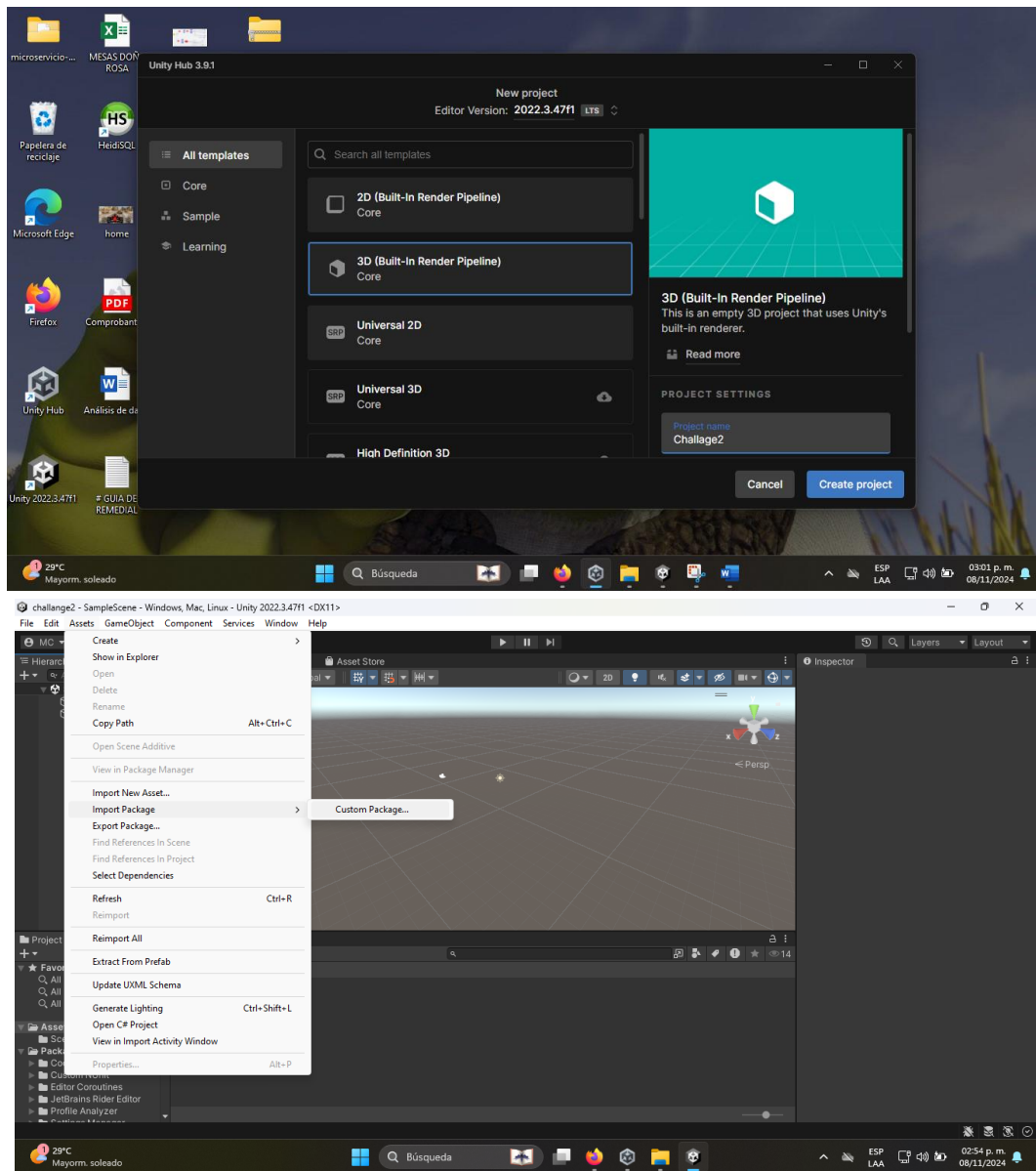
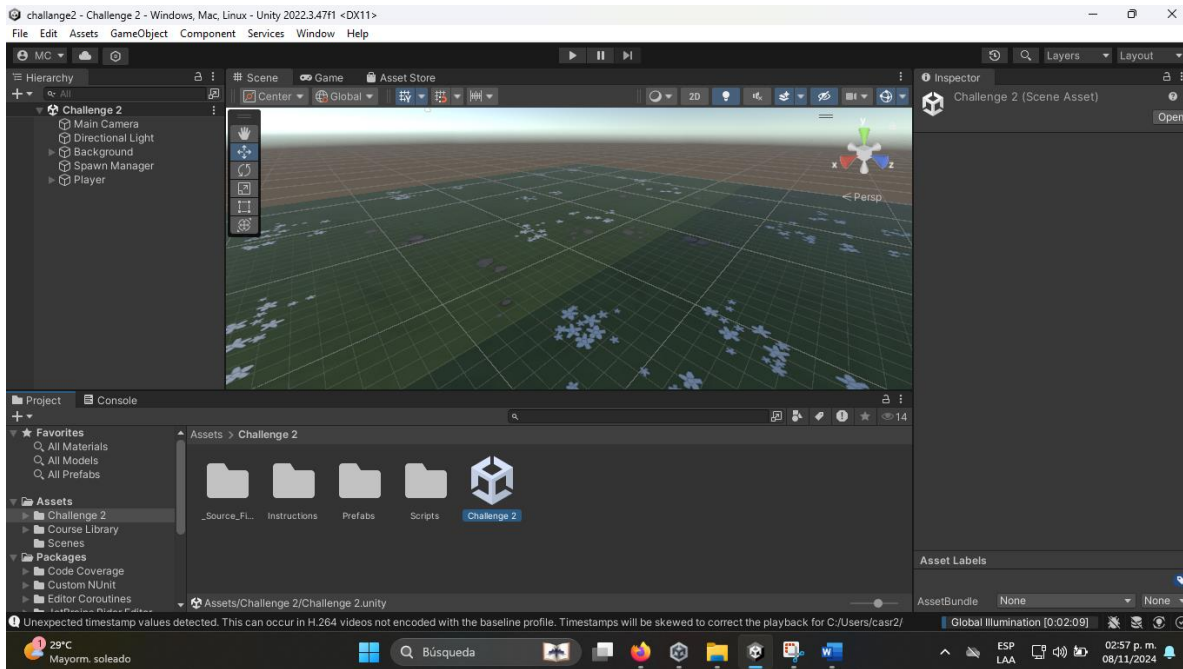
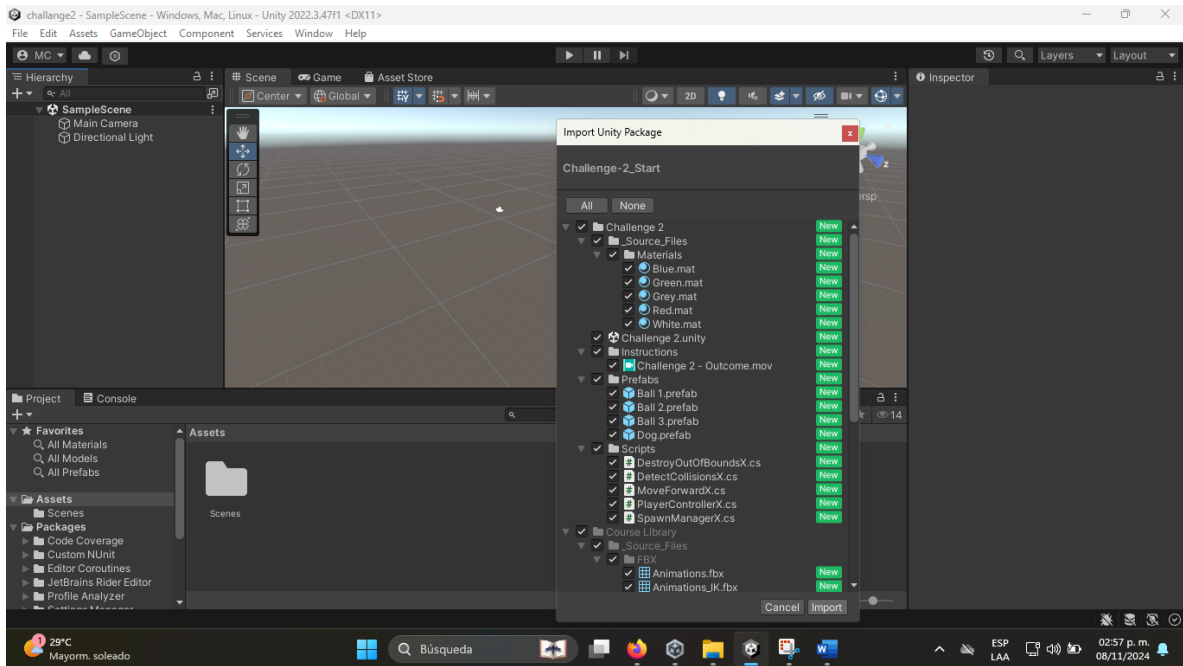
