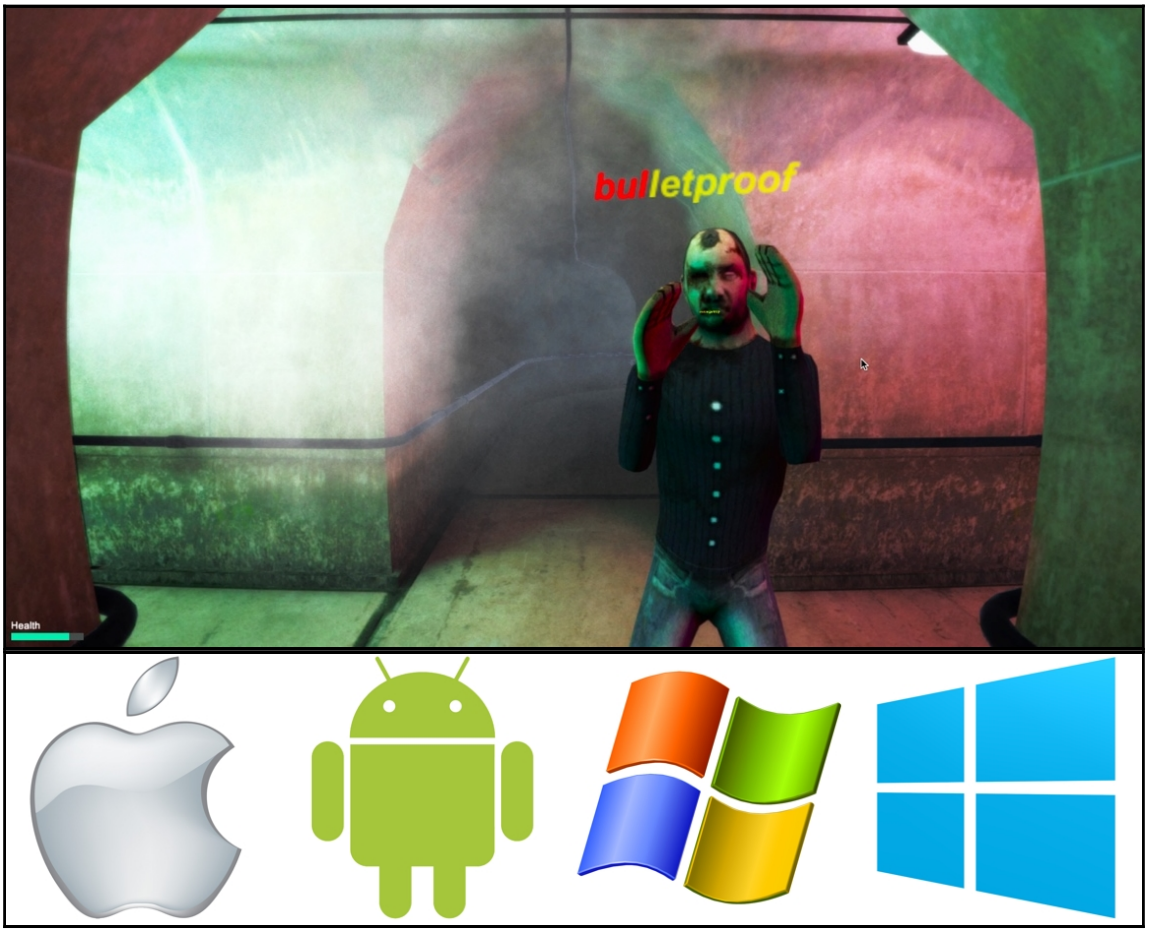
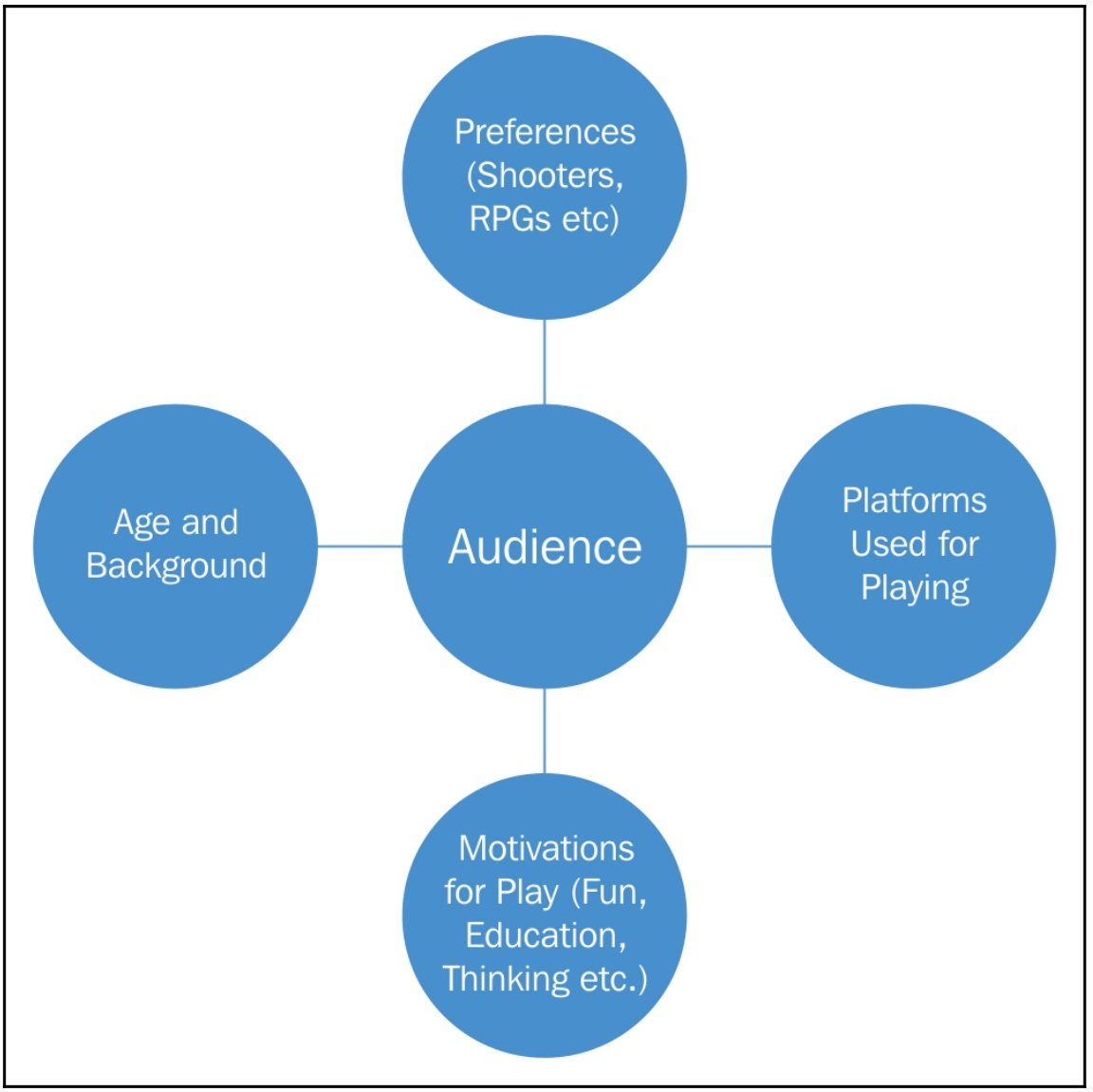
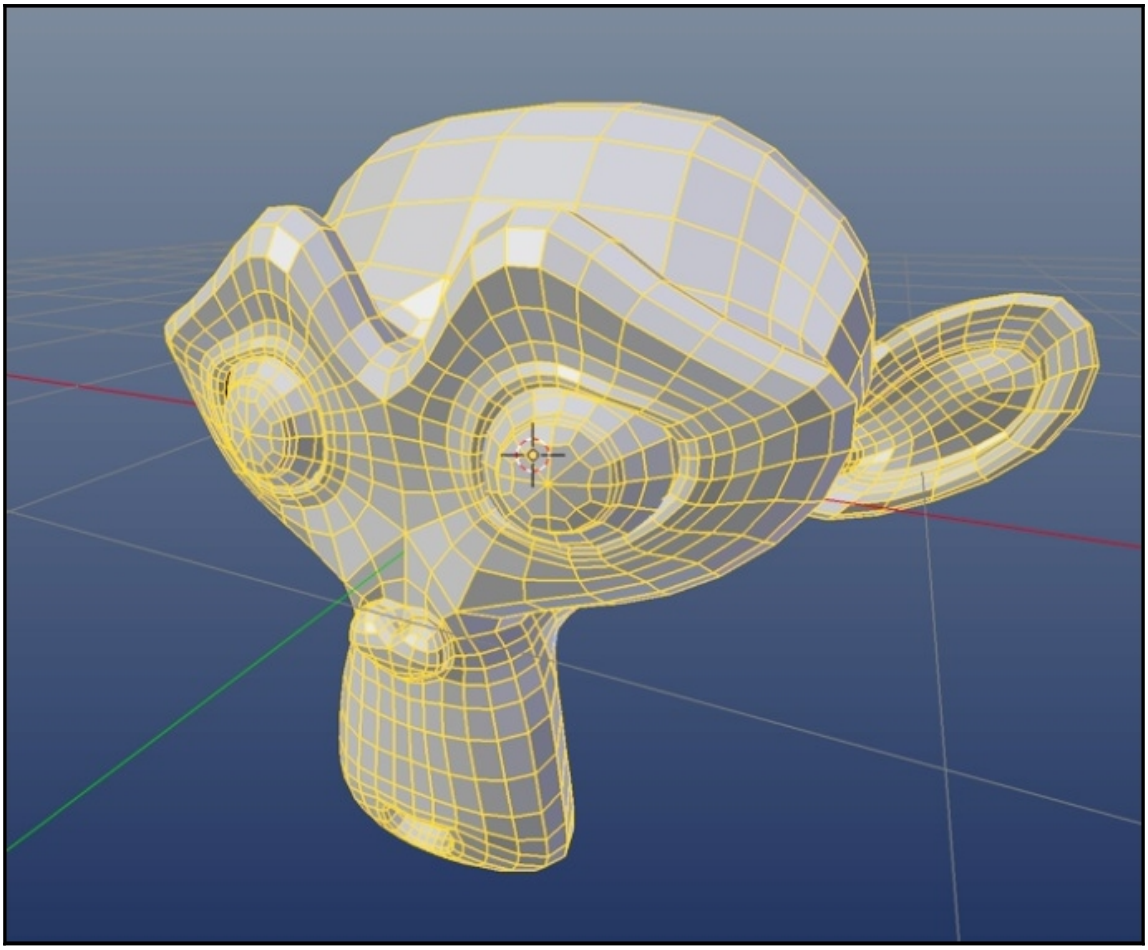
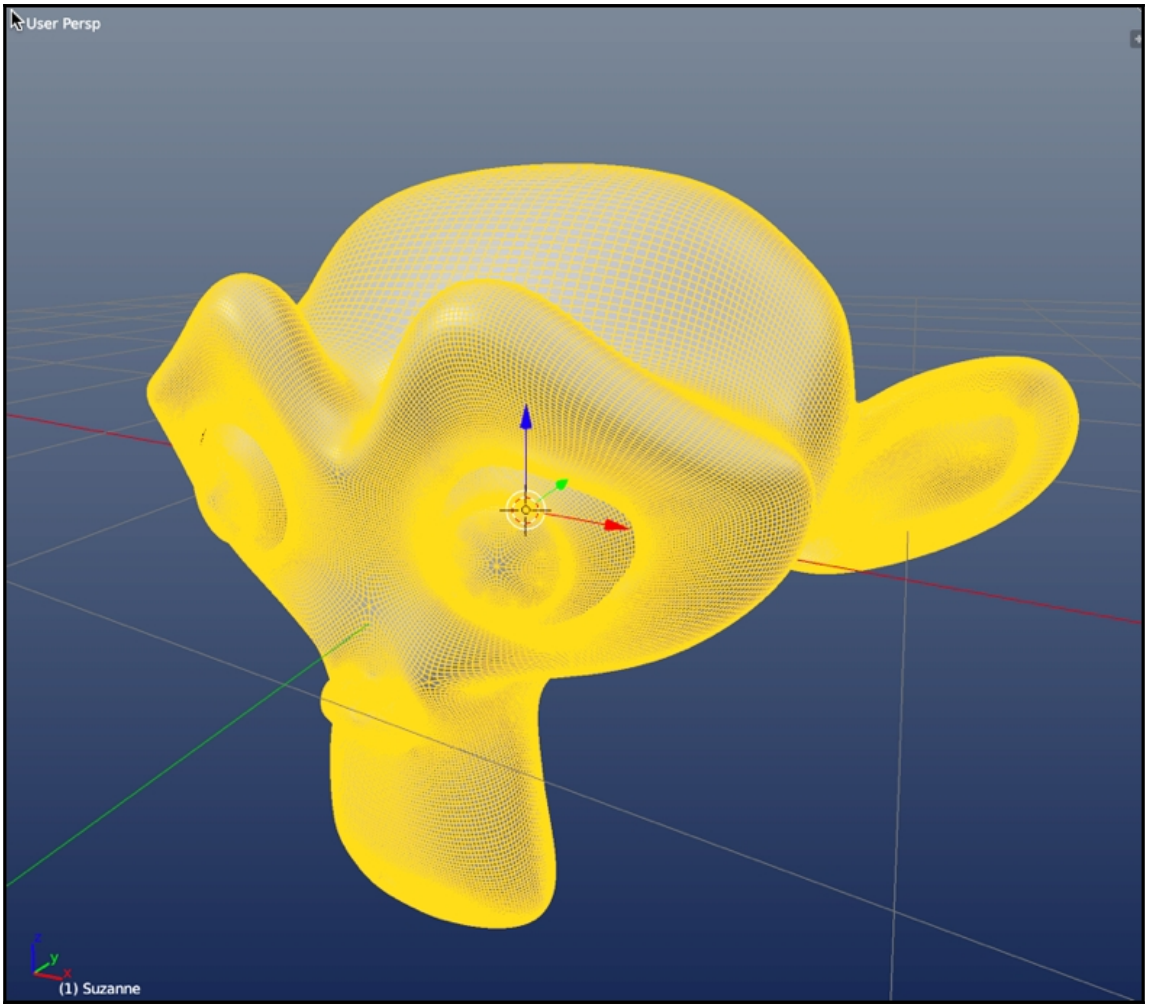
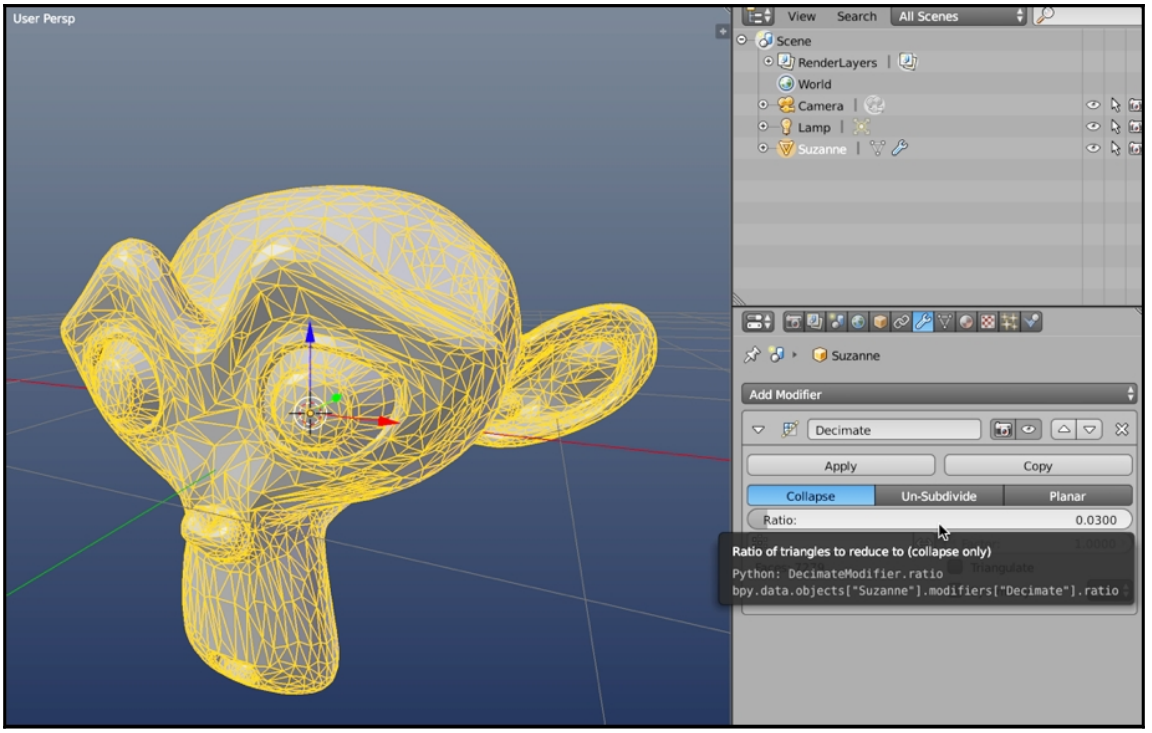
Chapter 1: Preparation and Asset-Configuring

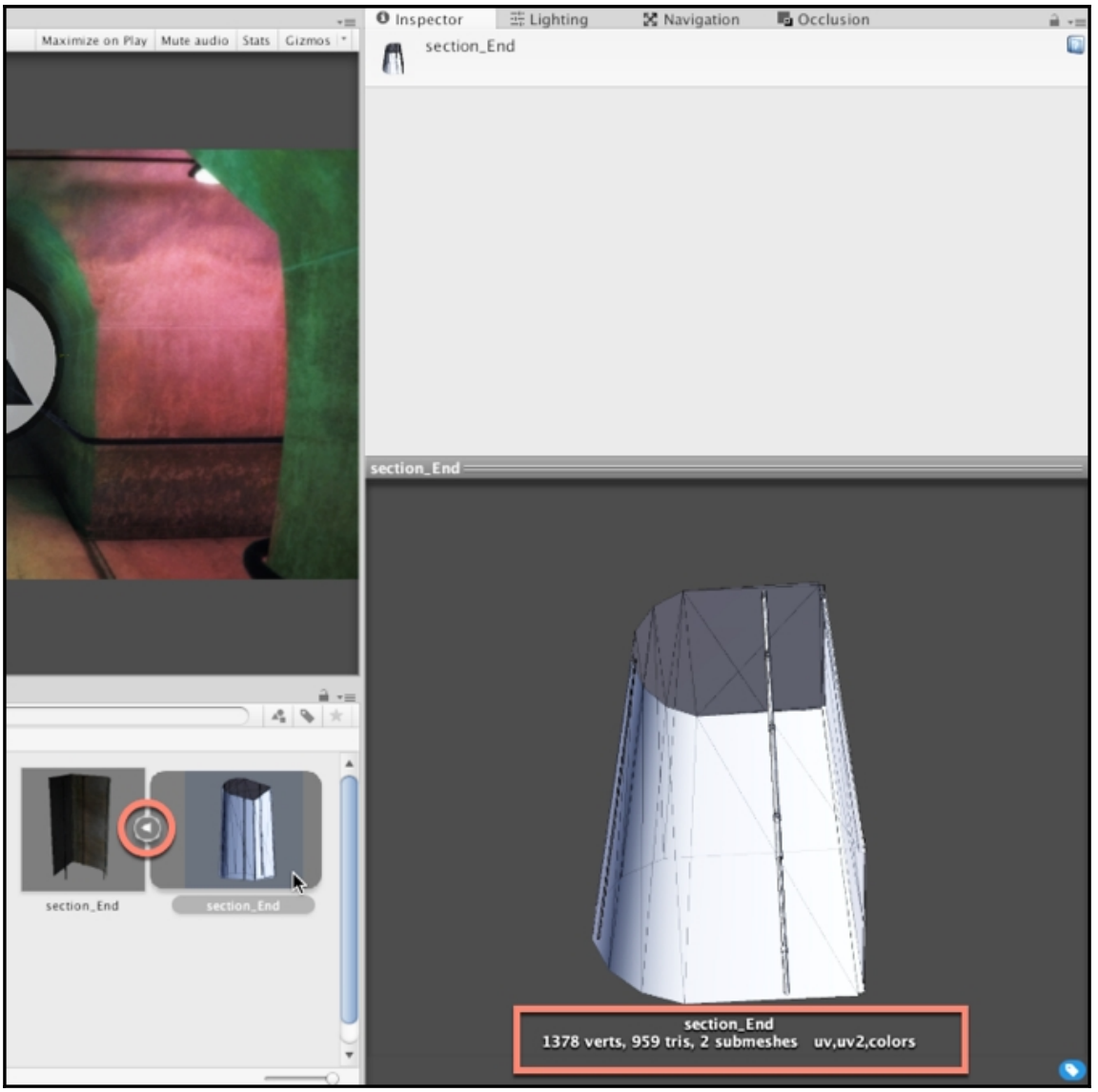


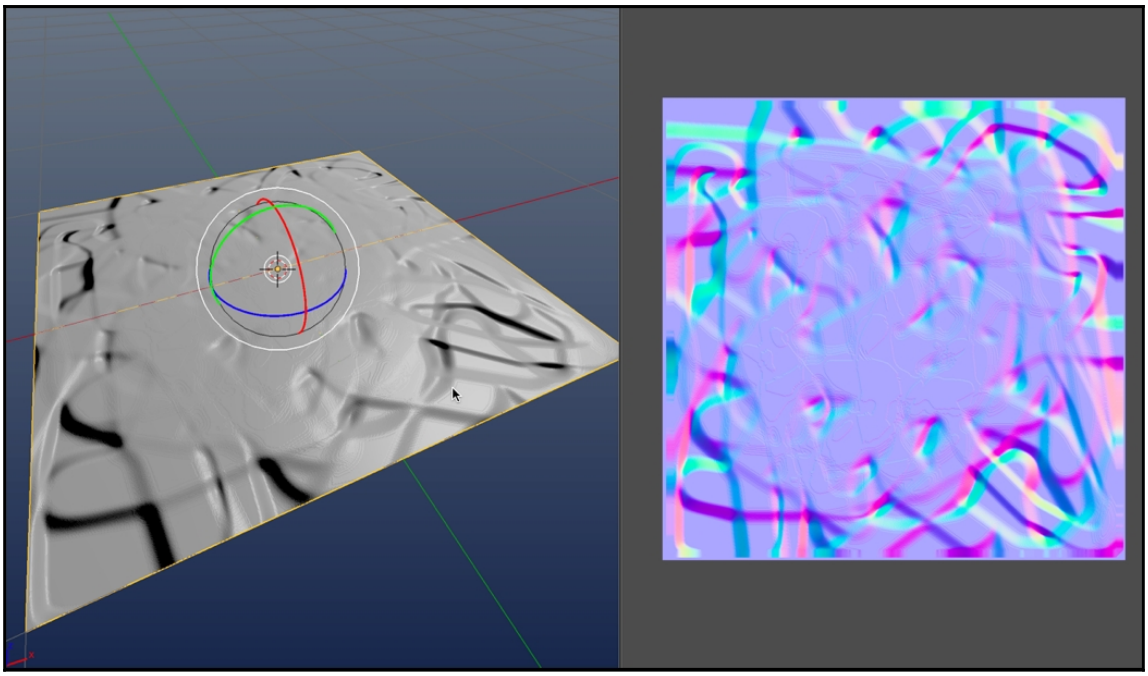

Preferences (Shooters, RPGs etc)
Age and Background
Audience
Platforms Used for Playing
Motivations for Play (Fun, Education, Thinking etc.)

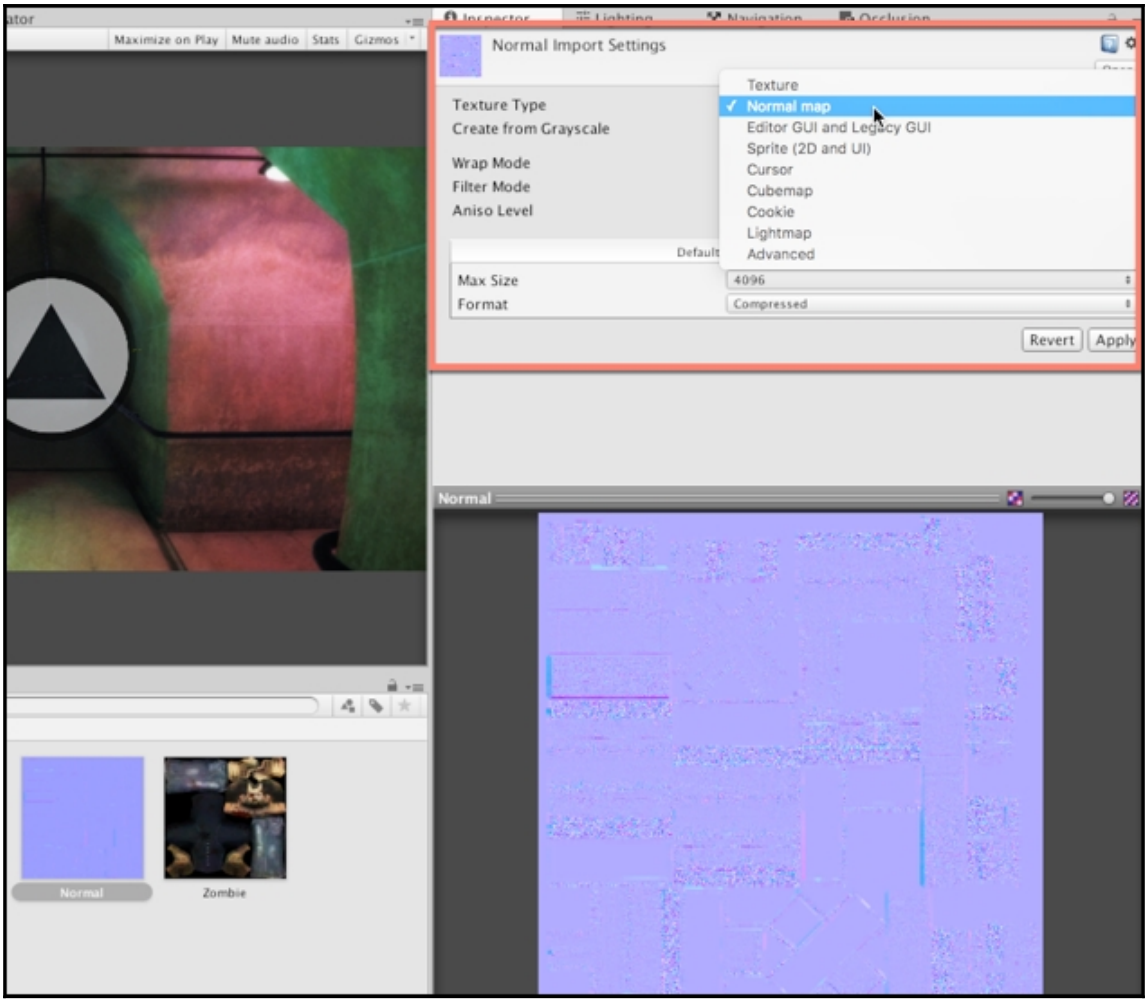


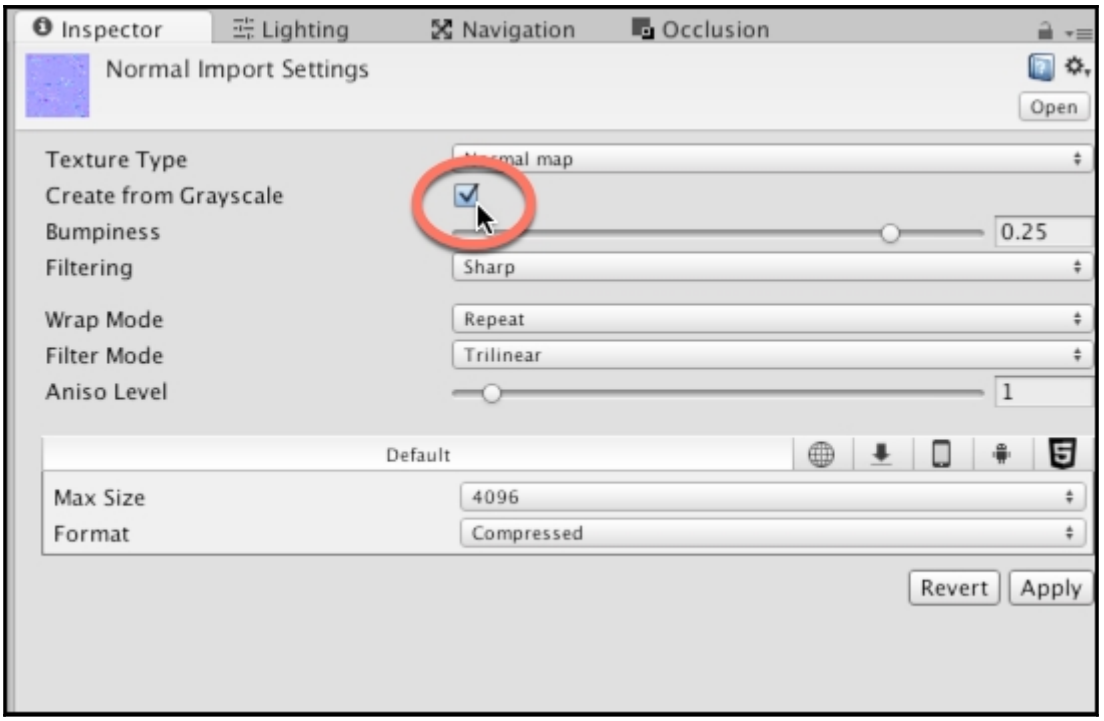

User Persp
(1) Suzanne

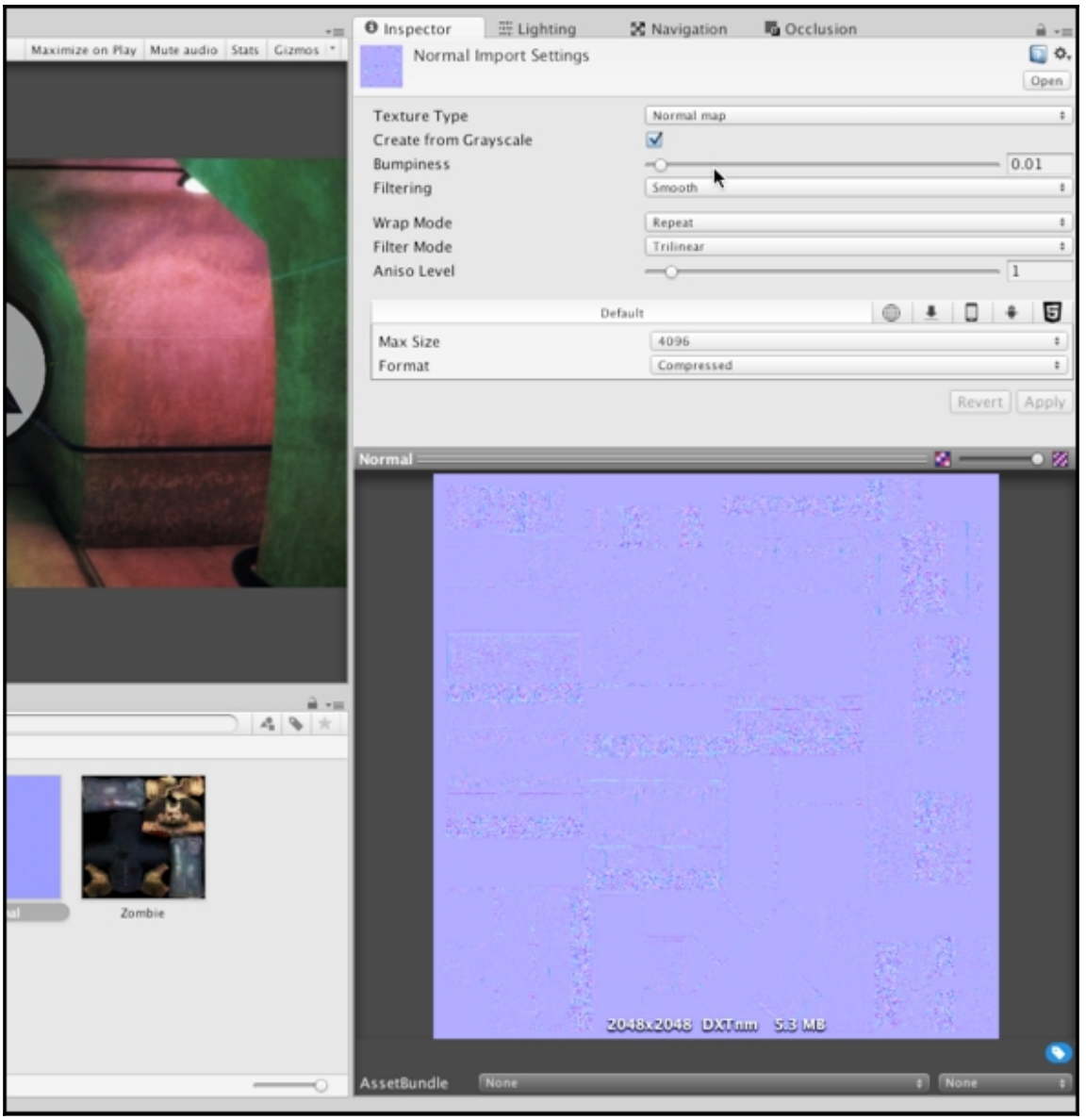

User Persp
View
Search
All Scenes
Scene
RenderLayers
World
Camera
Lamp
Suzanne
Suzanne
Add Modifier
Decimate
Apply
Copy
Collapse
Un-Subdivide
Planar
Ratio:
0.0300
Ratio of triangles to reduce to (collapse only)
Python: DecimateModifier.ratio
bpy.data.objects["Suzanne"].modifiers["Decimate"].ratio

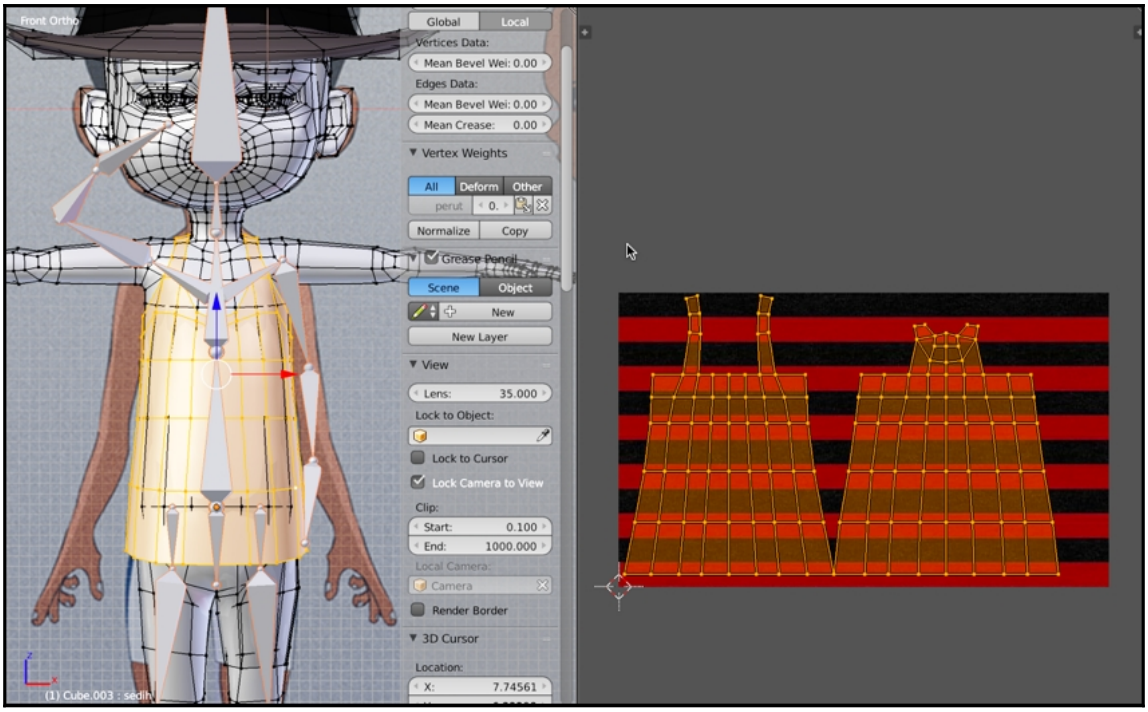

Maximize on Play
Mute audio
Stats
Gizmos
Inspector
Lighting
Navigation
Occlusion
section_End
section_End
section_End
section_End
section_End
1378 verts, 959 tris, 2 submeshes uv,uv2,colors

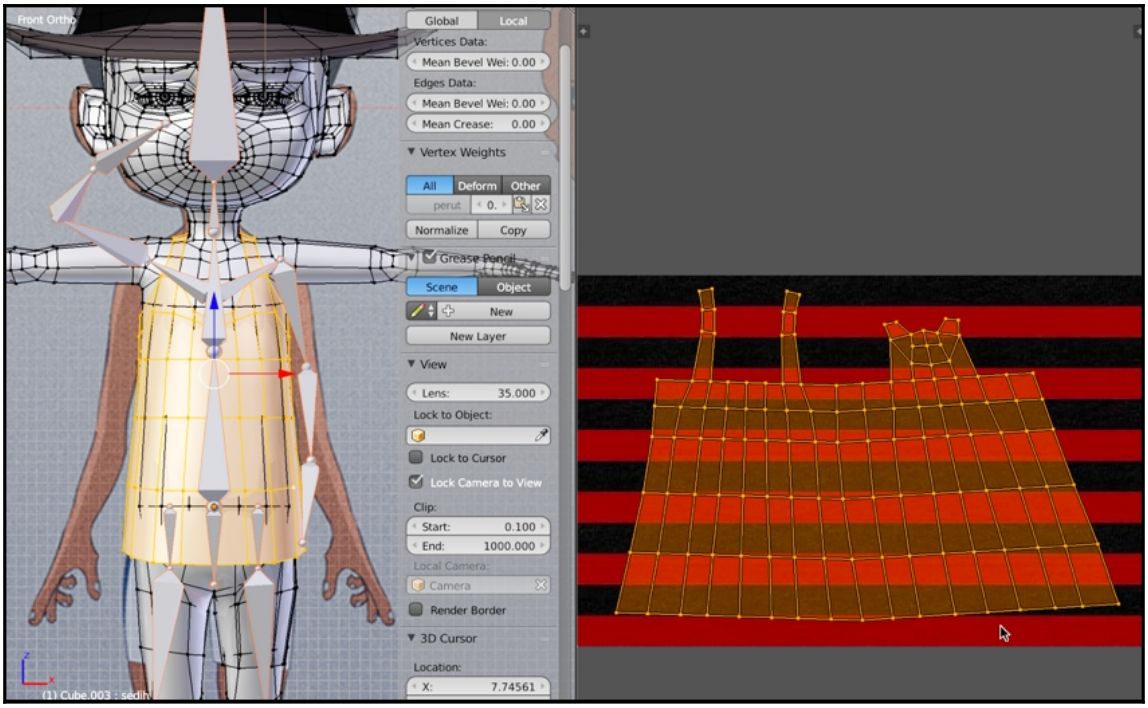


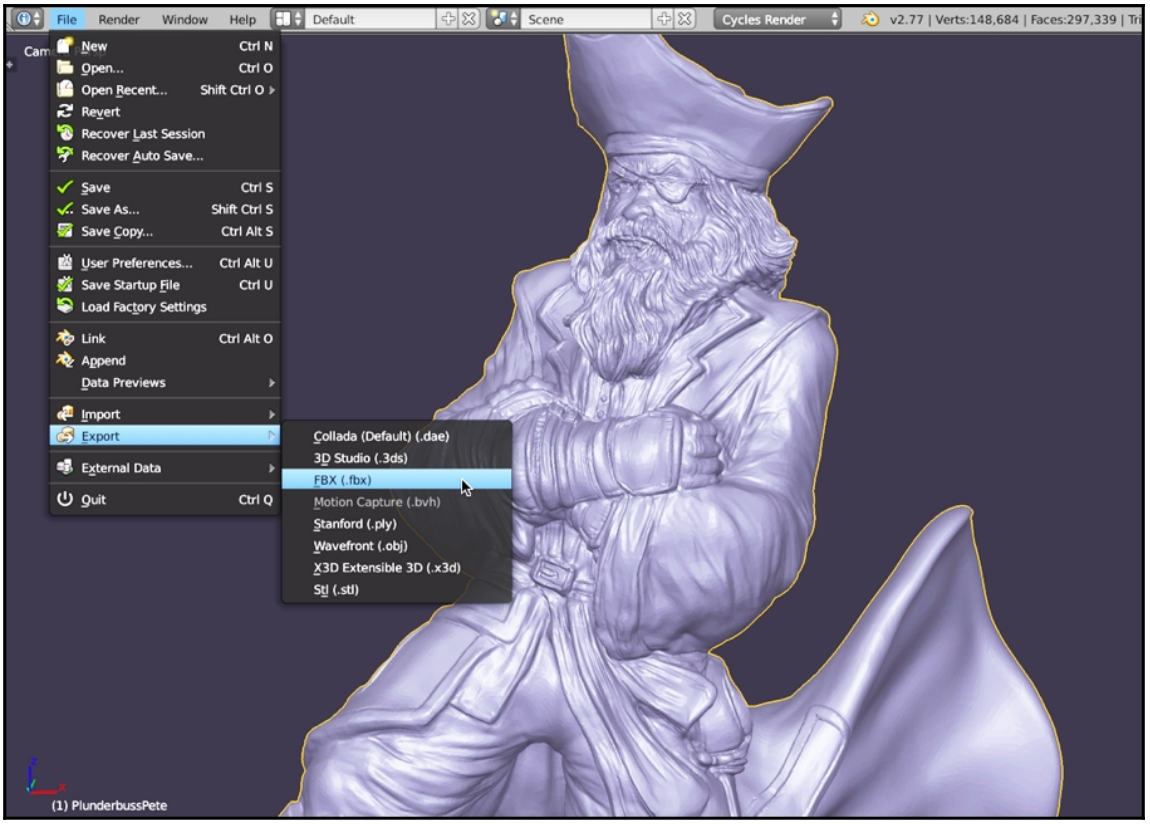

Maximize on Play
Mute audio
Stats
Gizmos
Normal Import Settings
Texture Type
Create from Grayscale
Wrap Mode
Filter Mode
Aniso Level
Texture
Normal map
Editor GUI and Legacy GUI
Sprite (2D and UI)
Cursor
Cubemap
Cookie
Lightmap
Advanced
Max Size
4096
Format
Compressed
Revert
Apply
Normal
Normal
Zombie

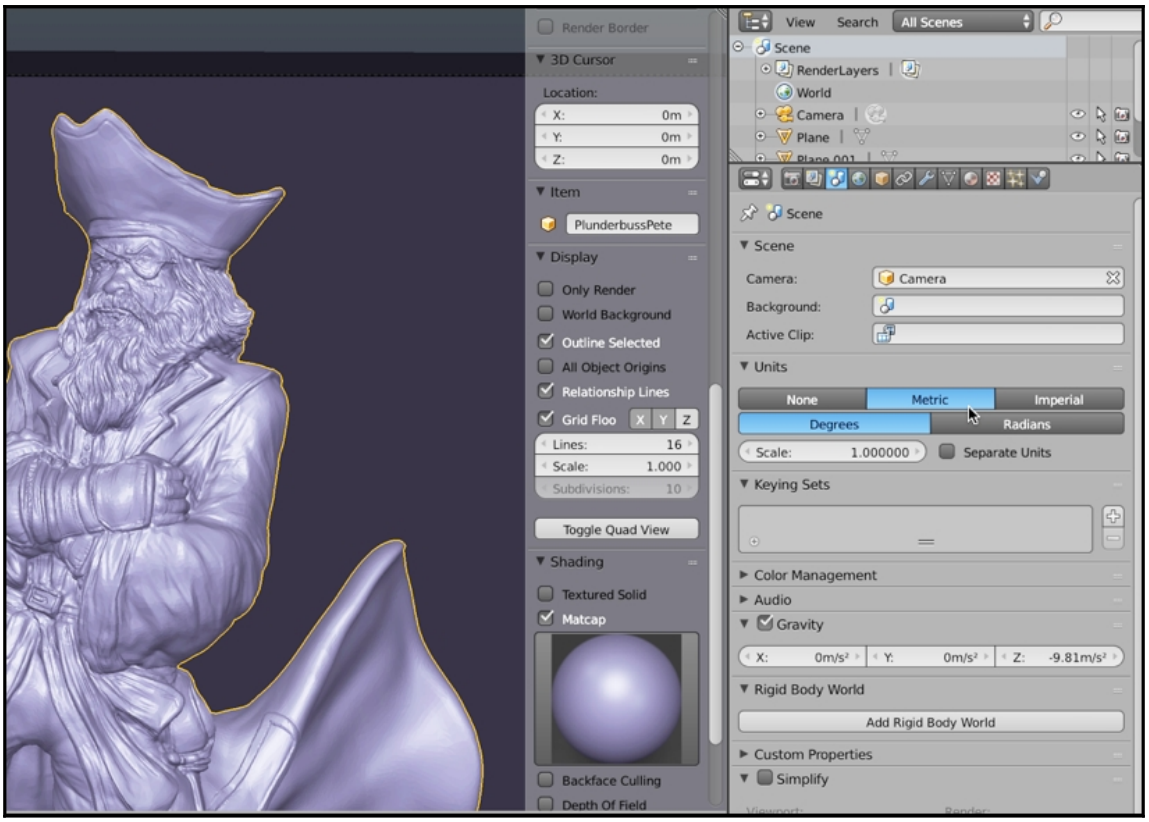

Inspector
Lighting
Navigation
Occlusion
Normal Import Settings
Open
Texture Type
Create from Grayscale
Bumpiness
0.25
Filtering
Sharp
Wrap Mode
Repeat
Filter Mode
Trilinear
Aniso Level
1
Default
Max Size
4096
Format
Compressed
Revert
Apply

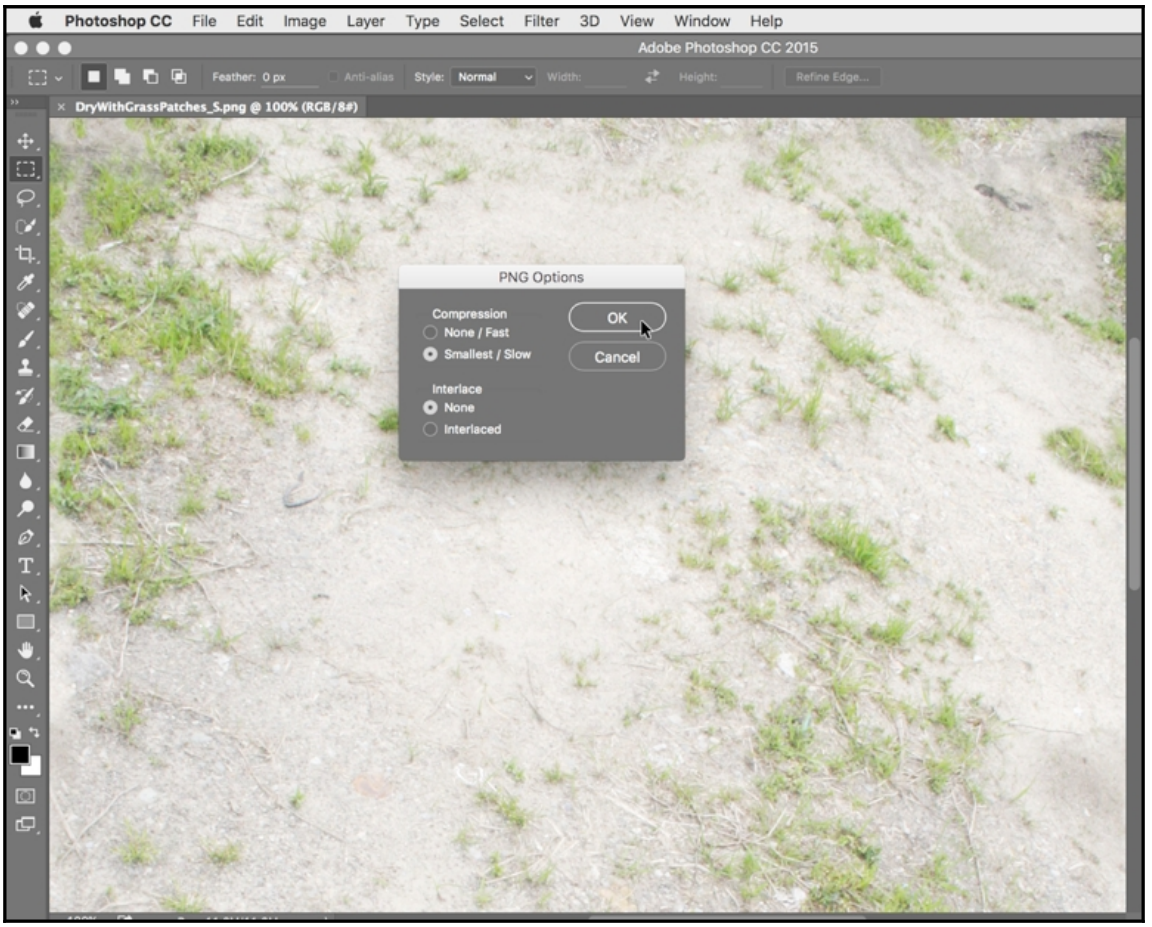

Maximize on Play
Mute audio
Stats
Gizmos
Inspector
Lighting
Navigation
Occlusion
Normal Import Settings
Open
Texture Type
Normal map
Create from Grayscale
Bumpiness
0.01
Filtering
Smooth
Wrap Mode
Repeat
Filter Mode
Trilinear
Aniso Level
1
Default
Max Size
4096
Format
Compressed
Revert
Apply
Normal
2048x2048 DXT1nm 5.3 MB
Zombie
AssetBundle
None
None

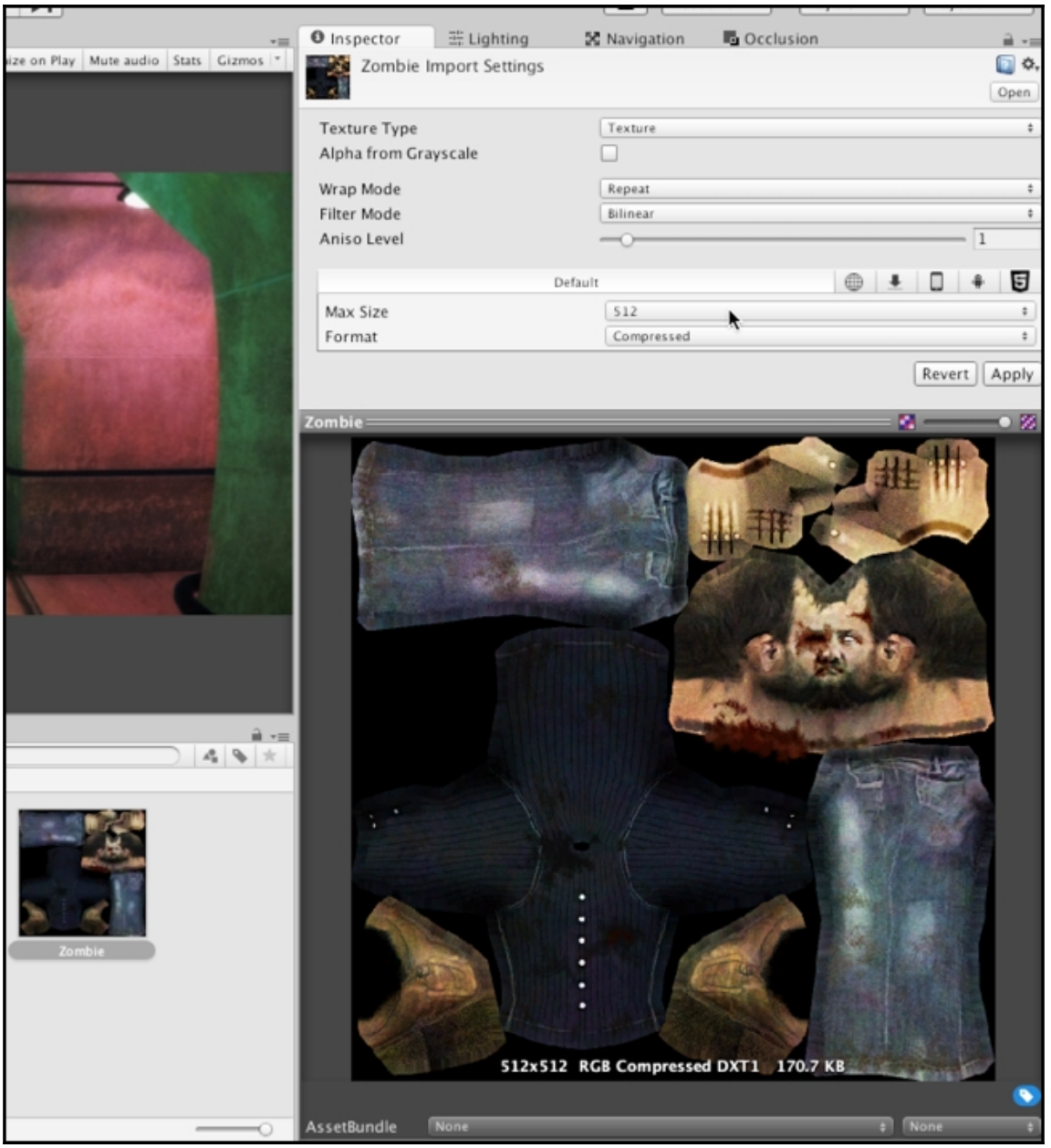

Front Ortho
Global
Local
Vertices Data:
Mean Bevel Wei: 0.00
Edges Data:
Mean Bevel Wei: 0.00
Mean Crease: 0.00
Vertex Weights
All
Deform
Other
perut
0.
Normalize
Copy
Grease Pencil
Scene
Object
New
New Layer
View
Lens: 35.000
Lock to Object:
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
Render Border
3D Cursor
Location:
X: 7.74561
(1) Cube.003 : sedin

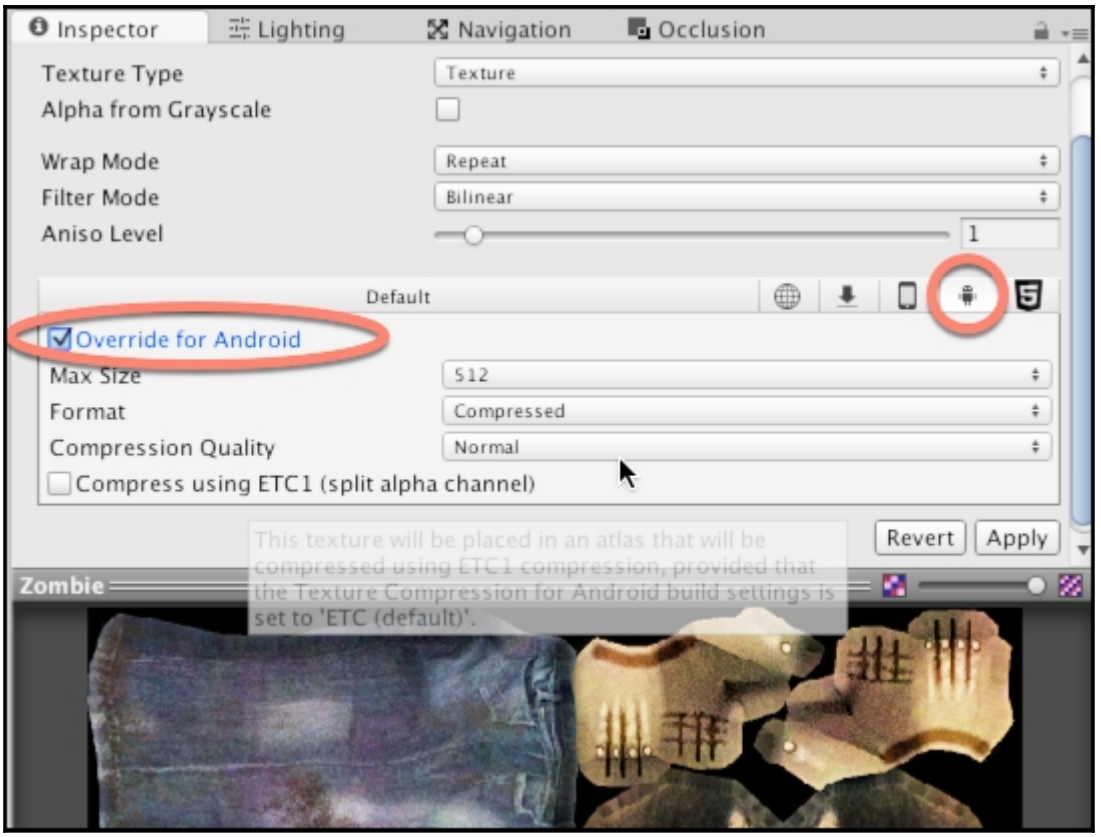

Front Ortho
Global
Local
Vertices Data:
Mean Bevel Wei: 0.00
Edges Data:
Mean Bevel Wei: 0.00
Mean Crease: 0.00
Vertex Weights
All
Deform
Other
perut
0.
Normalize
Copy
Grease Pencil
Scene
Object
New
New Layer
View
Lens: 35.000
Lock to Object:
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
Render Border
3D Cursor
Location:
X: 7.74561
(1) Cube.003 : sedih

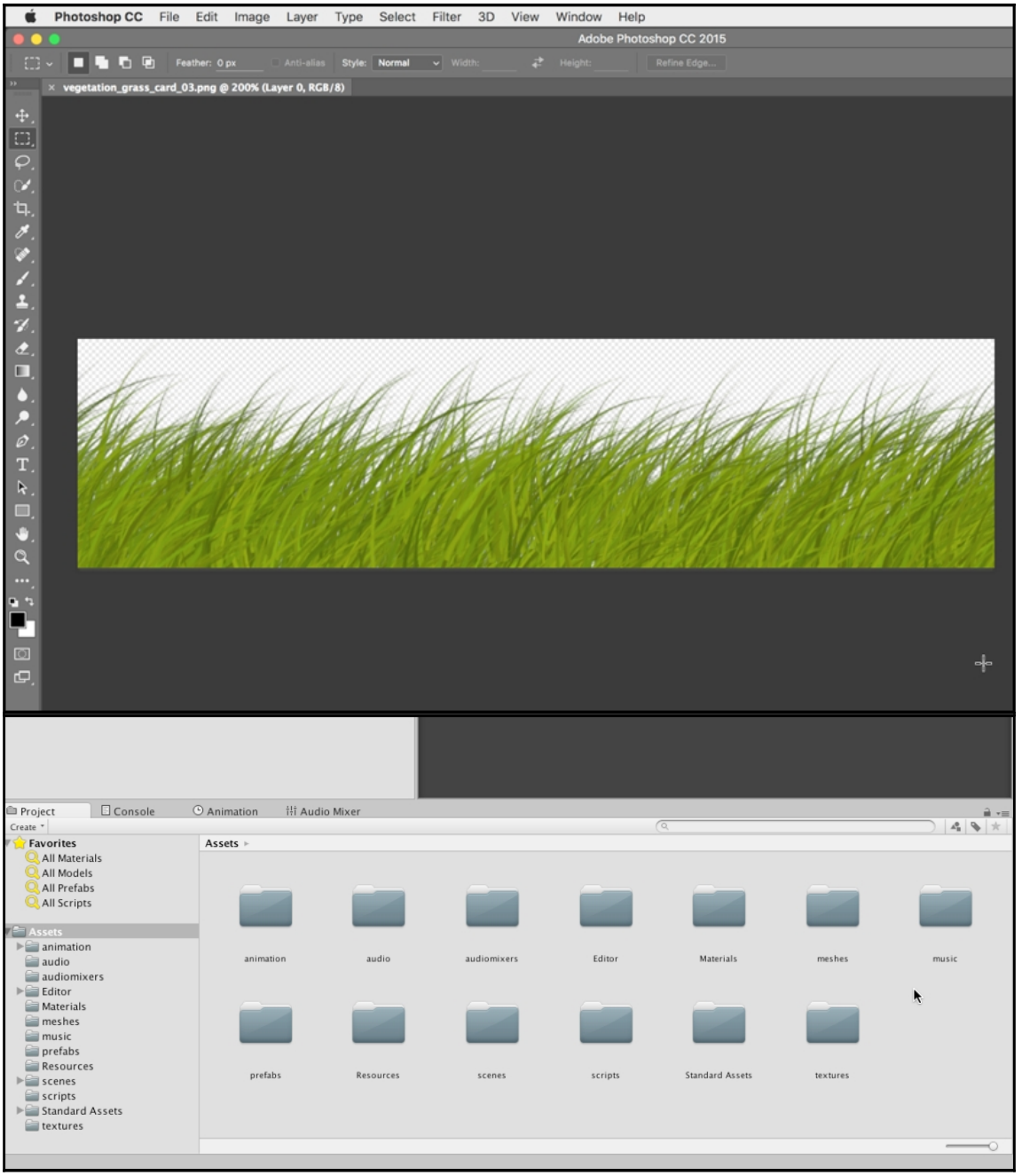

File
Render
Window
Help
Default
Scene
Cycles Render
v2.77 | Verts:148,684 | Faces:297,339 | Tri
New Ctrl N
Open... Ctrl O
Open Recent... Shift Ctrl O
Revert
Recover Last Session
Recover Auto Save...
Save Ctrl S
Save As... Shift Ctrl S
Save Copy... Ctrl Alt S
User Preferences... Ctrl Alt U
Save Startup File Ctrl U
Load Factory Settings
Link Ctrl Alt O
Append
Data Previews
Import
Export
External Data
Quit Ctrl Q
Collada (Default) (.dae)
3D Studio (.3ds)
FBX (.fbx)
Motion Capture (.bvh)
Stanford (.ply)
Wavefront (.obj)
X3D Extensible 3D (.x3d)
Stl (.stl)
(1) PlunderbussPete

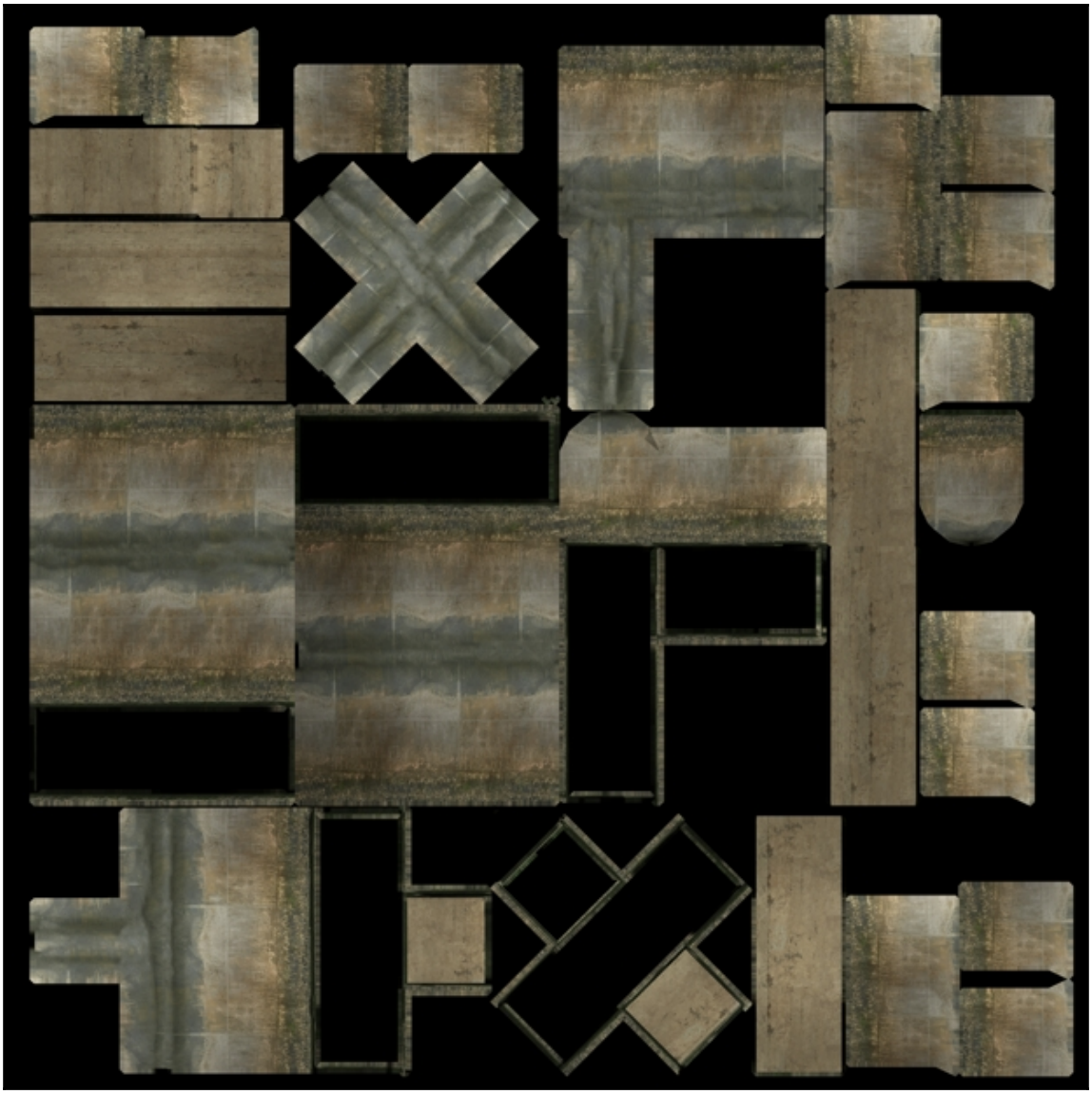

Render Border
3D Cursor
Location:
X: 0m
Y: 0m
Z: 0m
Item
PlunderbussPete
Display
Only Render
World Background
Outline Selected
All Object Origins
Relationship Lines
Grid Floo X Y Z
Lines: 16
Scale: 1.000
Subdivisions: 10
Toggle Quad View
Shading
Textured Solid
Matcap
Backface Culling
Depth Of Field
View
Search
All Scenes
Scene
RenderLayers
World
Camera
Plane
Plane.001
Scene
Scene
Camera: Camera
Background:
Active Clip:
Units
None
Metric
Imperial
Degrees
Radians
Scale: 1.000000
Separate Units
Keying Sets
Color Management
Audio
Gravity
X: 0m/s²
Y: 0m/s²
Z: -9.81m/s²
Rigid Body World
Add Rigid Body World
Custom Properties
Simplify

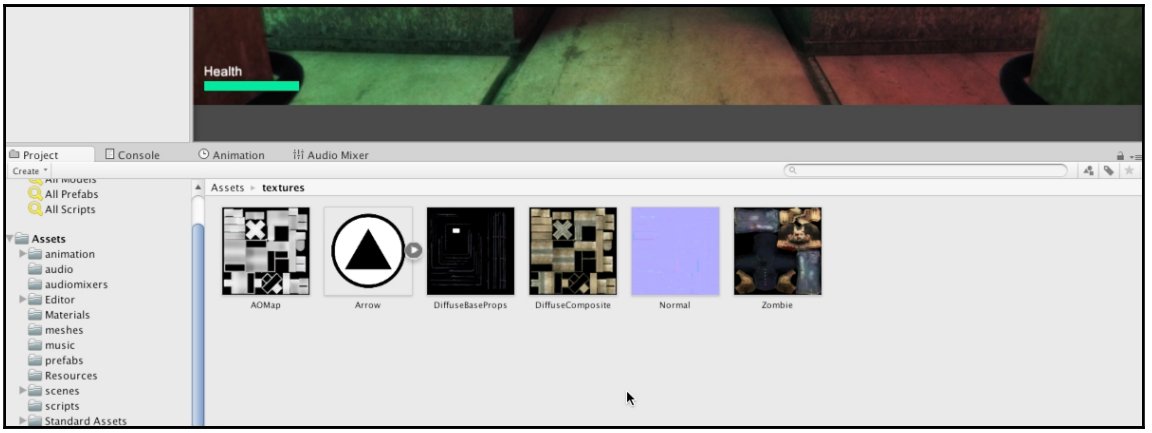

Photoshop CC File Edit Image Layer Type Select Filter 3D View Window Help
Adobe Photoshop CC 2015
Feather: 0 px
Anti-alias
Style: Normal
Width:
Height:
Refine Edge...
DryWithGrassPatches_S.png @ 100% (RGB/8#)
PNG Options
Compression
None / Fast
Smallest / Slow
OK
Cancel
Interlace
None
Interlaced

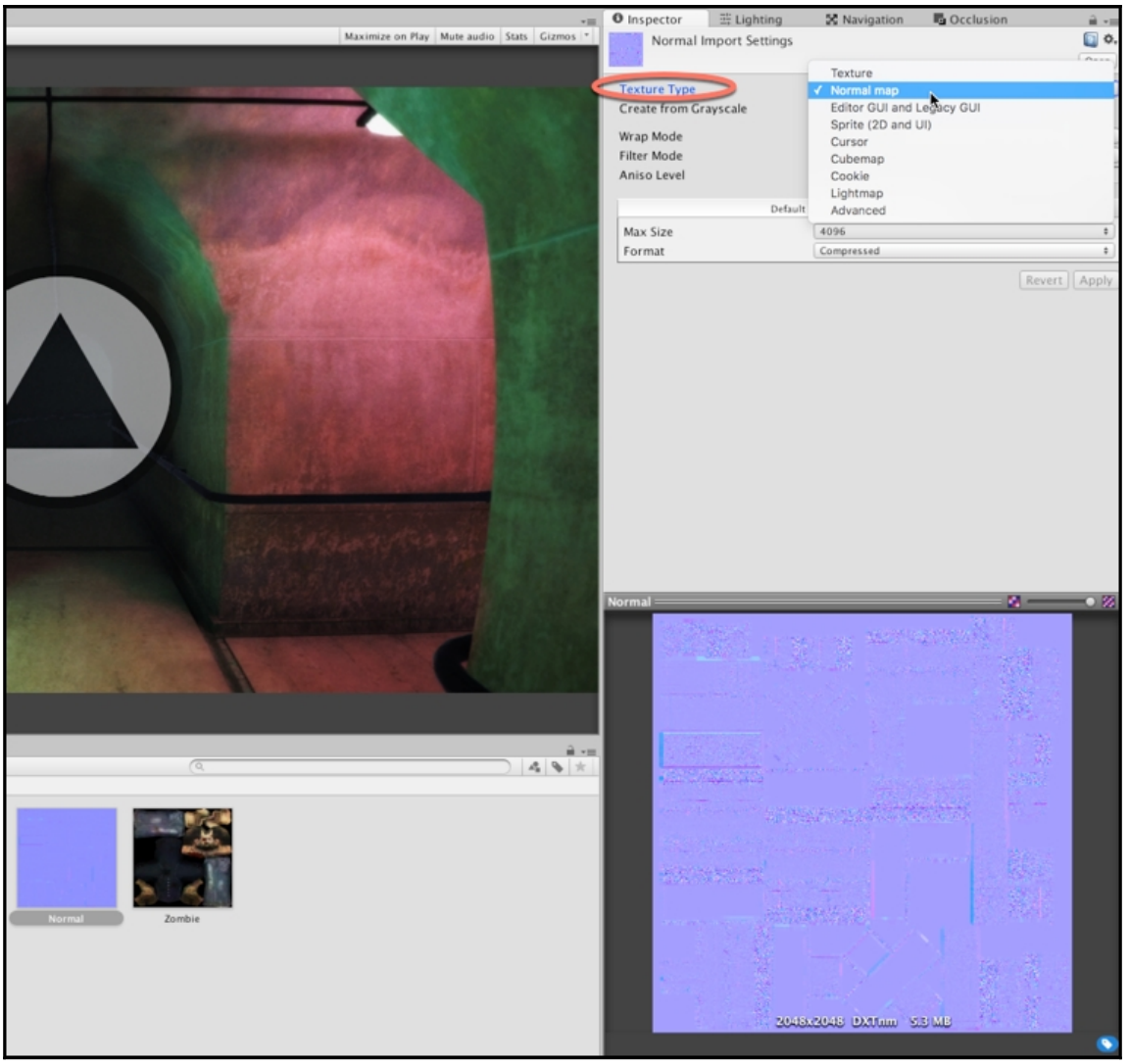

Inspector
Lighting
Navigation
Occlusion
Zombie Import Settings
Open
Texture Type
Texture
Alpha from Grayscale
Wrap Mode
Repeat
Filter Mode
Bilinear
Aniso Level
1
Default
Max Size
512
Format
Compressed
Revert
Apply
Zombie
512x512 RGB Compressed DXT1 170.7 KB
AssetBundle
None
None
Zombie

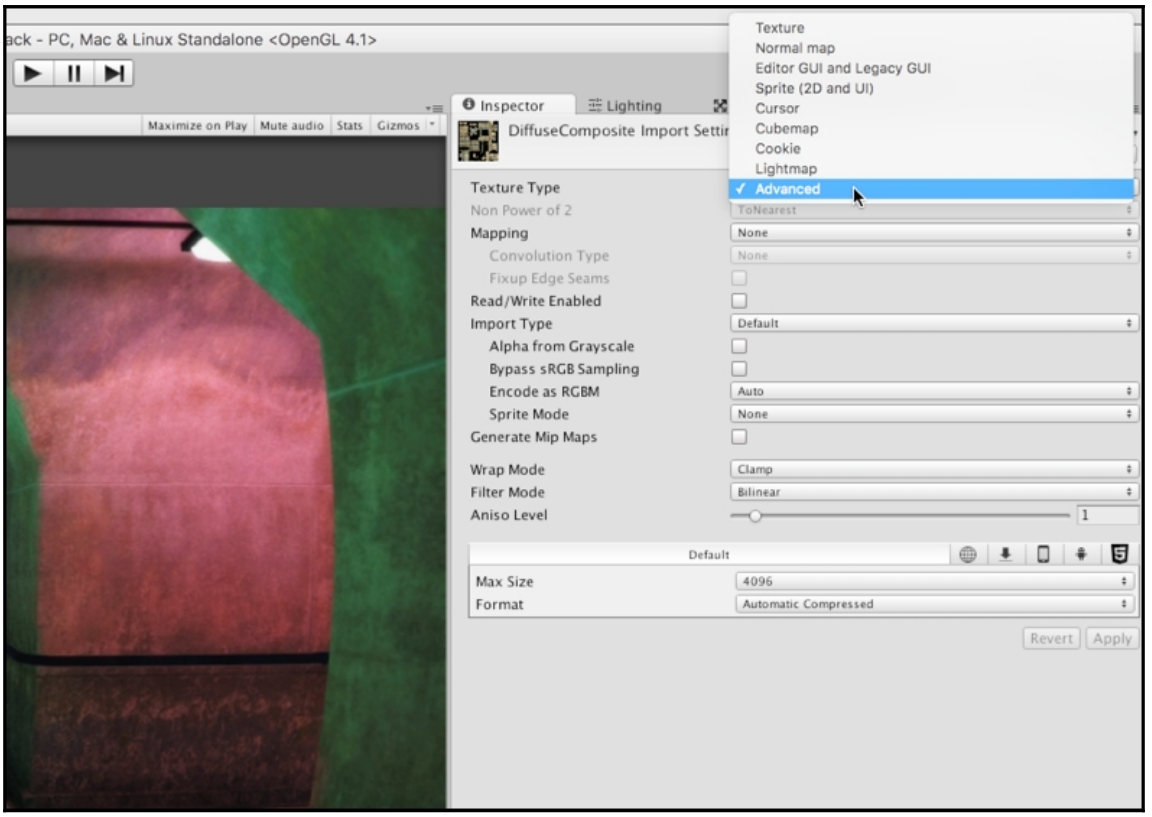

Inspector
Lighting
Navigation
Occlusion
Texture Type
Texture
Alpha from Grayscale
Wrap Mode
Repeat
Filter Mode
Bilinear
Aniso Level
1
Default
Override for Android
Max Size
512
Format
Compressed
Compression Quality
Normal
Compress using ETC1 (split alpha channel)
Revert
Apply
This texture will be placed in an atlas that will be compressed using ETC1 compression, provided that the Texture Compression for Android build settings is set to 'ETC (default)'.
Zombie

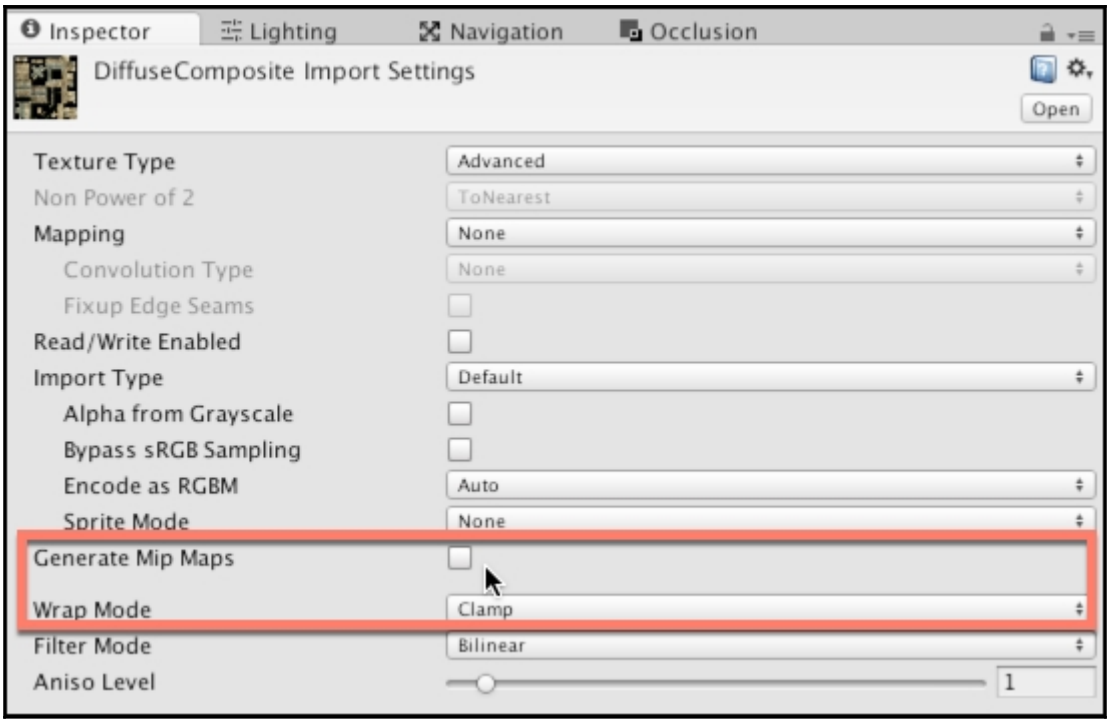

Photoshop CC File Edit Image Layer Type Select Filter 3D View Window Help
Adobe Photoshop CC 2015
Feather: 0 px
Anti-alias
Style: Normal
Width:
Height:
Refine Edge...
vegetation_grass_card_03.png @ 200% (Layer 0, RGB/8)
Project
Console
Animation
Audio Mixer
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
textures
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
textures

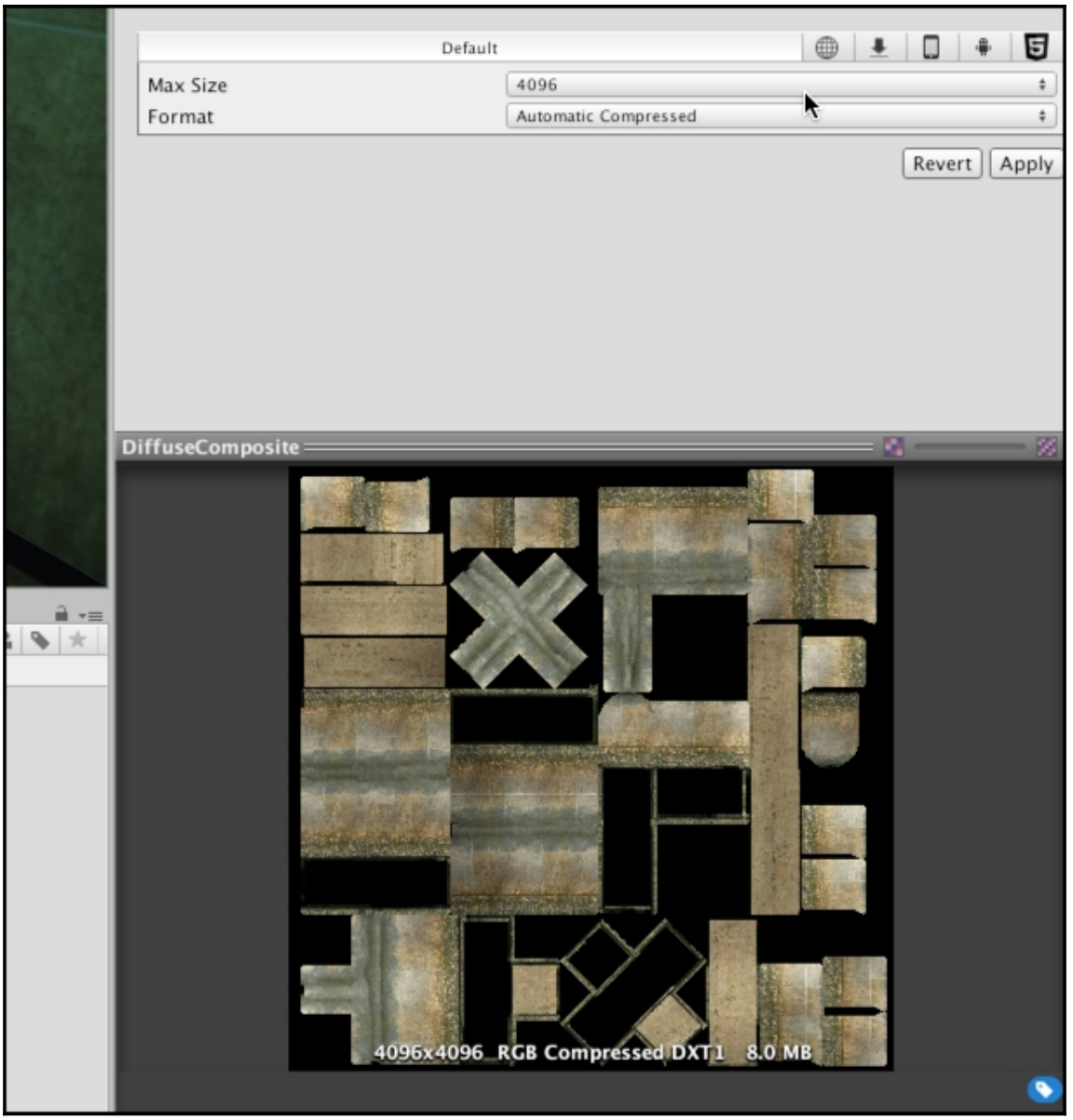


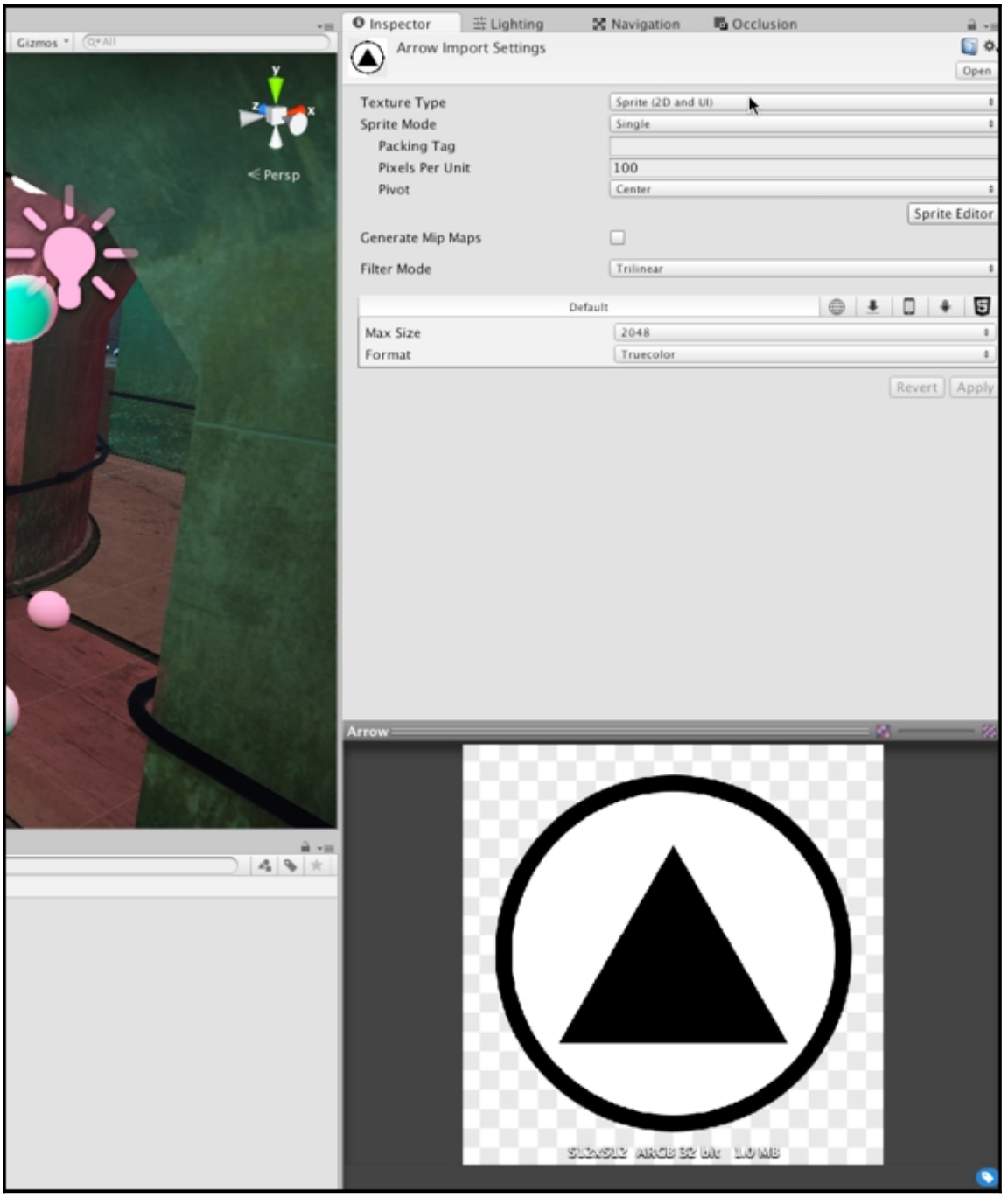

Health
Project
Console
Animation
Audio Mixer
Create
All Prefabs
All Scripts
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
Assets ▸ textures
AOMap
Arrow
DiffuseBaseProps
DiffuseComposite
Normal
Zombie

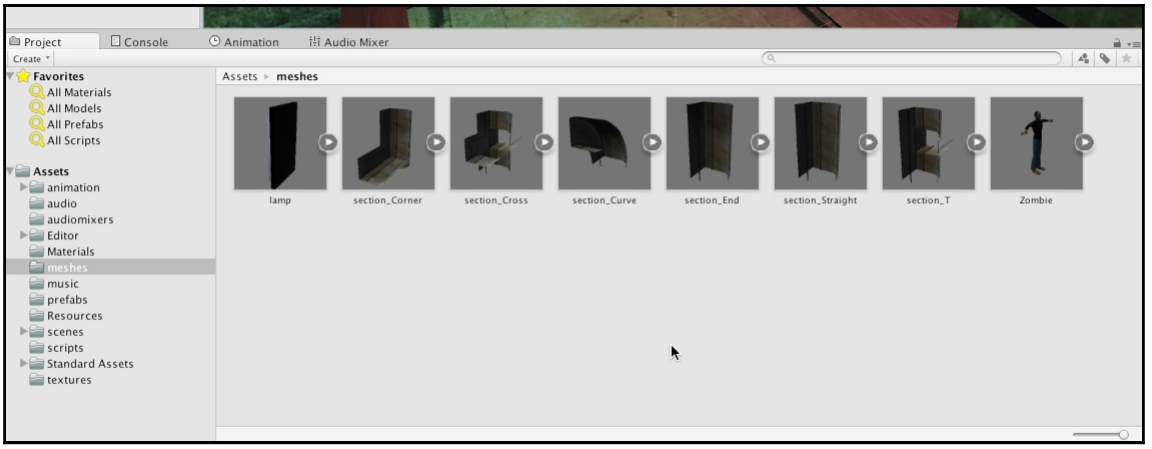

Maximize on Play
Mute audio
Stats
Gizmos
Inspector
Lighting
Navigation
Occlusion
Normal Import Settings
Texture Type
Create from Grayscale
Wrap Mode
Filter Mode
Aniso Level
Texture
Normal map
Editor GUI and Legacy GUI
Sprite (2D and UI)
Cursor
Cubemap
Cookie
Lightmap
Advanced
Default
Max Size
4096
Format
Compressed
Revert
Apply
Normal
2048x2048 DXT1nm 5.3 MB
Normal
Zombie

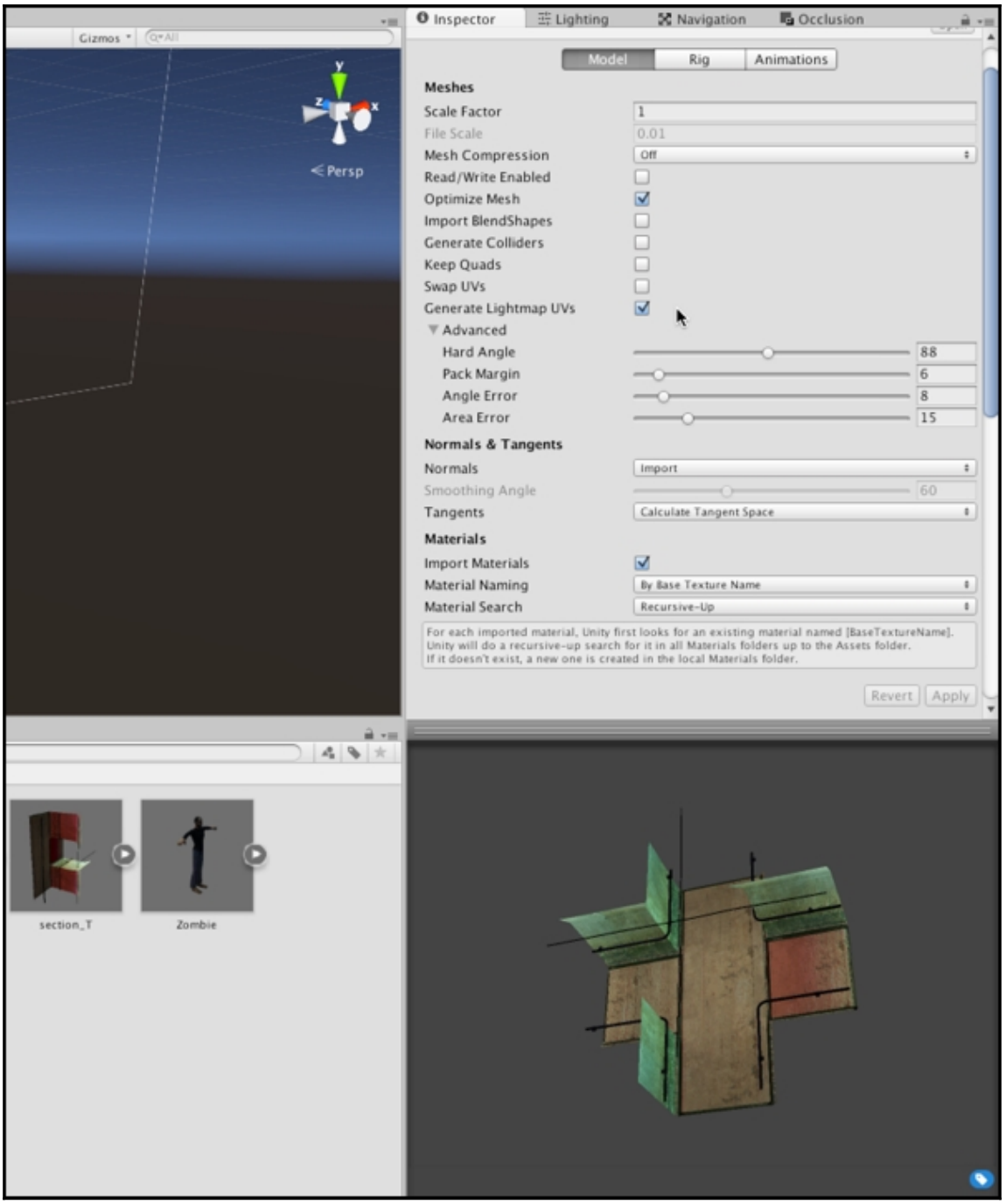

ack - PC, Mac & Linux Standalone <OpenGL 4.1>
Maximize on Play
Mute audio
Stats
Gizmos
Inspector
Lighting
DiffuseComposite Import Settir
Texture
Normal map
Editor GUI and Legacy GUI
Sprite (2D and UI)
Cursor
Cubemap
Cookie
Lightmap
✓ Advanced
Texture Type
Non Power of 2
ToNearest
Mapping
None
Convolution Type
None
Fixup Edge Seams
Read/Write Enabled
Import Type
Default
Alpha from Grayscale
Bypass sRGB Sampling
Encode as RGBM
Auto
Sprite Mode
None
Generate Mip Maps
Wrap Mode
Clamp
Filter Mode
Bilinear
Aniso Level
1
Default
Max Size
4096
Format
Automatic Compressed
Revert
Apply

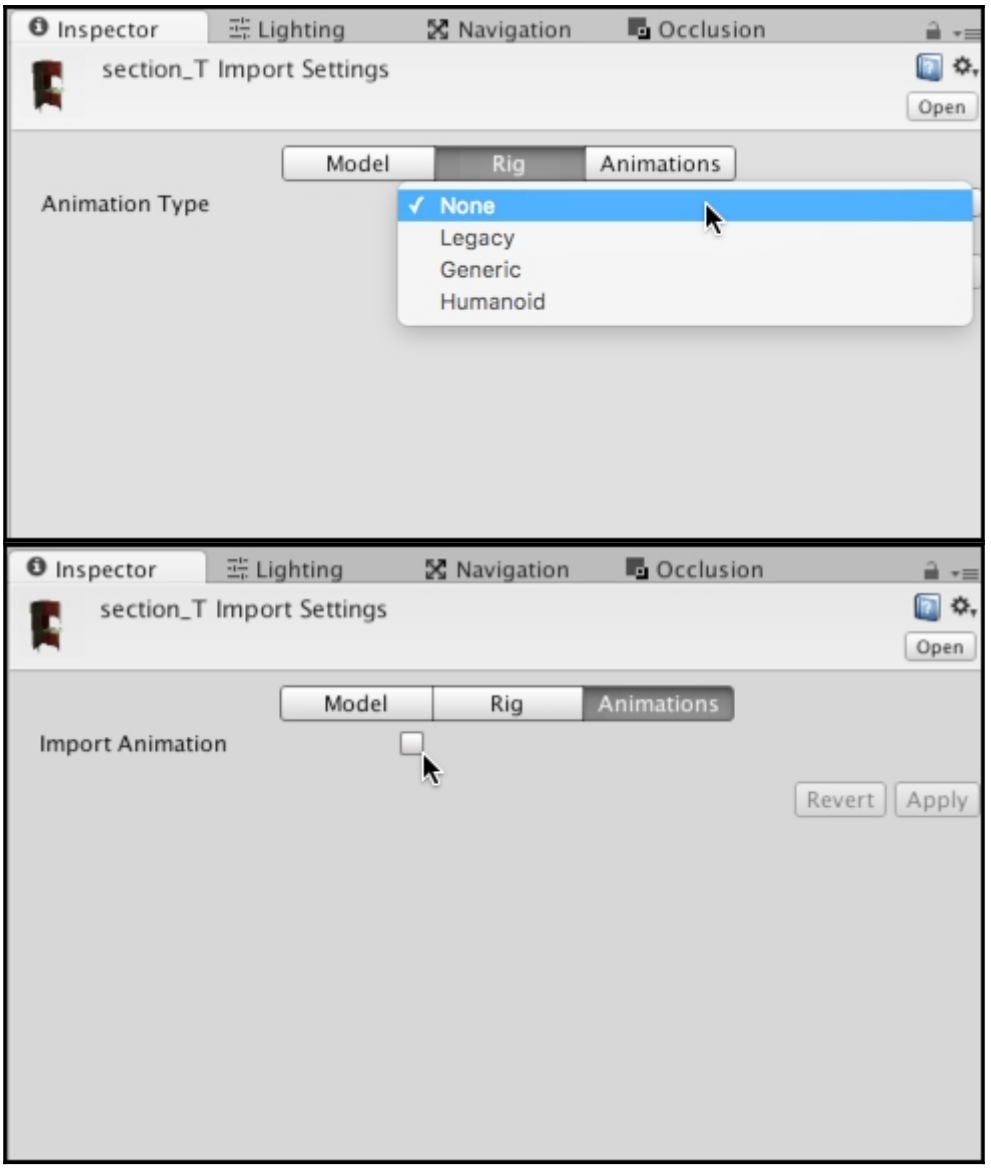

Inspector
Lighting
Navigation
Occlusion
DiffuseComposite Import Settings
Open
Texture Type
Advanced
Non Power of 2
ToNearest
Mapping
None
Convolution Type
None
Fixup Edge Seams
Read/Write Enabled
Import Type
Default
Alpha from Grayscale
Bypass sRGB Sampling
Encode as RGBM
Auto
Sprite Mode
None
Generate Mip Maps
Wrap Mode
Clamp
Filter Mode
Bilinear
Aniso Level
1

