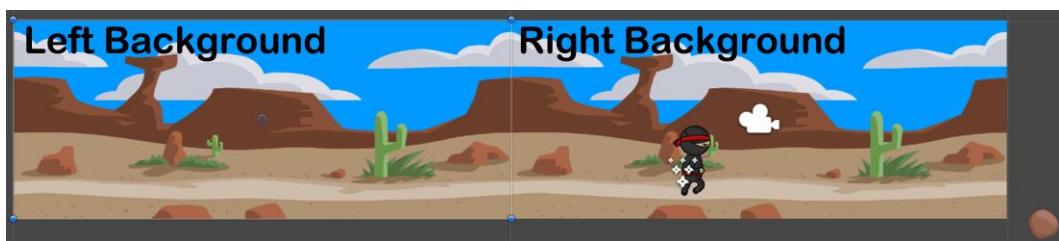
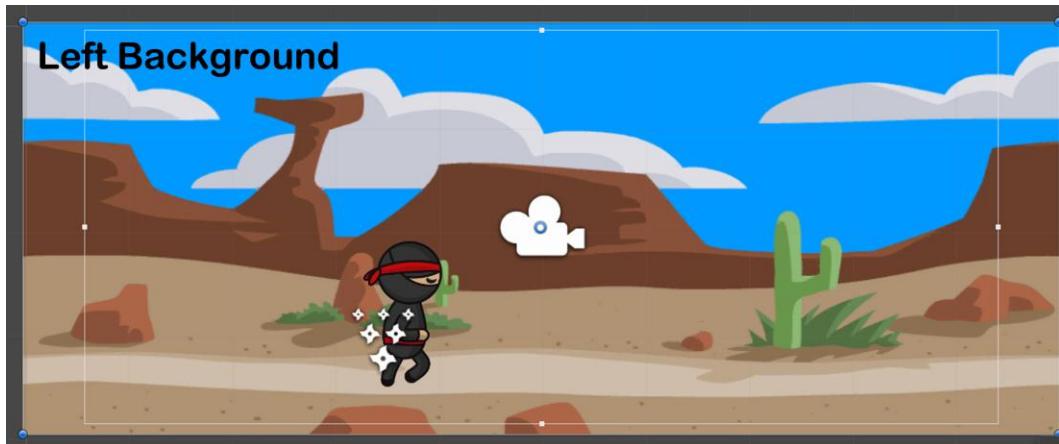