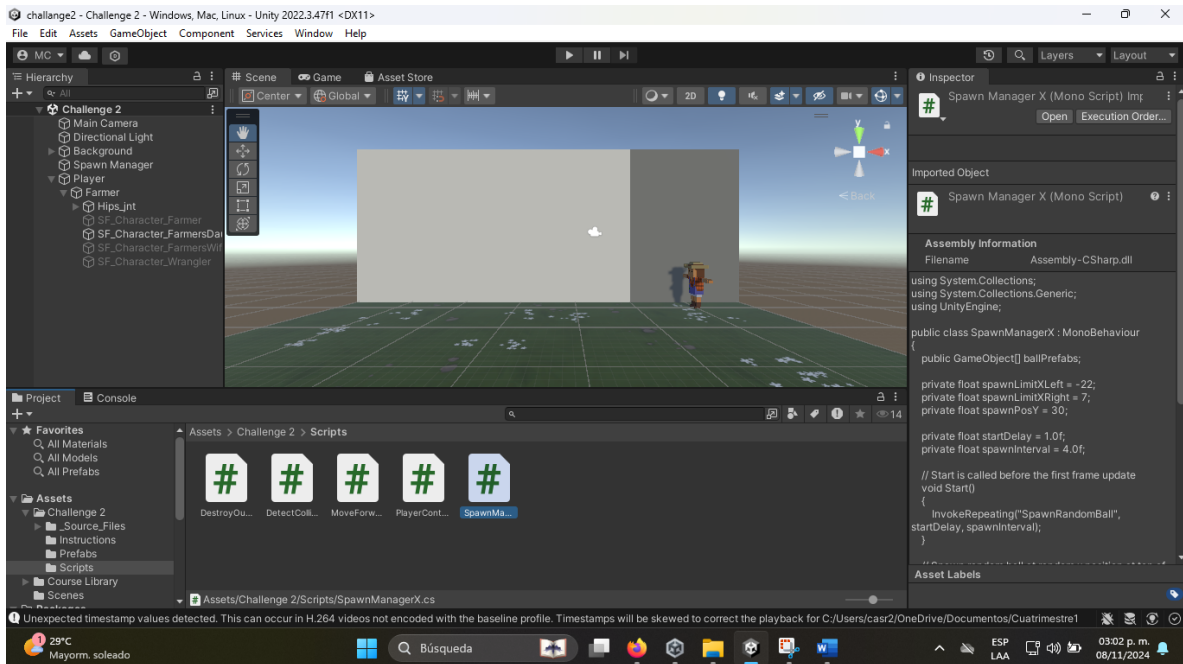
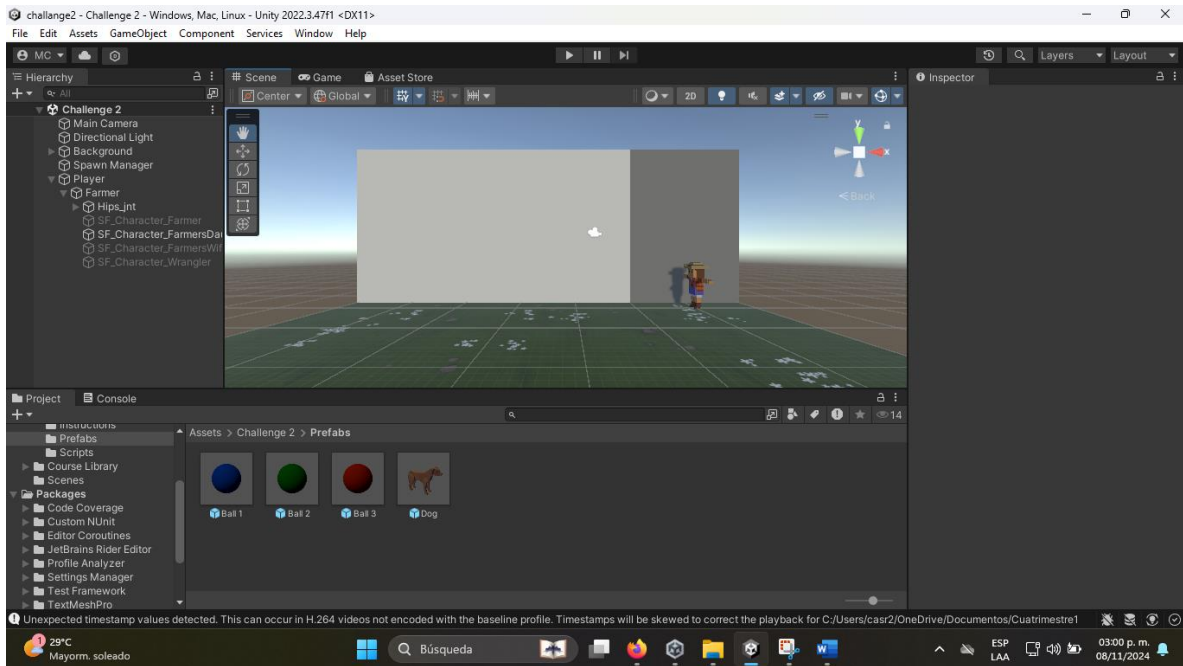