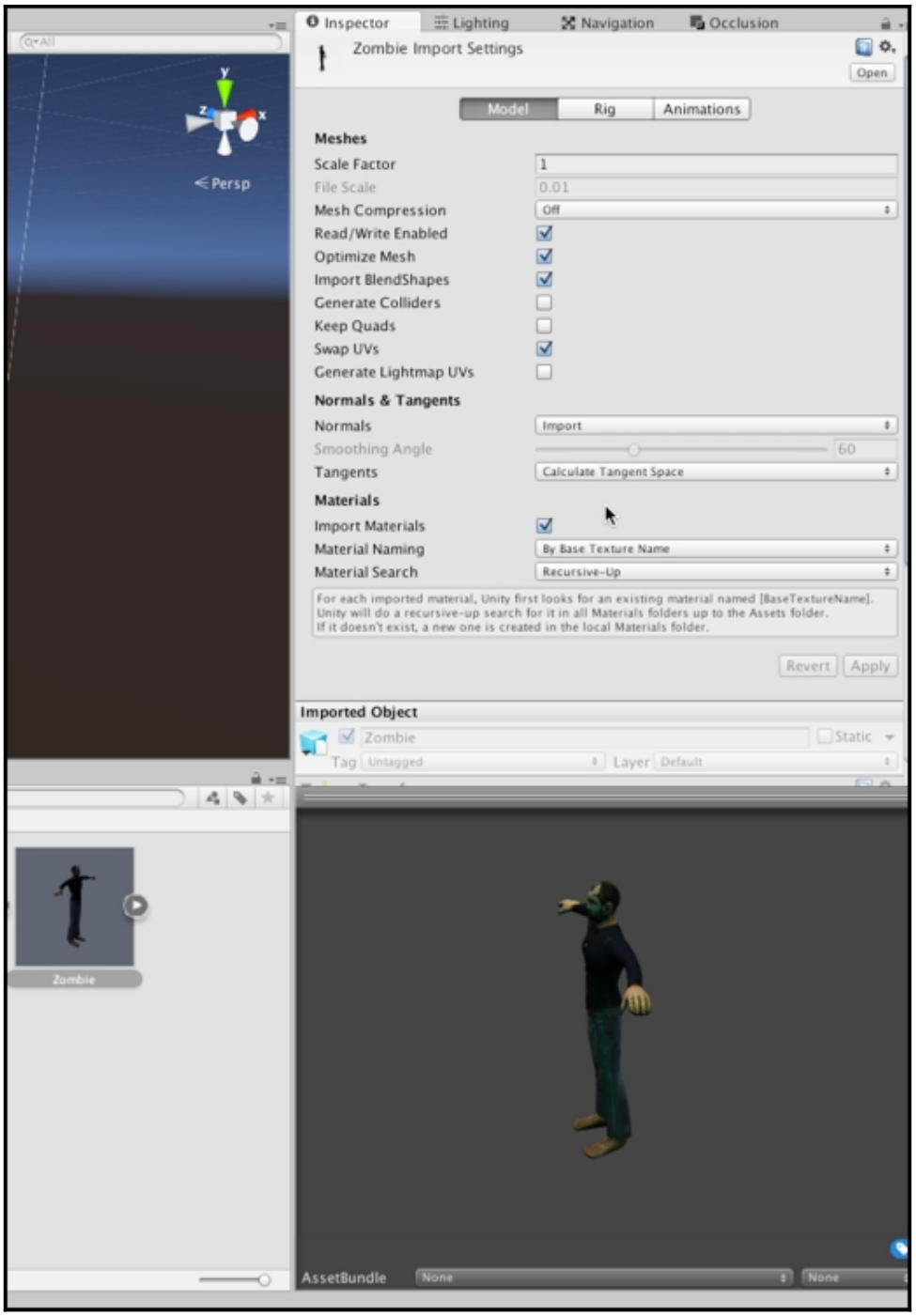

Default
Max Size
4096
Format
Automatic Compressed
Revert
Apply
DiffuseComposite
4096x4096 RGB Compressed DXT1 8.0 MB

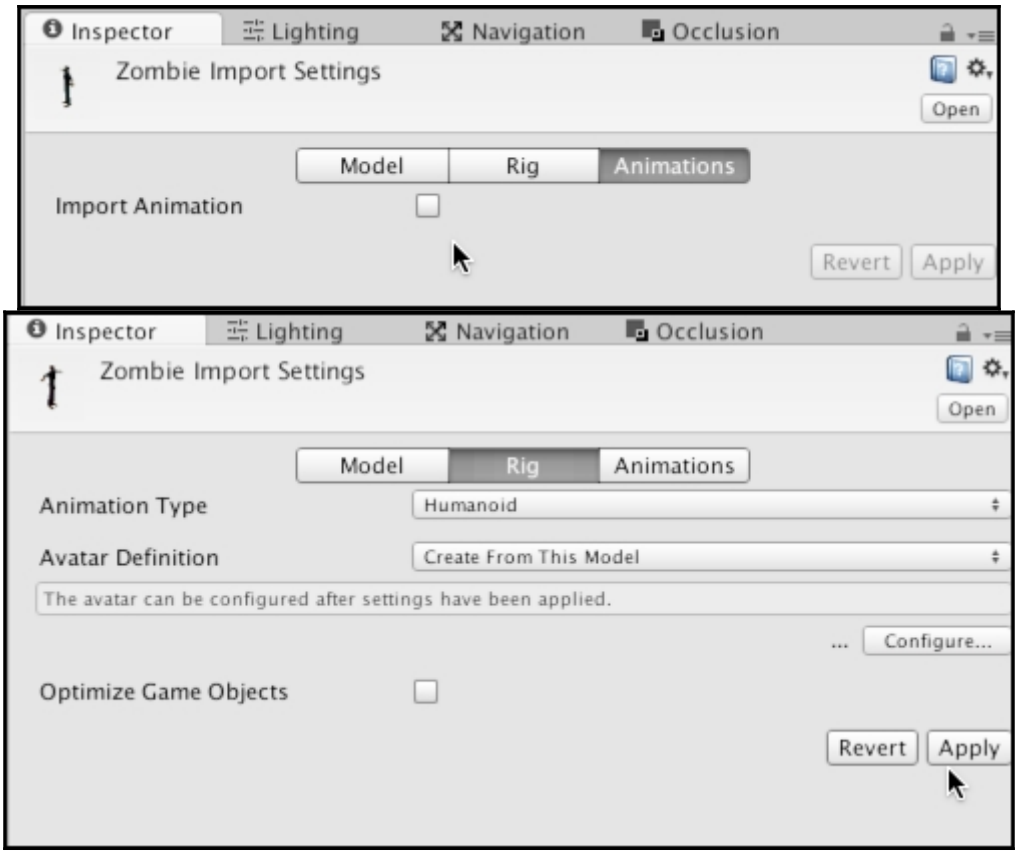

Gizmos
Persp
Inspector
Lighting
Navigation
Occlusion
Arrow Import Settings
Open
Texture Type
Sprite (2D and UI)
Sprite Mode
Single
Packing Tag
Pixels Per Unit
100
Pivot
Center
Sprite Editor
Generate Mip Maps
Filter Mode
Trilinear
Default
Max Size
2048
Format
Truecolor
Revert
Apply
Arrow

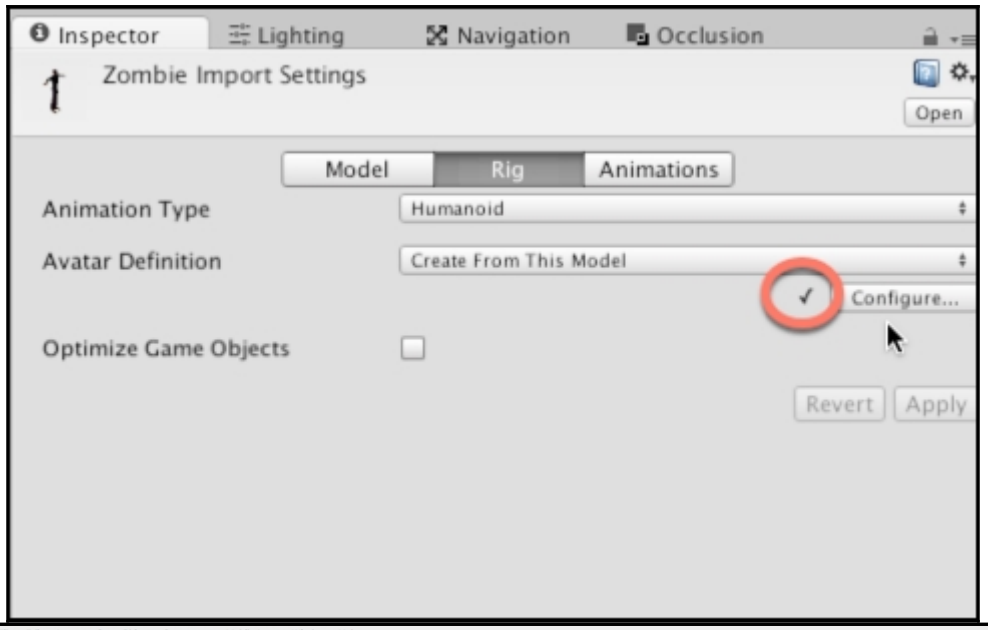

Project
Console
Animation
Audio Mixer
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
textures
Assets ▸ meshes
lamp
section_Corner
section_Cross
section_Curve
section_End
section_Straight
section_T
Zombie

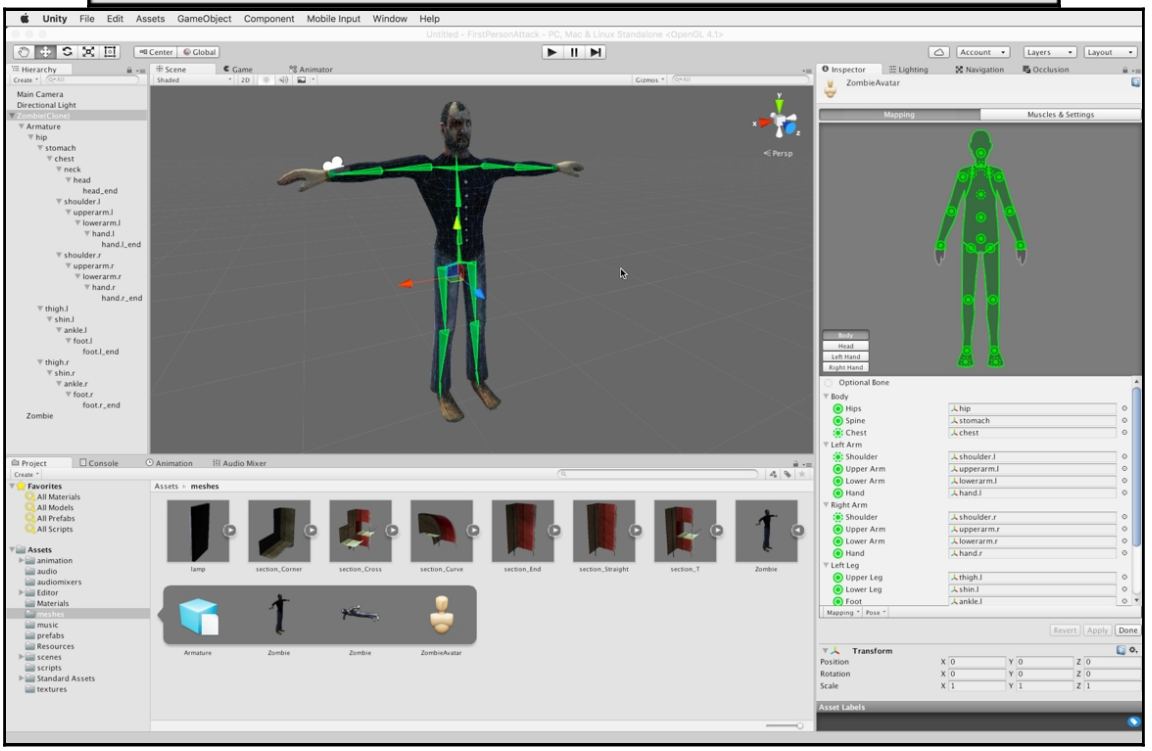

Inspector
Lighting
Navigation
Occlusion
Gizmos
Persp
Model
Rig
Animations
Meshes
Scale Factor
1
File Scale
0.01
Mesh Compression
Off
Read/Write Enabled
Optimize Mesh
Import BlendShapes
Generate Colliders
Keep Quads
Swap UVs
Generate Lightmap UVs
Advanced
Hard Angle
88
Pack Margin
6
Angle Error
8
Area Error
15
Normals & Tangents
Normals
Import
Smoothing Angle
60
Tangents
Calculate Tangent Space
Materials
Import Materials
Material Naming
By Base Texture Name
Material Search
Recursive-Up
For each imported material, Unity first looks for an existing material named [BaseTextureName].
Unity will do a recursive-up search for it in all Materials folders up to the Assets folder.
If it doesn't exist, a new one is created in the local Materials folder.
Revert
Apply
section_T
Zombie

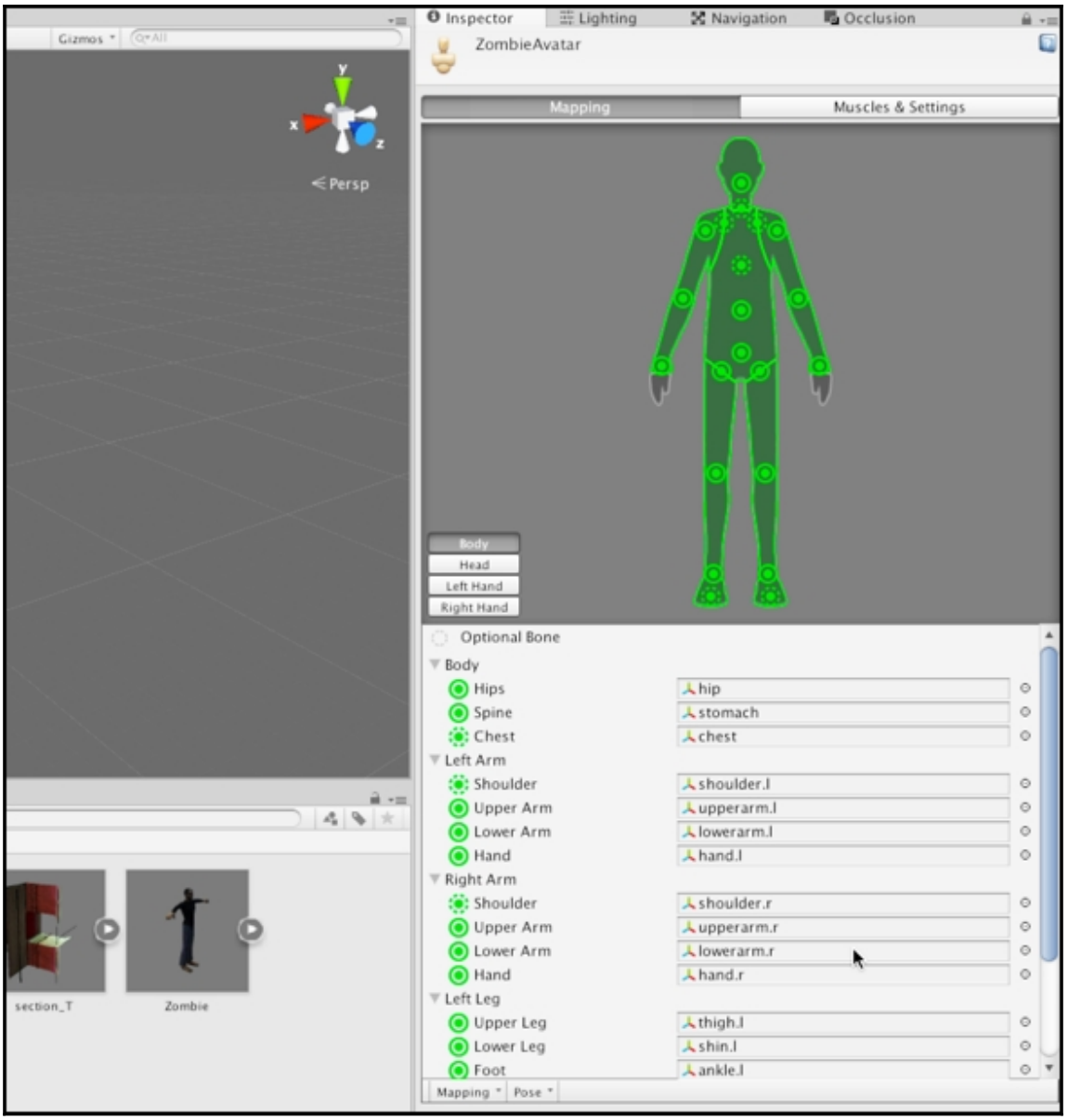

Inspector
Lighting
Navigation
Occlusion
section_T Import Settings
Open
Model
Rig
Animations
Animation Type
None
Legacy
Generic
Humanoid
Inspector
Lighting
Navigation
Occlusion
section_T Import Settings
Open
Model
Rig
Animations
Import Animation
Revert
Apply

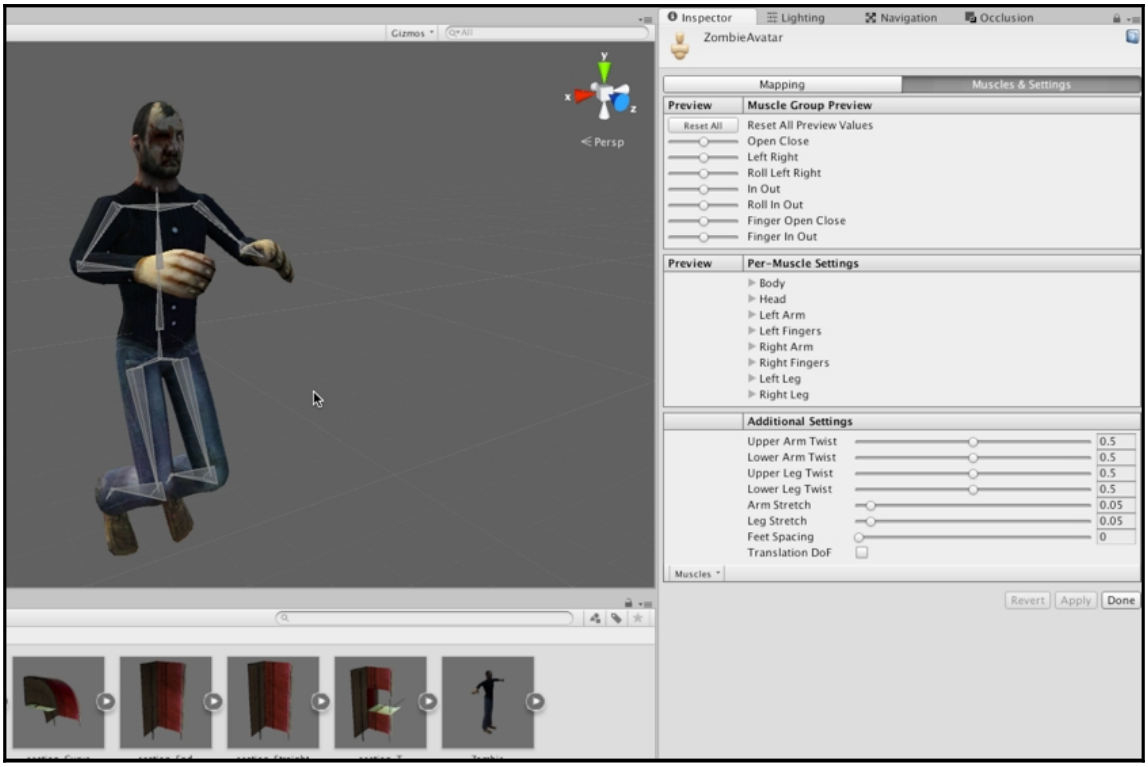

Inspector
Lighting
Navigation
Occlusion
Zombie Import Settings
Open
Model
Rig
Animations
Meshes
Scale Factor
1
File Scale
0.01
Mesh Compression
Off
Read/Write Enabled
Optimize Mesh
Import BlendShapes
Generate Colliders
Keep Quads
Swap UVs
Generate Lightmap UVs
Normals & Tangents
Normals
Import
Smoothing Angle
60
Tangents
Calculate Tangent Space
Materials
Import Materials
Material Naming
By Base Texture Name
Material Search
Recursive-Up
For each imported material, Unity first looks for an existing material named [BaseTextureName].
Unity will do a recursive-up search for it in all Materials folders up to the Assets folder.
If it doesn't exist, a new one is created in the local Materials folder.
Revert
Apply
Imported Object
Zombie
Static
Tag
Untagged
Layer
Default
Persp
Zombie
AssetBundle
None
None

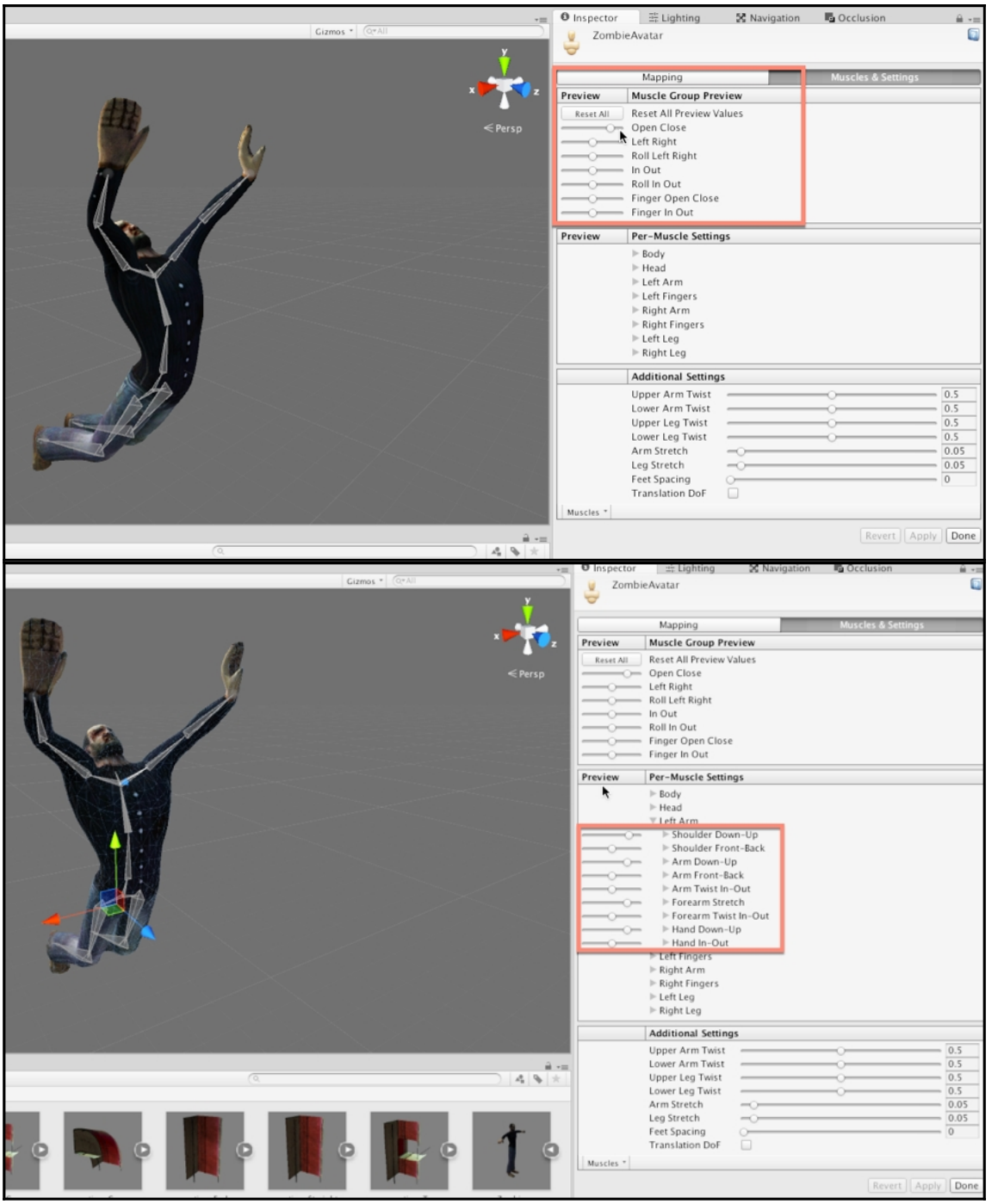

Inspector
Lighting
Navigation
Occlusion
Zombie Import Settings
Open
Model
Rig
Animations
Import Animation
Revert
Apply
Inspector
Lighting
Navigation
Occlusion
Zombie Import Settings
Open
Model
Rig
Animations
Animation Type
Humanoid
Avatar Definition
Create From This Model
The avatar can be configured after settings have been applied.
...
Configure...
Optimize Game Objects
Revert
Apply

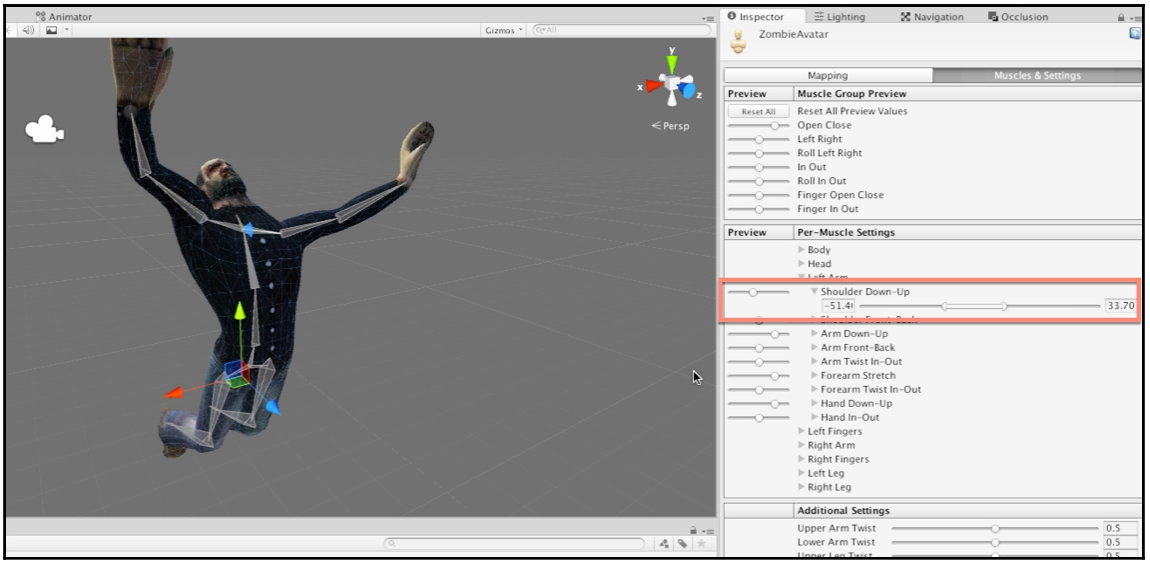

Inspector
Lighting
Navigation
Occlusion
Zombie Import Settings
Open
Model
Rig
Animations
Animation Type
Humanoid
Avatar Definition
Create From This Model
Configure...
Optimize Game Objects
Revert
Apply

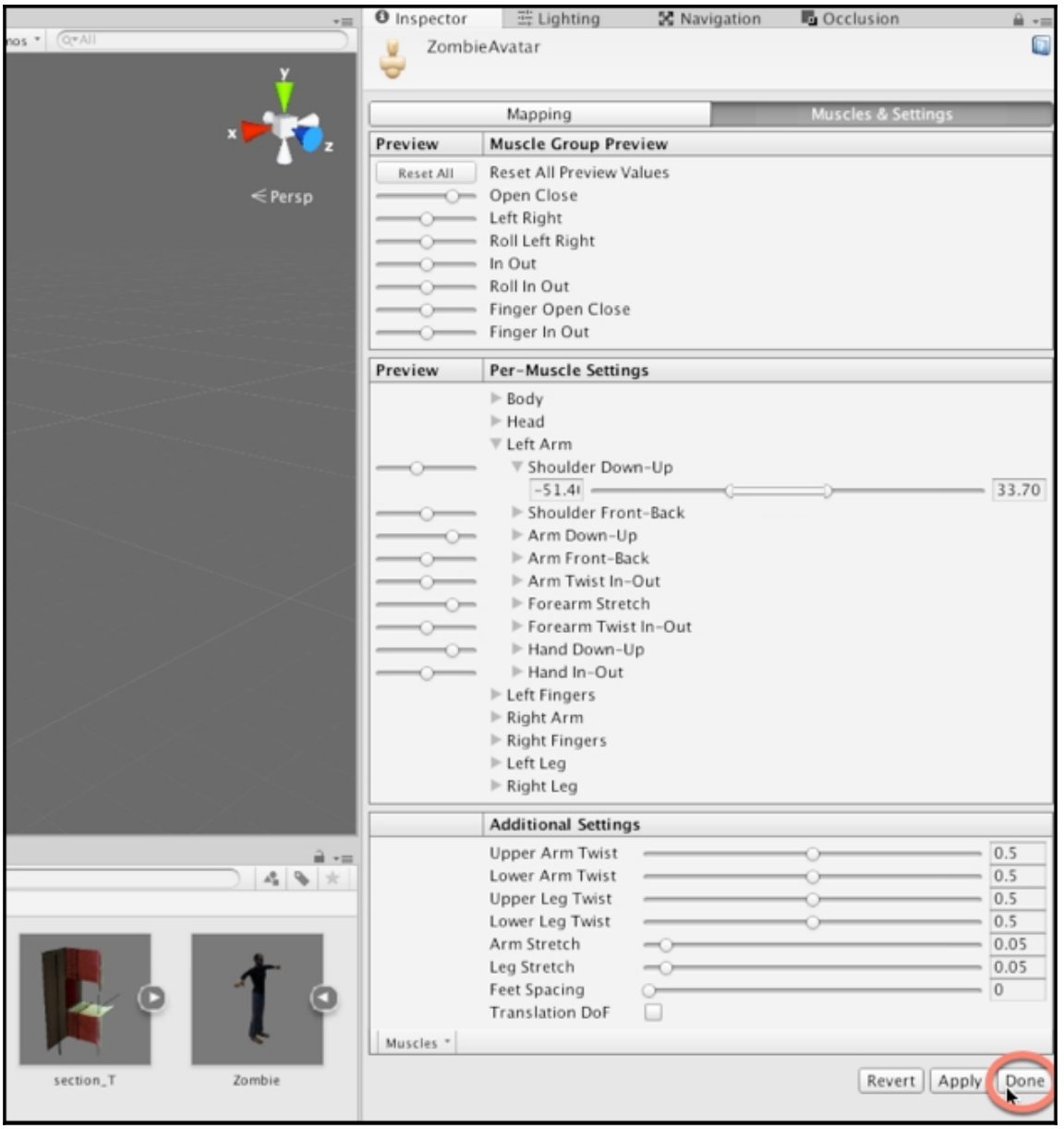

Unity File Edit Assets GameObject Component Mobile Input Window Help
Hierarchy
Scene
Game
Animator
Inspector
Lighting
Navigation
Occlusion
Main Camera
Directional Light
Armature
Zombie
ZombieAvatar
Mapping
Muscles & Settings
Project
Console
Animation
Audio Mixer
Assets
meshes
Favorites
Transform
Position
Rotation
Scale
Asset Labels

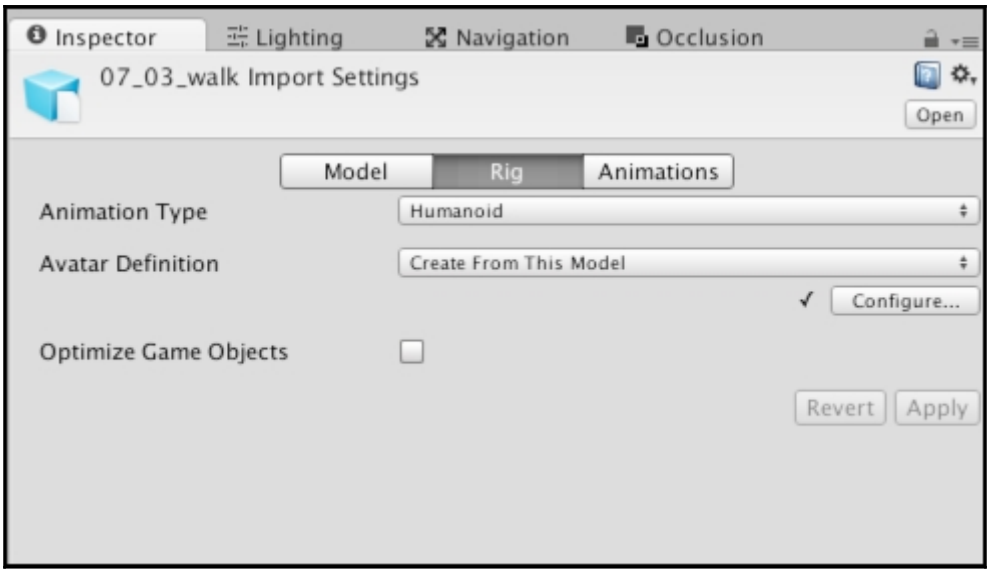

Gizmos
Persp
section_T
Zombie
Inspector
Lighting
Navigation
Occlusion
ZombieAvatar
Mapping
Muscles & Settings
Body
Head
Left Hand
Right Hand
Optional Bone
Body
Hips
hip
Spine
stomach
Chest
chest
Left Arm
Shoulder
shoulder.l
Upper Arm
upperarm.l
Lower Arm
lowerarm.l
Hand
hand.l
Right Arm
Shoulder
shoulder.r
Upper Arm
upperarm.r
Lower Arm
lowerarm.r
Hand
hand.r
Left Leg
Upper Leg
thigh.l
Lower Leg
shin.l
Foot
ankle.l
Mapping
Pose

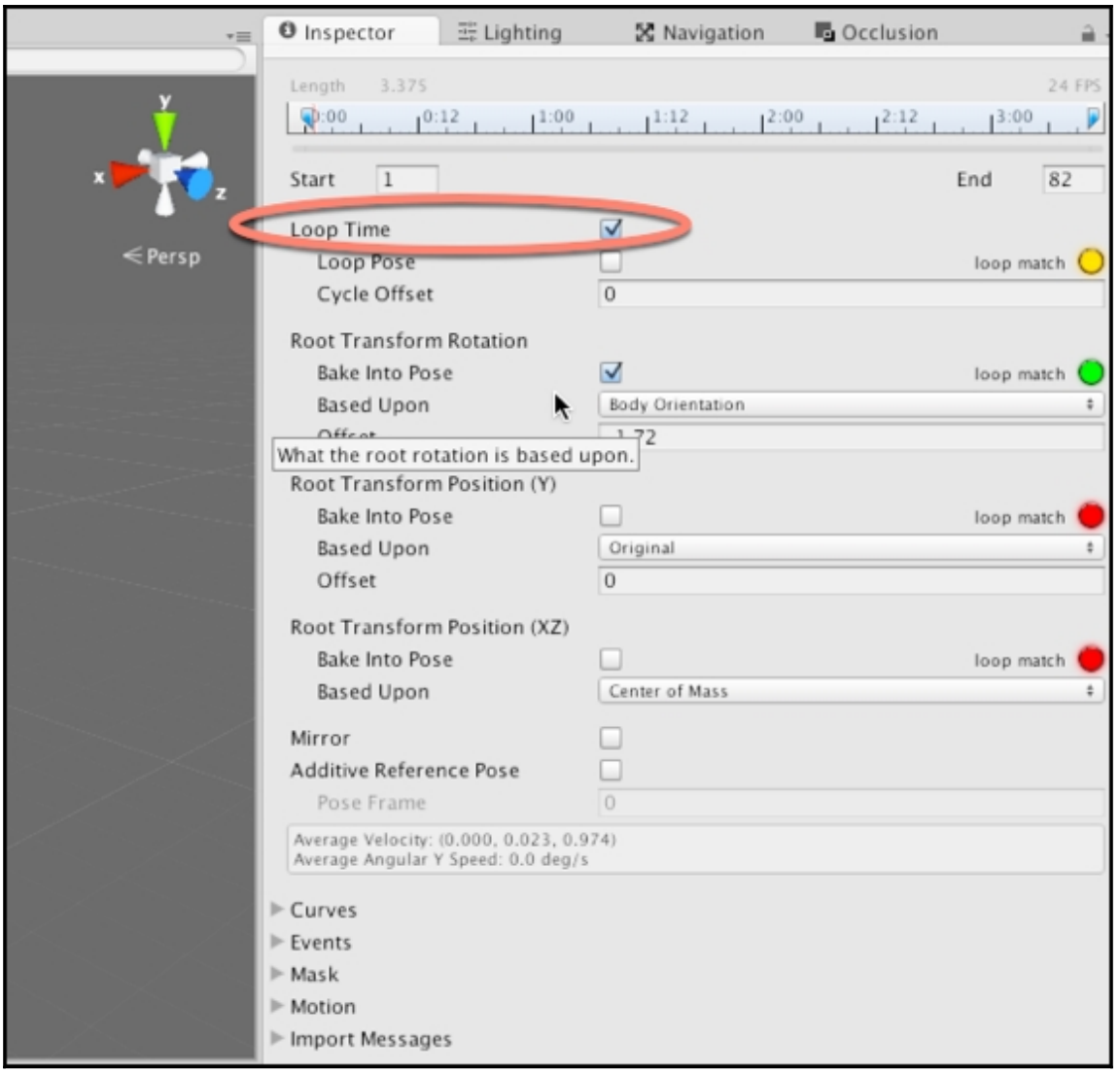

Gizmos
Persp
Inspector
Lighting
Navigation
Occlusion
ZombieAvatar
Mapping
Muscles & Settings
Preview
Muscle Group Preview
Reset All
Reset All Preview Values
Open Close
Left Right
Roll Left Right
In Out
Roll In Out
Finger Open Close
Finger In Out
Preview
Per-Muscle Settings
Body
Head
Left Arm
Left Fingers
Right Arm
Right Fingers
Left Leg
Right Leg
Additional Settings
Upper Arm Twist
Lower Arm Twist
Upper Leg Twist
Lower Leg Twist
Arm Stretch
Leg Stretch
Feet Spacing
Translation DoF
0.5
0.5
0.5
0.5
0.05
0.05
0
Muscles
Revert
Apply
Done

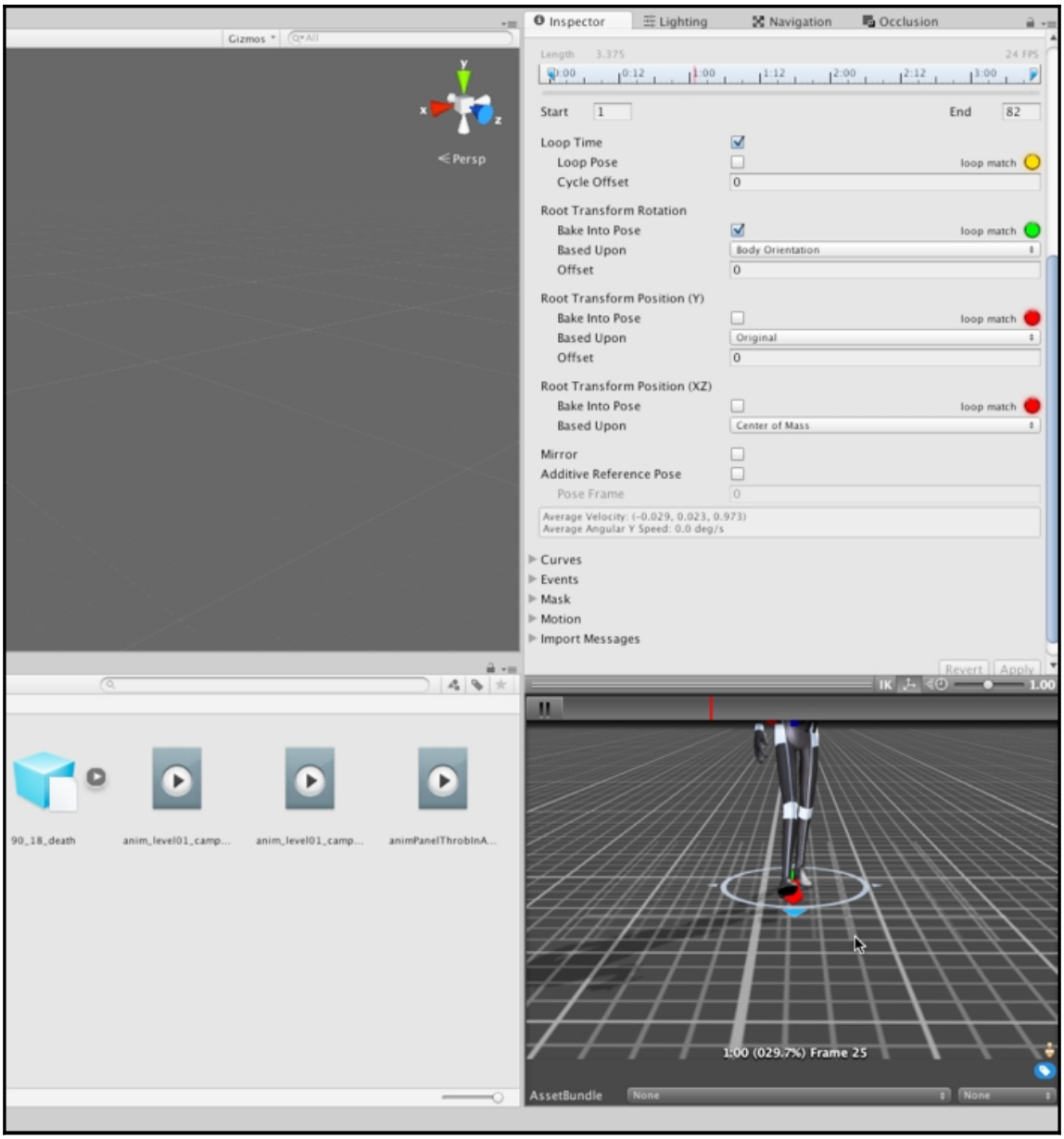

Inspector
Lighting
Navigation
Occlusion
ZombieAvatar
Mapping
Muscles & Settings
Preview
Muscle Group Preview
Reset All
Reset All Preview Values
Open Close
Left Right
Roll Left Right
In Out
Roll In Out
Finger Open Close
Finger In Out
Per-Muscle Settings
Body
Head
Left Arm
Left Fingers
Right Arm
Right Fingers
Left Leg
Right Leg
Additional Settings
Upper Arm Twist
Lower Arm Twist
Upper Leg Twist
Lower Leg Twist
Arm Stretch
Leg Stretch
Feet Spacing
Translation DoF
Muscles
Revert
Apply
Done
Gizmos
Persp
Shoulder Down-Up
Shoulder Front-Back
Arm Down-Up
Arm Front-Back
Arm Twist In-Out
Forearm Stretch
Forearm Twist In-Out
Hand Down-Up
Hand In-Out

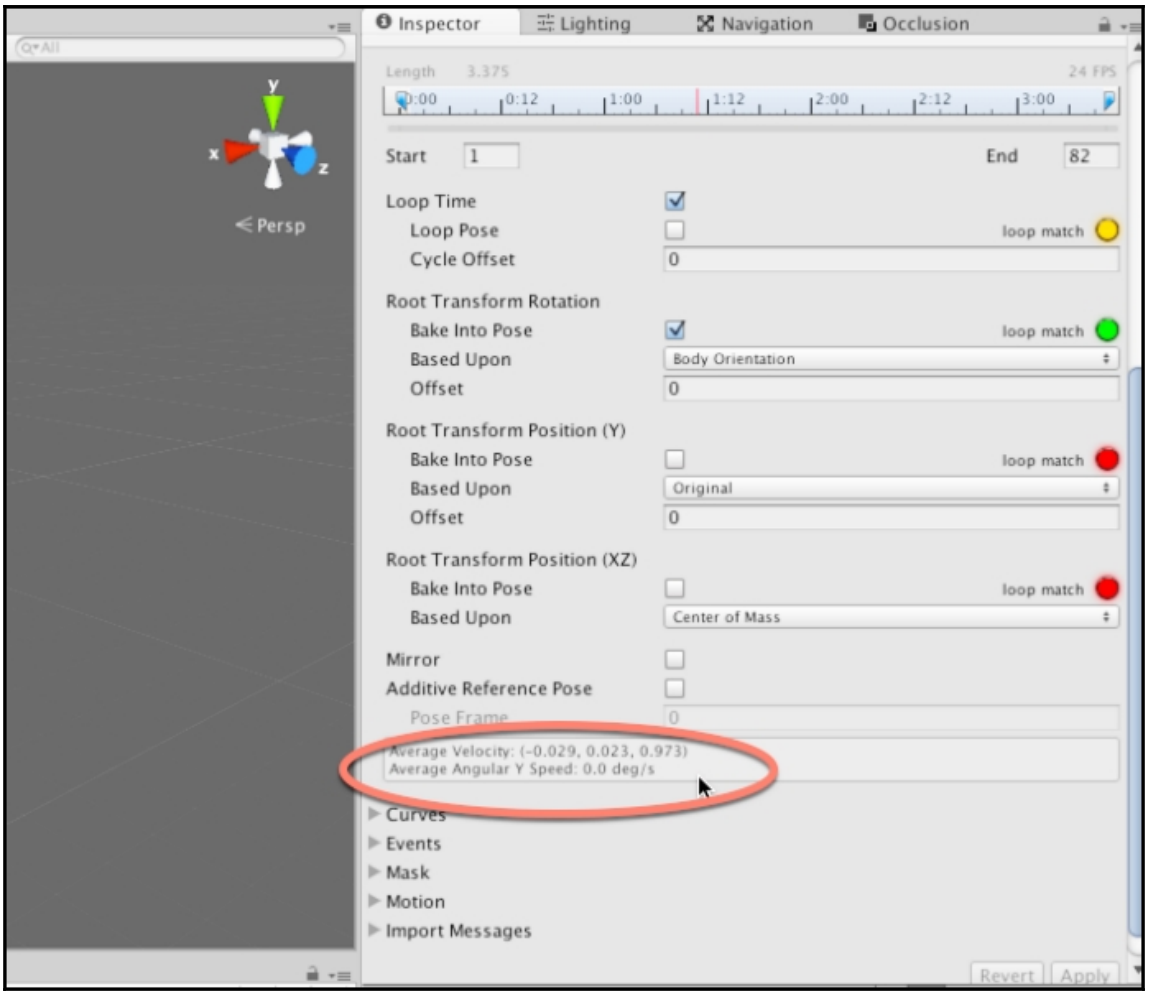

Animator
Gizmos
Persp
Inspector
Lighting
Navigation
Occlusion
ZombieAvatar
Mapping
Muscles & Settings
Preview
Muscle Group Preview
Reset All
Reset All Preview Values
Open Close
Left Right
Roll Left Right
In Out
Roll In Out
Finger Open Close
Finger In Out
Preview
Per-Muscle Settings
Body
Head
Shoulder Down-Up
33.70
Arm Down-Up
Arm Front-Back
Arm Twist In-Out
Forearm Stretch
Forearm Twist In-Out
Hand Down-Up
Hand In-Out
Left Fingers
Right Arm
Right Fingers
Left Leg
Right Leg
Additional Settings
Upper Arm Twist
0.5
Lower Arm Twist
0.5

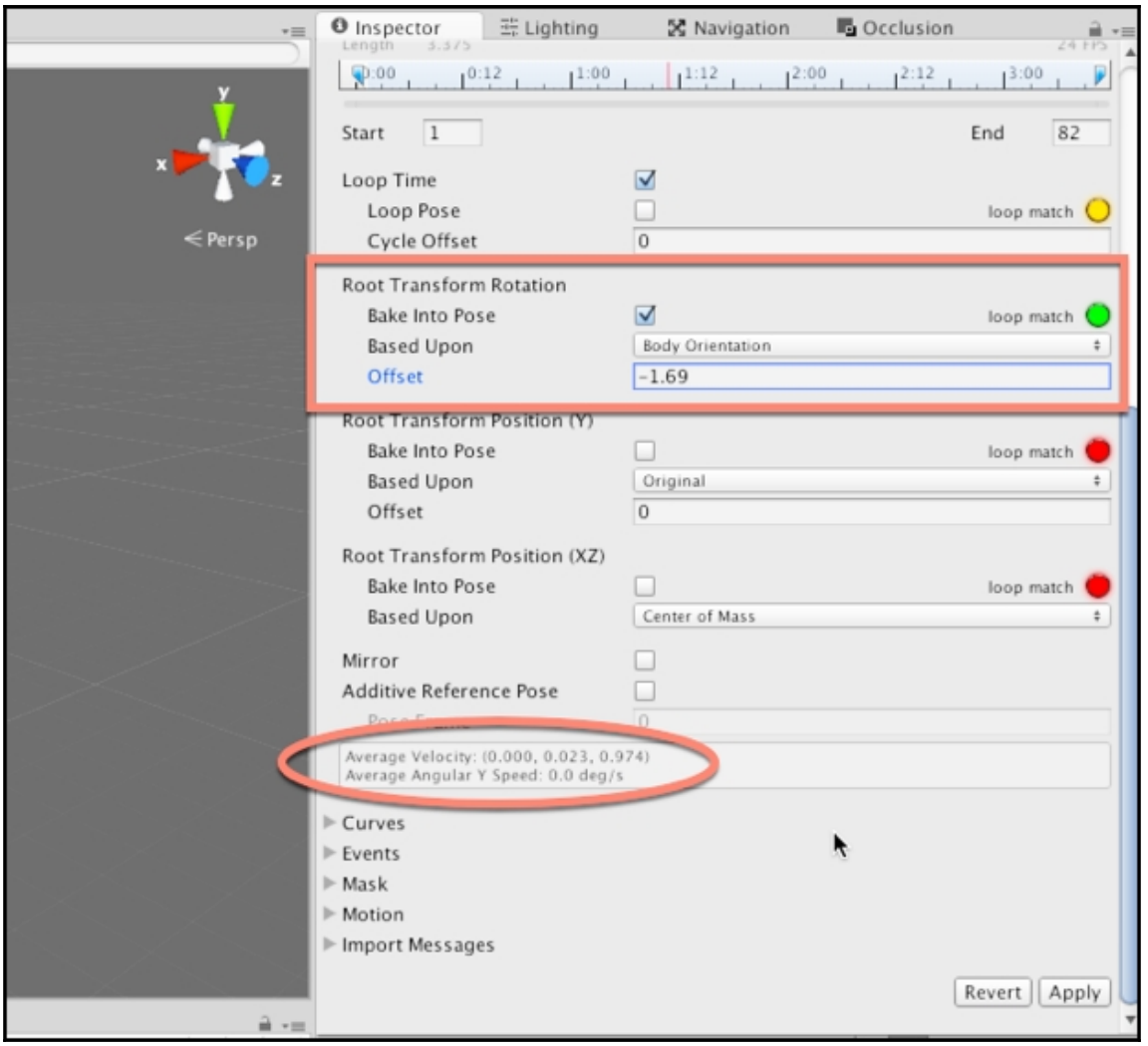

Inspector
Lighting
Navigation
Occlusion
ZombieAvatar
Mapping
Muscles & Settings
Preview
Muscle Group Preview
Reset All
Reset All Preview Values
Open Close
Left Right
Roll Left Right
In Out
Roll In Out
Finger Open Close
Finger In Out
Preview
Per-Muscle Settings
Body
Head
Left Arm
Shoulder Down-Up
-51.4
33.70
Shoulder Front-Back
Arm Down-Up
Arm Front-Back
Arm Twist In-Out
Forearm Stretch
Forearm Twist In-Out
Hand Down-Up
Hand In-Out
Left Fingers
Right Arm
Right Fingers
Left Leg
Right Leg
Additional Settings
Upper Arm Twist 0.5
Lower Arm Twist 0.5
Upper Leg Twist 0.5
Lower Leg Twist 0.5
Arm Stretch 0.05
Leg Stretch 0.05
Feet Spacing 0
Translation DoF
Muscles
Revert
Apply
Done
Persp
section_T
Zombie

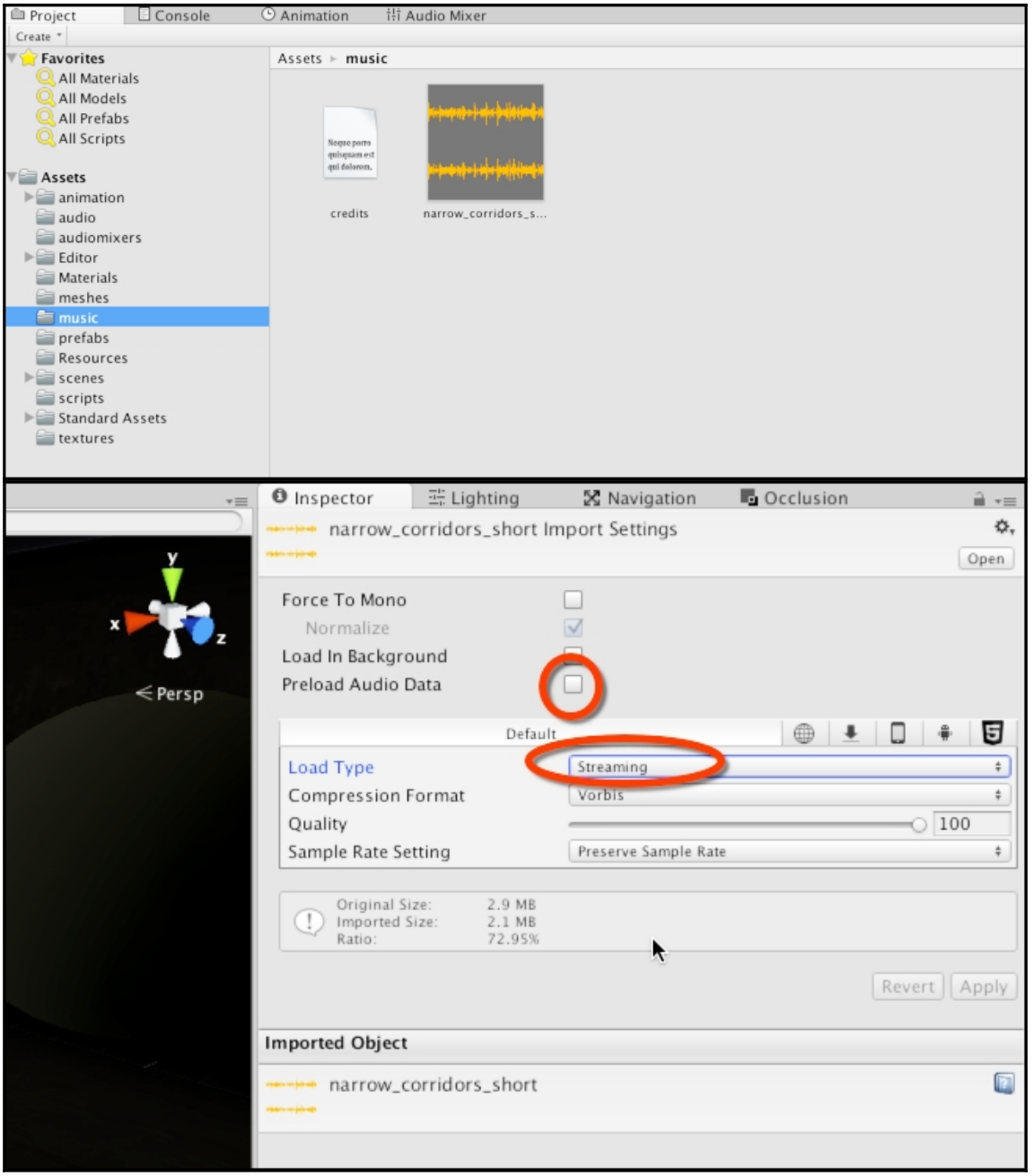

Inspector
Lighting
Navigation
Occlusion
07_03_walk Import Settings
Open
Model
Rig
Animations
Animation Type
Humanoid
Avatar Definition
Create From This Model
Configure...
Optimize Game Objects
Revert
Apply

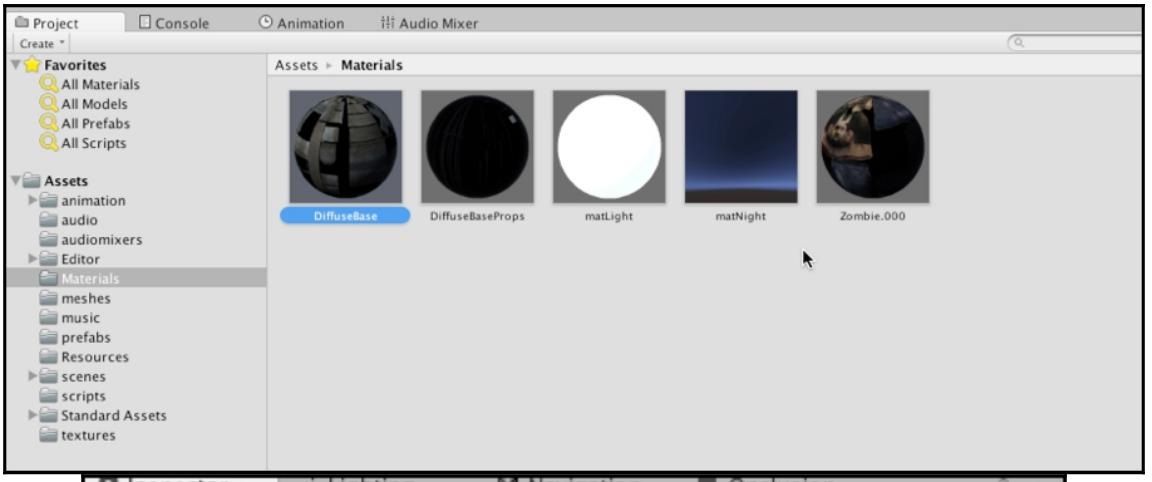

Inspector
Lighting
Navigation
Occlusion
Length 3.375
24 FPS
0:00
0:12
1:00
1:12
2:00
2:12
3:00
Start 1
End 82
Loop Time
Loop Pose
loop match
Cycle Offset 0
Root Transform Rotation
Bake Into Pose
loop match
Based Upon Body Orientation
What the root rotation is based upon.
Root Transform Position (Y)
Bake Into Pose
loop match
Based Upon Original
Offset 0
Root Transform Position (XZ)
Bake Into Pose
loop match
Based Upon Center of Mass
Mirror
Additive Reference Pose
Pose Frame 0
Average Velocity: (0.000, 0.023, 0.974)
Average Angular Y Speed: 0.0 deg/s
Curves
Events
Mask
Motion
Import Messages
Persp

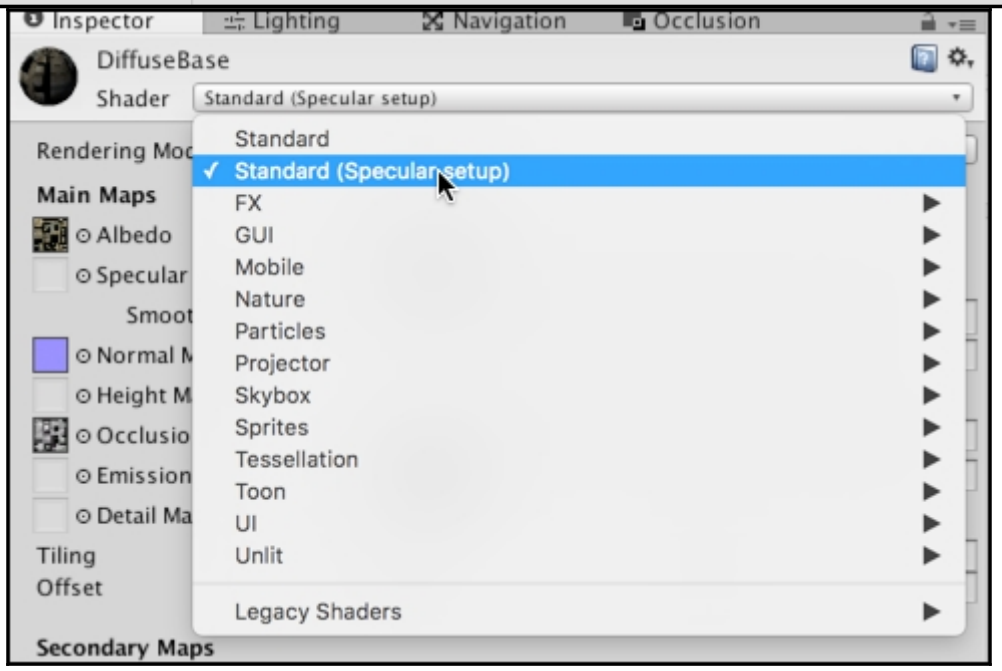

Gizmos
Persp
Inspector
Lighting
Navigation
Occlusion
Length 3.375
24 FPS
Start 1
End 82
Loop Time
Loop Pose
loop match
Cycle Offset
Root Transform Rotation
Bake Into Pose
Based Upon
Body Orientation
Offset
Root Transform Position (Y)
Original
Root Transform Position (XZ)
Center of Mass
Mirror
Additive Reference Pose
Pose Frame
Average Velocity: (-0.029, 0.023, 0.973)
Average Angular Y Speed: 0.0 deg/s
Curves
Events
Mask
Motion
Import Messages
Revert
Apply
IK
1.00
90_18_death
anim_level01_camp...
anim_level01_camp...
animPanelThrobInA...
1:00 (029.7%) Frame 25
AssetBundle
None
None

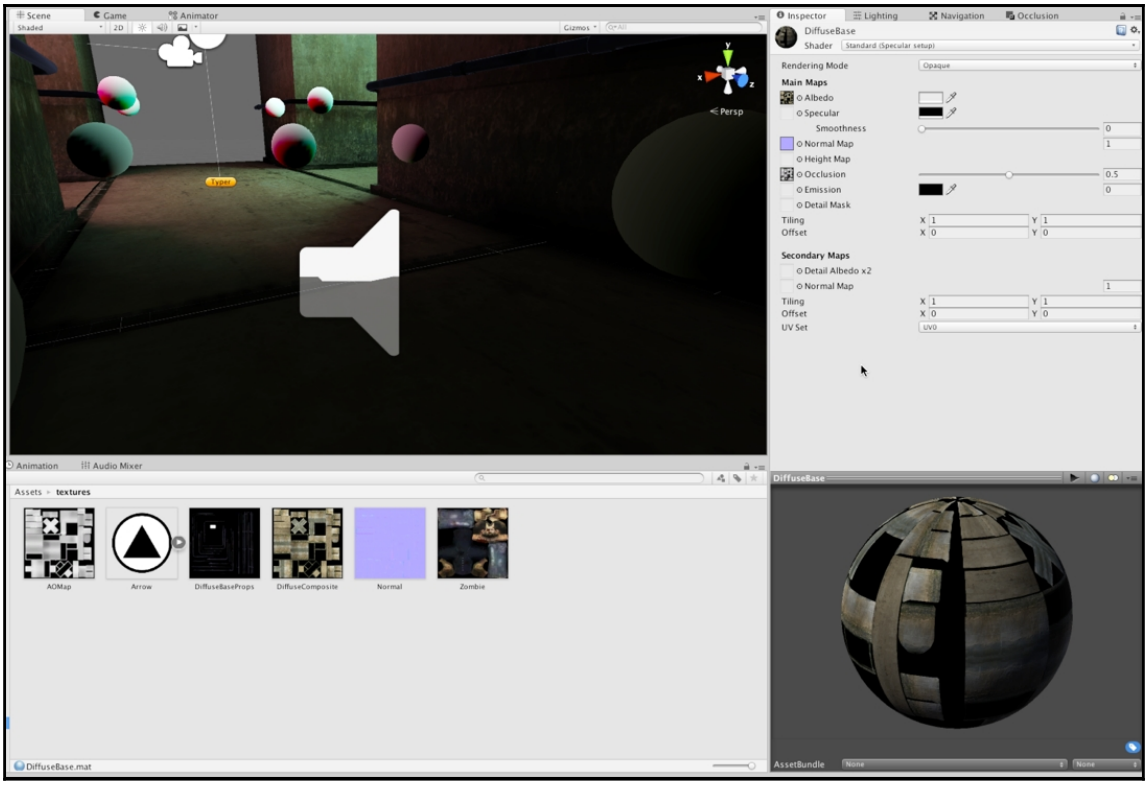

Inspector
Lighting
Navigation
Occlusion
All
y
x
z
Persp
Length 3.375
24 FPS
0:00
0:12
1:00
1:12
2:00
2:12
3:00
Start 1
End 82
Loop Time
Loop Pose
loop match
Cycle Offset 0
Root Transform Rotation
Bake Into Pose
loop match
Based Upon Body Orientation
Offset 0
Root Transform Position (Y)
Bake Into Pose
loop match
Based Upon Original
Offset 0
Root Transform Position (XZ)
Bake Into Pose
loop match
Based Upon Center of Mass
Mirror
Additive Reference Pose
Pose Frame 0
Average Velocity: (-0.029, 0.023, 0.973)
Average Angular Y Speed: 0.0 deg/s
Curves
Events
Mask
Motion
Import Messages
Revert
Apply


Inspector
Lighting
Navigation
Occlusion
Persp
Start 1
End 82
Loop Time
Loop Pose
loop match
Cycle Offset 0
Root Transform Rotation
Bake Into Pose
loop match
Based Upon Body Orientation
Offset -1.69
Root Transform Position (Y)
Bake Into Pose
loop match
Based Upon Original
Offset 0
Root Transform Position (XZ)
Bake Into Pose
loop match
Based Upon Center of Mass
Mirror
Additive Reference Pose
Average Velocity: (0.000, 0.023, 0.974)
Average Angular Y Speed: 0.0 deg/s
Curves
Events
Mask
Motion
Import Messages
Revert
Apply

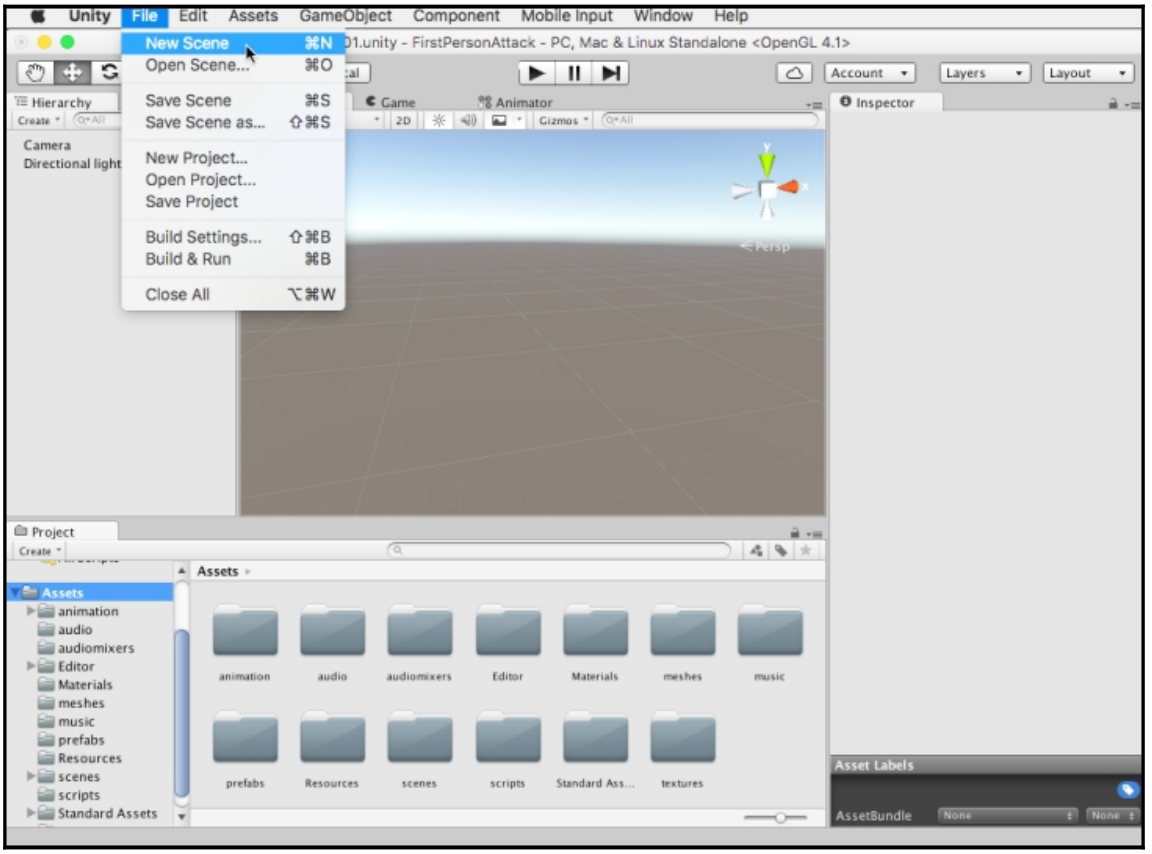

Project
Console
Animation
Audio Mixer
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
textures
Assets ▸ music
credits
narrow_corridors_s...
Inspector
Lighting
Navigation
Occlusion
narrow_corridors_short Import Settings
Open
Force To Mono
Normalize
Load In Background
Preload Audio Data
Default
Load Type
Streaming
Compression Format
Vorbis
Quality
100
Sample Rate Setting
Preserve Sample Rate
Original Size: 2.9 MB
Imported Size: 2.1 MB
Ratio: 72.95%
Revert
Apply
Imported Object
narrow_corridors_short
y
x
z
Persp

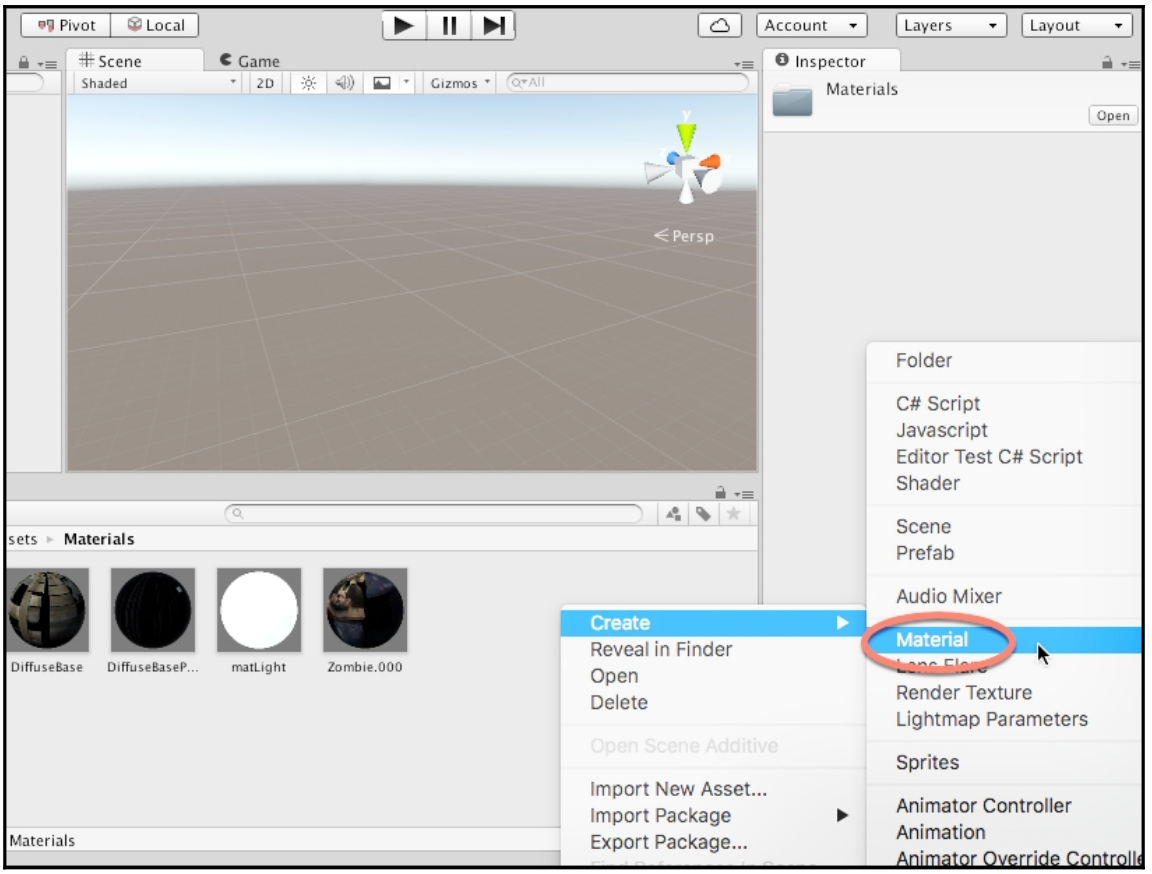

Project
Console
Animation
Audio Mixer
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
textures
Assets ▸ Materials
DiffuseBase
DiffuseBaseProps
matLight
matNight
Zombie.000

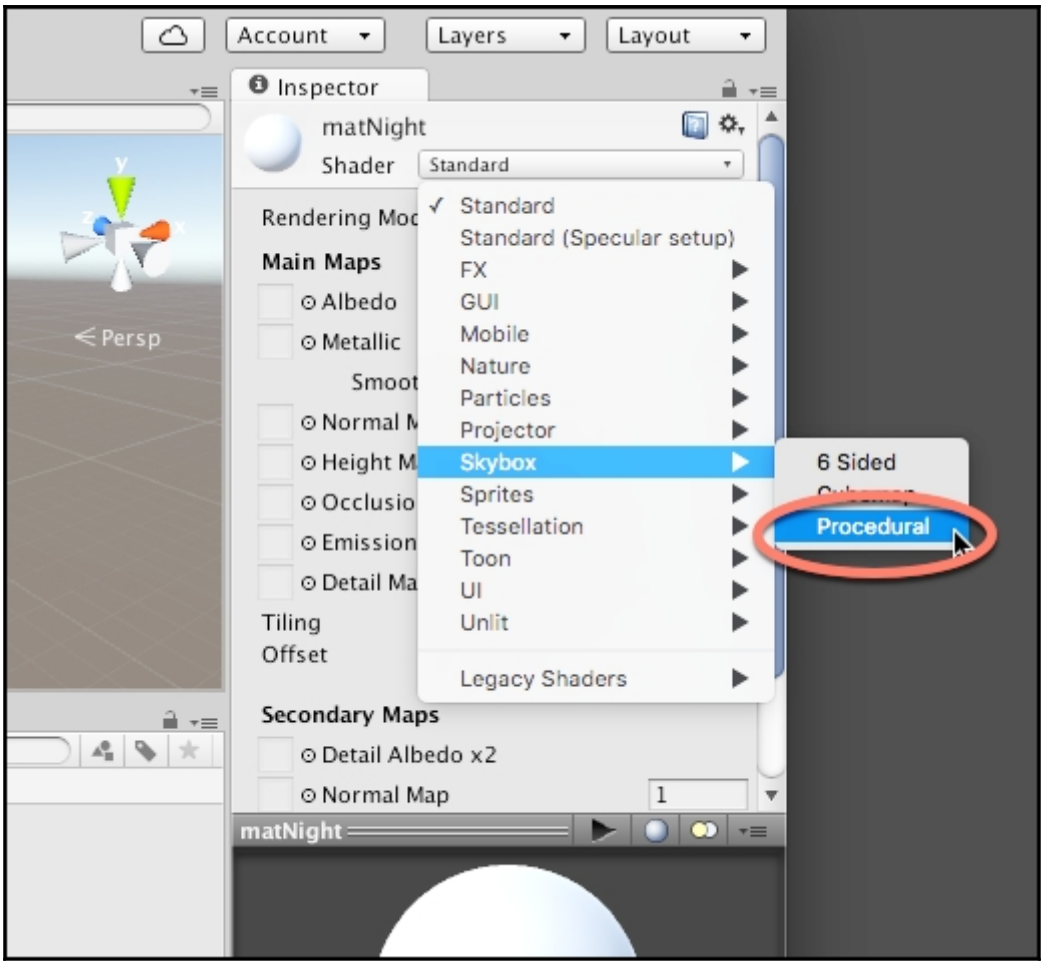

Inspector
Lighting
Navigation
Occlusion
DiffuseBase
Shader
Standard (Specular setup)
Rendering Mod
Main Maps
Albedo
Specular
Smoot
Normal M
Height M
Occlusio
Emission
Detail Ma
Tiling
Offset
Secondary Maps
Standard
✓ Standard (Specular setup)
FX
GUI
Mobile
Nature
Particles
Projector
Skybox
Sprites
Tessellation
Toon
UI
Unlit
Legacy Shaders

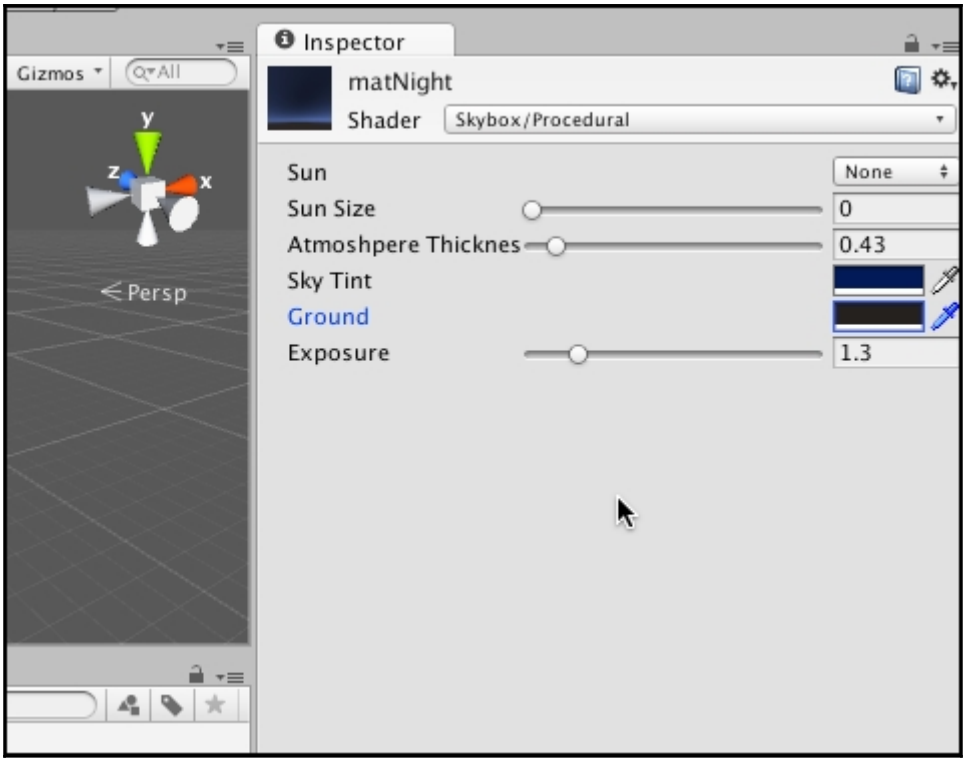

Scene
Game
Animator
Persp
Inspector
Lighting
Navigation
Occlusion
DiffuseBase
Shader
Standard (Specular setup)
Rendering Mode
Opaque
Main Maps
Albedo
Specular
Smoothness
Normal Map
Height Map
Occlusion
Emission
Detail Mask
Tiling
Offset
Secondary Maps
Detail Albedo x2
Normal Map
UV Set
UV0
Animation
Audio Mixer
Assets
textures
AOMap
Arrow
DiffuseBaseProps
DiffuseComposite
Normal
Zombie
DiffuseBase.mat
AssetBundle
None

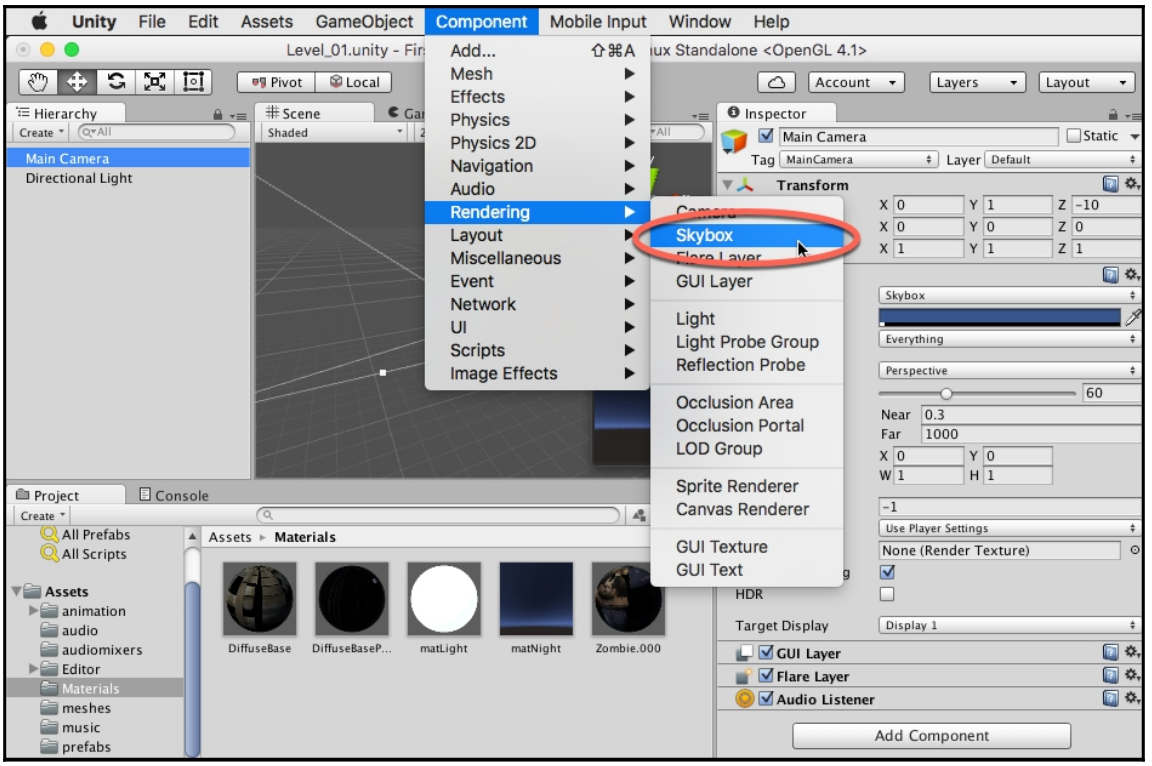
Chapter 2: Level Design and Structure

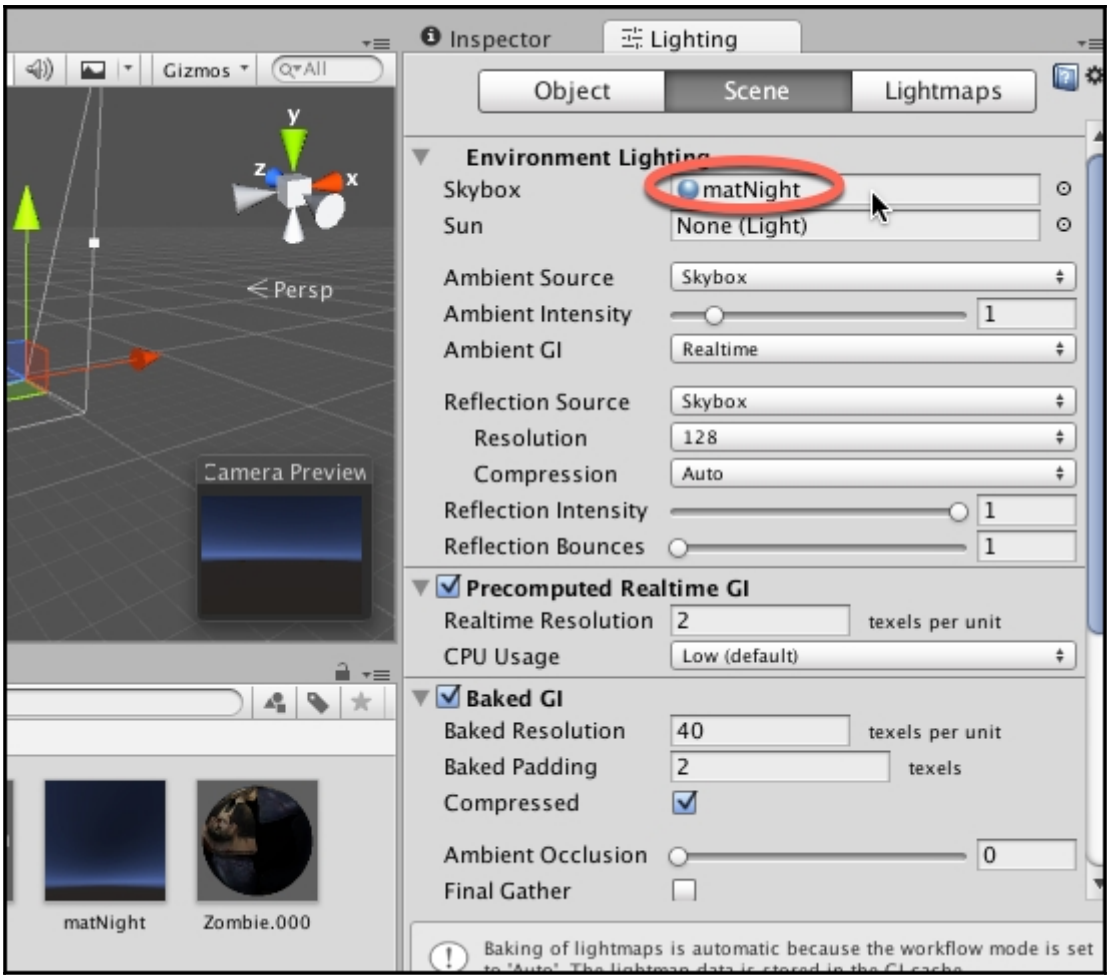


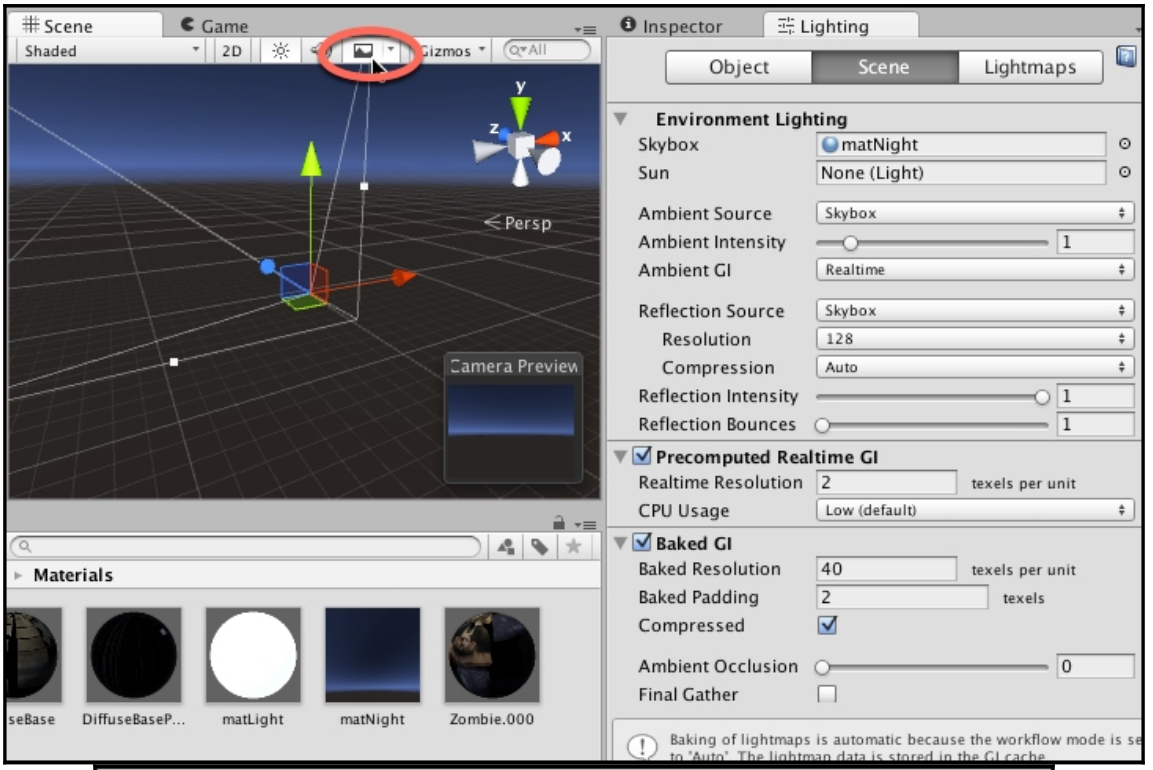

Pivot
Local
Account
Layers
Layout
Scene
Game
Shaded
2D
Gizmos
Persp
Inspector
Materials
Open
sets
Materials
DiffuseBase
DiffuseBaseP...
matLight
Zombie.000
Materials
Folder
C# Script
Javascript
Editor Test C# Script
Shader
Scene
Prefab
Audio Mixer
Create
Reveal in Finder
Open
Delete
Material
Render Texture
Lightmap Parameters
Open Scene Additive
Sprites
Import New Asset...
Import Package
Export Package...
Animator Controller
Animation

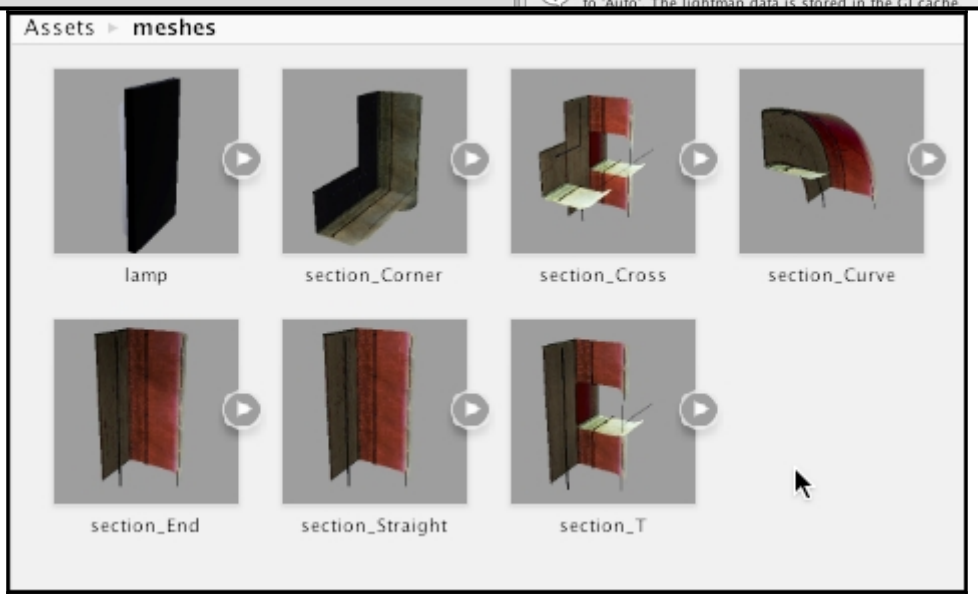

Account
Layers
Layout
Inspector
matNight
Shader
Standard
Rendering Mod
Main Maps
Albedo
Metallic
Smoot
Normal M
Height M
Occlusio
Emission
Detail Ma
Tiling
Offset
Secondary Maps
Detail Albedo x2
Normal Map
1
matNight
Persp
Standard
Standard (Specular setup)
FX
GUI
Mobile
Nature
Particles
Projector
Skybox
Sprites
Tessellation
Toon
UI
Unlit
Legacy Shaders
6 Sided
Procedural

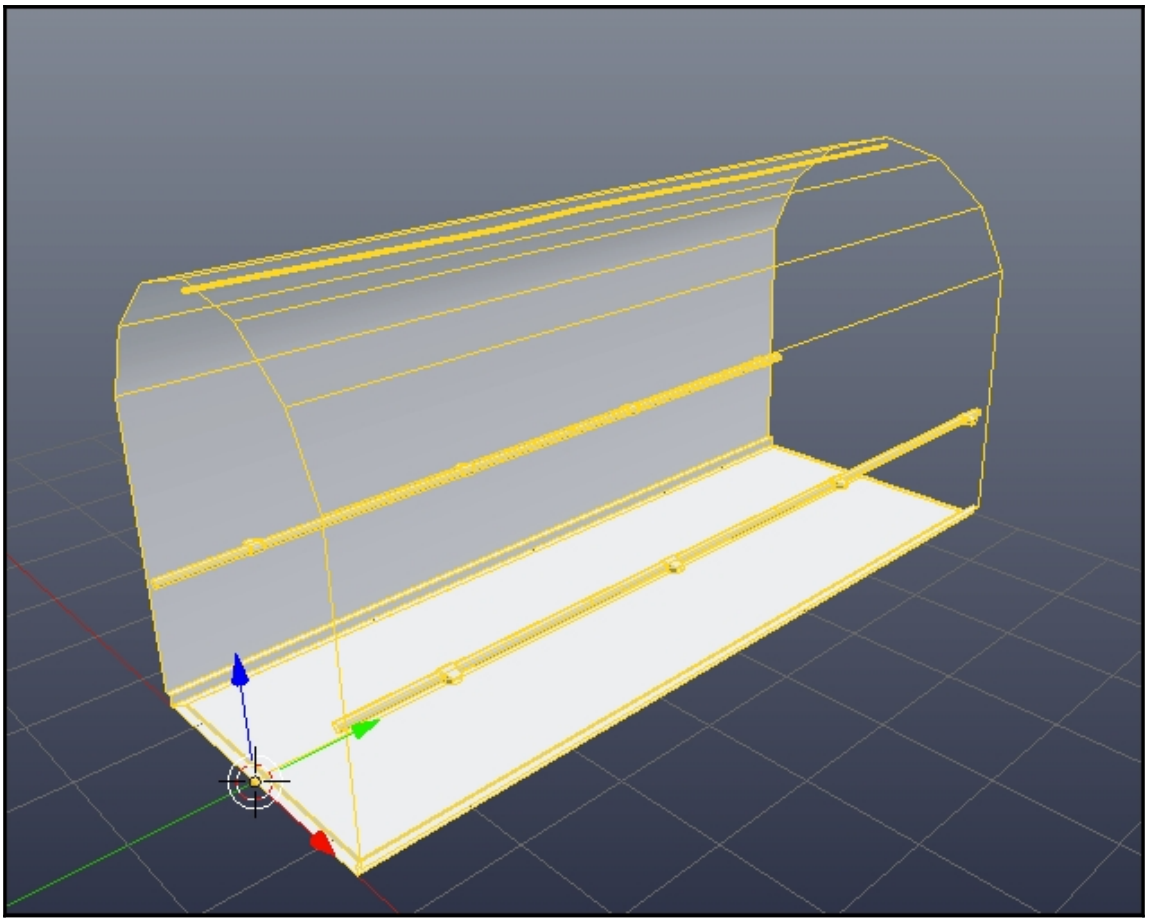

Inspector
Gizmos
All
y
z
x
Persp
matNight
Shader
Skybox/Procedural
Sun
None
Sun Size
0
Atmoshpere Thicknes
0.43
Sky Tint
Ground
Exposure
1.3

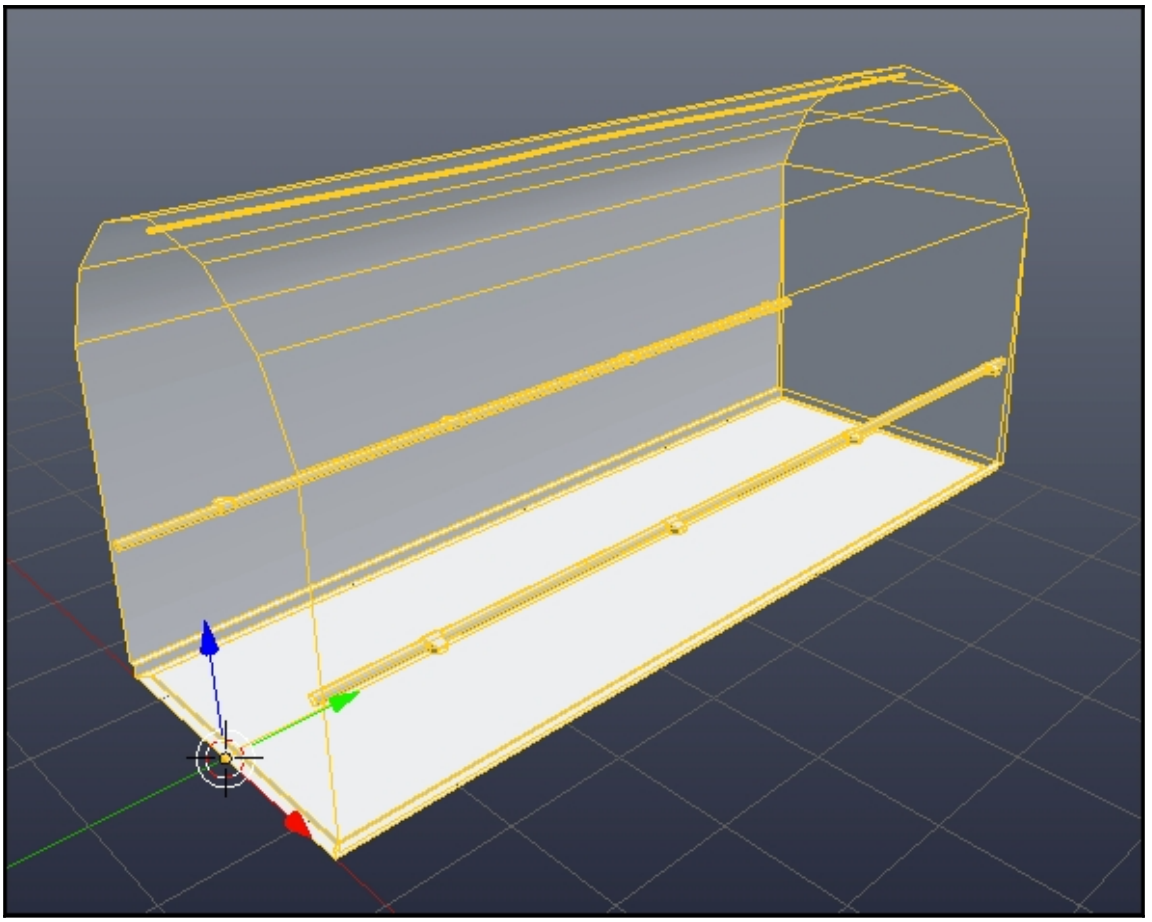

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Add...
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Image Effects
Skybox
GUI Layer
Light
Light Probe Group
Reflection Probe
Occlusion Area
Occlusion Portal
LOD Group
Sprite Renderer
Canvas Renderer
GUI Texture
GUI Text
Hierarchy
Main Camera
Directional Light
Scene
Inspector
Transform
Project
Console
Assets
Materials
DiffuseBase
matLight
matNight
Zombie.000
Add Component