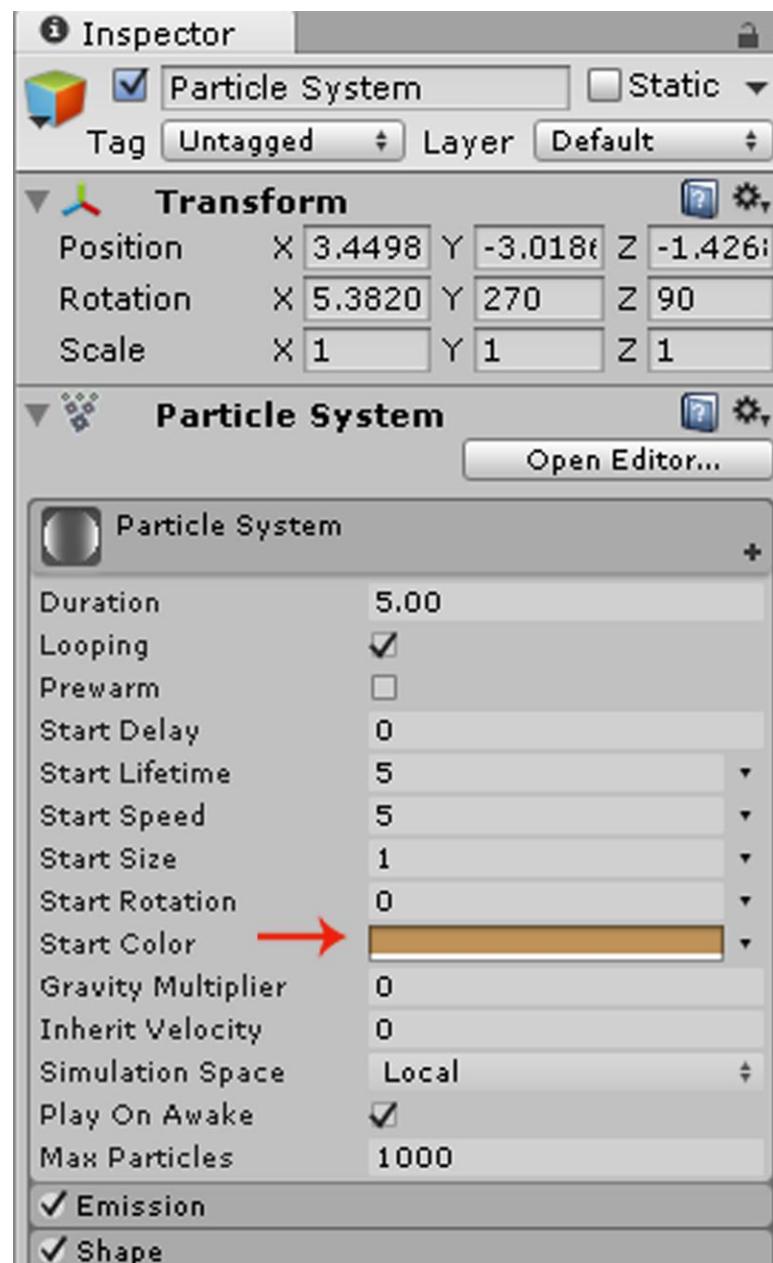


Parameters	
jump	<input type="checkbox"/> -
slide	<input type="checkbox"/> -









GUI.Box

```
static function Box(position: Rect, text: string): void;  
static function Box(position: Rect, image: Texture): void;  
static function Box(position: Rect, content: GUIContent): void;  
static function Box(position: Rect, text: string, style: GUIStyle): void;  
static function Box(position: Rect, image: Texture, style: GUIStyle): void;  
static function Box(position: Rect, content: GUIContent, style: GUIStyle): void;
```

Parameters

position	Rectangle on the screen to use for the box.
text	Text to display on the box.
image	Texture to display on the box.
content	Text, image and tooltip for this box.
style	The style to use. If left out, the box style from the current GUISkin is used.