## Desafío 2







Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda Buscar challenge2 Iniciar sesión GitHub Copilot

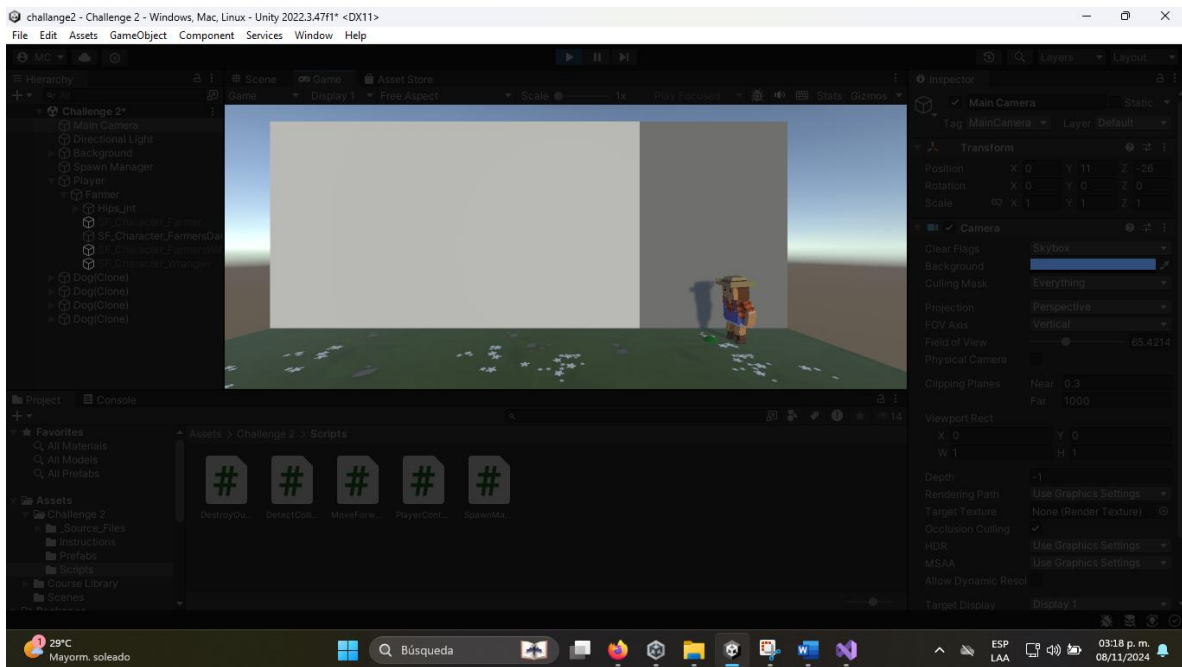
Debug Any CPU Asociar a Unity

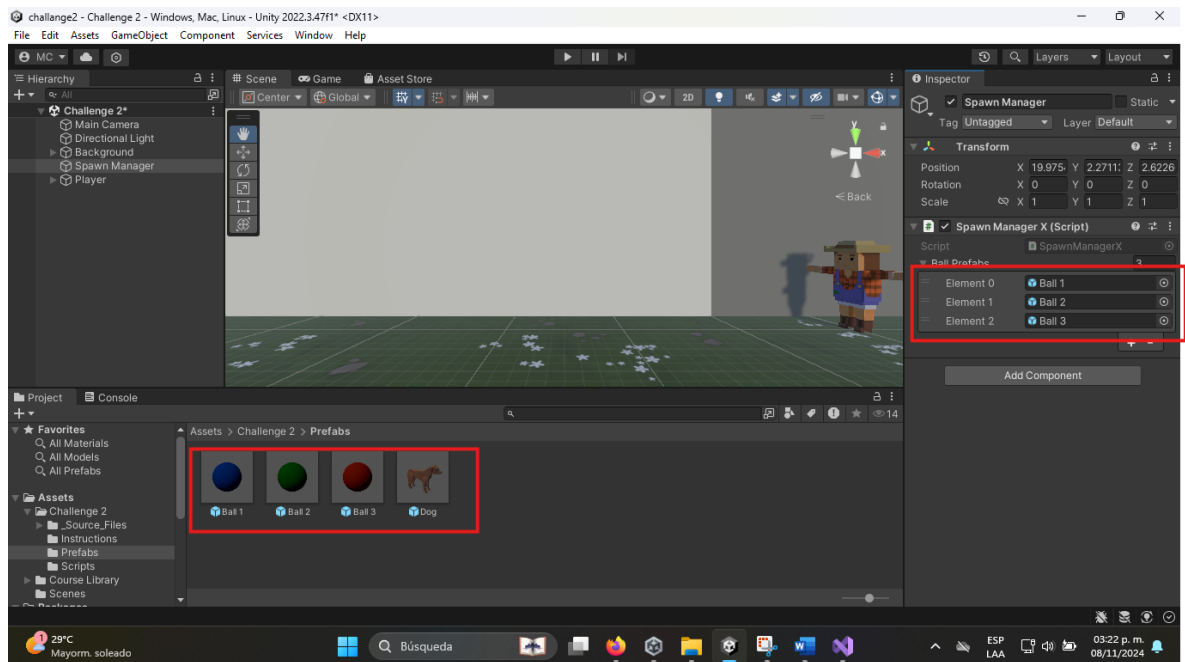
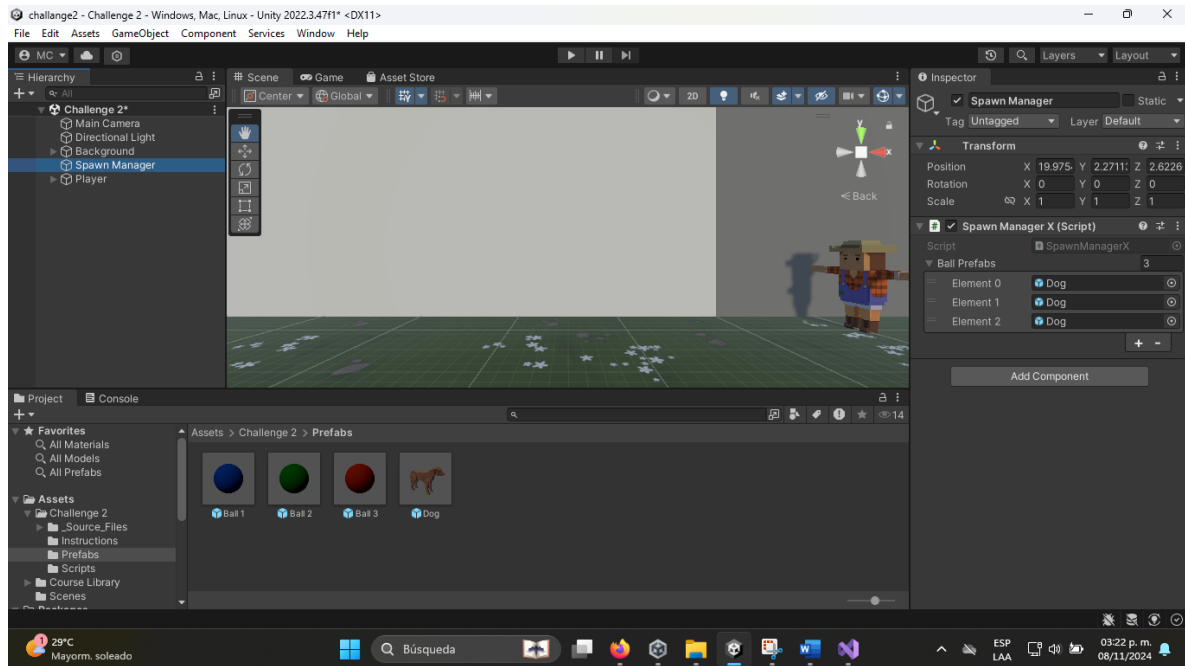
SpawnerManagerX.cs