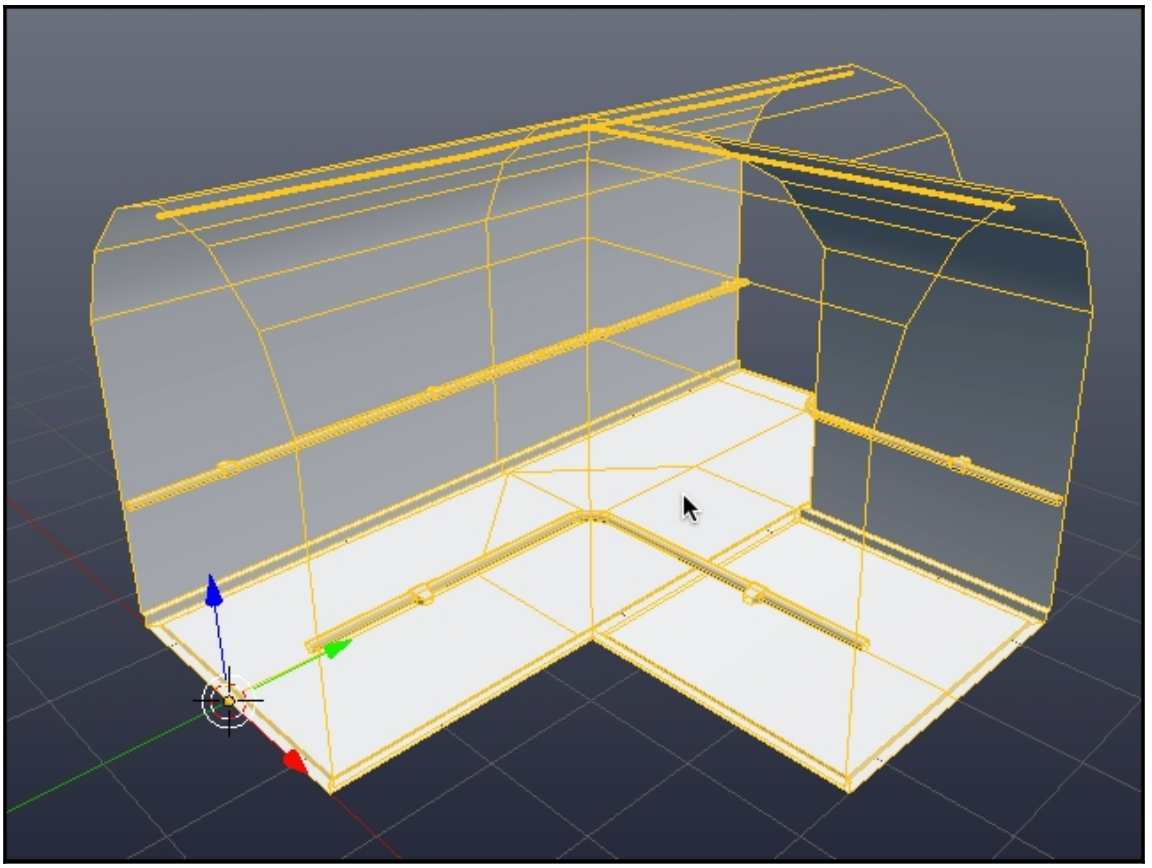

Inspector
Lighting
Gizmos
All
Persp
Camera Preview
Object
Scene
Lightmaps
Environment Lighting
Skybox
matNight
Sun
None (Light)
Ambient Source
Skybox
Ambient Intensity
1
Ambient GI
Realtime
Reflection Source
Skybox
Resolution
128
Compression
Auto
Reflection Intensity
1
Reflection Bounces
1
Precomputed Realtime GI
Realtime Resolution
2
texels per unit
CPU Usage
Low (default)
Baked GI
Baked Resolution
40
texels per unit
Baked Padding
2
texels
Compressed
Ambient Occlusion
0
Final Gather
Baking of lightmaps is automatic because the workflow mode is set
matNight
Zombie.000

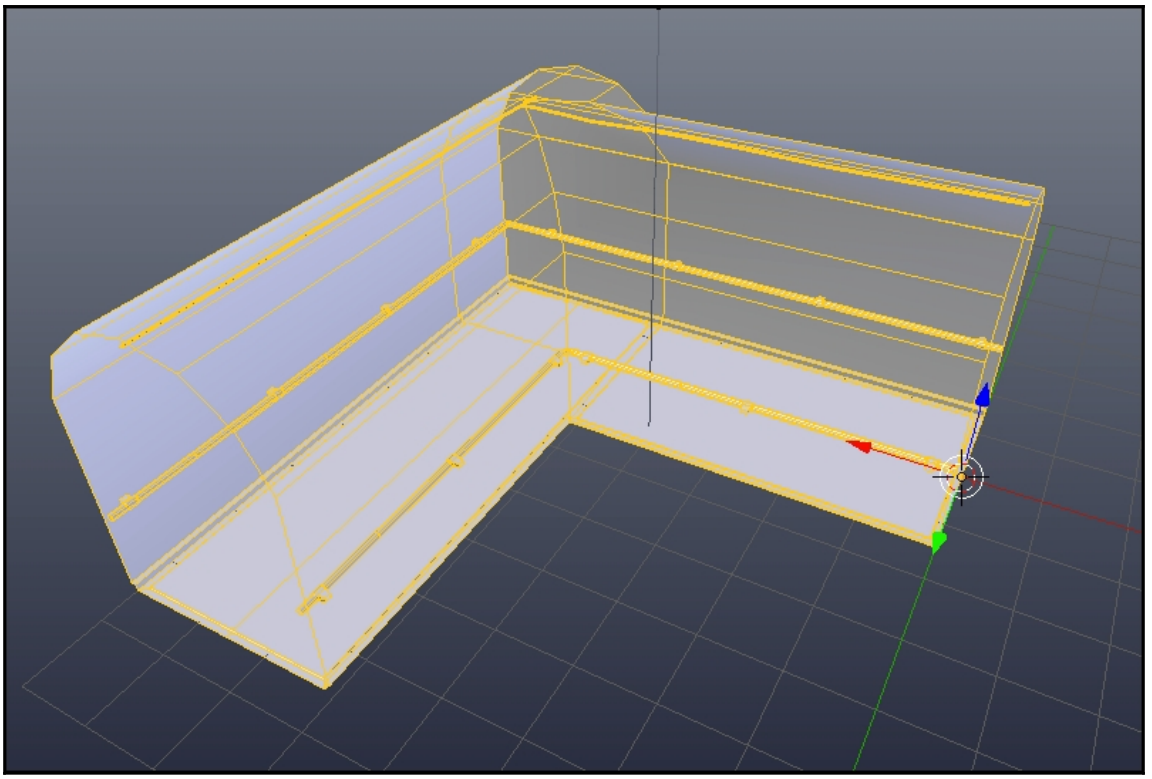

Scene
Game
Shaded
2D
Gizmos
All
y
z
x
Persp
Camera Preview
Inspector
Lighting
Object
Scene
Lightmaps
Environment Lighting
Skybox
matNight
Sun
None (Light)
Ambient Source
Skybox
Ambient Intensity
1
Ambient GI
Realtime
Reflection Source
Skybox
Resolution
128
Compression
Auto
Reflection Intensity
1
Reflection Bounces
1
Precomputed Realtime GI
Realtime Resolution
2
texels per unit
CPU Usage
Low (default)
Baked GI
Baked Resolution
40
texels per unit
Baked Padding
2
texels
Compressed
Ambient Occlusion
0
Final Gather
Baking of lightmaps is automatic because the workflow mode is se
to 'Auto'. The lightmap data is stored in the GI cache
Materials
seBase
DiffuseBaseP...
matLight
matNight
Zombie.000

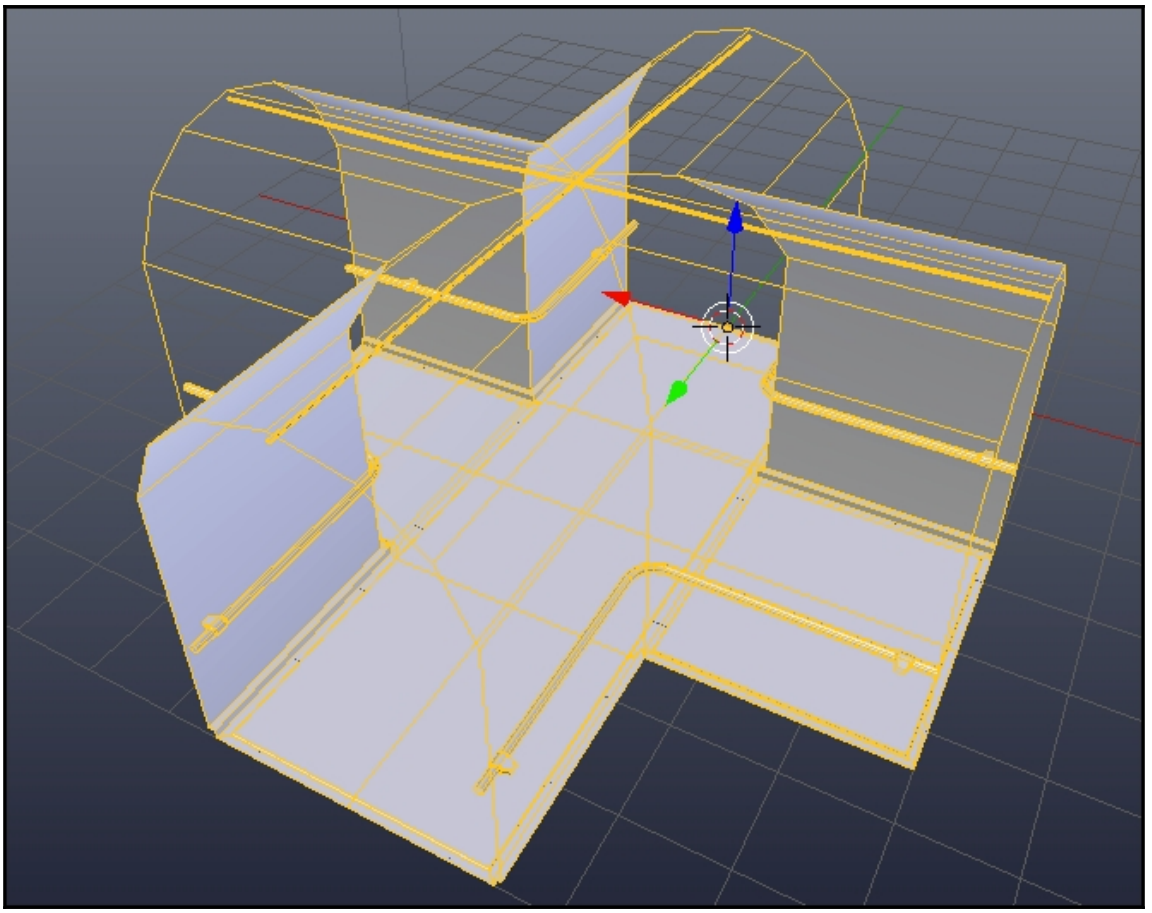

Assets
meshes
lamp
section_Corner
section_Cross
section_Curve
section_End
section_Straight
section_T

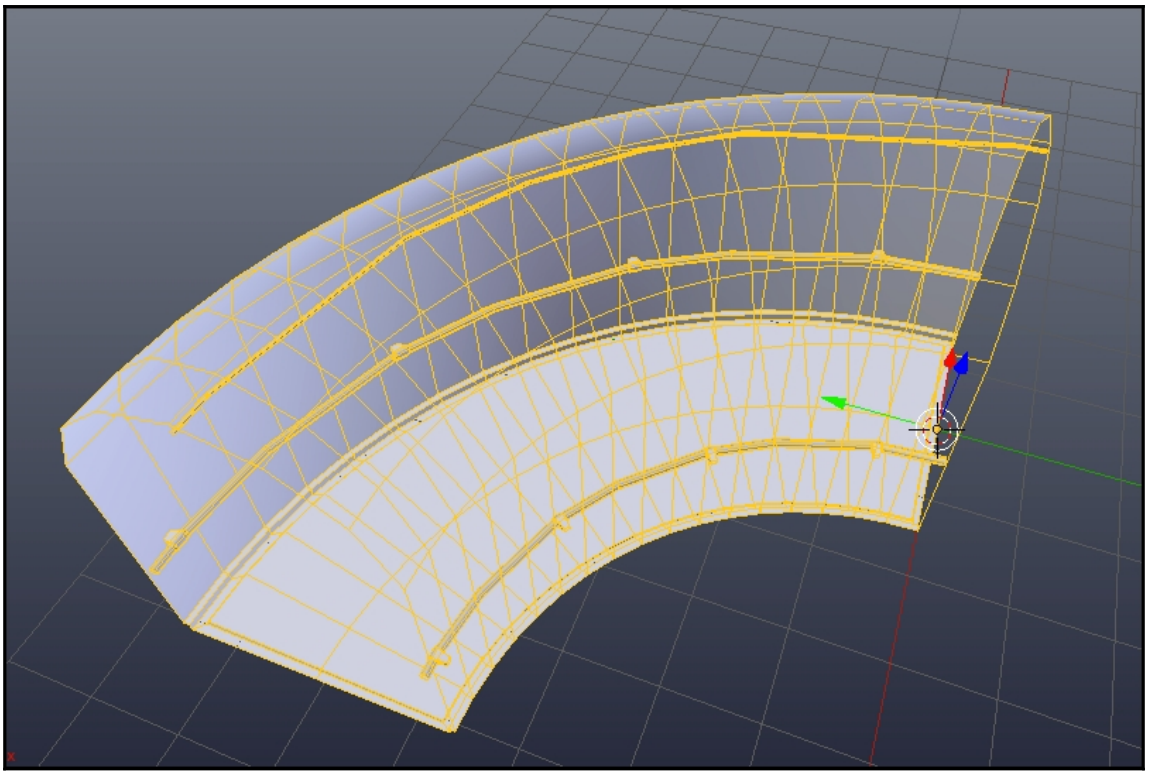


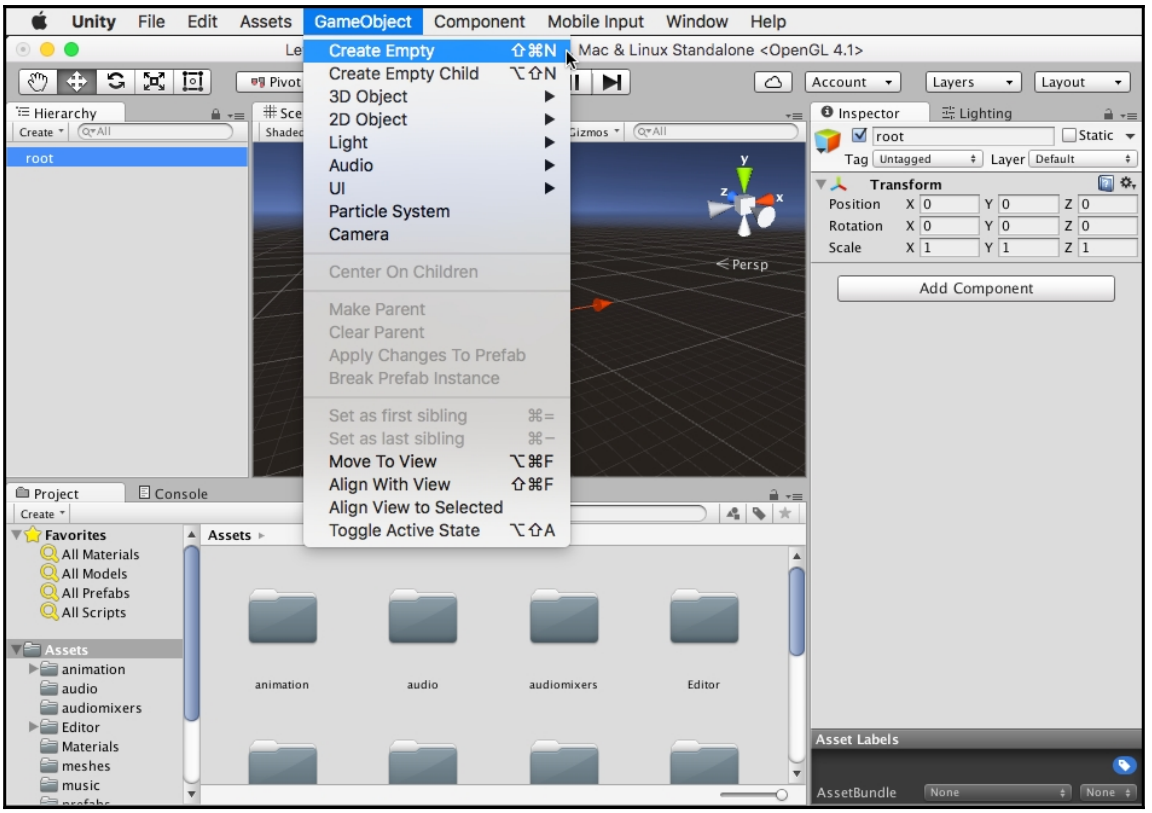


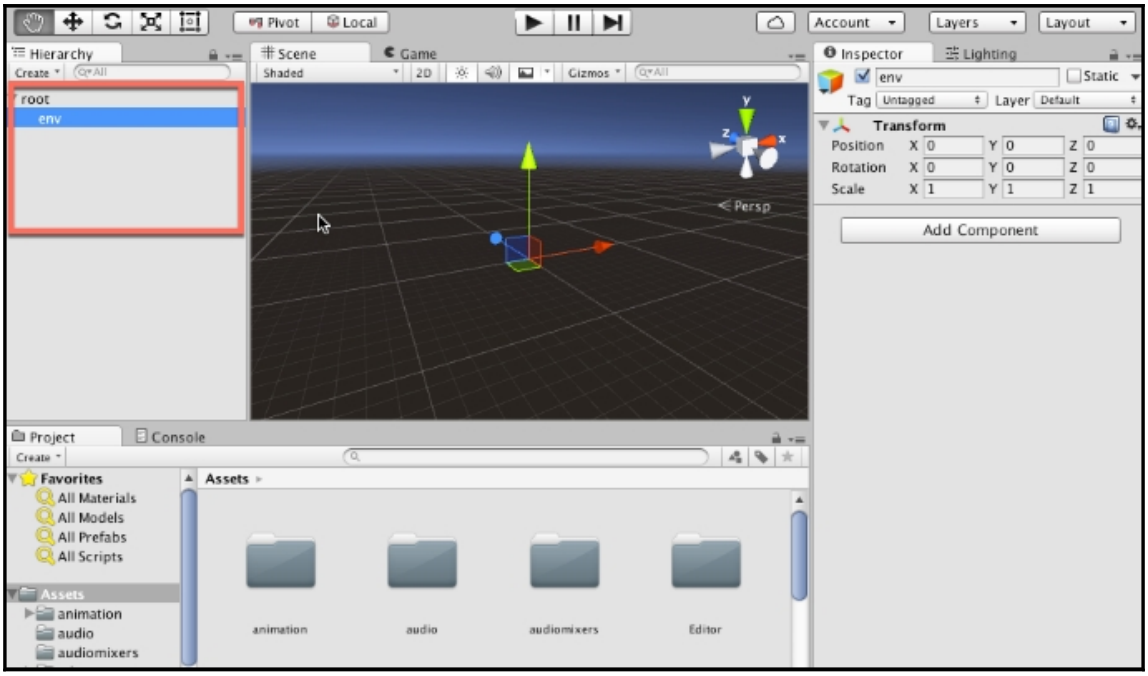


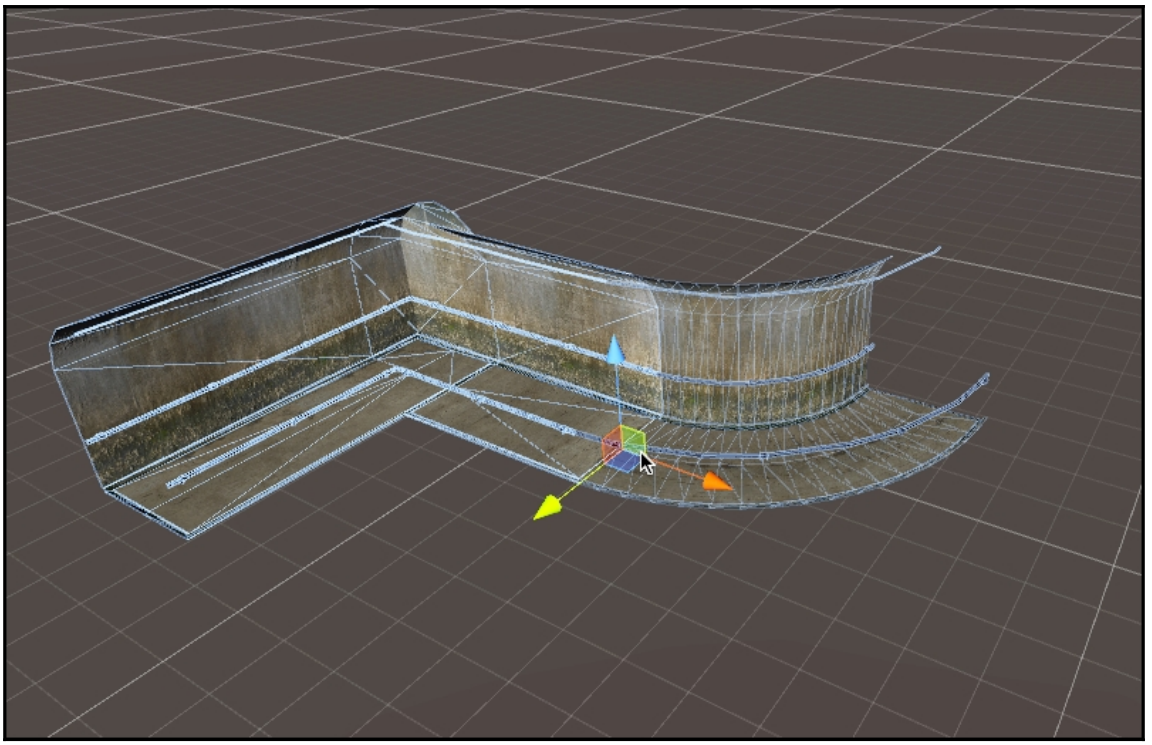


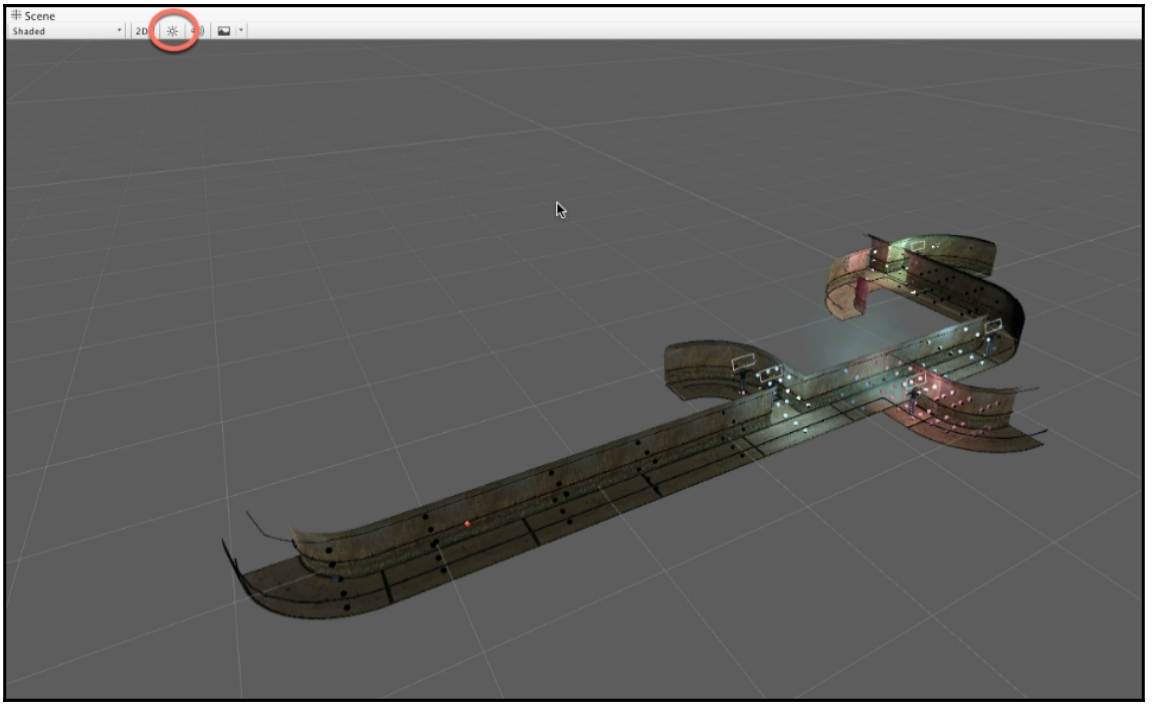


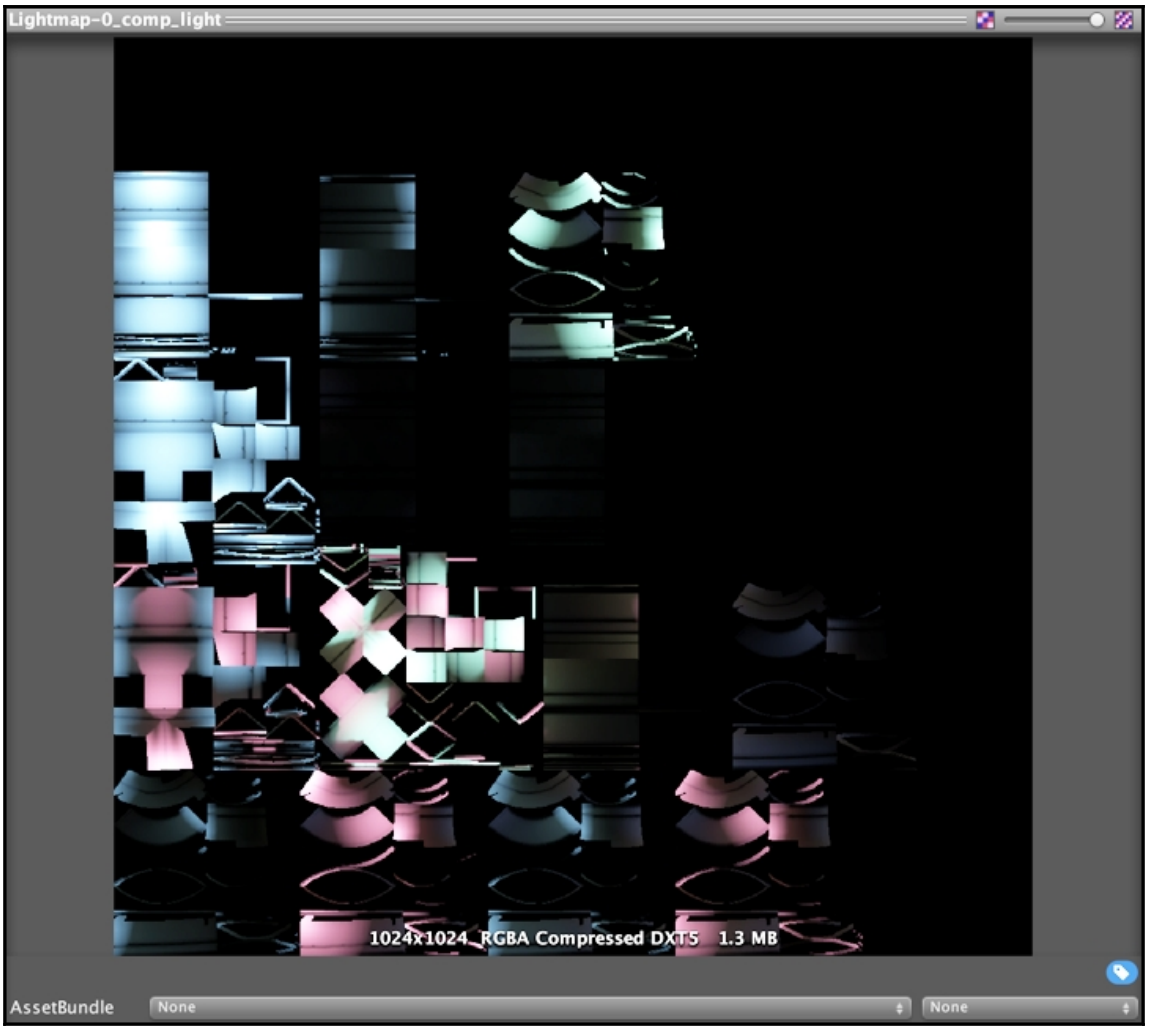


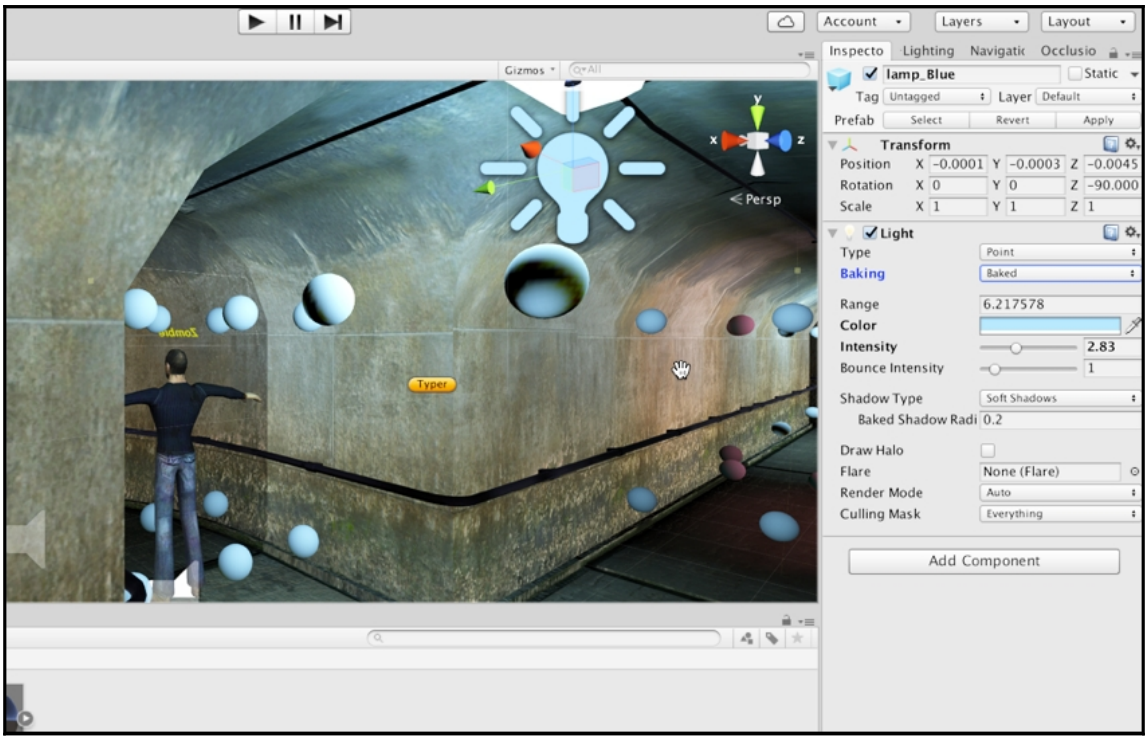

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Create Empty
Create Empty Child
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling
Set as last sibling
Move To View
Align With View
Align View to Selected
Toggle Active State
Mac & Linux Standalone <OpenGL 4.1>
Account
Layers
Layout
Hierarchy
root
Persp
Inspector
Lighting
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
Asset Labels
AssetBundle
None

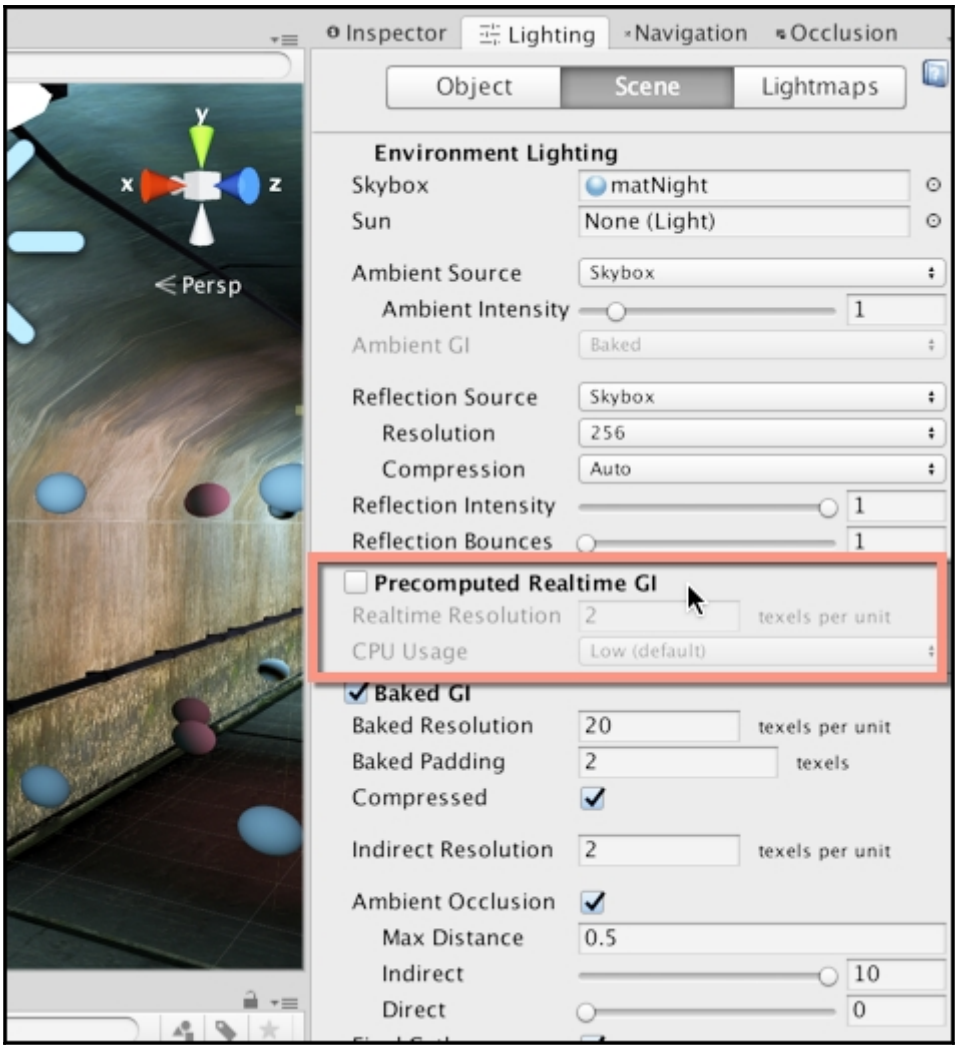

Pivot
Local
Account
Layers
Layout
Hierarchy
Create
root
env
Scene
Game
Shaded
2D
Gizmos
Persp
Inspector
Lighting
env
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
animation
audio
audiomixers
Editor

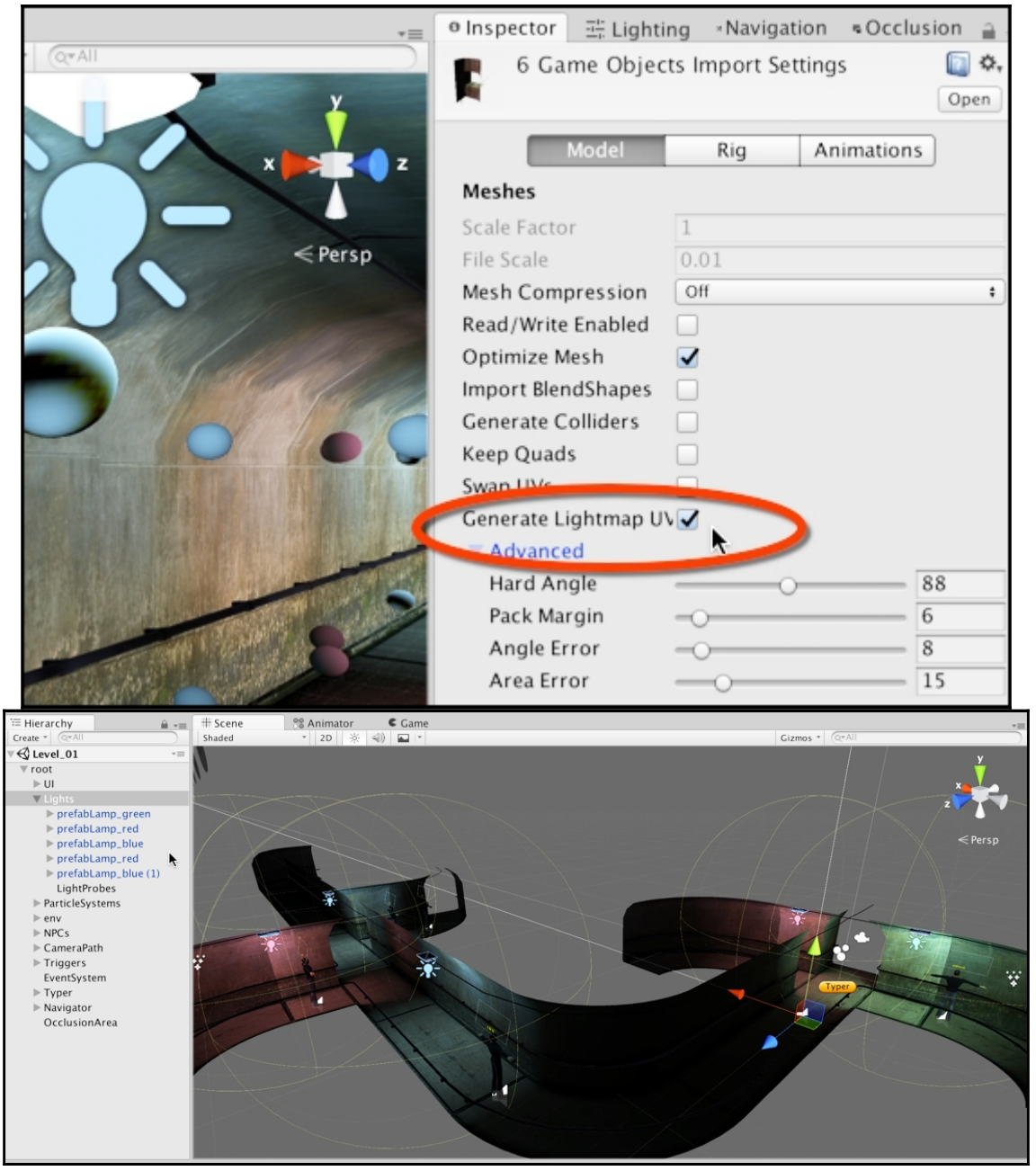


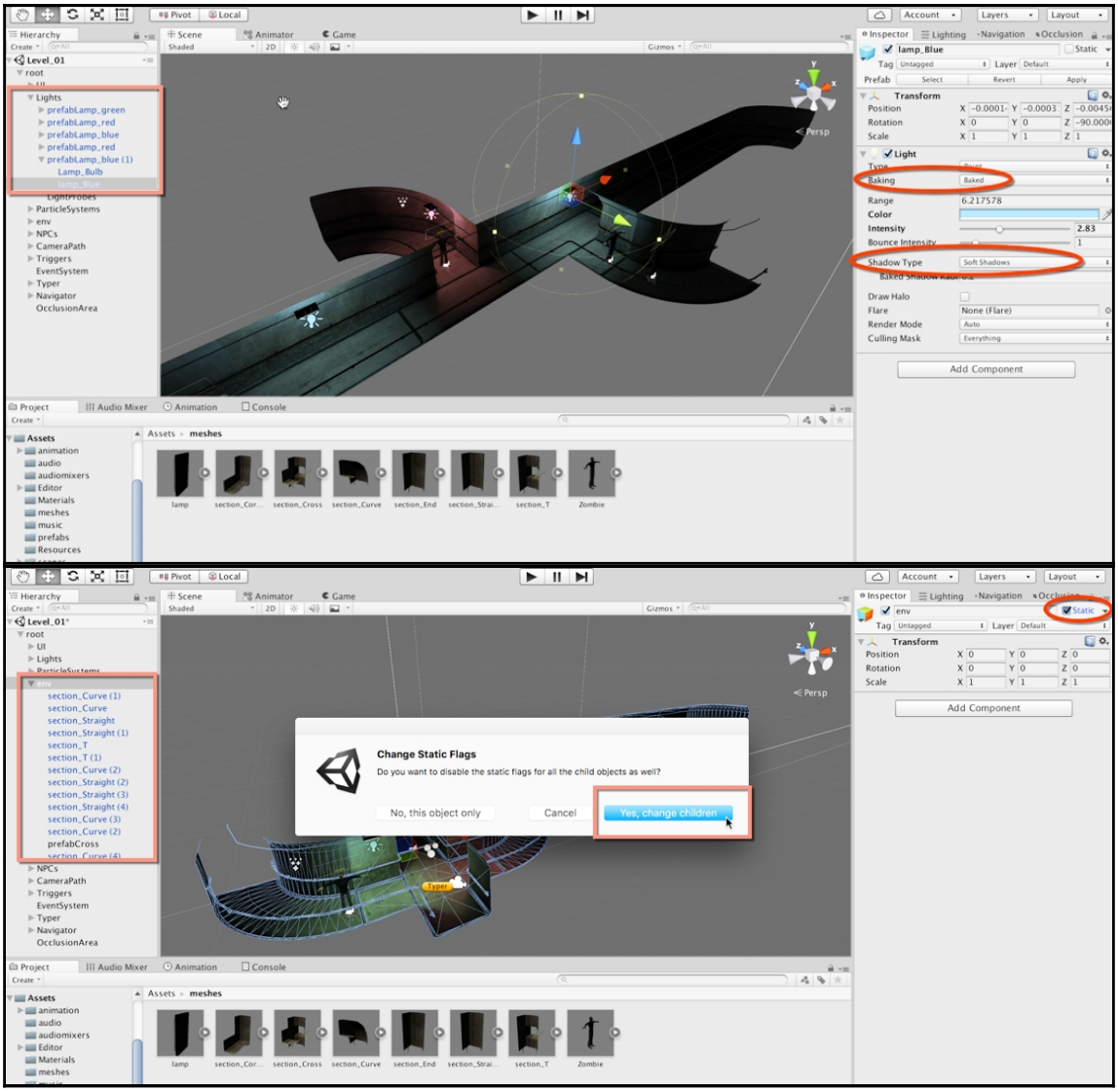

Scene
Shaded
2D

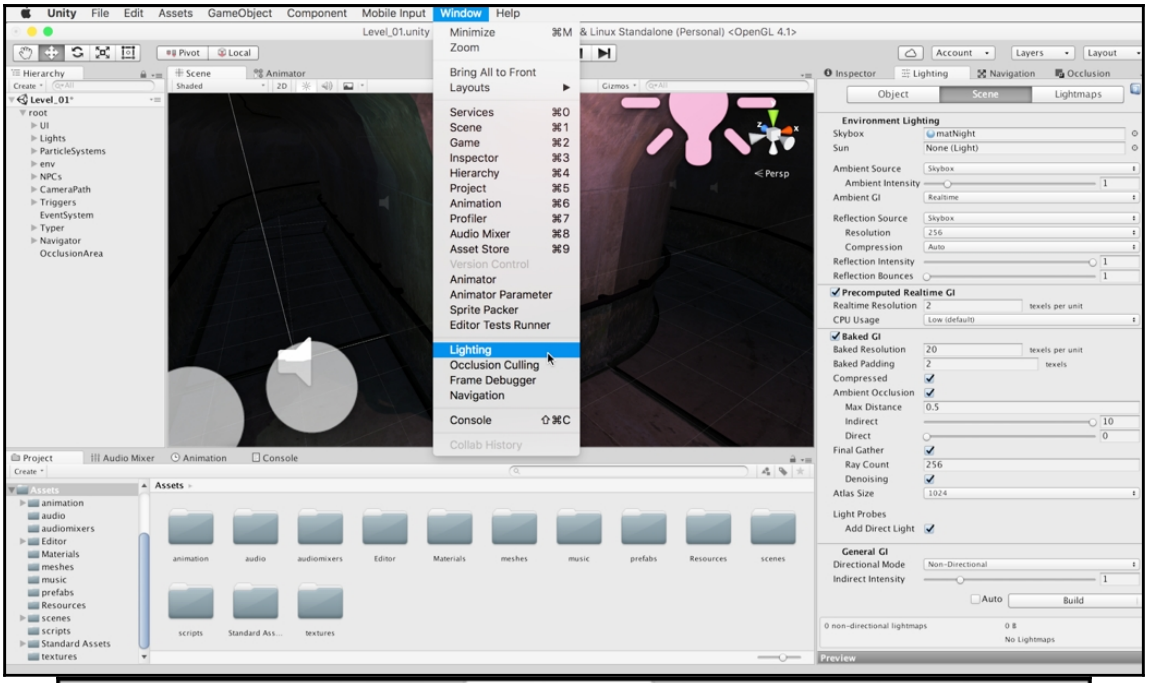

Lightmap-0_comp_light
1024x1024 RGBA Compressed DXT5 1.3 MB
AssetBundle
None
None

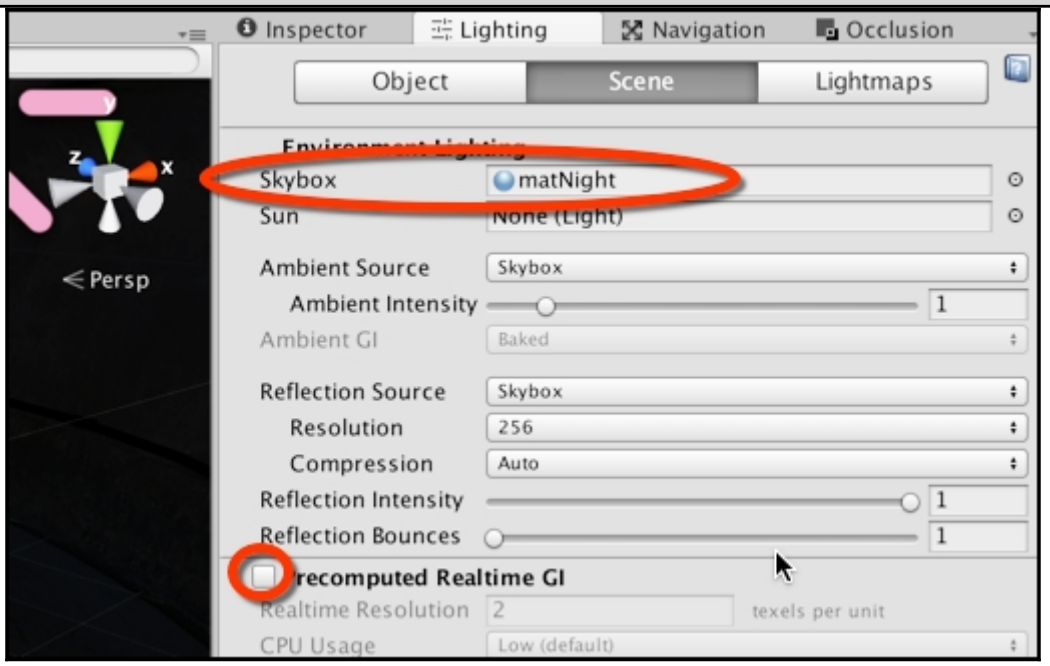

Account
Layers
Layout
Gizmos
Persp
Typer
Inspecto
Lighting
Navigatic
Occlusio
lamp_Blue
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
X -0.0001
Y -0.0003
Z -0.0045
Rotation
X 0
Y 0
Z -90.000
Scale
X 1
Y 1
Z 1
Light
Type
Point
Baking
Baked
Range
6.217578
Color
Intensity
2.83
Bounce Intensity
1
Shadow Type
Soft Shadows
Baked Shadow Radi
0.2
Draw Halo
Flare
None (Flare)
Render Mode
Auto
Culling Mask
Everything
Add Component

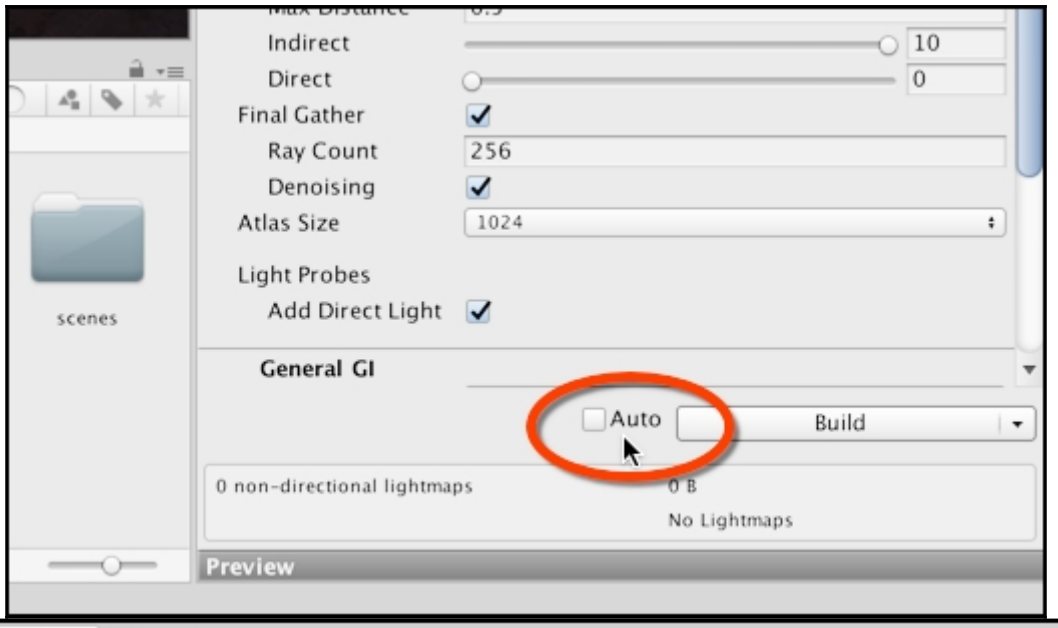

Inspector
Lighting
Navigation
Occlusion
Object
Scene
Lightmaps
Environment Lighting
Skybox
matNight
Sun
None (Light)
Ambient Source
Skybox
Ambient Intensity
1
Ambient GI
Baked
Reflection Source
Skybox
Resolution
256
Compression
Auto
Reflection Intensity
1
Reflection Bounces
1
Precomputed Realtime GI
Realtime Resolution
2
texels per unit
CPU Usage
Low (default)
Baked GI
Baked Resolution
20
texels per unit
Baked Padding
2
texels
Compressed
Indirect Resolution
2
texels per unit
Ambient Occlusion
Max Distance
0.5
Indirect
10
Direct
0
y
x
z
Persp

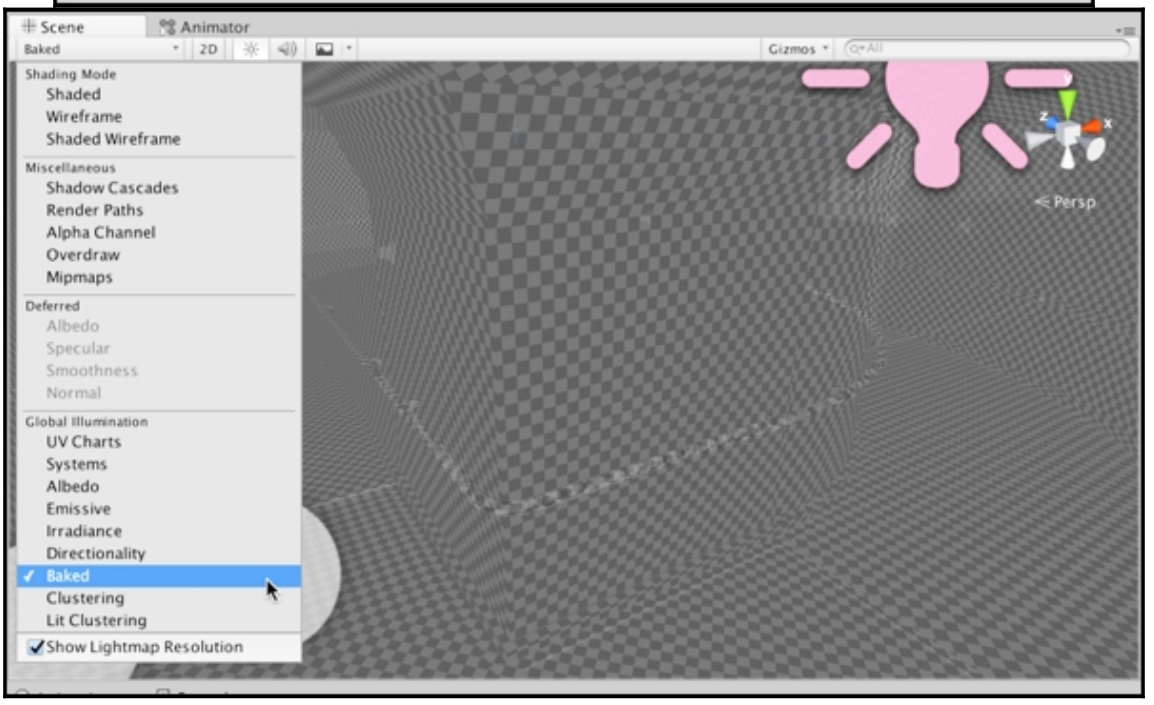

Inspector
Lighting
Navigation
Occlusion
6 Game Objects Import Settings
Open
Model
Rig
Animations
Meshes
Scale Factor
1
File Scale
0.01
Mesh Compression
Off
Read/Write Enabled
Optimize Mesh
Import BlendShapes
Generate Colliders
Keep Quads
Generate Lightmap UV
Advanced
Hard Angle
88
Pack Margin
6
Angle Error
8
Area Error
15
Persp
Hierarchy
Scene
Animator
Game
Level_01
root
UI
Lights
prefabLamp_green
prefabLamp_red
prefabLamp_blue
prefabLamp_red
prefabLamp_blue (1)
LightProbes
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Persp

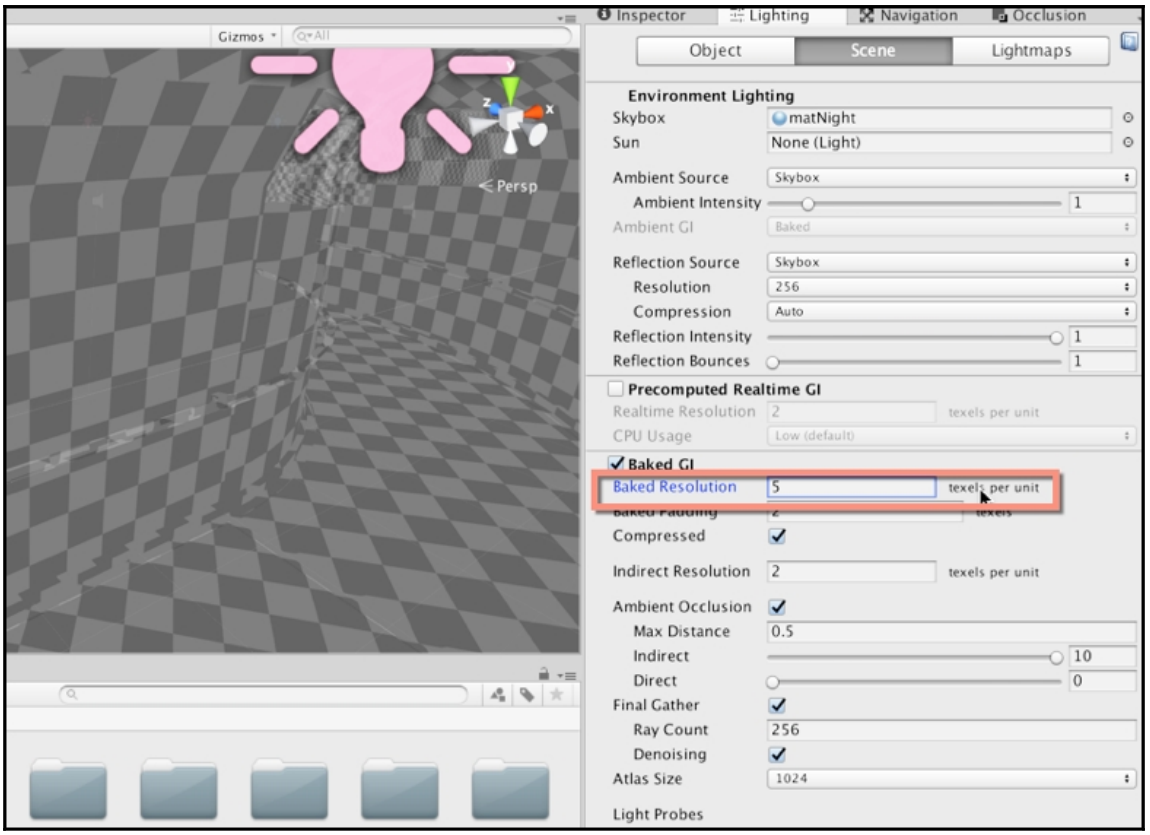

Hierarchy
Level_01
root
Lights
prefabLamp_green
prefabLamp_red
prefabLamp_blue
prefabLamp_red
prefabLamp_blue (1)
Lamp_Bulb
lamp_Blue
LightProbes
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Inspector
lamp_Blue
Transform
Position
Rotation
Scale
Light
Baking
Baked
Range
6.217578
Color
Intensity
2.83
Bounce Intensity
Shadow Type
Soft Shadows
Draw Halo
Flare
None (Flare)
Render Mode
Auto
Culling Mask
Everything
Add Component
Project
Audio Mixer
Animation
Console
Assets
meshes
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
lamp
section_Cor...
section_Cross
section_Curve
section_End
section_Strai...
section_T
Zombie
Level_01*
env
section_Curve (1)
section_Curve
section_Straight
section_Straight (1)
section_T
section_T (1)
section_Curve (2)
section_Straight (2)
section_Straight (3)
section_Straight (4)
section_Curve (3)
section_Curve (2)
prefabCross
section_Curve (4)
Static
Change Static Flags
Do you want to disable the static flags for all the child objects as well?
No, this object only
Cancel
Yes, change children

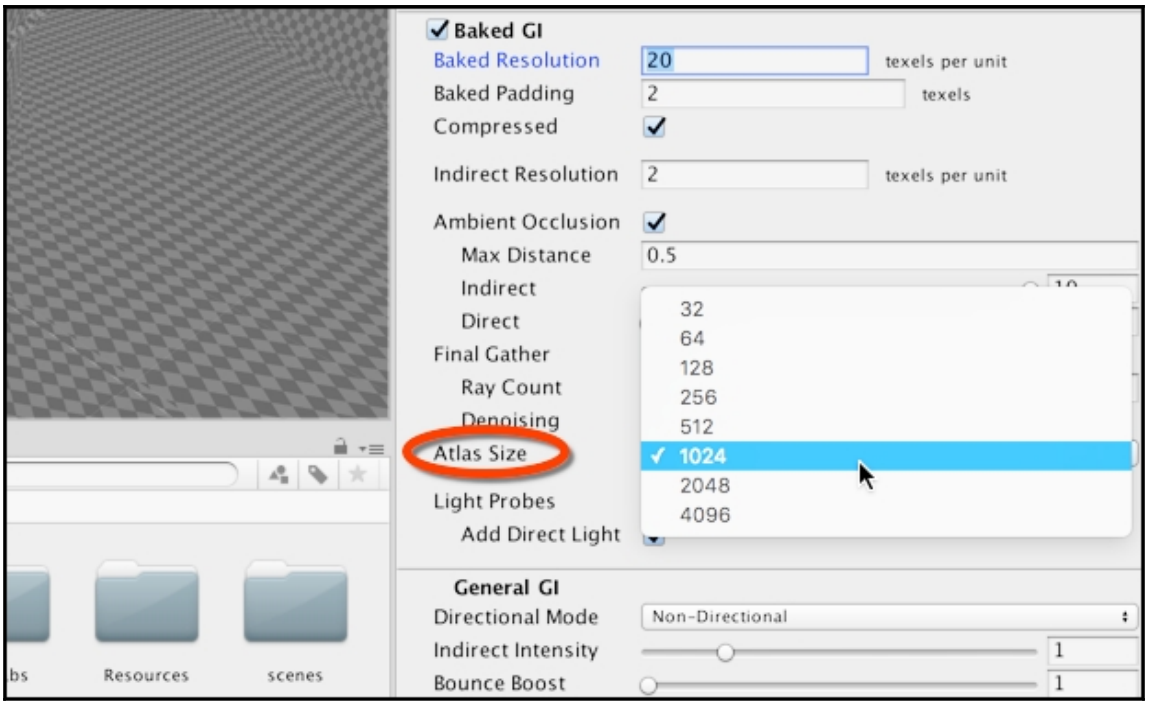

Unity File Edit Assets GameObject Component Mobile Input Window Help
Minimize ⌘M
Zoom
Bring All to Front
Layouts
Services ⌘0
Scene ⌘1
Game ⌘2
Inspector ⌘3
Hierarchy ⌘4
Project ⌘5
Animation ⌘6
Profiler ⌘7
Audio Mixer ⌘8
Asset Store ⌘9
Version Control
Animator
Animator Parameter
Sprite Packer
Editor Tests Runner
Lighting
Occlusion Culling
Frame Debugger
Navigation
Console ⇧⌘C
Collab History
Inspector
Lighting
Navigation
Occlusion
Object
Scene
Lightmaps
Environment Lighting
Skybox
matNight
Sun
None (Light)
Ambient Source
Ambient Intensity
Ambient GI
Reflection Source
Resolution
Compression
Reflection Intensity
Reflection Bounces
Precomputed Realtime GI
Realtime Resolution
CPU Usage
Baked GI
Baked Resolution
Baked Padding
Compressed
Ambient Occlusion
Max Distance
Indirect
Direct
Final Gather
Ray Count
Denoising
Atlas Size
Light Probes
Add Direct Light
General GI
Directional Mode
Indirect Intensity
Auto
Build
Persp

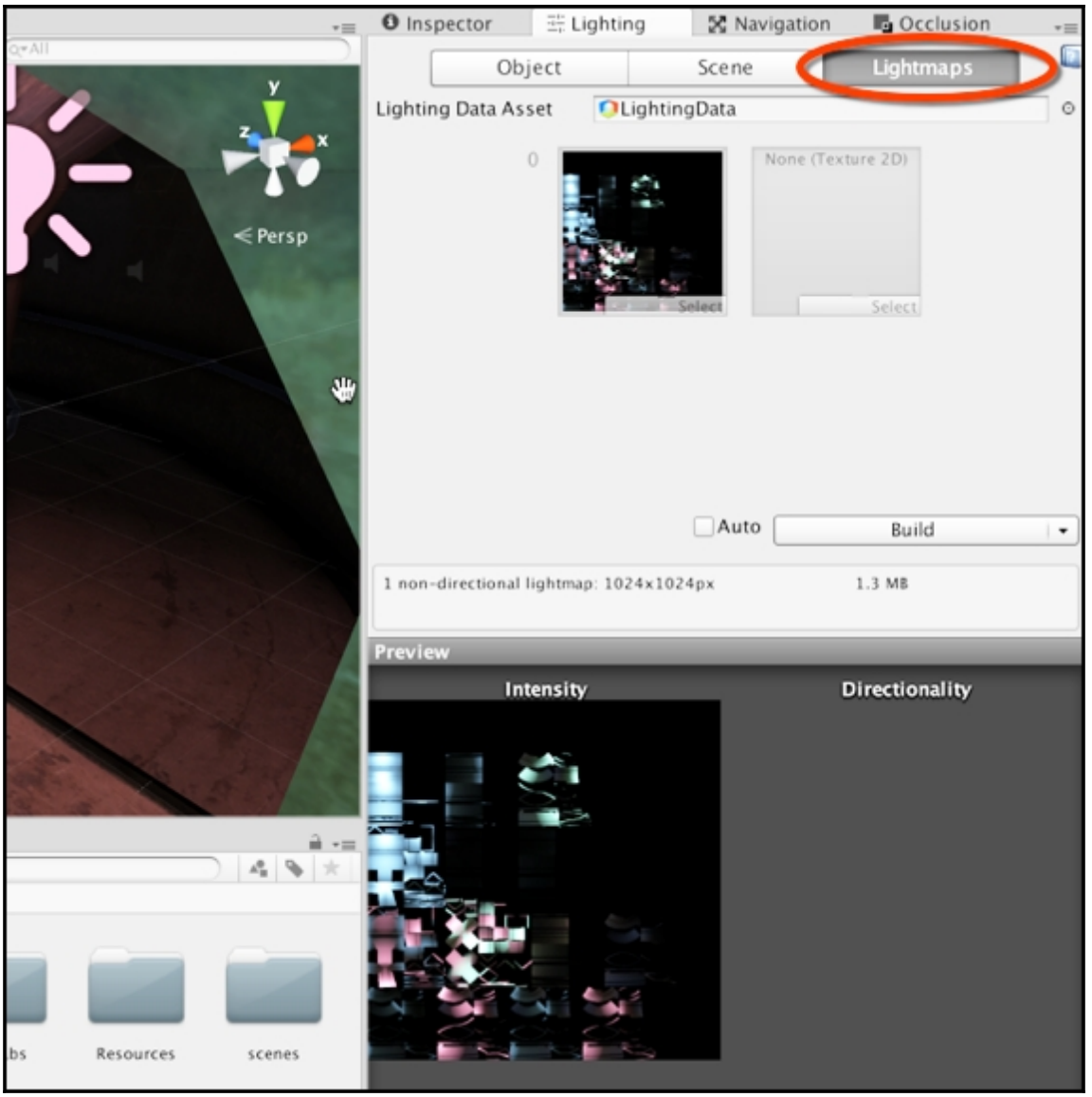

Inspector
Lighting
Navigation
Occlusion
Object
Scene
Lightmaps
Skybox
matNight
Sun
None (Light)
Ambient Source
Skybox
Ambient Intensity
1
Ambient GI
Baked
Reflection Source
Skybox
Resolution
256
Compression
Auto
Reflection Intensity
1
Reflection Bounces
1
recomputed Realtime GI
Realtime Resolution
2
texels per unit
CPU Usage
Low (default)
Persp

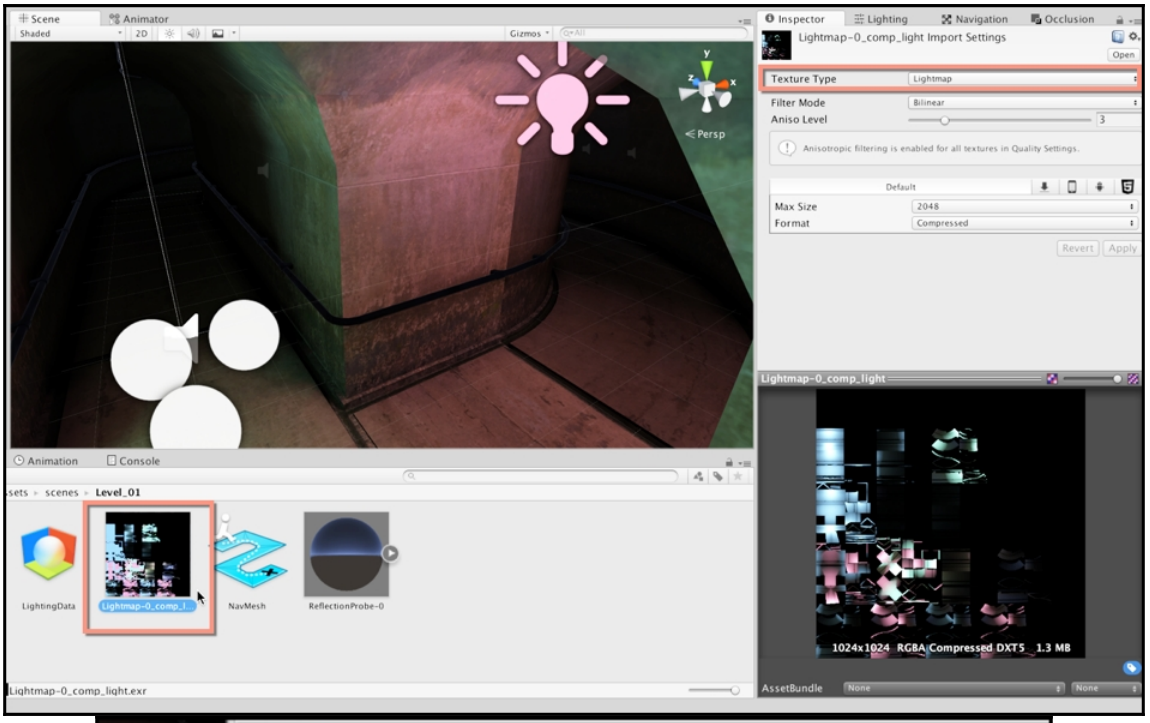

Indirect
10
Direct
0
Final Gather
Ray Count
256
Denoising
Atlas Size
1024
Light Probes
Add Direct Light
scenes
General GI
Auto
Build
0 non-directional lightmaps
0 B
No Lightmaps
Preview

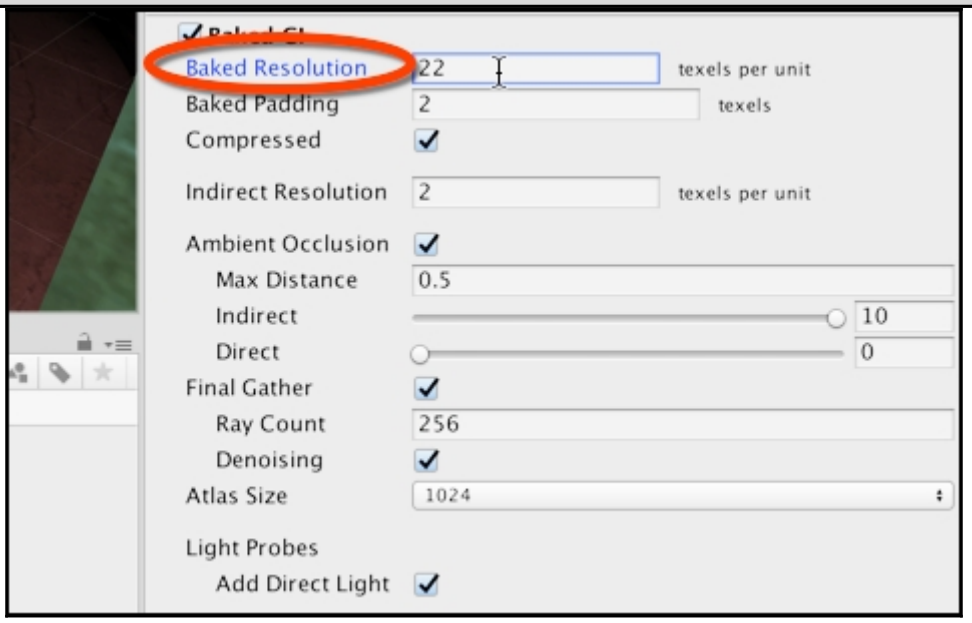

Scene
Animator
Baked
2D
Gizmos
Shading Mode
Shaded
Wireframe
Shaded Wireframe
Miscellaneous
Shadow Cascades
Render Paths
Alpha Channel
Overdraw
Mipmaps
Deferred
Albedo
Specular
Smoothness
Normal
Global Illumination
UV Charts
Systems
Albedo
Emissive
Irradiance
Directionality
Baked
Clustering
Lit Clustering
Show Lightmap Resolution
Persp

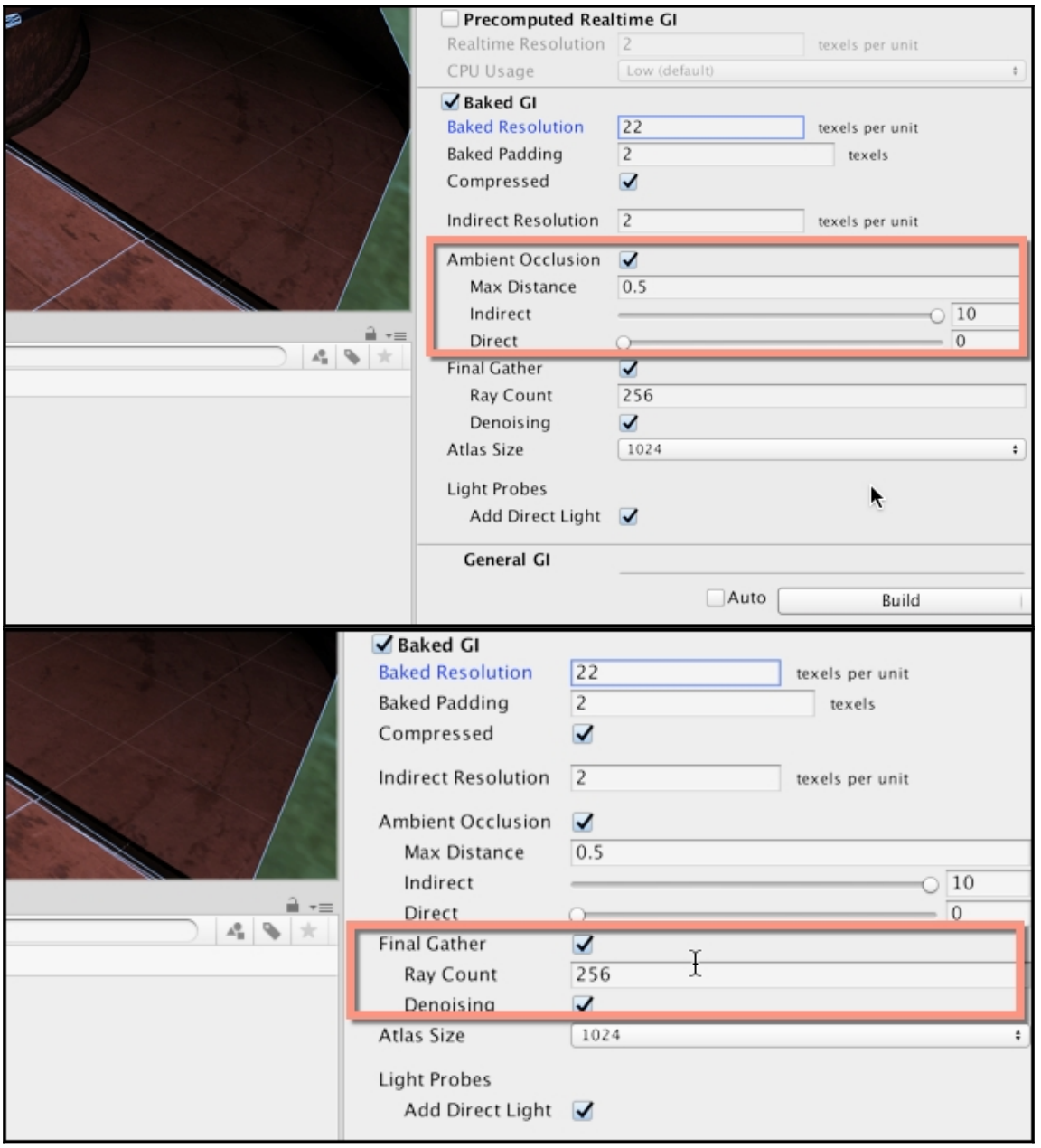

Gizmos
Persp
Inspector
Lighting
Navigation
Occlusion
Object
Scene
Lightmaps
Environment Lighting
Skybox
matNight
Sun
None (Light)
Ambient Source
Skybox
Ambient Intensity
1
Ambient GI
Baked
Reflection Source
Skybox
Resolution
256
Compression
Auto
Reflection Intensity
1
Reflection Bounces
1
Precomputed Realtime GI
Realtime Resolution
2
texels per unit
CPU Usage
Low (default)
Baked GI
Baked Resolution
5
texels per unit
Compressed
Indirect Resolution
2
texels per unit
Ambient Occlusion
Max Distance
0.5
Indirect
10
Direct
0
Final Gather
Ray Count
256
Denoising
Atlas Size
1024
Light Probes

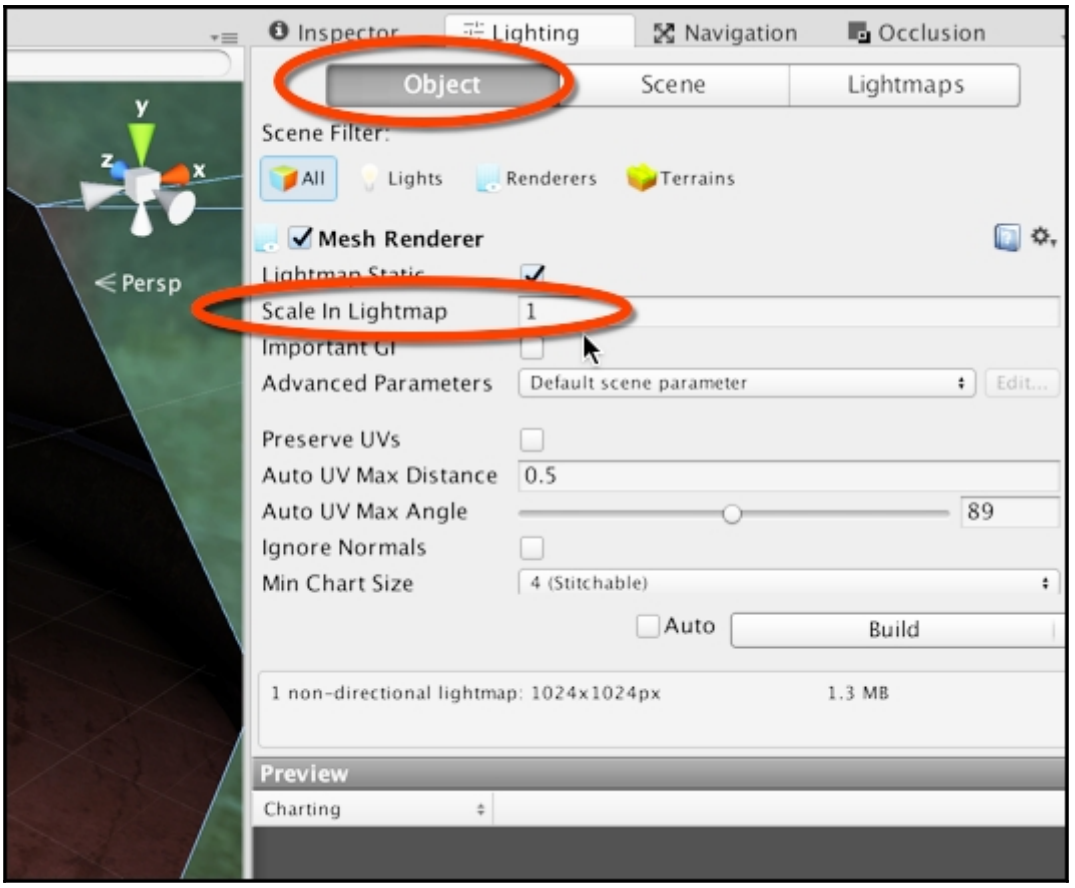

Baked GI
Baked Resolution
20
texels per unit
Baked Padding
2
texels
Compressed
Indirect Resolution
2
texels per unit
Ambient Occlusion
Max Distance
0.5
Indirect
Direct
Final Gather
Ray Count
Denoising
Atlas Size
Light Probes
Add Direct Light
32
64
128
256
512
1024
2048
4096
General GI
Directional Mode
Non-Directional
Indirect Intensity
1
Bounce Boost
1
bs
Resources
scenes

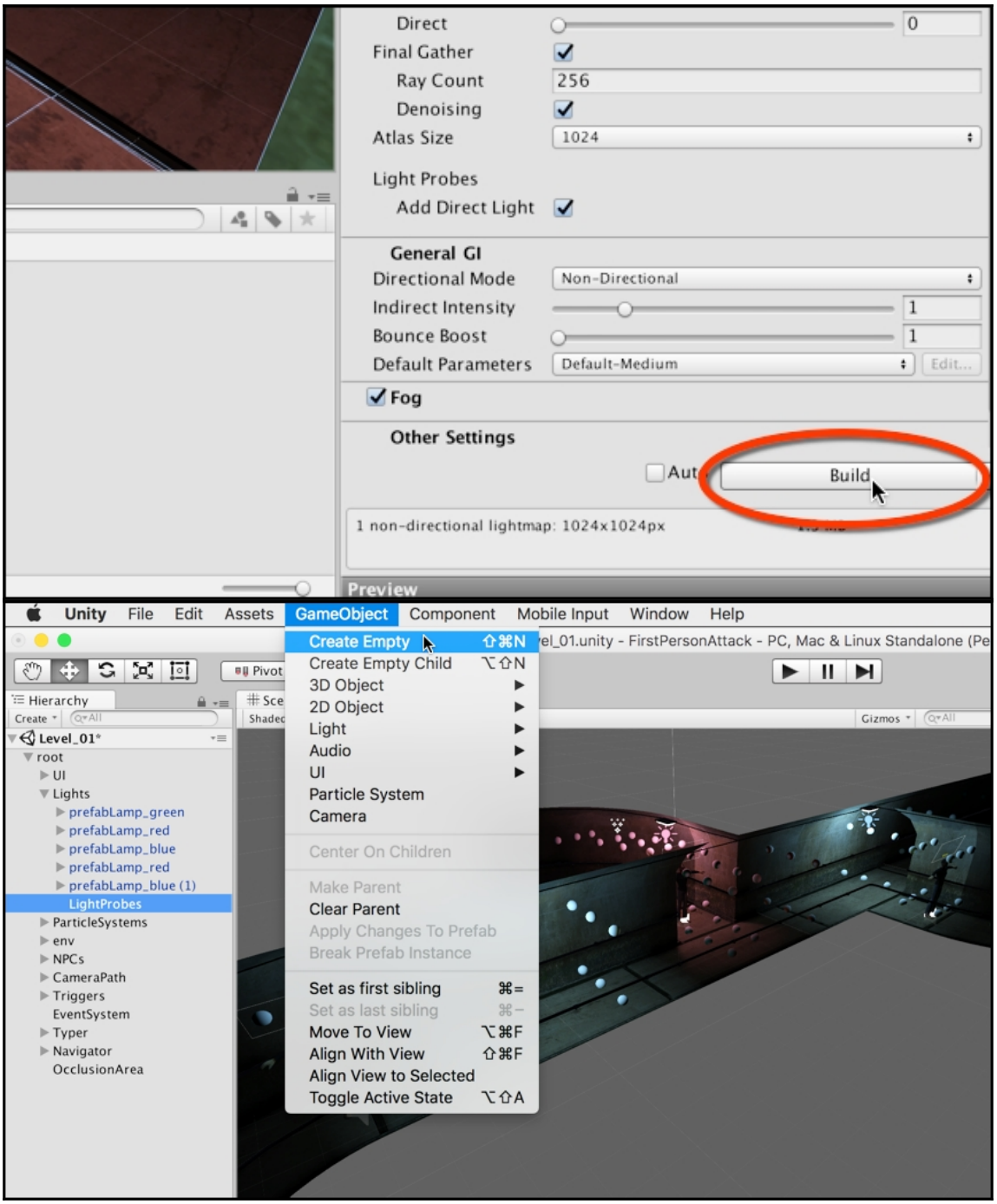

Inspector
Lighting
Navigation
Occlusion
Object
Scene
Lightmaps
Lighting Data Asset
LightingData
0
None (Texture 2D)
Select
Select
Auto
Build
1 non-directional lightmap: 1024x1024px
1.3 MB
Preview
Intensity
Directionality
Persp
Resources
scenes

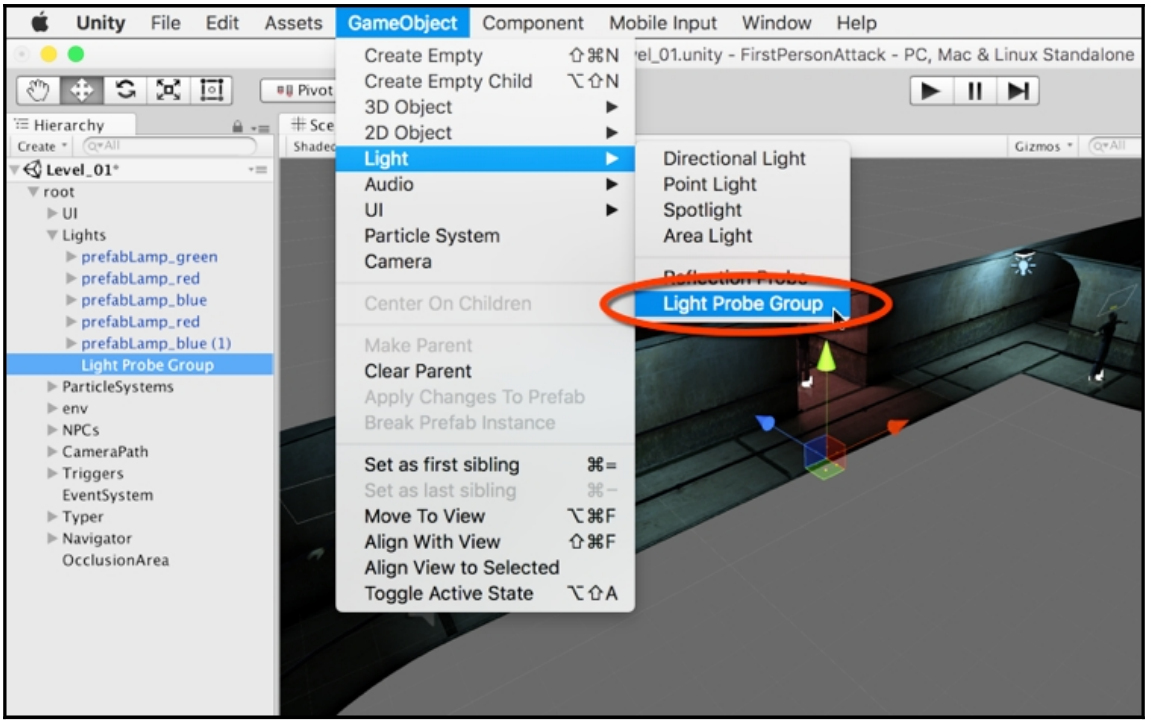

Scene
Animator
Shaded
2D
Gizmos
Persp
Inspector
Lighting
Navigation
Occlusion
Lightmap-0_comp_light Import Settings
Open
Texture Type
Lightmap
Filter Mode
Bilinear
Aniso Level
3
Anisotropic filtering is enabled for all textures in Quality Settings.
Default
Max Size
2048
Format
Compressed
Revert
Apply
Animation
Console
sets
scenes
Level_01
LightingData
Lightmap-0_comp_l
NavMesh
ReflectionProbe-0
Lightmap-0_comp_light.exr
Lightmap-0_comp_light
1024x1024 RGBA Compressed DXT5 1.3 MB
AssetBundle
None
None

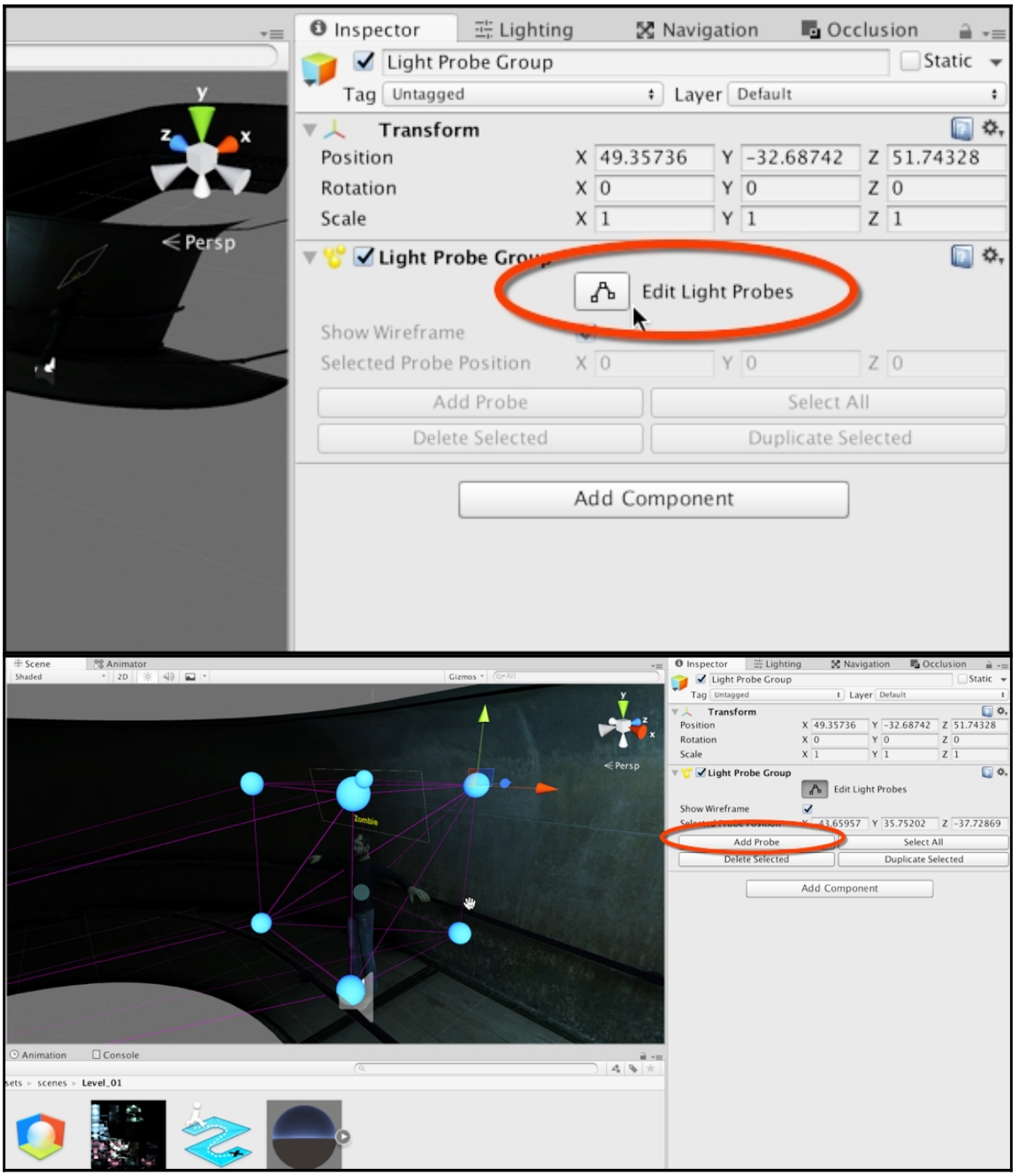

Baked Resolution
22
texels per unit
Baked Padding
2
texels
Compressed
Indirect Resolution
2
texels per unit
Ambient Occlusion
Max Distance
0.5
Indirect
10
Direct
0
Final Gather
Ray Count
256
Denoising
Atlas Size
1024
Light Probes
Add Direct Light

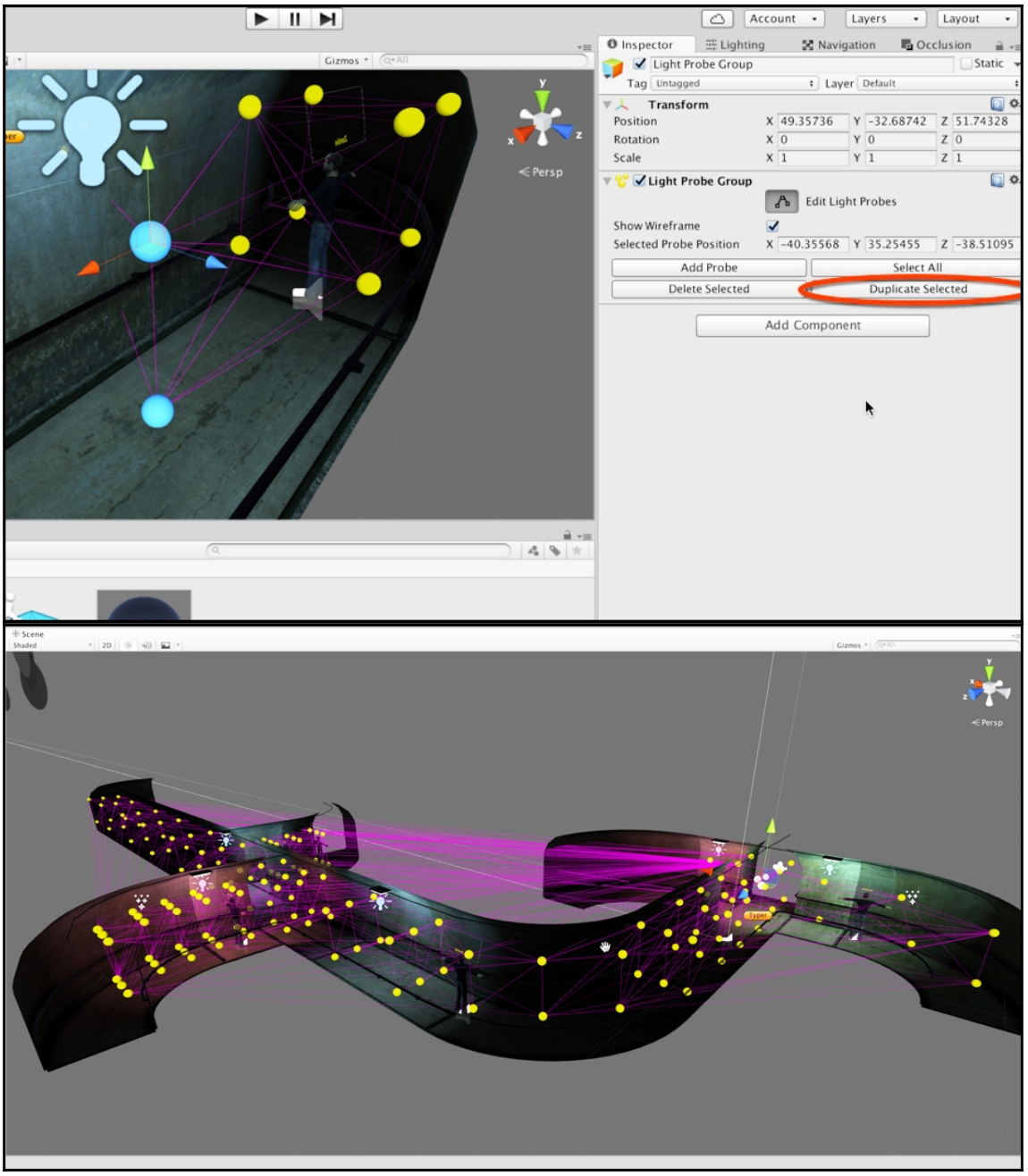

Precomputed Realtime GI
Realtime Resolution 2 texels per unit
CPU Usage Low (default)
Baked GI
Baked Resolution 22 texels per unit
Baked Padding 2 texels
Compressed
Indirect Resolution 2 texels per unit
Ambient Occlusion
Max Distance 0.5
Indirect 10
Direct 0
Final Gather
Ray Count 256
Denoising
Atlas Size 1024
Light Probes
Add Direct Light
General GI
Auto
Build
Baked GI
Baked Resolution 22 texels per unit
Baked Padding 2 texels
Compressed
Indirect Resolution 2 texels per unit
Ambient Occlusion
Max Distance 0.5
Indirect 10
Direct 0
Final Gather
Ray Count 256
Denoising
Atlas Size 1024
Light Probes
Add Direct Light

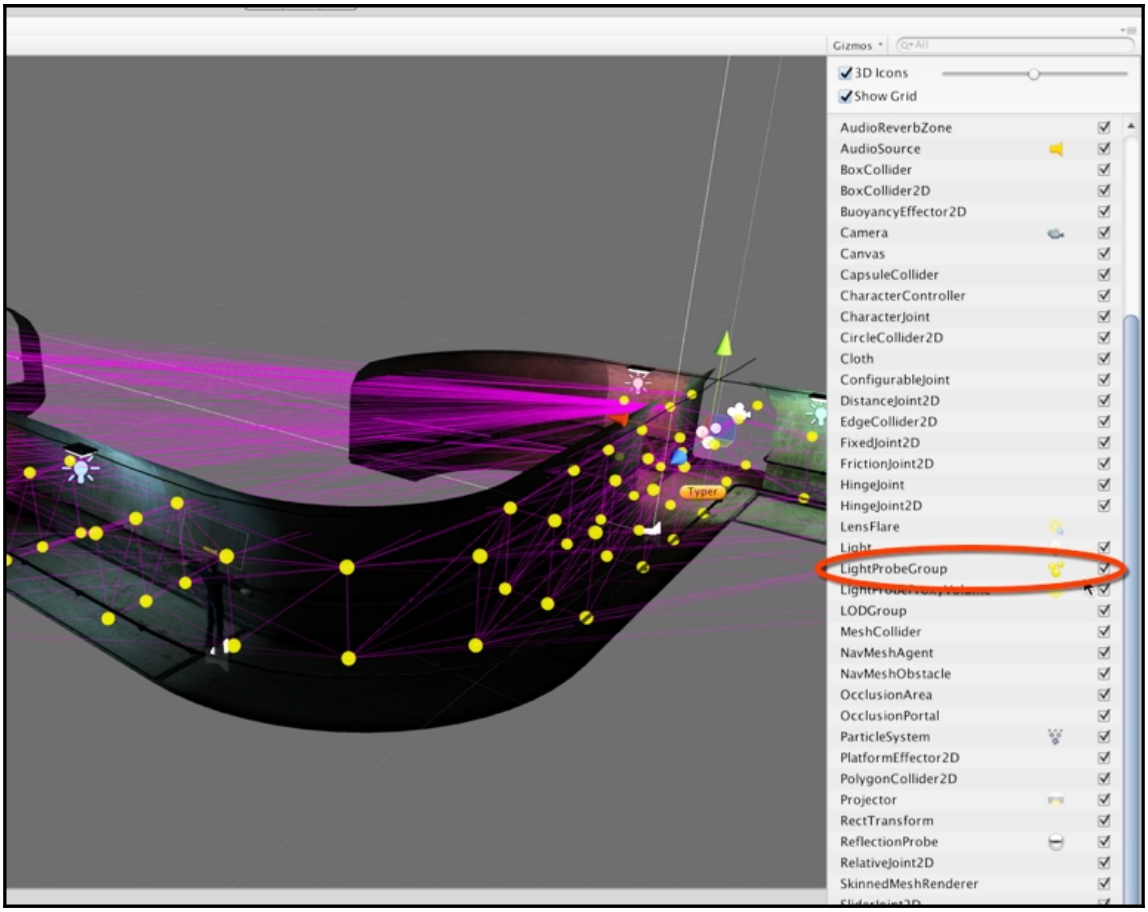

Inspector
Lighting
Navigation
Occlusion
Object
Scene
Lightmaps
Scene Filter:
All
Lights
Renderers
Terrains
Mesh Renderer
Lightmap Static
Scale In Lightmap
1
Important GI
Advanced Parameters
Default scene parameter
Edit...
Preserve UVs
Auto UV Max Distance
0.5
Auto UV Max Angle
89
Ignore Normals
Min Chart Size
4 (Stitchable)
Auto
Build
1 non-directional lightmap: 1024x1024px
1.3 MB
Preview
Charting
y
z
x
Persp