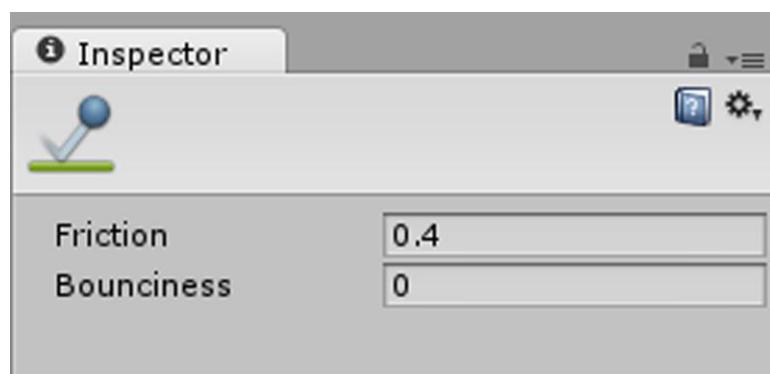
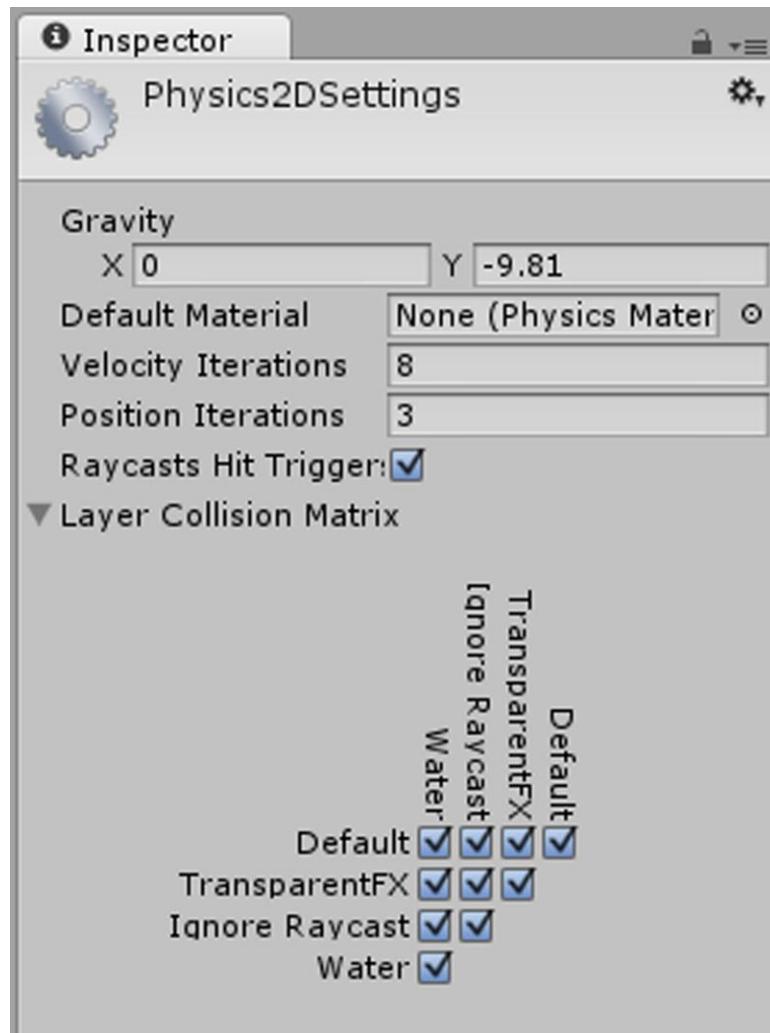
Description

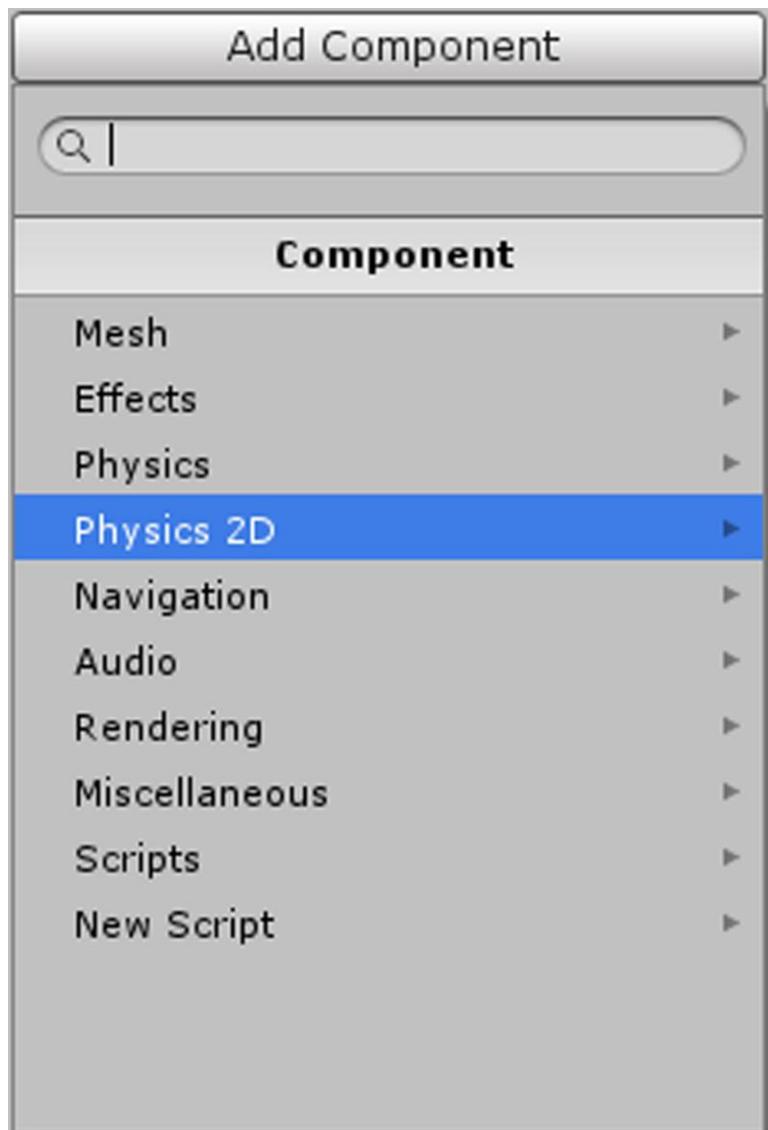
Make a graphical box.