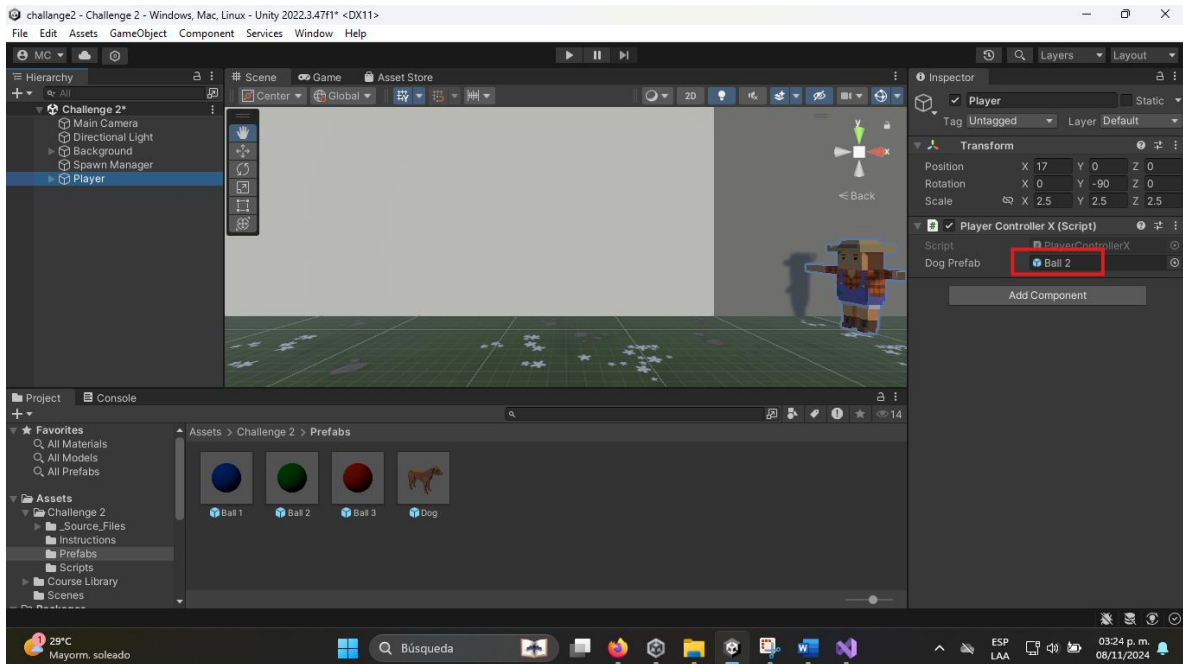
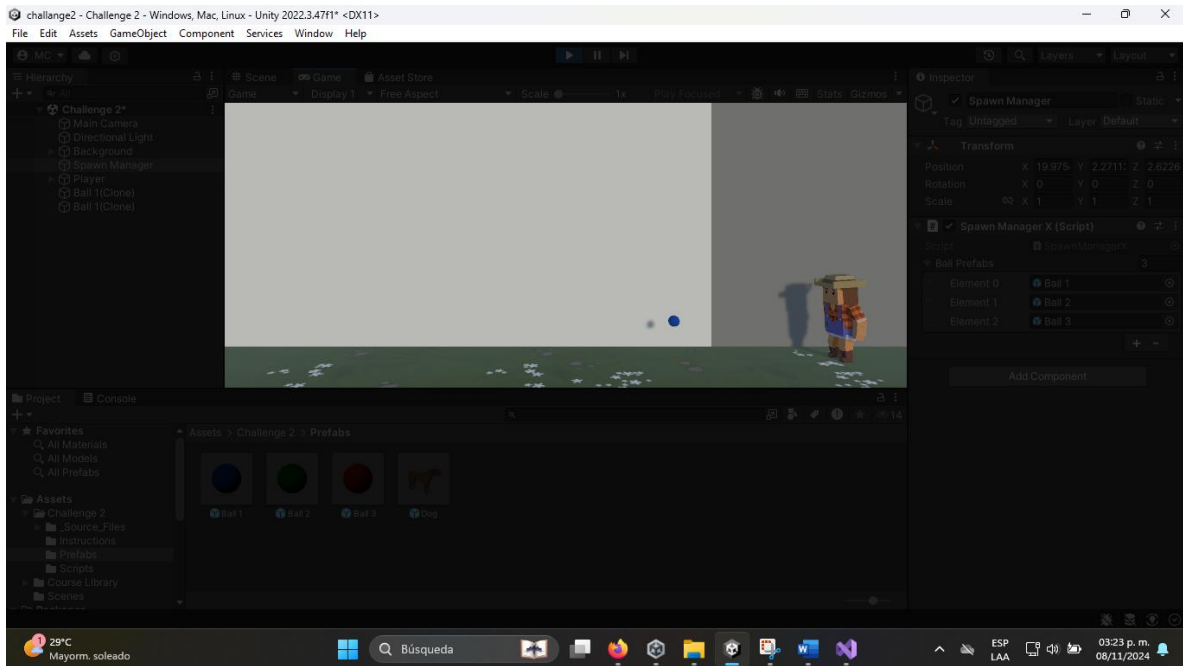
```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class SpawnerManagerX : MonoBehaviour
6 {
7     public GameObject[] ballPrefabs;
8
9     private float spawnLimitXLeft = -22;
10    private float spawnLimitXRight = 7;
11    private float spawnPosY = 30;
12
13    private float startDelay = 1.0f;
14    private float spawnInterval = 4.0f;
15
16    // Start is called before the first frame update
17    void Start()
18    {
19        InvokeRepeating("SpawnRandomBall", startDelay, spawnInterval);
20    }
21
22    // Spawn random ball at random x position at top of play area
23    void SpawnRandomBall()
24    {
25        // Generate random ball index and random spawn position
26        Vector3 spawnPos = new Vector3(Random.Range(spawnLimitXLeft, spawnLimitXRight), spawnPosY, 0);
27
28        // Instantiate ball at random spawn location
29        Instantiate(ballPrefabs[0], spawnPos, ballPrefabs[0].transform.rotation);
30    }
31
32
33 }
```