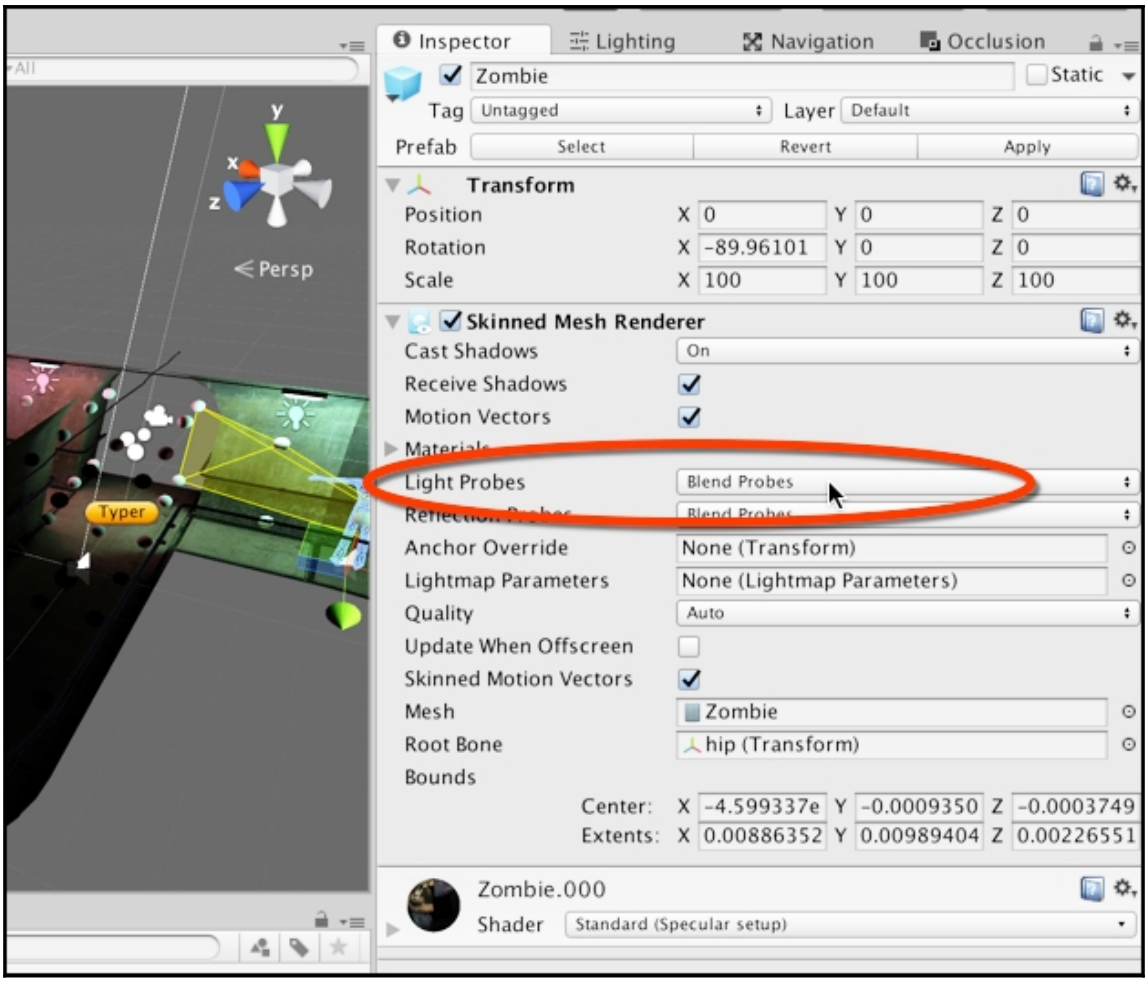

Direct
0
Final Gather
Ray Count
256
Denoising
Atlas Size
1024
Light Probes
Add Direct Light
General GI
Directional Mode
Non-Directional
Indirect Intensity
1
Bounce Boost
1
Default Parameters
Default-Medium
Edit...
Fog
Other Settings
Aut
Build
1 non-directional lightmap: 1024x1024px
Preview
Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Create Empty
Create Empty Child
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling
Set as last sibling
Move To View
Align With View
Align View to Selected
Toggle Active State
Hierarchy
Create
Level_01*
root
UI
Lights
prefabLamp_green
prefabLamp_red
prefabLamp_blue
prefabLamp_red
prefabLamp_blue (1)
LightProbes
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Pivot
Gizmos
FirstPersonAttack - PC, Mac & Linux Standalone

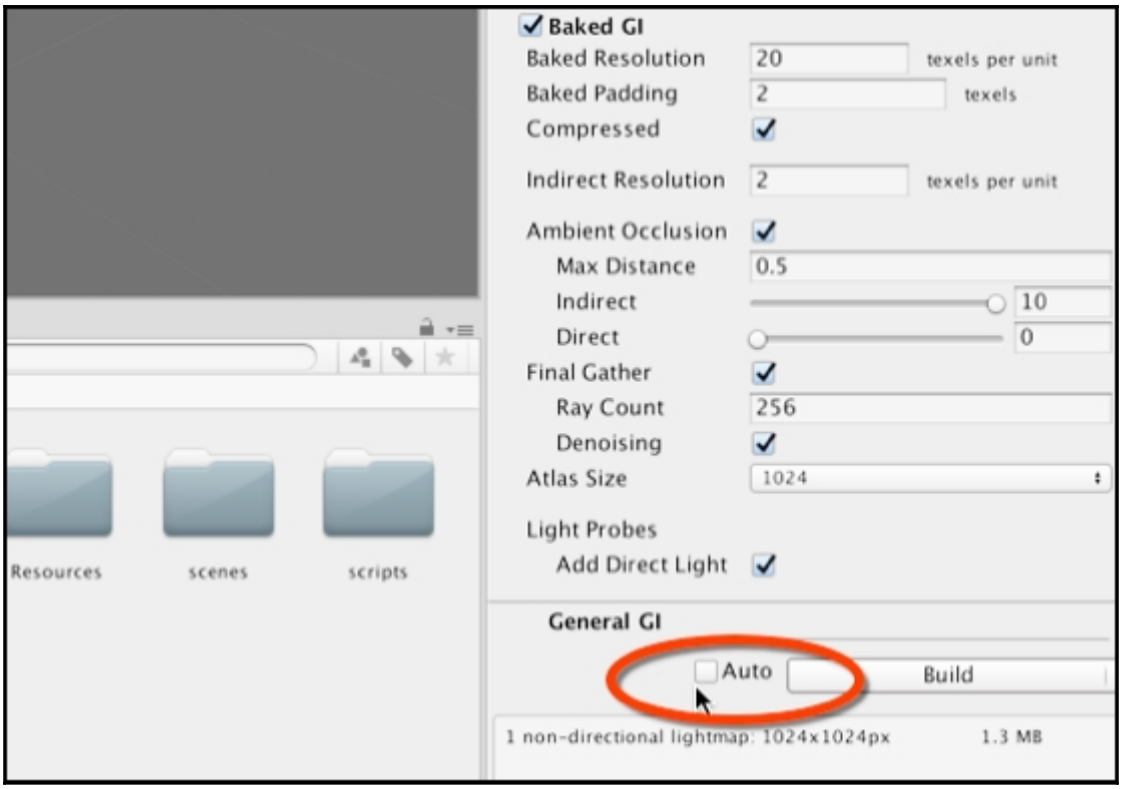

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Create Empty
Create Empty Child
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling
Set as last sibling
Move To View
Align With View
Align View to Selected
Toggle Active State
Directional Light
Point Light
Spotlight
Area Light
Light Probe Group
Hierarchy
Level_01*
root
UI
Lights
prefabLamp_green
prefabLamp_red
prefabLamp_blue
prefabLamp_red
prefabLamp_blue (1)
Light Probe Group
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Pivot
Gizmos
FirstPersonAttack - PC, Mac & Linux Standalone

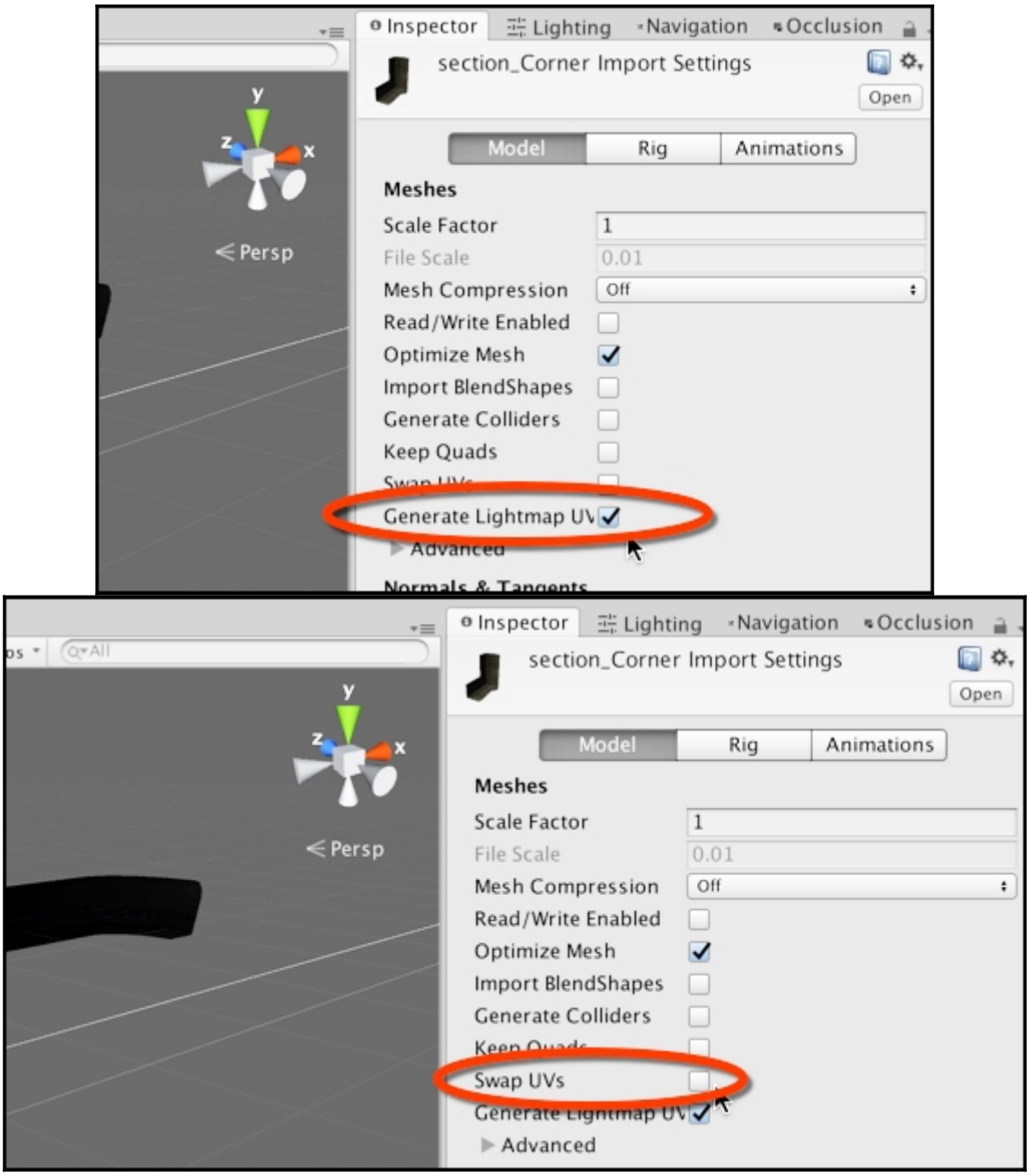

Inspector
Lighting
Navigation
Occlusion
Light Probe Group
Static
Tag
Untagged
Layer
Default
Transform
Position
X 49.35736
Y -32.68742
Z 51.74328
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Edit Light Probes
Show Wireframe
Selected Probe Position
Add Probe
Select All
Delete Selected
Duplicate Selected
Add Component
Persp
Scene
Animator
Gizmos
Zombie
Animation
Console
Level_01

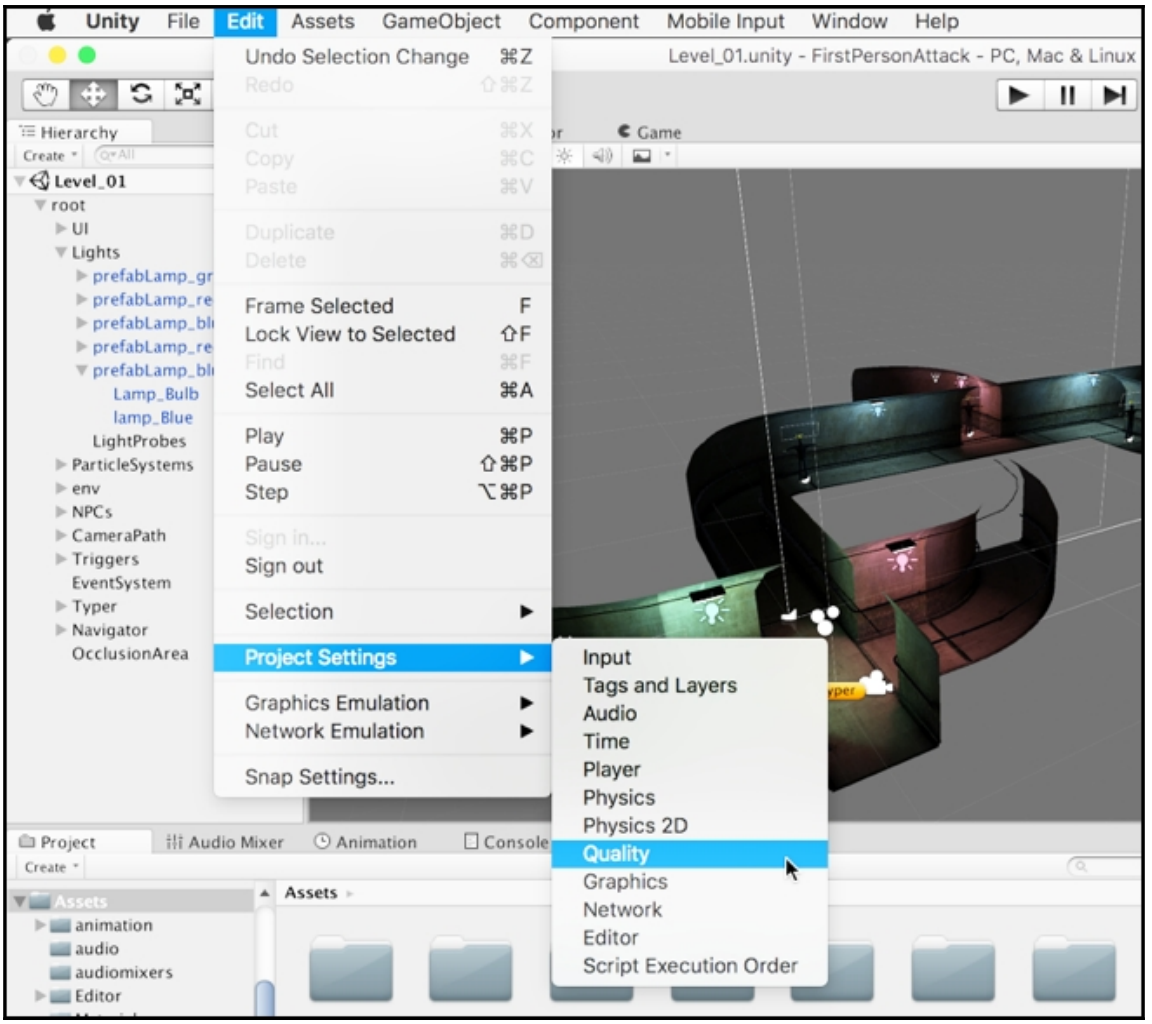

Account
Layers
Layout
Gizmos
Persp
Inspector
Lighting
Navigation
Occlusion
Light Probe Group
Static
Tag
Untagged
Layer
Default
Transform
Position
X 49.35736
Y -32.68742
Z 51.74328
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Light Probe Group
Edit Light Probes
Show Wireframe
Selected Probe Position
X -40.35568
Y 35.25455
Z -38.51095
Add Probe
Select All
Delete Selected
Duplicate Selected
Add Component
Scene
Shaded
2D
Gizmos
Persp

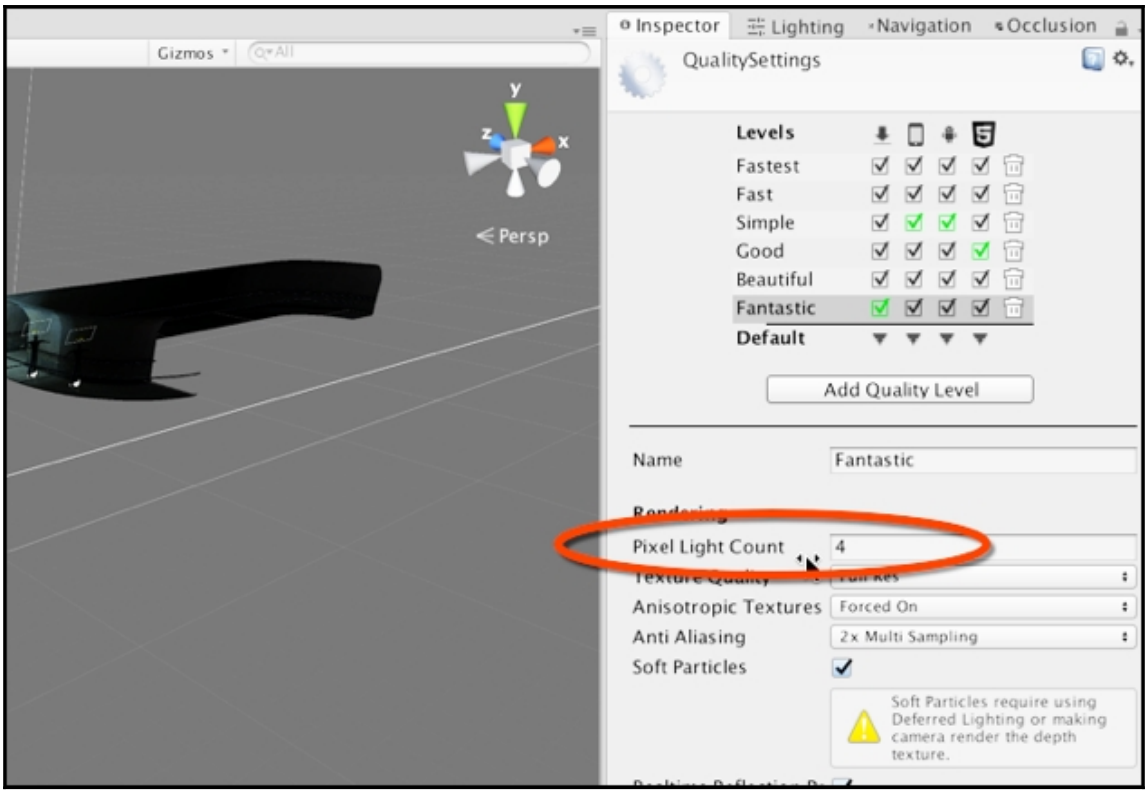

Gizmos
3D Icons
Show Grid
AudioReverbZone
AudioSource
BoxCollider
BoxCollider2D
BuoyancyEffector2D
Camera
Canvas
CapsuleCollider
CharacterController
CharacterJoint
CircleCollider2D
Cloth
ConfigurableJoint
DistanceJoint2D
EdgeCollider2D
FixedJoint2D
FrictionJoint2D
HingeJoint
HingeJoint2D
LensFlare
Light
LightProbeGroup
LODGroup
MeshCollider
NavMeshAgent
NavMeshObstacle
OcclusionArea
OcclusionPortal
ParticleSystem
PlatformEffector2D
PolygonCollider2D
Projector
RectTransform
ReflectionProbe
RelativeJoint2D
SkinnedMeshRenderer
Typer

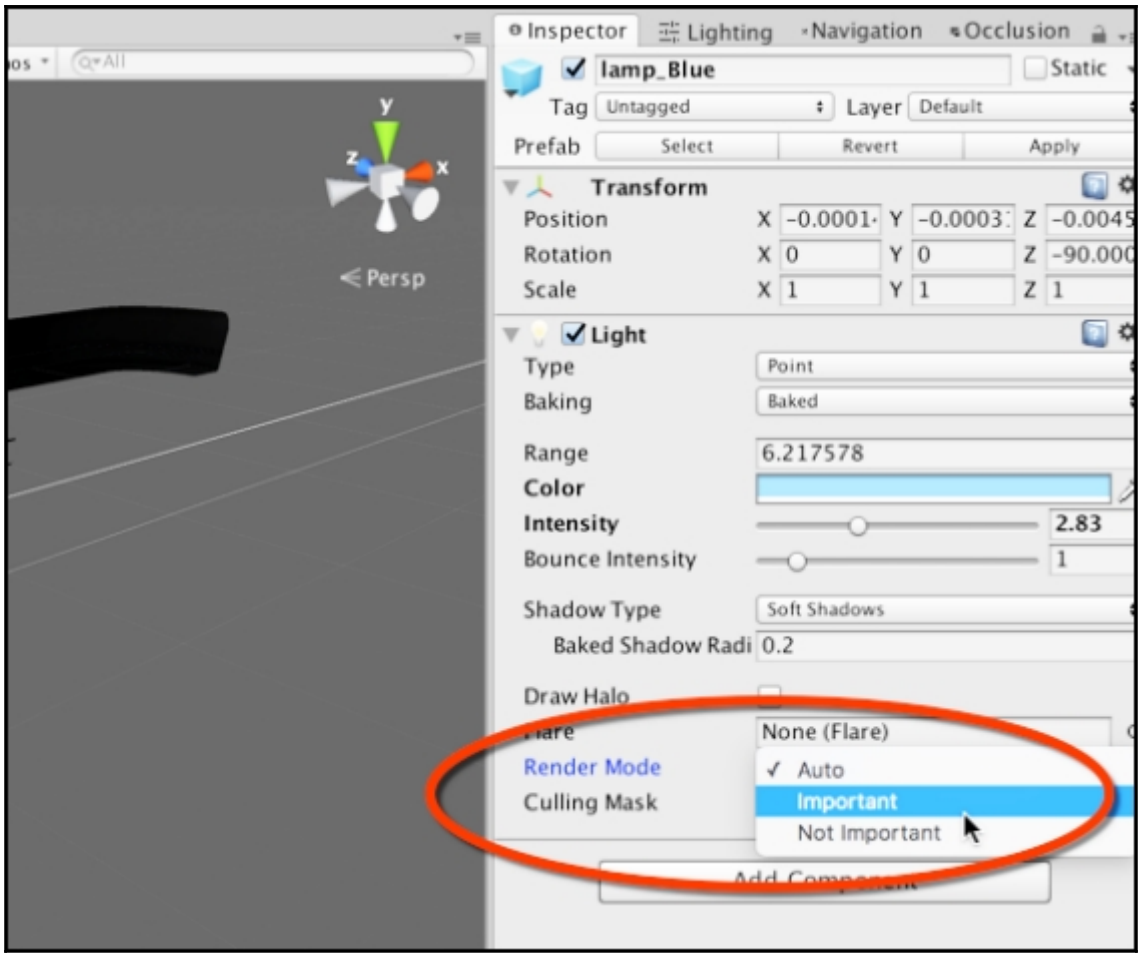

Inspector
Lighting
Navigation
Occlusion
Zombie
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
Rotation
Scale
Skinned Mesh Renderer
Cast Shadows
On
Receive Shadows
Motion Vectors
Materials
Light Probes
Blend Probes
Anchor Override
None (Transform)
Lightmap Parameters
None (Lightmap Parameters)
Quality
Auto
Update When Offscreen
Skinned Motion Vectors
Mesh
Zombie
Root Bone
hip (Transform)
Bounds
Center:
Extents:
Zombie.000
Shader
Standard (Specular setup)
Persp
Typer

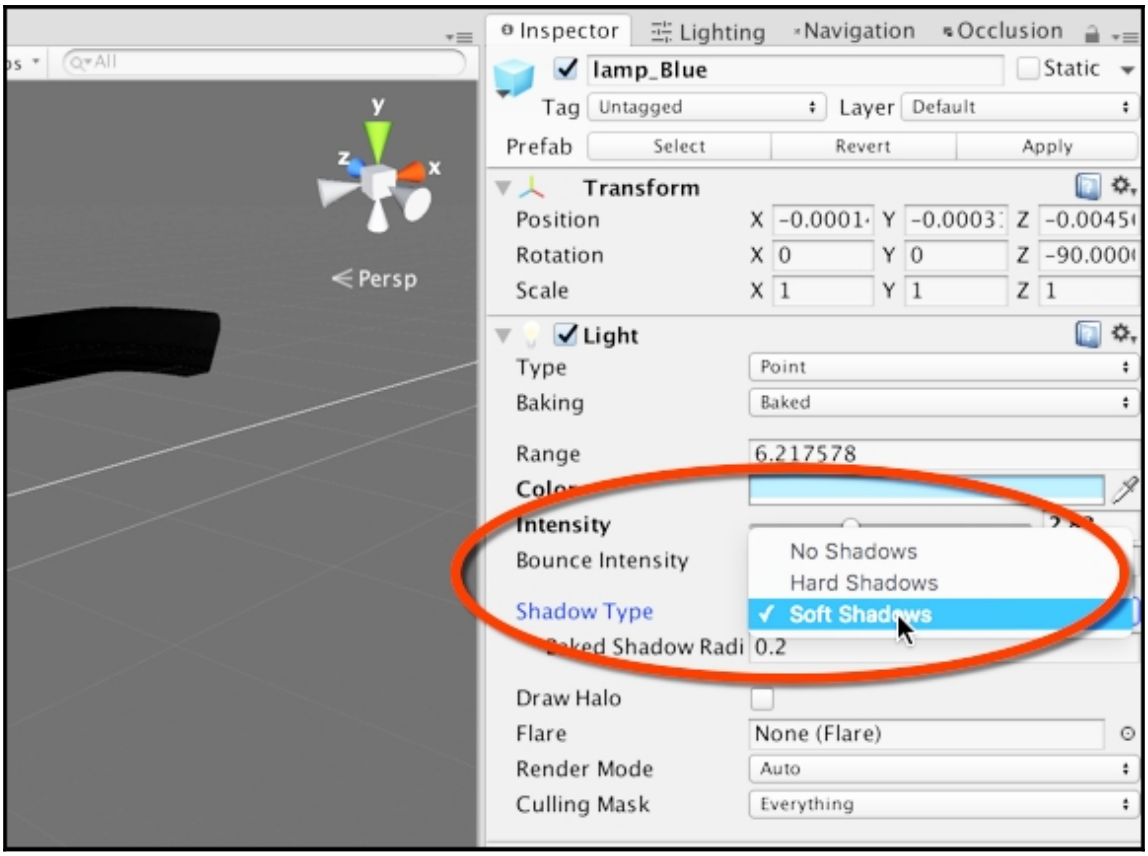

Baked GI
Baked Resolution
20
texels per unit
Baked Padding
2
texels
Compressed
Indirect Resolution
2
texels per unit
Ambient Occlusion
Max Distance
0.5
Indirect
10
Direct
0
Final Gather
Ray Count
256
Denoising
Atlas Size
1024
Light Probes
Add Direct Light
General GI
Auto
Build
1 non-directional lightmap: 1024x1024px
1.3 MB
Resources
scenes
scripts

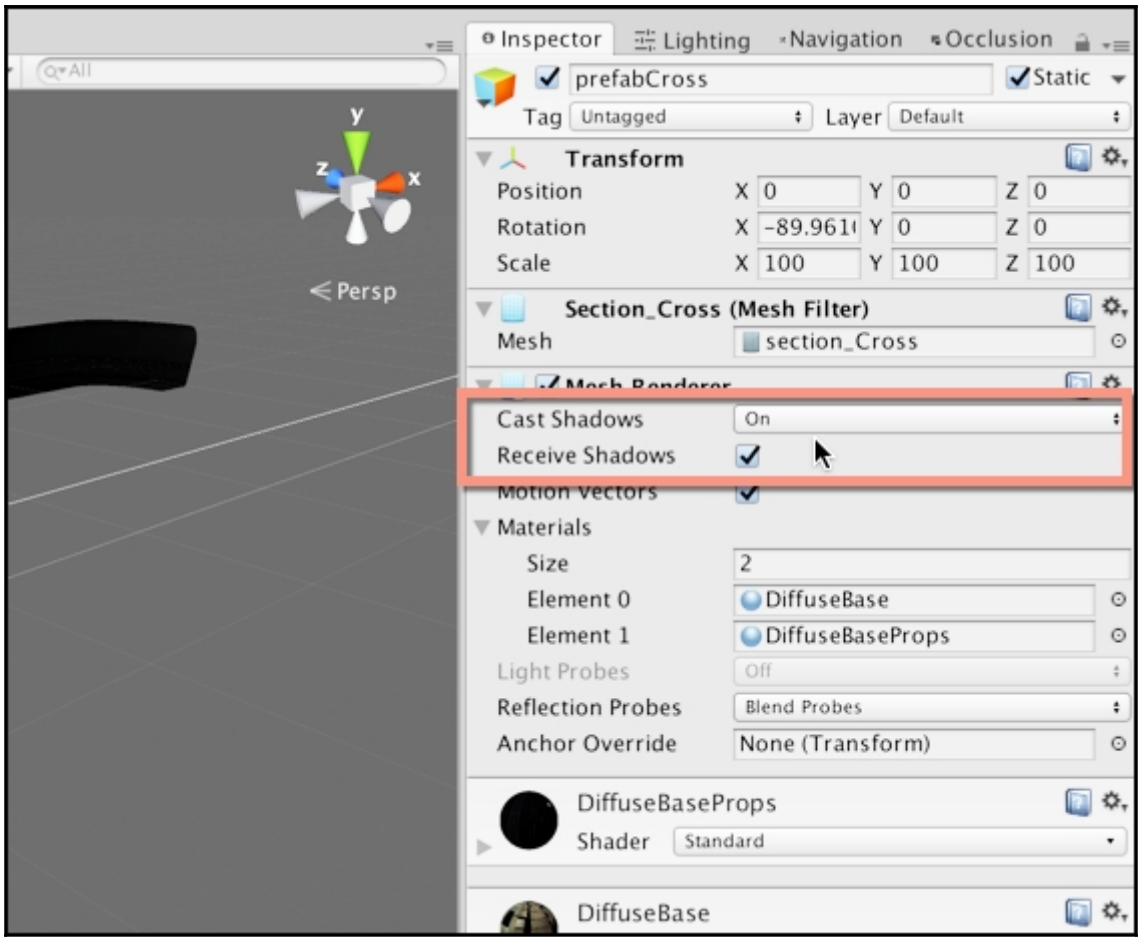

Inspector
Lighting
Navigation
Occlusion
section_Corner Import Settings
Open
Model
Rig
Animations
Meshes
Scale Factor
1
File Scale
0.01
Mesh Compression
Off
Read/Write Enabled
Optimize Mesh
Import BlendShapes
Generate Colliders
Keep Quads
Swap UVs
Generate Lightmap UV
Advanced
Persp
y
z
x

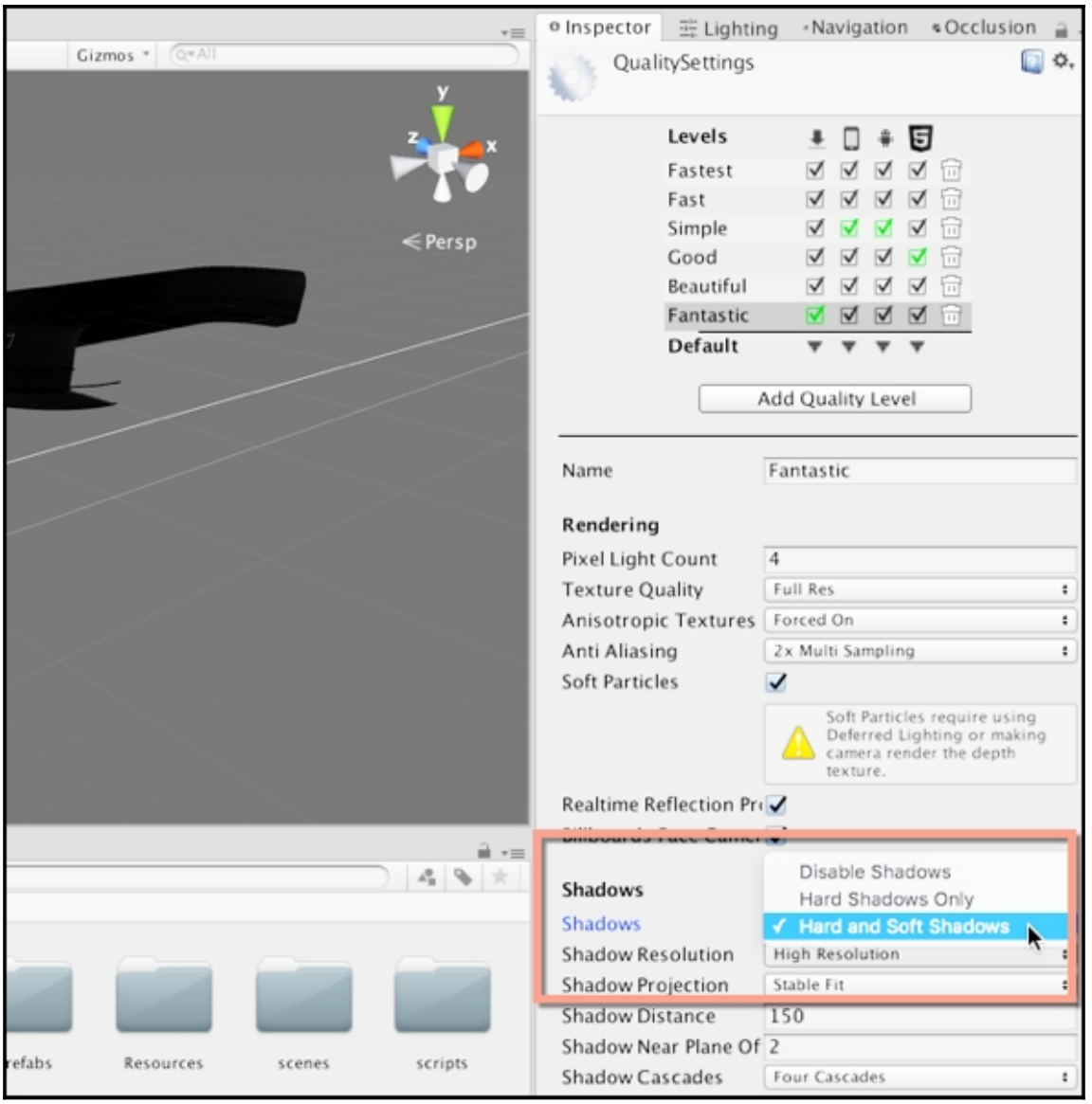

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Undo Selection Change ⌘Z
Redo ⇧⌘Z
Cut ⌘X
Copy ⌘C
Paste ⌘V
Duplicate ⌘D
Delete ⌘⌫
Frame Selected F
Lock View to Selected ⇧F
Find ⌘F
Select All ⌘A
Play ⌘P
Pause ⇧⌘P
Step ⌥⌘P
Sign in...
Sign out
Selection
Project Settings
Graphics Emulation
Network Emulation
Snap Settings...
Input
Tags and Layers
Audio
Time
Player
Physics
Physics 2D
Quality
Graphics
Network
Editor
Script Execution Order
Level_01.unity - FirstPersonAttack - PC, Mac & Linux
Hierarchy
Create
Level_01
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Game
Project
Audio Mixer
Animation
Console
Assets
animation
audio
audiomixers
Editor

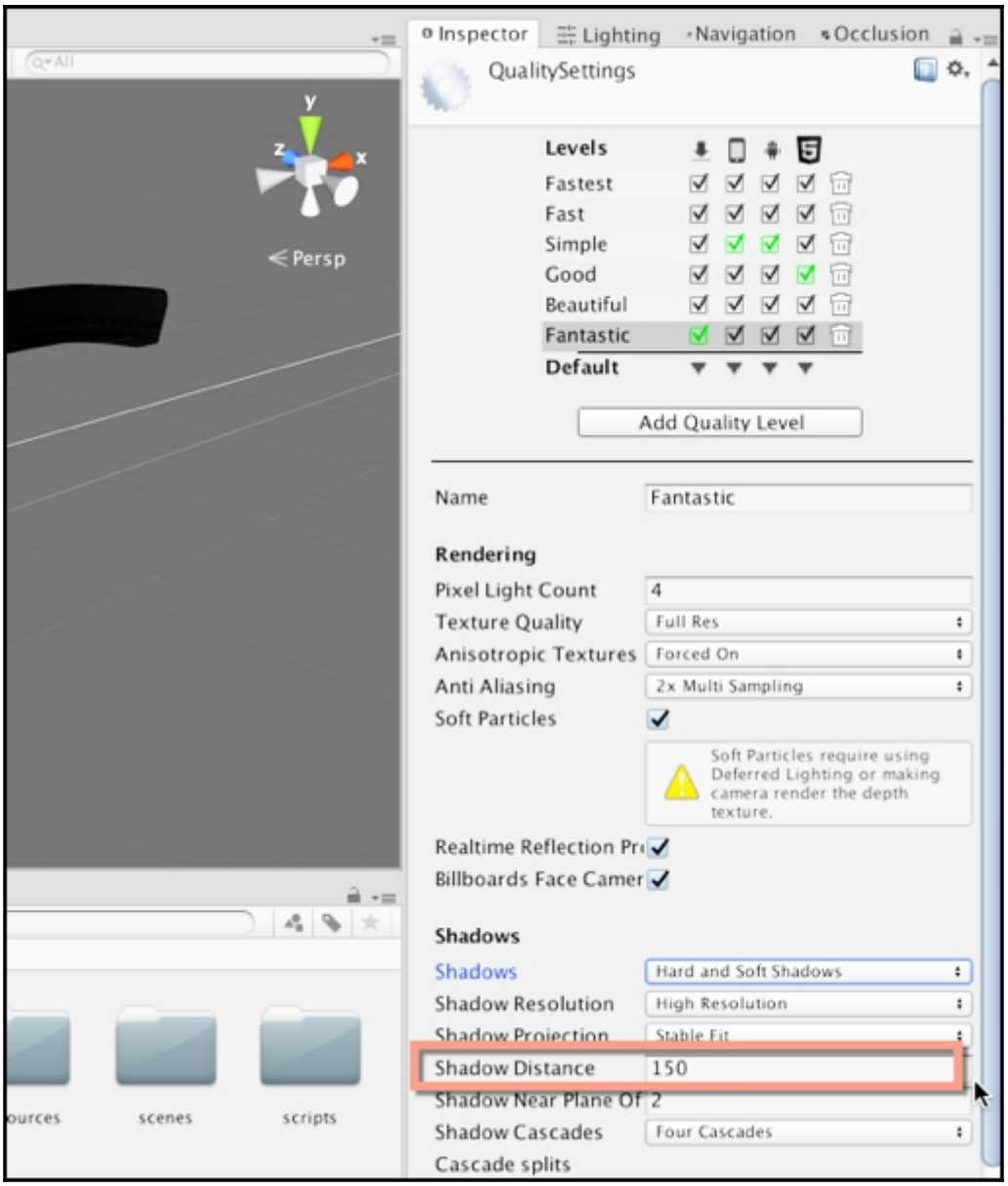

Gizmos
All
y
z
x
Persp
Inspector
Lighting
Navigation
Occlusion
QualitySettings
Levels
Fastest
Fast
Simple
Good
Beautiful
Fantastic
Default
Add Quality Level
Name
Fantastic
Pixel Light Count
4
Anisotropic Textures
Forced On
Anti Aliasing
2x Multi Sampling
Soft Particles
Soft Particles require using Deferred Lighting or making camera render the depth texture.

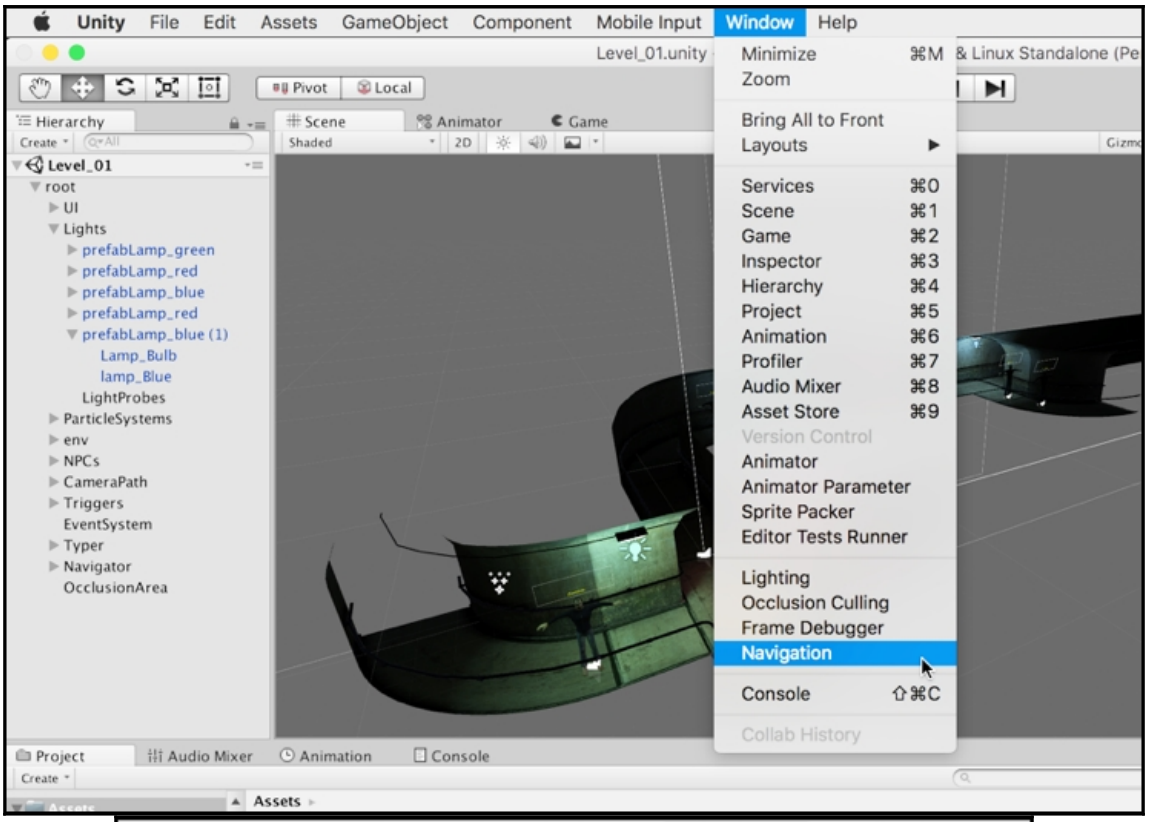

Inspector
Lighting
Navigation
Occlusion
lamp_Blue
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
Rotation
Scale
Light
Type
Point
Baking
Baked
Range
6.217578
Color
Intensity
2.83
Bounce Intensity
1
Shadow Type
Soft Shadows
Baked Shadow Radi
0.2
Draw Halo
None (Flare)
Render Mode
Culling Mask
Auto
Important
Not Important
Persp

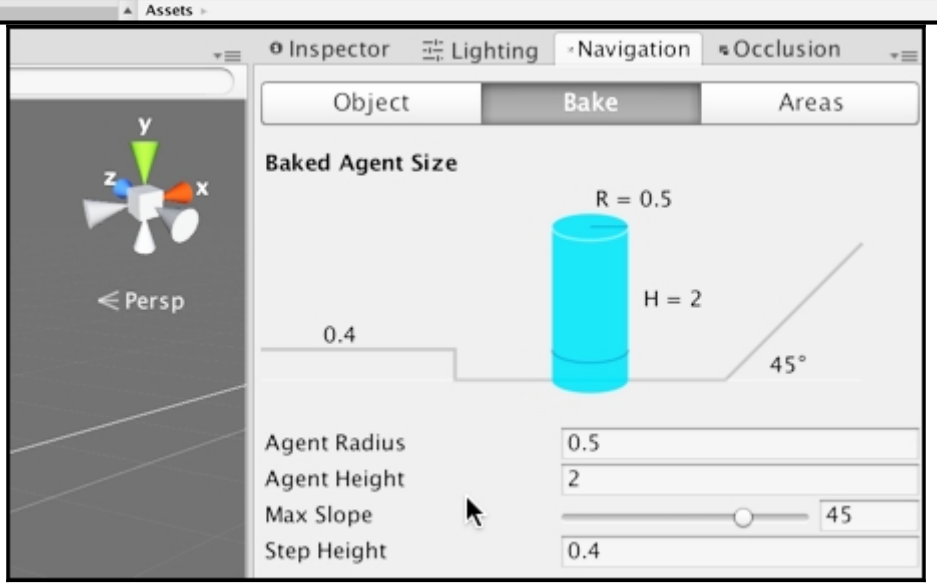

Inspector
Lighting
Navigation
Occlusion
lamp_Blue
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
Rotation
Scale
Light
Type
Point
Baking
Baked
Range
6.217578
Intensity
Bounce Intensity
Shadow Type
No Shadows
Hard Shadows
Soft Shadows
0.2
Draw Halo
Flare
None (Flare)
Render Mode
Auto
Culling Mask
Everything
Persp

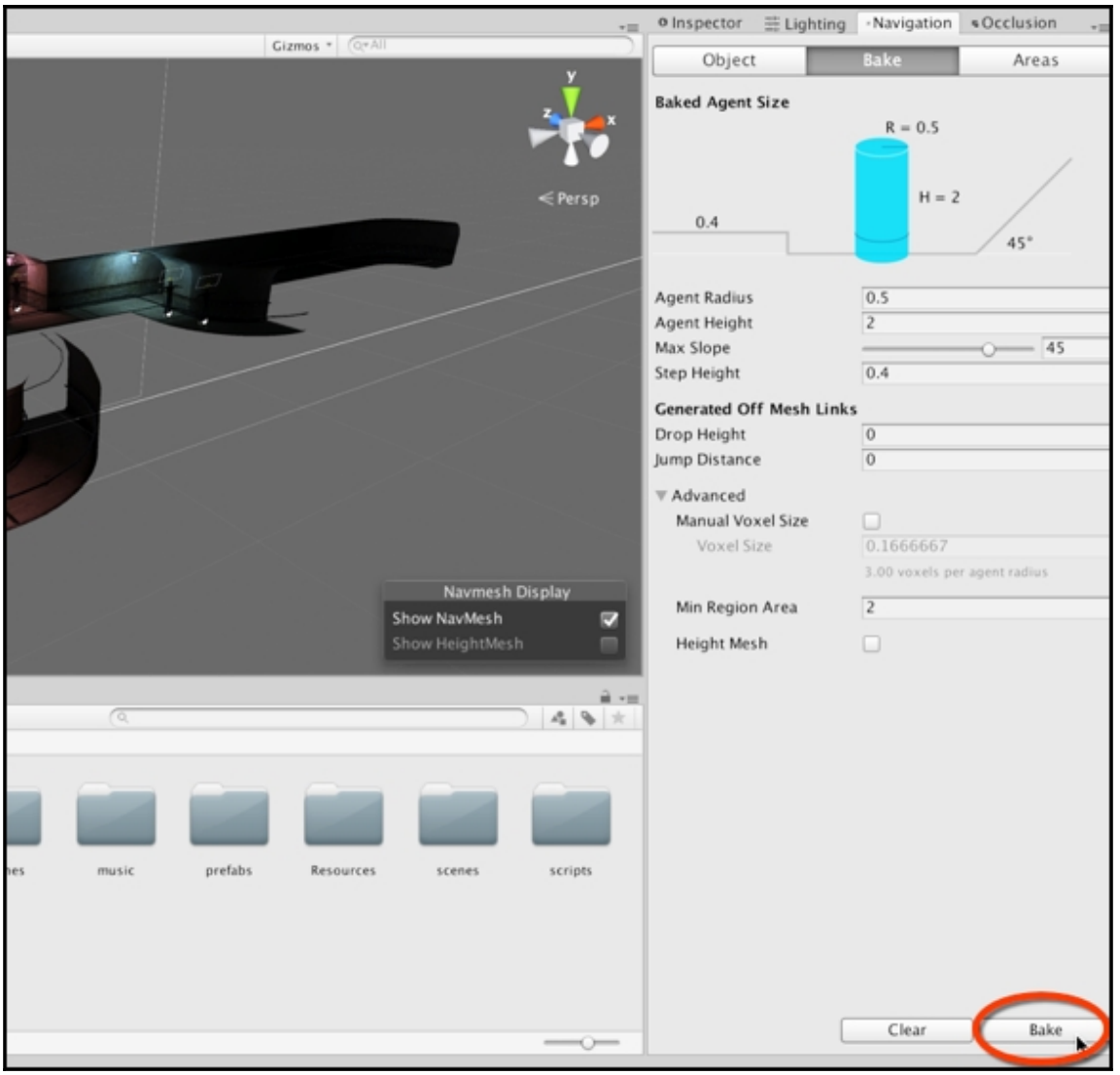

Inspector
Lighting
Navigation
Occlusion
prefabCross
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Section_Cross (Mesh Filter)
Mesh
section_Cross
Cast Shadows
On
Receive Shadows
Motion Vectors
Materials
Size
2
Element 0
DiffuseBase
Element 1
DiffuseBaseProps
Light Probes
Off
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
DiffuseBaseProps
Shader
Standard
DiffuseBase
Persp

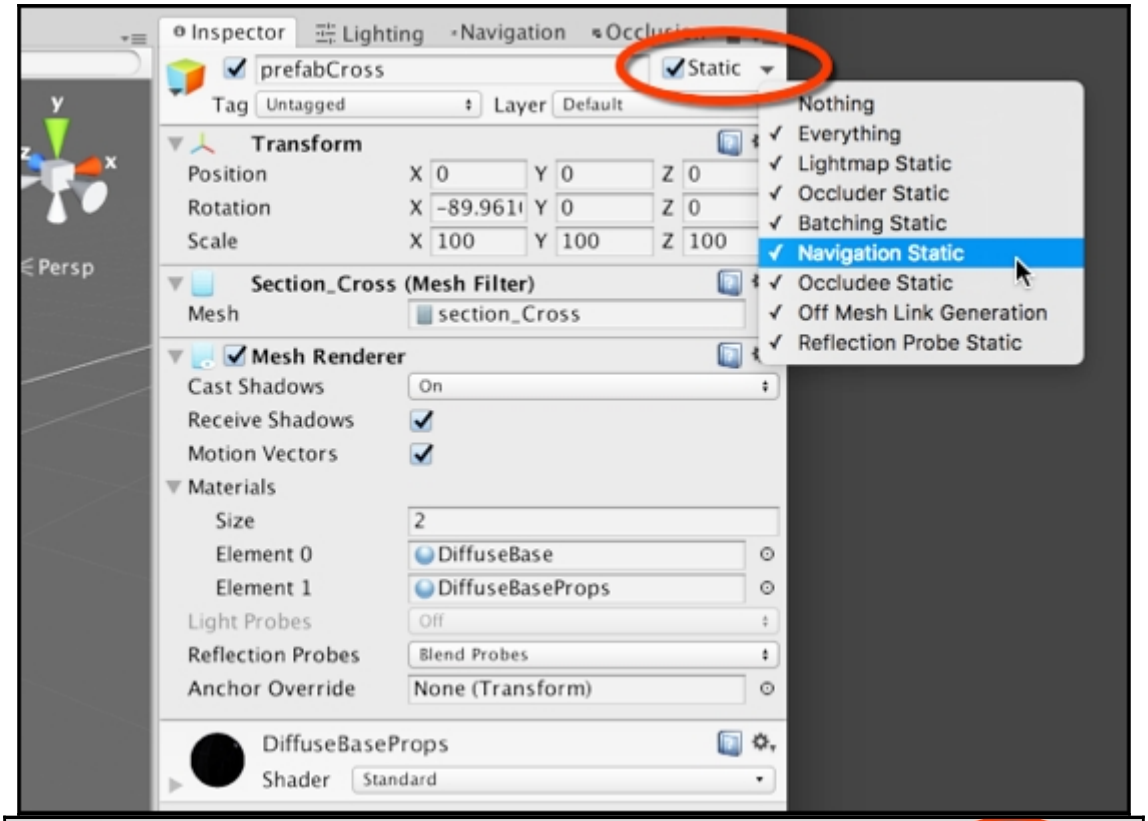

Gizmos
Persp
Inspector
Lighting
Navigation
Occlusion
QualitySettings
Levels
Fastest
Fast
Simple
Good
Beautiful
Fantastic
Default
Add Quality Level
Name
Fantastic
Rendering
Pixel Light Count
4
Texture Quality
Full Res
Anisotropic Textures
Forced On
Anti Aliasing
2x Multi Sampling
Soft Particles
Soft Particles require using Deferred Lighting or making camera render the depth texture.
Realtime Reflection Pr
Shadows
Shadows
Disable Shadows
Hard Shadows Only
Hard and Soft Shadows
Shadow Resolution
High Resolution
Shadow Projection
Stable Fit
Shadow Distance
150
Shadow Near Plane Of
2
Shadow Cascades
Four Cascades
Resources
scenes
scripts

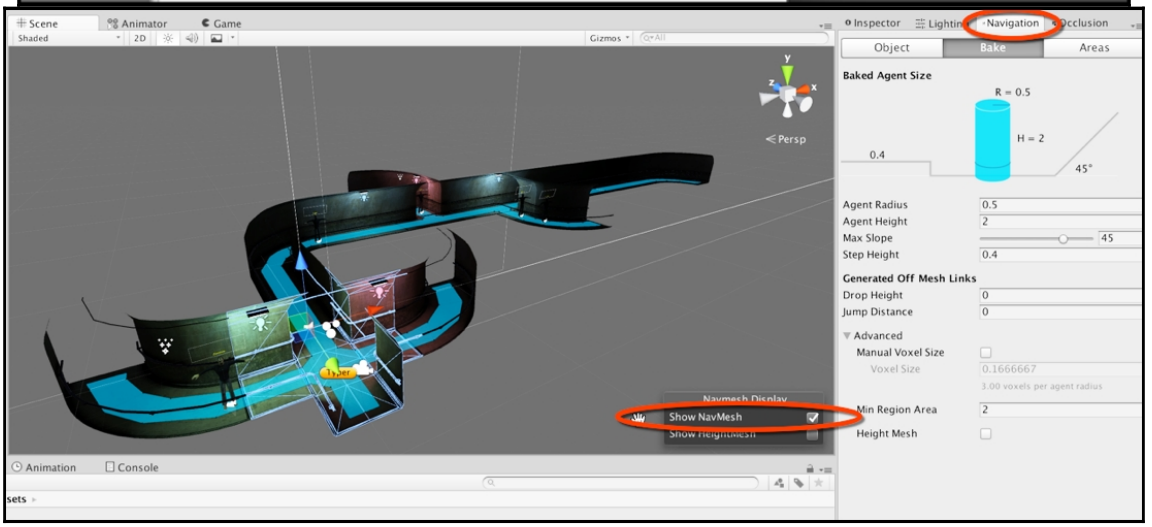

Inspector
Lighting
Navigation
Occlusion
QualitySettings
Levels
Fastest
Fast
Simple
Good
Beautiful
Fantastic
Default
Add Quality Level
Name
Fantastic
Rendering
Pixel Light Count
4
Texture Quality
Full Res
Anisotropic Textures
Forced On
Anti Aliasing
2x Multi Sampling
Soft Particles
Soft Particles require using Deferred Lighting or making camera render the depth texture.
Realtime Reflection Pr
Billboards Face Camer
Shadows
Shadows
Hard and Soft Shadows
Shadow Resolution
High Resolution
Shadow Projection
Stable Fit
Shadow Distance
150
Shadow Near Plane Of
2
Shadow Cascades
Four Cascades
Cascade splits
Persp
scenes
scripts

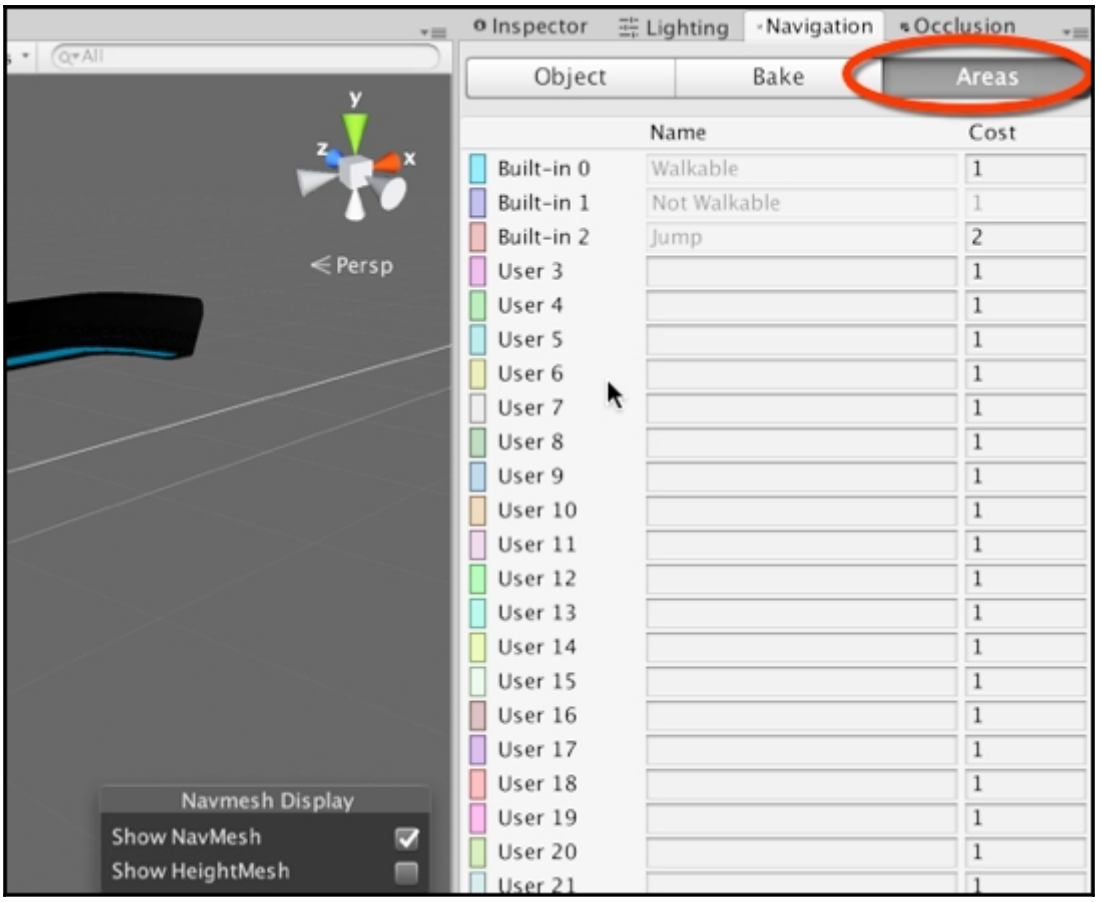

Unity File Edit Assets GameObject Component Mobile Input Window Help
Minimize ⌘M
Zoom
Bring All to Front
Layouts
Services ⌘0
Scene ⌘1
Game ⌘2
Inspector ⌘3
Hierarchy ⌘4
Project ⌘5
Animation ⌘6
Profiler ⌘7
Audio Mixer ⌘8
Asset Store ⌘9
Version Control
Animator
Animator Parameter
Sprite Packer
Editor Tests Runner
Lighting
Occlusion Culling
Frame Debugger
Navigation
Console ⇧⌘C
Collab History
Hierarchy
Scene
Animator
Game
Level_01
root
UI
Lights
prefabLamp_green
prefabLamp_red
prefabLamp_blue
prefabLamp_red
prefabLamp_blue (1)
Lamp_Bulb
lamp_Blue
LightProbes
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Project
Audio Mixer
Animation
Console
Assets

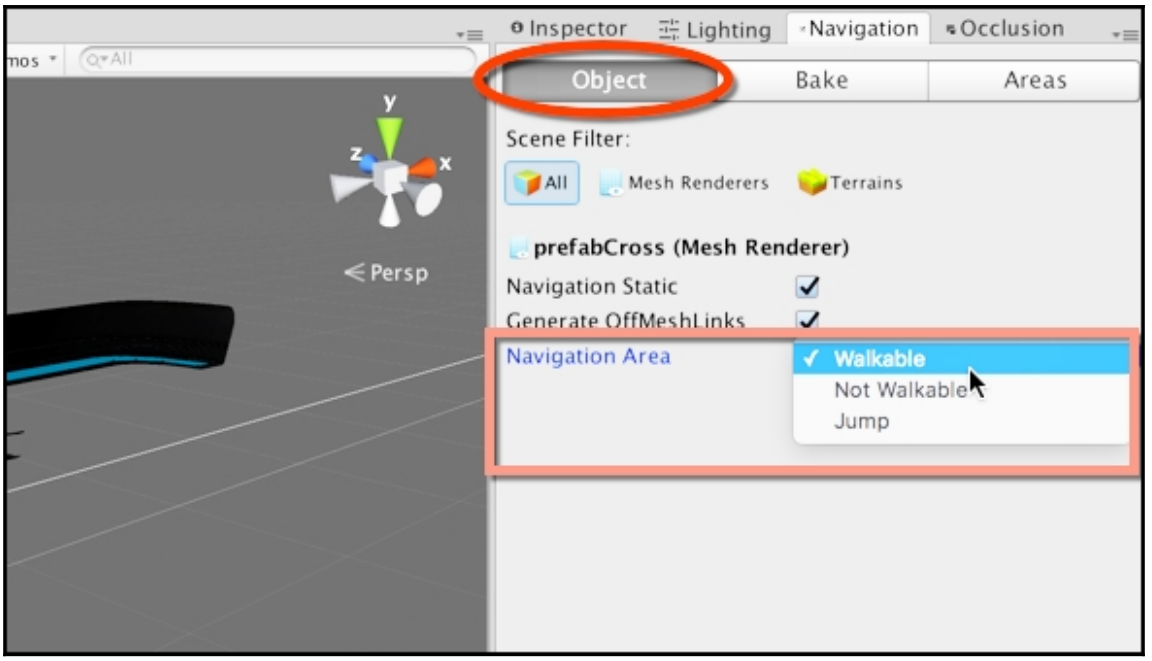

Inspector
Lighting
Navigation
Occlusion
Object
Bake
Areas
Baked Agent Size
R = 0.5
H = 2
0.4
45°
Agent Radius 0.5
Agent Height 2
Max Slope 45
Step Height 0.4
y
z
x
Persp

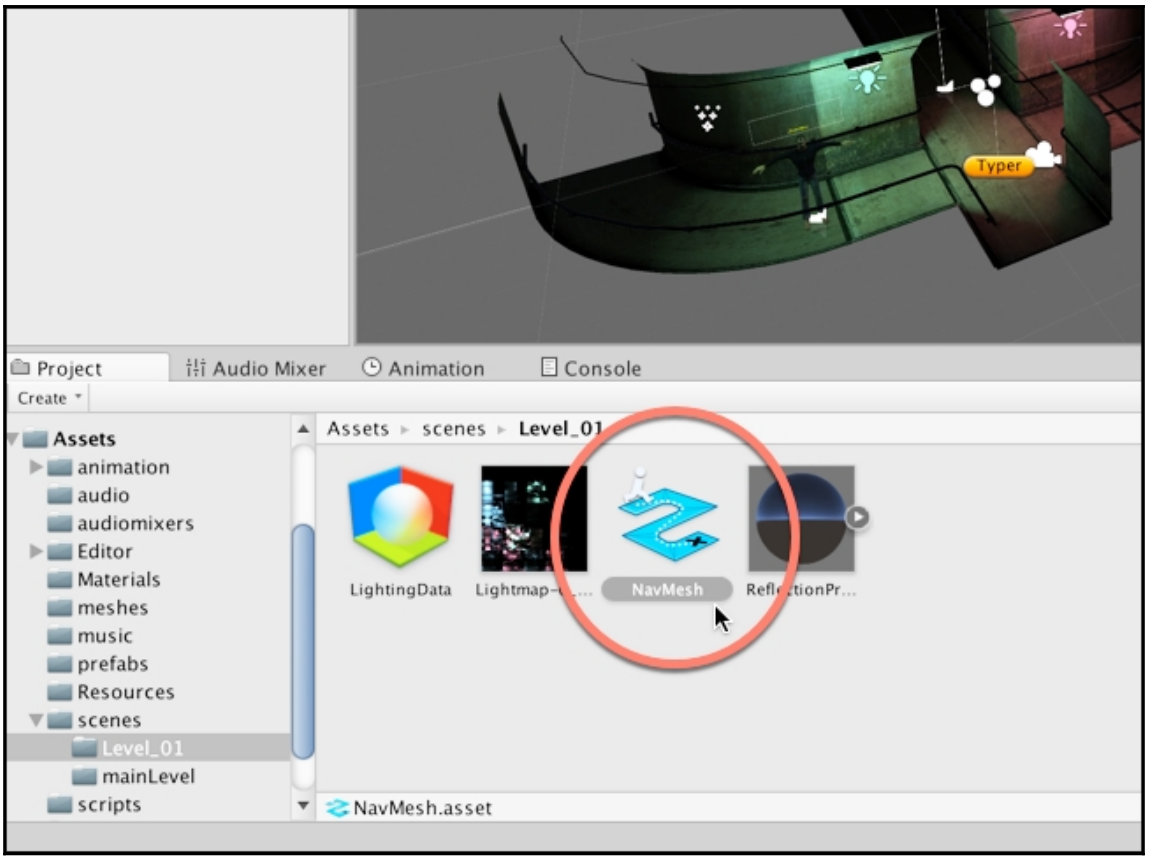

Gizmos
All
y
z
x
Persp
Navmesh Display
Show NavMesh
Show HeightMesh
music
prefabs
Resources
scenes
scripts
Inspector
Lighting
Navigation
Occlusion
Object
Bake
Areas
Baked Agent Size
R = 0.5
H = 2
0.4
45°
Agent Radius
0.5
Agent Height
2
Max Slope
45
Step Height
0.4
Generated Off Mesh Links
Drop Height
0
Jump Distance
0
Advanced
Manual Voxel Size
Voxel Size
0.1666667
3.00 voxels per agent radius
Min Region Area
2
Height Mesh
Clear
Bake

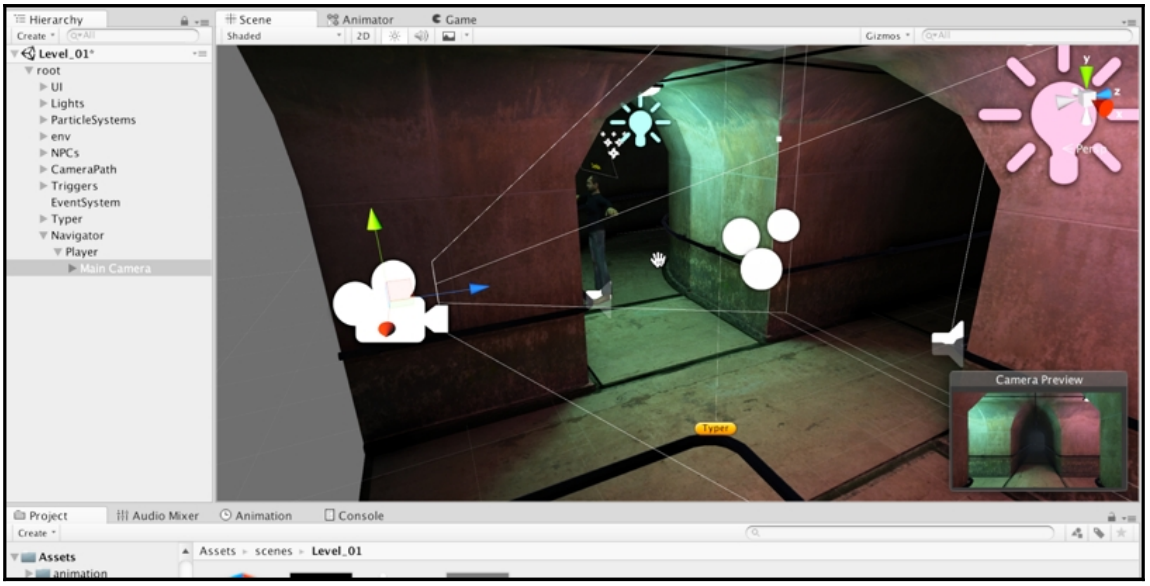

Inspector
Lighting
Navigation
prefabCross
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Section_Cross (Mesh Filter)
Mesh
section_Cross
Mesh Renderer
Cast Shadows
On
Receive Shadows
Motion Vectors
Materials
Size
2
Element 0
DiffuseBase
Element 1
DiffuseBaseProps
Light Probes
Off
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
DiffuseBaseProps
Shader
Standard
Persp
Nothing
Everything
Lightmap Static
Occluder Static
Batching Static
Navigation Static
Occludee Static
Off Mesh Link Generation
Reflection Probe Static

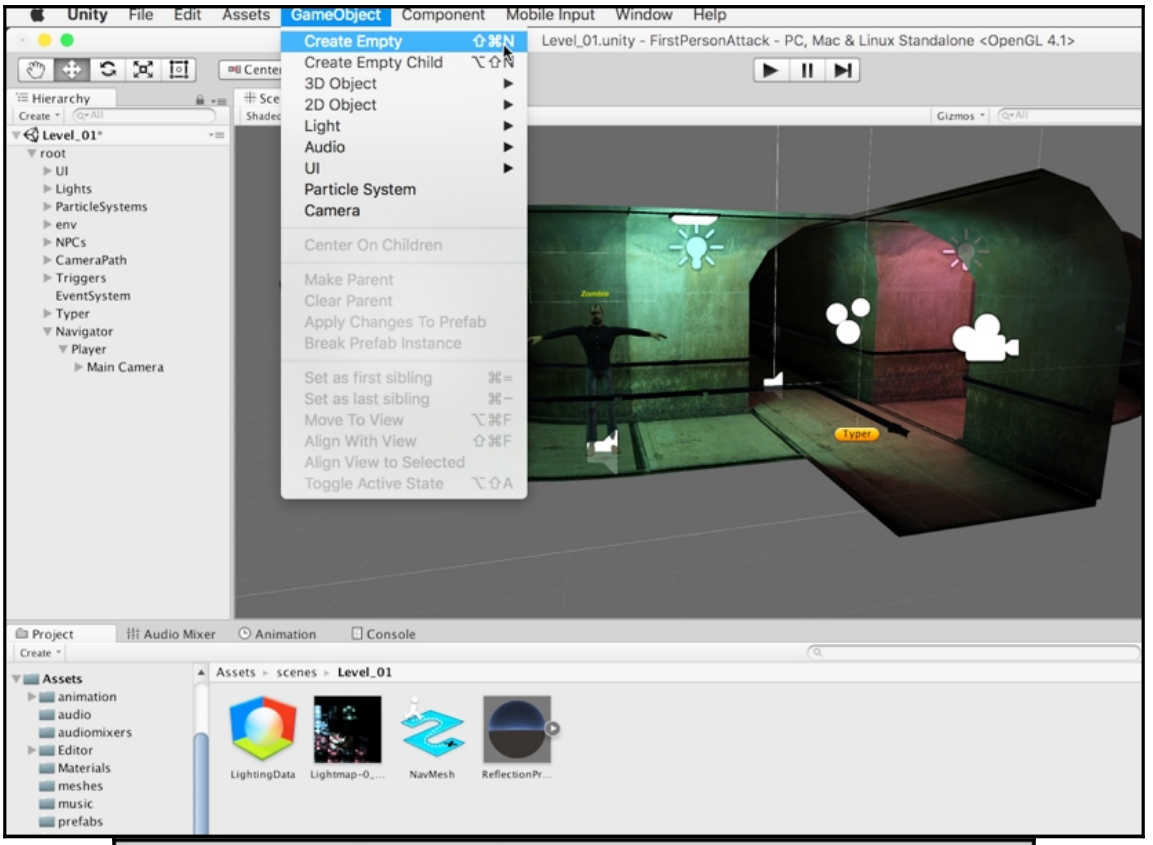

Scene
Animator
Game
Persp
Show NavMesh
Inspector
Navigation
Object
Bake
Areas
Baked Agent Size
R = 0.5
H = 2
0.4
45°
Agent Radius
Agent Height
Max Slope
Step Height
Generated Off Mesh Links
Drop Height
Jump Distance
Advanced
Manual Voxel Size
Min Region Area
Height Mesh
Animation
Console

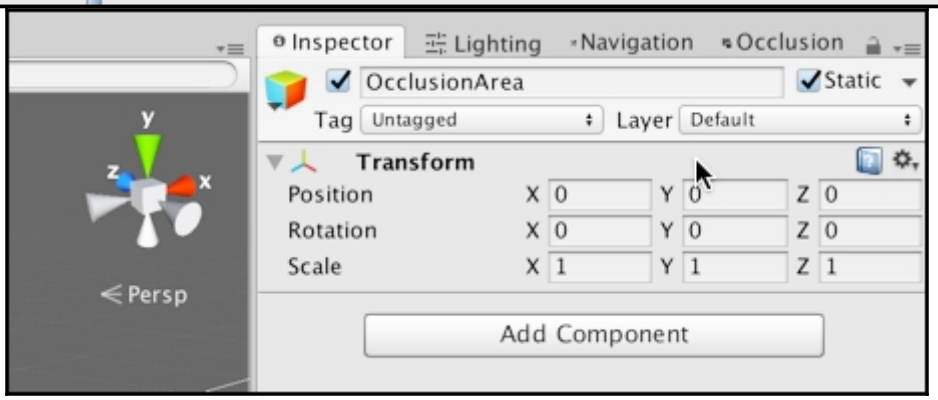

Inspector
Lighting
Navigation
Occlusion
Object
Bake
Areas
Name
Cost
Built-in 0
Walkable
1
Built-in 1
Not Walkable
1
Built-in 2
Jump
2
User 3
1
User 4
1
User 5
1
User 6
1
User 7
1
User 8
1
User 9
1
User 10
1
User 11
1
User 12
1
User 13
1
User 14
1
User 15
1
User 16
1
User 17
1
User 18
1
User 19
1
User 20
1
User 21
1
y
z
x
Persp
Navmesh Display
Show NavMesh
Show HeightMesh

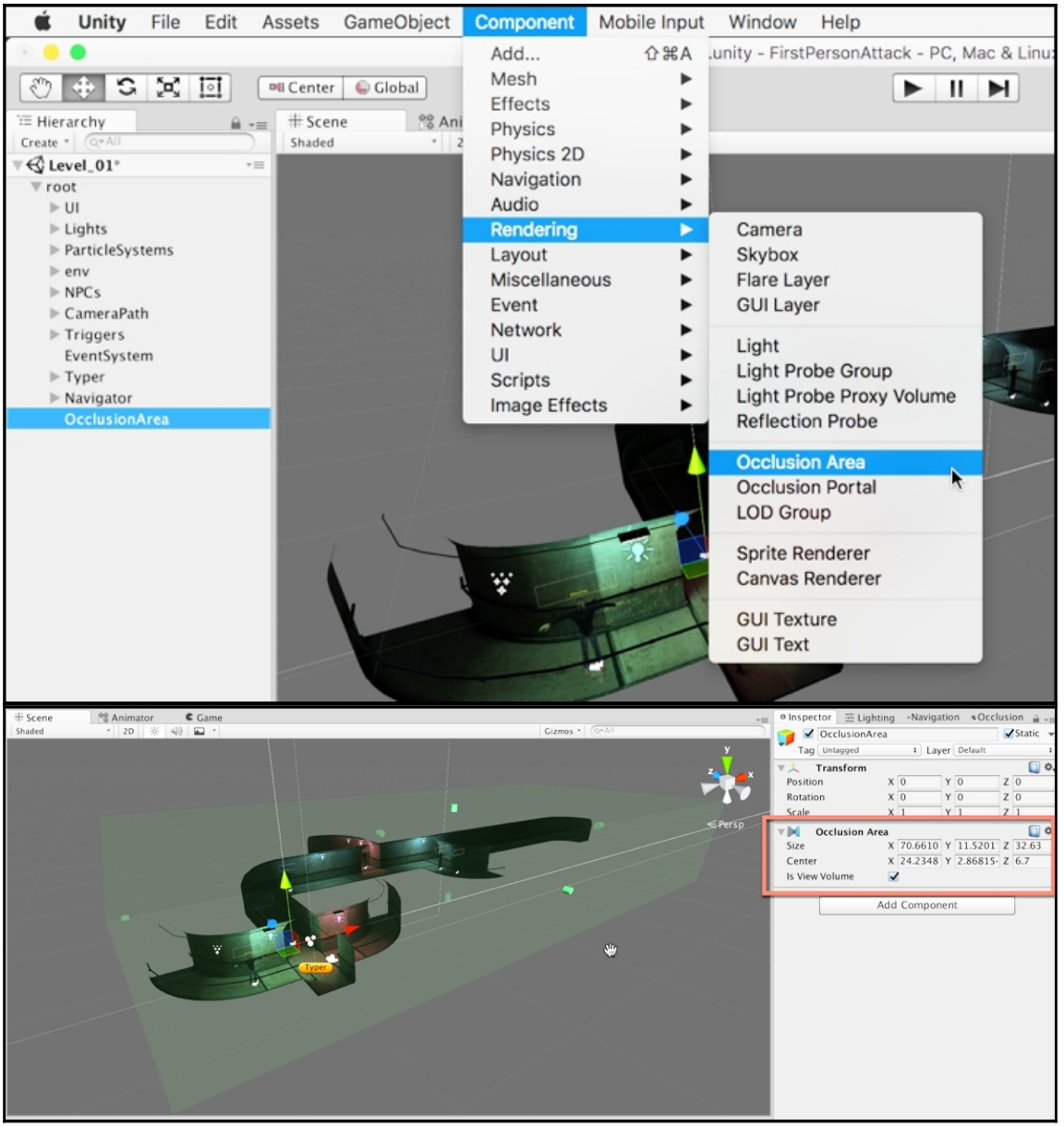

Inspector
Lighting
Navigation
Occlusion
Object
Bake
Areas
Scene Filter:
All
Mesh Renderers
Terrains
prefabCross (Mesh Renderer)
Navigation Static
Generate OffMeshLinks
Navigation Area
Walkable
Not Walkable
Jump
Persp
y
z
x

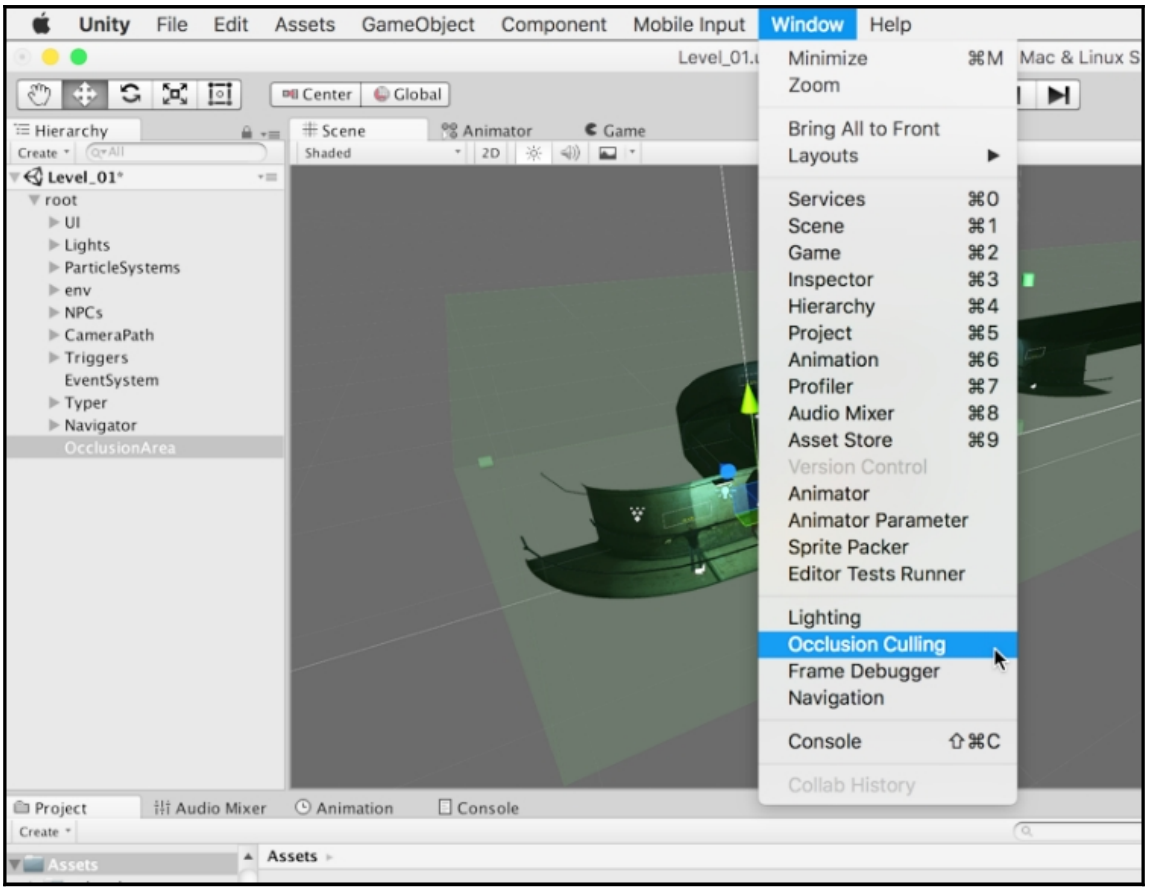

Typer
Project
Audio Mixer
Animation
Console
Create
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
Level_01
mainLevel
scripts
Assets ▸ scenes ▸ Level_01
LightingData
NavMesh
NavMesh.asset

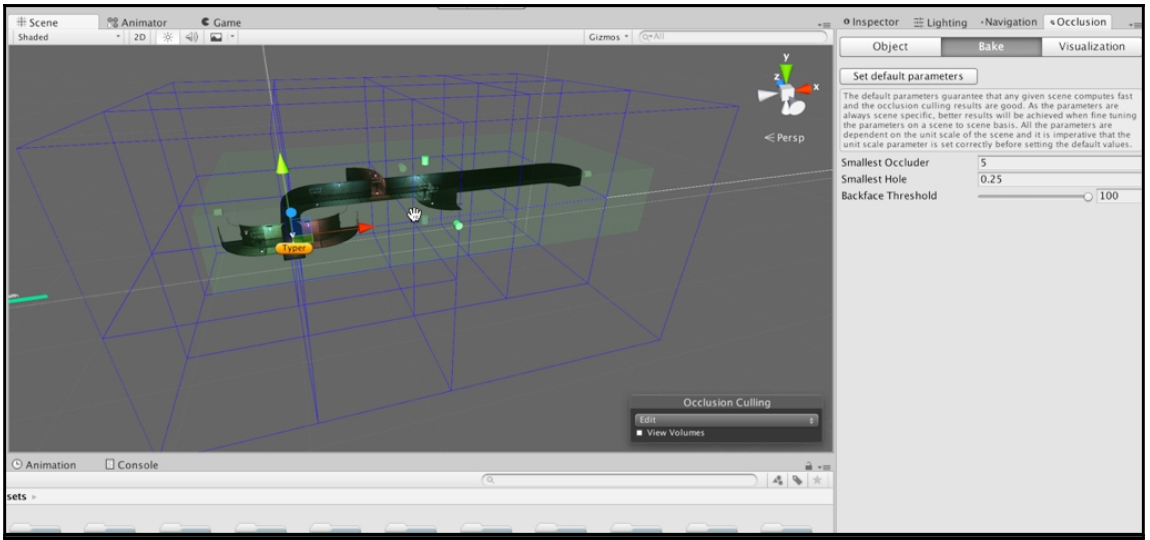

Hierarchy
Create
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
Player
Main Camera
Scene
Animator
Game
Shaded
2D
Gizmos
Camera Preview
Typer
Project
Audio Mixer
Animation
Console
Create
Assets
animation
Assets ▸ scenes ▸ Level_01

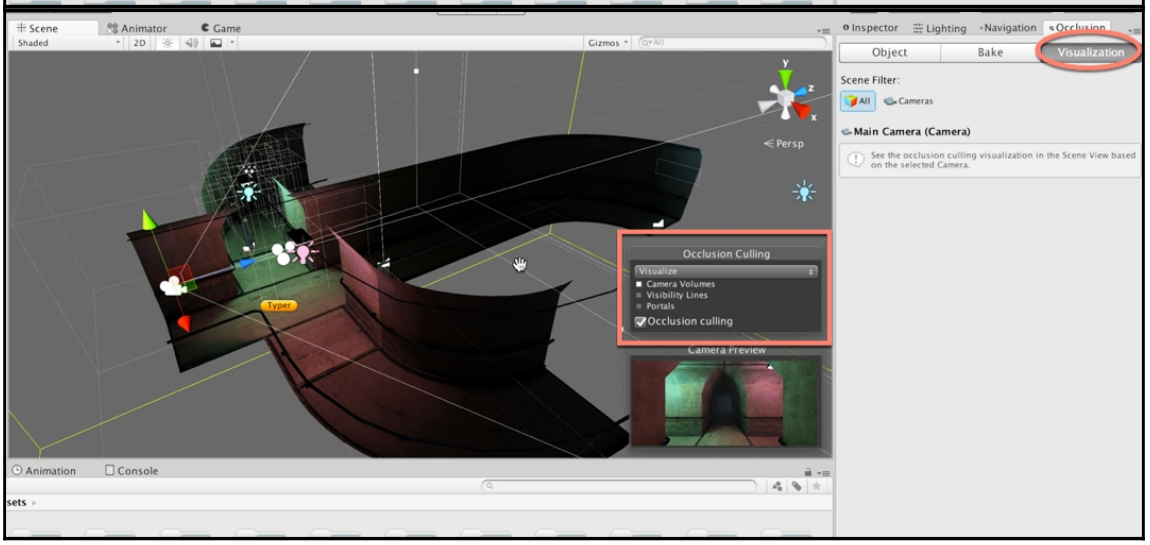

Unity File Edit Assets GameObject Component Mobile Input Window Help
Create Empty ⇧⌘N
Create Empty Child ⌥⇧N
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling ⌘=
Set as last sibling ⌘−
Move To View ⌥⌘F
Align With View ⇧⌘F
Align View to Selected
Toggle Active State ⌥⇧A
Level_01.unity - FirstPersonAttack - PC, Mac & Linux Standalone <OpenGL 4.1>
Hierarchy
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
Player
Main Camera
Gizmos
Zombie
Typer
Project
Audio Mixer
Animation
Console
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Assets ▸ scenes ▸ Level_01
LightingData
Lightmap-0_...
NavMesh
ReflectionPr...

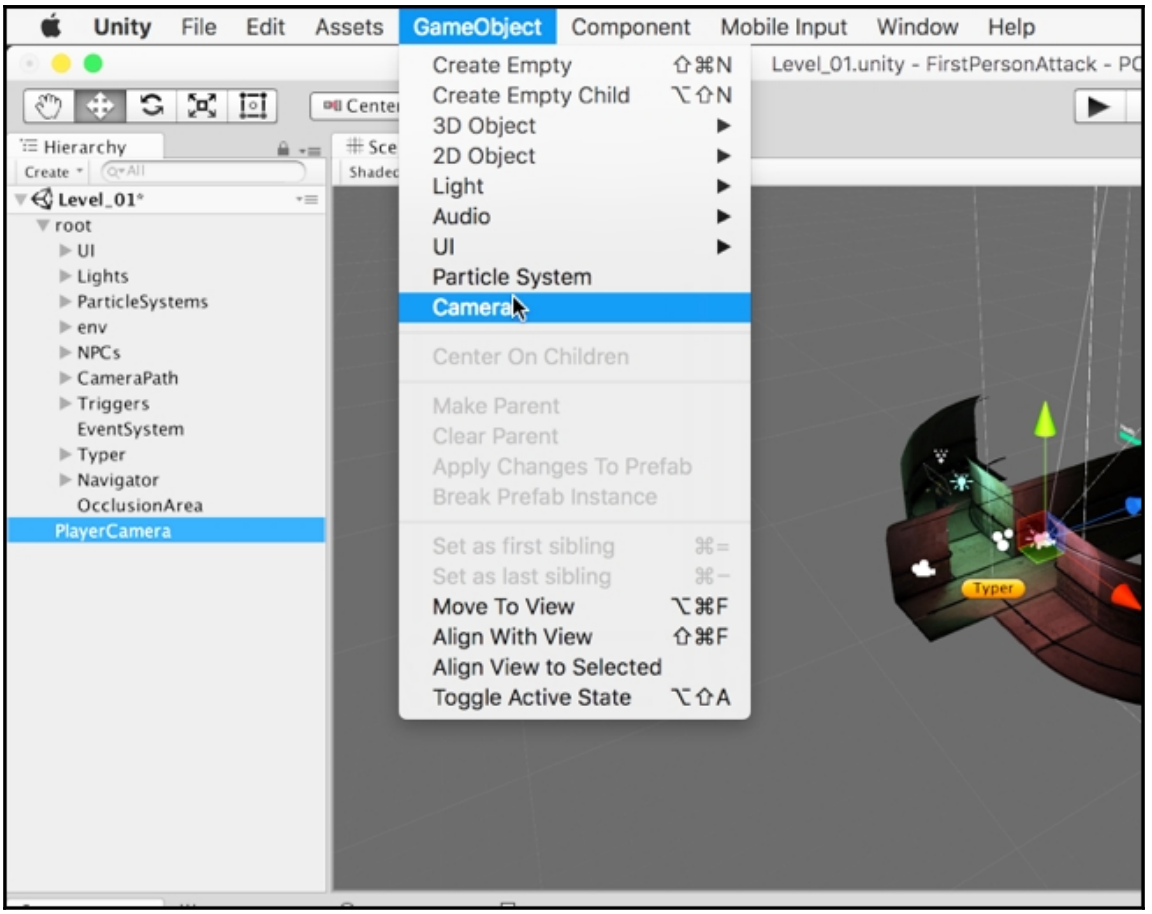

Inspector
Lighting
Navigation
Occlusion
OcclusionArea
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Add Component
y
z
x
Persp

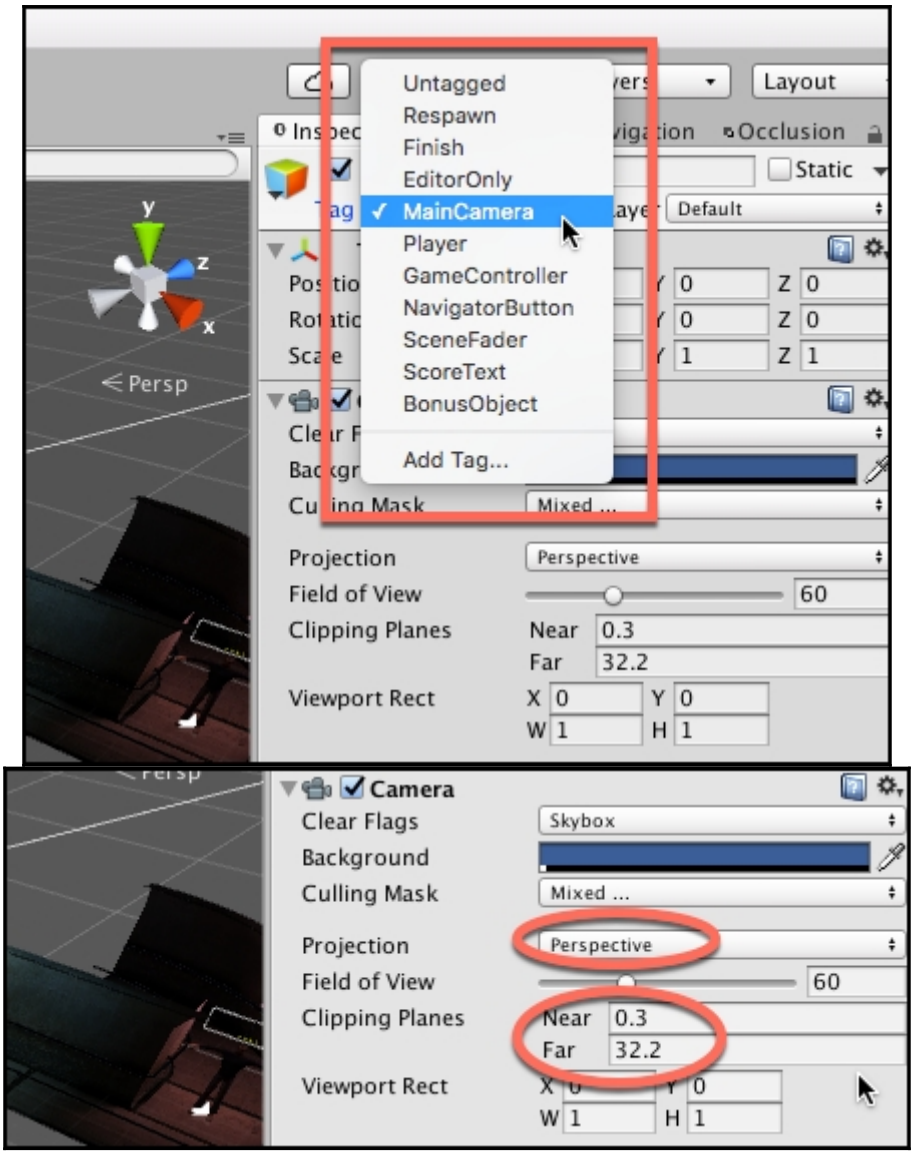

Unity File Edit Assets GameObject Component Mobile Input Window Help
Add... ⇧⌘A
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Image Effects
Camera
Skybox
Flare Layer
GUI Layer
Light
Light Probe Group
Light Probe Proxy Volume
Reflection Probe
Occlusion Area
Occlusion Portal
LOD Group
Sprite Renderer
Canvas Renderer
GUI Texture
GUI Text
Hierarchy
Create
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Scene
Shaded
Center
Global
Persp
Inspector
Lighting
Navigation
Occlusion
OcclusionArea
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Occlusion Area
Size
Center
Is View Volume
Add Component

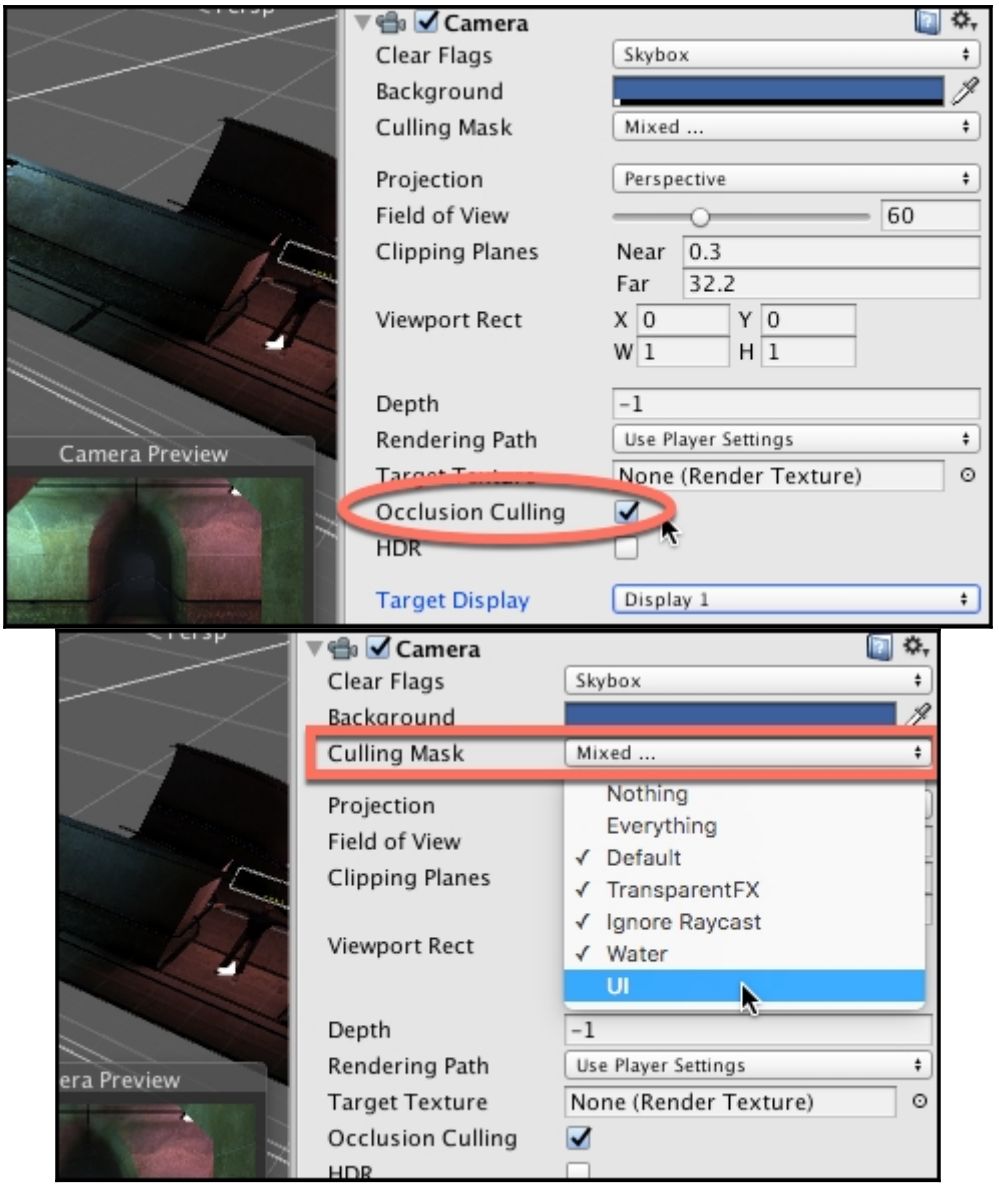

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Minimize ⌘M
Zoom
Bring All to Front
Layouts
Services ⌘0
Scene ⌘1
Game ⌘2
Inspector ⌘3
Hierarchy ⌘4
Project ⌘5
Animation ⌘6
Profiler ⌘7
Audio Mixer ⌘8
Asset Store ⌘9
Version Control
Animator
Animator Parameter
Sprite Packer
Editor Tests Runner
Lighting
Occlusion Culling
Frame Debugger
Navigation
Console ⇧⌘C
Collab History
Hierarchy
Create
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Scene
Animator
Game
Shaded
2D
Center
Global
Project
Audio Mixer
Animation
Console
Assets

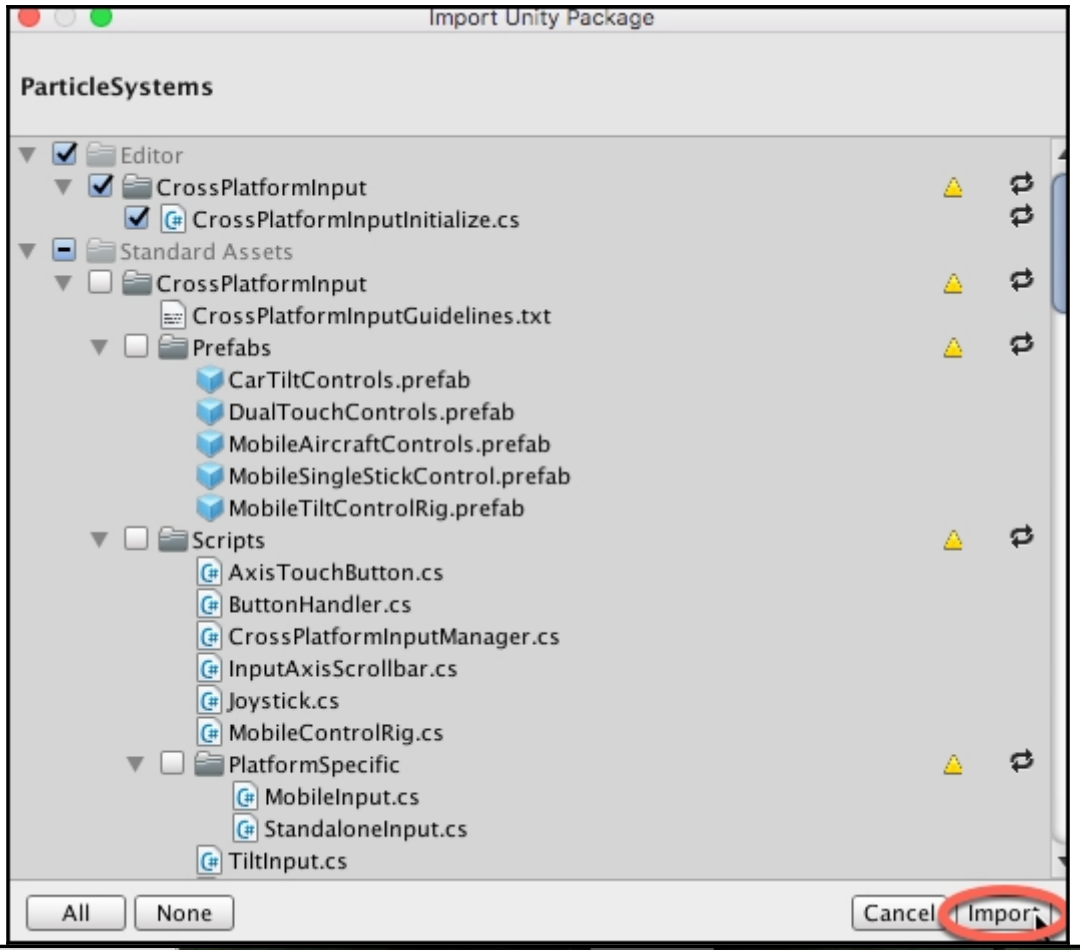

Scene
Animator
Game
Shaded
2D
Gizmos
Persp
Typer
Occlusion Culling
Edit
View Volumes
Animation
Console
sets
Inspector
Lighting
Navigation
Occlusion
Object
Bake
Visualization
Set default parameters
The default parameters guarantee that any given scene computes fast and the occlusion culling results are good. As the parameters are always scene specific, better results will be achieved when fine tuning the parameters on a scene to scene basis. All the parameters are dependent on the unit scale of the scene and it is imperative that the unit scale parameter is set correctly before setting the default values.
Smallest Occluder
5
Smallest Hole
0.25
Backface Threshold
100

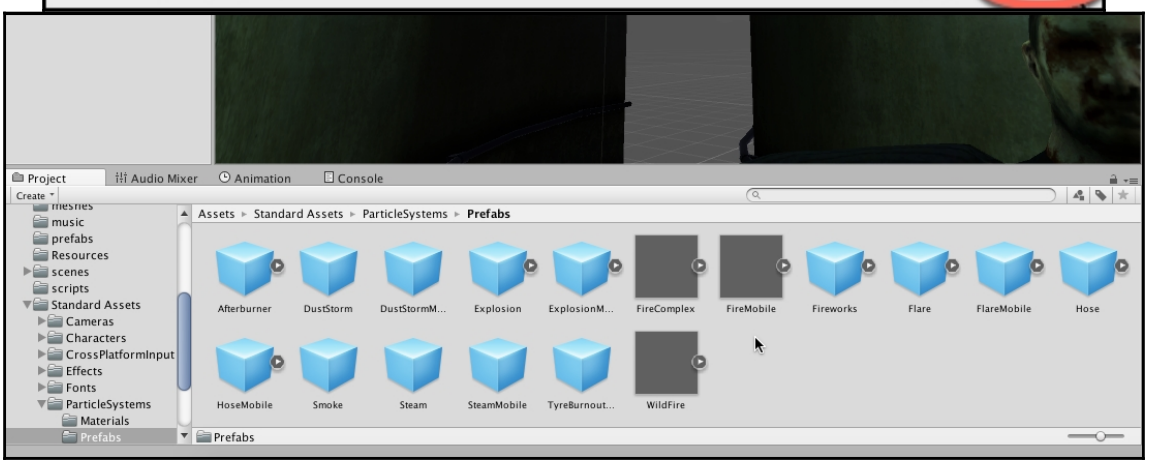

Scene
Animator
Game
Shaded
2D
Gizmos
Persp
Typer
Occlusion Culling
Visualize
Camera Volumes
Visibility Lines
Portals
Occlusion culling
Camera Preview
Animation
Console
sets
Inspector
Lighting
Navigation
Occlusion
Object
Bake
Visualization
Scene Filter:
All
Cameras
Main Camera (Camera)
See the occlusion culling visualization in the Scene View based on the selected Camera.