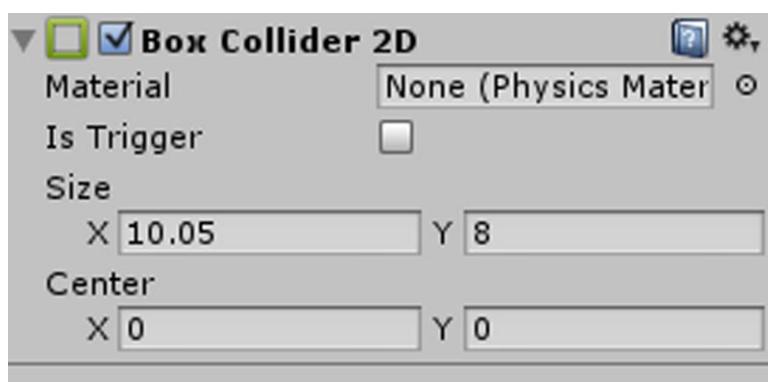
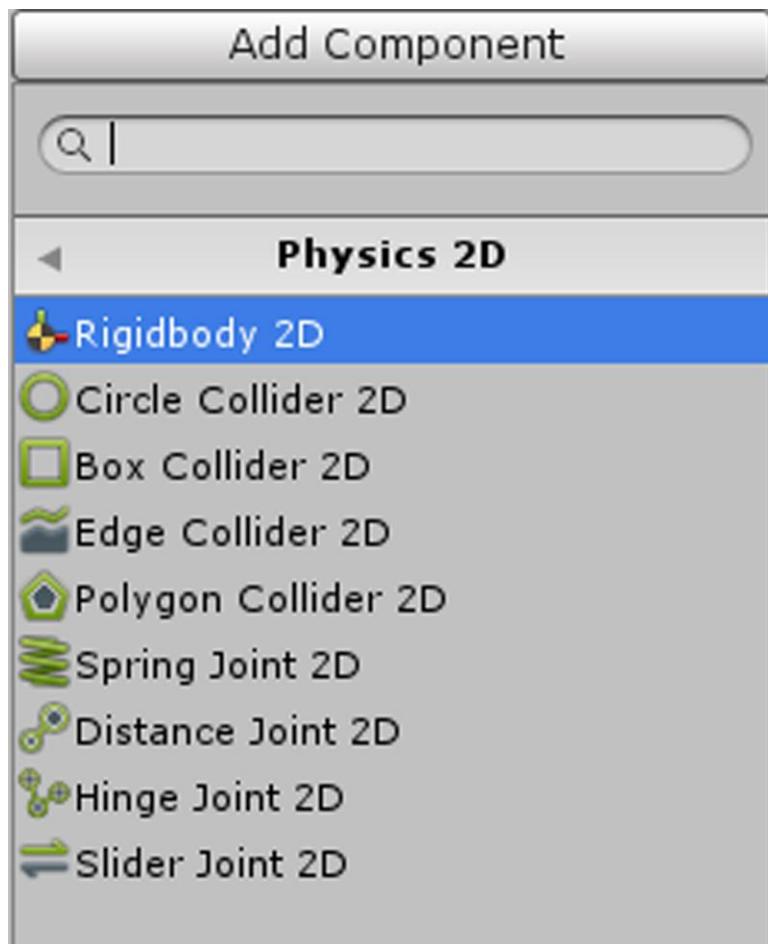
```
// Draws a box of the size of the screen.  
function OnGUI() {  
    GUI.Box(Rect(0,0,Screen.width,Screen.height),"This is a title");
```