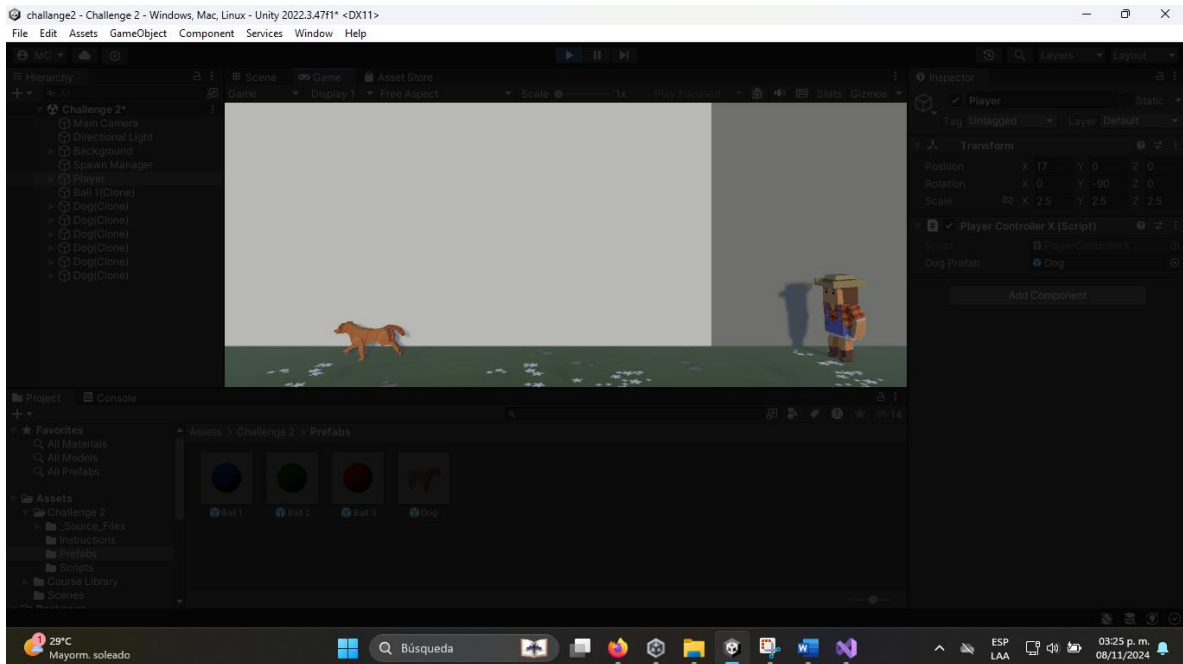
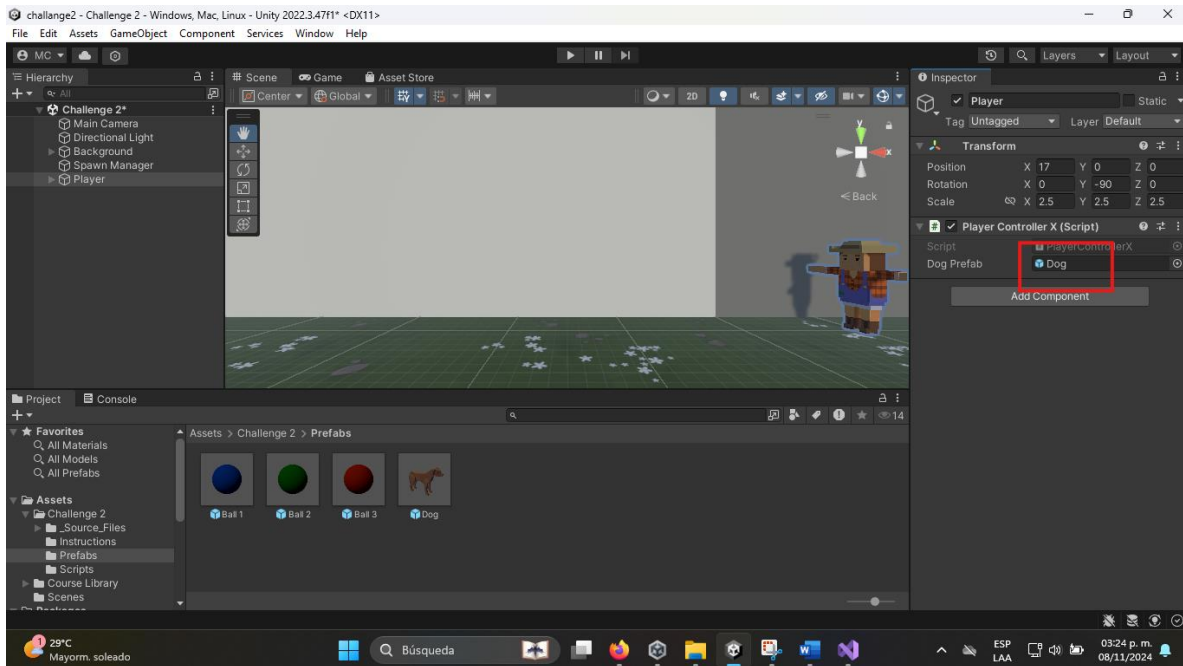
81% No se encontraron problemas. Lista de errores 0 Errores 0 Advertencias 0 Mensajes Compilación + IntelliSense