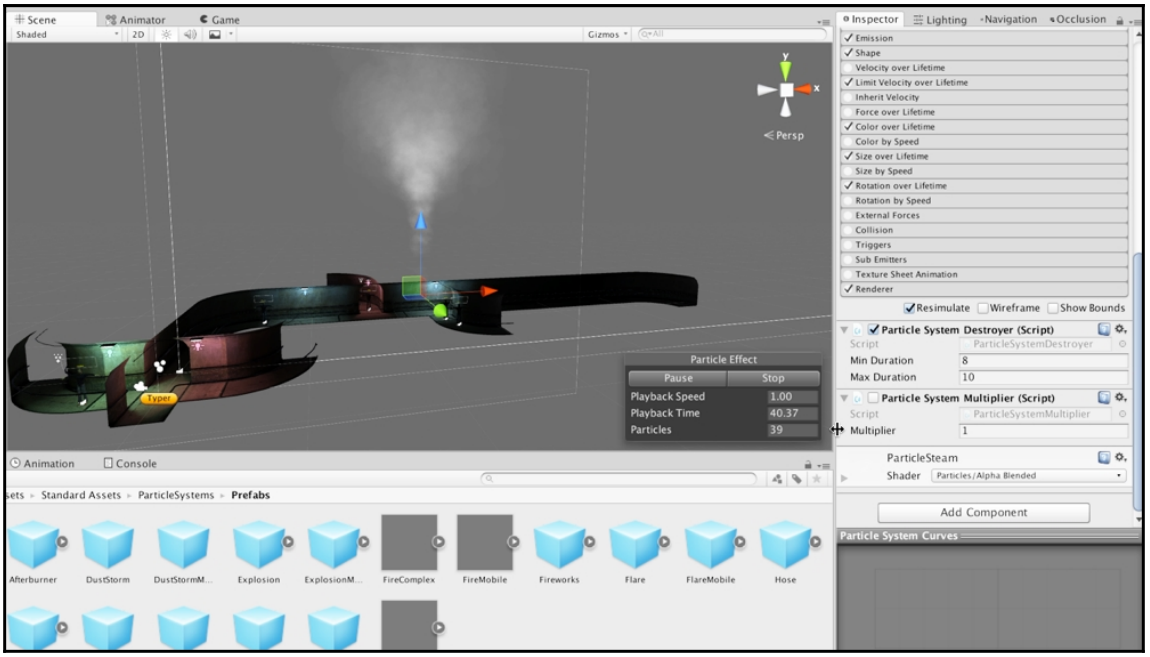

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Create Empty
Create Empty Child
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling
Set as last sibling
Move To View
Align With View
Align View to Selected
Toggle Active State
Level_01.unity - FirstPersonAttack - PC
Hierarchy
Create
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
PlayerCamera
Typer

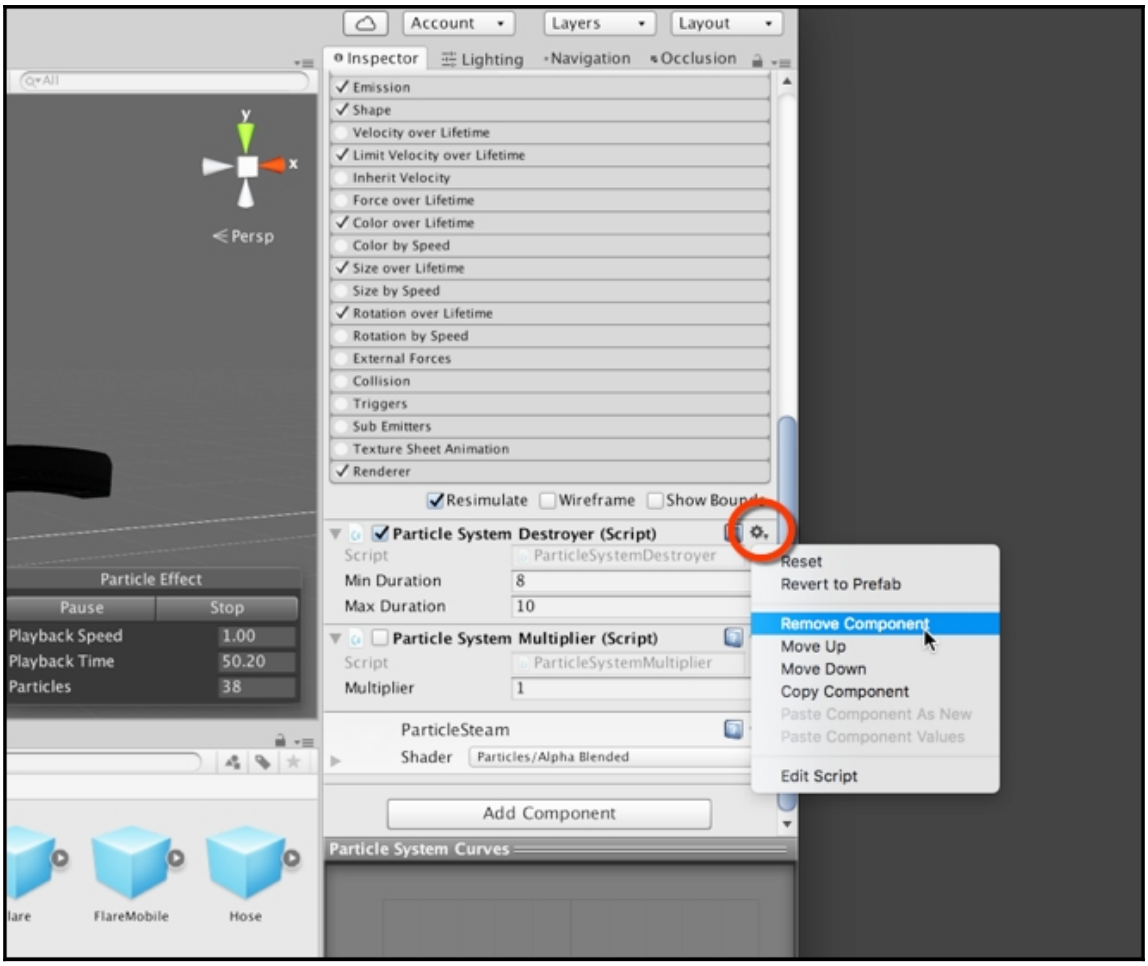

Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
NavigatorButton
SceneFader
ScoreText
BonusObject
Add Tag...
Layout
Occlusion
Static
Default
Persp
Projection
Perspective
Field of View
60
Clipping Planes
Near
0.3
Far
32.2
Viewport Rect
X 0
Y 0
W 1
H 1
Camera
Clear Flags
Skybox
Background
Culling Mask
Mixed ...

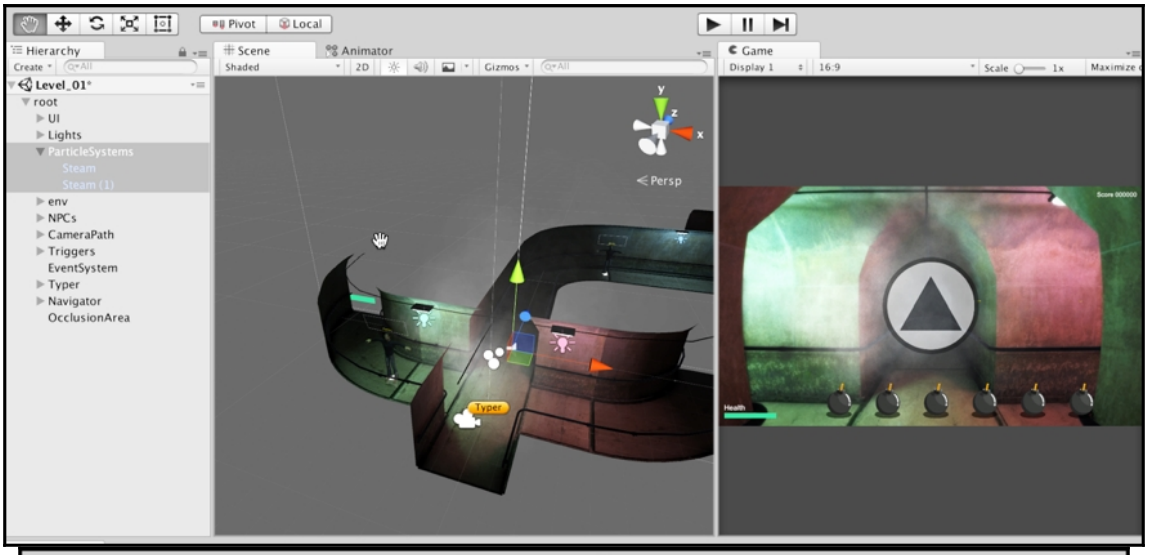

Camera
Clear Flags
Skybox
Background
Culling Mask
Mixed ...
Projection
Perspective
Field of View
60
Clipping Planes
Near
0.3
Far
32.2
Viewport Rect
X
0
Y
0
W
1
H
1
Depth
-1
Rendering Path
Use Player Settings
None (Render Texture)
Occlusion Culling
HDR
Target Display
Display 1
Camera Preview
Nothing
Everything
Default
TransparentFX
Ignore Raycast
Water
UI
Target Texture

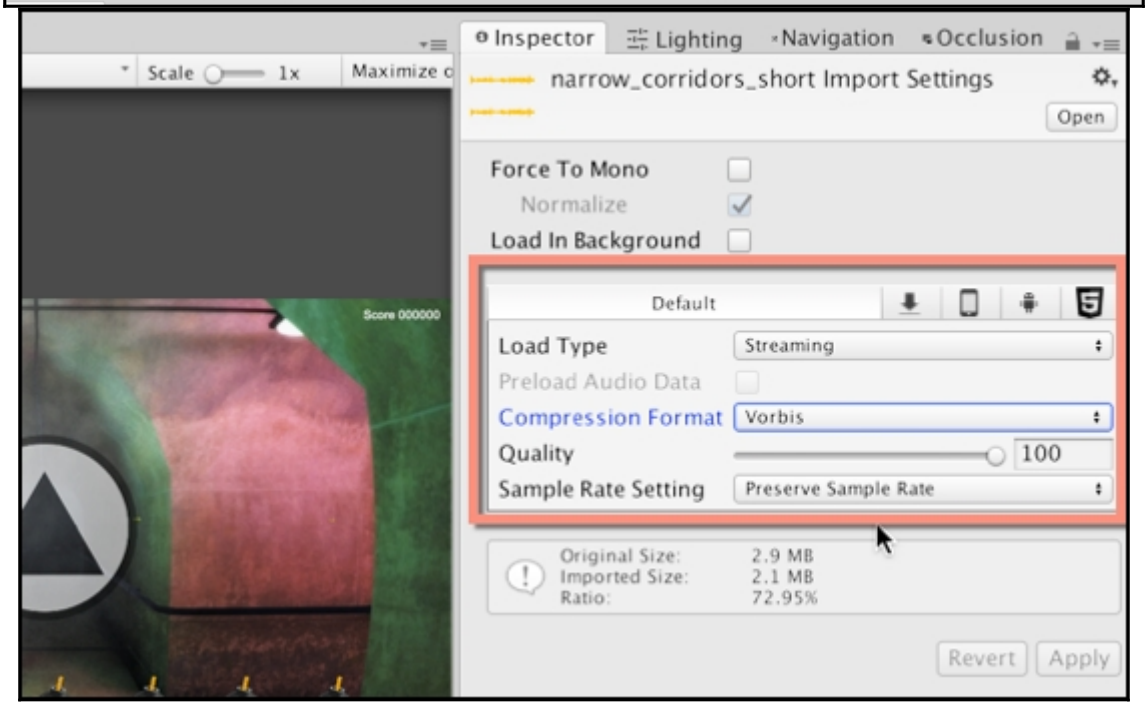

Import Unity Package
ParticleSystems
Editor
CrossPlatformInput
CrossPlatformInputInitialize.cs
Standard Assets
CrossPlatformInput
CrossPlatformInputGuidelines.txt
Prefabs
CarTiltControls.prefab
DualTouchControls.prefab
MobileAircraftControls.prefab
MobileSingleStickControl.prefab
MobileTiltControlRig.prefab
Scripts
AxisTouchButton.cs
ButtonHandler.cs
CrossPlatformInputManager.cs
InputAxisScrollbar.cs
Joystick.cs
MobileControlRig.cs
PlatformSpecific
MobileInput.cs
StandaloneInput.cs
TiltInput.cs
All
None
Cancel
Import

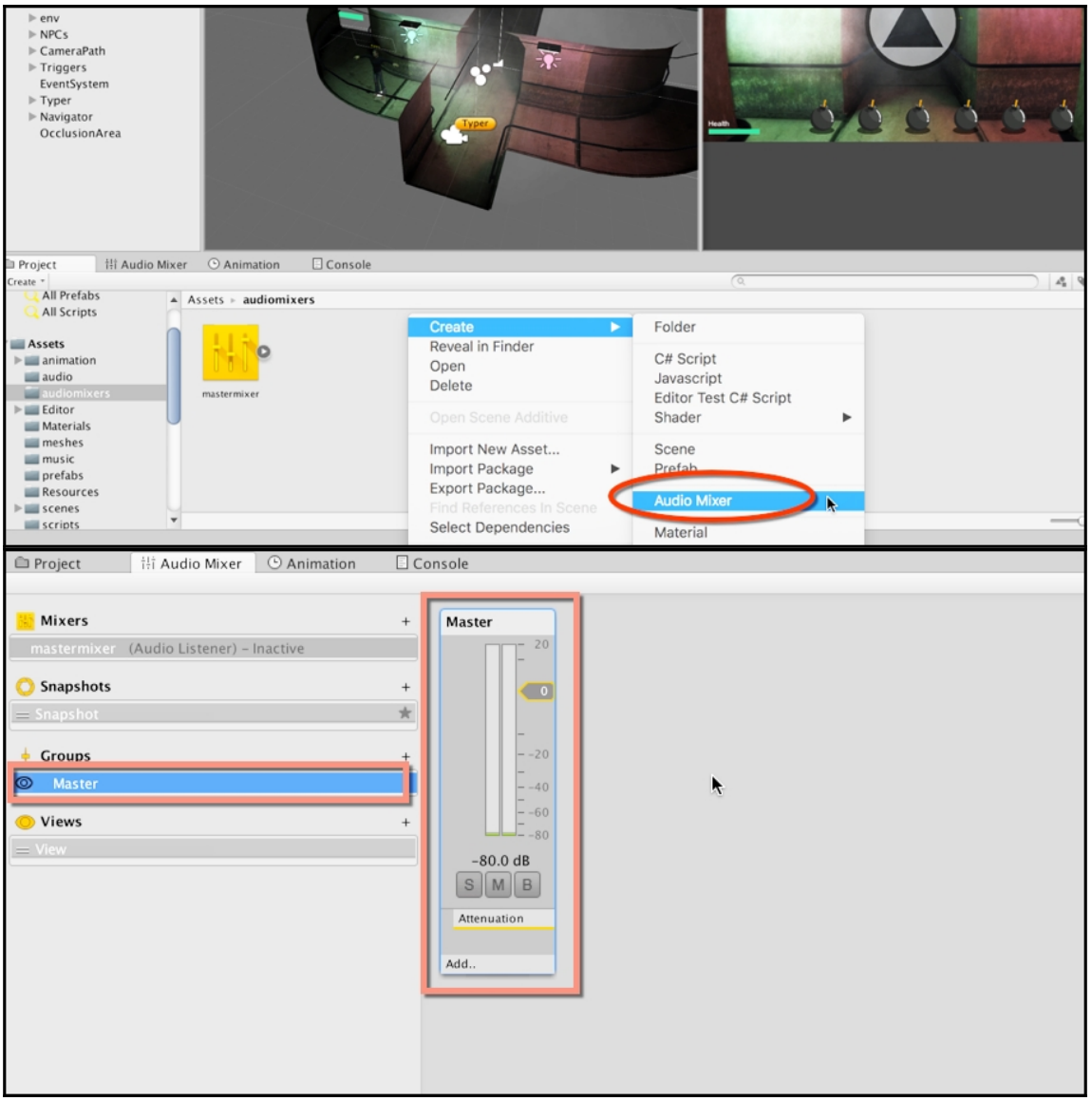

Project
Audio Mixer
Animation
Console
Create
Assets ▸ Standard Assets ▸ ParticleSystems ▸ Prefabs
music
prefabs
Resources
scenes
scripts
Standard Assets
Cameras
Characters
CrossPlatformInput
Effects
Fonts
ParticleSystems
Materials
Prefabs
Afterburner
DustStorm
DustStormM...
Explosion
ExplosionM...
FireComplex
FireMobile
Fireworks
Flare
FlareMobile
Hose
HoseMobile
Smoke
Steam
SteamMobile
TyreBurnout...
WildFire
Prefabs

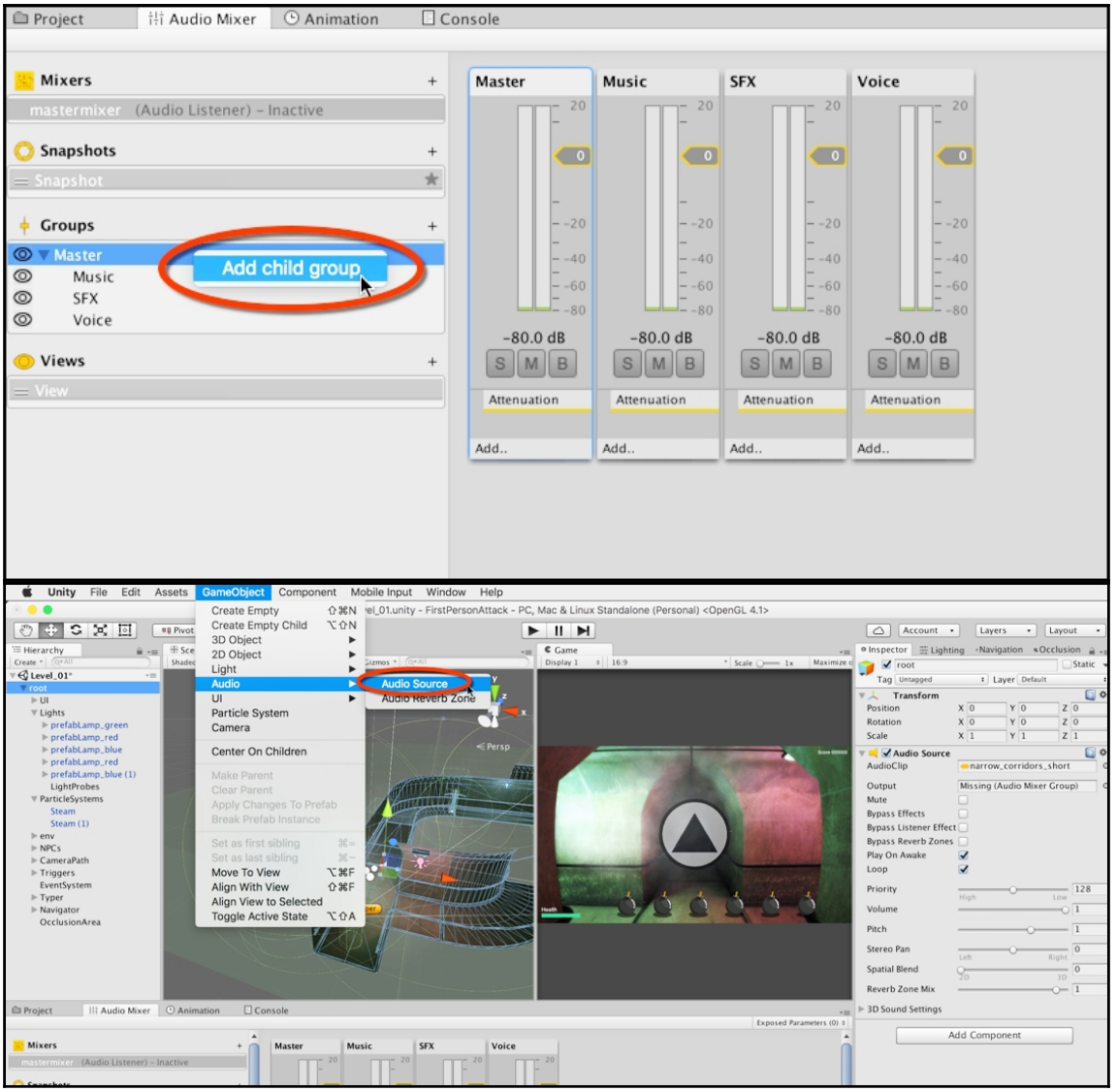

Scene
Animator
Game
Shaded
2D
Gizmos
Persp
Particle Effect
Pause
Stop
Playback Speed
1.00
Playback Time
40.37
Particles
39
Typer
Inspector
Lighting
Navigation
Occlusion
Emission
Shape
Velocity over Lifetime
Limit Velocity over Lifetime
Inherit Velocity
Force over Lifetime
Color over Lifetime
Color by Speed
Size over Lifetime
Size by Speed
Rotation over Lifetime
Rotation by Speed
External Forces
Collision
Triggers
Sub Emitters
Texture Sheet Animation
Renderer
Resimulate
Wireframe
Show Bounds
Particle System Destroyer (Script)
Script
ParticleSystemDestroyer
Min Duration
8
Max Duration
10
Particle System Multiplier (Script)
Script
ParticleSystemMultiplier
Multiplier
1
ParticleSteam
Shader
Particles/Alpha Blended
Add Component
Particle System Curves
Animation
Console
Standard Assets
ParticleSystems
Prefabs
Afterburner
DustStorm
DustStormM...
Explosion
ExplosionM...
FireComplex
FireMobile
Fireworks
Flare
FlareMobile
Hose

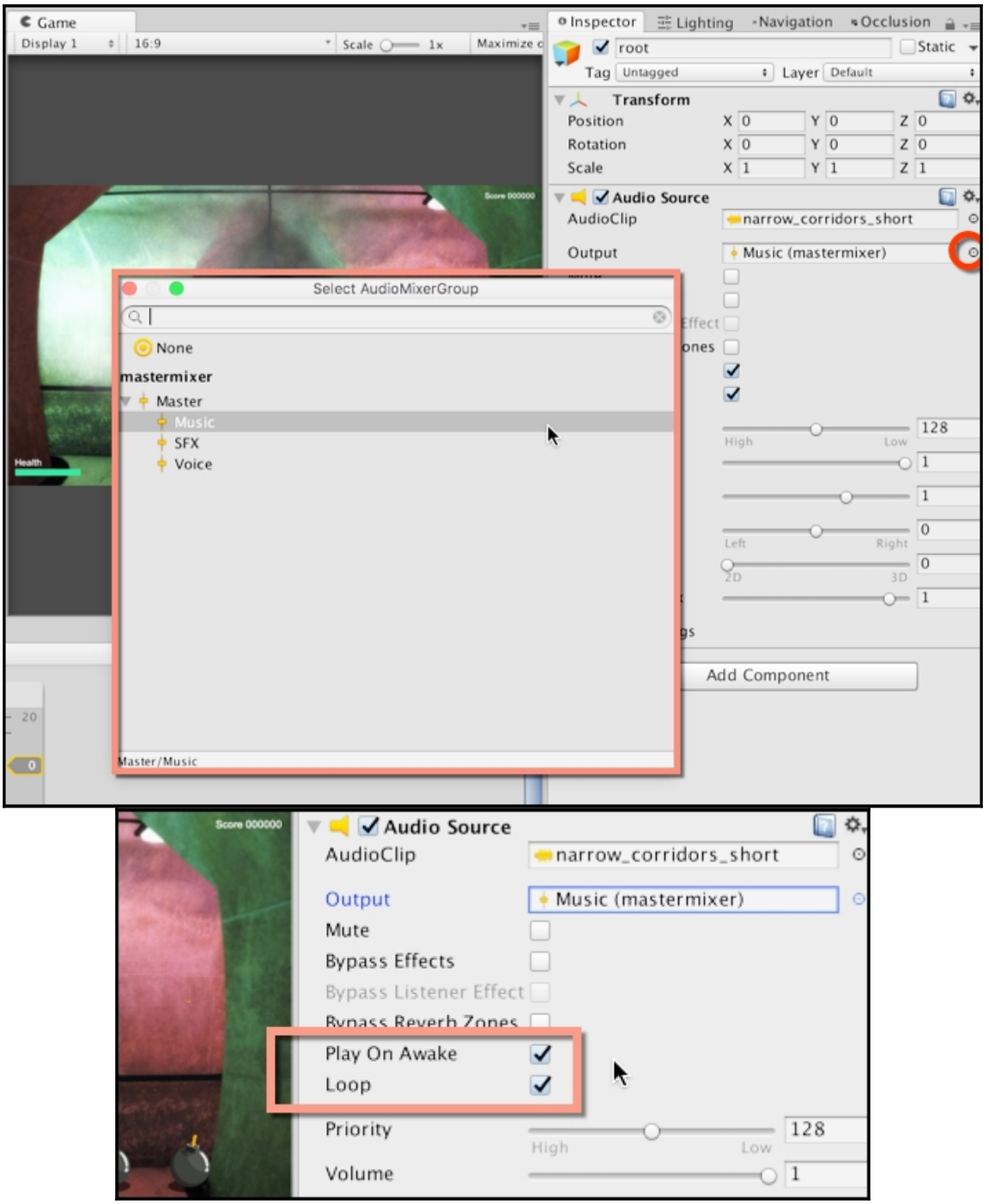

Account
Layers
Layout
Inspector
Lighting
Navigation
Occlusion
Emission
Shape
Velocity over Lifetime
Limit Velocity over Lifetime
Inherit Velocity
Force over Lifetime
Color over Lifetime
Color by Speed
Size over Lifetime
Size by Speed
Rotation over Lifetime
Rotation by Speed
External Forces
Collision
Triggers
Sub Emitters
Texture Sheet Animation
Renderer
Resimulate
Wireframe
Particle System Destroyer (Script)
Script
ParticleSystemDestroyer
Min Duration
8
Max Duration
10
Particle System Multiplier (Script)
Script
ParticleSystemMultiplier
Multiplier
1
ParticleSteam
Shader
Particles/Alpha Blended
Add Component
Particle System Curves
Reset
Revert to Prefab
Remove Component
Move Up
Move Down
Copy Component
Paste Component As New
Paste Component Values
Edit Script
Persp
Particle Effect
Pause
Stop
Playback Speed
1.00
Playback Time
50.20
Particles
38
FlareMobile
Hose

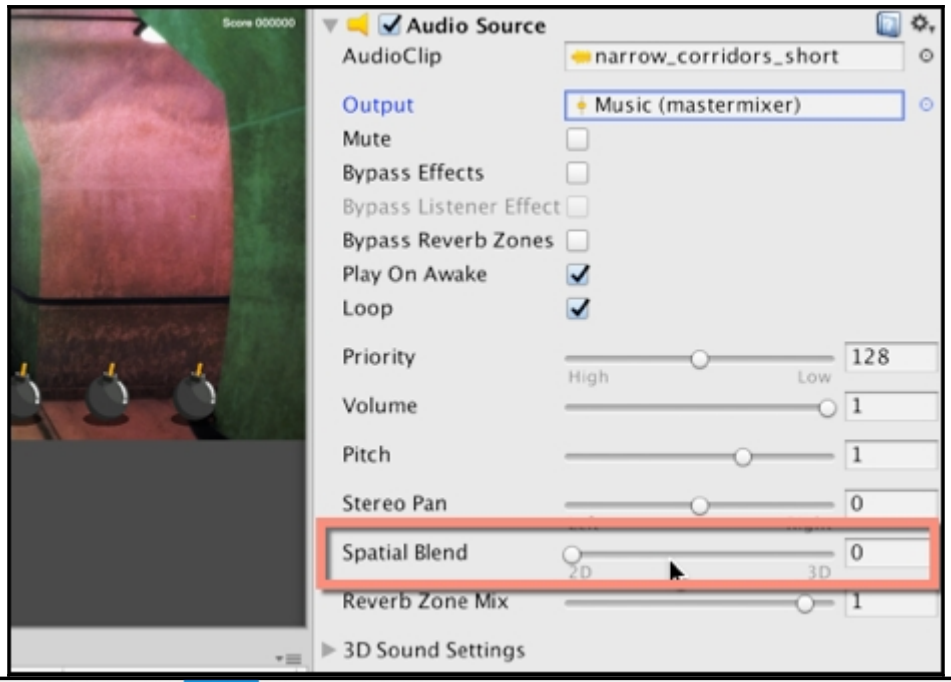

Pivot
Local
Hierarchy
Create
Level_01*
root
UI
Lights
ParticleSystems
Steam
Steam (1)
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Scene
Animator
Shaded
2D
Gizmos
Persp
Typer
Game
Display 1
16:9
Scale
1x
Maximize
Score 000000
Health

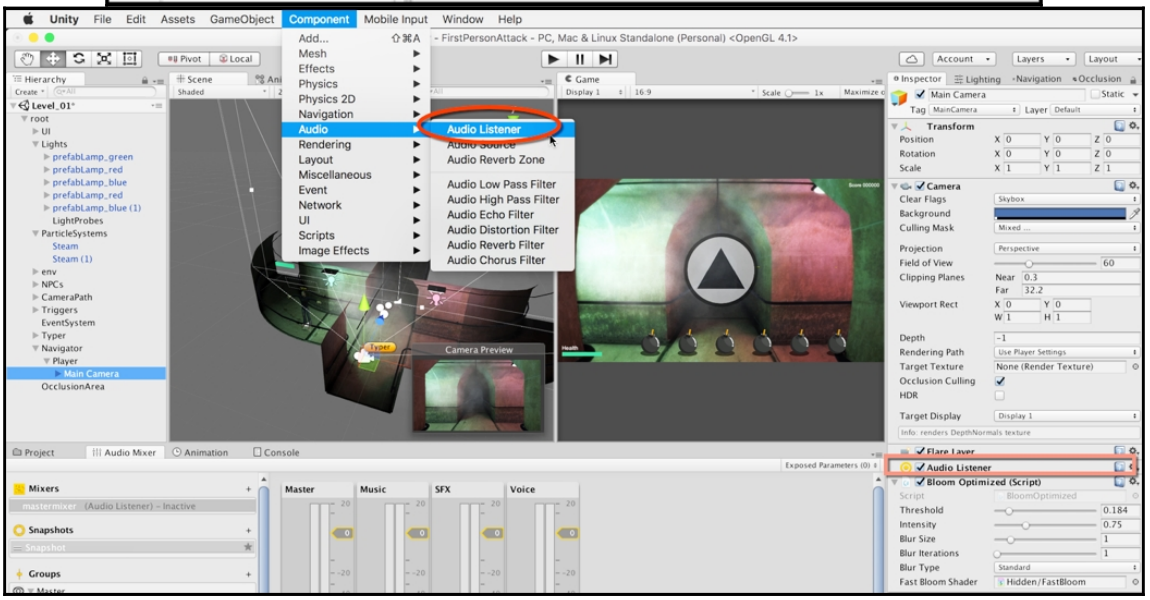

Scale
1x
Maximize
Score 000000
Inspector
Lighting
Navigation
Occlusion
narrow_corridors_short Import Settings
Open
Force To Mono
Normalize
Load In Background
Default
Load Type
Streaming
Preload Audio Data
Compression Format
Vorbis
Quality
100
Sample Rate Setting
Preserve Sample Rate
Original Size:
2.9 MB
Imported Size:
2.1 MB
Ratio:
72.95%
Revert
Apply


env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Typer
Health
Project
Audio Mixer
Animation
Console
Create
All Prefabs
All Scripts
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Assets ▸ audiomixers
mastermixer
Create
Reveal in Finder
Open
Delete
Open Scene Additive
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Folder
C# Script
Javascript
Editor Test C# Script
Shader
Scene
Prefab
Audio Mixer
Material
Project
Audio Mixer
Animation
Console
Mixers
mastermixer (Audio Listener) – Inactive
Snapshots
Snapshot
Groups
Master
Views
View
Master
20
0
-20
-40
-60
-80
-80.0 dB
S
M
B
Attenuation
Add..

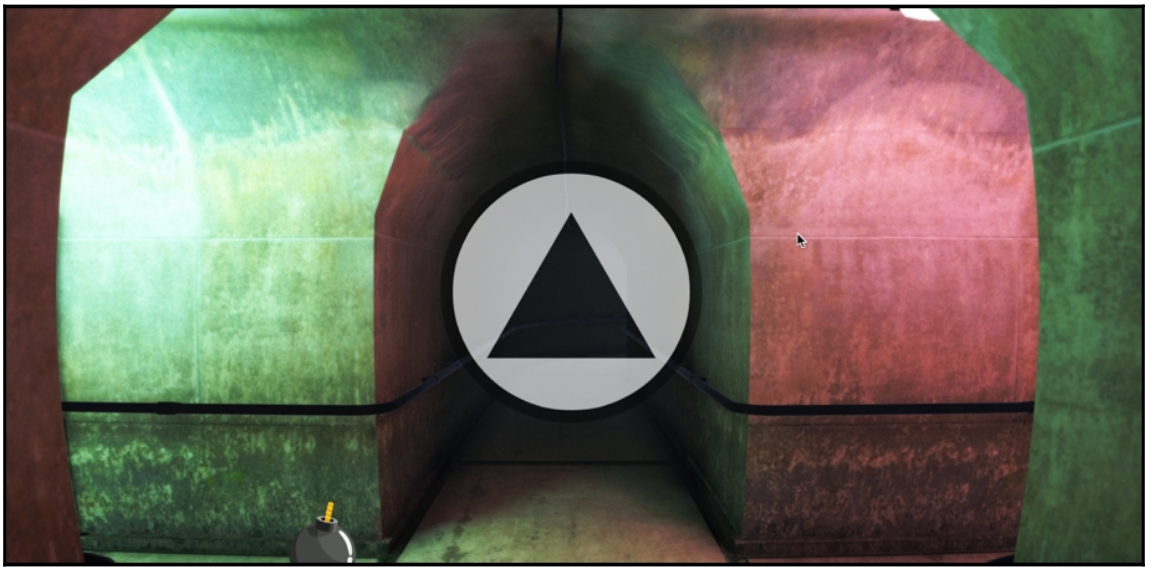

Project
Audio Mixer
Animation
Console
Mixers
mastermixer (Audio Listener) – Inactive
Snapshots
Snapshot
Groups
Master
Music
SFX
Voice
Add child group
Views
View
Master
Music
SFX
Voice
-80.0 dB
S M B
Attenuation
Add..
Unity File Edit Assets GameObject Component Mobile Input Window Help
Create Empty
Create Empty Child
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling
Set as last sibling
Move To View
Align With View
Align View to Selected
Toggle Active State
Audio Source
Audio Reverb Zone
Hierarchy
Game
Inspector
Transform
Audio Source
AudioClip
narrow_corridors_short
Output
Missing (Audio Mixer Group)
Add Component

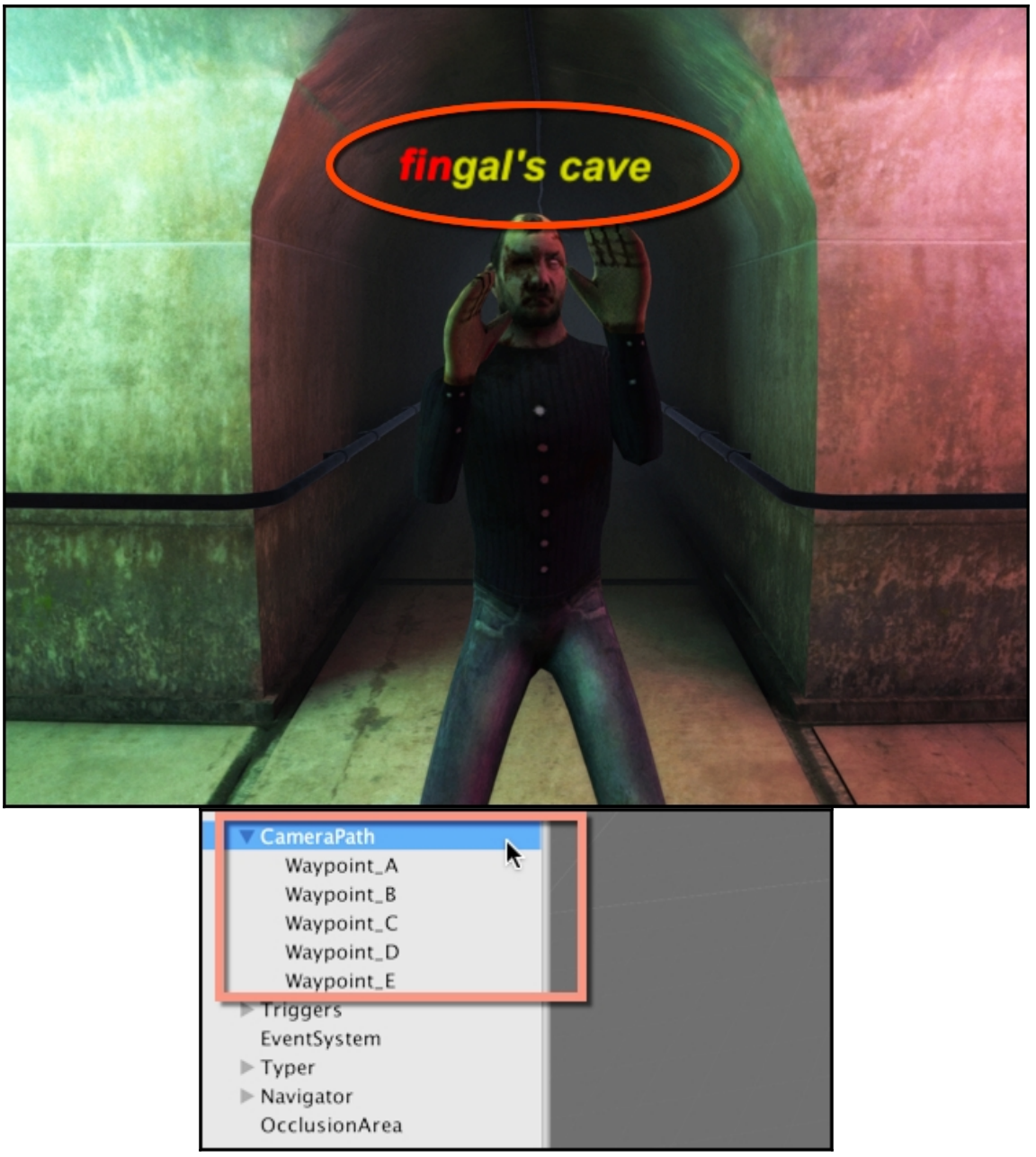

Game
Display 1
16:9
Scale
1x
Maximize
Inspector
Lighting
Navigation
Occlusion
root
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Audio Source
AudioClip
narrow_corridors_short
Output
Music (mastermixer)
Select AudioMixerGroup
None
mastermixer
Master
Music
SFX
Voice
Master/Music
High
Low
Left
Right
2D
3D
Add Component
Score 000000
Health
Audio Source
AudioClip
narrow_corridors_short
Output
Music (mastermixer)
Mute
Bypass Effects
Bypass Listener Effect
Bypass Reverb Zones
Play On Awake
Loop
Priority
128
High
Low
Volume
1


Audio Source
AudioClip
narrow_corridors_short
Output
Music (mastermixer)
Mute
Bypass Effects
Bypass Listener Effect
Bypass Reverb Zones
Play On Awake
Loop
Priority
High
Low
128
Volume
1
Pitch
1
Stereo Pan
0
Spatial Blend
2D
3D
0
Reverb Zone Mix
1
3D Sound Settings

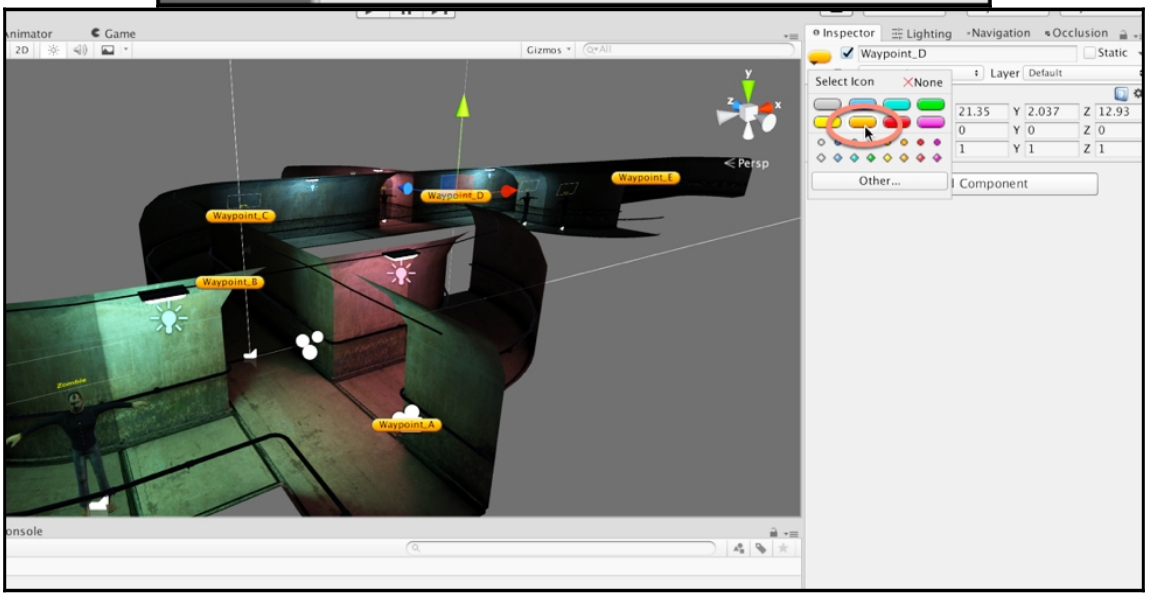

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Add...
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Image Effects
Audio Listener
Audio Reverb Zone
Audio Low Pass Filter
Audio High Pass Filter
Audio Echo Filter
Audio Distortion Filter
Audio Reverb Filter
Audio Chorus Filter
Camera Preview
Hierarchy
Scene
Game
Inspector
Project
Audio Mixer
Animation
Console
Mixers
Snapshots
Groups
Master
Music
SFX
Voice

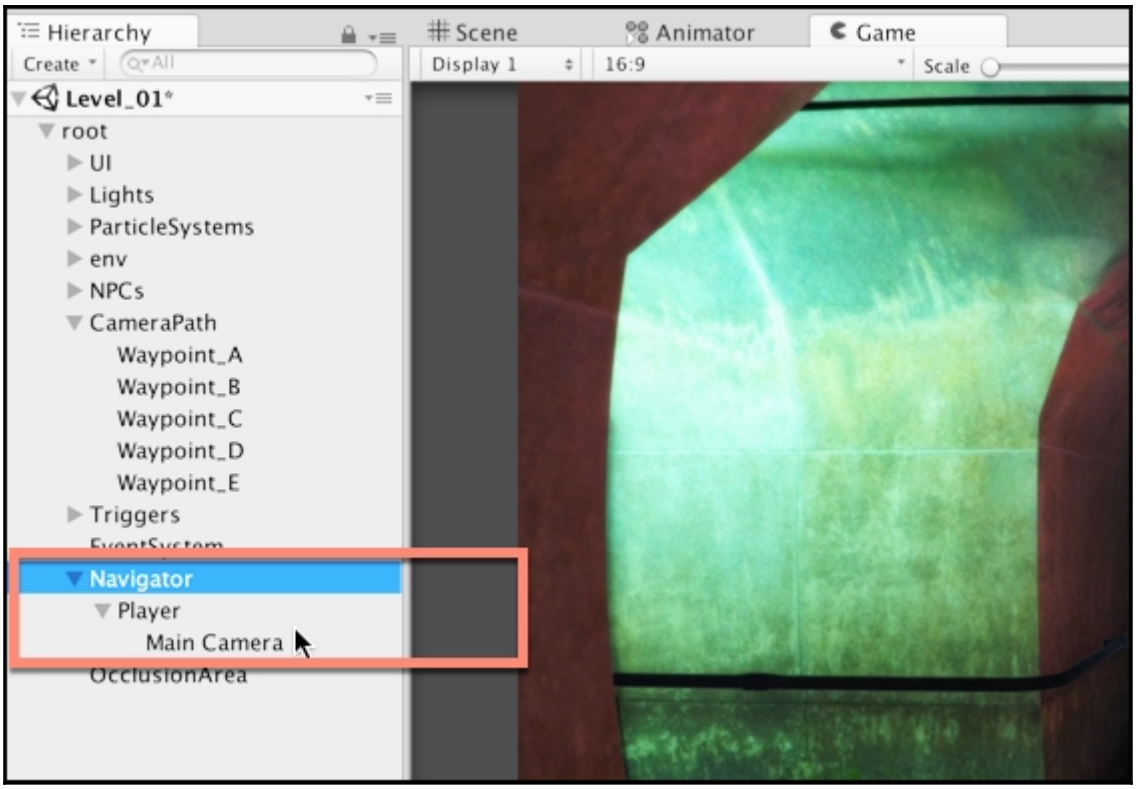
Chapter 3: Player Controls – Movement

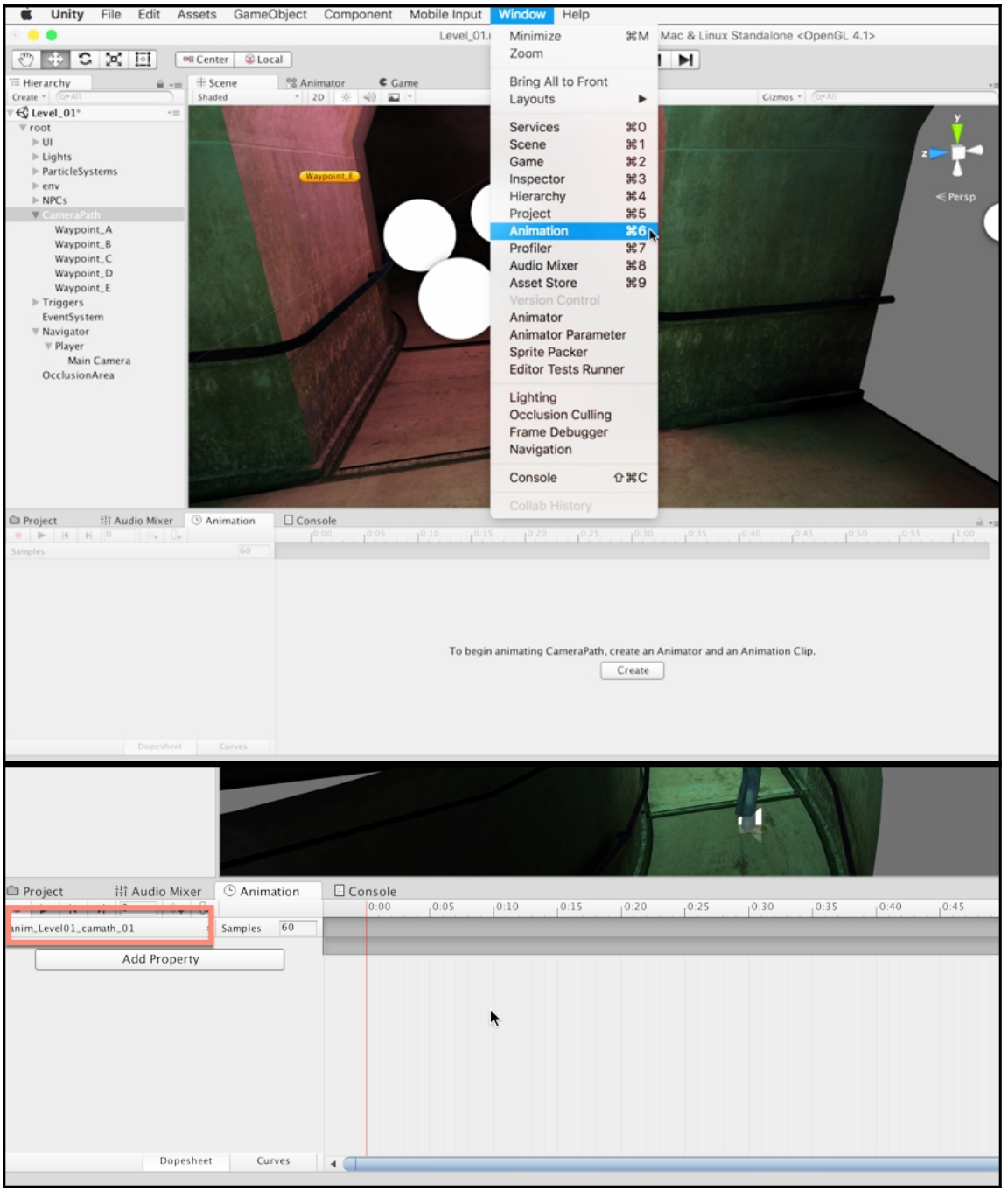


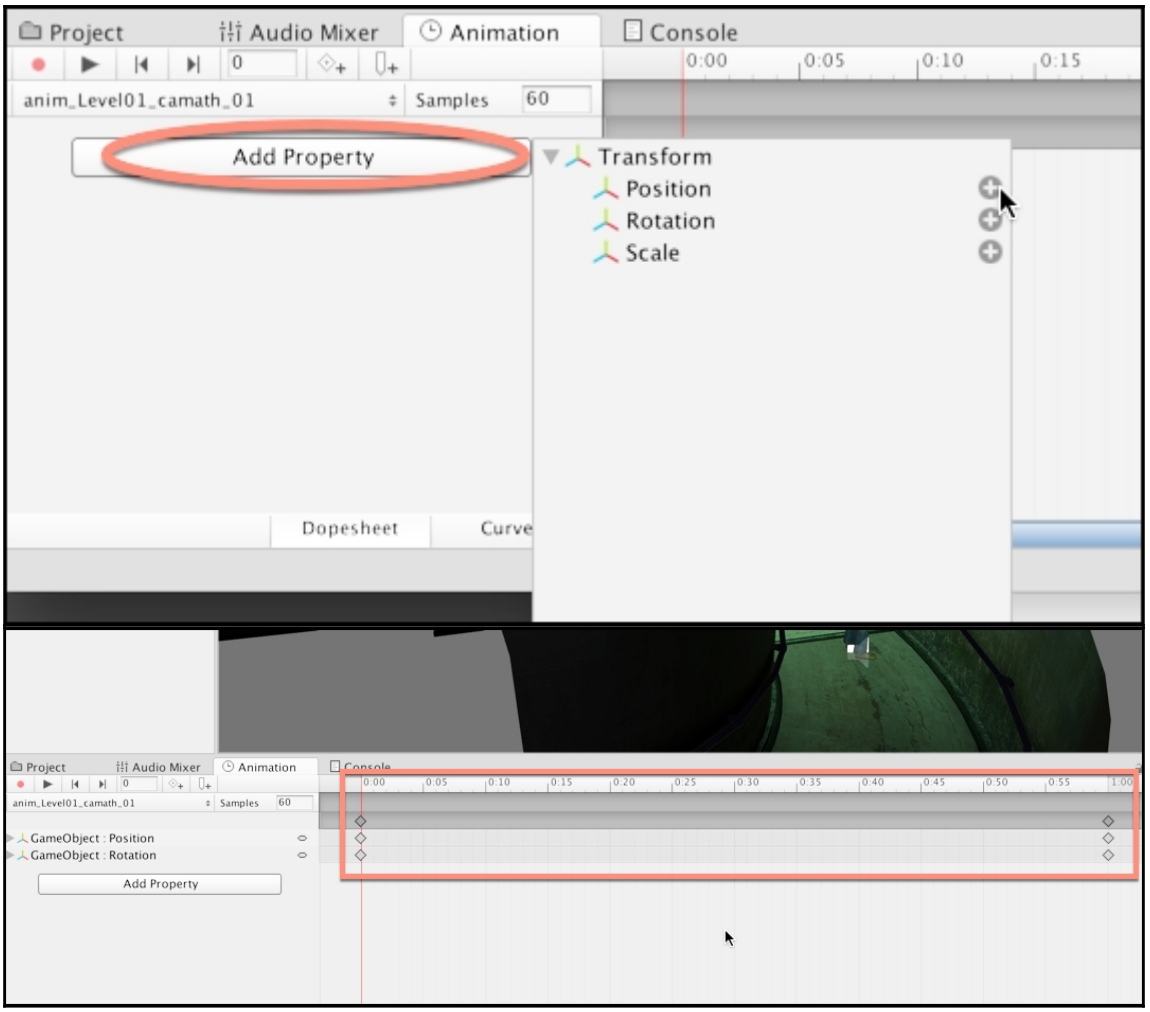

fingal's cave
CameraPath
Waypoint_A
Waypoint_B
Waypoint_C
Waypoint_D
Waypoint_E
Triggers
EventSystem
Typer
Navigator
OcclusionArea

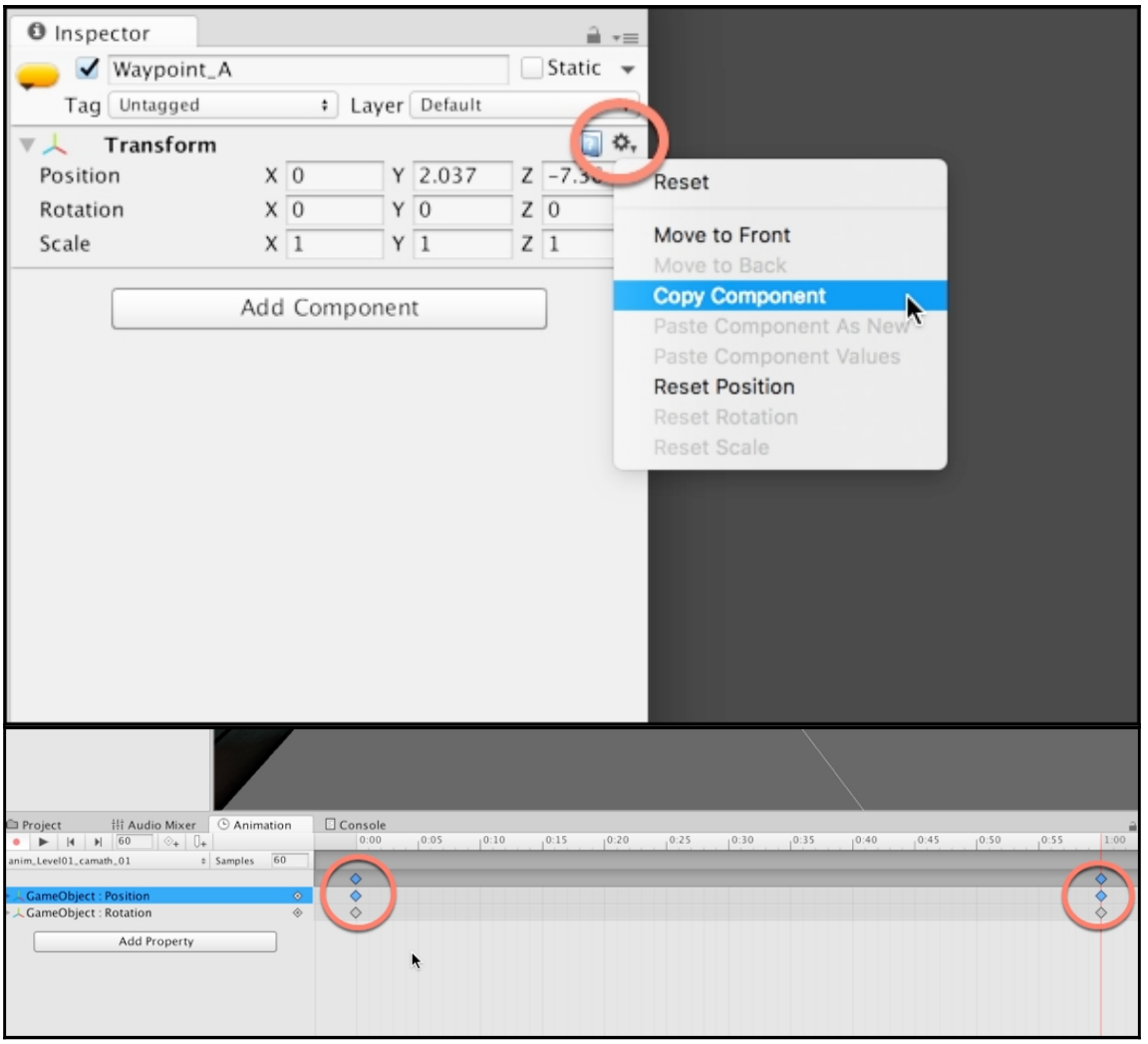
Inspector
Lighting
Navigation
Occlusion
Waypoint_A
Static
Layer
Default
Select Icon
None
0
Y
2.037
Z
-7.36
0
Y
0
Z
0
1
Y
1
Z
1
Persp
Other...
Component

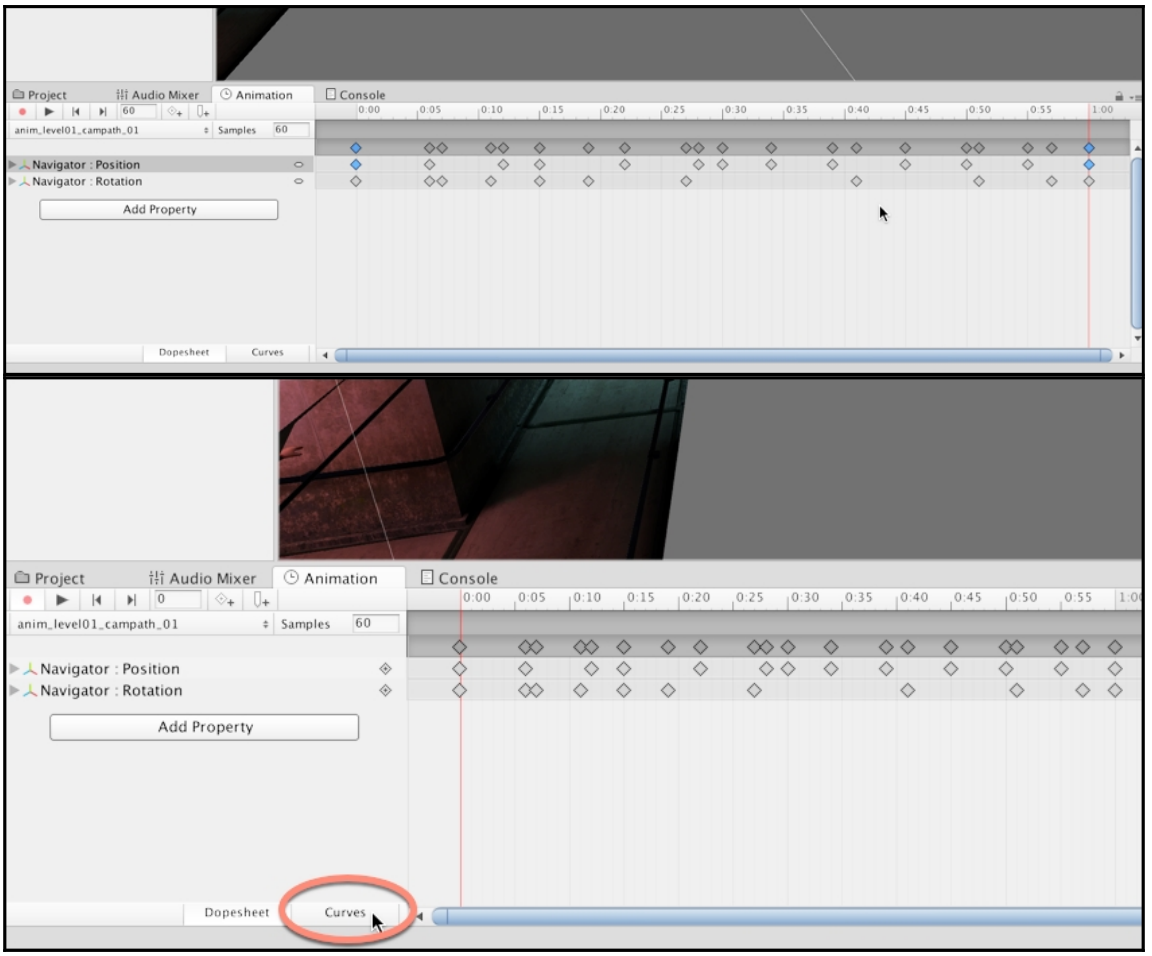

Animator
Game
2D
Gizmos
Waypoint_C
Waypoint_D
Waypoint_E
Waypoint_B
Waypoint_A
Persp
Inspector
Lighting
Navigation
Occlusion
Waypoint_D
Static
Layer
Default
Select Icon
None
21.35
Y
2.037
Z
12.93
0
Y
0
Z
0
1
Y
1
Z
1
Other...
Component
Console

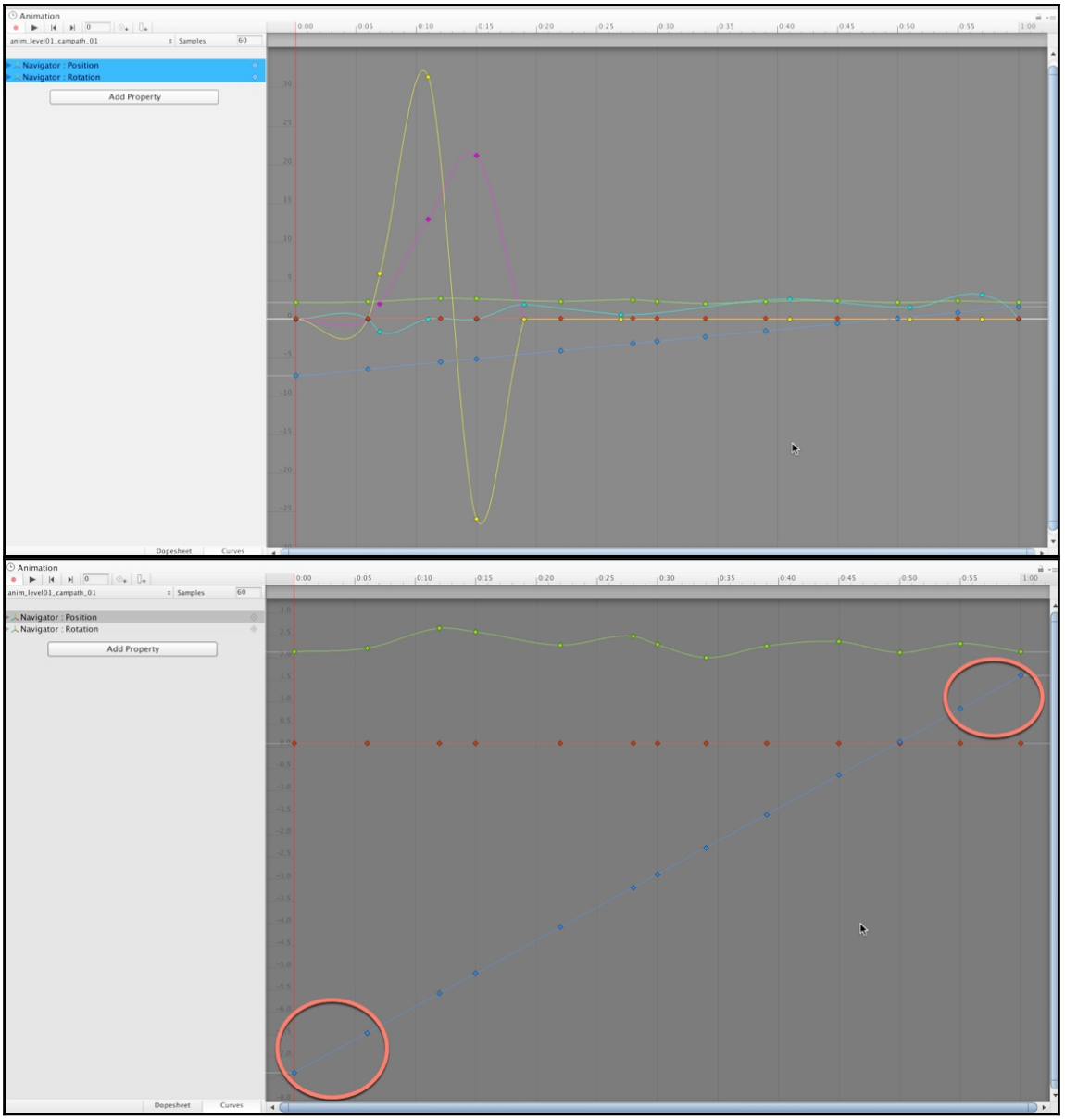

Hierarchy
Create
All
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Waypoint_A
Waypoint_B
Waypoint_C
Waypoint_D
Waypoint_E
Triggers
Navigator
Player
Main Camera
OcclusionArea
Scene
Animator
Game
Display 1
16:9
Scale

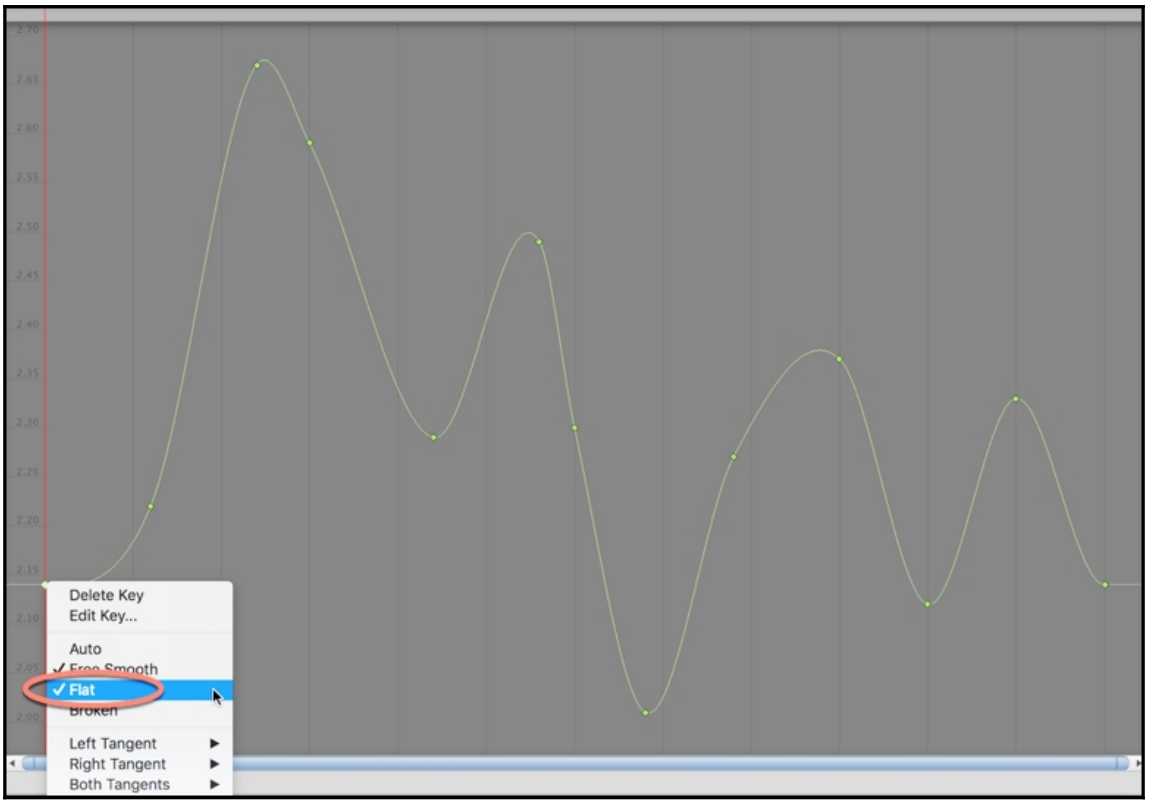

Unity File Edit Assets GameObject Component Mobile Input Window Help
Minimize ⌘M
Zoom
Bring All to Front
Layouts
Services ⌘0
Scene ⌘1
Game ⌘2
Inspector ⌘3
Hierarchy ⌘4
Project ⌘5
Animation ⌘6
Profiler ⌘7
Audio Mixer ⌘8
Asset Store ⌘9
Version Control
Animator
Animator Parameter
Sprite Packer
Editor Tests Runner
Lighting
Occlusion Culling
Frame Debugger
Navigation
Console ⇧⌘C
Collab History
Mac & Linux Standalone <OpenGL 4.1>
Center Local
Hierarchy
Scene
Animator
Game
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Waypoint_A
Waypoint_B
Waypoint_C
Waypoint_D
Waypoint_E
Triggers
EventSystem
Navigator
Player
Main Camera
OcclusionArea
Persp
Project
Audio Mixer
Animation
Console
To begin animating CameraPath, create an Animator and an Animation Clip.
Create
Dopesheet
Curves
anim_Level01_camath_01
Samples 60
Add Property

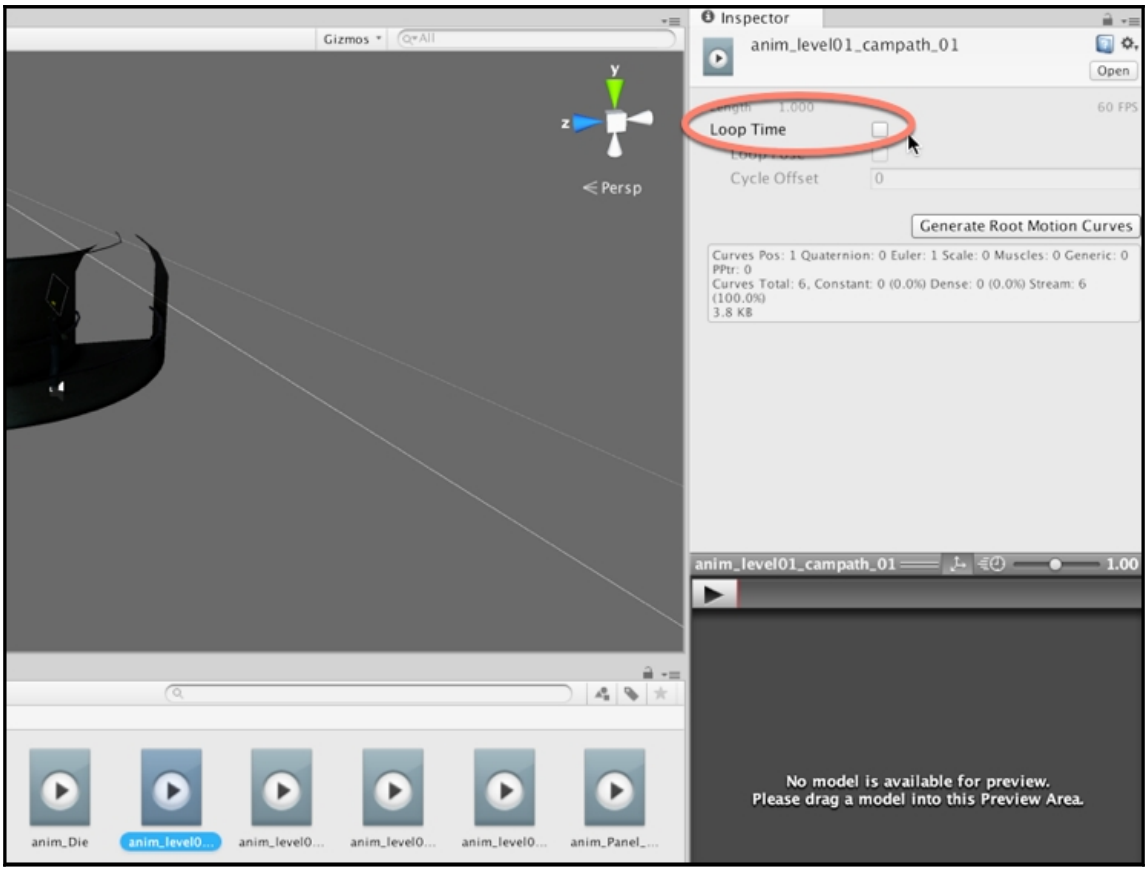

Project
Audio Mixer
Animation
Console
anim_Level01_camath_01
Samples
60
Add Property
Transform
Position
Rotation
Scale
Dopesheet
Curve
GameObject : Position
GameObject : Rotation
Add Property

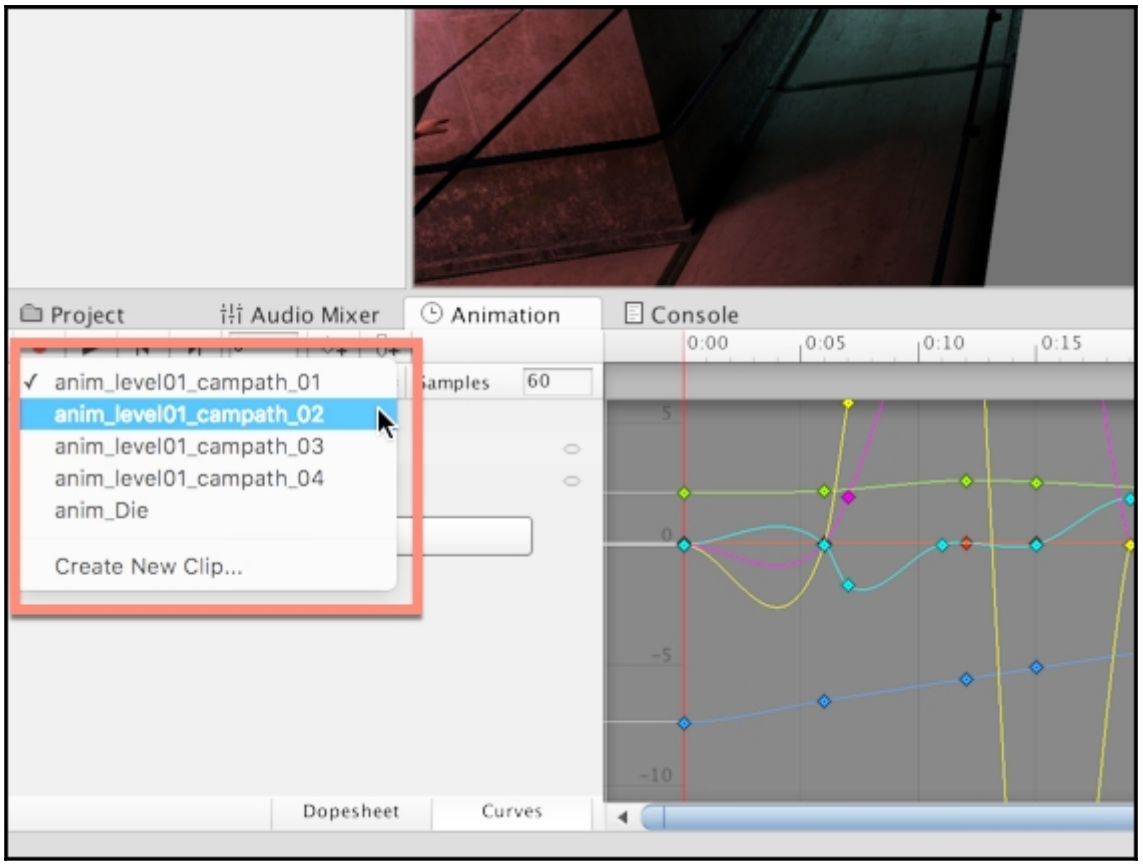

Inspector
Waypoint_A
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Add Component
Reset
Move to Front
Move to Back
Copy Component
Paste Component As New
Paste Component Values
Reset Position
Reset Rotation
Reset Scale
Project
Audio Mixer
Animation
Console
anim_Level01_camath_01
Samples
GameObject : Position
GameObject : Rotation
Add Property

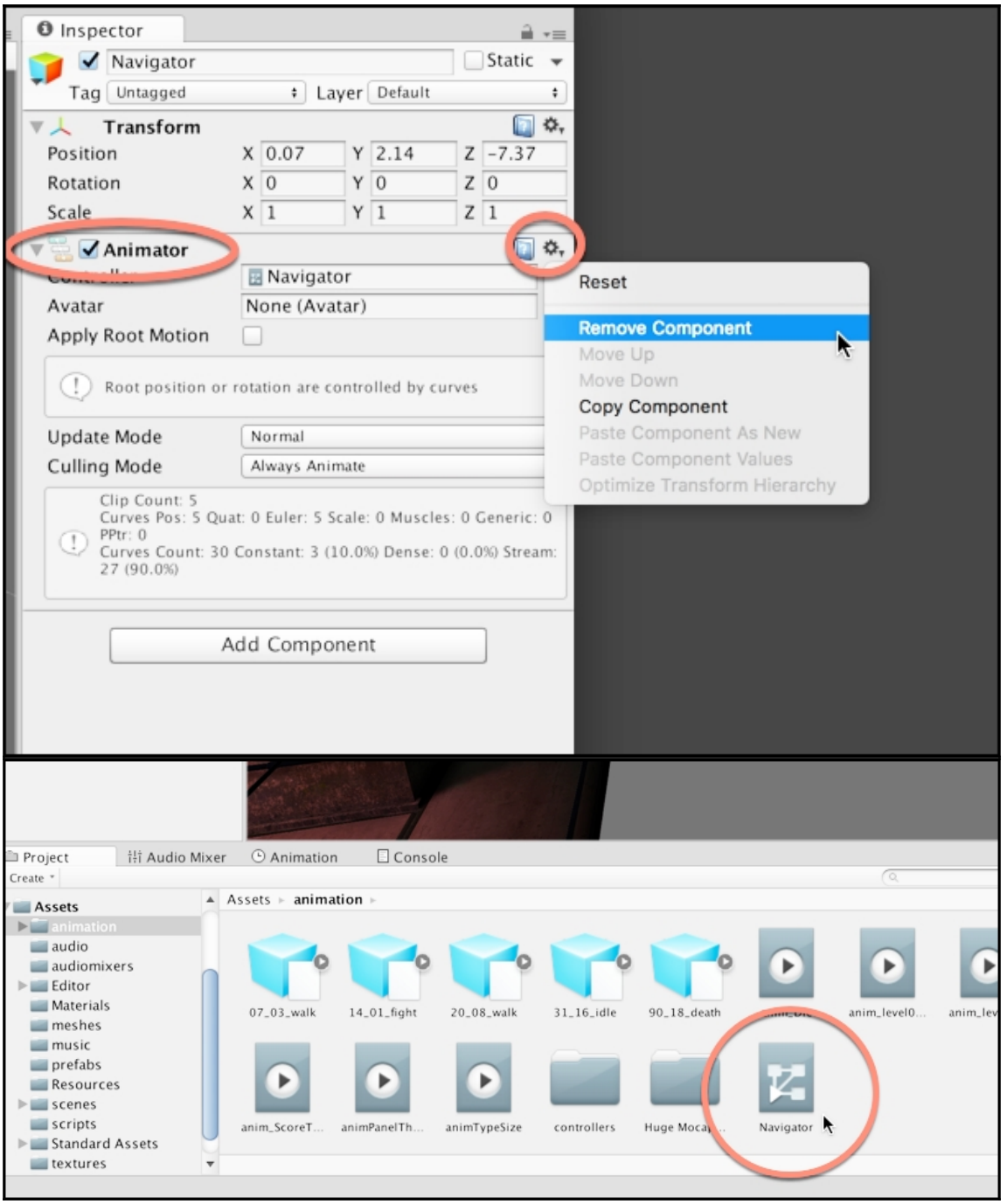

Project
Audio Mixer
Animation
Console
anim_level01_campath_01
Samples
60
Navigator : Position
Navigator : Rotation
Add Property
Dopesheet
Curves
0:00
0:05
0:10
0:15
0:20
0:25
0:30
0:35
0:40
0:45
0:50
0:55
1:00

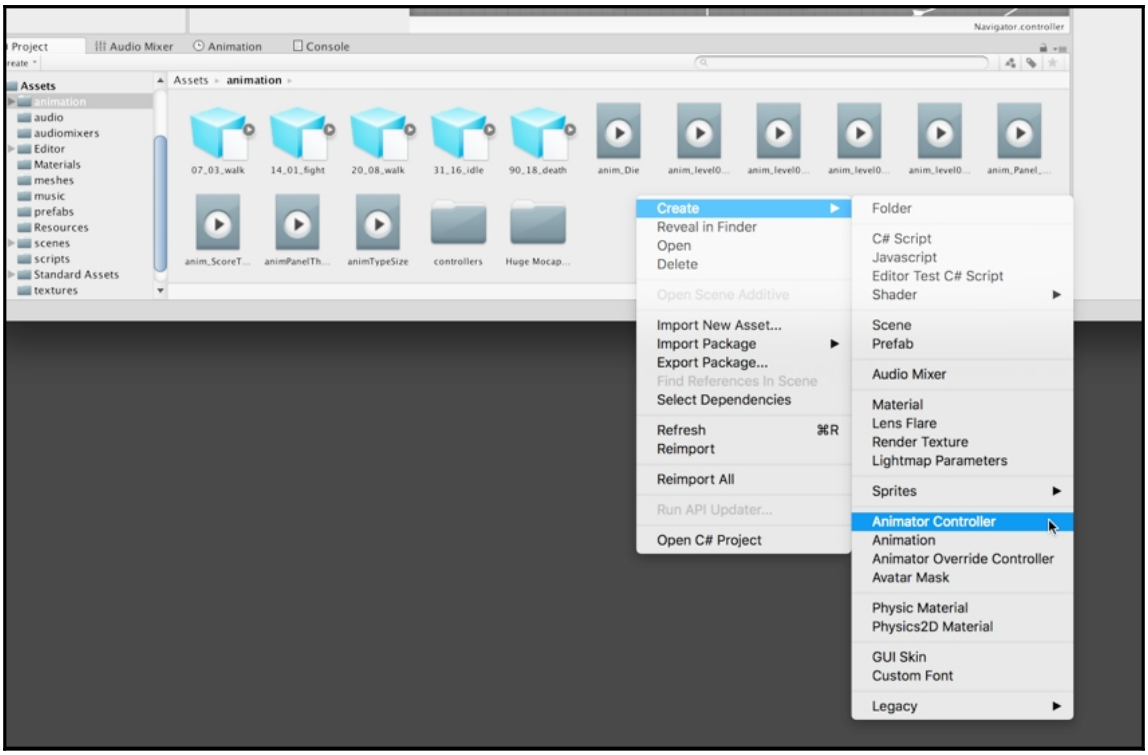

Animation
anim_level01_campath_01
Samples
60
Navigator : Position
Navigator : Rotation
Add Property
Dopesheet
Curves
0:00
0:05
0:10
0:15
0:20
0:25
0:30
0:35
0:40
0:45
0:50
0:55
1:00

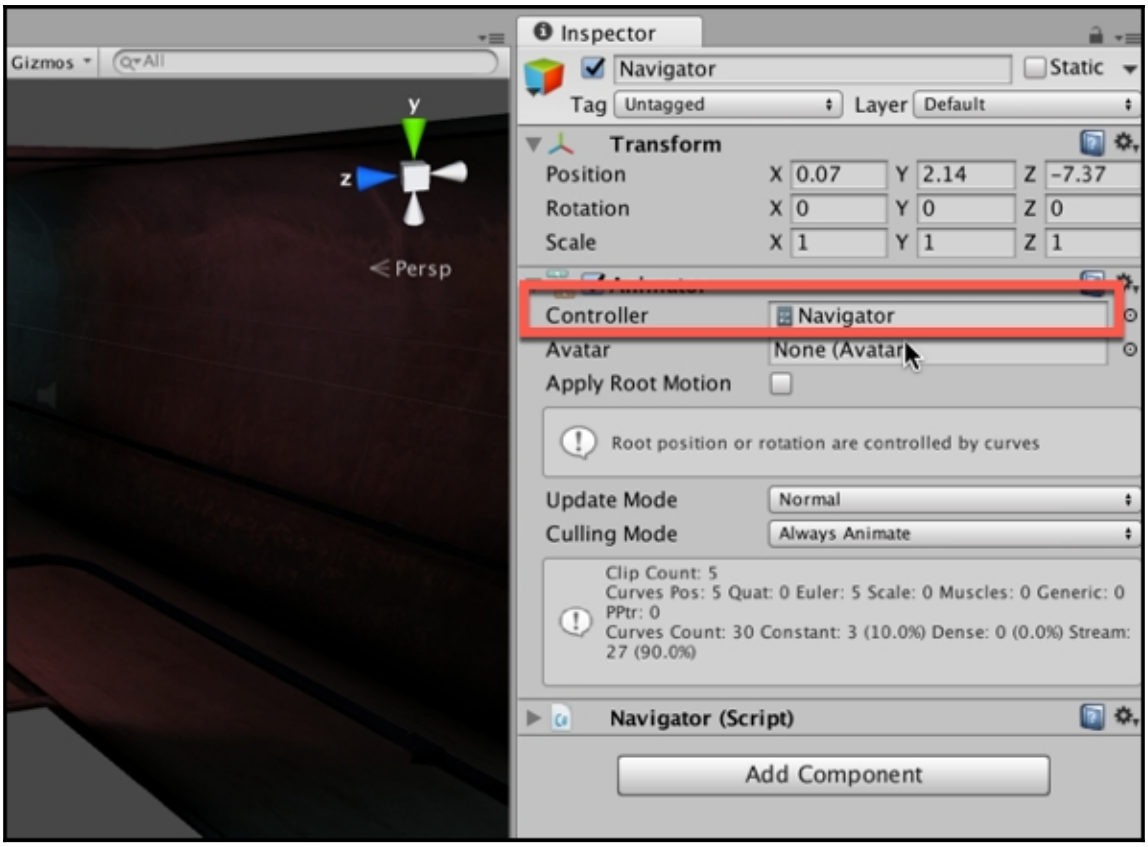

Delete Key
Edit Key...
Auto
Flat
Left Tangent
Right Tangent
Both Tangents


Gizmos
All
y
z
Persp
Inspector
anim_level01_campath_01
Open
60 FPS
Loop Time
Cycle Offset
0
Generate Root Motion Curves
Curves Pos: 1 Quaternion: 0 Euler: 1 Scale: 0 Muscles: 0 Generic: 0 PPtr: 0
Curves Total: 6, Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 6 (100.0%)
3.8 KB
anim_level01_campath_01
1.00
No model is available for preview.
Please drag a model into this Preview Area.
anim_Die
anim_level0...
anim_level0...
anim_level0...
anim_level0...
anim_Panel_...