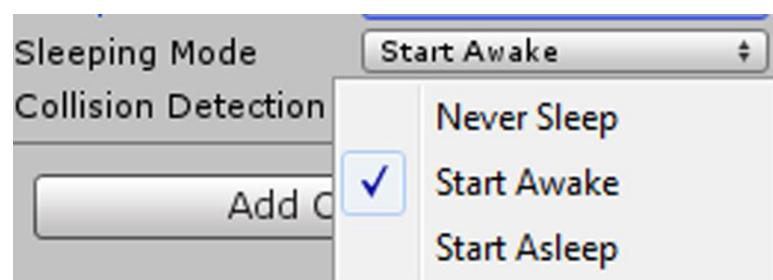
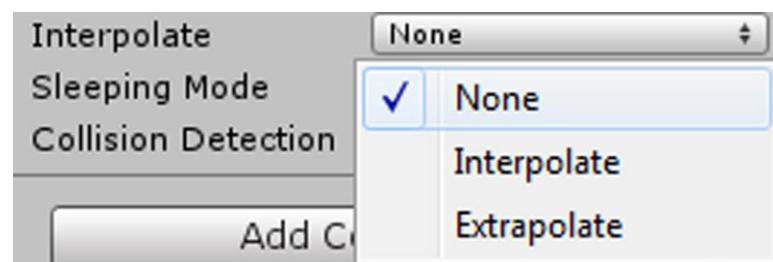
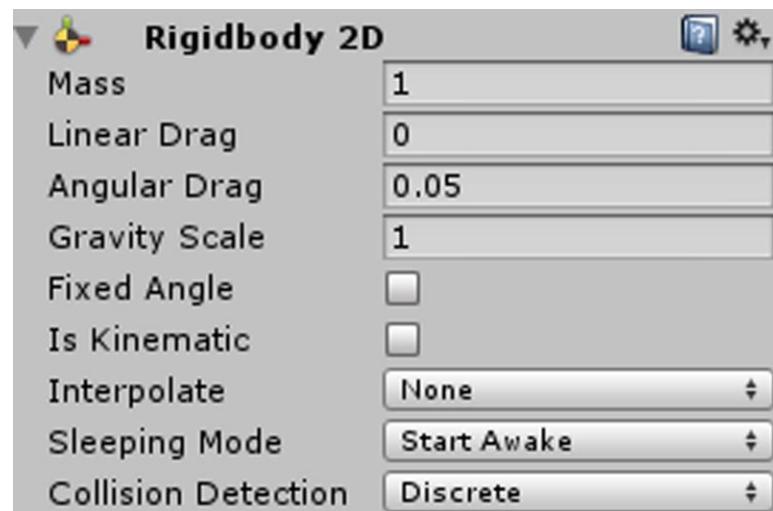
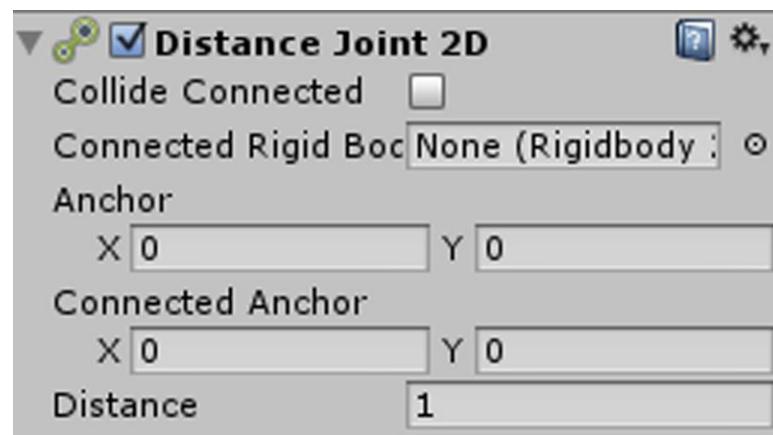