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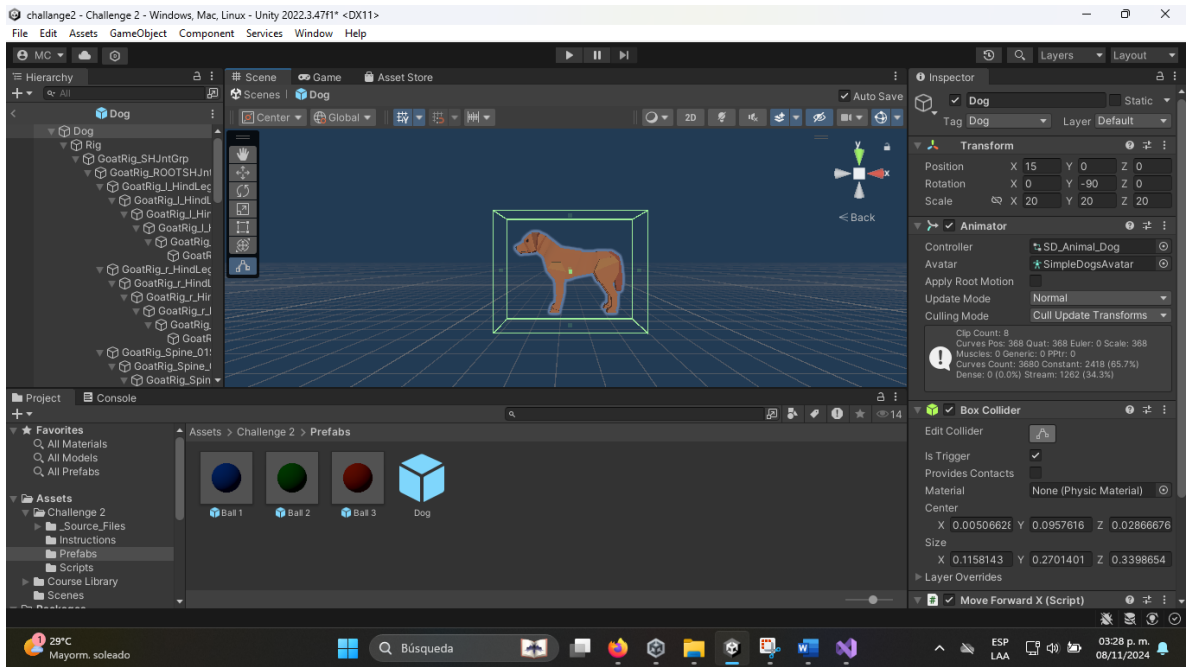
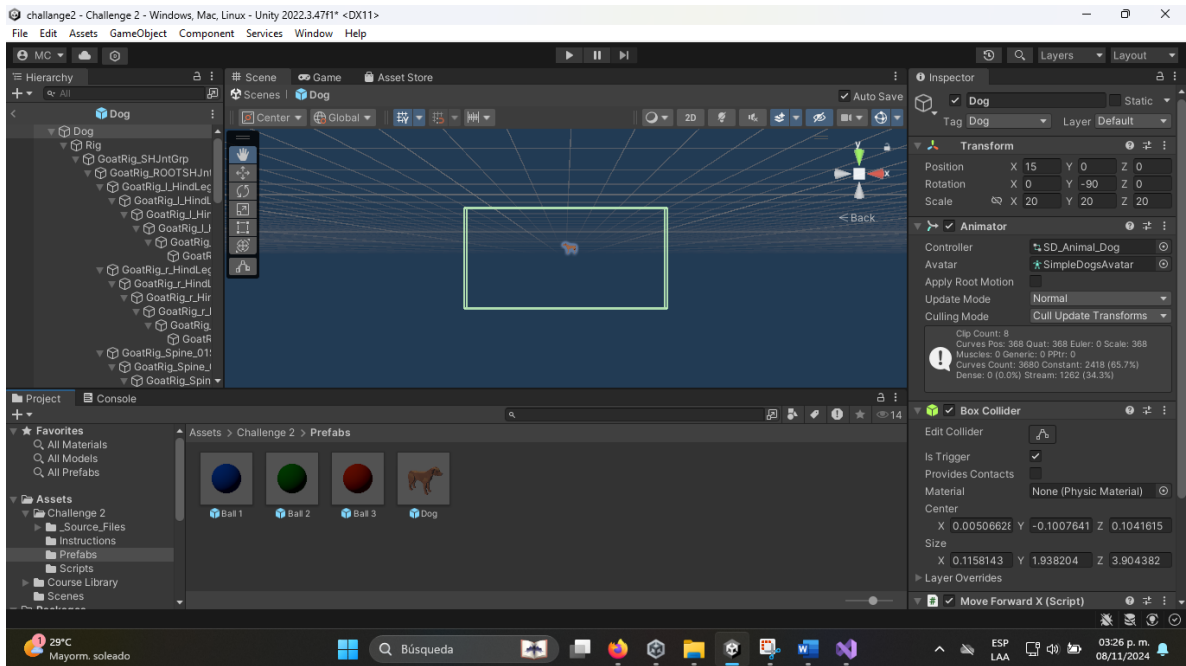




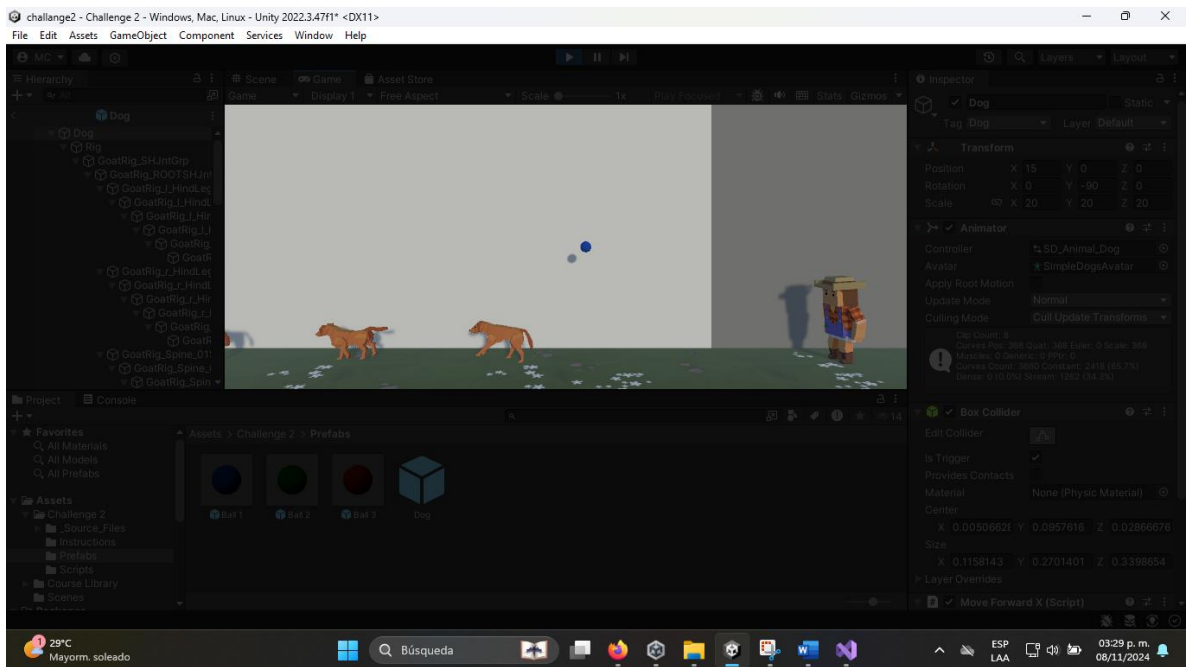
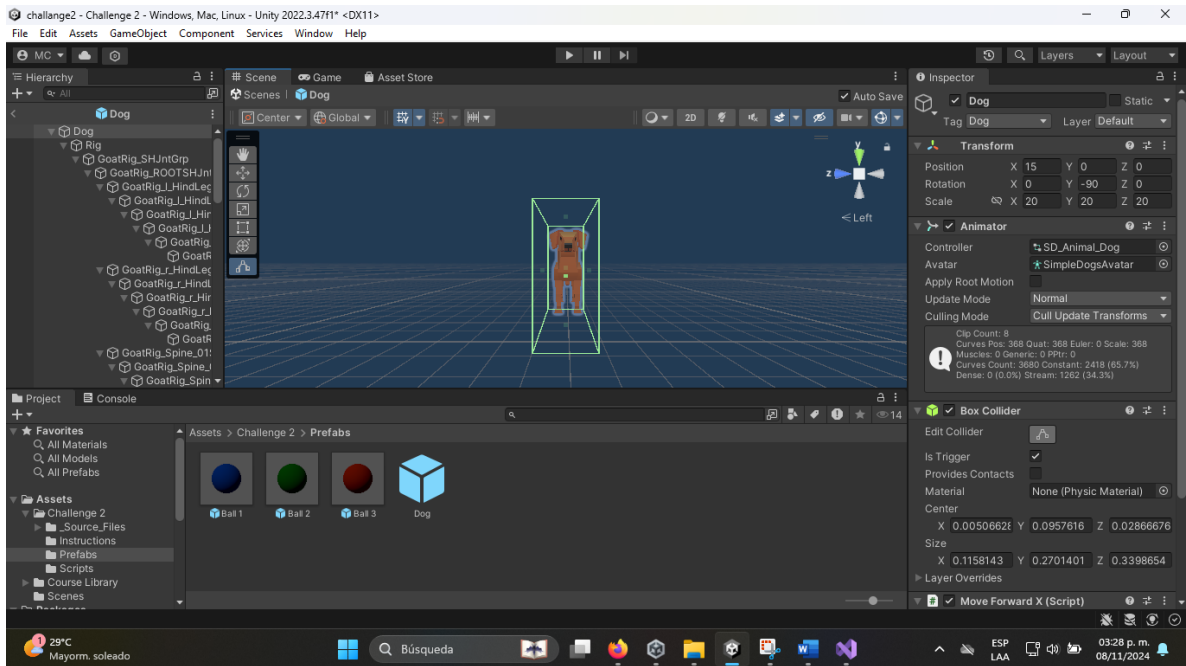