Project
Audio Mixer
Animation
Console
anim_level01_campath_01
anim_level01_campath_02
anim_level01_campath_03
anim_level01_campath_04
anim_Die
Create New Clip...
Samples
60
0:00
0:05
0:10
0:15
5
0
-5
-10
Dopesheet
Curves


Inspector
Navigator
Static
Tag Untagged
Layer Default
Transform
Position X 0.07 Y 2.14 Z -7.37
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Animator
Navigator
Avatar None (Avatar)
Apply Root Motion
Root position or rotation are controlled by curves
Update Mode Normal
Culling Mode Always Animate
Clip Count: 5
Curves Pos: 5 Quat: 0 Euler: 5 Scale: 0 Muscles: 0 Generic: 0 PPtr: 0
Curves Count: 30 Constant: 3 (10.0%) Dense: 0 (0.0%) Stream: 27 (90.0%)
Add Component
Reset
Remove Component
Move Up
Move Down
Copy Component
Paste Component As New
Paste Component Values
Optimize Transform Hierarchy
Project
Audio Mixer
Animation
Console
Create
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
textures
Assets ▸ animation ▸
07_03_walk
14_01_fight
20_08_walk
31_16_idle
90_18_death
anim_level0...
anim_ScoreT...
animPanelTh...
animTypeSize
controllers
Huge Moca...
Navigator

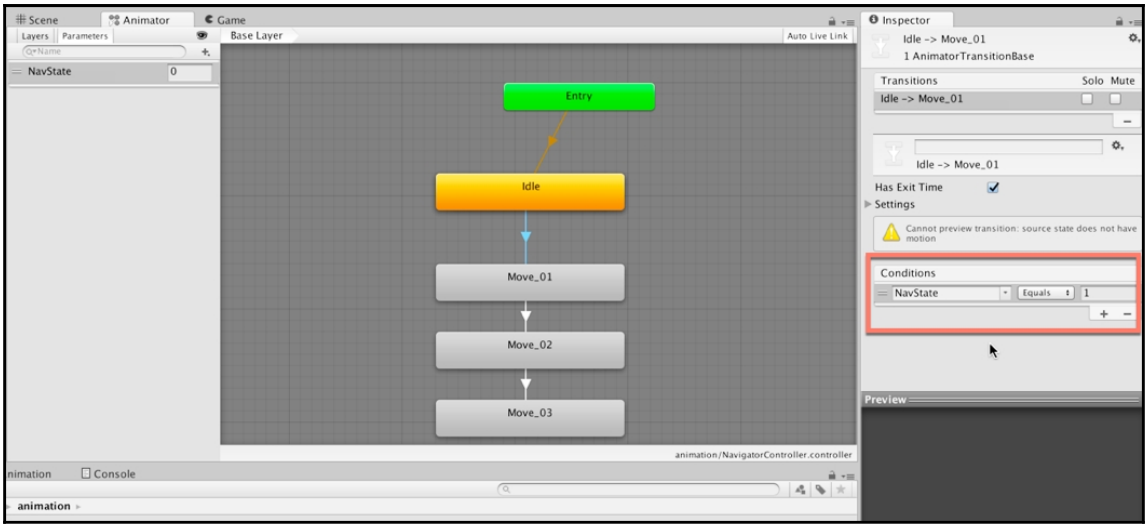

Navigator.controller
Project
Audio Mixer
Animation
Console
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
textures
Assets ▸ animation ▸
07_03_walk
14_01_fight
20_08_walk
31_16_idle
90_18_death
anim_Die
anim_ScoreT...
animPanelTh...
animTypeSize
controllers
Huge Mocap...
Create
Reveal in Finder
Open
Delete
Open Scene Additive
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh ⌘R
Reimport
Reimport All
Run API Updater...
Open C# Project
Folder
C# Script
Javascript
Editor Test C# Script
Shader
Scene
Prefab
Audio Mixer
Material
Lens Flare
Render Texture
Lightmap Parameters
Sprites
Animator Controller
Animation
Animator Override Controller
Avatar Mask
Physic Material
Physics2D Material
GUI Skin
Custom Font
Legacy

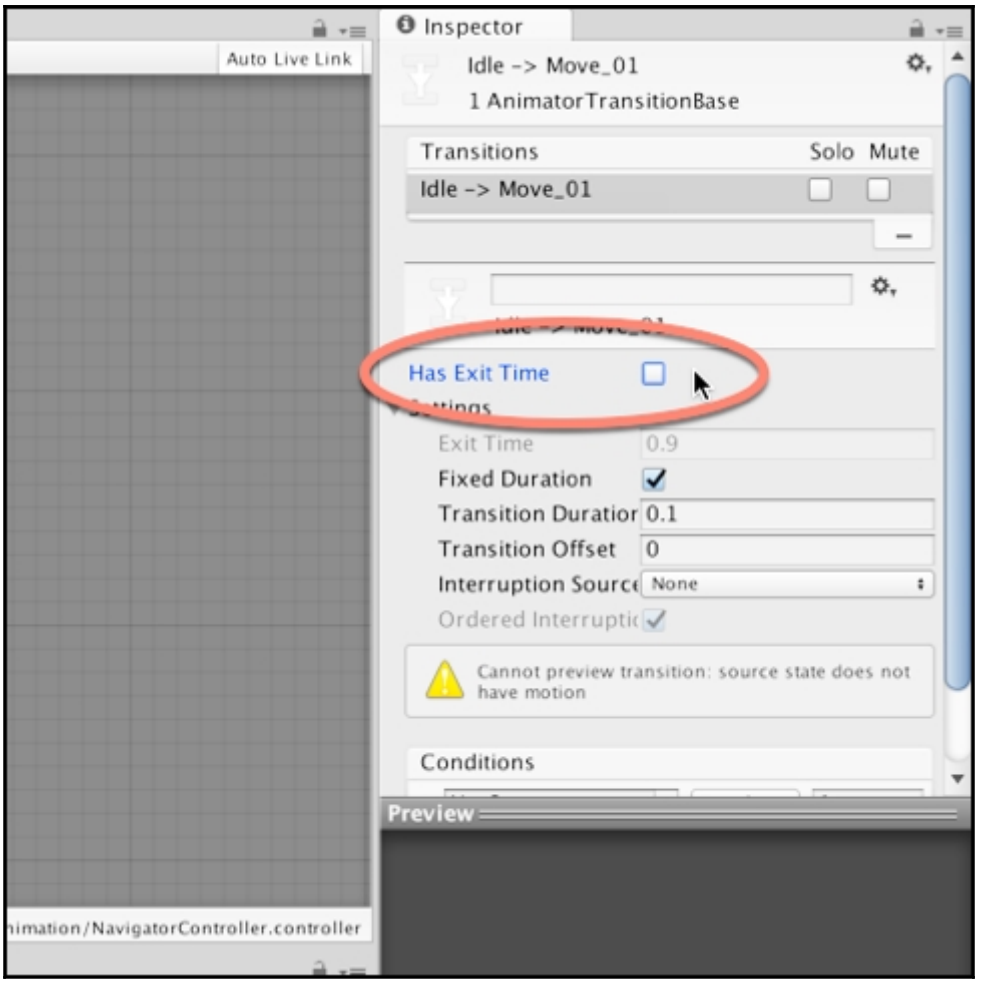

Gizmos
All
y
z
Persp
Inspector
Navigator
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0.07
Y 2.14
Z -7.37
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Controller
Navigator
Avatar
None (Avatar)
Apply Root Motion
Root position or rotation are controlled by curves
Update Mode
Normal
Culling Mode
Always Animate
Clip Count: 5
Curves Pos: 5 Quat: 0 Euler: 5 Scale: 0 Muscles: 0 Generic: 0 PPtr: 0
Curves Count: 30 Constant: 3 (10.0%) Dense: 0 (0.0%) Stream: 27 (90.0%)
Navigator (Script)
Add Component

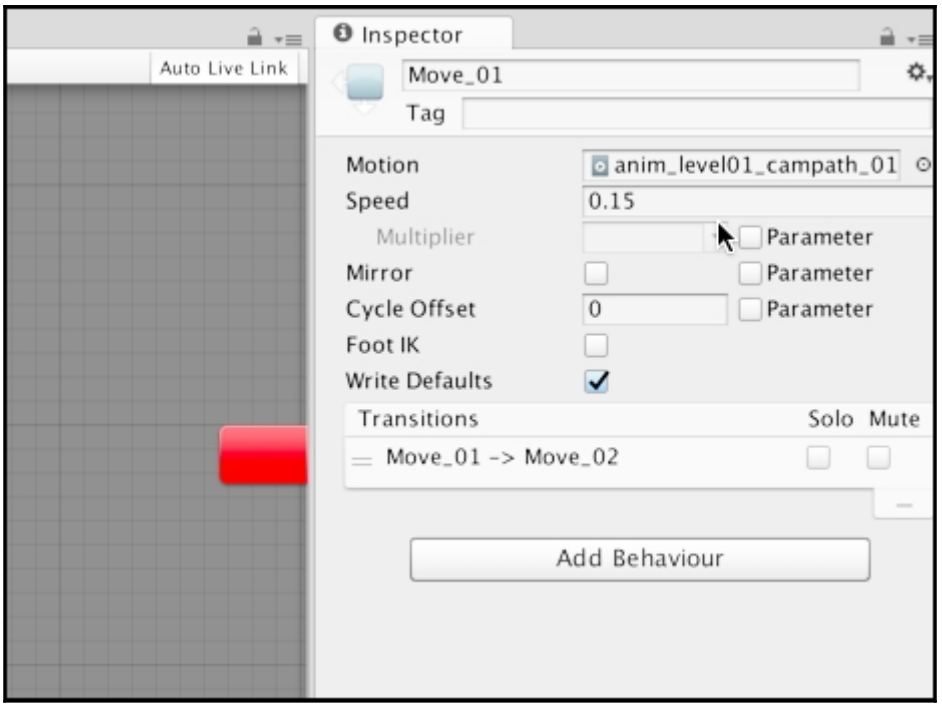
Scene
Animator
Game
Layers
Parameters
Base Layer
Auto Live Link
Name
List is Empty
Any State
Entry
animation/NavigatorController.controller
Scene
Animator
Game
Layers
Parameters
Base Layer
Auto Live Link
Name
List is Empty
Any State
Entry
Create State
Create Sub-State Machine
Paste
Copy current StateMachine
Empty
From Selected Clip
From New Blend Tree
animation/NavigatorController.controller

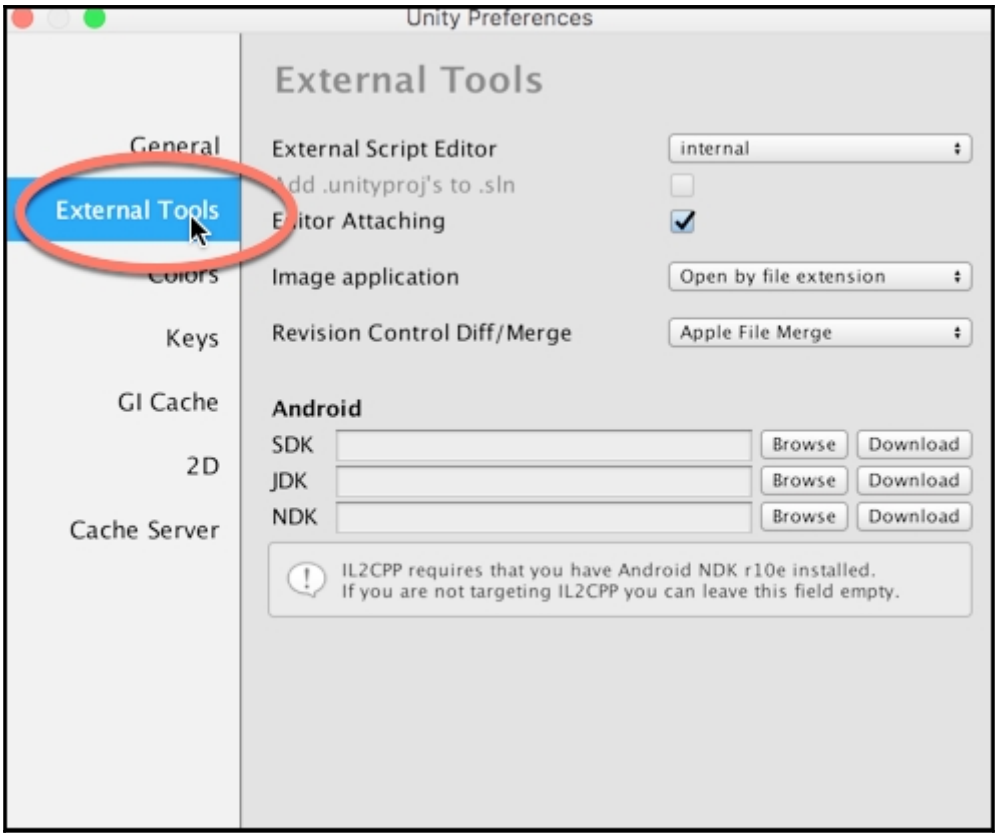
Auto Live Link
Any State
Entry
Idle
animation/NavigatorController.controller
Inspector
Idle
Tag
Motion
None (Motion)
Speed
1
Multiplier
Parameter
Mirror
Parameter
Cycle Offset
0
Parameter
Foot IK
Write Defaults
Transitions
Solo
Mute
List is Empty
Add Behaviour
Scene
Animator
Game
Layers
Parameters
Name
List is Empty
Base Layer
Auto Live Link
Any State
Entry
Idle
anim_level01_campath_01
anim_level01_campath_02
anim_level01_campath_03
animation/NavigatorController.controller
Animation
Console

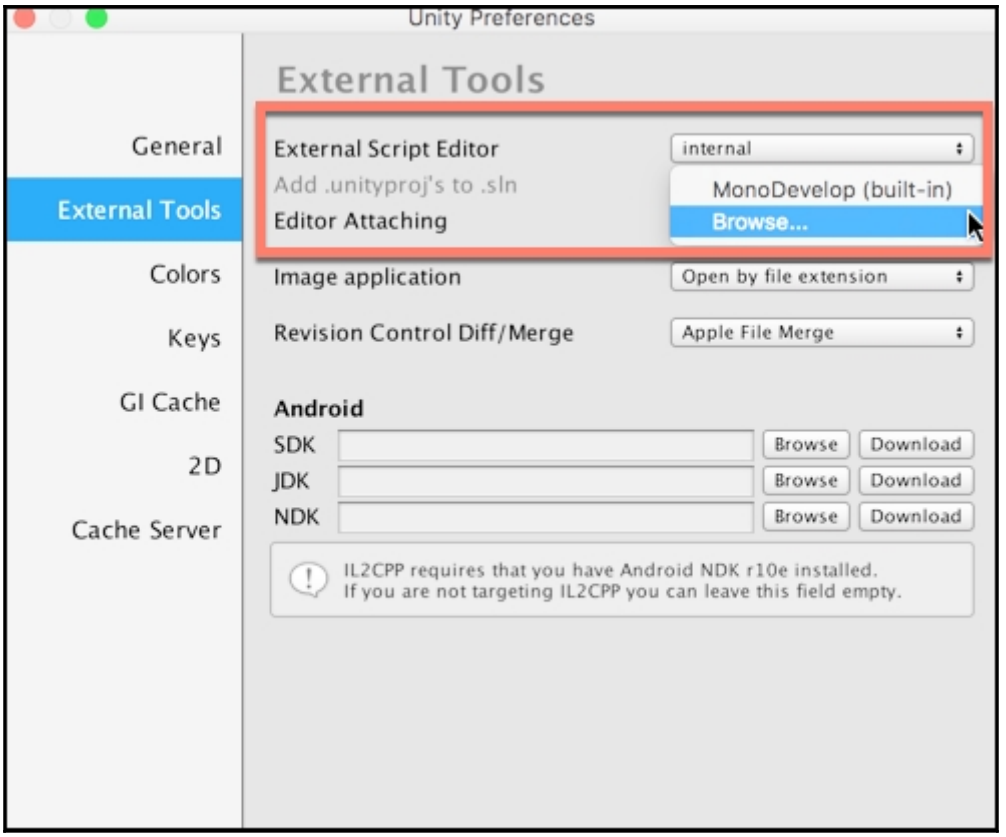
Scene
Animator
Game
Layers
Parameters
Base Layer
Auto Live Link
Name
List is Empty
Entry
Idle
Move_01
Move_02
Move_03
animation/NavigatorController.controller
Float
Int
Bool
Trigger

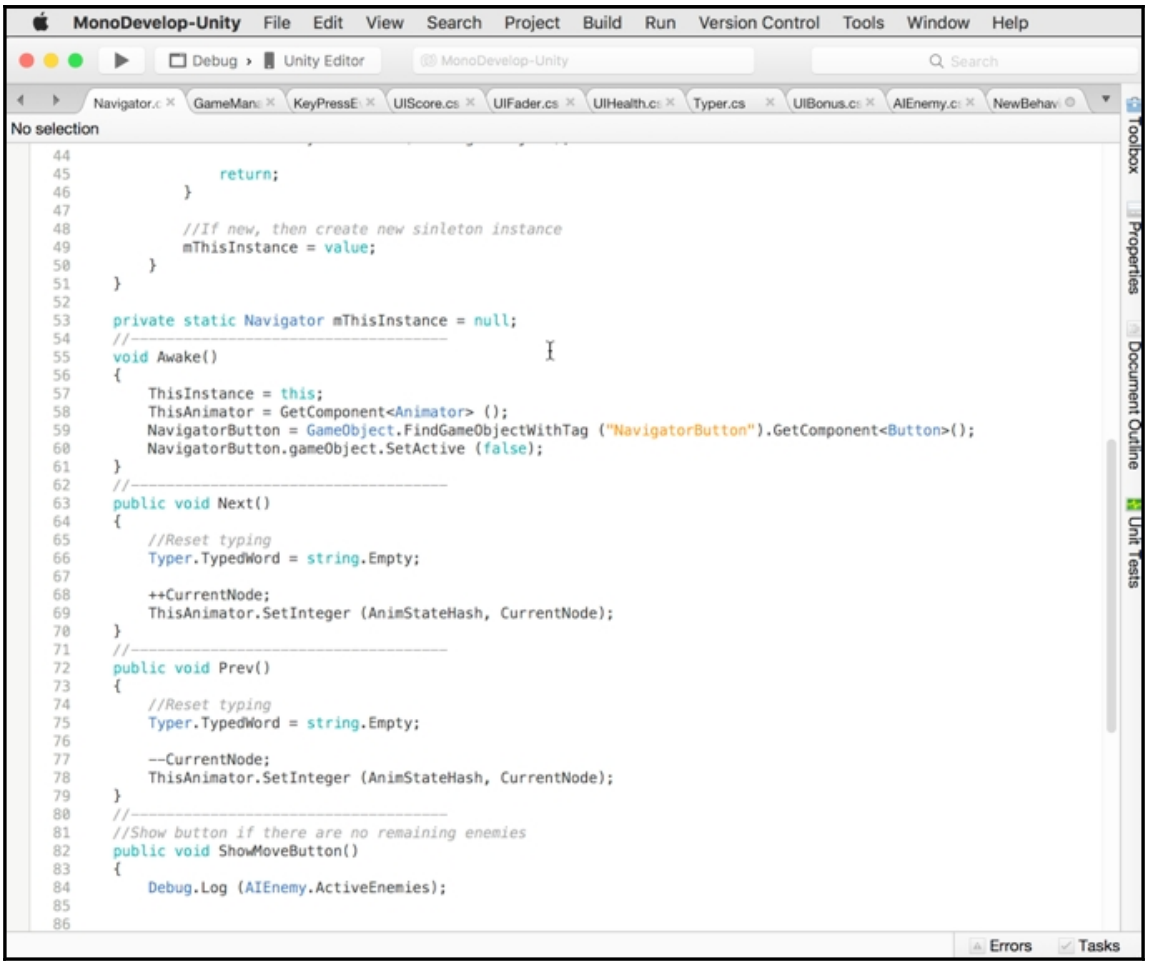

Scene
Animator
Game
Layers
Parameters
Base Layer
Auto Live Link
NavState
0
Entry
Idle
Move_01
Move_02
Move_03
animation/NavigatorController.controller
Inspector
Idle -> Move_01
1 AnimatorTransitionBase
Transitions
Solo
Mute
Idle -> Move_01
Idle -> Move_01
Has Exit Time
Settings
Cannot preview transition: source state does not have motion
Conditions
NavState
Equals
1
Preview
Console
animation


Auto Live Link
Inspector
Idle -> Move_01
1 AnimatorTransitionBase
Transitions
Solo
Mute
Idle -> Move_01
Has Exit Time
Exit Time
0.9
Fixed Duration
Transition Duration
0.1
Transition Offset
0
Interruption Source
None
Ordered Interruptio
Cannot preview transition: source state does not have motion
Conditions
Preview
imation/NavigatorController.controller

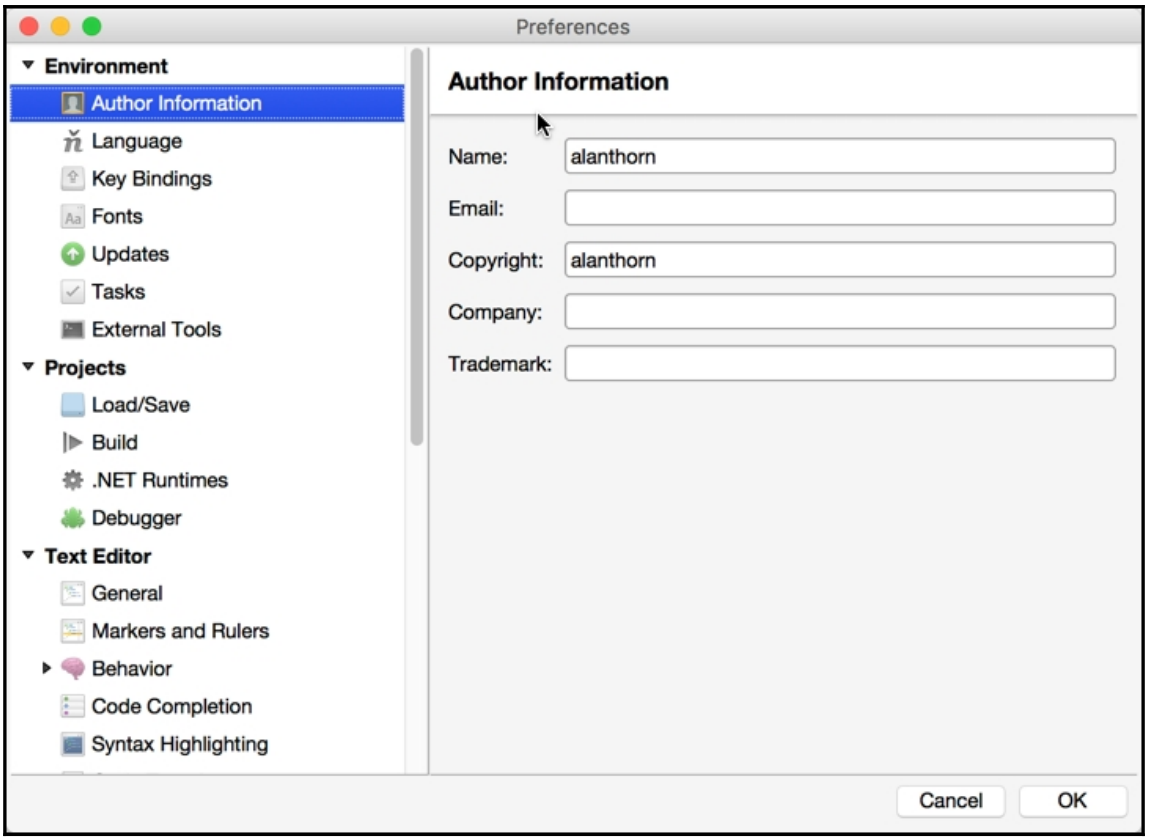

Auto Live Link
Inspector
Move_01
Tag
Motion
anim_level01_campath_01
Speed
0.15
Multiplier
Parameter
Mirror
Parameter
Cycle Offset
0
Parameter
Foot IK
Write Defaults
Transitions
Solo
Mute
Move_01 -> Move_02
Add Behaviour

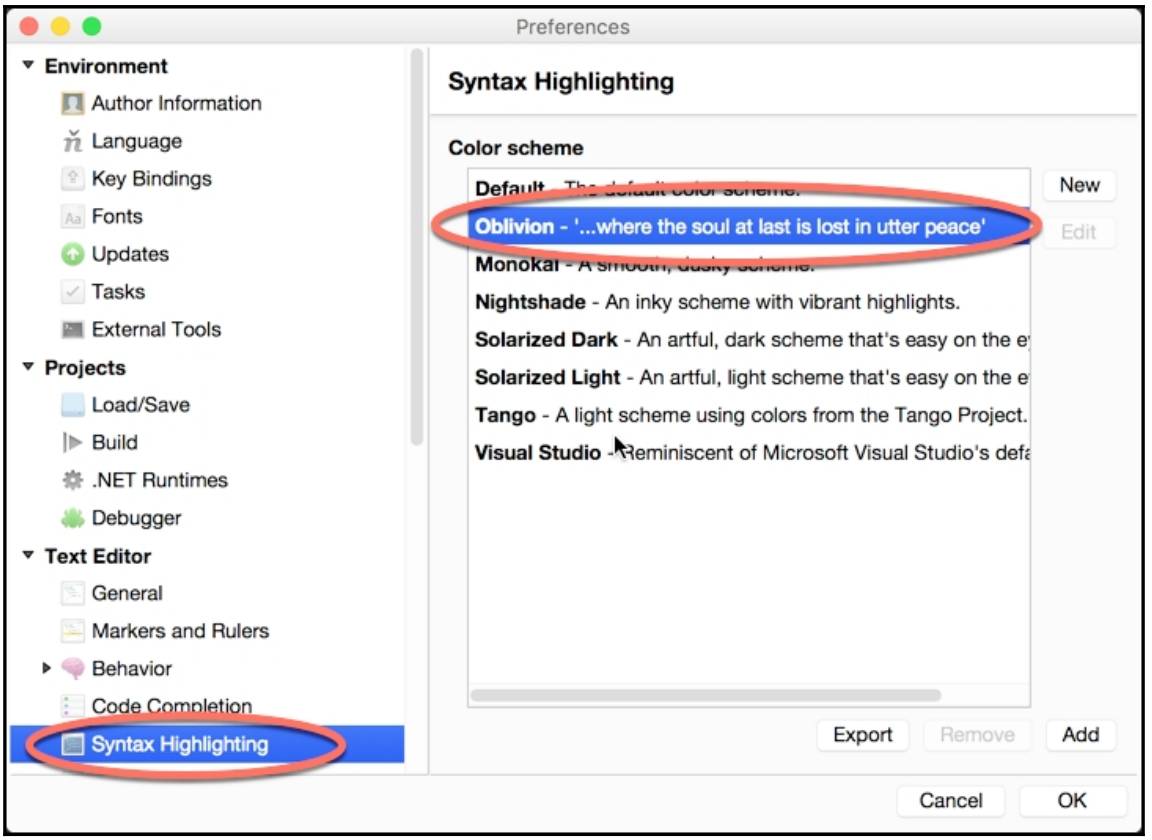

Unity Preferences
General
External Tools
Colors
Keys
GI Cache
2D
Cache Server
External Tools
External Script Editor
internal
Add .unityproj's to .sln
Editor Attaching
Image application
Open by file extension
Revision Control Diff/Merge
Apple File Merge
Android
SDK
JDK
NDK
Browse
Download
IL2CPP requires that you have Android NDK r10e installed.
If you are not targeting IL2CPP you can leave this field empty.

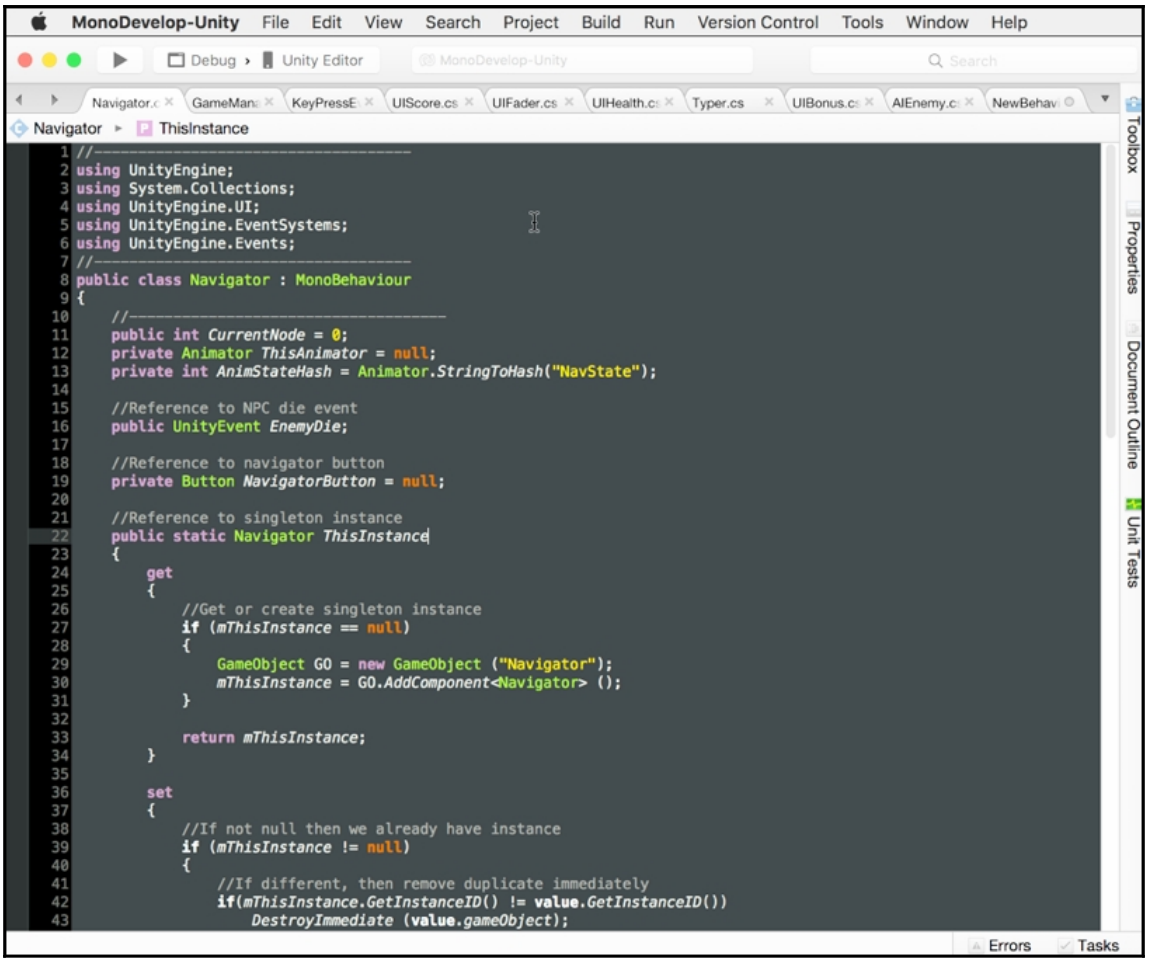

Unity Preferences
General
External Tools
Colors
Keys
GI Cache
2D
Cache Server
External Tools
External Script Editor
internal
Add .unityproj's to .sln
Editor Attaching
MonoDevelop (built-in)
Browse...
Image application
Open by file extension
Revision Control Diff/Merge
Apple File Merge
Android
SDK
JDK
NDK
Browse
Download
IL2CPP requires that you have Android NDK r10e installed.
If you are not targeting IL2CPP you can leave this field empty.



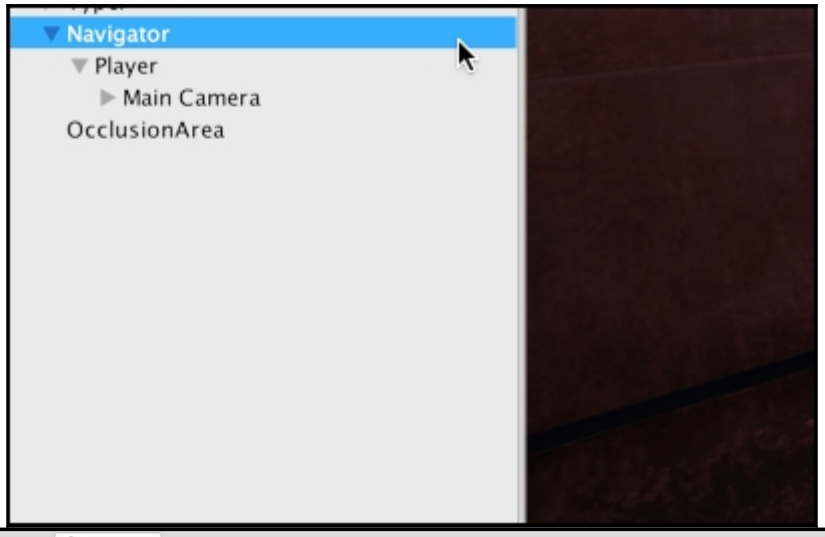

```
44
45              return;
46          }
47
48          //If new, then create new sinleton instance
49          mThisInstance = value;
50      }
51  }
52
53  private static Navigator mThisInstance = null;
54  //-------------------------------------
55  void Awake()
56  {
57      ThisInstance = this;
58      ThisAnimator = GetComponent<Animator> ();
59      NavigatorButton = GameObject.FindGameObjectWithTag ("NavigatorButton").GetComponent<Button>();
60      NavigatorButton.gameObject.SetActive (false);
61  }
62  //-------------------------------------
63  public void Next()
64  {
65      //Reset typing
66      Typer.TypedWord = string.Empty;
67
68      ++CurrentNode;
69      ThisAnimator.SetInteger (AnimStateHash, CurrentNode);
70  }
71  //-------------------------------------
72  public void Prev()
73  {
74      //Reset typing
75      Typer.TypedWord = string.Empty;
76
77      --CurrentNode;
78      ThisAnimator.SetInteger (AnimStateHash, CurrentNode);
79  }
80  //-------------------------------------
81  //Show button if there are no remaining enemies
82  public void ShowMoveButton()
83  {
84      Debug.Log (AIEnemy.ActiveEnemies);
85
86
```

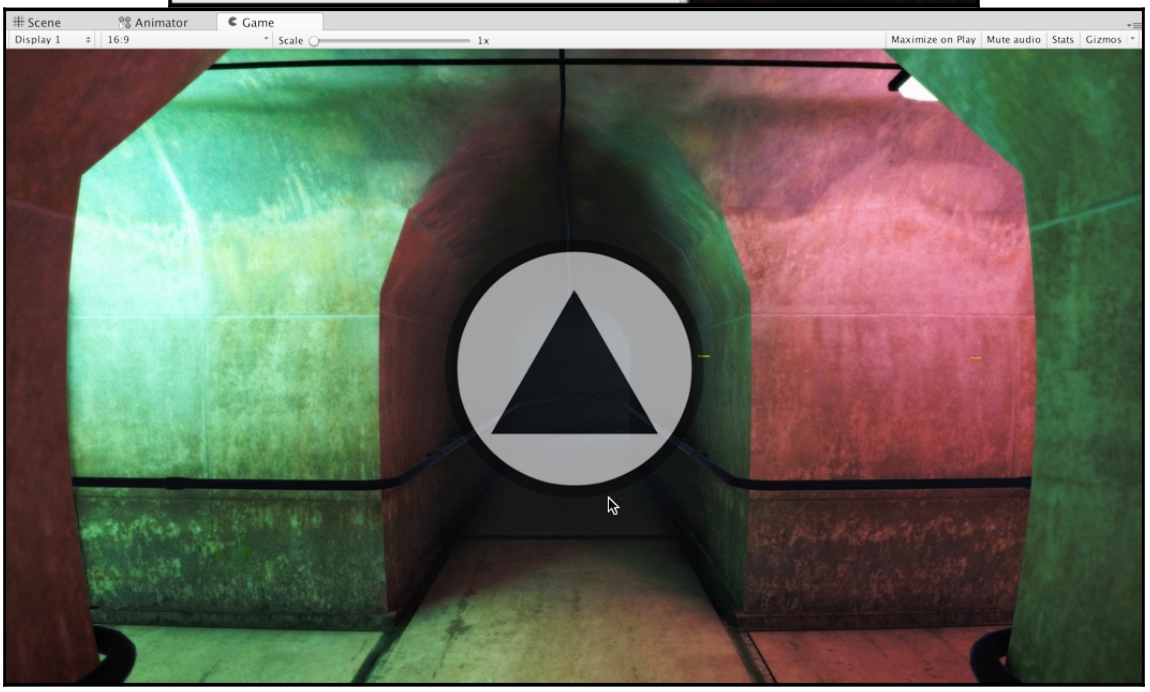

Preferences
Environment
Author Information
Language
Key Bindings
Fonts
Updates
Tasks
External Tools
Projects
Load/Save
Build
.NET Runtimes
Debugger
Text Editor
General
Markers and Rulers
Behavior
Code Completion
Syntax Highlighting
Author Information
Name:
alanthorn
Email:
Copyright:
alanthorn
Company:
Trademark:
Cancel
OK

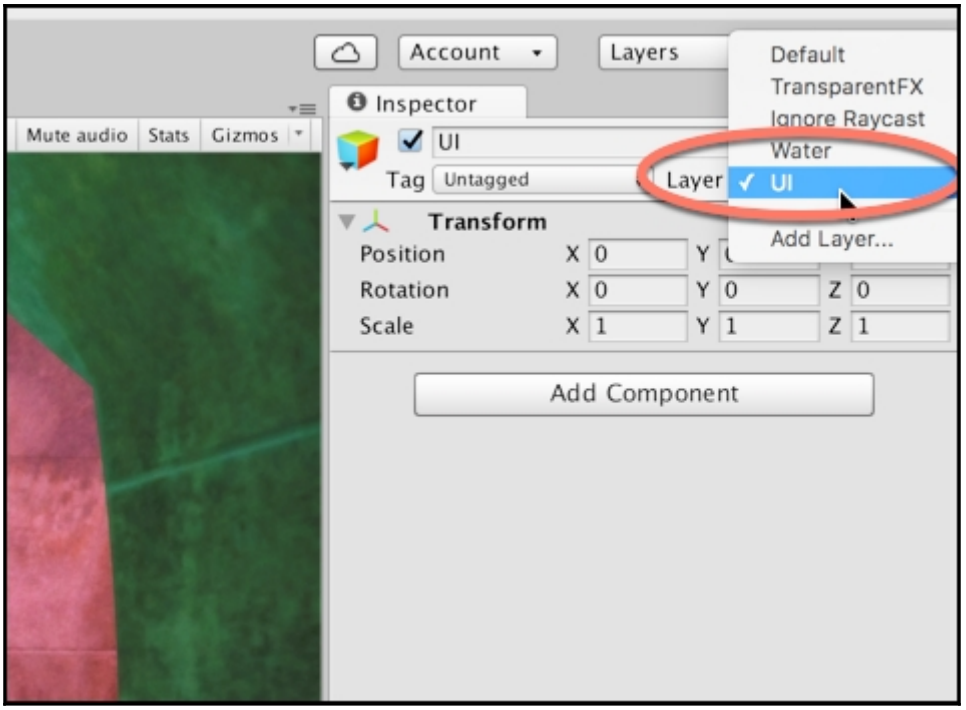

Preferences
Environment
Author Information
Language
Key Bindings
Fonts
Updates
Tasks
External Tools
Projects
Load/Save
Build
.NET Runtimes
Debugger
Text Editor
General
Markers and Rulers
Behavior
Code Completion
Syntax Highlighting
Syntax Highlighting
Color scheme
Oblivion - '...where the soul at last is lost in utter peace'
Nightshade - An inky scheme with vibrant highlights.
Solarized Dark - An artful, dark scheme that's easy on the e
Solarized Light - An artful, light scheme that's easy on the e
Tango - A light scheme using colors from the Tango Project.
Visual Studio - Reminiscent of Microsoft Visual Studio's defa
New
Edit
Export
Remove
Add
Cancel
OK

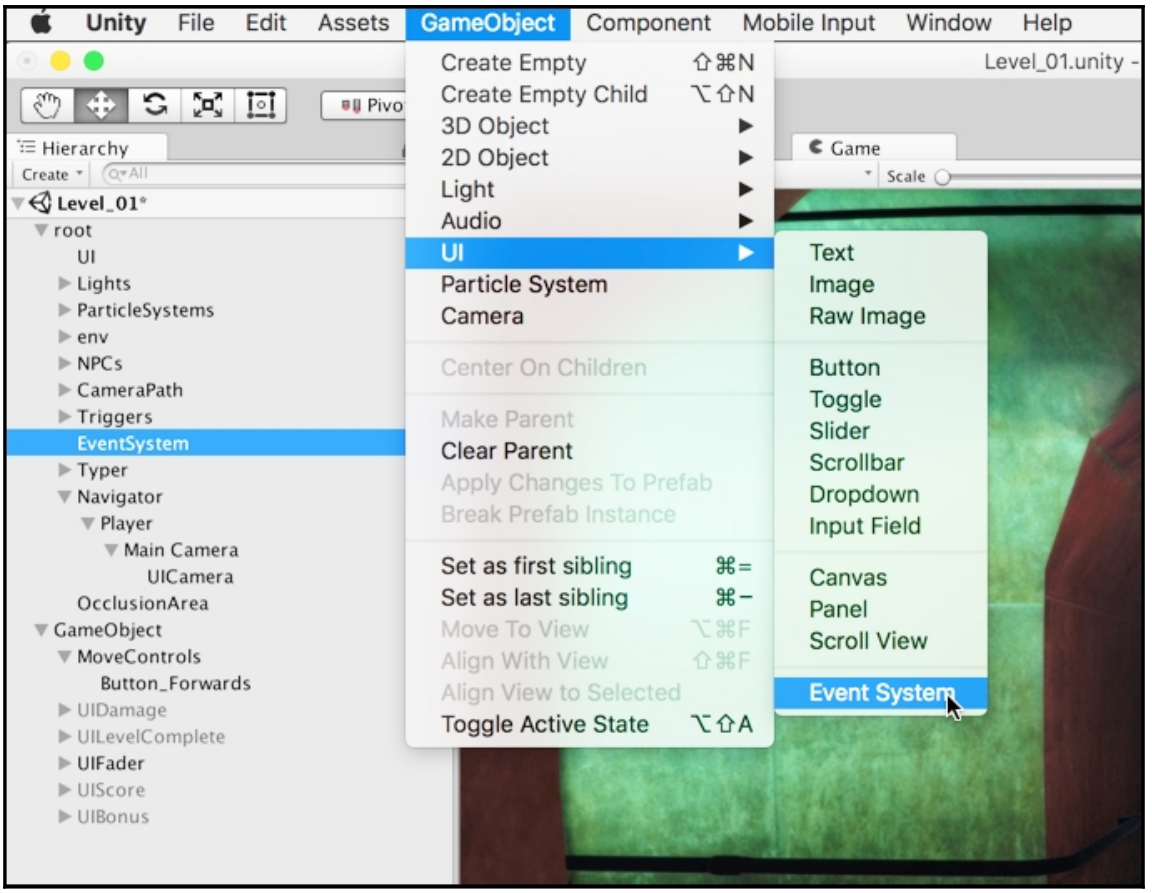


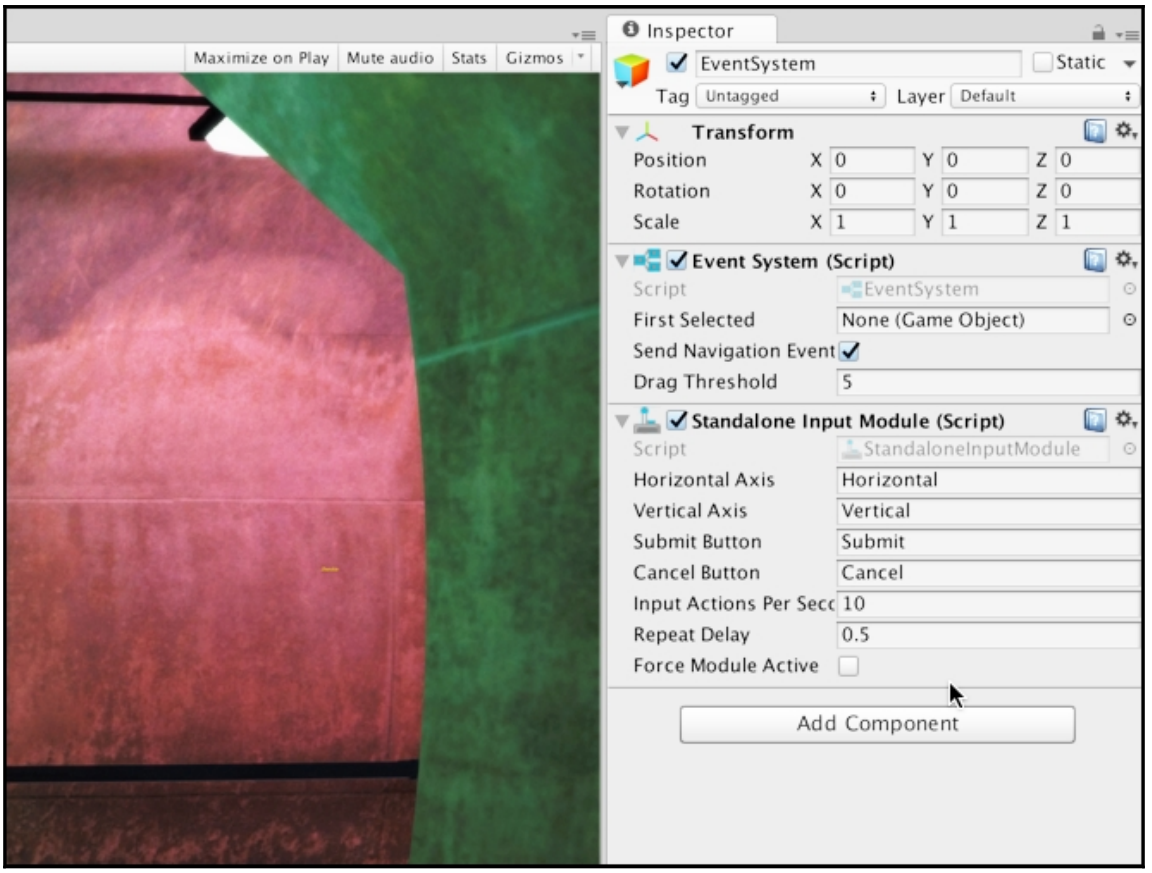

```
//------------------------------------
using UnityEngine;
using System.Collections;
using UnityEngine.UI;
using UnityEngine.EventSystems;
using UnityEngine.Events;
//------------------------------------
public class Navigator : MonoBehaviour
{
    //------------------------------------
    public int CurrentNode = 0;
    private Animator ThisAnimator = null;
    private int AnimStateHash = Animator.StringToHash("NavState");

    //Reference to NPC die event
    public UnityEvent EnemyDie;

    //Reference to navigator button
    private Button NavigatorButton = null;

    //Reference to singleton instance
    public static Navigator ThisInstance
    {
        get
        {
            //Get or create singleton instance
            if (mThisInstance == null)
            {
                GameObject GO = new GameObject ("Navigator");
                mThisInstance = GO.AddComponent<Navigator> ();
            }

            return mThisInstance;
        }

        set
        {
            //If not null then we already have instance
            if (mThisInstance != null)
            {
                //If different, then remove duplicate immediately
                if(mThisInstance.GetInstanceID() != value.GetInstanceID())
                    DestroyImmediate (value.gameObject);
```

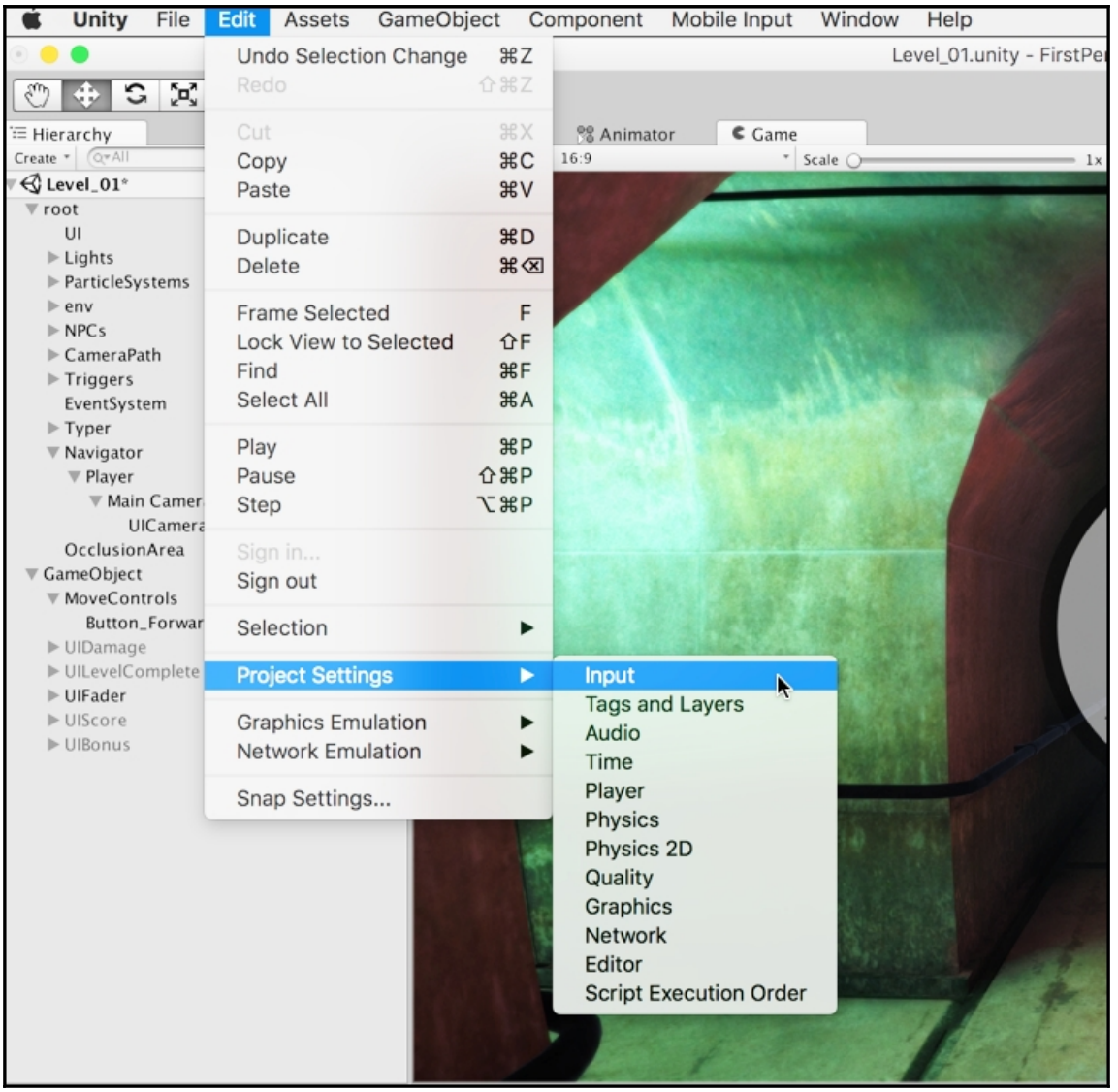

Navigator
Player
Main Camera
OcclusionArea

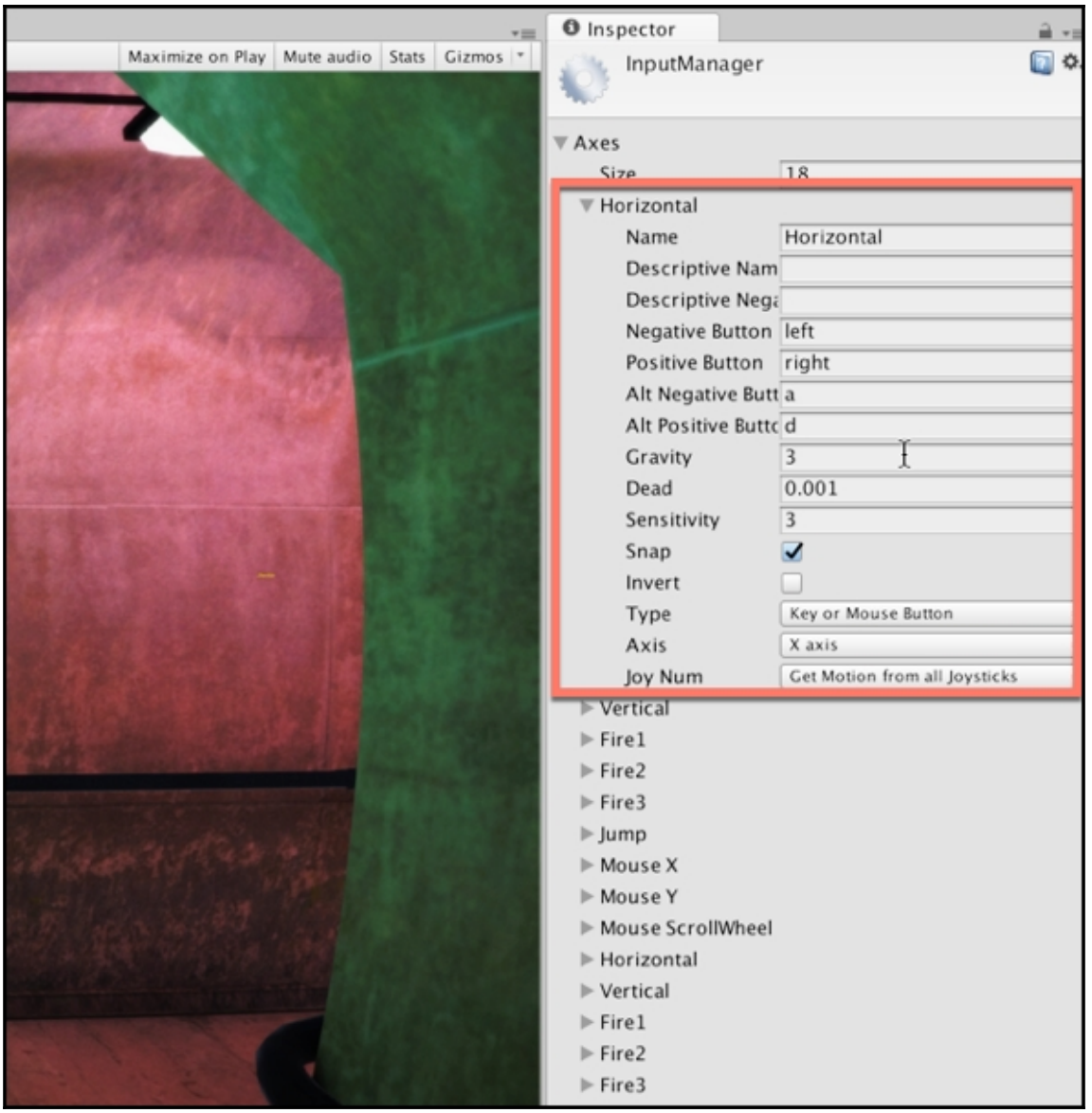

Scene
Animator
Game
Display 1
16:9
Scale
1x
Maximize on Play
Mute audio
Stats
Gizmos

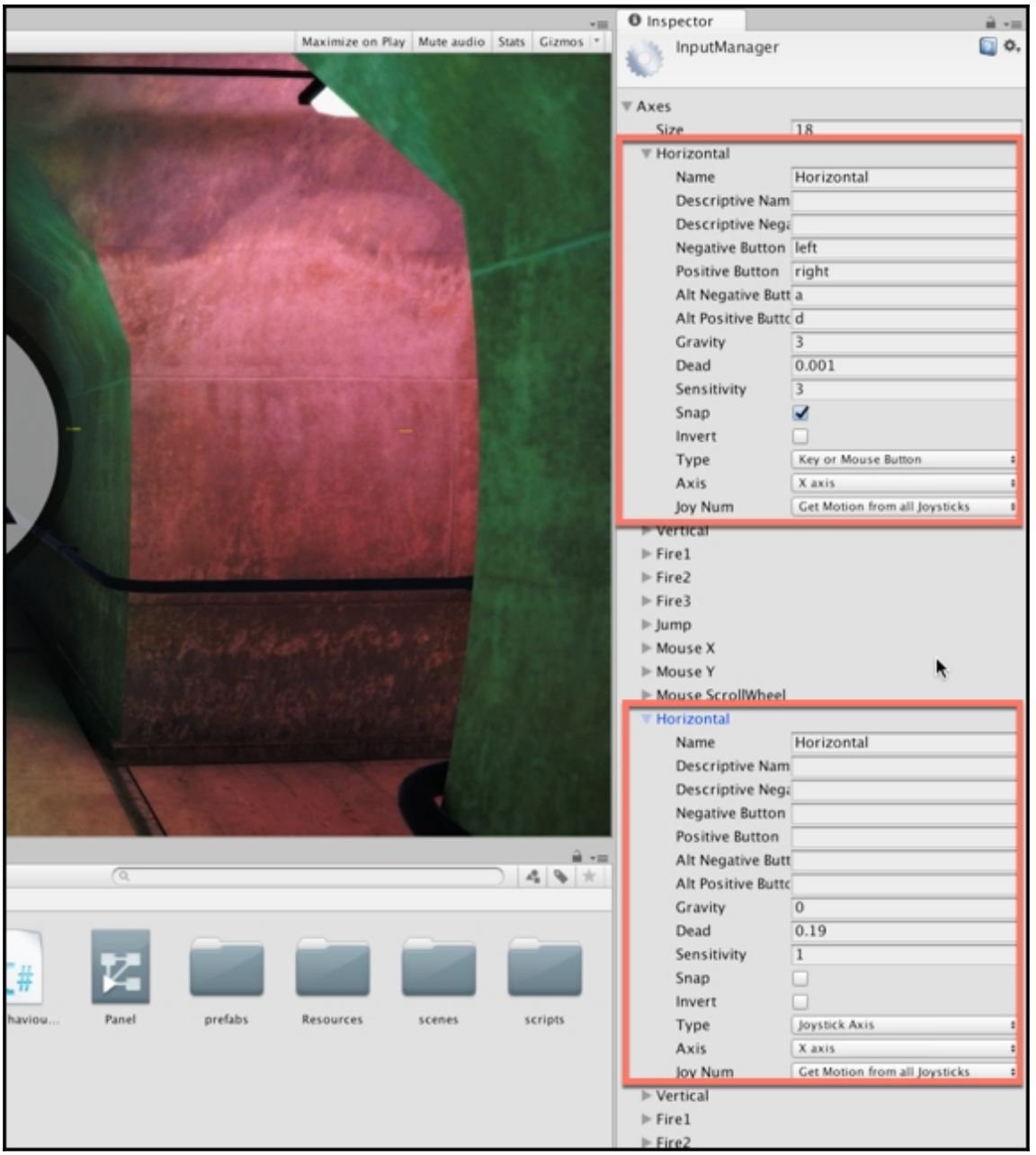

Account
Layers
Default
TransparentFX
Ignore Raycast
Water
UI
Add Layer...
Inspector
Mute audio
Stats
Gizmos
UI
Tag
Untagged
Layer
Transform
Position
Rotation
Scale
X 0
Y 0
Z 0
X 1
Y 1
Z 1
Add Component

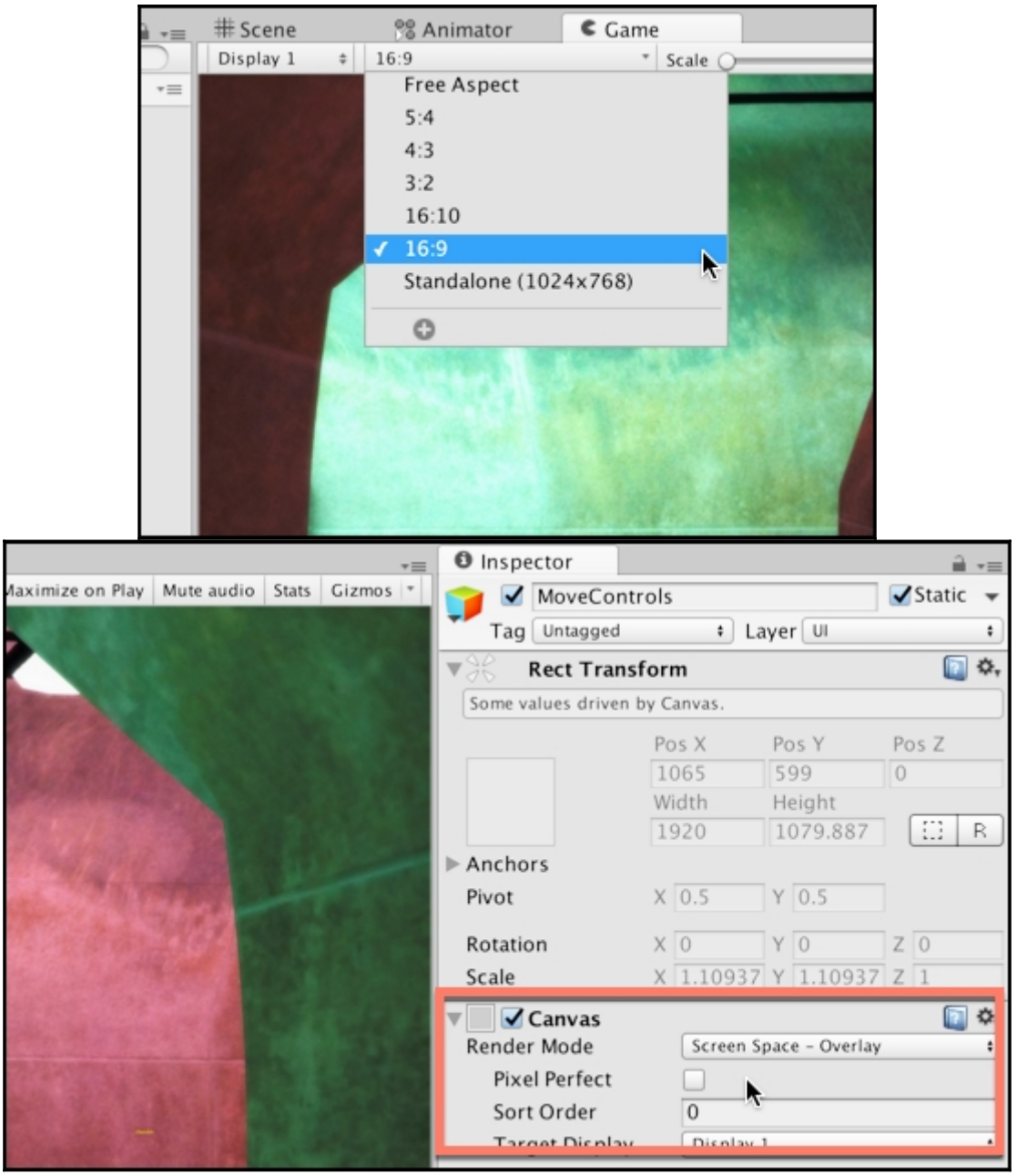

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Level_01.unity -
Hierarchy
Create
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
Player
Main Camera
UICamera
OcclusionArea
GameObject
MoveControls
Button_Forwards
UIDamage
UILevelComplete
UIFader
UIScore
UIBonus
Create Empty
Create Empty Child
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling
Set as last sibling
Move To View
Align With View
Align View to Selected
Toggle Active State
Game
Scale
Text
Image
Raw Image
Button
Toggle
Slider
Scrollbar
Dropdown
Input Field
Canvas
Panel
Scroll View
Event System

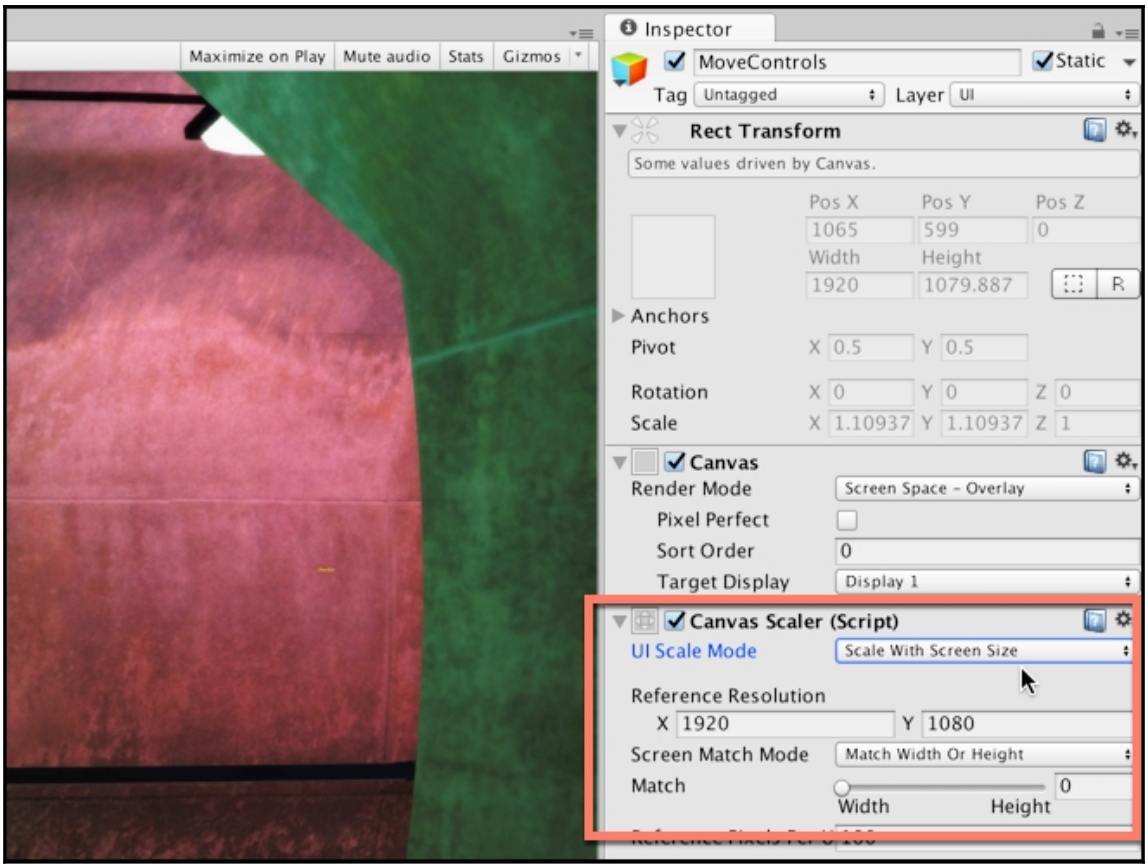

Maximize on Play
Mute audio
Stats
Gizmos
Inspector
EventSystem
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Event System (Script)
Script
EventSystem
First Selected
None (Game Object)
Send Navigation Event
Drag Threshold
Standalone Input Module (Script)
StandaloneInputModule
Horizontal Axis
Horizontal
Vertical Axis
Vertical
Submit Button
Submit
Cancel Button
Cancel
Input Actions Per Secc
10
Repeat Delay
0.5
Force Module Active
Add Component

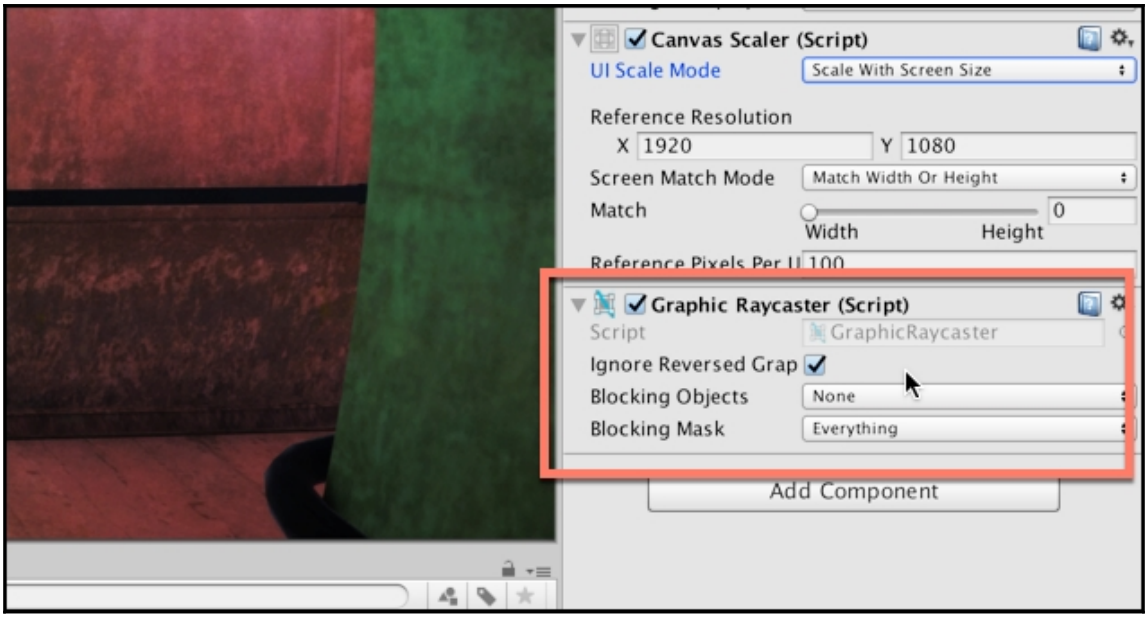

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Undo Selection Change ⌘Z
Redo ⇧⌘Z
Cut ⌘X
Copy ⌘C
Paste ⌘V
Duplicate ⌘D
Delete ⌘⌫
Frame Selected F
Lock View to Selected ⇧F
Find ⌘F
Select All ⌘A
Play ⌘P
Pause ⇧⌘P
Step ⌥⌘P
Sign in...
Sign out
Selection
Project Settings
Graphics Emulation
Network Emulation
Snap Settings...
Input
Tags and Layers
Audio
Time
Player
Physics
Physics 2D
Quality
Graphics
Network
Editor
Script Execution Order
Hierarchy
Create
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
Player
OcclusionArea
GameObject
MoveControls
UIDamage
UILevelComplete
UIFader
UIScore
UIBonus
Animator
Game
16:9
Scale
1x

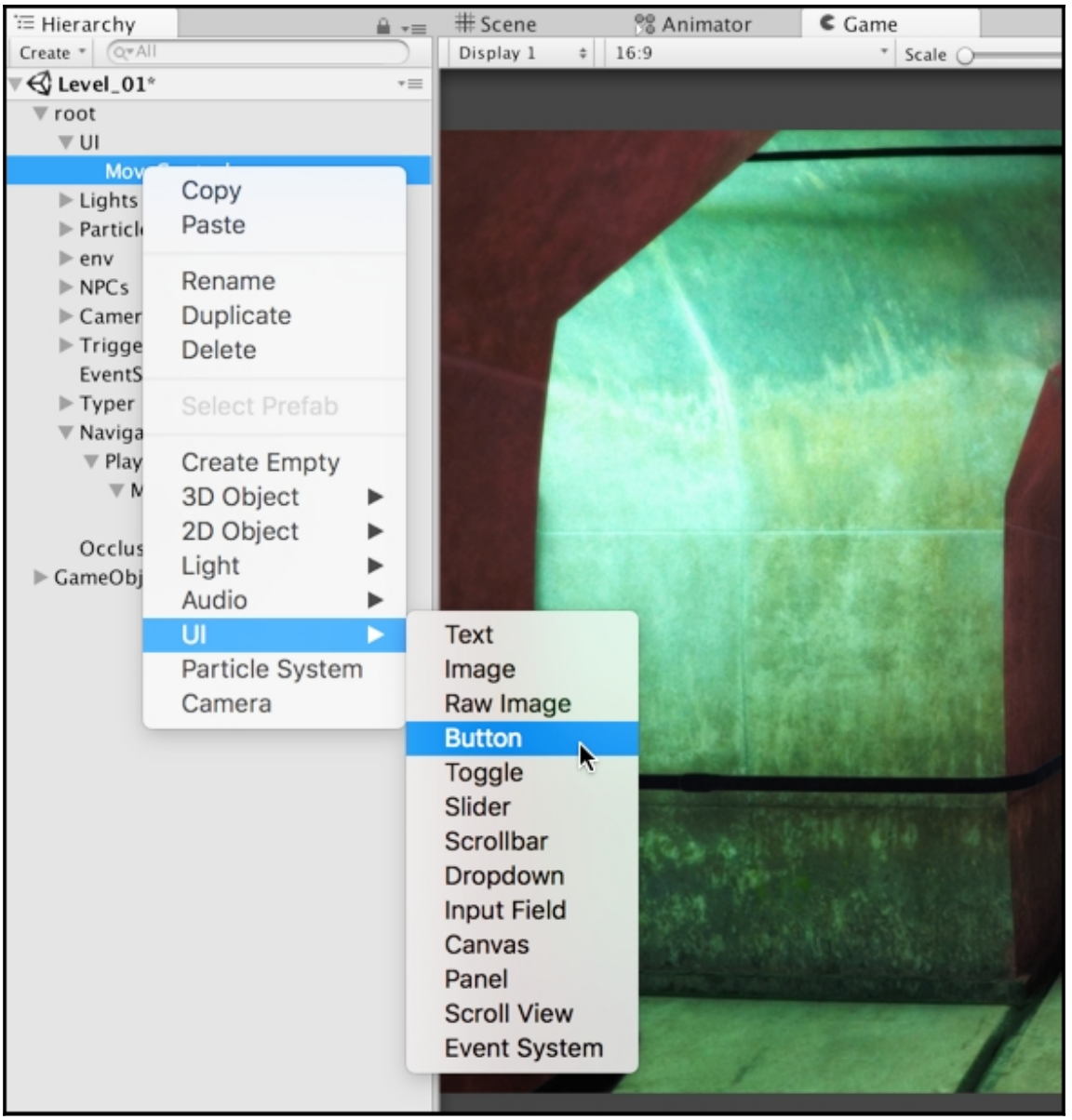

Maximize on Play
Mute audio
Stats
Gizmos
Inspector
InputManager
Axes
Size
18
Horizontal
Name
Horizontal
Descriptive Nam
Descriptive Nega
Negative Button
left
Positive Button
right
Alt Negative Butt
a
Alt Positive Butto
d
Gravity
3
Dead
0.001
Sensitivity
3
Snap
Invert
Type
Key or Mouse Button
Axis
X axis
Joy Num
Get Motion from all Joysticks
Vertical
Fire1
Fire2
Fire3
Jump
Mouse X
Mouse Y
Mouse ScrollWheel
Horizontal
Vertical
Fire1
Fire2
Fire3

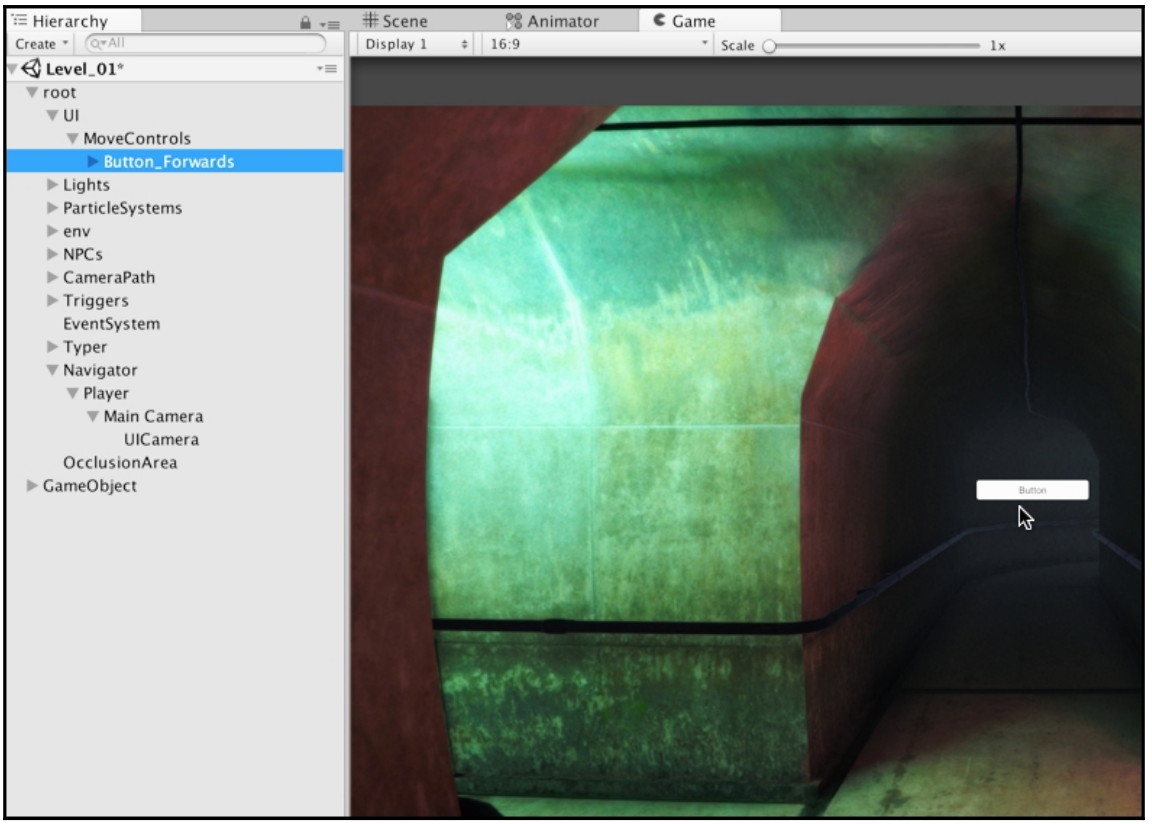

Maximize on Play
Mute audio
Stats
Gizmos
Inspector
InputManager
Axes
Size
18
Horizontal
Name
Horizontal
Descriptive Nam
Descriptive Nega
Negative Button
left
Positive Button
right
Alt Negative Butt
a
Alt Positive Buttc
d
Gravity
3
Dead
0.001
Sensitivity
3
Snap
Invert
Type
Key or Mouse Button
Axis
X axis
Joy Num
Get Motion from all Joysticks
Vertical
Fire1
Fire2
Fire3
Jump
Mouse X
Mouse Y
Mouse ScrollWheel
Horizontal
Name
Horizontal
Descriptive Nam
Descriptive Nega
Negative Button
Positive Button
Alt Negative Butt
Alt Positive Buttc
Gravity
0
Dead
0.19
Sensitivity
1
Snap
Invert
Type
Joystick Axis
Axis
X axis
Joy Num
Get Motion from all Joysticks
Vertical
Fire1
Fire2
haviou...
Panel
prefabs
Resources
scenes
scripts

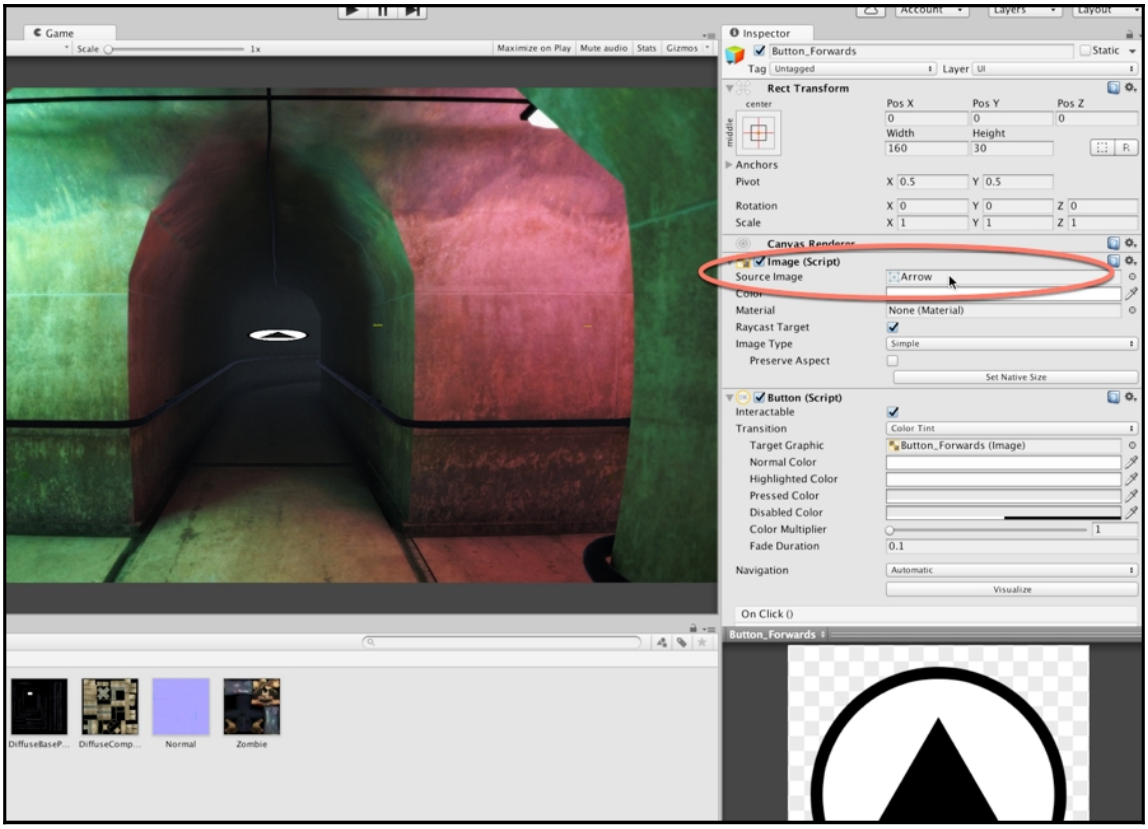

Scene
Animator
Game
Display 1
16:9
Scale
Free Aspect
5:4
4:3
3:2
16:10
16:9
Standalone (1024x768)
Maximize on Play
Mute audio
Stats
Gizmos
Inspector
MoveControls
Static
Tag
Untagged
Layer
UI
Rect Transform
Some values driven by Canvas.
Pos X
Pos Y
Pos Z
1065
599
0
Width
Height
1920
1079.887
Anchors
Pivot
X 0.5
Y 0.5
Rotation
X 0
Y 0
Z 0
Scale
X 1.10937
Y 1.10937
Z 1
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
0

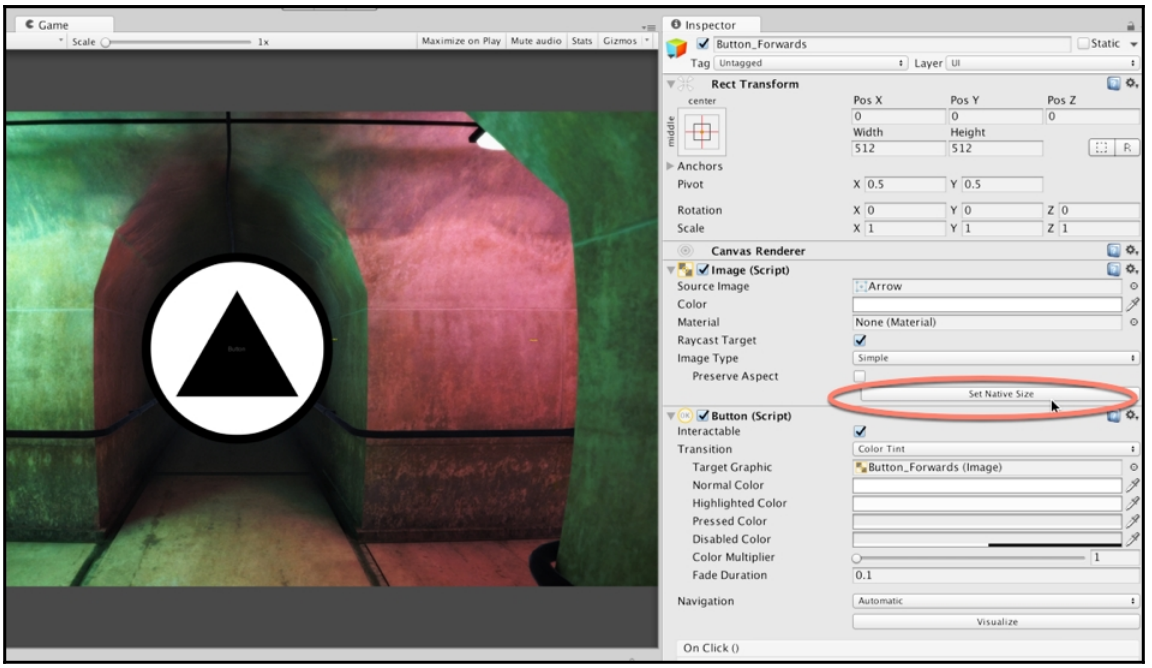

Maximize on Play
Mute audio
Stats
Gizmos
Inspector
MoveControls
Static
Tag
Untagged
Layer
UI
Rect Transform
Some values driven by Canvas.
Pos X
Pos Y
Pos Z
1065
599
0
Width
Height
1920
1079.887
Anchors
Pivot
X 0.5
Y 0.5
Rotation
X 0
Y 0
Z 0
Scale
X 1.10937
Y 1.10937
Z 1
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
0
Target Display
Display 1
Canvas Scaler (Script)
UI Scale Mode
Scale With Screen Size
Reference Resolution
X 1920
Y 1080
Screen Match Mode
Match Width Or Height
Match
0
Width
Height

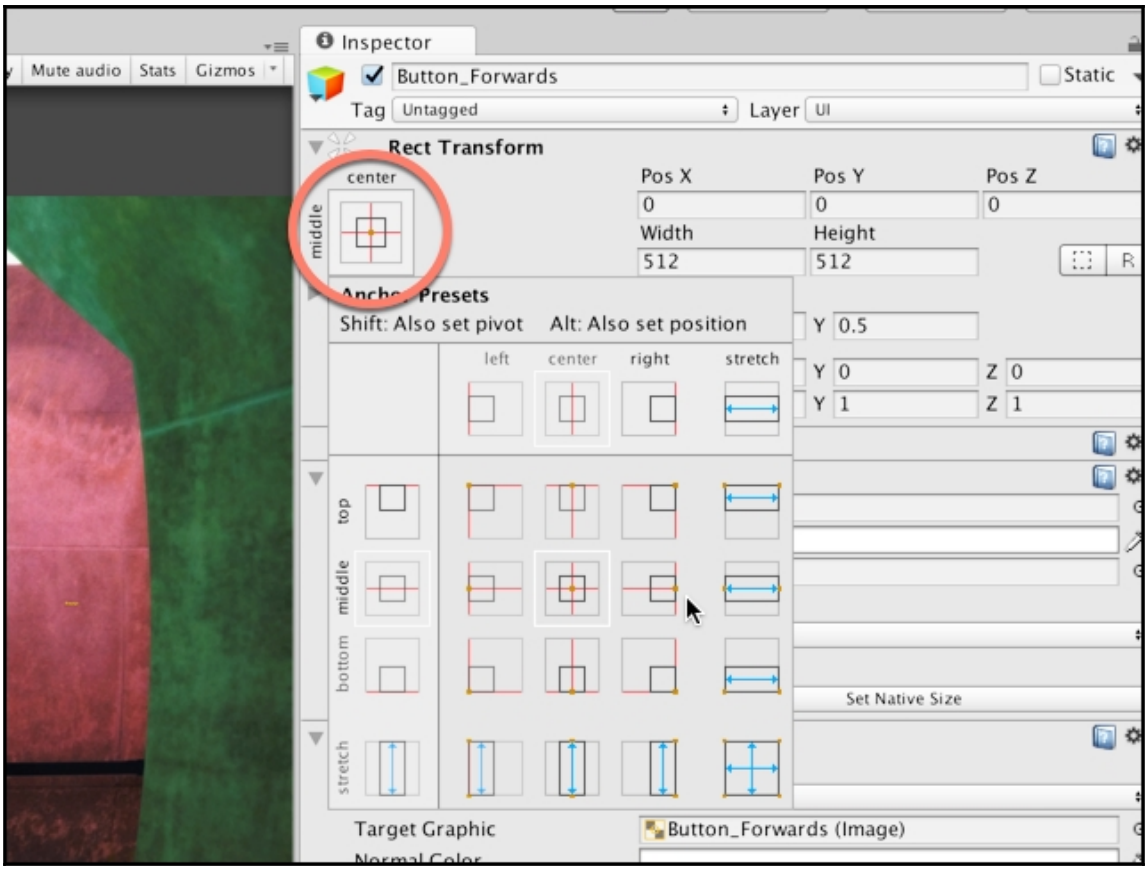

Canvas Scaler (Script)
UI Scale Mode
Scale With Screen Size
Reference Resolution
X 1920
Y 1080
Screen Match Mode
Match Width Or Height
Match
0
Width
Height
Reference Pixels Per U 100
Graphic Raycaster (Script)
Script
GraphicRaycaster
Ignore Reversed Grap
Blocking Objects
None
Blocking Mask
Everything
Add Component

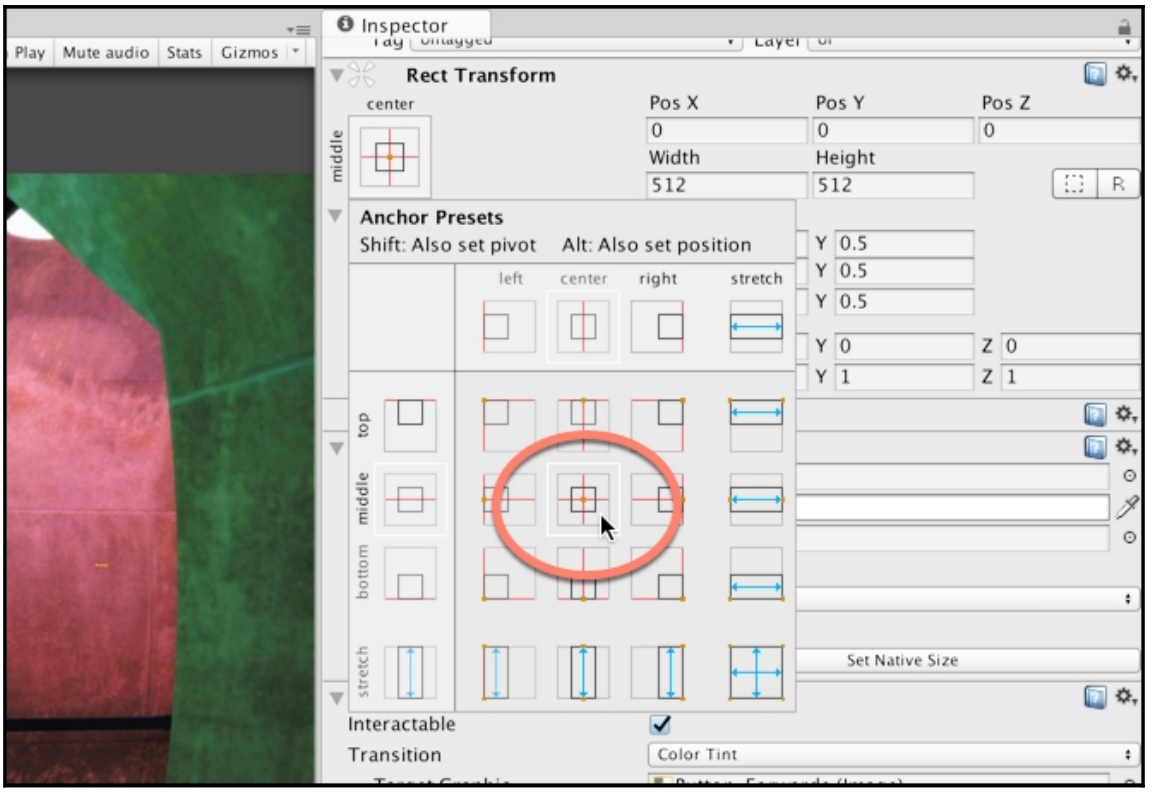

Hierarchy
Scene
Animator
Game
Create
All
Display 1
16:9
Scale
Level_01*
root
UI
Lights
env
NPCs
Typer
Copy
Paste
Rename
Duplicate
Delete
Select Prefab
Create Empty
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Text
Image
Raw Image
Button
Toggle
Slider
Scrollbar
Dropdown
Input Field
Canvas
Panel
Scroll View
Event System

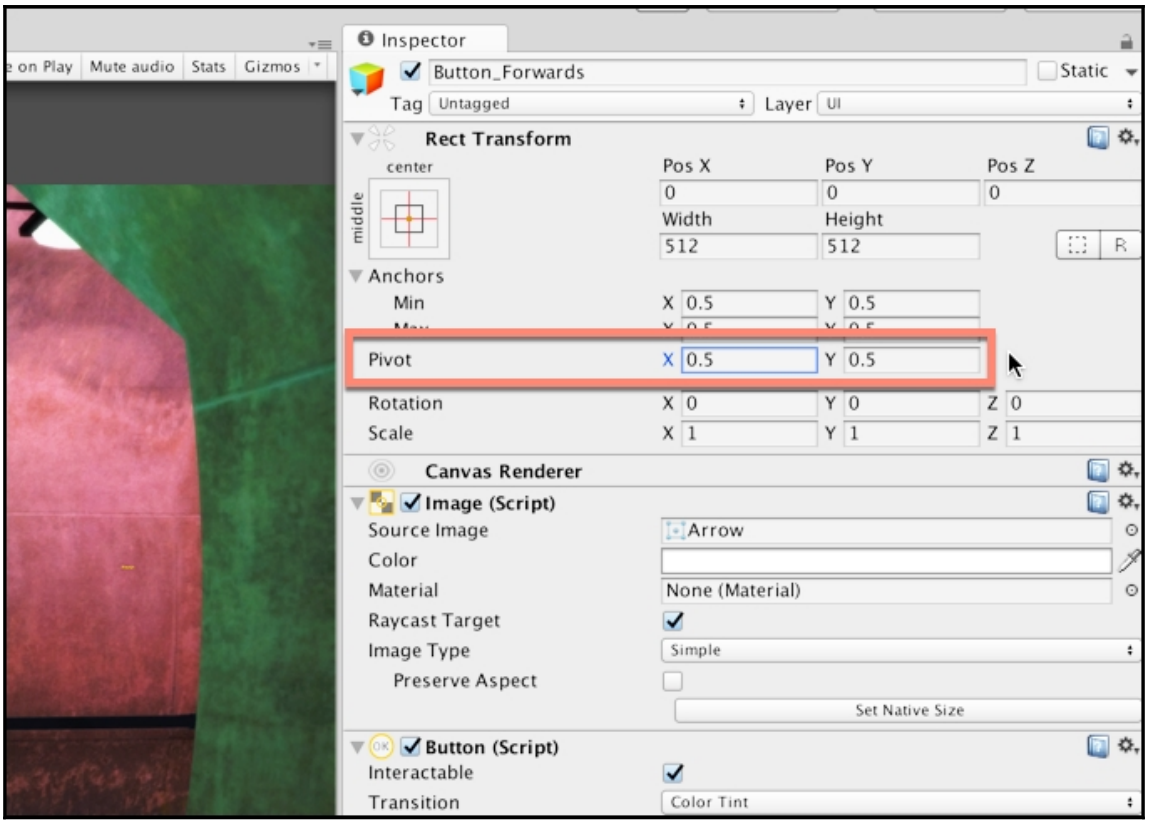

Hierarchy
Create
All
Level_01*
root
UI
MoveControls
Button_Forwards
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
Player
Main Camera
UICamera
OcclusionArea
GameObject
Scene
Animator
Game
Display 1
16:9
Scale
1x
Button

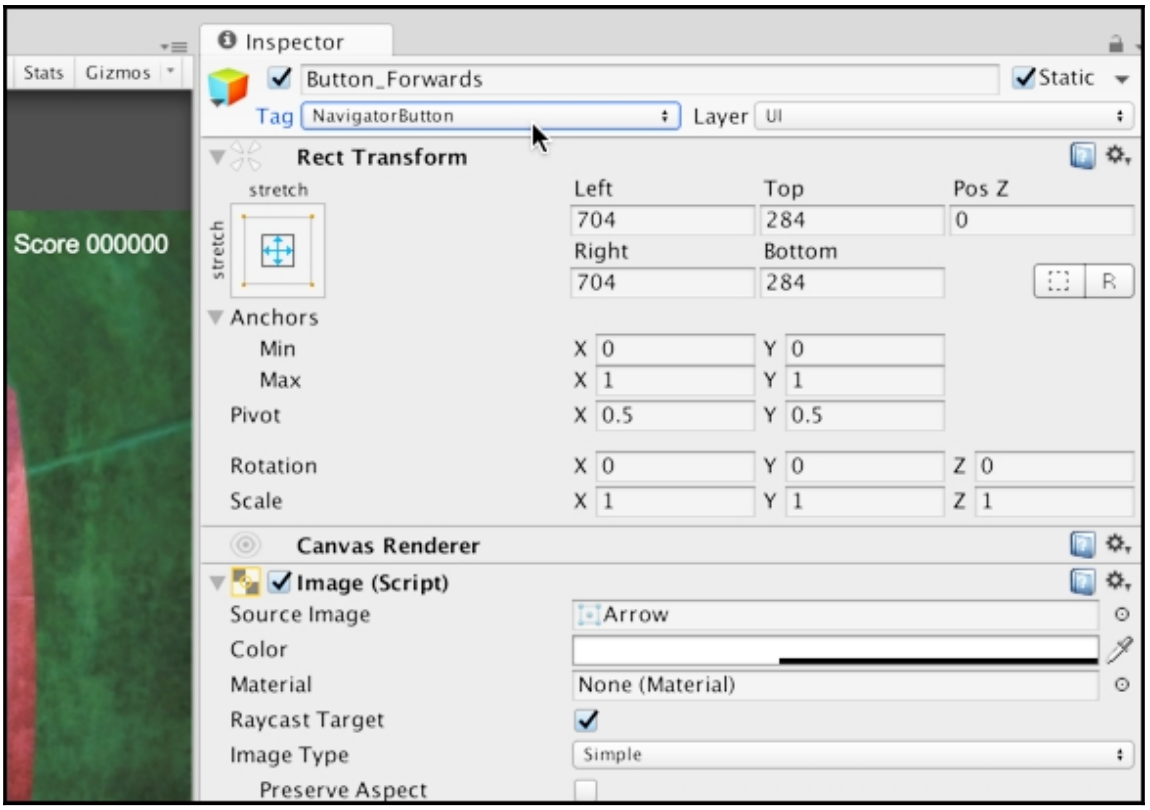

Game
Scale
1x
Maximize on Play
Mute audio
Stats
Gizmos
Inspector
Button_Forwards
Static
Tag
Untagged
Layer
UI
Rect Transform
center
middle
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Image (Script)
Source Image
Arrow
Color
Material
None (Material)
Raycast Target
Image Type
Simple
Preserve Aspect
Set Native Size
Button (Script)
Interactable
Transition
Color Tint
Target Graphic
Button_Forwards (Image)
Normal Color
Highlighted Color
Pressed Color
Disabled Color
Color Multiplier
Fade Duration
Navigation
Automatic
Visualize
On Click ()
Button_Forwards
DiffuseBaseP...
DiffuseComp...
Normal
Zombie

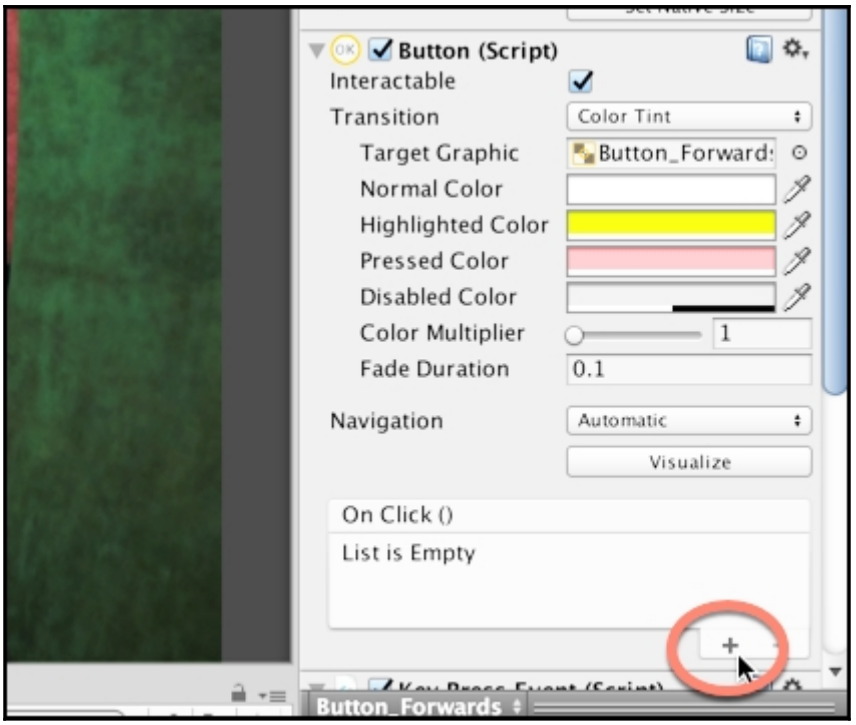

Game
Scale
1x
Maximize on Play
Mute audio
Stats
Gizmos
Inspector
Button_Forwards
Static
Tag
Untagged
Layer
UI
Rect Transform
center
middle
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Image (Script)
Source Image
Arrow
Color
Material
None (Material)
Raycast Target
Image Type
Simple
Preserve Aspect
Set Native Size
Button (Script)
Interactable
Transition
Color Tint
Target Graphic
Button_Forwards (Image)
Normal Color
Highlighted Color
Pressed Color
Disabled Color
Color Multiplier
Fade Duration
Navigation
Automatic
Visualize
On Click ()

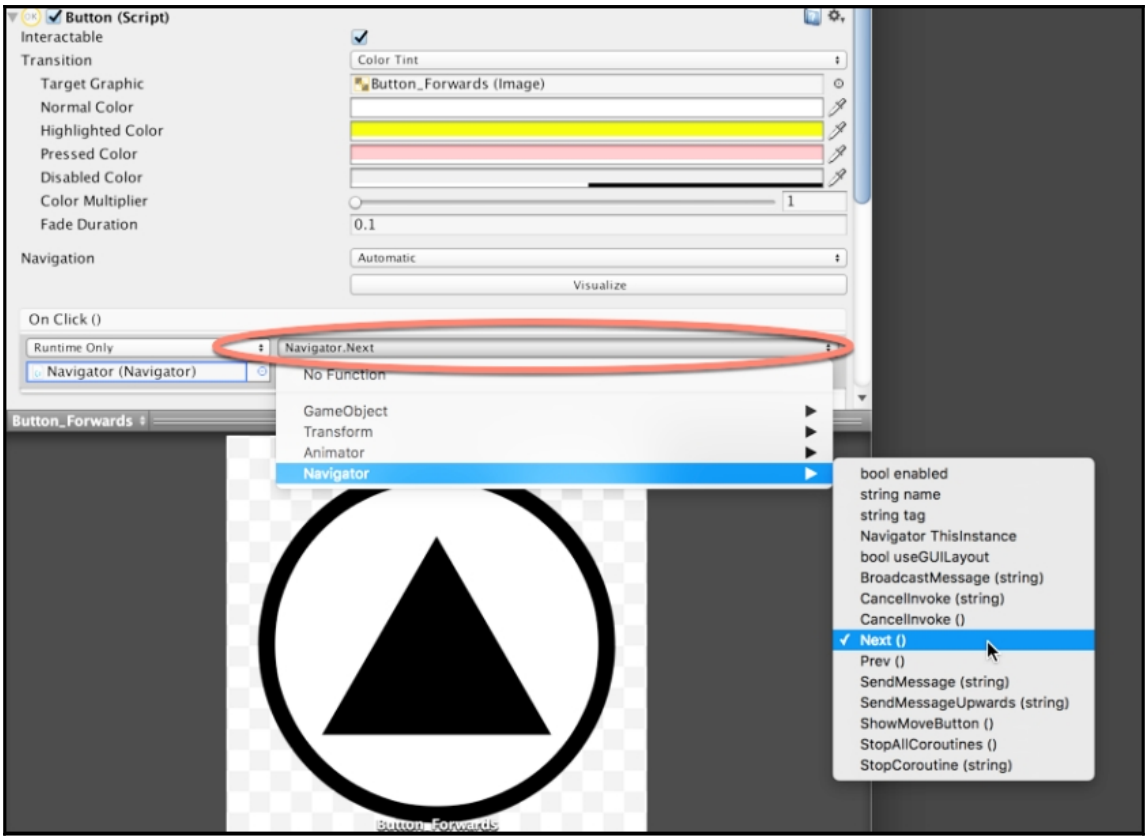

Mute audio
Stats
Gizmos
Inspector
Button_Forwards
Static
Tag
Untagged
Layer
UI
Rect Transform
center
middle
Pos X
Pos Y
Pos Z
0
0
0
Width
Height
512
512
Shift: Also set pivot
Alt: Also set position
Y 0.5
left
center
right
stretch
Y 0
Z 0
Y 1
Z 1
top
middle
bottom
stretch
Set Native Size
Target Graphic
Button_Forwards (Image)