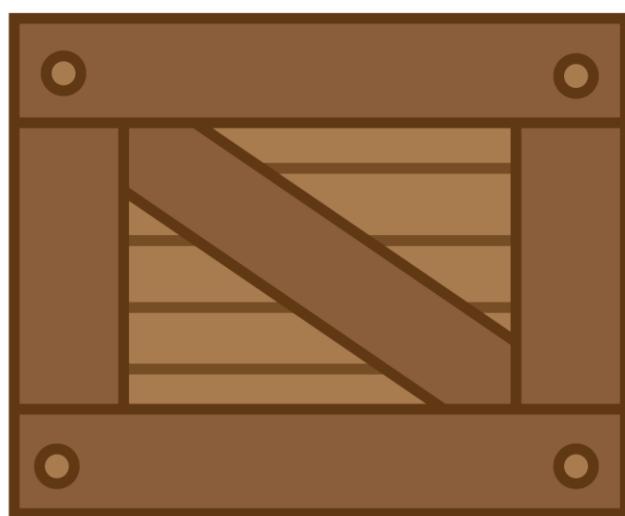
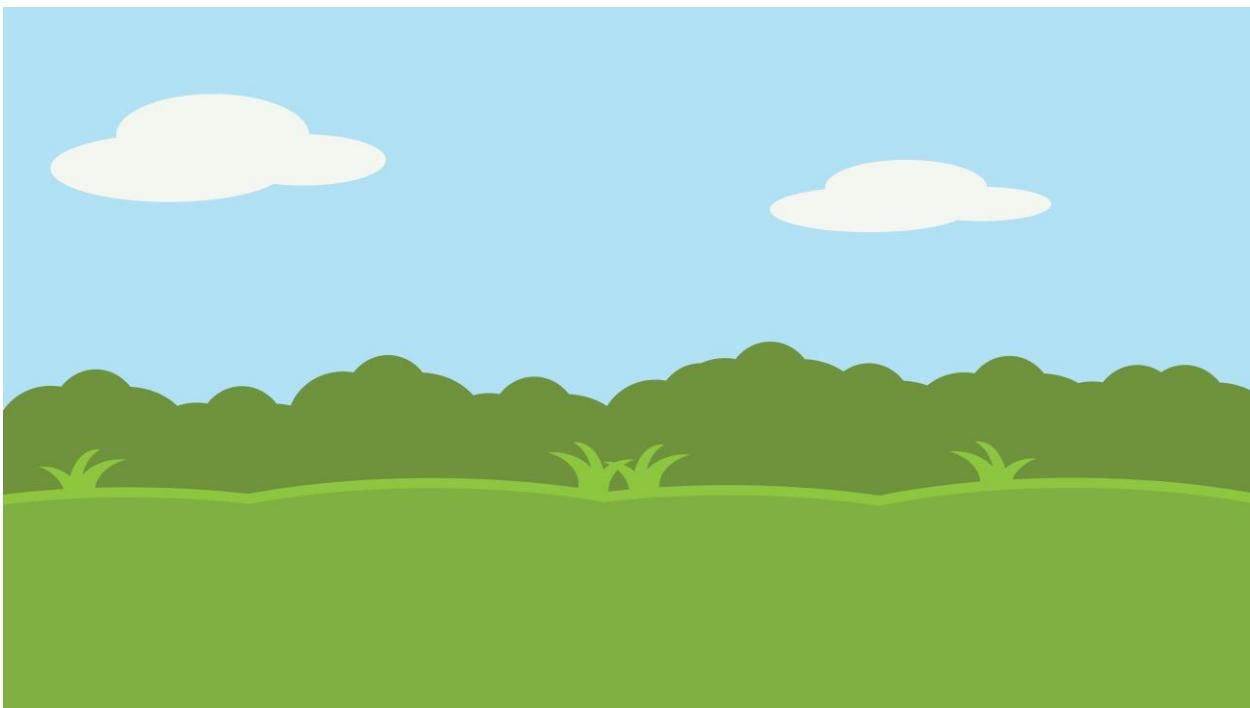
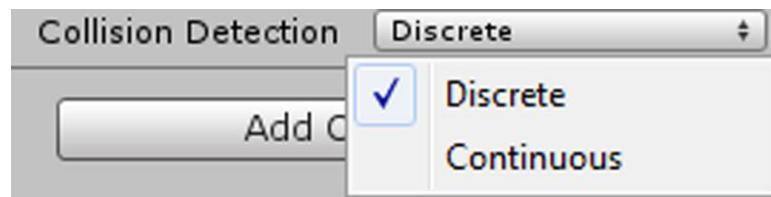