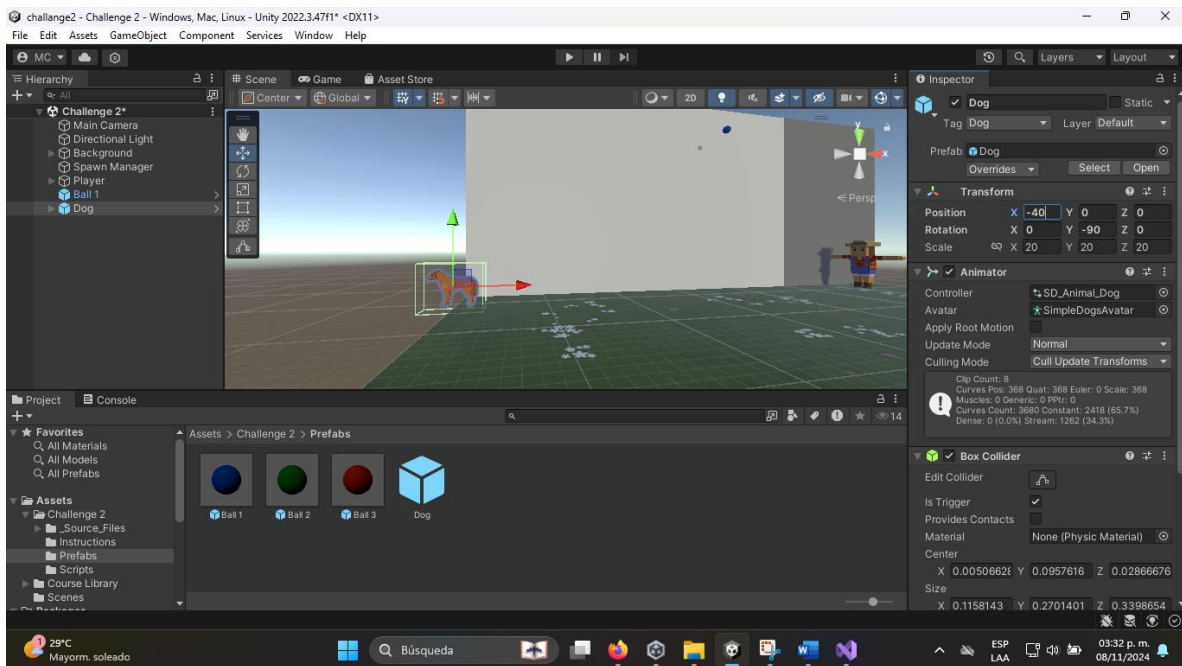
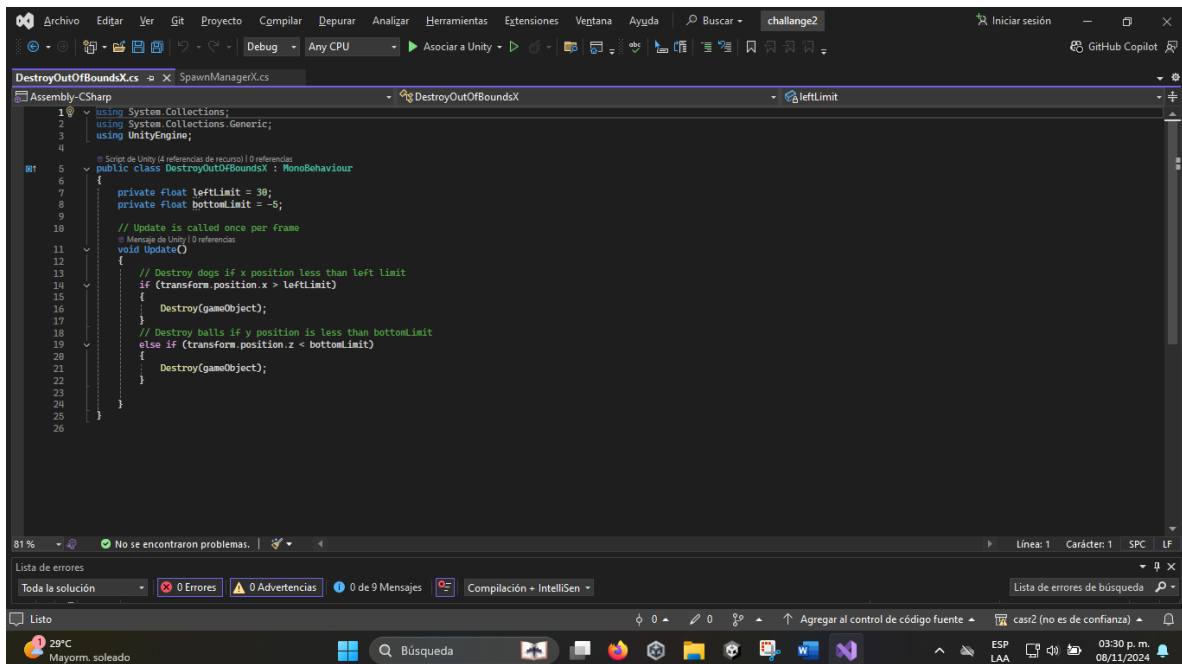