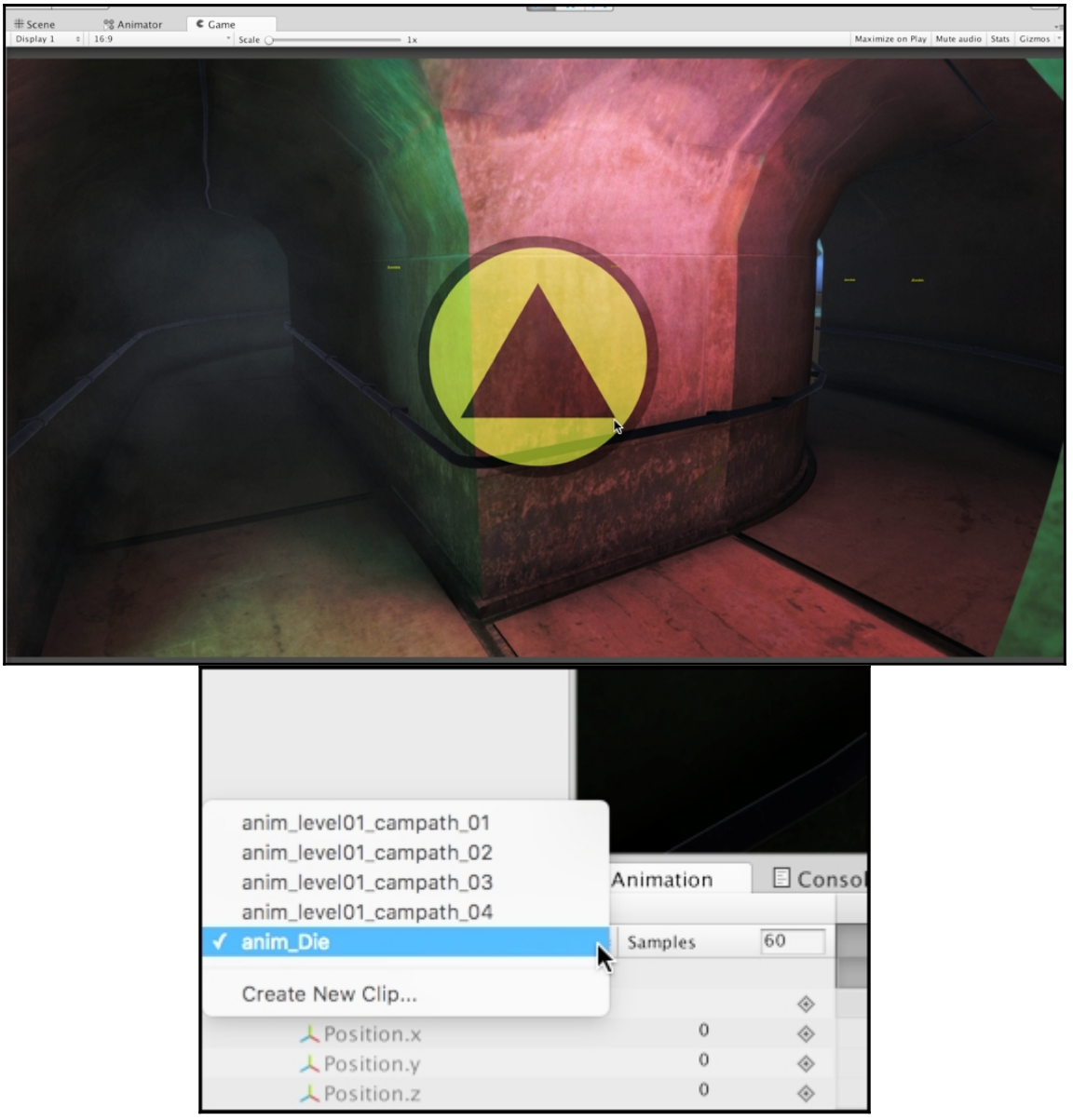

Play
Mute audio
Stats
Gizmos
Inspector
Rect Transform
center
middle
Pos X
Pos Y
Pos Z
0
0
0
Width
Height
512
512
R
Anchor Presets
Shift: Also set pivot
Alt: Also set position
left
center
right
stretch
top
middle
bottom
stretch
Y 0.5
Y 0.5
Y 0.5
Y 0
Z 0
Y 1
Z 1
Set Native Size
Interactable
Transition
Color Tint

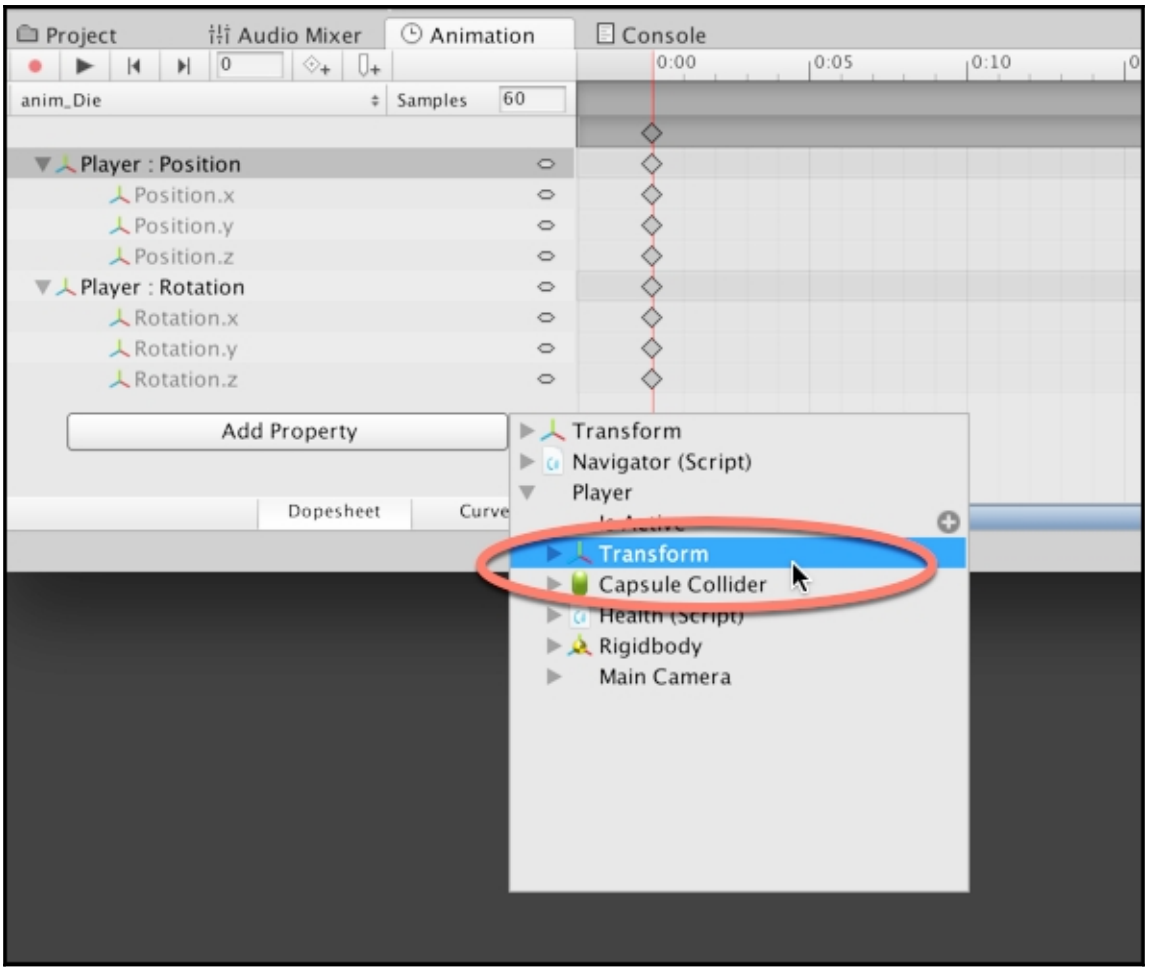

e on Play
Mute audio
Stats
Gizmos
Inspector
Button_Forwards
Static
Tag
Untagged
Layer
UI
Rect Transform
center
middle
Pos X
Pos Y
Pos Z
0
0
0
Width
Height
512
512
Anchors
Min
X 0.5
Y 0.5
Pivot
X 0.5
Y 0.5
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Canvas Renderer
Image (Script)
Source Image
Arrow
Color
Material
None (Material)
Raycast Target
Image Type
Simple
Preserve Aspect
Set Native Size
Button (Script)
Interactable
Transition
Color Tint

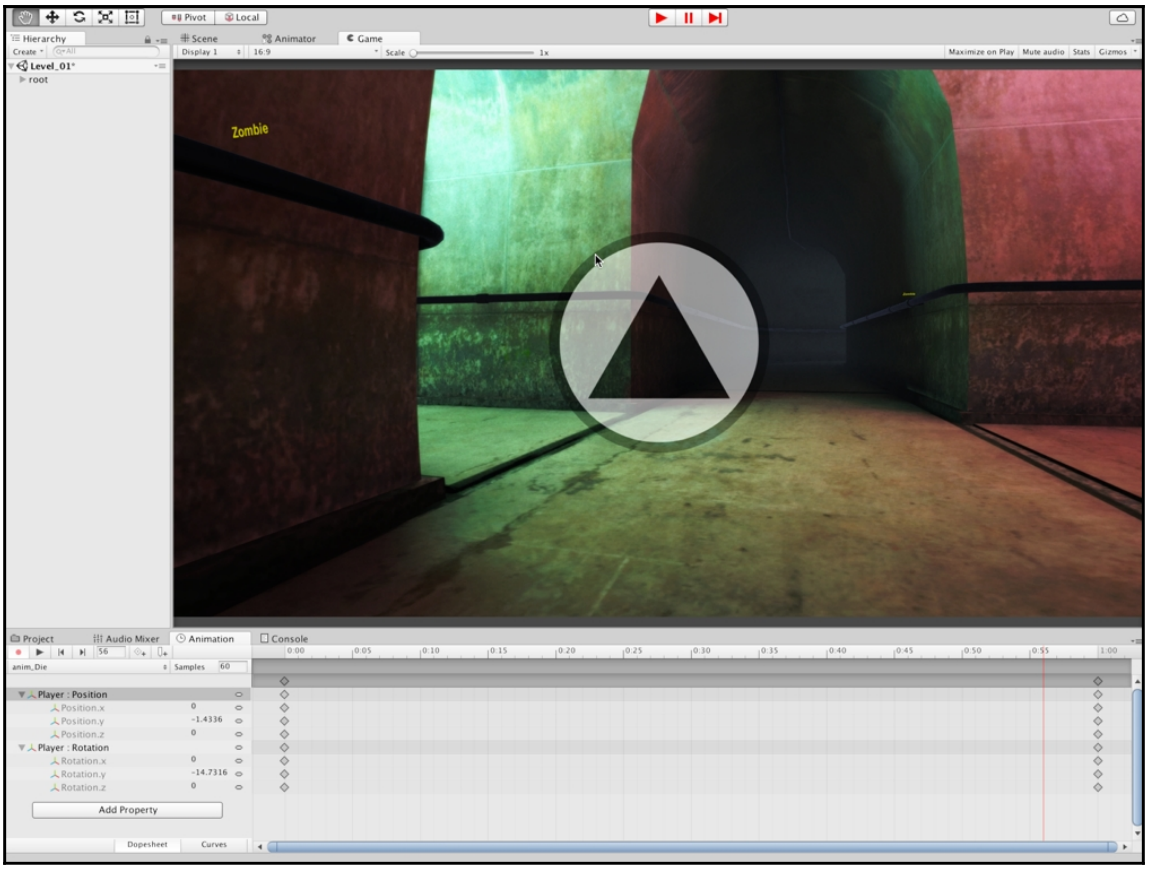

Stats
Gizmos
Score 000000
Inspector
Button_Forwards
Static
Tag
NavigatorButton
Layer
UI
Rect Transform
stretch
stretch
Left
Top
Pos Z
704
284
0
Right
Bottom
704
284
R
Anchors
Min
X 0
Y 0
Max
X 1
Y 1
Pivot
X 0.5
Y 0.5
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Canvas Renderer
Image (Script)
Source Image
Arrow
Color
Material
None (Material)
Raycast Target
Image Type
Simple
Preserve Aspect

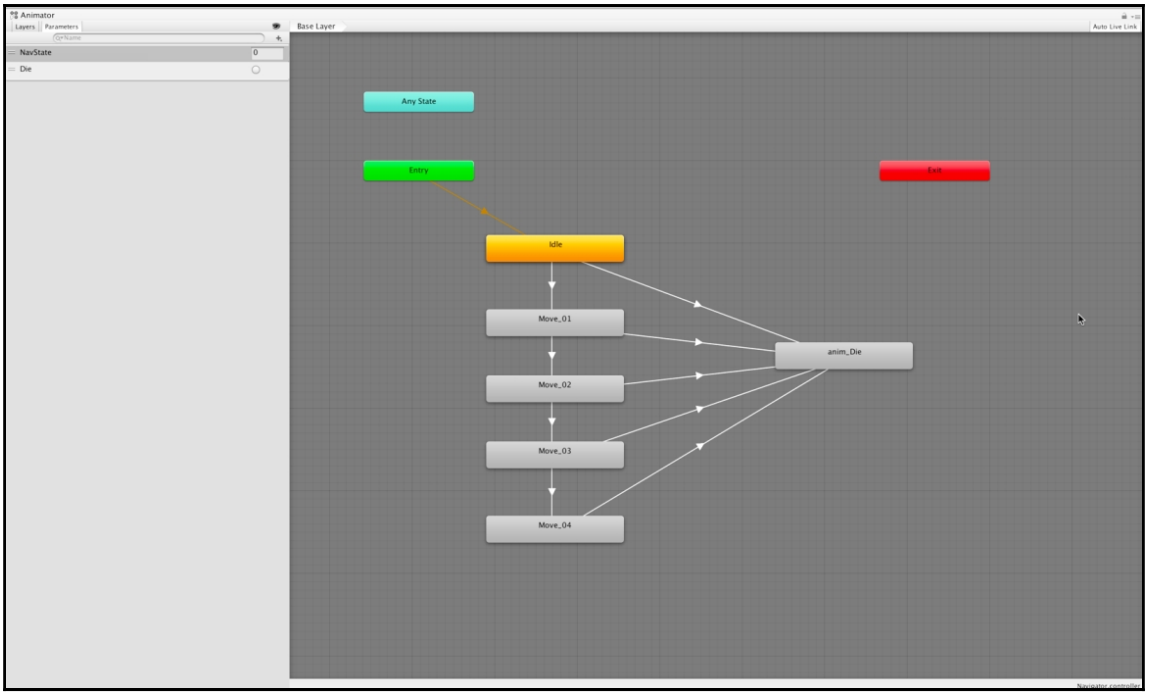

Button (Script)
Interactable
Transition
Color Tint
Target Graphic
Button_Forward:
Normal Color
Highlighted Color
Pressed Color
Disabled Color
Color Multiplier
1
Fade Duration
0.1
Navigation
Automatic
Visualize
On Click ()
List is Empty
Button_Forwards


Button (Script)
Interactable
Transition
Color Tint
Target Graphic
Button_Forwards (Image)
Normal Color
Highlighted Color
Pressed Color
Disabled Color
Color Multiplier
1
Fade Duration
0.1
Navigation
Automatic
Visualize
On Click ()
Runtime Only
Navigator.Next
Navigator (Navigator)
No Function
GameObject
Transform
Animator
Navigator
bool enabled
string name
string tag
Navigator ThisInstance
bool useGUILayout
BroadcastMessage (string)
CancelInvoke (string)
CancelInvoke ()
Next ()
Prev ()
SendMessage (string)
SendMessageUpwards (string)
ShowMoveButton ()
StopAllCoroutines ()
StopCoroutine (string)
Button_Forwards
Button_Forwards

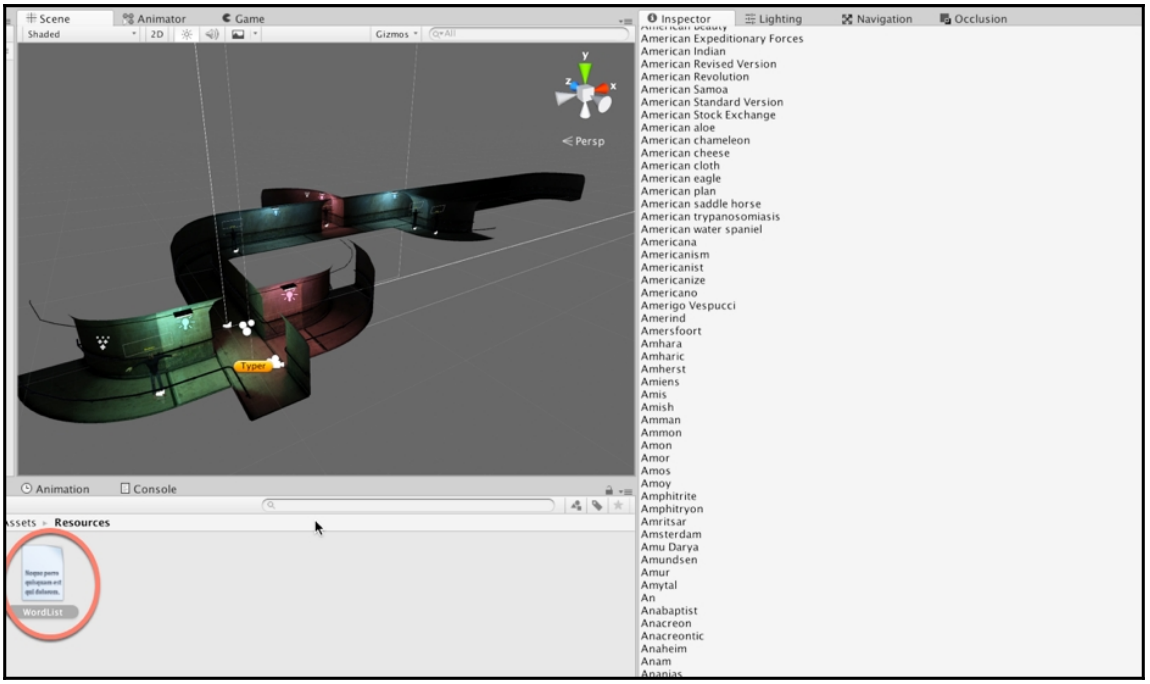

Scene
Animator
Game
Display 1
16:9
Scale
1x
Maximize on Play
Mute audio
Stats
Gizmos
anim_level01_campath_01
anim_level01_campath_02
anim_level01_campath_03
anim_level01_campath_04
anim_Die
Create New Clip...
Animation
Samples
60
Position.x
Position.y
Position.z
0
0
0

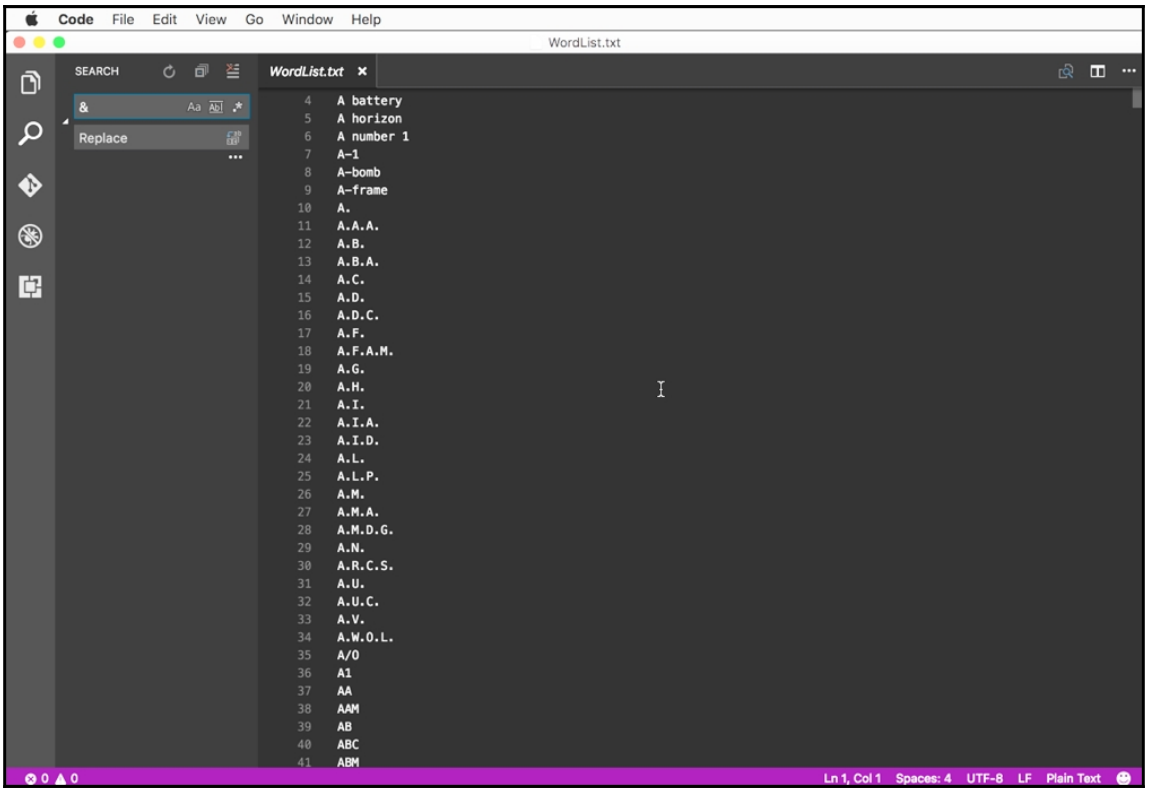

Project
Audio Mixer
Animation
Console
0:00
0:05
0:10
anim_Die
Samples
60
Player : Position
Position.x
Position.y
Position.z
Player : Rotation
Rotation.x
Rotation.y
Rotation.z
Add Property
Dopesheet
Transform
Navigator (Script)
Player
Transform
Capsule Collider
Rigidbody
Main Camera

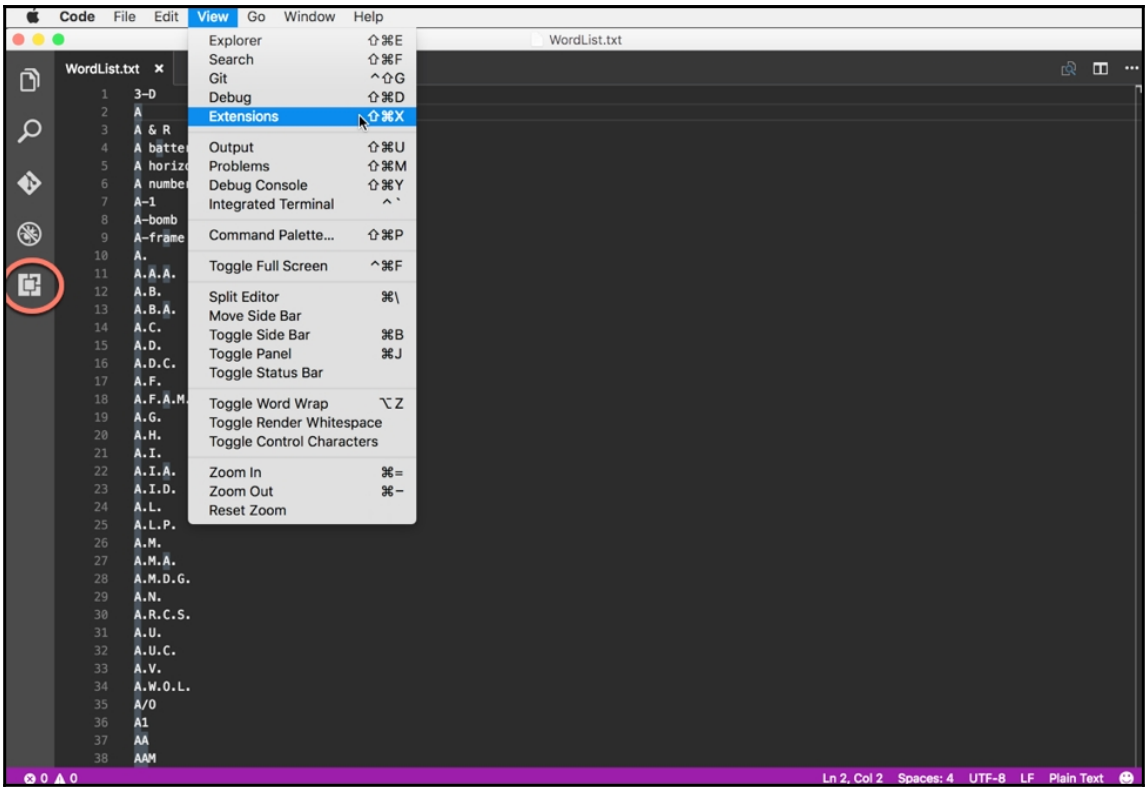

Pivot
Local
Hierarchy
Scene
Animator
Game
Create
Level_01*
root
Display 1
16:9
Scale
1x
Maximize on Play
Mute audio
Stats
Gizmos
Zombie
Project
Audio Mixer
Animation
Console
anim_Die
Samples
60
Player : Position
Position.x
0
Position.y
-1.4336
Position.z
0
Player : Rotation
Rotation.x
0
Rotation.y
-14.7316
Rotation.z
0
Add Property
Dopesheet
Curves

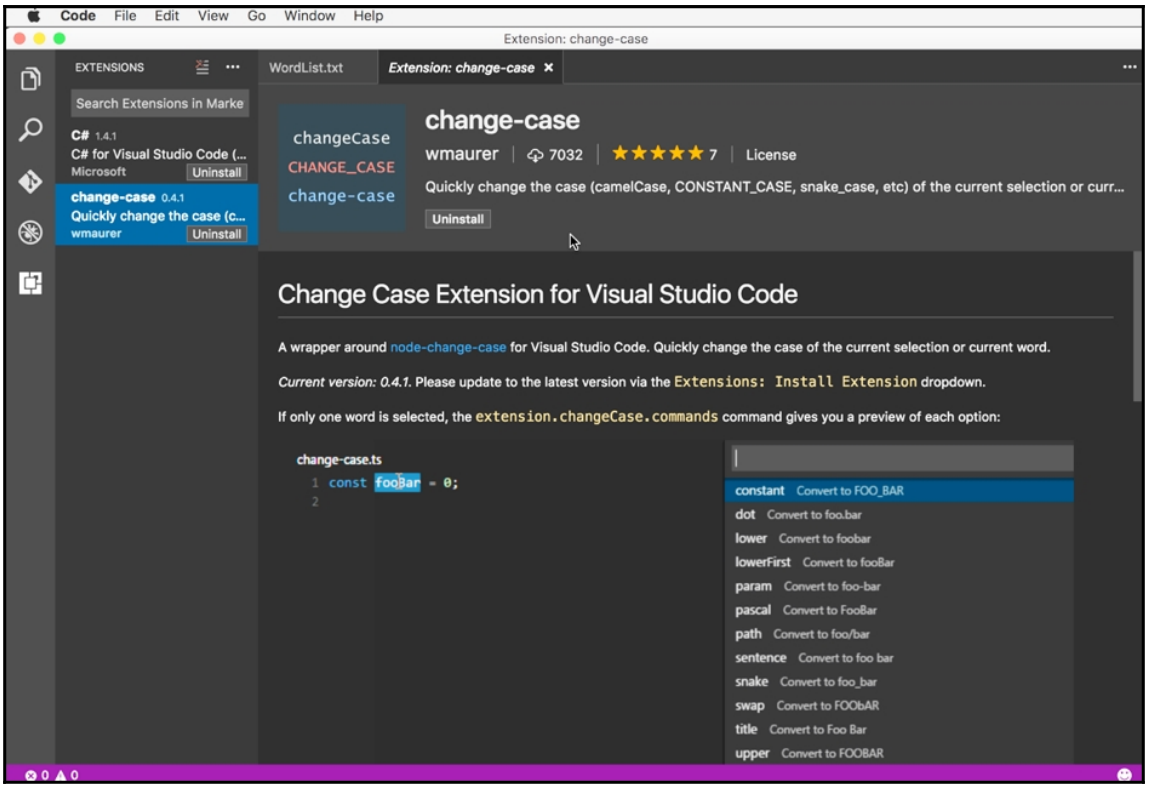

Animator
Layers
Parameters
NavState
0
Die
Base Layer
Auto Live Link
Any State
Entry
Exit
Idle
Move_01
Move_02
Move_03
Move_04
anim_Die

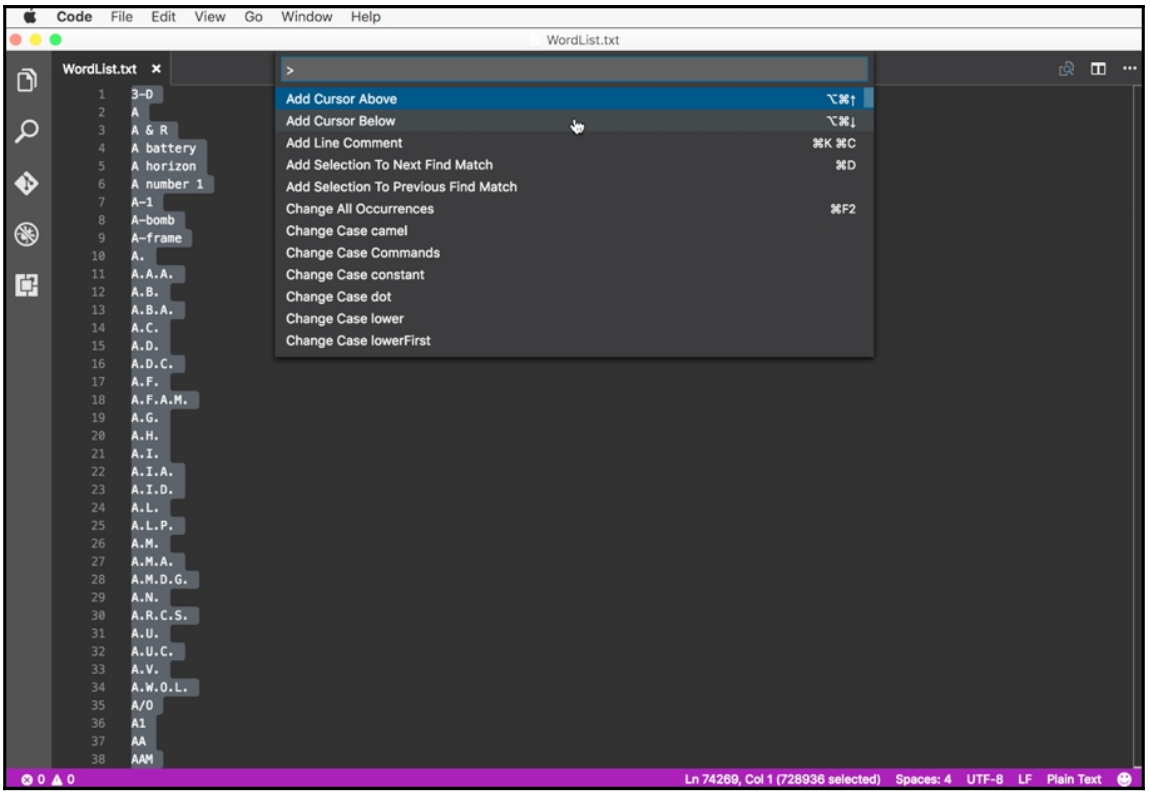
Chapter 4: Player Controls – Typing and Health

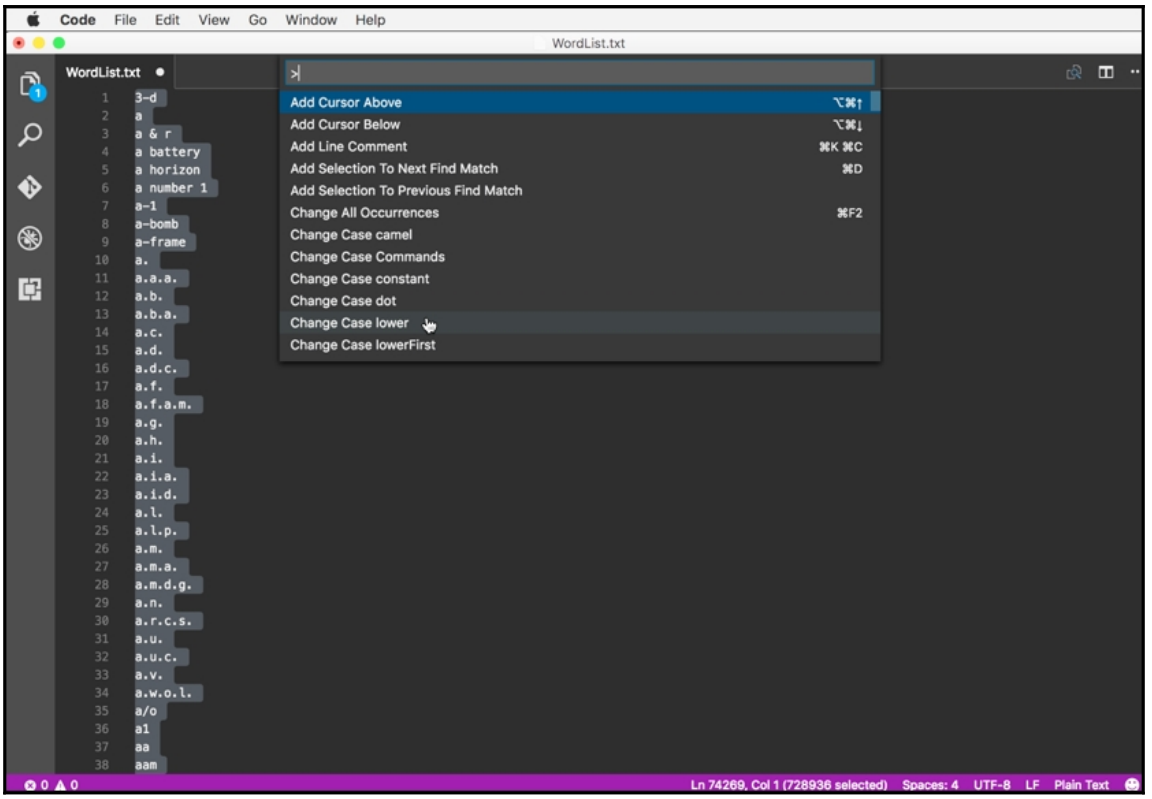

Scene
Animator
Game
Shaded
2D
Gizmos
Persp
Typer
Animation
Console
Assets ▸ Resources
WordList
Inspector
Lighting
Navigation
Occlusion
American Expeditionary Forces
American Indian
American Revised Version
American Revolution
American Samoa
American Standard Version
American Stock Exchange
American aloe
American chameleon
American cheese
American cloth
American eagle
American plan
American saddle horse
American trypanosomiasis
American water spaniel
Americana
Americanism
Americanist
Americanize
Americano
Amerigo Vespucci
Amerind
Amersfoort
Amhara
Amharic
Amherst
Amiens
Amis
Amish
Amman
Ammon
Amon
Amor
Amos
Amoy
Amphitrite
Amphitryon
Amritsar
Amsterdam
Amu Darya
Amundsen
Amur
Amytal
An
Anabaptist
Anacreon
Anacreontic
Anaheim
Anam
Anapias

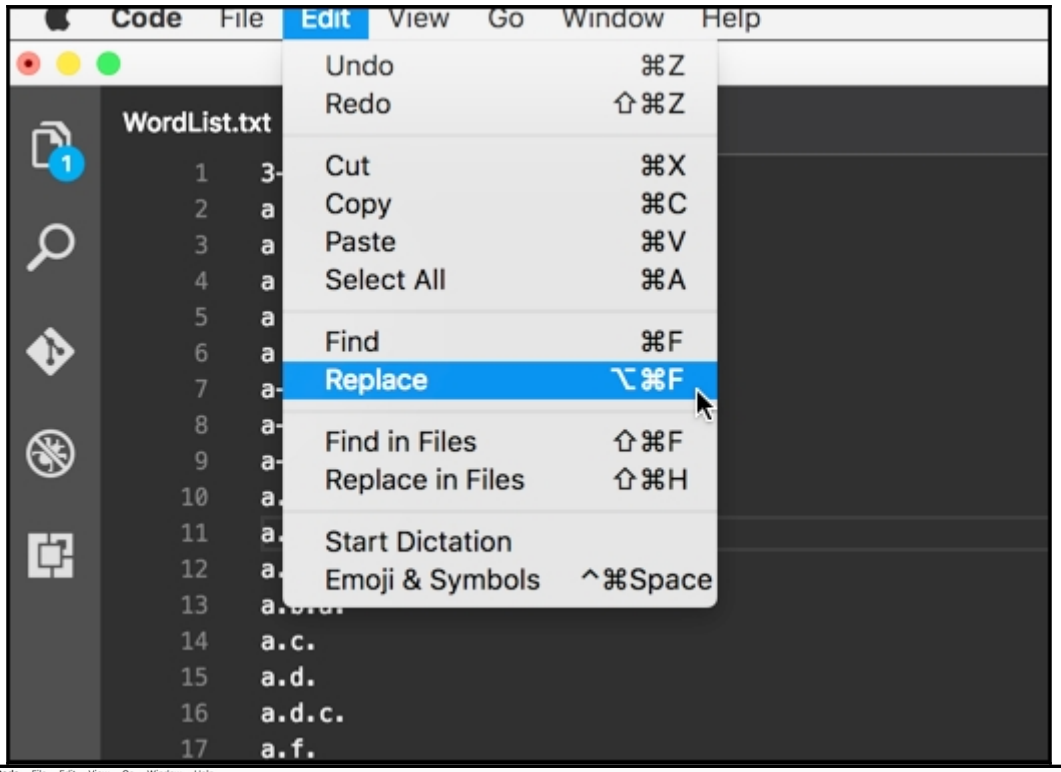

Code File Edit View Go Window Help
WordList.txt
SEARCH
&
Replace
WordList.txt
4 A battery
5 A horizon
6 A number 1
7 A-1
8 A-bomb
9 A-frame
10 A.
11 A.A.A.
12 A.B.
13 A.B.A.
14 A.C.
15 A.D.
16 A.D.C.
17 A.F.
18 A.F.A.M.
19 A.G.
20 A.H.
21 A.I.
22 A.I.A.
23 A.I.D.
24 A.L.
25 A.L.P.
26 A.M.
27 A.M.A.
28 A.M.D.G.
29 A.N.
30 A.R.C.S.
31 A.U.
32 A.U.C.
33 A.V.
34 A.W.O.L.
35 A/O
36 A1
37 AA
38 AAM
39 AB
40 ABC
41 ABM
0 0
Ln 1, Col 1 Spaces: 4 UTF-8 LF Plain Text

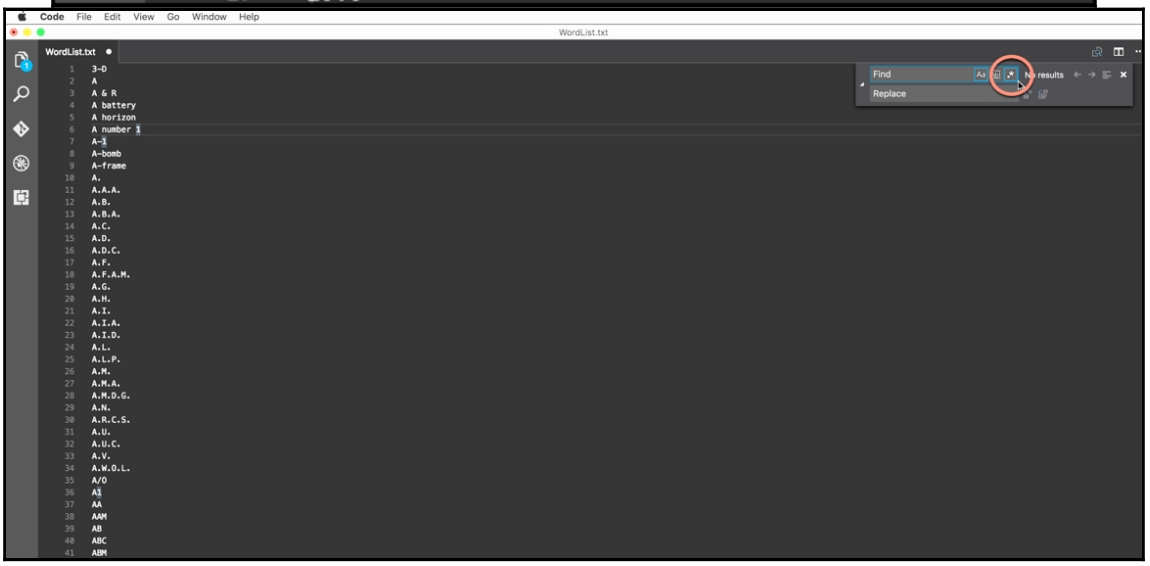

Code File Edit View Go Window Help
WordList.txt
Explorer ⇧⌘E
Search ⇧⌘F
Git ^⇧G
Debug ⇧⌘D
Extensions ⇧⌘X
Output ⇧⌘U
Problems ⇧⌘M
Debug Console ⇧⌘Y
Integrated Terminal ^`
Command Palette... ⇧⌘P
Toggle Full Screen ^⌘F
Split Editor ⌘\
Move Side Bar
Toggle Side Bar ⌘B
Toggle Panel ⌘J
Toggle Status Bar
Toggle Word Wrap ⌥Z
Toggle Render Whitespace
Toggle Control Characters
Zoom In ⌘=
Zoom Out ⌘−
Reset Zoom
3-D
A
A & R
A batte
A horiz
A numbe
A-1
A-bomb
A-frame
A.
A.A.A.
A.B.
A.B.A.
A.C.
A.D.
A.D.C.
A.F.
A.F.A.M.
A.G.
A.H.
A.I.
A.I.A.
A.I.D.
A.L.
A.L.P.
A.M.
A.M.A.
A.M.D.G.
A.N.
A.R.C.S.
A.U.
A.U.C.
A.V.
A.W.O.L.
A/O
A1
AA
AAM
Ln 2, Col 2 Spaces: 4 UTF-8 LF Plain Text

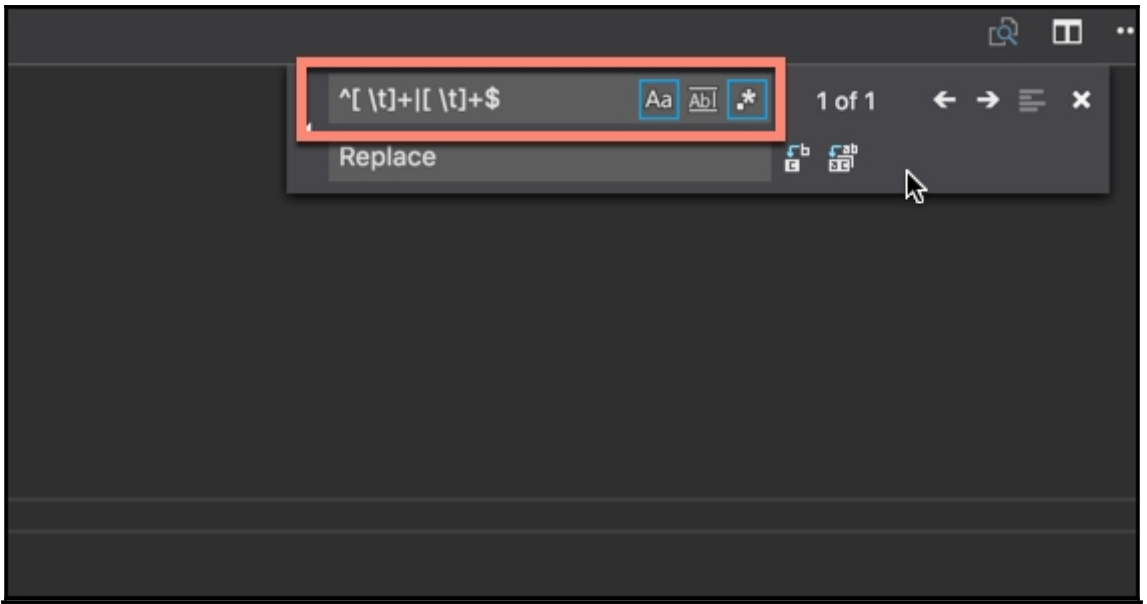

Code File Edit View Go Window Help
Extension: change-case
EXTENSIONS
Search Extensions in Marke
C# 1.4.1
C# for Visual Studio Code (...
Microsoft
Uninstall
change-case 0.4.1
Quickly change the case (c...
wmaurer
Uninstall
WordList.txt
Extension: change-case
changeCase
CHANGE_CASE
change-case
change-case
wmaurer | 7032 | 7 | License
Quickly change the case (camelCase, CONSTANT_CASE, snake_case, etc) of the current selection or curr...
Uninstall
Change Case Extension for Visual Studio Code
A wrapper around node-change-case for Visual Studio Code. Quickly change the case of the current selection or current word.
Current version: 0.4.1. Please update to the latest version via the Extensions: Install Extension dropdown.
If only one word is selected, the extension.changeCase.commands command gives you a preview of each option:
change-case.ts
1 const fooBar = 0;
2
constant Convert to FOO_BAR
dot Convert to foo.bar
lower Convert to foobar
lowerFirst Convert to fooBar
param Convert to foo-bar
pascal Convert to FooBar
path Convert to foo/bar
sentence Convert to foo bar
snake Convert to foo_bar
swap Convert to FOObAR
title Convert to Foo Bar
upper Convert to FOOBAR
0 0

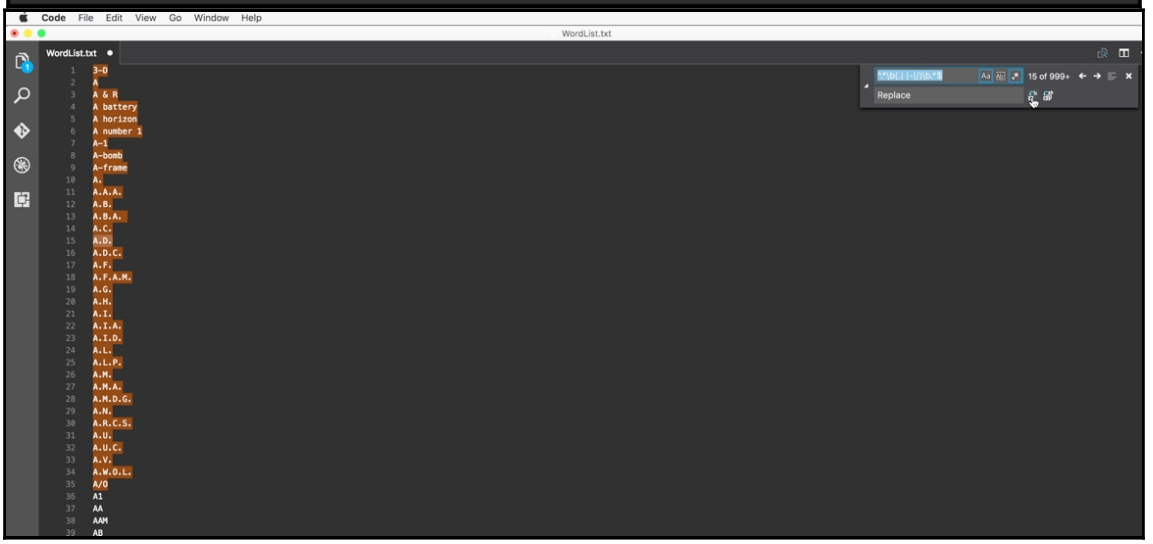

Code File Edit View Go Window Help
WordList.txt
WordList.txt
>
Add Cursor Above ⌥⌘↑
Add Cursor Below ⌥⌘↓
Add Line Comment ⌘K ⌘C
Add Selection To Next Find Match ⌘D
Add Selection To Previous Find Match
Change All Occurrences ⌘F2
Change Case camel
Change Case Commands
Change Case constant
Change Case dot
Change Case lower
Change Case lowerFirst
3-D
A
A & R
A battery
A horizon
A number 1
A-1
A-bomb
A-frame
A.
A.A.A.
A.B.
A.B.A.
A.C.
A.D.
A.D.C.
A.F.
A.F.A.M.
A.G.
A.H.
A.I.
A.I.A.
A.I.D.
A.L.
A.L.P.
A.M.
A.M.A.
A.M.D.G.
A.N.
A.R.C.S.
A.U.
A.U.C.
A.V.
A.W.O.L.
A/O
A1
AA
AAM
0 0
Ln 74269, Col 1 (728936 selected) Spaces: 4 UTF-8 LF Plain Text

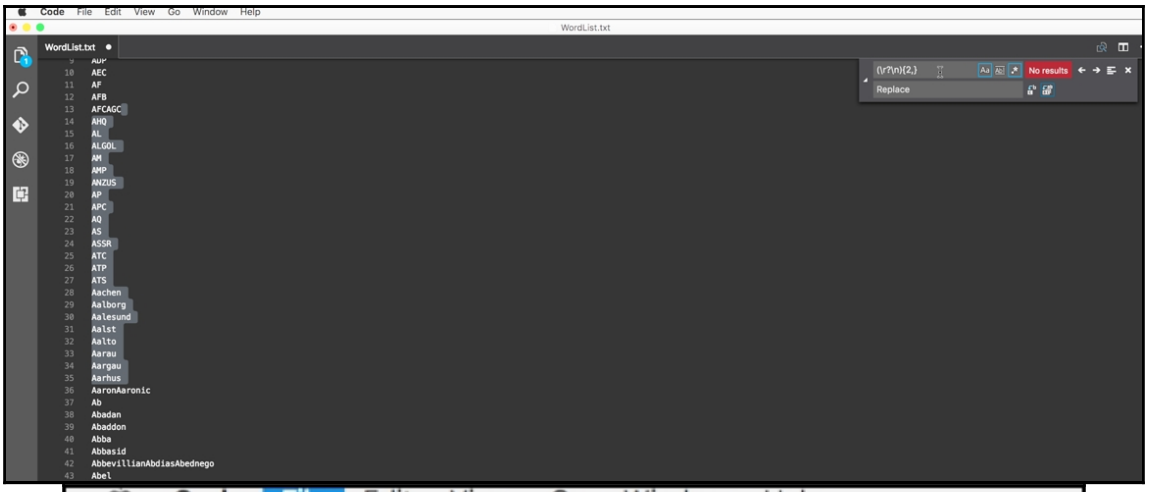

Code File Edit View Go Window Help
WordList.txt
WordList.txt
>
Add Cursor Above ⌥⌘↑
Add Cursor Below ⌥⌘↓
Add Line Comment ⌘K ⌘C
Add Selection To Next Find Match ⌘D
Add Selection To Previous Find Match
Change All Occurrences ⌘F2
Change Case camel
Change Case Commands
Change Case constant
Change Case dot
Change Case lower
Change Case lowerFirst
3-d
a
a & r
a battery
a horizon
a number 1
a-1
a-bomb
a-frame
a.
a.a.a.
a.b.
a.b.a.
a.c.
a.d.
a.d.c.
a.f.
a.f.a.m.
a.g.
a.h.
a.i.
a.i.a.
a.i.d.
a.l.
a.l.p.
a.m.
a.m.a.
a.m.d.g.
a.n.
a.r.c.s.
a.u.
a.u.c.
a.v.
a.w.o.l.
a/o
a1
aa
aam
Ln 74269, Col 1 (728936 selected) Spaces: 4 UTF-8 LF Plain Text

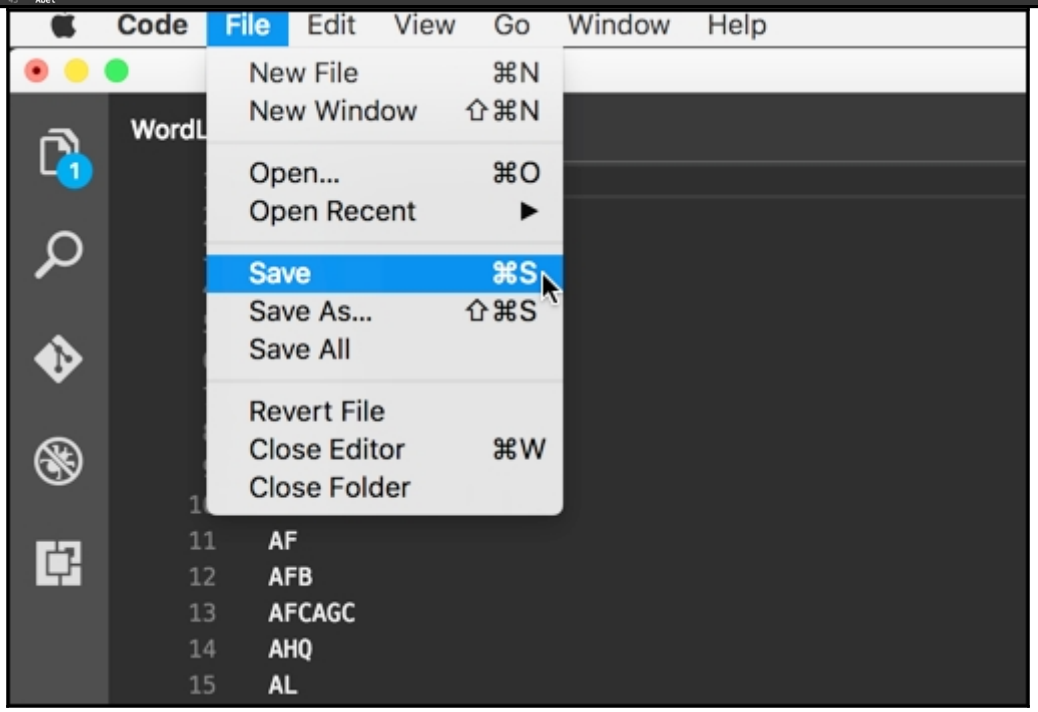

Code File Edit View Go Window Help
Undo ⌘Z
Redo ⇧⌘Z
Cut ⌘X
Copy ⌘C
Paste ⌘V
Select All ⌘A
Find ⌘F
Replace ⌥⌘F
Find in Files ⇧⌘F
Replace in Files ⇧⌘H
Start Dictation
Emoji & Symbols ^⌘Space
WordList.txt
a.c.
a.d.
a.d.c.
a.f.

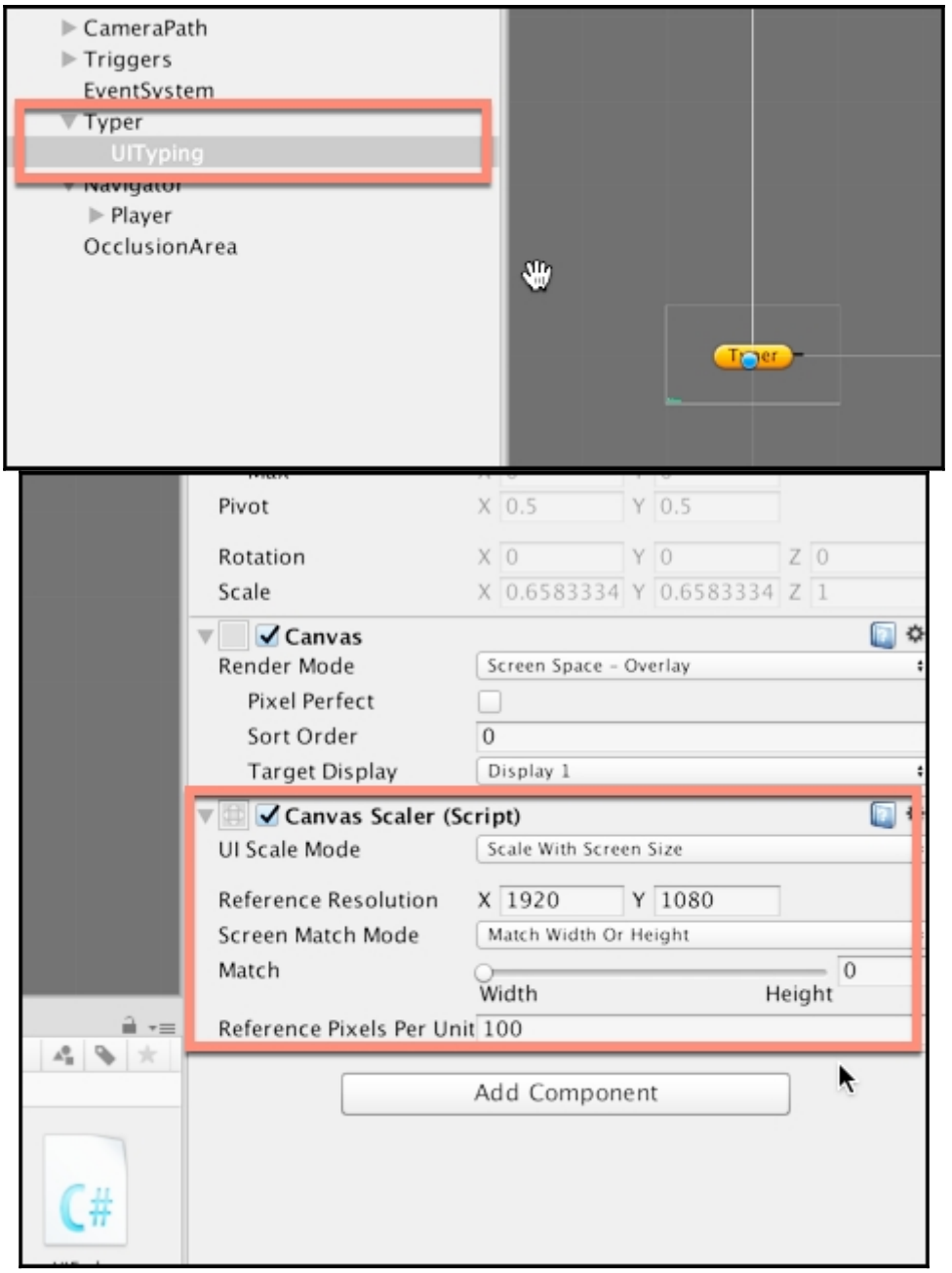

Code File Edit View Go Window Help
WordList.txt
Find
Replace
No results
3-D
A
A & R
A battery
A horizon
A number 1
A-1
A-bomb
A-frame
A.
A.A.A.
A.B.
A.B.A.
A.C.
A.D.
A.D.C.
A.F.
A.F.A.M.
A.G.
A.H.
A.I.
A.I.A.
A.I.D.
A.L.
A.L.P.
A.M.
A.M.A.
A.M.D.G.
A.N.
A.R.C.S.
A.U.
A.U.C.
A.V.
A.W.O.L.
A/O
A1
AA
AAM
AB
ABC
ABM

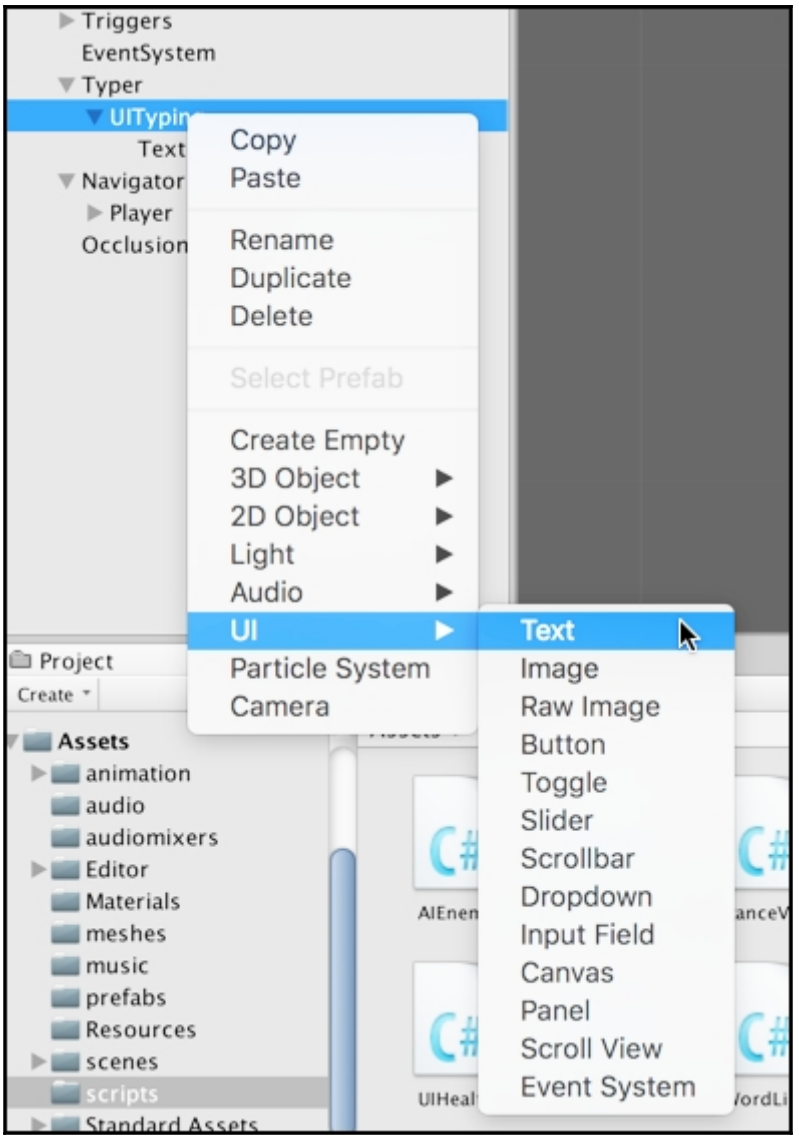

^[\t]+|[\t]+$
Aa
Ab|
.*
1 of 1
Replace

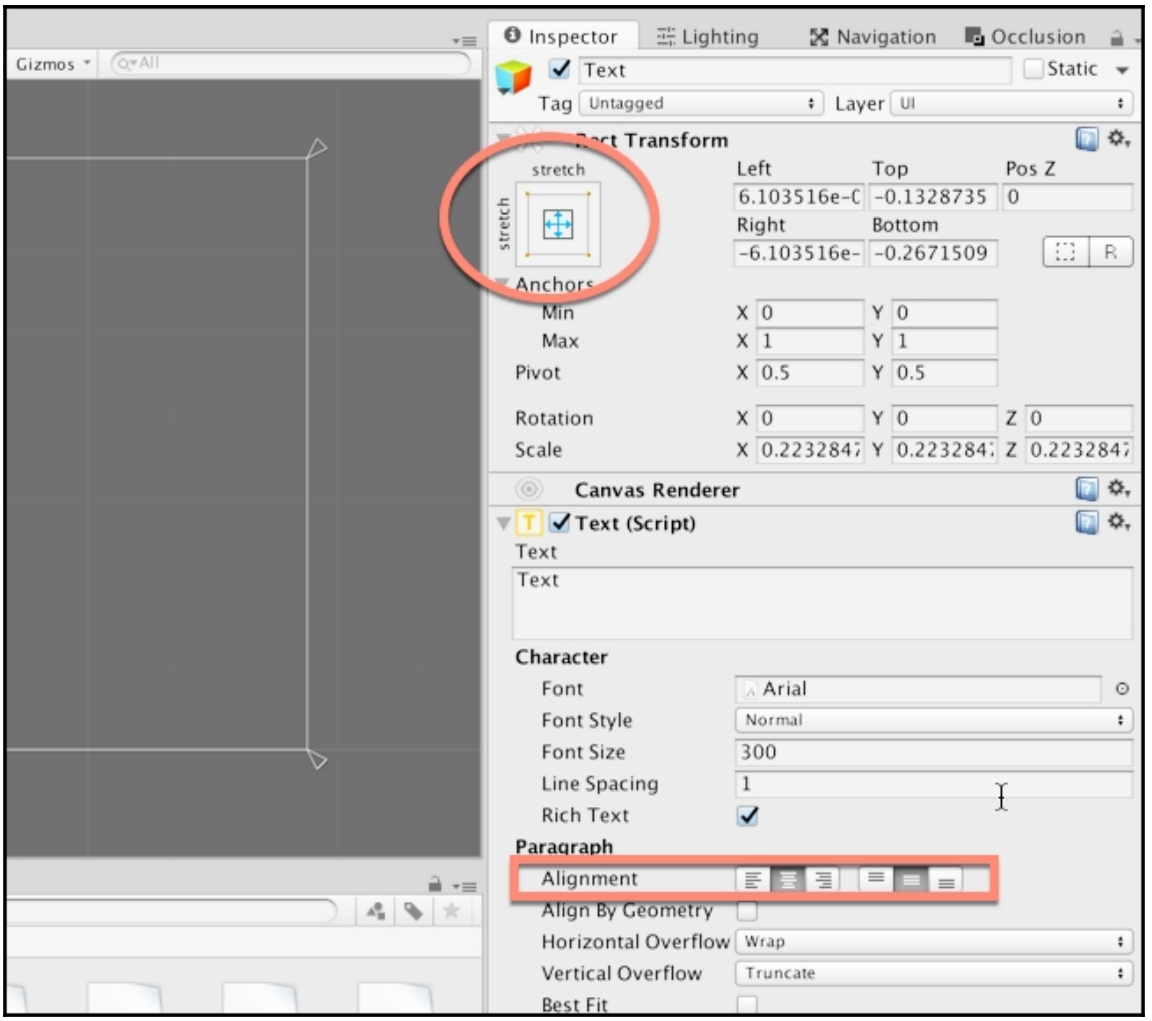

Code File Edit View Go Window Help
WordList.txt
WordList.txt
3-D
A
A & R
A battery
A horizon
A number 1
A-1
A-bomb
A-frame
A.
A.A.A.
A.B.
A.B.A.
A.C.
A.D.
A.D.C.
A.F.
A.F.A.M.
A.G.
A.H.
A.I.
A.I.A.
A.I.D.
A.L.
A.L.P.
A.M.
A.M.A.
A.M.D.G.
A.N.
A.R.C.S.
A.U.
A.U.C.
A.V.
A.W.O.L.
A/O
A1
AA
AAM
AB
15 of 999+
Replace

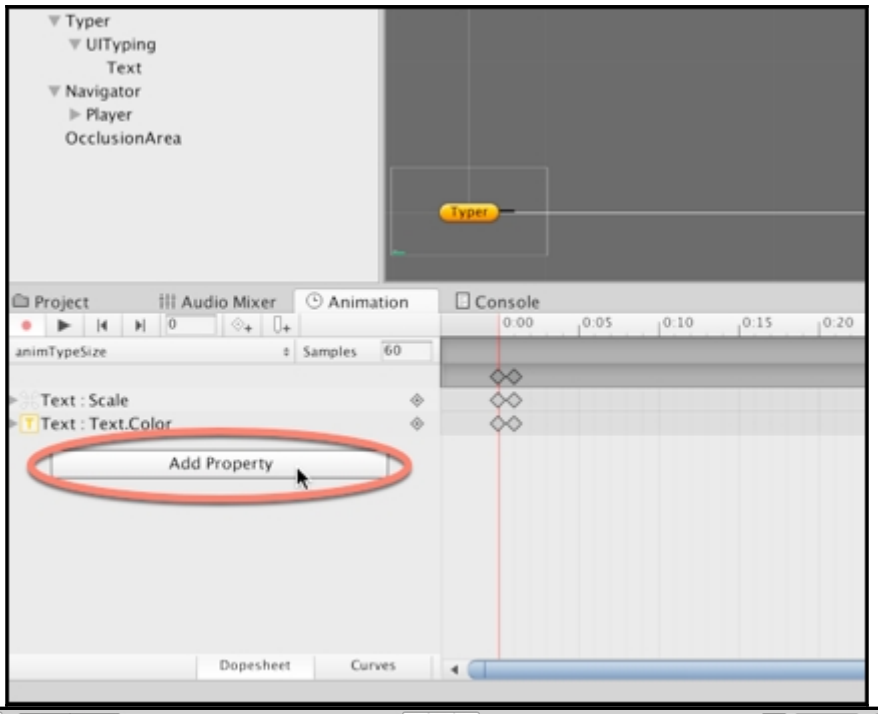

Code File Edit View Go Window Help
WordList.txt
WordList.txt
(\r?\n){2,}
No results
Replace
AEC
AF
AFB
AFCAGC
AHQ
AL
ALGOL
AM
AMP
ANZUS
AP
APC
AQ
AS
ASSR
ATC
ATP
ATS
Aachen
Aalborg
Aalesund
Aalst
Aalto
Aarau
Aargau
Aarhus
AaronAaronic
Ab
Abadan
Abaddon
Abba
Abbasid
AbbevillianAbdiasAbednego
Abel

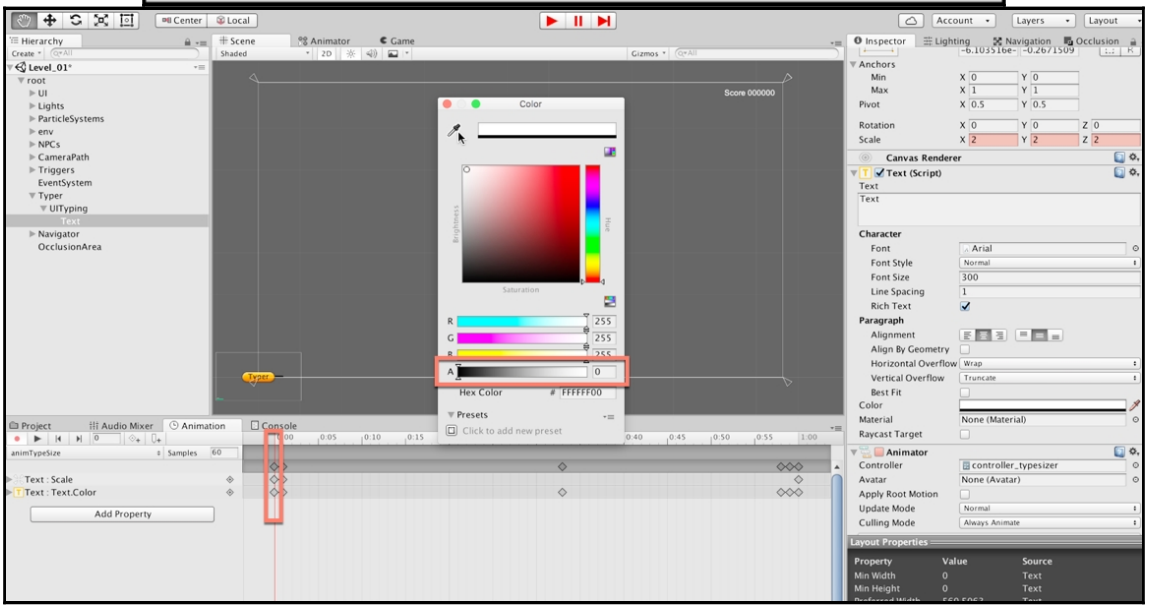

Code File Edit View Go Window Help
New File ⌘N
New Window ⇧⌘N
Open... ⌘O
Open Recent ▶
Save ⌘S
Save As... ⇧⌘S
Save All
Revert File
Close Editor ⌘W
Close Folder
11 AF
12 AFB
13 AFCAGC
14 AHQ
15 AL

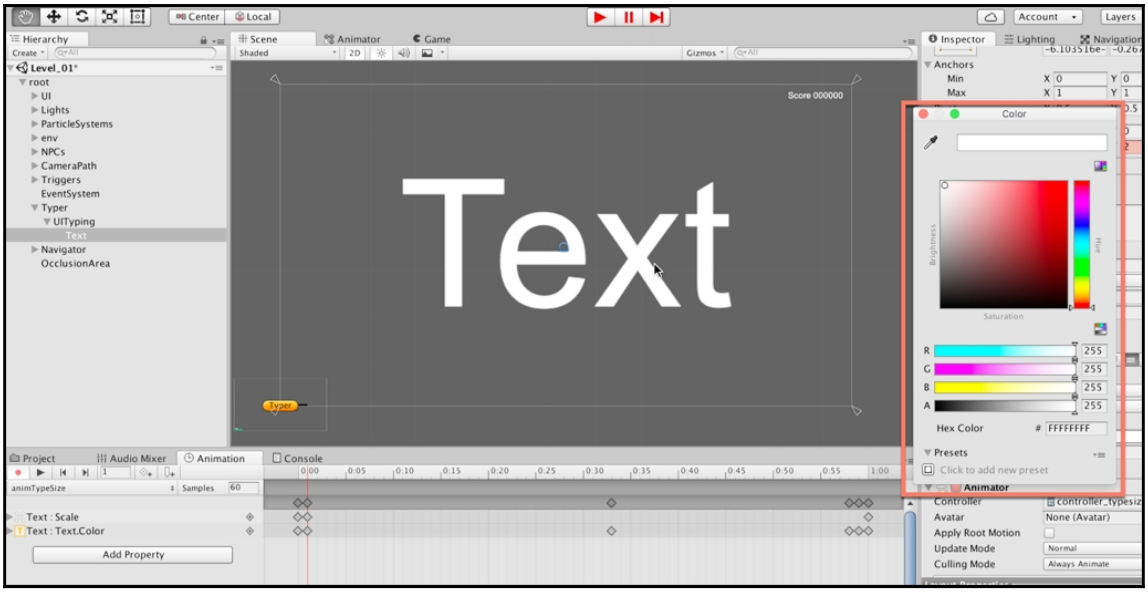

CameraPath
Triggers
EventSystem
Typer
UITyping
Player
OcclusionArea
Pivot
X 0.5
Y 0.5
Rotation
X 0
Y 0
Z 0
Scale
X 0.6583334
Y 0.6583334
Z 1
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
0
Target Display
Display 1
Canvas Scaler (Script)
UI Scale Mode
Scale With Screen Size
Reference Resolution
X 1920
Y 1080
Screen Match Mode
Match Width Or Height
Match
0
Width
Height
Reference Pixels Per Unit
100
Add Component

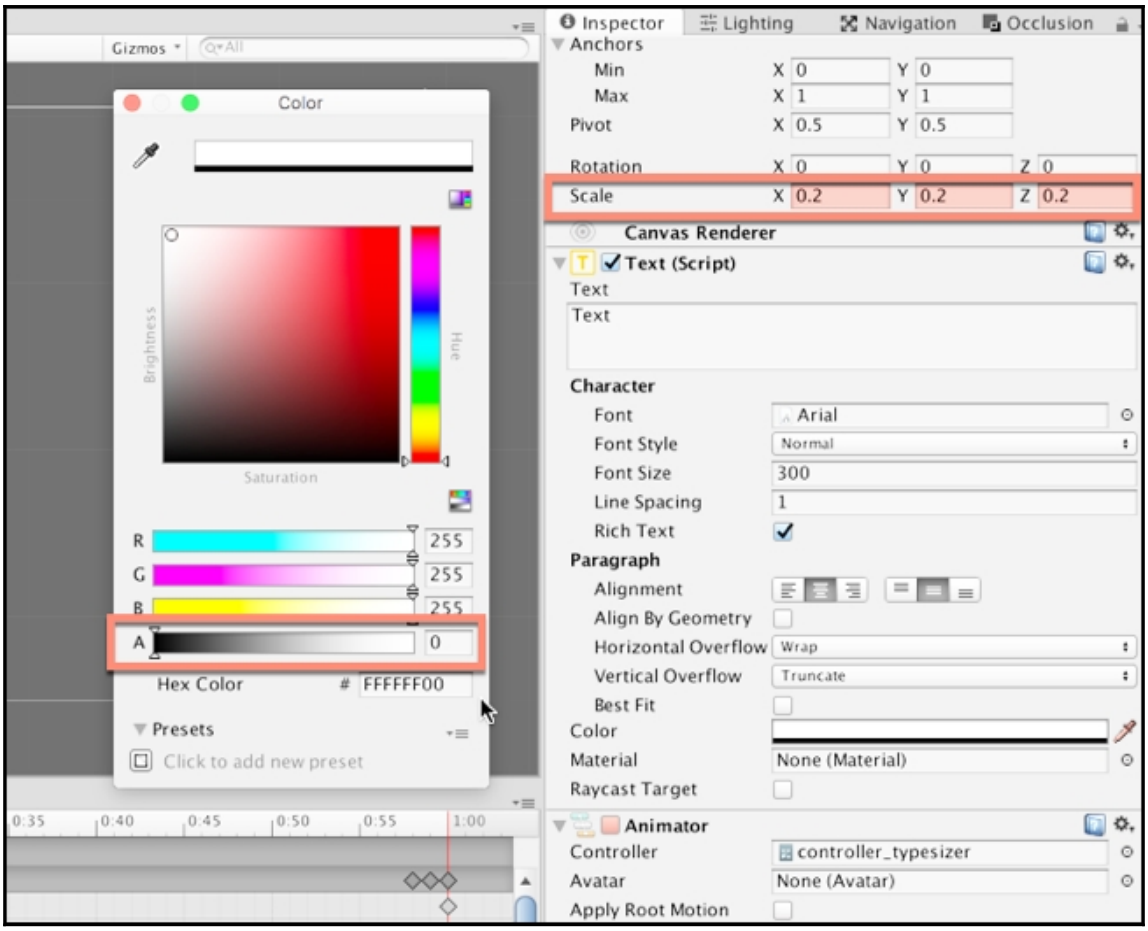

Triggers
EventSystem
Typer
UITypin
Text
Navigator
Player
Occlusion
Copy
Paste
Rename
Duplicate
Delete
Select Prefab
Create Empty
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Text
Image
Raw Image
Button
Toggle
Slider
Scrollbar
Dropdown
Input Field
Canvas
Panel
Scroll View
Event System
Project
Create
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets

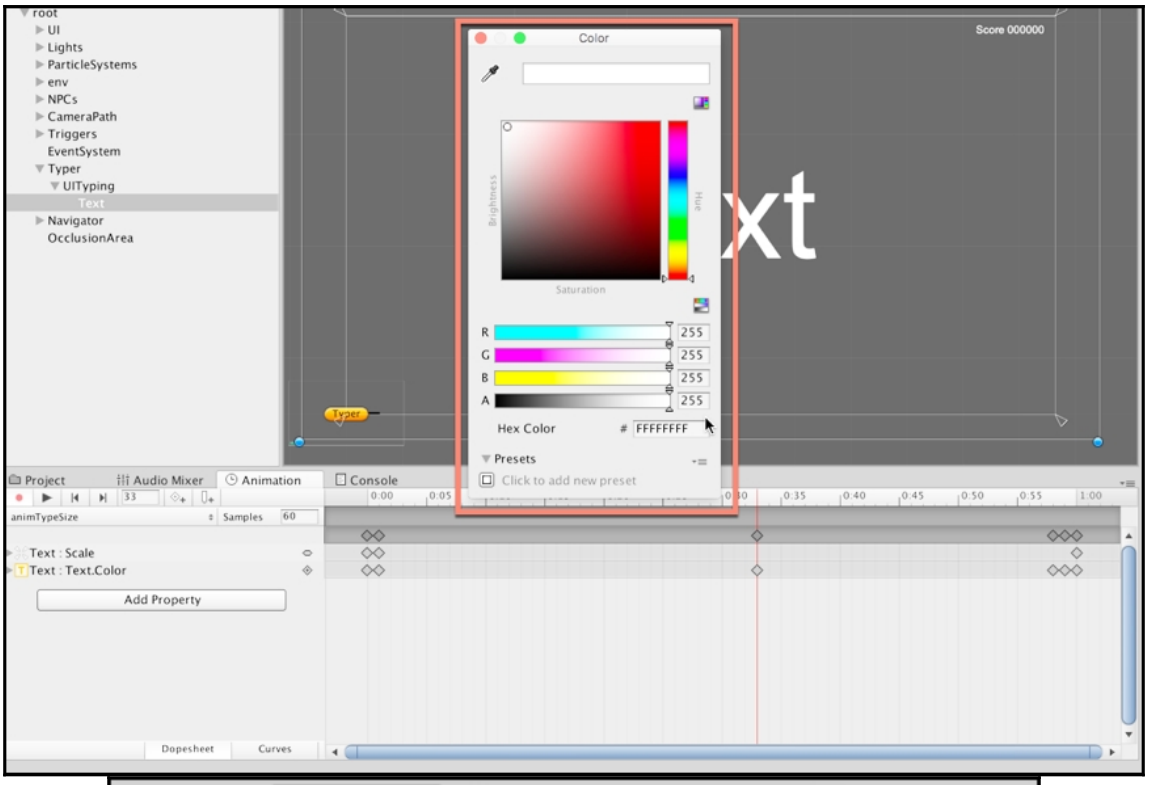

Gizmos
All
Inspector
Lighting
Navigation
Occlusion
Text
Static
Tag
Untagged
Layer
UI
stretch
stretch
Left
Top
Pos Z
6.103516e-0
-0.1328735
0
Right
Bottom
-6.103516e-
-0.2671509
Anchors
Min
X 0
Y 0
Max
X 1
Y 1
Pivot
X 0.5
Y 0.5
Rotation
X 0
Y 0
Z 0
Scale
Canvas Renderer
Text (Script)
Text
Text
Character
Font
Arial
Font Style
Normal
Font Size
300
Line Spacing
1
Rich Text
Paragraph
Alignment
Align By Geometry
Horizontal Overflow
Wrap
Vertical Overflow
Truncate
Best Fit

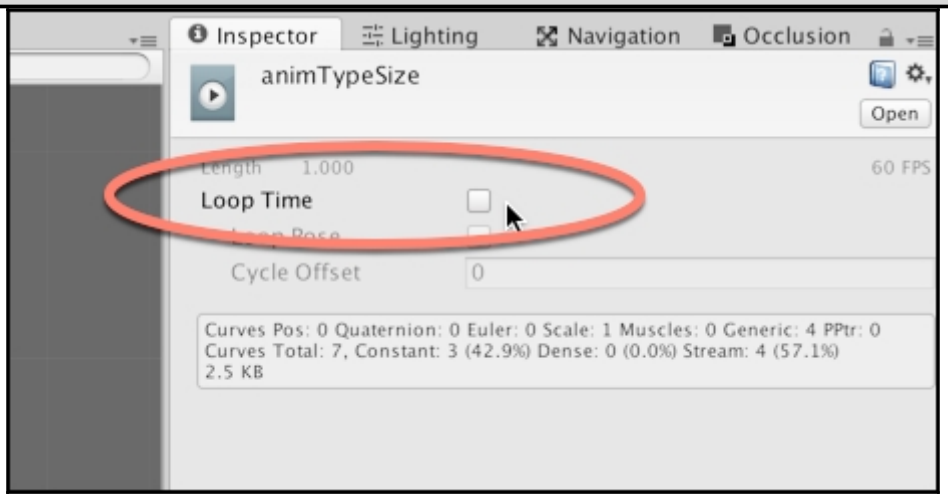

Typer
UITyping
Text
Navigator
Player
OcclusionArea
Typer
Project
Audio Mixer
Animation
Console
animTypeSize
Samples
60
Text : Scale
Text : Text.Color
Add Property
Dopesheet
Curves

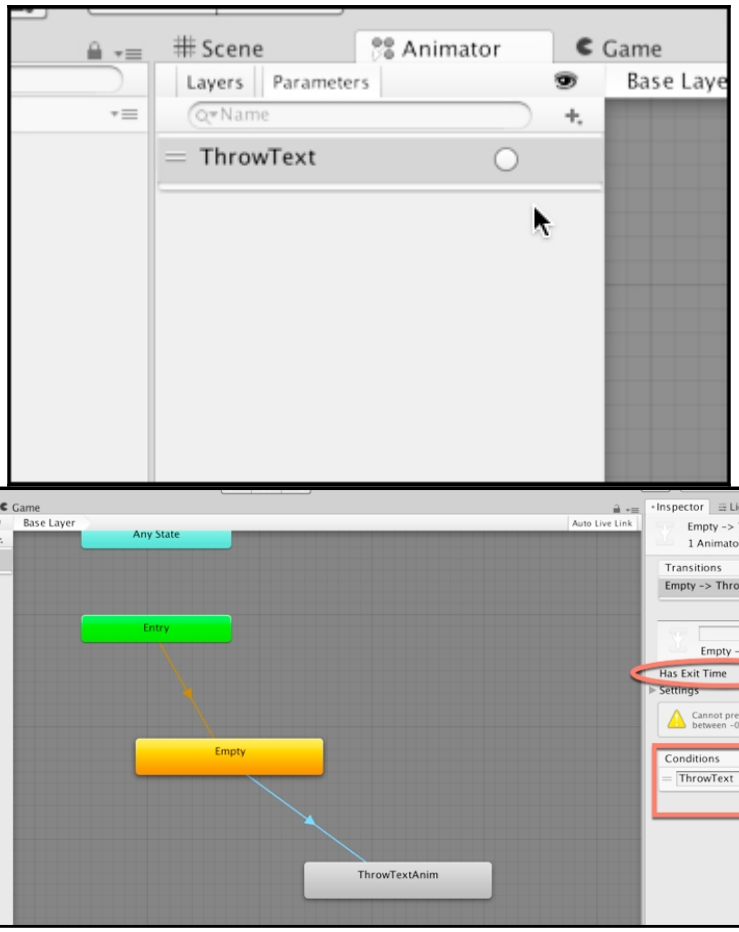

Hierarchy
Scene
Animator
Game
Inspector
Lighting
Navigation
Occlusion
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
UITyping
Navigator
OcclusionArea
Color
Hex Color
Presets
Anchors
Canvas Renderer
Text (Script)
Character
Paragraph
Animator
Controller
Avatar
Apply Root Motion
Update Mode
Culling Mode
Layout Properties
Add Property

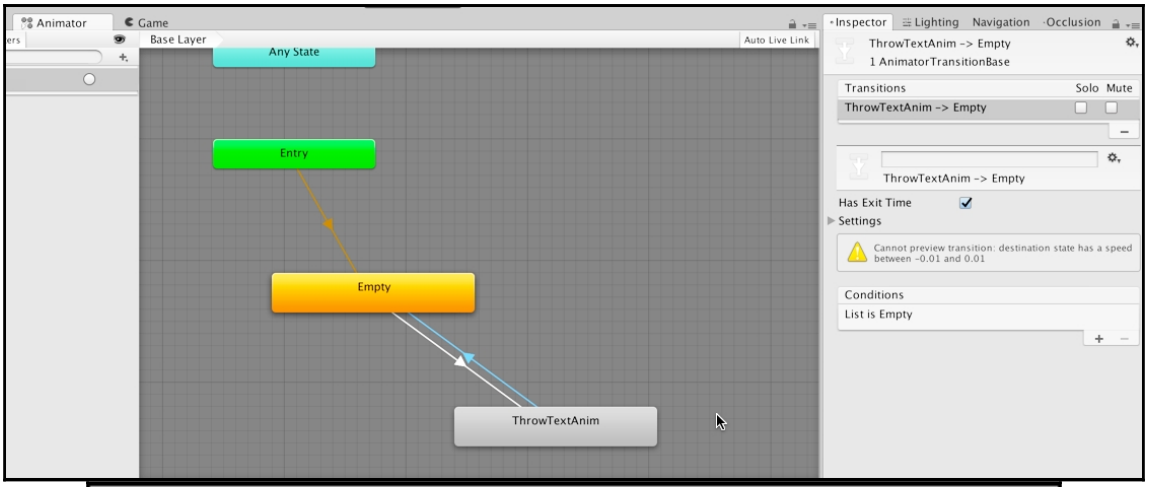

Center
Local
Account
Layers
Hierarchy
Create
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
UITyping
Text
Navigator
OcclusionArea
Scene
Animator
Game
Shaded
2D
Gizmos
Score 000000
Text
Typer
Inspector
Lighting
Navigation
Anchors
Min
Max
Color
Brightness
Saturation
R
G
B
A
255
Hex Color
FFFFFFFF
Presets
Click to add new preset
Animator
Controller
controller_typesiz
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Project
Audio Mixer
Animation
Console
animTypeSize
Samples
60
Text : Scale
Text : Text.Color
Add Property

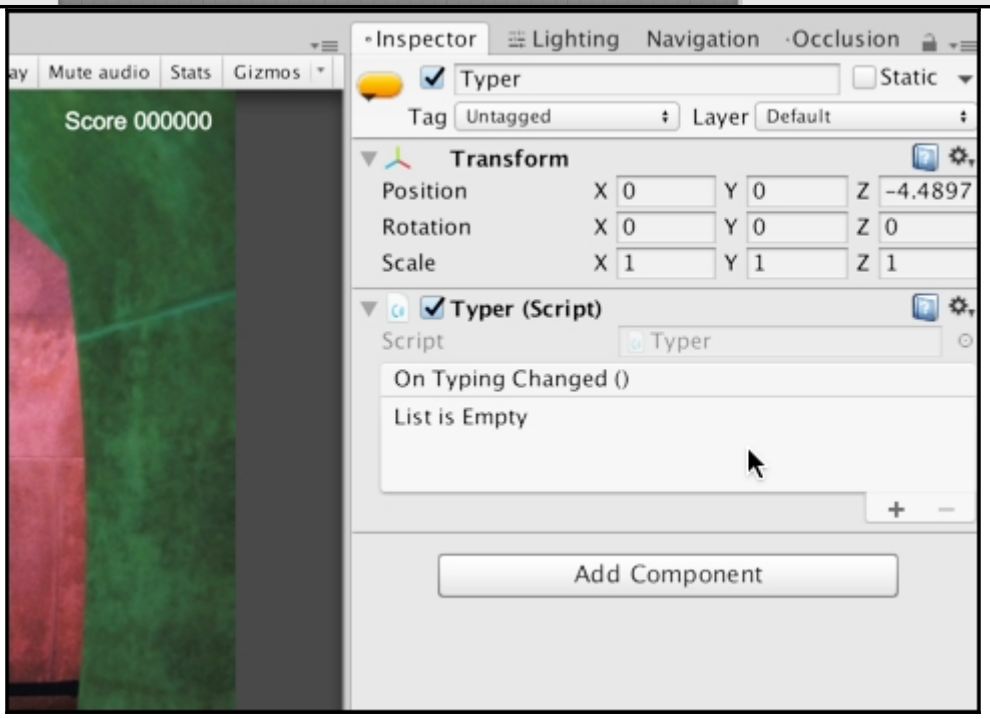

Inspector
Lighting
Navigation
Occlusion
Anchors
Min X 0 Y 0
Max X 1 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 0.2 Y 0.2 Z 0.2
Canvas Renderer
Text (Script)
Text
Text
Character
Font Arial
Font Style Normal
Font Size 300
Line Spacing 1
Rich Text
Paragraph
Alignment
Align By Geometry
Horizontal Overflow Wrap
Vertical Overflow Truncate
Best Fit
Color
Material None (Material)
Raycast Target
Animator
Controller controller_typesizer
Avatar None (Avatar)
Apply Root Motion
Gizmos
All
Color
Brightness
Hue
Saturation
R 255
G 255
B 255
A 0
Hex Color # FFFFFF00
Presets
Click to add new preset
0:35
0:40
0:45
0:50
0:55
1:00

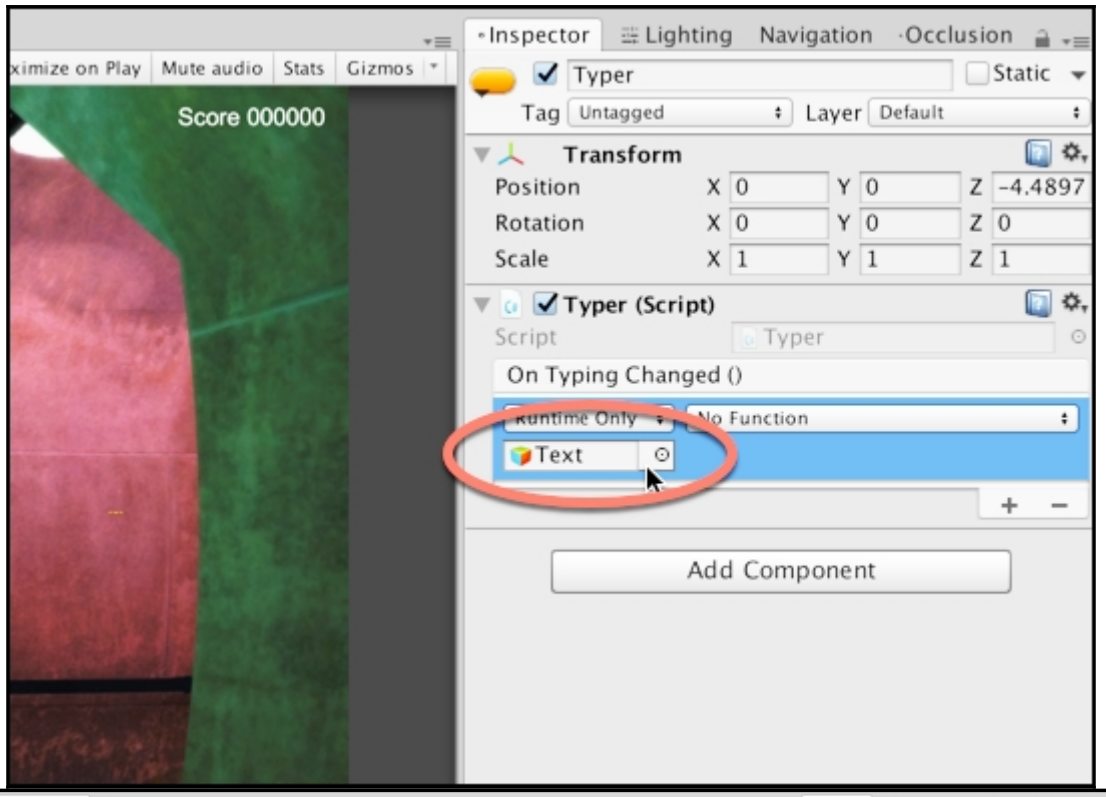

root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
UITyping
Text
Navigator
OcclusionArea
Color
Score 000000
Brightness
Hue
Saturation
R
G
B
A
255
Hex Color
FFFFFFFF
Presets
Click to add new preset
Typer
Project
Audio Mixer
Animation
Console
animTypeSize
Samples
60
Text : Scale
Text : Text.Color
Add Property
Dopesheet
Curves

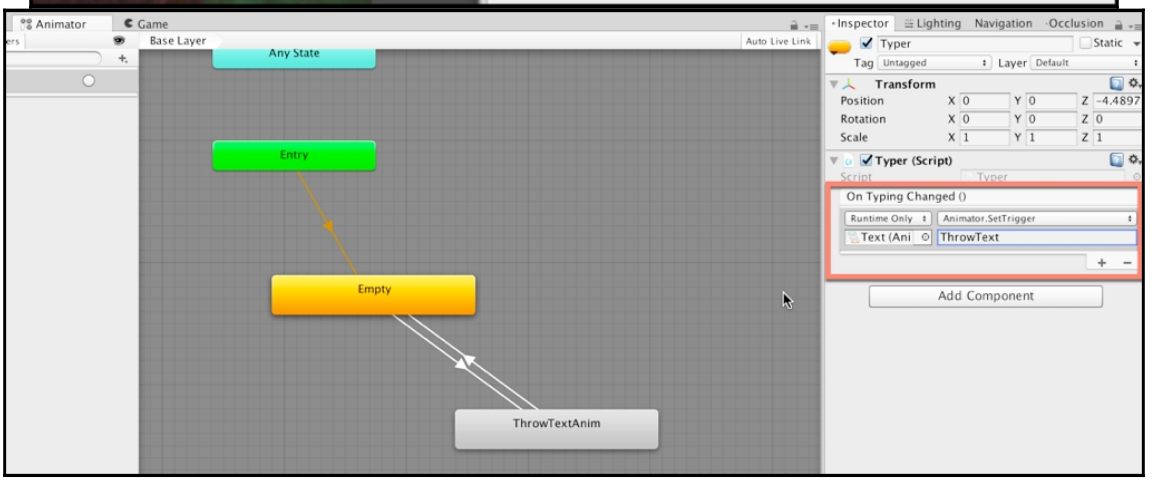

Inspector
Lighting
Navigation
Occlusion
animTypeSize
Open
Length
1.000
60 FPS
Loop Time
Cycle Offset
0
Curves Pos: 0 Quaternion: 0 Euler: 0 Scale: 1 Muscles: 0 Generic: 4 PPtr: 0
Curves Total: 7, Constant: 3 (42.9%) Dense: 0 (0.0%) Stream: 4 (57.1%)
2.5 KB

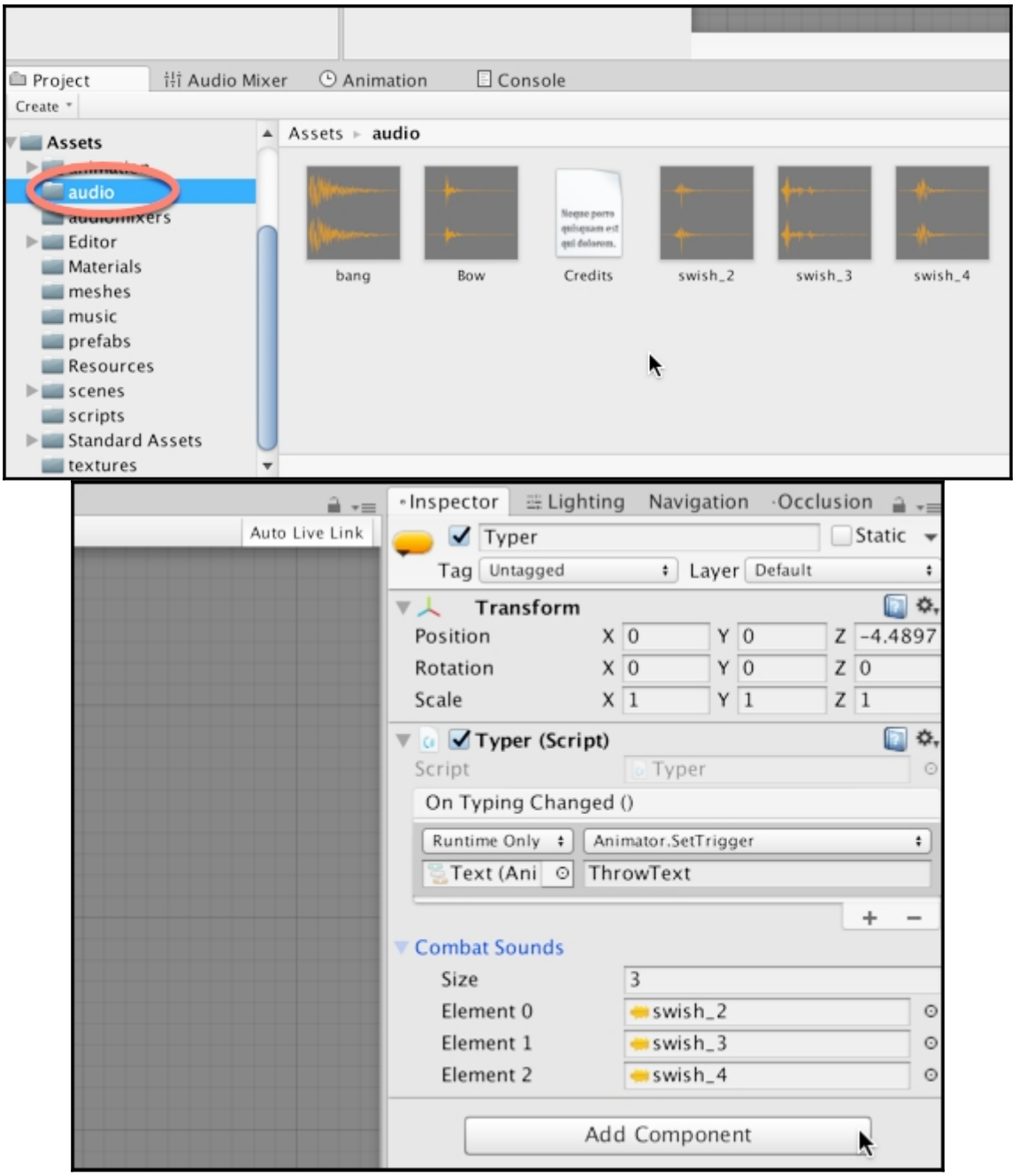

Scene
Animator
Game
Layers
Parameters
Base Laye
Name
ThrowText
Scene
Animator
Game
Layers
Parameters
Base Layer
Auto Live Link
ThrowText
Any State
Entry
Empty
ThrowTextAnim
Inspector
Lighting
Navigation
Occlusion
Empty -> ThrowTextAnim
1 AnimatorTransitionBase
Transitions
Solo
Mute
Empty -> ThrowTextAnim
Empty -> ThrowTextAnim
Has Exit Time
Settings
Cannot preview transition: source state has a speed between -0.01 and 0.01
Conditions
ThrowText