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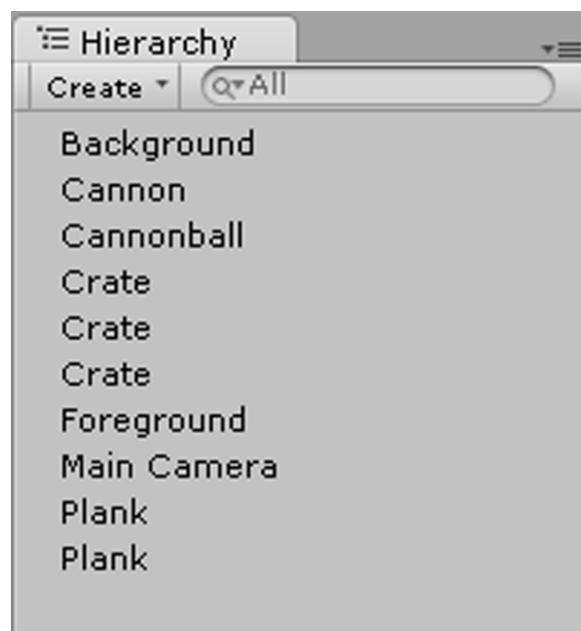
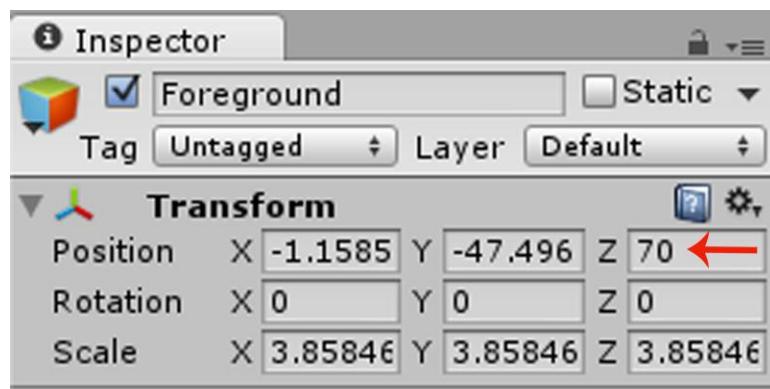