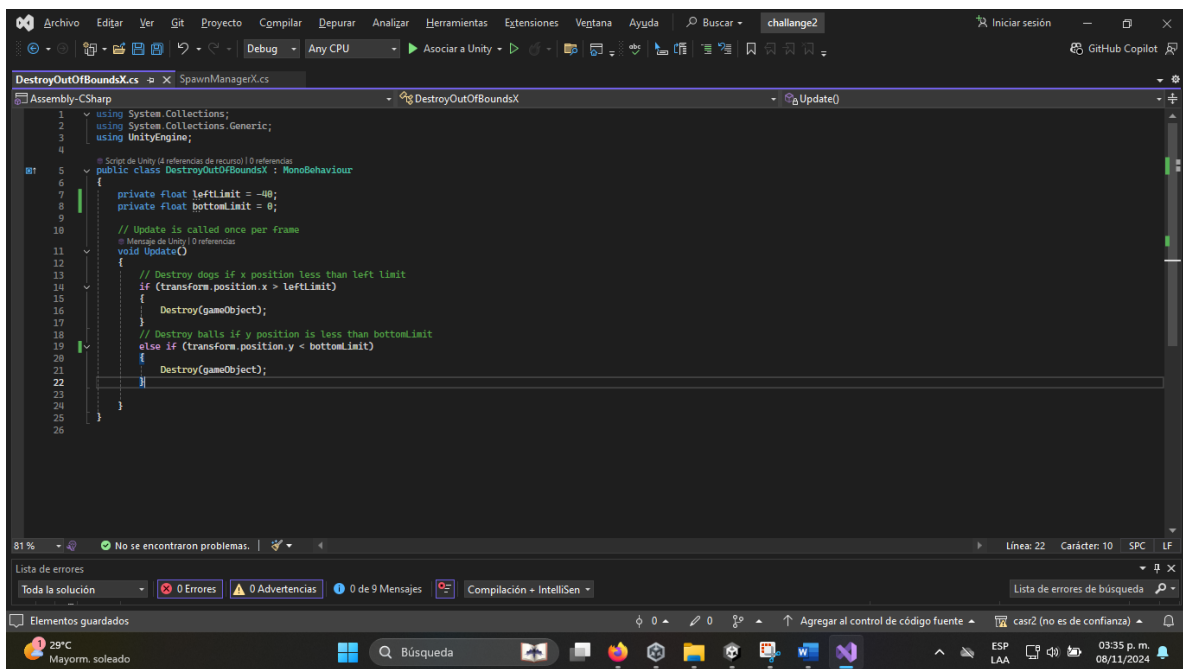
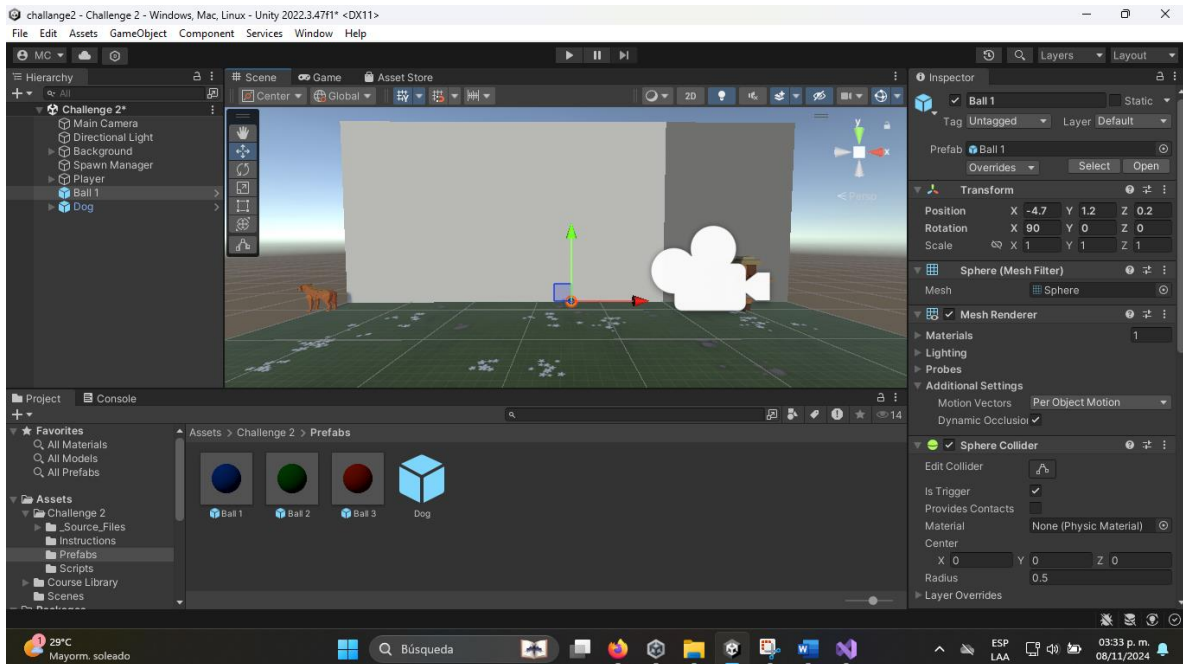












Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda Buscar challenge2 Iniciar sesión

DestroyOutOfBoundsX.cs SpawnManagerX.cs

Assembly-CSharp - SpawnManagerX

```
4
5 // Script de Unity (1 referencia de recurso) (0 referencias)
6 public class SpawnManagerX : MonoBehaviour
7 {
8     public GameObject[] ballPrefabs;
9
10     private float spawnLimitXLeft = -22;
11     private float spawnLimitXRight = 7;
12     private float spawnPosY = 30;
13
14     private float startDelay = 1.0f;
15     private float spawnInterval = 4.0f;
16
17     // Start is called before the first frame update
18     // Mensaje de Unity (0 referencias)
19     void Start()
20     {
21         InvokeRepeating("SpawnRandomBall", startDelay, spawnInterval);
22     }
23
24     // Spawn random ball at random x position at top of play area
25     // 0 referencias
26     void SpawnRandomBall ()
27     {
28         // Generate random ball index and random spawn position
29         Vector3 spawnPos = new Vector3(Random.Range(spawnLimitXLeft, spawnLimitXRight), spawnPosY, 0);
30
31         // instantiate ball at random spawn location
32         Instantiate(ballPrefabs[0], spawnPos, ballPrefabs[0].transform.rotation);
33     }
34 }
```

81% No se encontraron problemas. Línea: 25 Carácter: 9 SPC LF

Lista de errores

Toda la solución 0 Errores 0 Advertencias 0 de 9 Mensajes Compilación - IntelliSense Lista de errores de búsqueda

Elementos guardados

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Búsqueda

ESP LAA 03:42 p. m. 08/11/2024

Archivo Editar Ver Git Proyecto Compilar Depurar Analizar Herramientas Extensiones Ventana Ayuda Buscar challenge2 Iniciar sesión

DestroyOutOfBoundsX.cs SpawnManagerX.cs

Assembly-CSharp - SpawnManagerX

```
8 // Script de Unity (1 referencia de recurso) (0 referencias)
9 public class SpawnManagerX : MonoBehaviour
10 {
11     public GameObject[] ballPrefabs;
12
13     private float spawnLimitXLeft = -22;
14     private float spawnLimitXRight = 7;
15     private float spawnPosY = 30;
16
17     private float startDelay = 1.0f;
18     private float spawnInterval = 4.0f;
19
20     // Start is called before the first frame update
21     // Mensaje de Unity (0 referencias)
22     void Start()
23     {
24         InvokeRepeating("SpawnRandomBall", startDelay, spawnInterval);
25     }
26
27     // Spawn random ball at random x position at top of play area
28     // 0 referencias
29     void SpawnRandomBall ()
30     {
31         int bola = Random.Range(0, 3);
32         // Generate random ball index and random spawn position
33         Vector3 spawnPos = new Vector3(Random.Range(spawnLimitXLeft, spawnLimitXRight), spawnPosY, 0);
34
35         // instantiate ball at random spawn location
36         Instantiate(ballPrefabs[bola], spawnPos, ballPrefabs[bola].transform.rotation);
37     }
38 }
```

81% No se encontraron problemas. Línea: 34 Carácter: 1 SPC LF

Lista de errores

Toda la solución 0 Errores 0 Advertencias 0 de 9 Mensajes Compilación - IntelliSense Lista de errores de búsqueda

Elementos guardados

29°C Mayorm. soleado

Búsqueda

ESP LAA 03:43 p. m. 08/11/2024