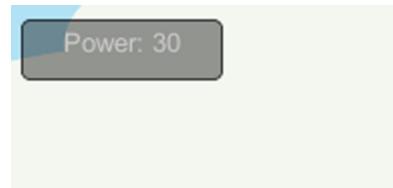




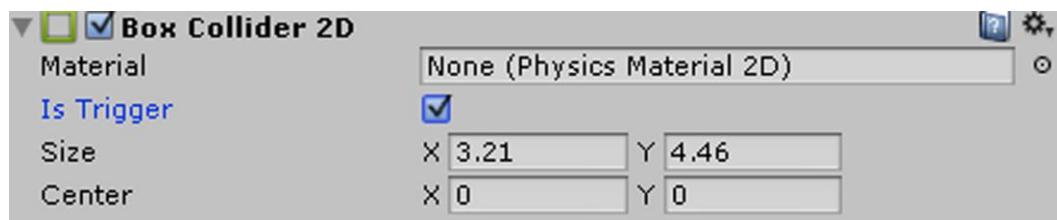


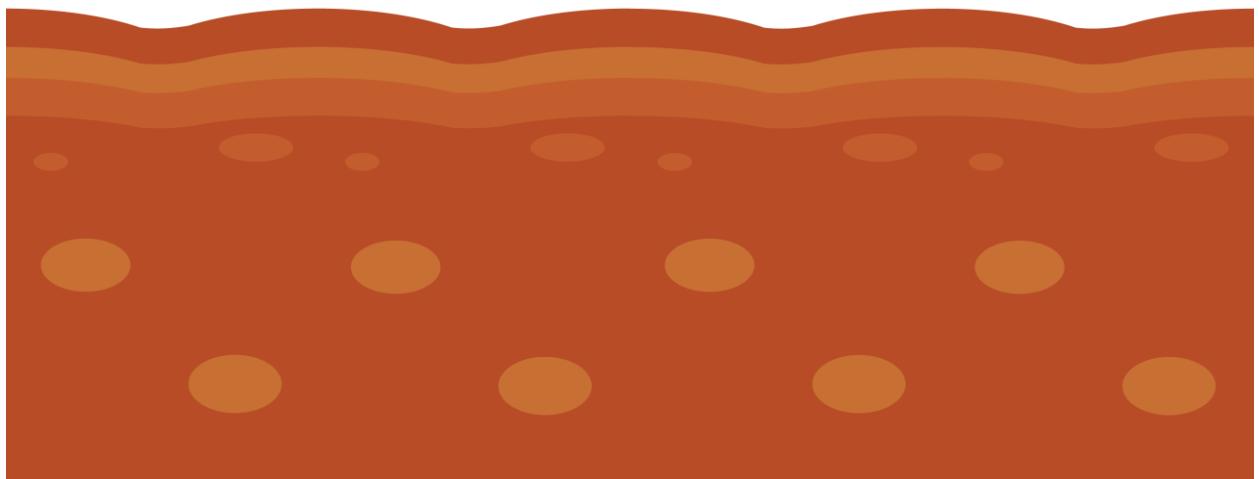




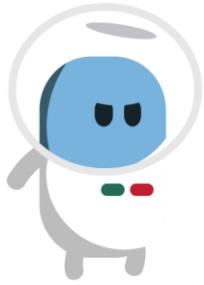


Chapter 10









Js <input checked="" type="checkbox"/> Space Buddy (Script)	
Script	SpaceBuddy
Power	12
Speed	5
Cam Speed	200
Lava Speed	100
Spacebuddy	SpaceBuddy (Rigidbody 2D)
Cam	Camera
Lava	Lava
Jumpclip	spin_jump-Brandino480-2020916281
Winclip	jingles_NES01
Loseclip	jingles_NES00
Score	0