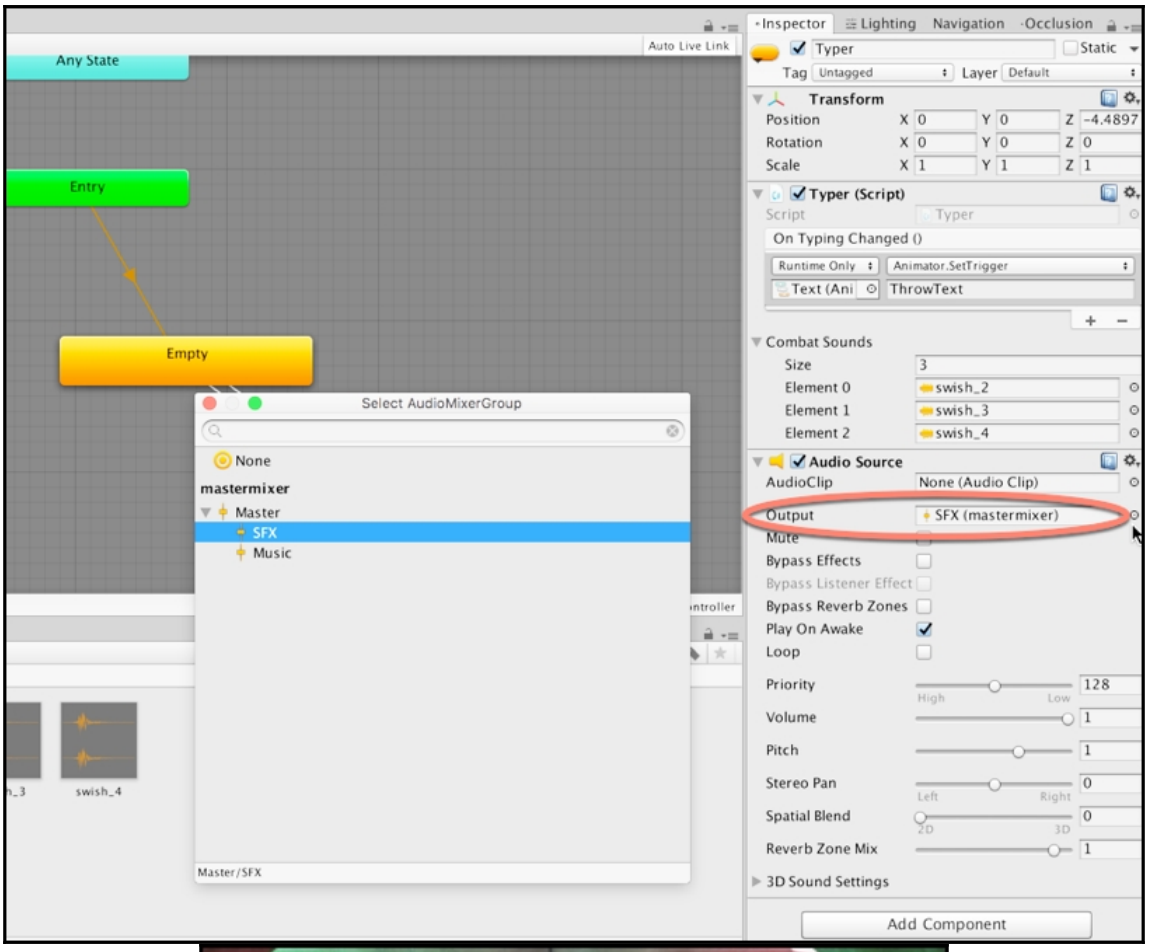

Animator
Game
Base Layer
Auto Live Link
Any State
Entry
Empty
ThrowTextAnim
Inspector
Lighting
Navigation
Occlusion
ThrowTextAnim -> Empty
1 AnimatorTransitionBase
Transitions
Solo
Mute
ThrowTextAnim -> Empty
ThrowTextAnim -> Empty
Has Exit Time
Settings
Cannot preview transition: destination state has a speed between -0.01 and 0.01
Conditions
List is Empty

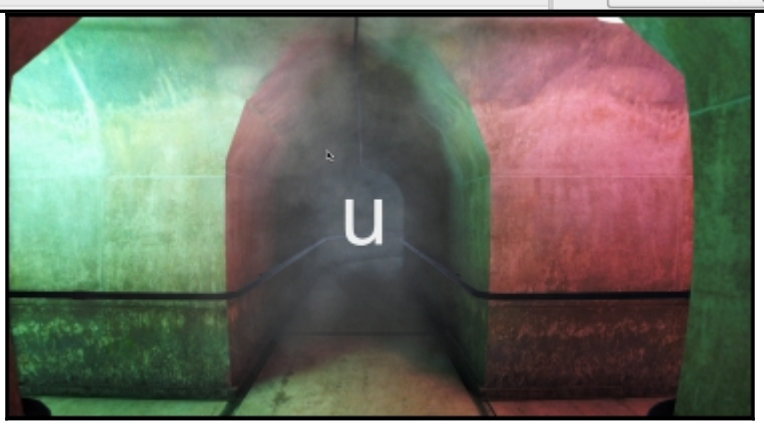

Mute audio
Stats
Gizmos
Score 000000
Inspector
Lighting
Navigation
Occlusion
Typer
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
X 0
Y 0
Z -4.4897
X 0
Y 0
Z 0
X 1
Y 1
Z 1
Typer (Script)
Script
Typer
On Typing Changed ()
List is Empty
Add Component

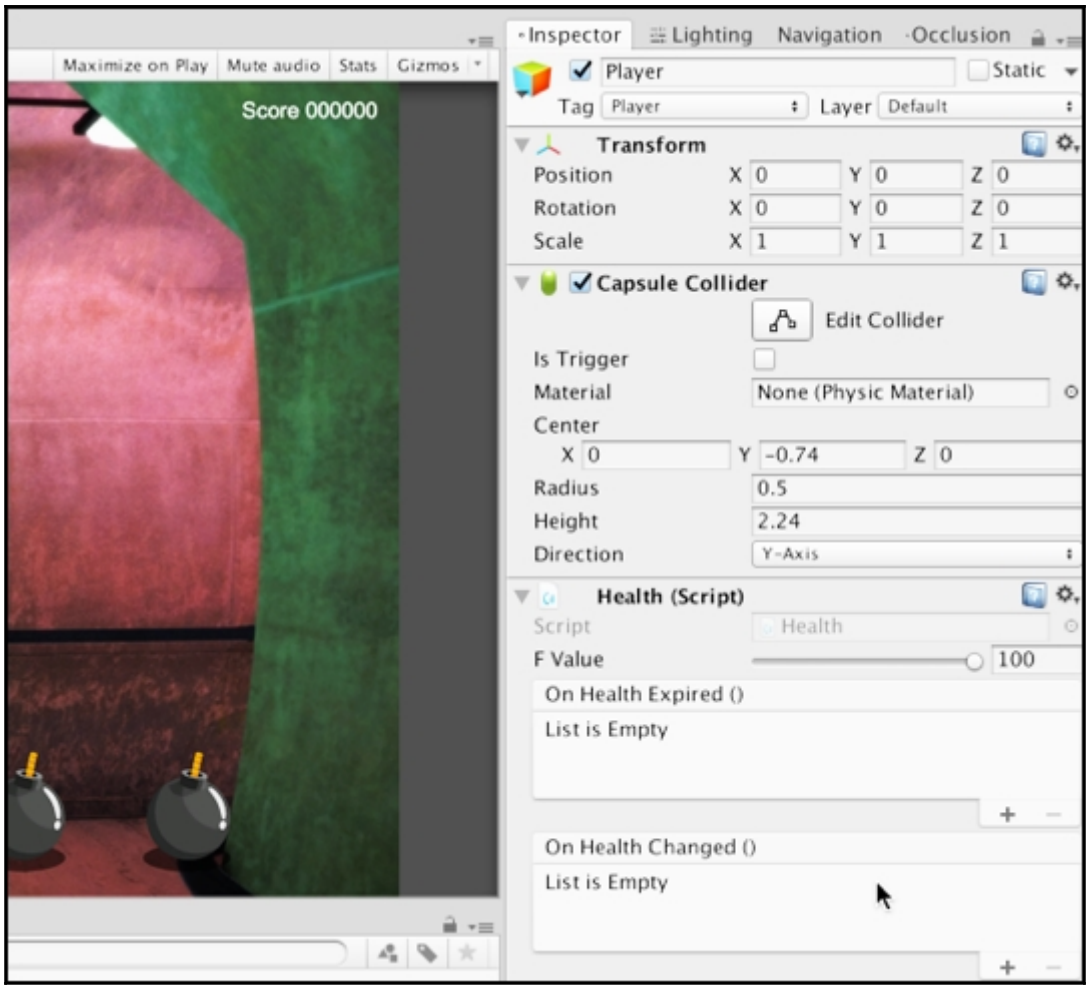

ximize on Play
Mute audio
Stats
Gizmos
Score 000000
Inspector
Lighting
Navigation
Occlusion
Typer
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Typer (Script)
Script
On Typing Changed ()
Runtime Only
No Function
Text
Add Component

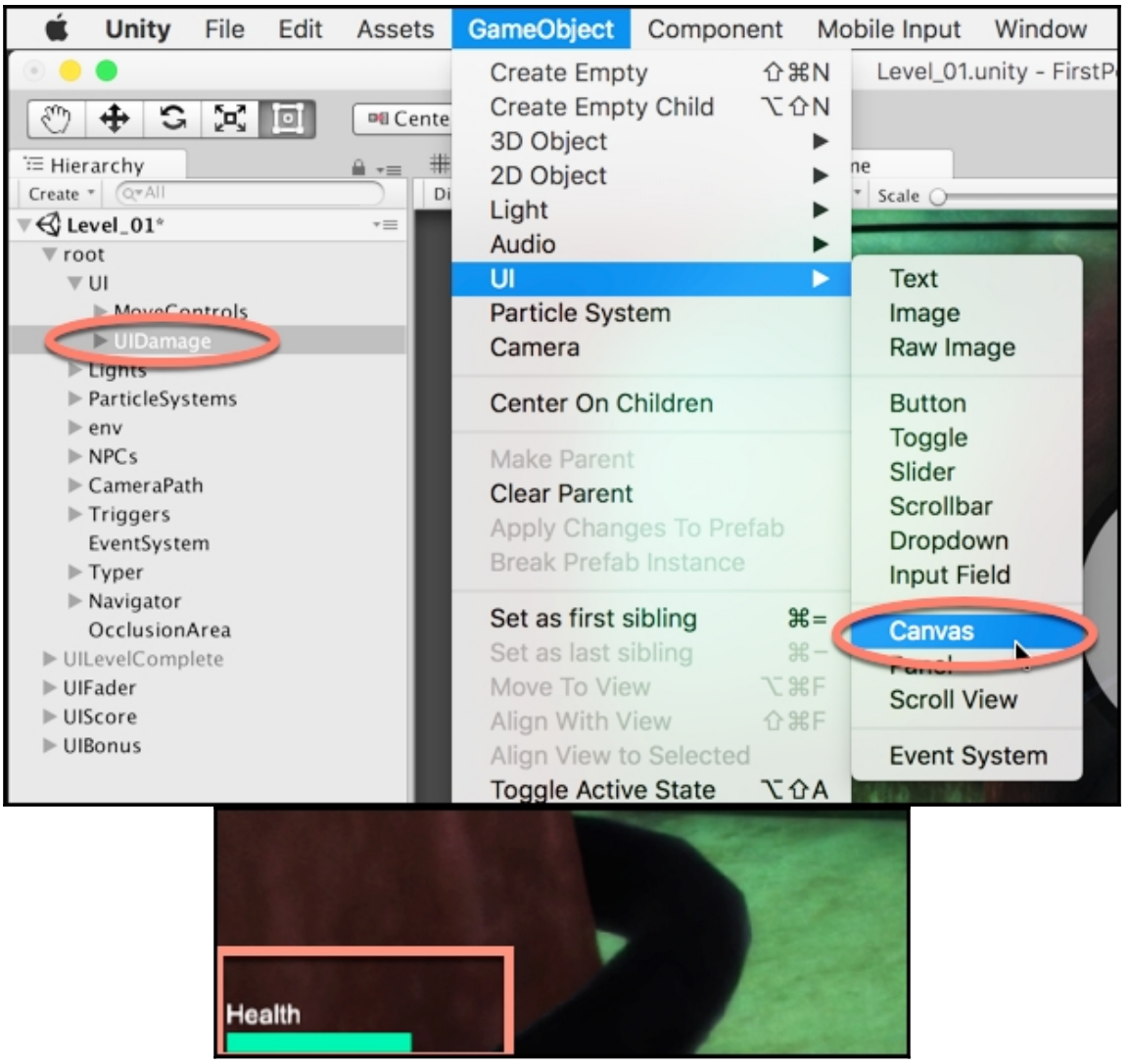

Animator
Game
Base Layer
Auto Live Link
Any State
Entry
Empty
ThrowTextAnim
Inspector
Lighting
Navigation
Occlusion
Typer
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Typer (Script)
Script
On Typing Changed ()
Runtime Only
Animator.SetTrigger
Text (Ani
ThrowText
Add Component


Project
Audio Mixer
Animation
Console
Create
Assets
audio
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
textures
Assets ▸ audio
bang
Bow
Credits
swish_2
swish_3
swish_4
Auto Live Link
Inspector
Lighting
Navigation
Occlusion
Typer
Static
Tag Untagged
Layer Default
Transform
Position X 0 Y 0 Z -4.4897
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Typer (Script)
Script Typer
On Typing Changed ()
Runtime Only
Animator.SetTrigger
Text (Ani
ThrowText
Combat Sounds
Size 3
Element 0 swish_2
Element 1 swish_3
Element 2 swish_4
Add Component

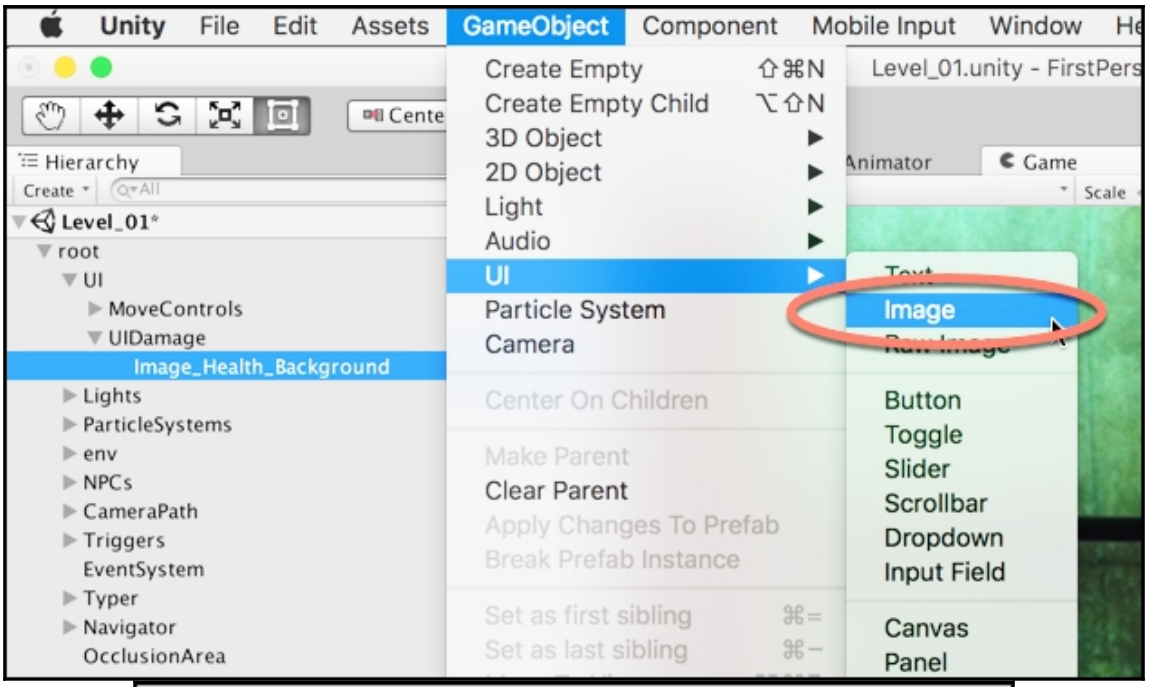

Any State
Entry
Empty
Auto Live Link
Select AudioMixerGroup
None
mastermixer
Master
SFX
Music
Master/SFX
swish_4
Inspector
Lighting
Navigation
Occlusion
Typer
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Typer (Script)
Script
On Typing Changed ()
Runtime Only
Animator.SetTrigger
Text (Ani
ThrowText
Combat Sounds
Size
Element 0
Element 1
Element 2
swish_2
swish_3
swish_4
Audio Source
AudioClip
None (Audio Clip)
Output
SFX (mastermixer)
Mute
Bypass Effects
Bypass Listener Effect
Bypass Reverb Zones
Play On Awake
Loop
Priority
High
Low
Volume
Pitch
Stereo Pan
Left
Right
Spatial Blend
2D
3D
Reverb Zone Mix
3D Sound Settings
Add Component

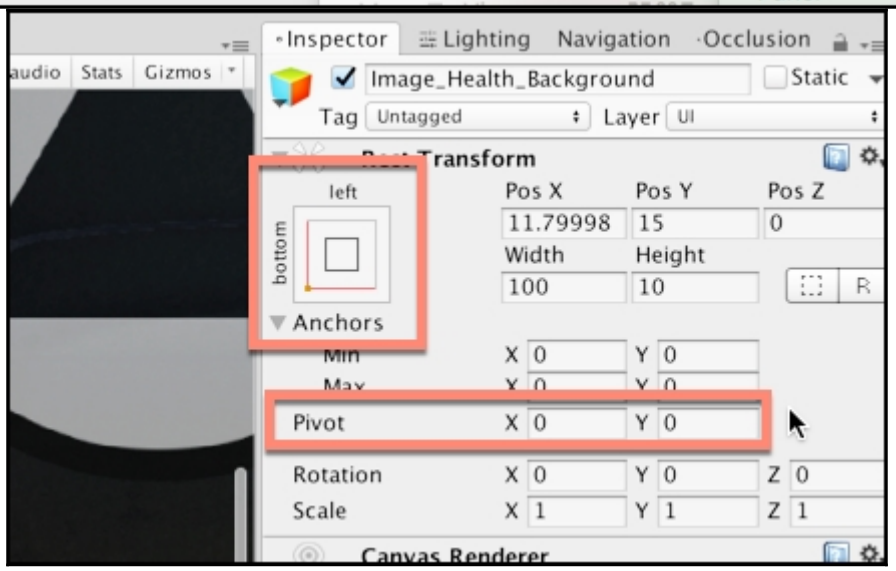

u

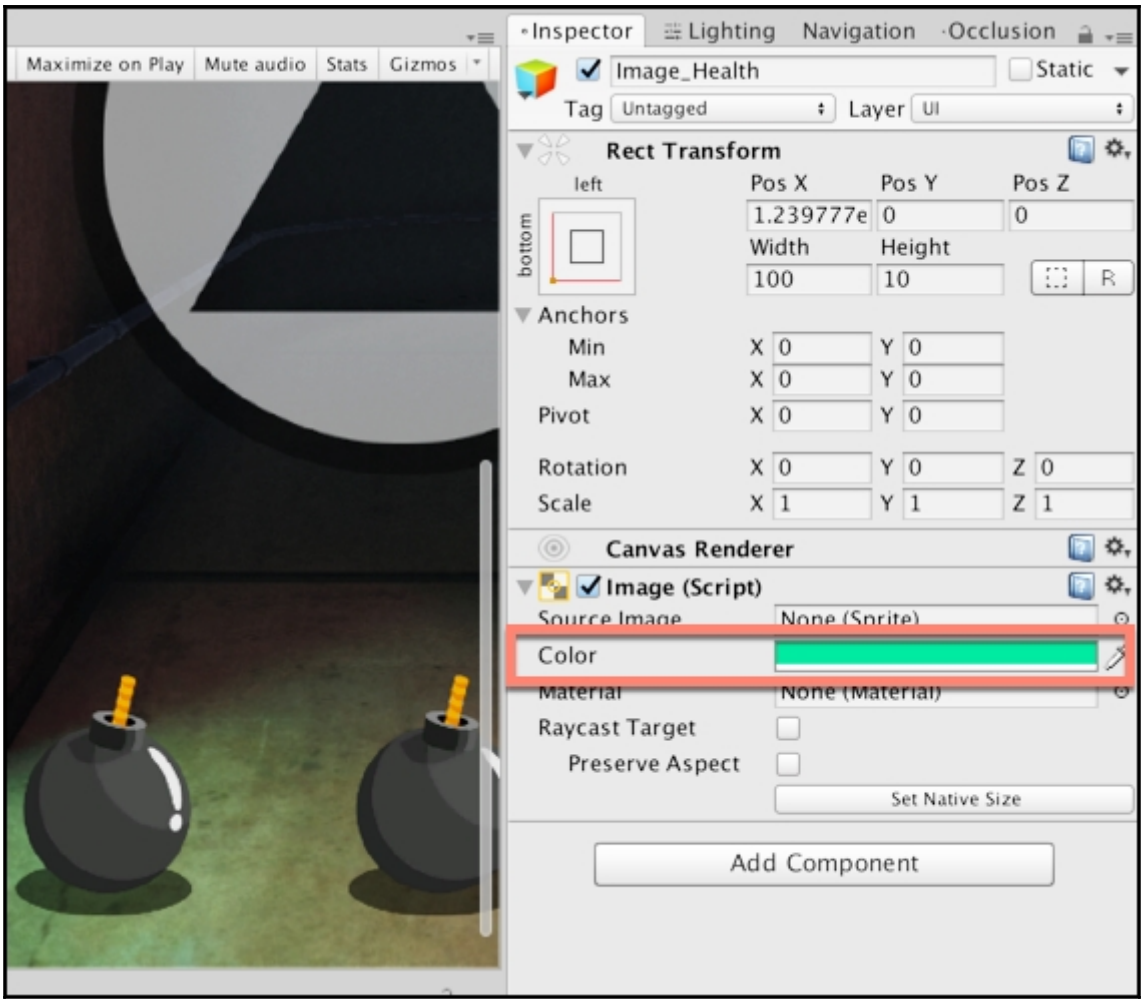

Maximize on Play
Mute audio
Stats
Gizmos
Score 000000
Inspector
Lighting
Navigation
Occlusion
Player
Static
Tag
Player
Layer
Default
Transform
Position
X 0
Y 0
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
X 0
Y -0.74
Z 0
Radius
0.5
Height
2.24
Direction
Y-Axis
Health (Script)
Script
Health
F Value
100
On Health Expired ()
List is Empty
On Health Changed ()
List is Empty

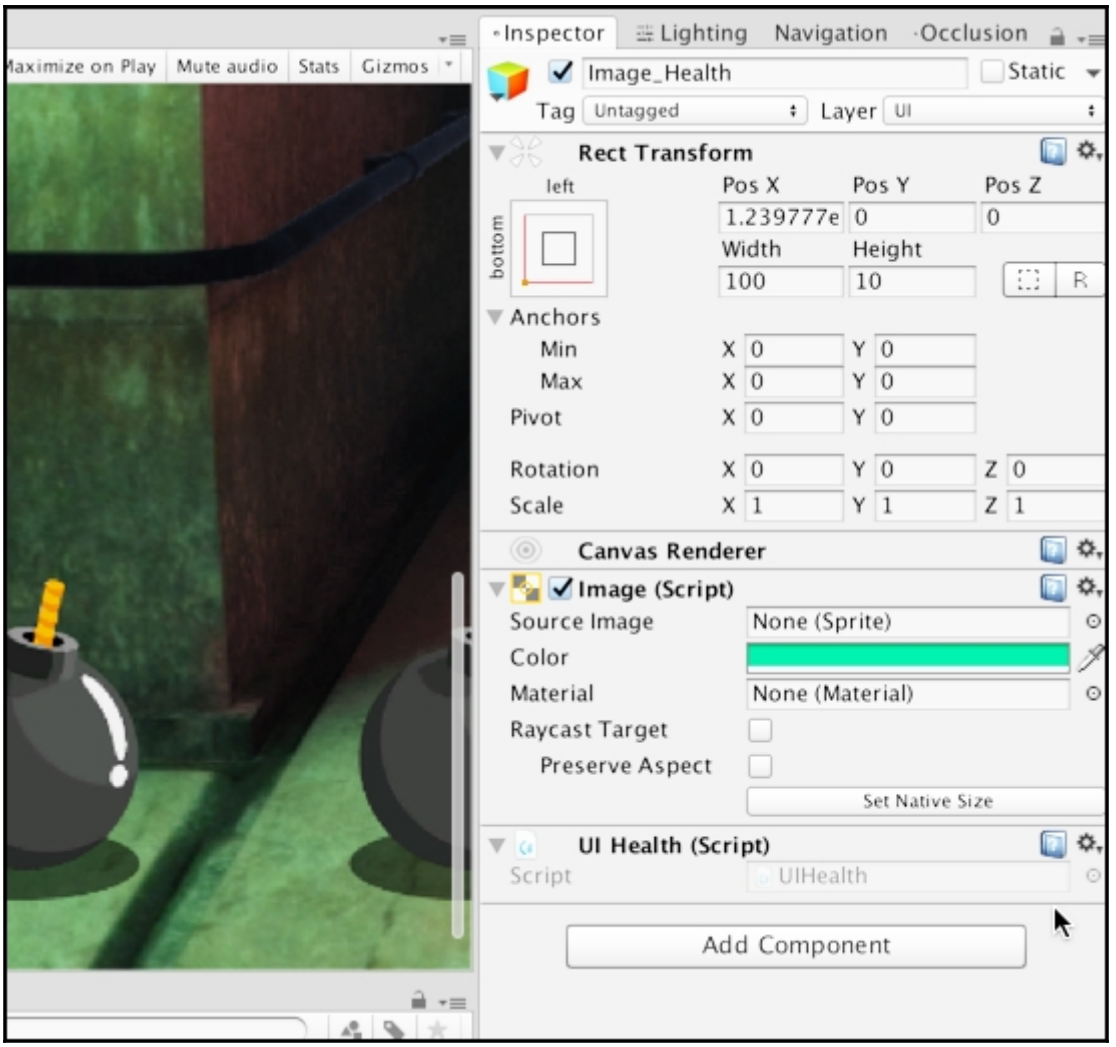

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Create Empty
Create Empty Child
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling
Set as last sibling
Move To View
Align With View
Align View to Selected
Toggle Active State
Text
Image
Raw Image
Button
Toggle
Slider
Scrollbar
Dropdown
Input Field
Canvas
Scroll View
Event System
Hierarchy
Create
Level_01*
root
UI
UIDamage
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
UILevelComplete
UIFader
UIScore
UIBonus
Level_01.unity - FirstP
Scale

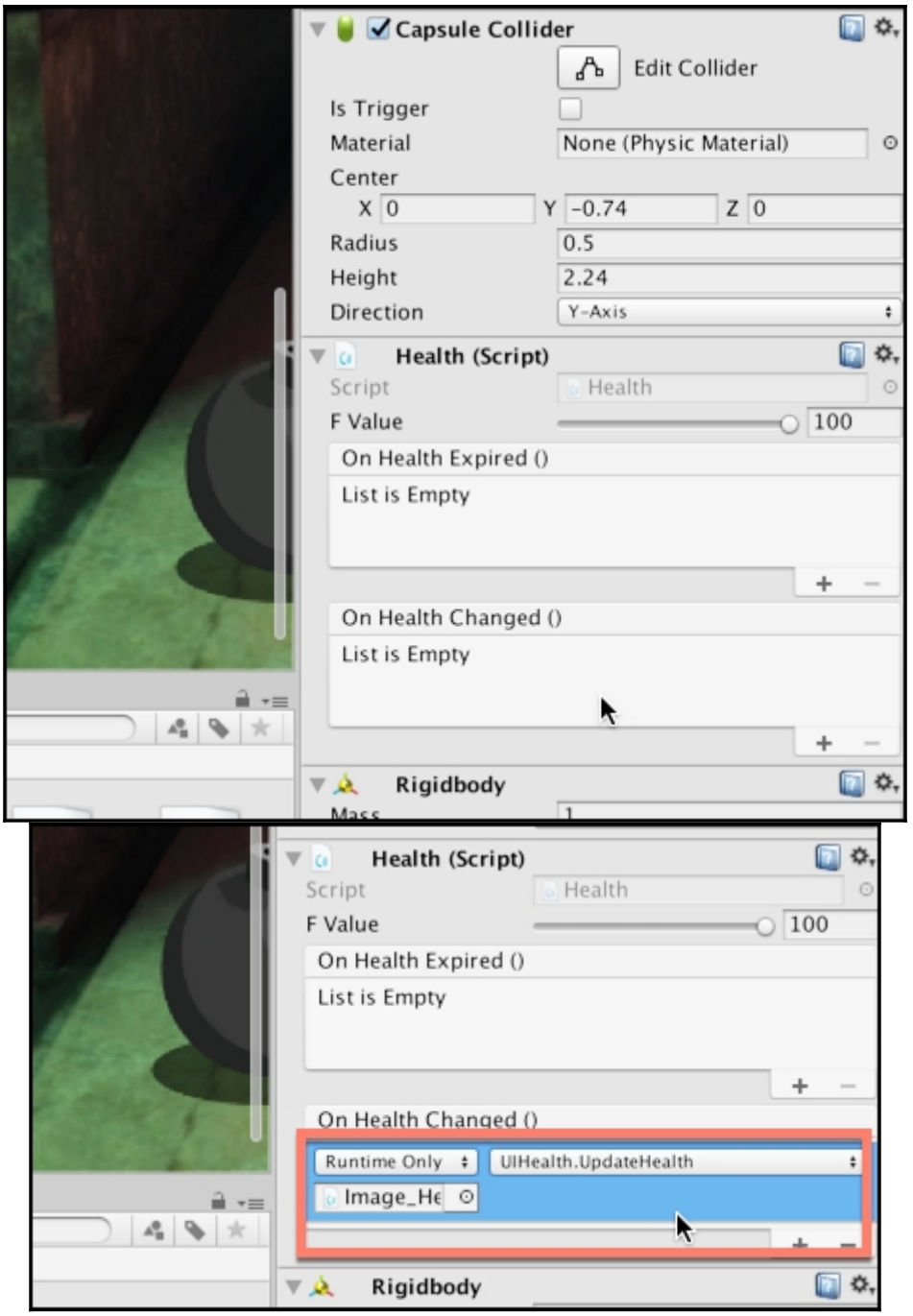
Health

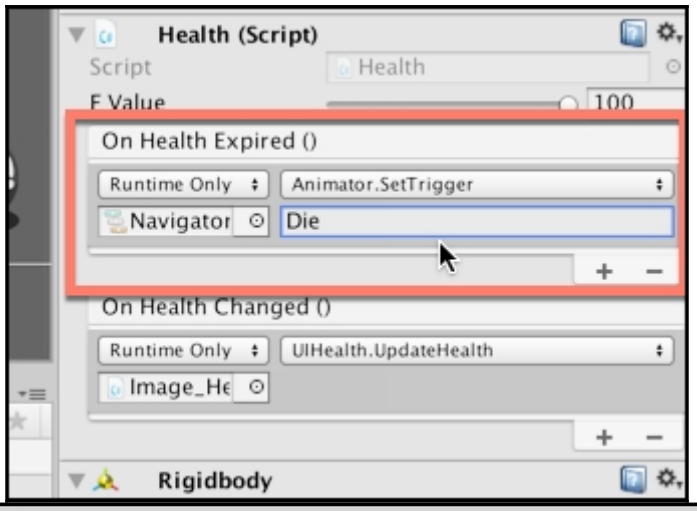

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Create Empty
Create Empty Child
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling
Set as last sibling
Image
Button
Toggle
Slider
Scrollbar
Dropdown
Input Field
Canvas
Panel
Hierarchy
Create
Level_01*
root
UI
MoveControls
UIDamage
Image_Health_Background
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Animator
Game
Scale

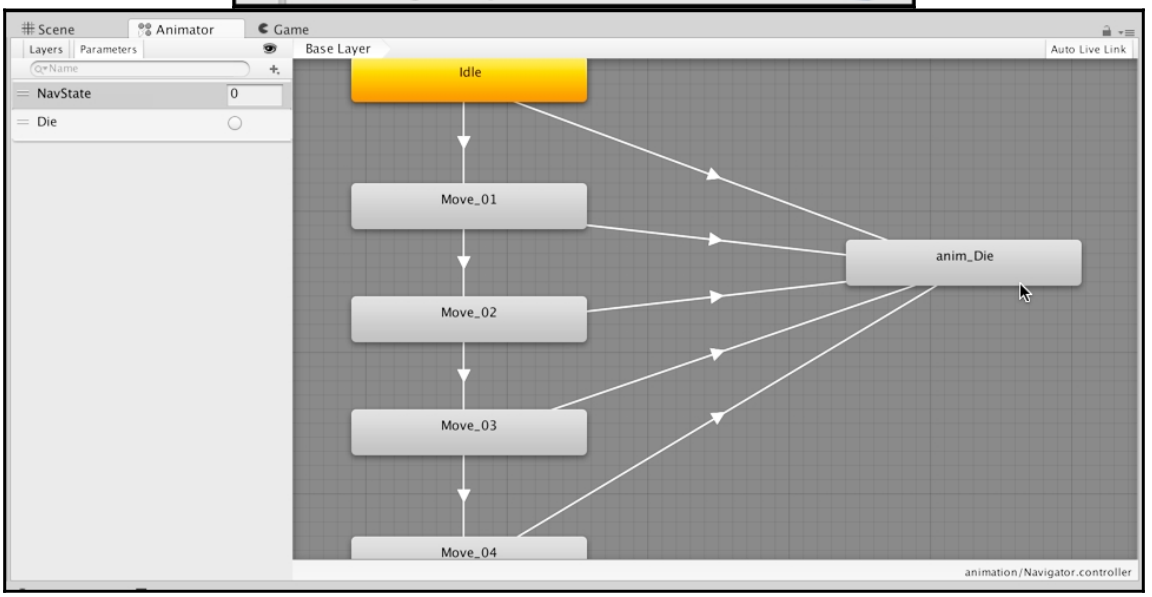

Inspector
Lighting
Navigation
Occlusion
Image_Health_Background
Static
Tag
Untagged
Layer
UI
Transform
left
bottom
Anchors
Pos X
Pos Y
Pos Z
11.79998
15
0
Width
Height
100
10
Min
X 0
Y 0
Max
Pivot
X 0
Y 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Canvas Renderer

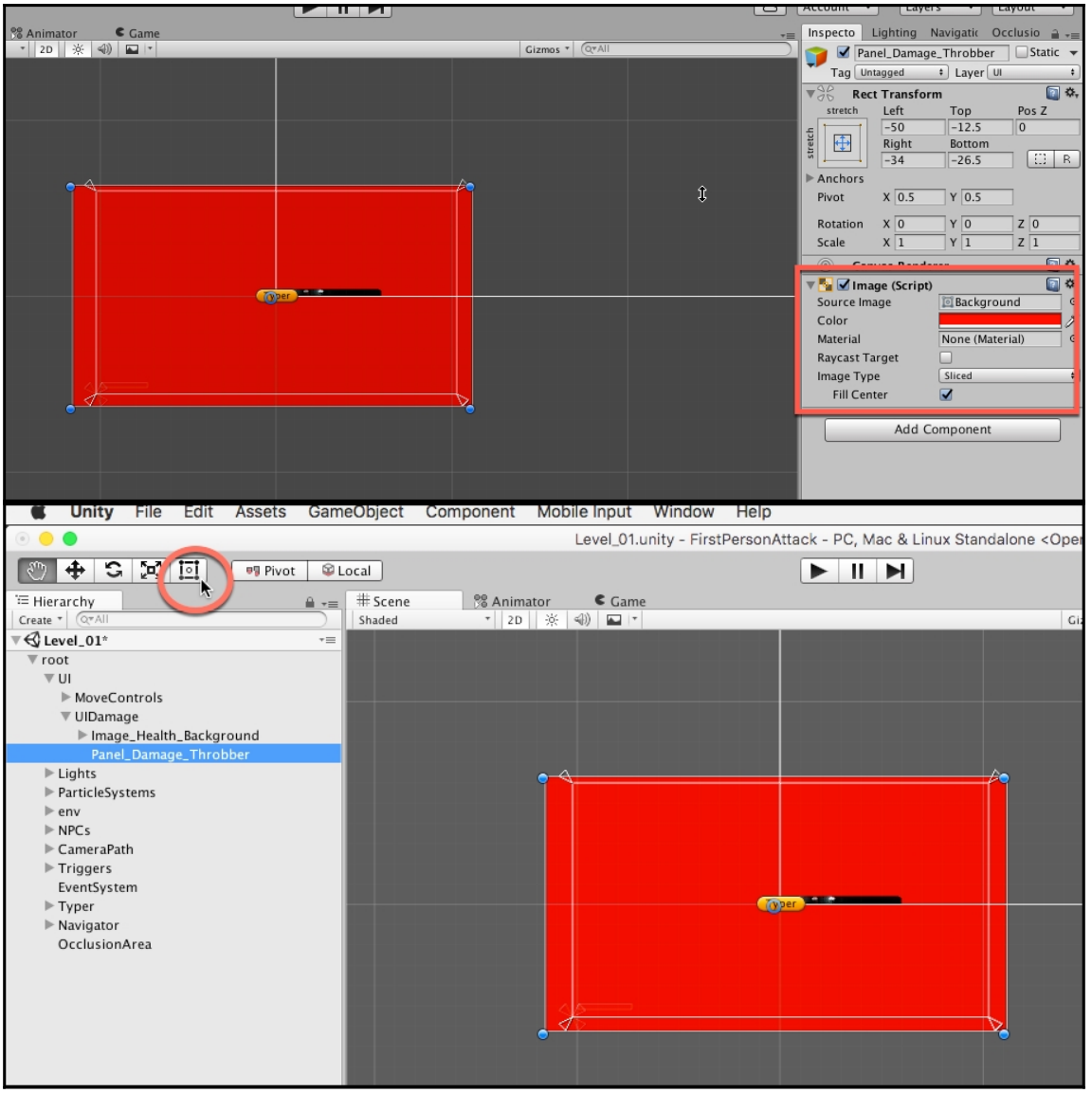

Maximize on Play
Mute audio
Stats
Gizmos
Inspector
Lighting
Navigation
Occlusion
Image_Health
Static
Tag
Untagged
Layer
UI
Rect Transform
left
bottom
Pos X
Pos Y
Pos Z
1.239777e
0
0
Width
Height
100
10
R
Anchors
Min
X 0
Y 0
Max
X 0
Y 0
Pivot
X 0
Y 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Canvas Renderer
Image (Script)
Source Image
None (Sprite)
Color
Material
None (Material)
Raycast Target
Preserve Aspect
Set Native Size
Add Component

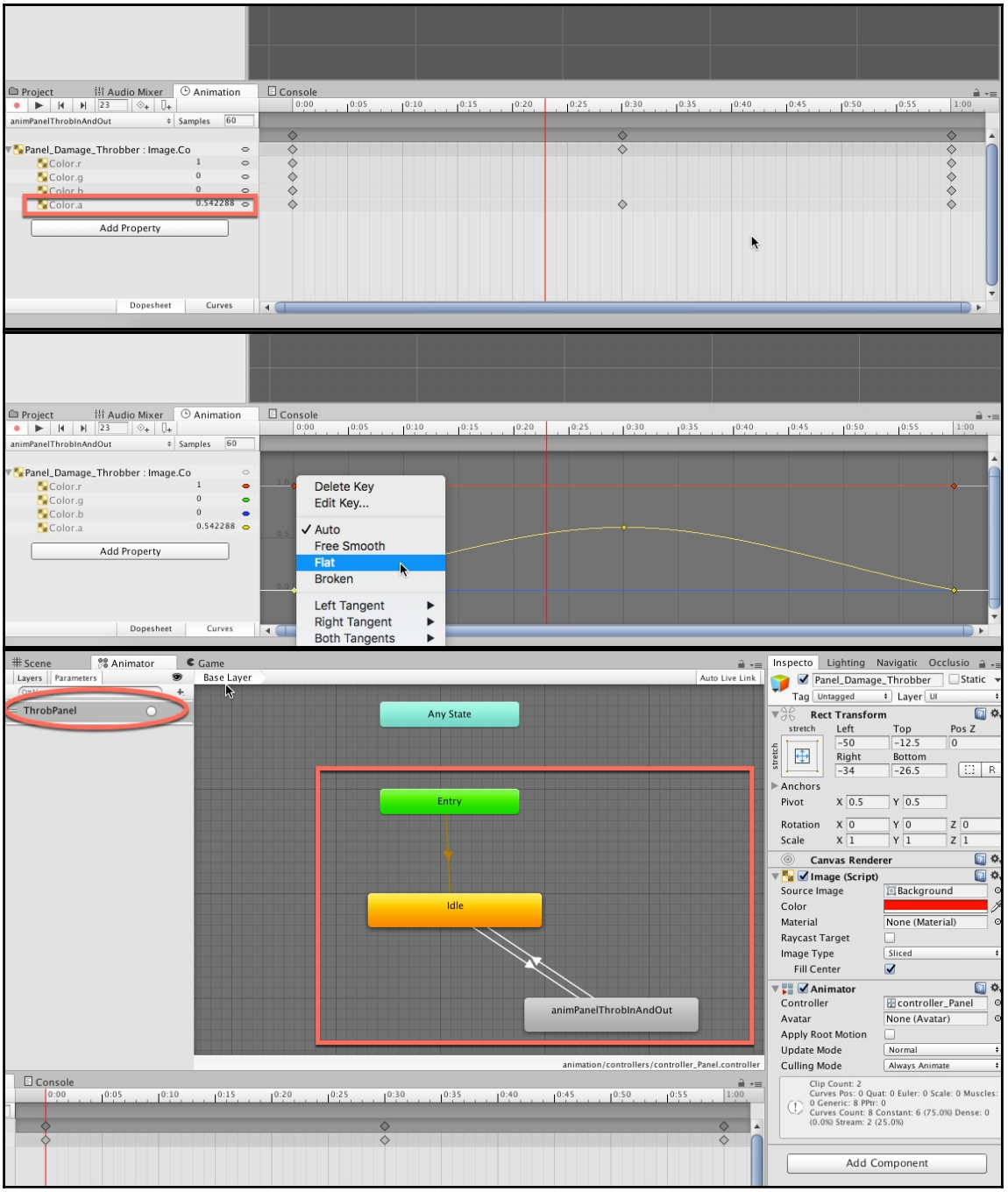

Maximize on Play
Mute audio
Stats
Gizmos
Inspector
Lighting
Navigation
Occlusion
Image_Health
Static
Tag
Untagged
Layer
UI
Rect Transform
left
bottom
Pos X
Pos Y
Pos Z
1.239777e
0
0
Width
Height
100
10
R
Anchors
Min
X 0
Y 0
Max
X 0
Y 0
Pivot
X 0
Y 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Canvas Renderer
Image (Script)
Source Image
None (Sprite)
Color
Material
None (Material)
Raycast Target
Preserve Aspect
Set Native Size
UI Health (Script)
Script
UIHealth
Add Component

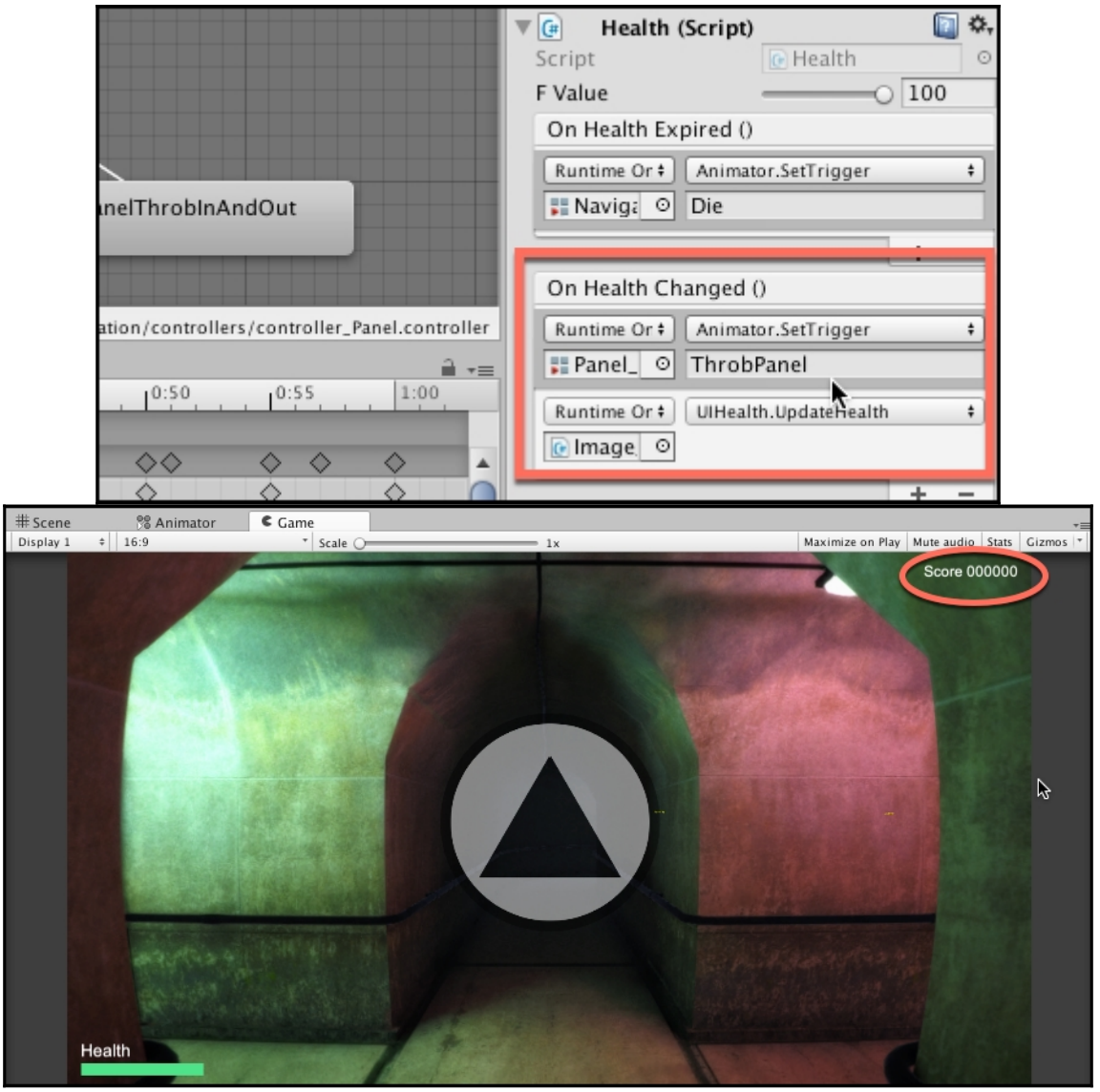

Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
X 0
Y -0.74
Z 0
Radius
0.5
Height
2.24
Direction
Y-Axis
Health (Script)
Script
Health
F Value
100
On Health Expired ()
List is Empty
On Health Changed ()
List is Empty
Rigidbody
Mass
1
Health (Script)
Script
Health
F Value
100
On Health Expired ()
List is Empty
On Health Changed ()
Runtime Only
UIHealth.UpdateHealth
Image_He
Rigidbody

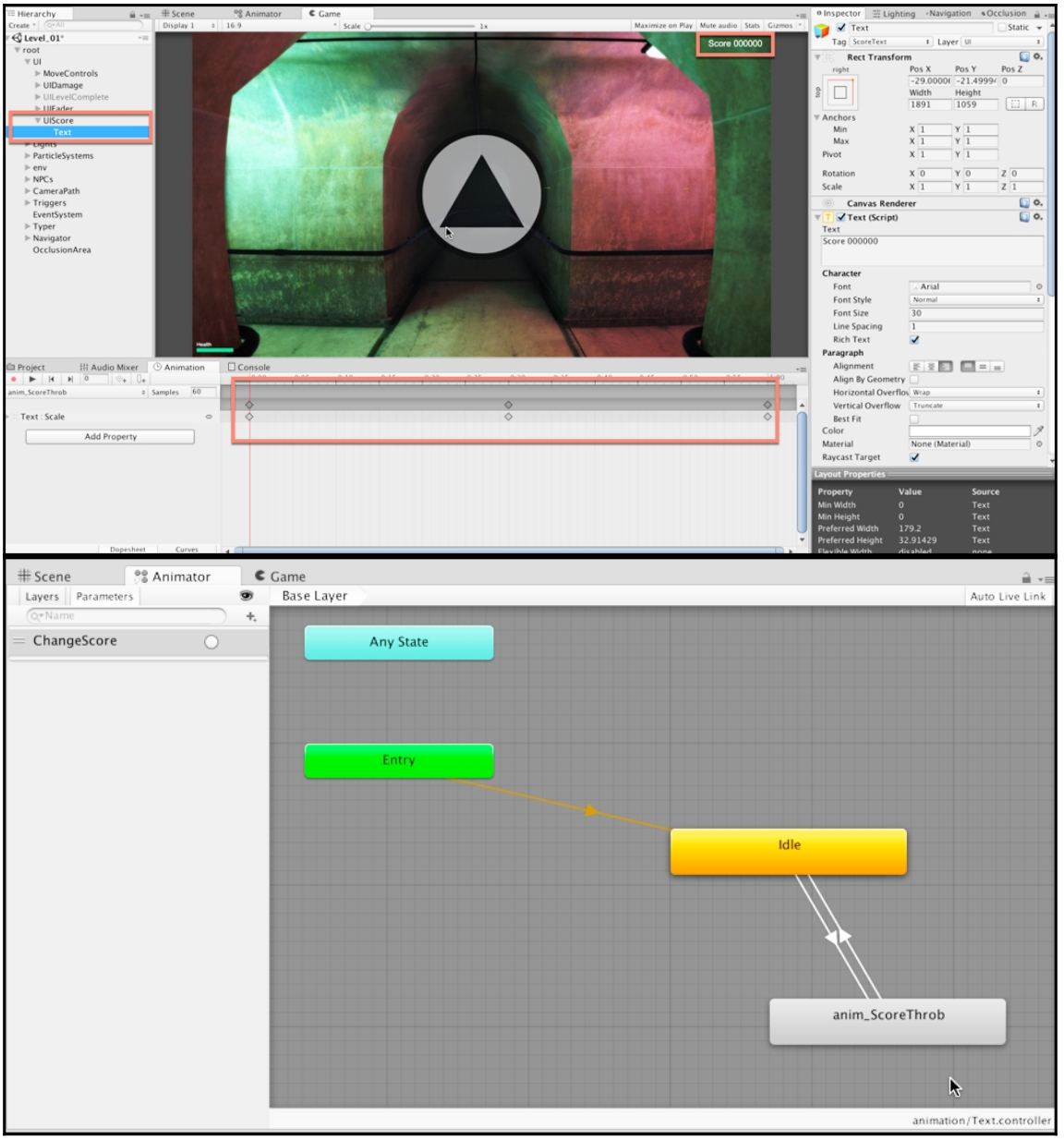

Health (Script)
Script
Health
F Value
100
On Health Expired ()
Runtime Only
Animator.SetTrigger
Navigator
Die
On Health Changed ()
Runtime Only
UIHealth.UpdateHealth
Image_He
Rigidbody

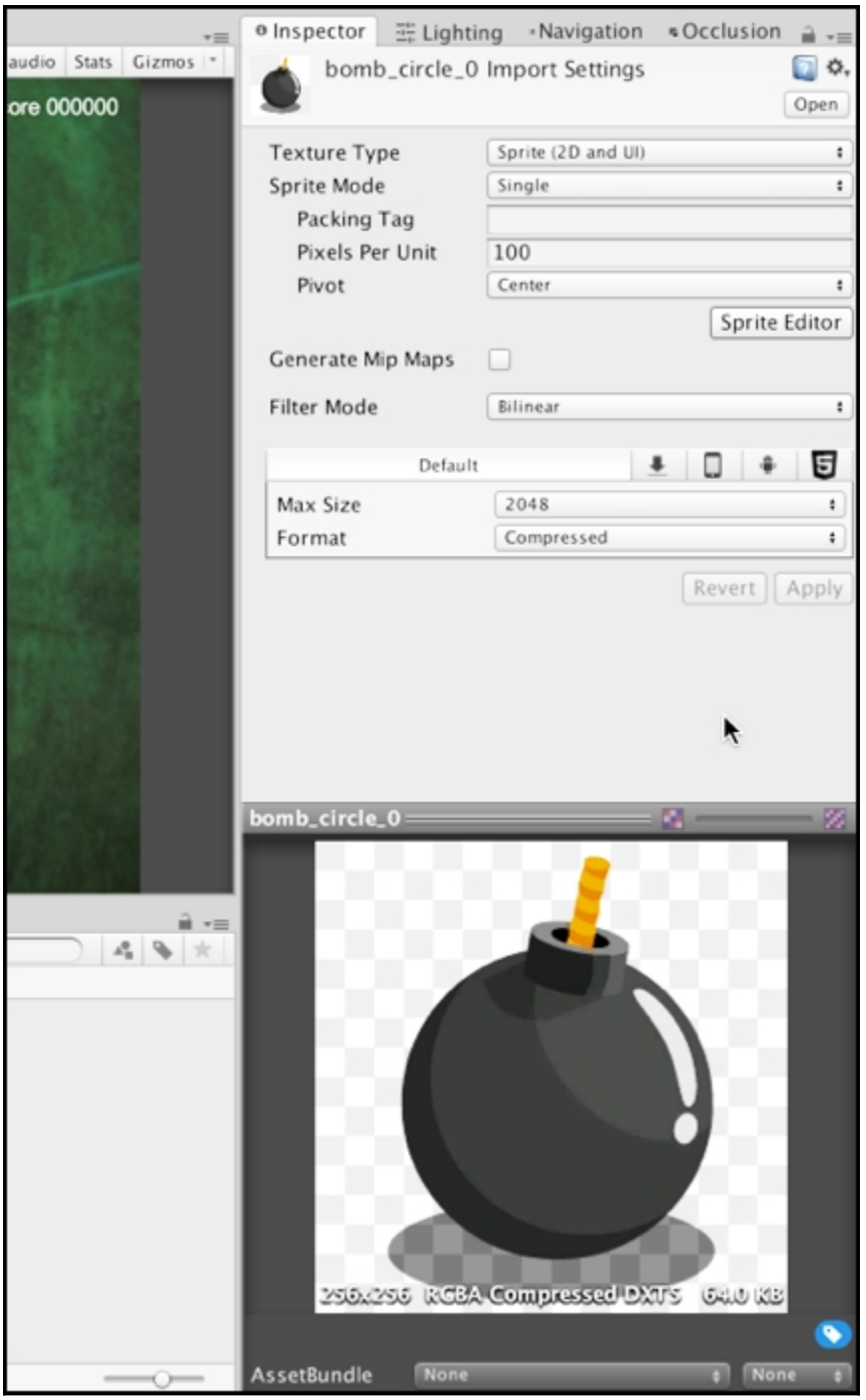

Scene
Animator
Game
Layers
Parameters
Name
NavState
0
Die
Base Layer
Auto Live Link
Idle
Move_01
Move_02
Move_03
Move_04
anim_Die
animation/Navigator.controller

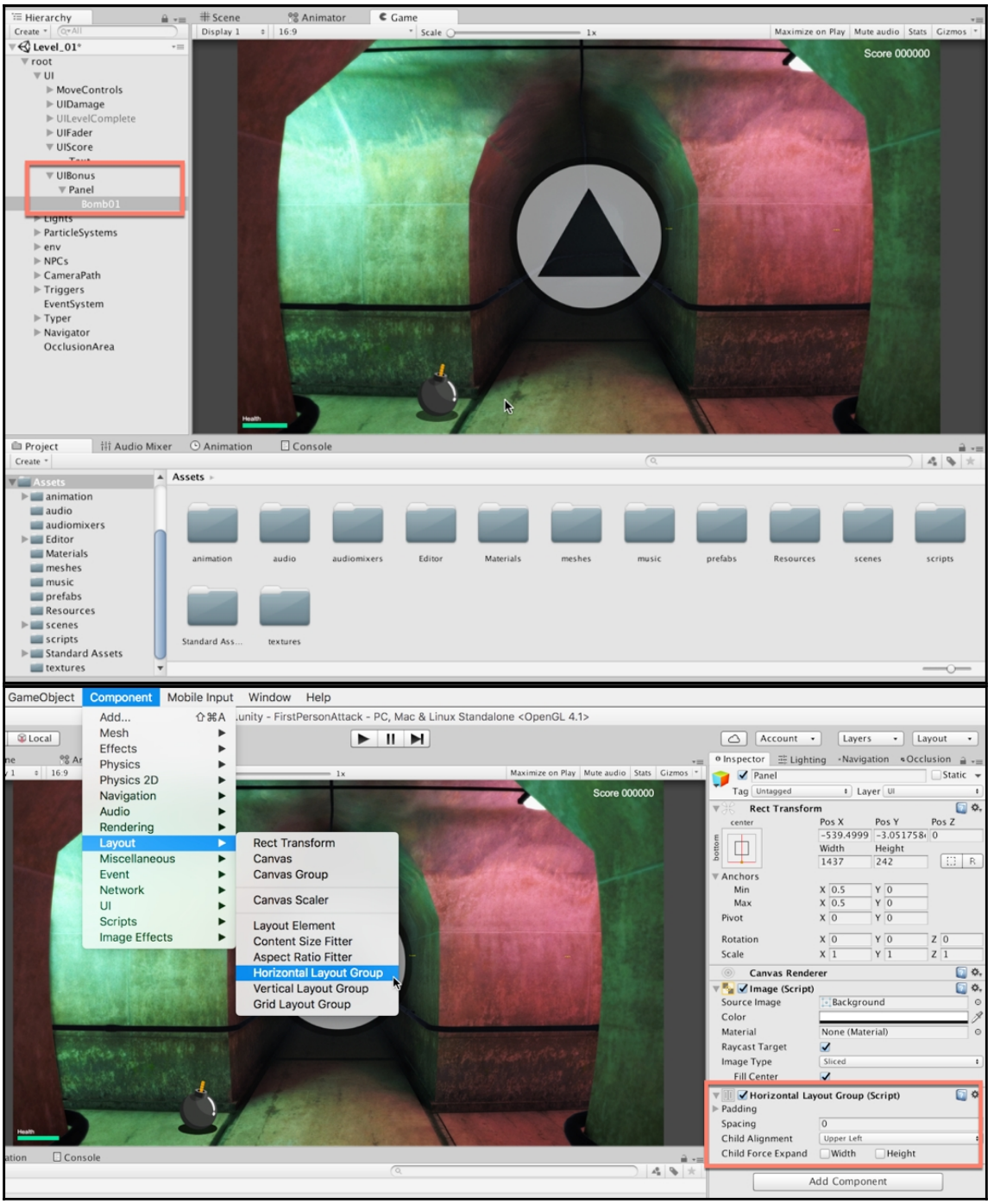

Animator
Game
2D
Gizmos
Inspecto
Lighting
Navigatic
Occlusio
Panel_Damage_Throbber
Static
Tag
Untagged
Layer
UI
Rect Transform
stretch
Left
Top
Pos Z
-50
-12.5
0
Right
Bottom
-34
-26.5
Anchors
Pivot
X 0.5
Y 0.5
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Image (Script)
Source Image
Background
Color
Material
None (Material)
Raycast Target
Image Type
Sliced
Fill Center
Add Component
Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Level_01.unity - FirstPersonAttack - PC, Mac & Linux Standalone
Pivot
Local
Hierarchy
Create
Level_01*
root
UI
MoveControls
UIDamage
Image_Health_Background
Panel_Damage_Throbber
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Scene
Animator
Game
Shaded
2D

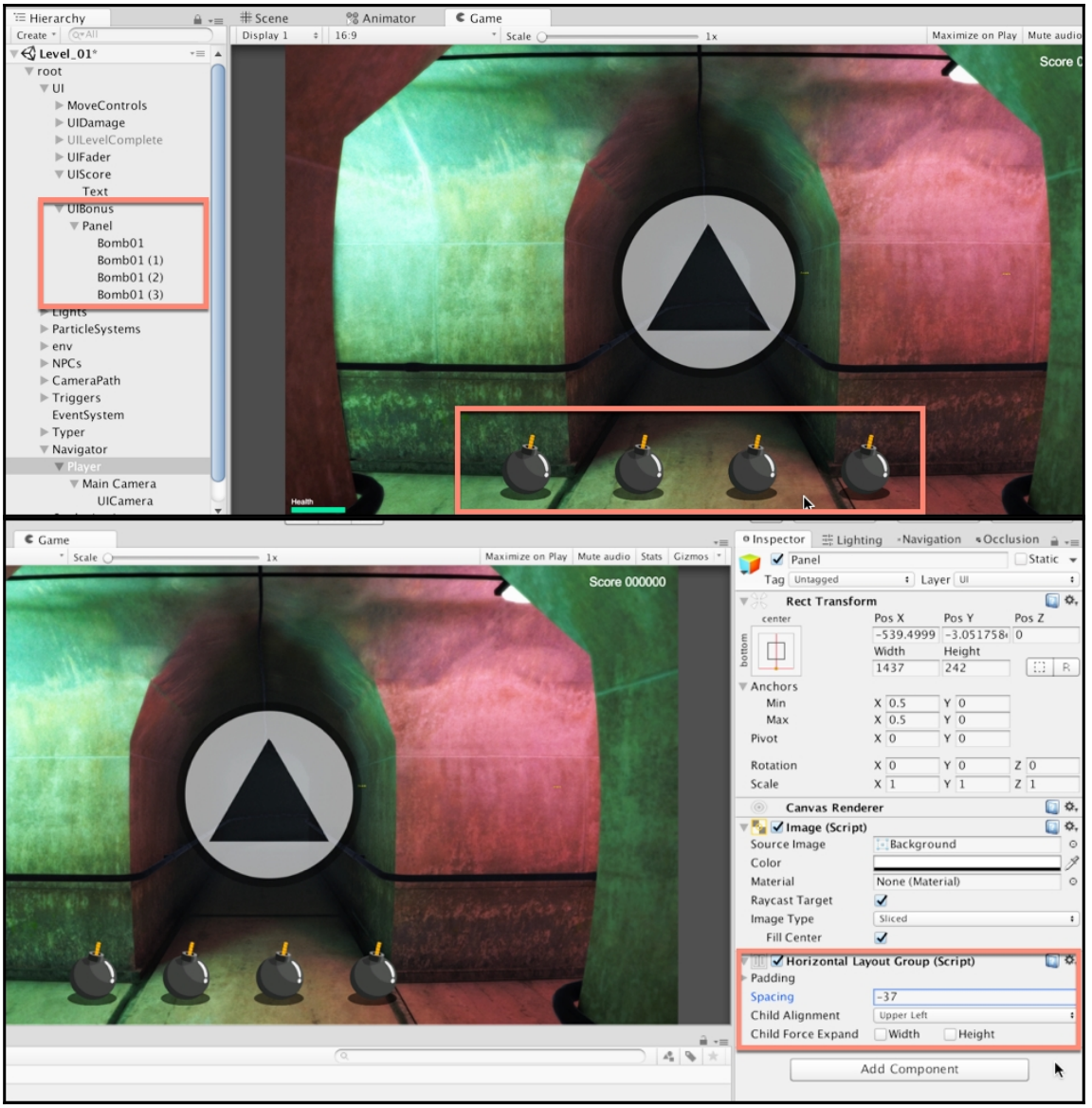

Project
Audio Mixer
Animation
Console
animPanelThrobInAndOut
Samples
60
Panel_Damage_Throbber : Image.Co
Color.r
Color.g
Color.b
Color.a
0.542288
Add Property
Dopesheet
Curves
Delete Key
Edit Key...
Auto
Free Smooth
Flat
Broken
Left Tangent
Right Tangent
Both Tangents
Scene
Animator
Game
Layers
Parameters
Base Layer
Auto Live Link
ThrobPanel
Any State
Entry
Idle
animPanelThrobInAndOut
animation/controllers/controller_Panel.controller
Inspecto
Lighting
Navigatic
Occlusio
Static
Tag
Untagged
Layer
UI
Rect Transform
stretch
Left
Top
Pos Z
-50
-12.5
0
Right
Bottom
-34
-26.5
Anchors
Pivot
Rotation
Scale
Canvas Renderer
Image (Script)
Source Image
Background
Color
Material
None (Material)
Raycast Target
Image Type
Sliced
Fill Center
Animator
Controller
controller_Panel
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Add Component

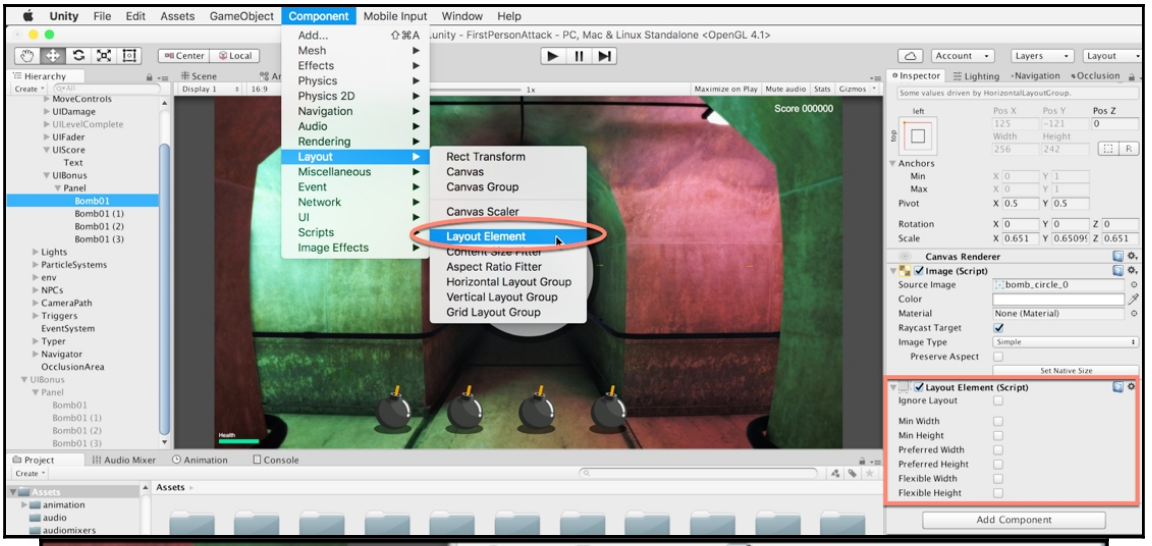

Health (Script)
Script
Health
F Value
100
On Health Expired ()
Runtime Or
Animator.SetTrigger
Navig
Die
On Health Changed ()
Runtime Or
Animator.SetTrigger
Panel_
ThrobPanel
Runtime Or
UIHealth.UpdateHealth
Image
anelThrobInAndOut
ation/controllers/controller_Panel.controller
0:50
0:55
1:00
Scene
Animator
Game
Display 1
16:9
Scale
1x
Maximize on Play
Mute audio
Stats
Gizmos
Score 000000
Health

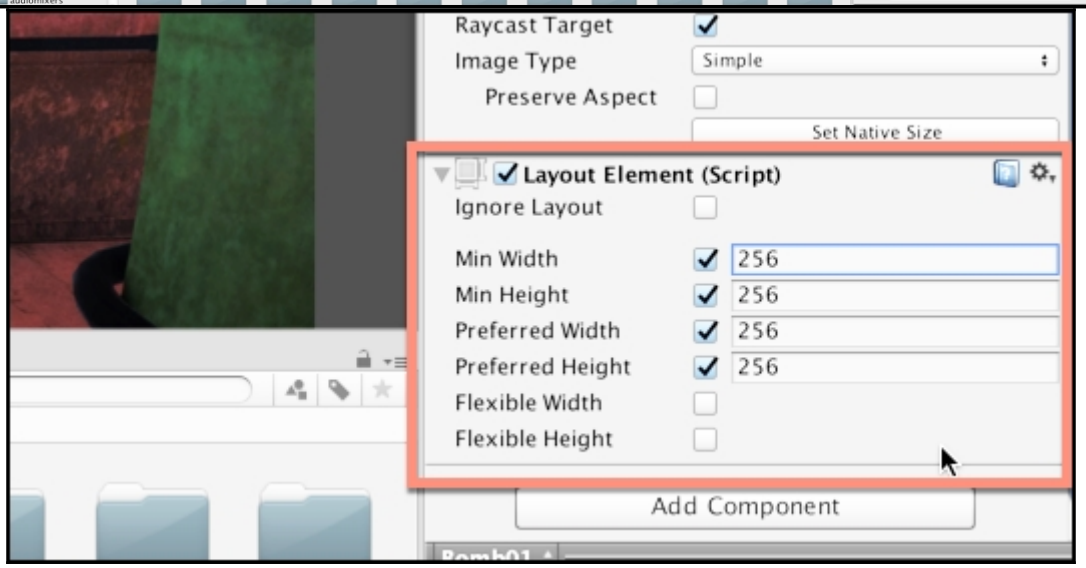

Hierarchy
Scene
Animator
Game
Inspector
Lighting
Navigation
Occlusion
Level_01*
root
UI
MoveControls
UIDamage
UILevelComplete
UIFader
UIScore
Text
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Score 000000
Project
Audio Mixer
Animation
Console
Text : Scale
Add Property
Rect Transform
Canvas Renderer
Text (Script)
Character
Paragraph
Layout Properties
Property
Value
Source
Min Width
Min Height
Preferred Width
Preferred Height
Layers
Parameters
ChangeScore
Base Layer
Auto Live Link
Any State
Entry
Idle
anim_ScoreThrob
animation/Text.controller

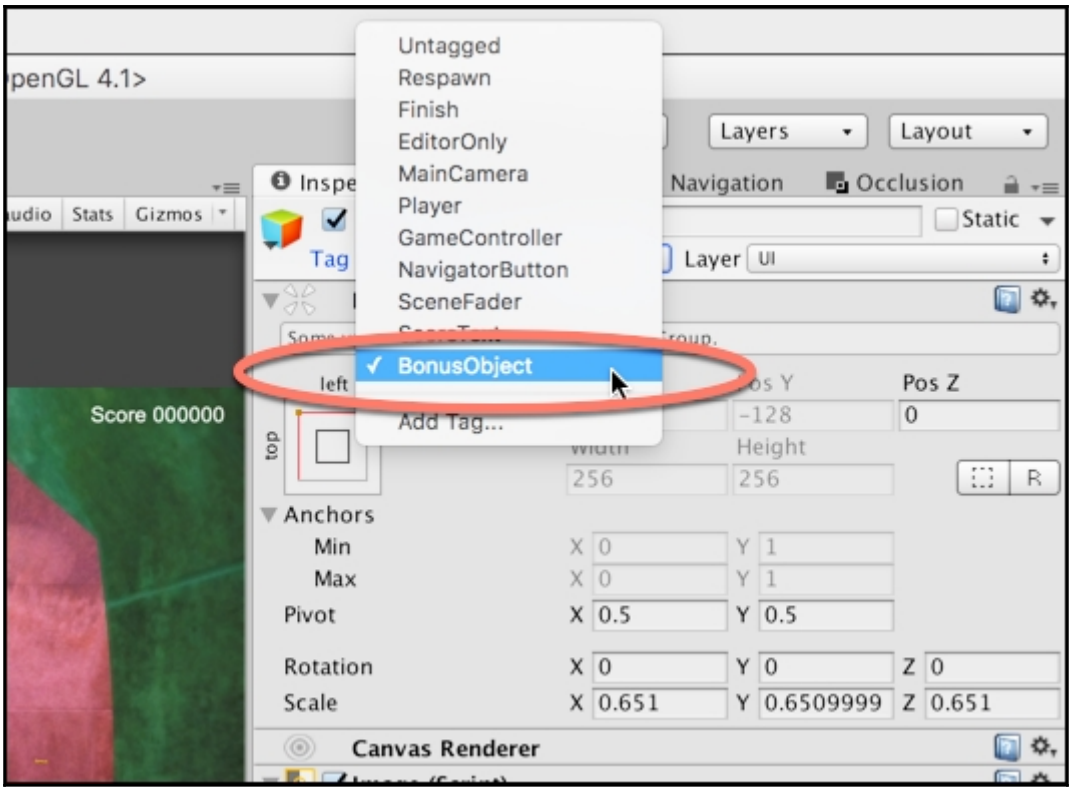

audio
Stats
Gizmos
ore 000000
Inspector
Lighting
Navigation
Occlusion
bomb_circle_0 Import Settings
Open
Texture Type
Sprite (2D and UI)
Sprite Mode
Single
Packing Tag
Pixels Per Unit
100
Pivot
Center
Sprite Editor
Generate Mip Maps
Filter Mode
Bilinear
Default
Max Size
2048
Format
Compressed
Revert
Apply
bomb_circle_0
256x256 RGBA Compressed DXT5 64.0 KB
AssetBundle
None
None


Hierarchy
Scene
Animator
Game
Level_01*
root
UI
MoveControls
UIDamage
UILevelComplete
UIFader
UIScore
UIBonus
Panel
Bomb01
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Score 000000
Project
Audio Mixer
Animation
Console
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
textures
GameObject
Component
Mobile Input
Window
Help
Add...
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Image Effects
Rect Transform
Canvas
Canvas Group
Canvas Scaler
Layout Element
Content Size Fitter
Aspect Ratio Fitter
Horizontal Layout Group
Vertical Layout Group
Grid Layout Group
Inspector
Lighting
Navigation
Occlusion
Rect Transform
Canvas Renderer
Image (Script)
Horizontal Layout Group (Script)
Padding
Spacing
Child Alignment
Child Force Expand
Add Component

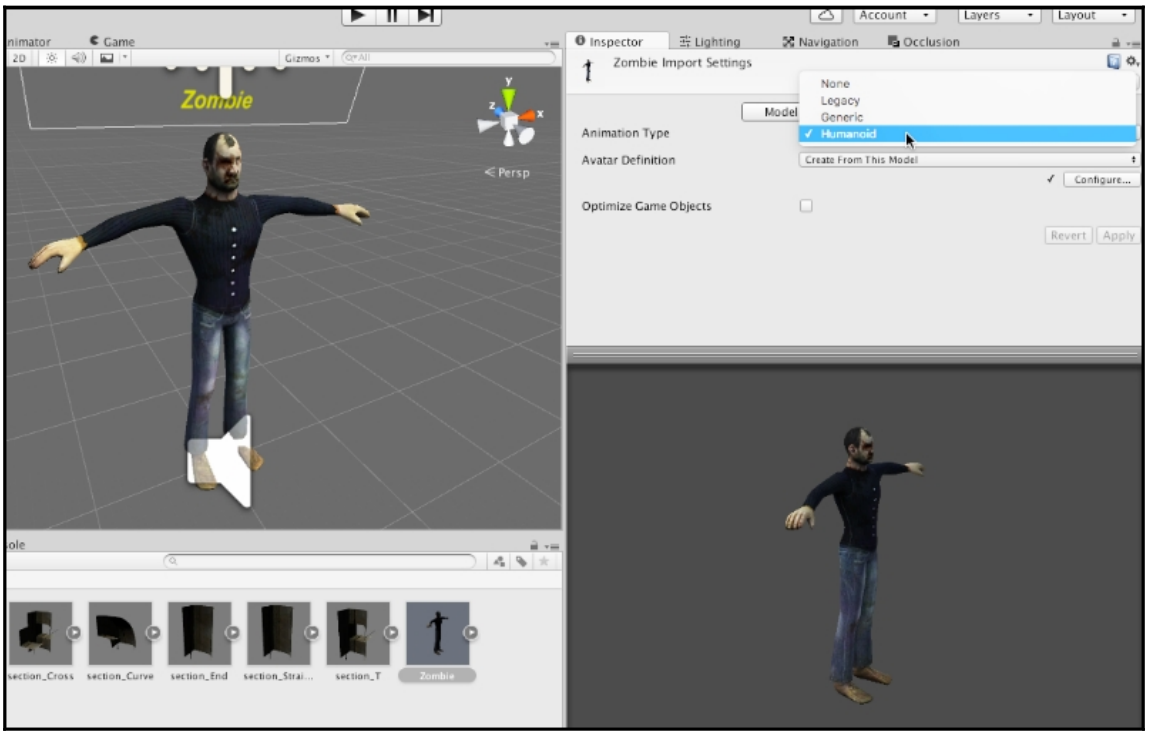

Hierarchy
Create
Level_01*
root
UI
MoveControls
UIDamage
UILevelComplete
UIFader
UIScore
Text
UIBonus
Panel
Bomb01
Bomb01 (1)
Bomb01 (2)
Bomb01 (3)
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
Player
Main Camera
UICamera
Scene
Animator
Game
Display 1
16:9
Scale
1x
Maximize on Play
Mute audio
Score C
Health
Game
Scale
1x
Maximize on Play
Mute audio
Stats
Gizmos
Score 000000
Inspector
Lighting
Navigation
Occlusion
Panel
Static
Tag
Untagged
Layer
UI
Rect Transform
center
bottom
Pos X
Pos Y
Pos Z
-539.4999
-3.051758
0
Width
Height
1437
242
Anchors
Min
Max
Pivot
Rotation
Scale
Canvas Renderer
Image (Script)
Source Image
Background
Color
Material
None (Material)
Raycast Target
Image Type
Sliced
Fill Center
Horizontal Layout Group (Script)
Padding
Spacing
-37
Child Alignment
Upper Left
Child Force Expand
Width
Height
Add Component

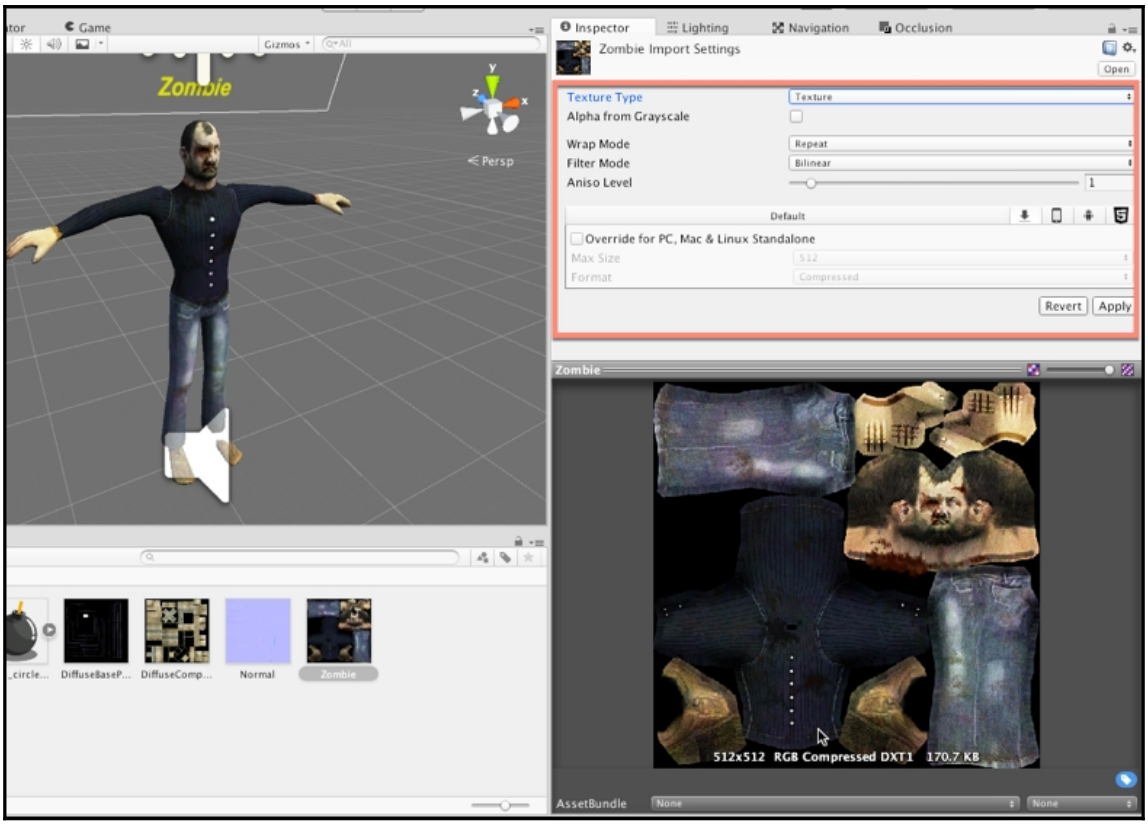

Unity File Edit Assets GameObject Component Mobile Input Window Help
Add...
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Image Effects
Rect Transform
Canvas
Canvas Group
Canvas Scaler
Layout Element
Aspect Ratio Fitter
Horizontal Layout Group
Vertical Layout Group
Grid Layout Group
Score 000000
Layout Element (Script)
Ignore Layout
Min Width
Min Height
Preferred Width
Preferred Height
Flexible Width
Flexible Height
Add Component

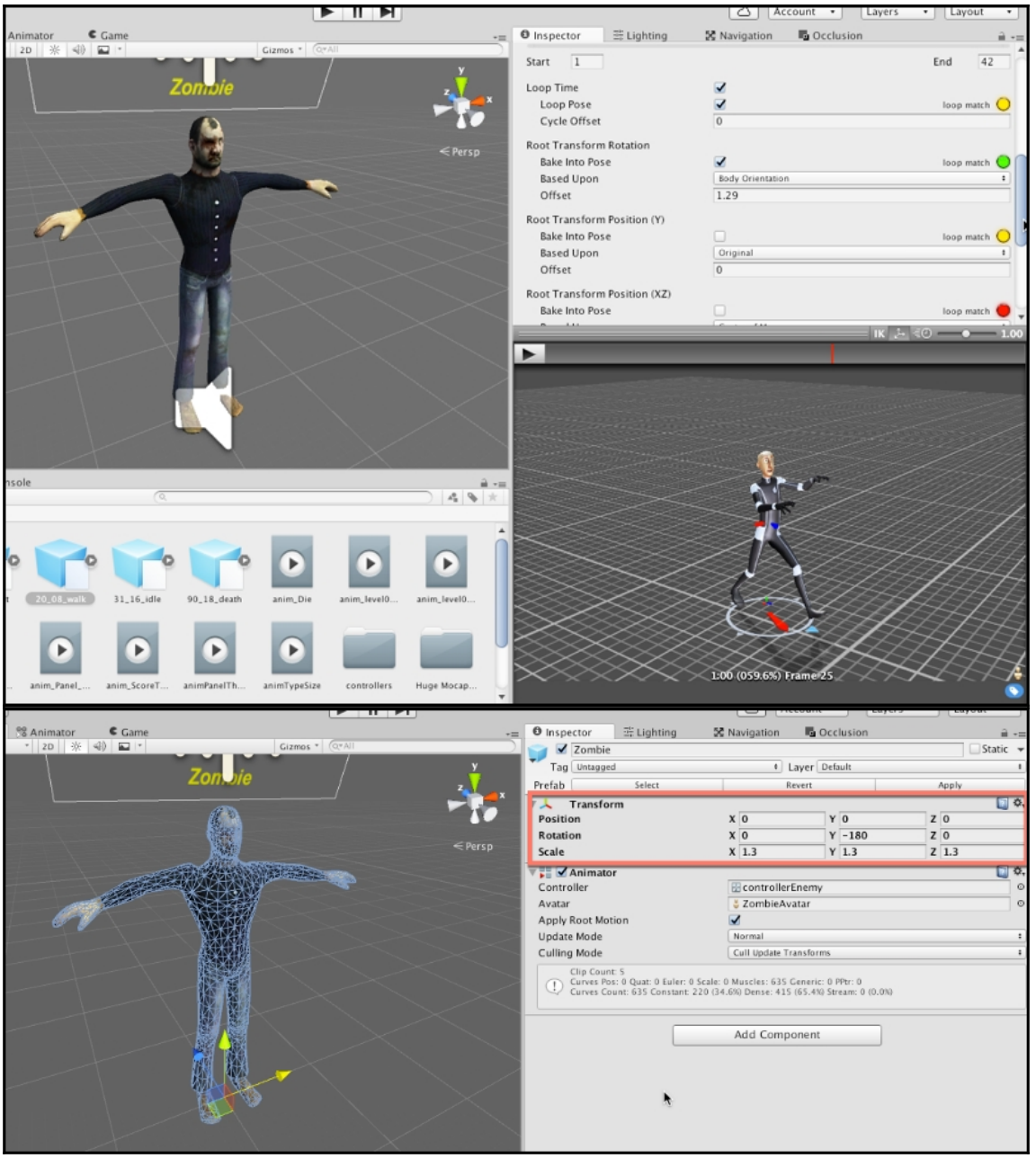

Raycast Target
Image Type
Simple
Preserve Aspect
Set Native Size
Layout Element (Script)
Ignore Layout
Min Width
256
Min Height
256
Preferred Width
256
Preferred Height
256
Flexible Width
Flexible Height
Add Component

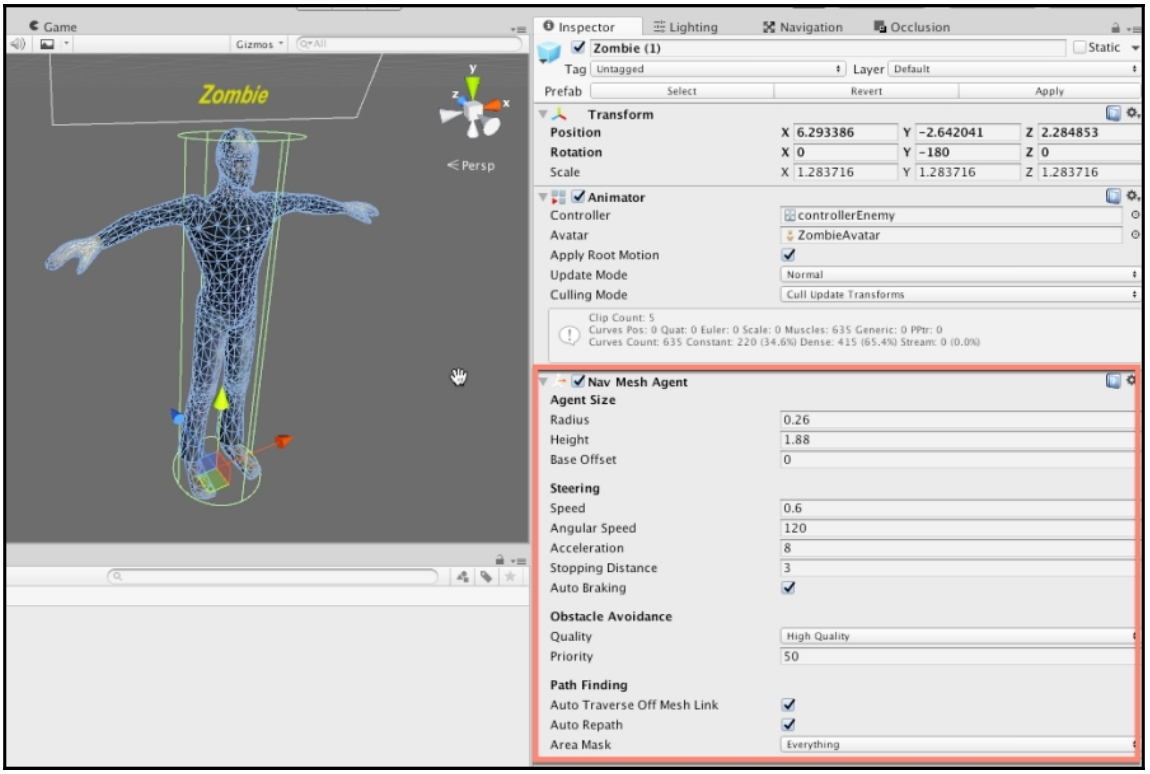

penGL 4.1>
Layers
Layout
Navigation
Occlusion
Stats
Gizmos
Static
Tag
Layer
UI
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
NavigatorButton
SceneFader
BonusObject
Add Tag...
Score 000000
left
top
Pos Z
-128
0
Height
256
256
Anchors
Min
Max
Pivot
X 0.5
Y 0.5
Rotation
X 0
Y 0
Z 0
Scale
X 0.651
Y 0.6509999
Z 0.651
Canvas Renderer

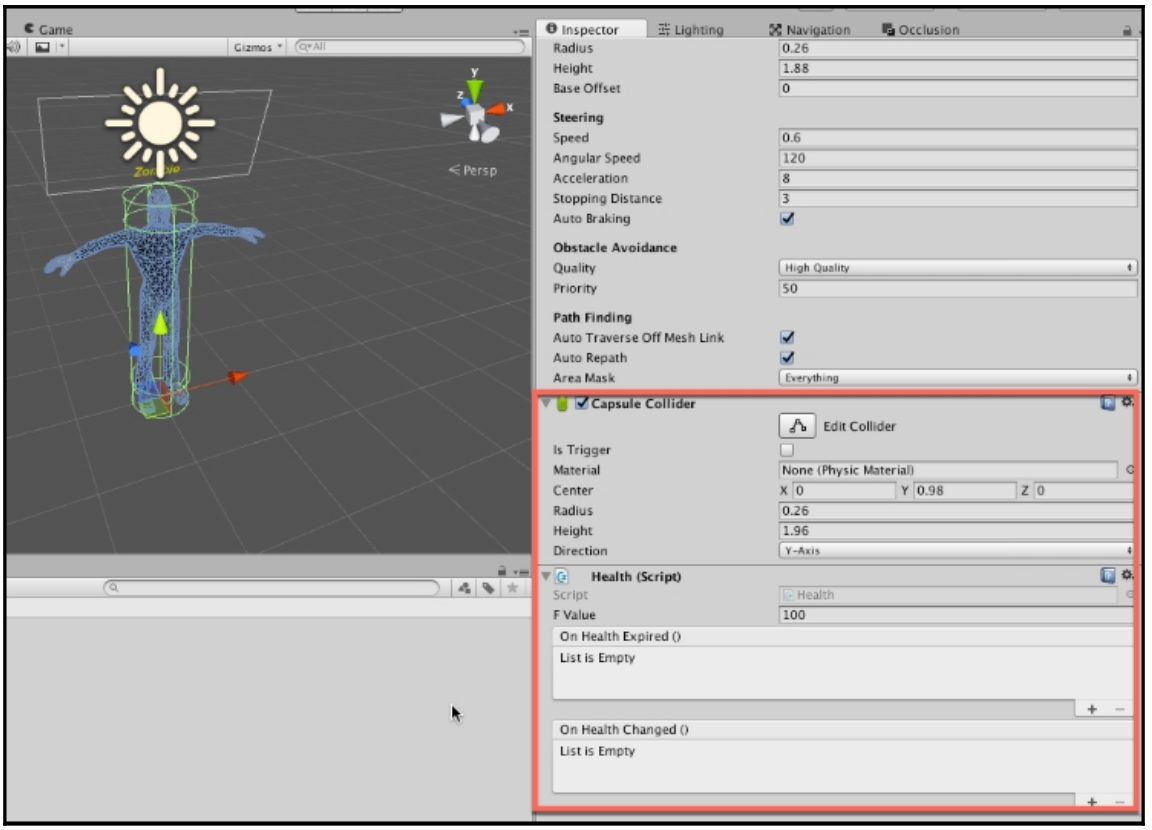
Chapter 5: Enemies and Artificial Intelligence

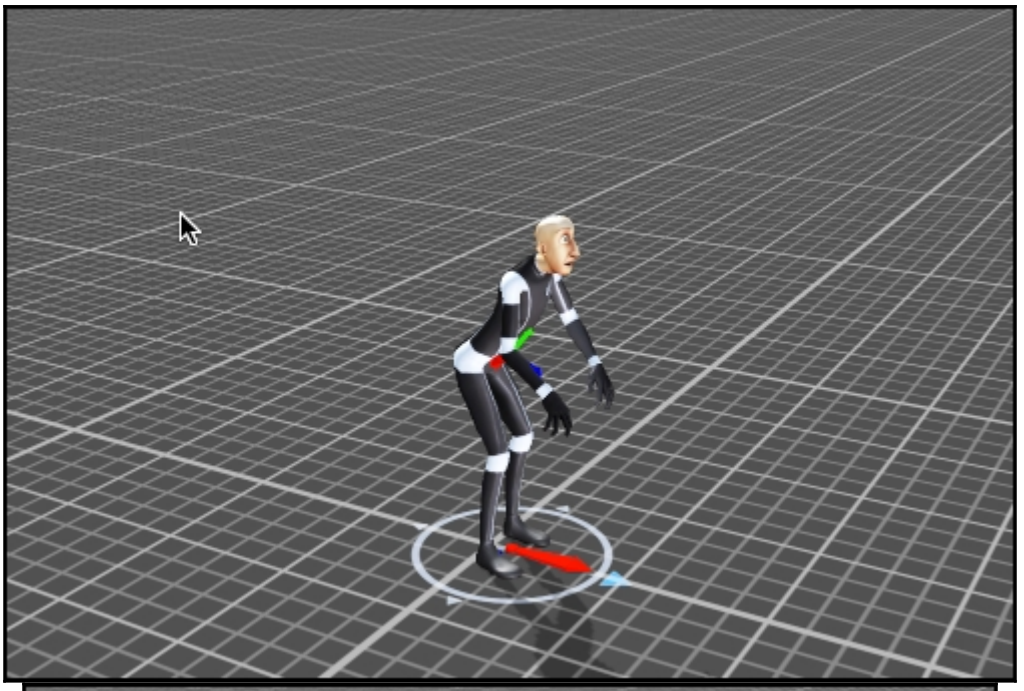


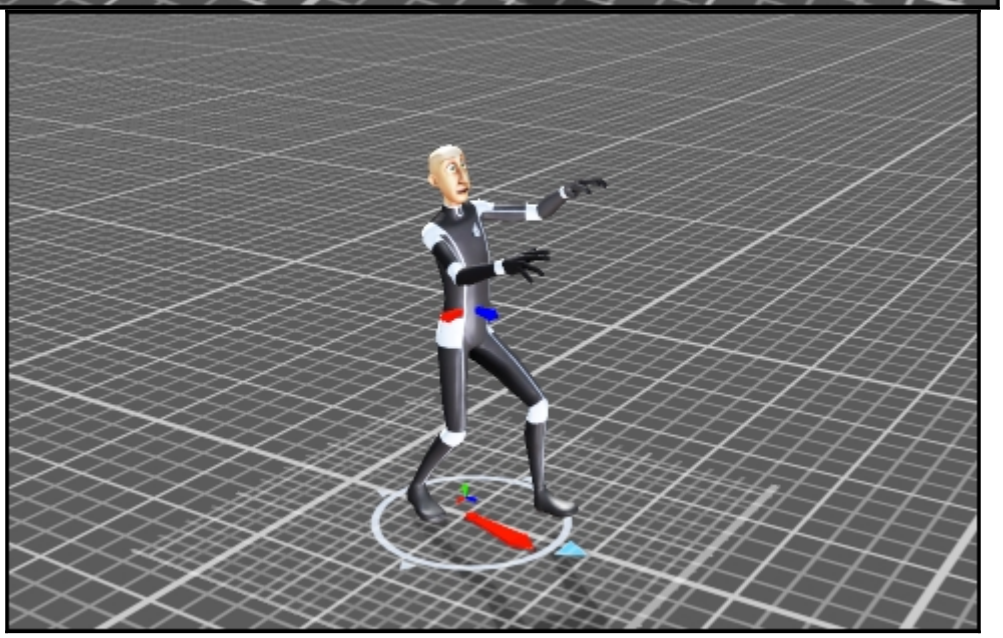

Game
Gizmos
Zombie
Persp
Inspector
Lighting
Navigation
Occlusion
Zombie Import Settings
Open
Texture Type
Texture
Alpha from Grayscale
Wrap Mode
Repeat
Filter Mode
Bilinear
Aniso Level
Default
Override for PC, Mac & Linux Standalone
Max Size
512
Format
Compressed
Revert
Apply
Zombie
512x512 RGB Compressed DXT1 170.7 KB
AssetBundle
None
None
DiffuseBaseP...
DiffuseComp...
Normal
Zombie

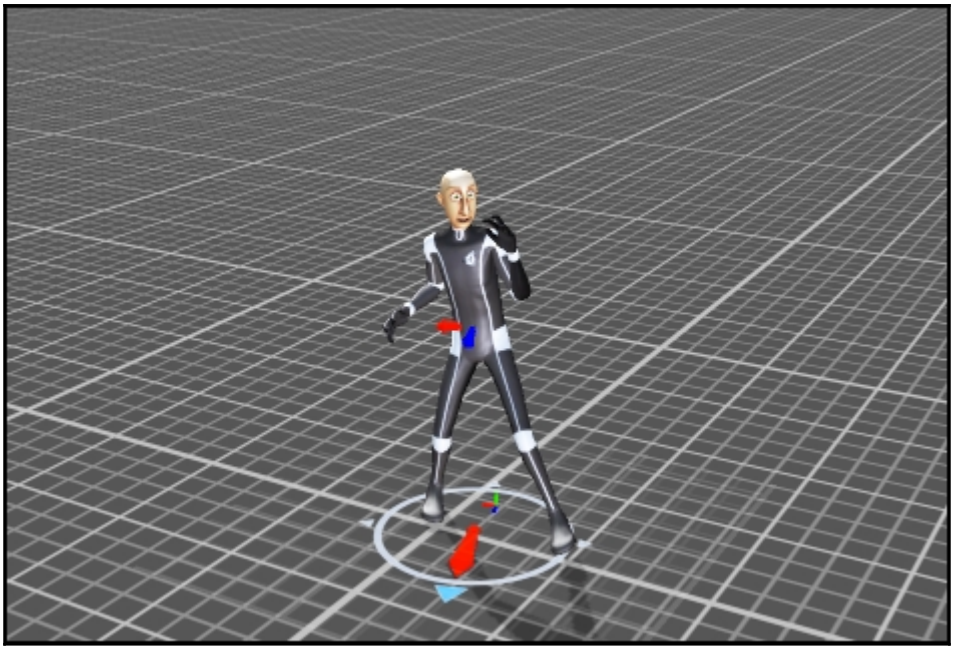

Animator
Game
Zombie
Persp
Inspector
Lighting
Navigation
Occlusion
Start 1
End 42
Loop Time
Loop Pose
Cycle Offset
Root Transform Rotation
Bake Into Pose
Based Upon
Body Orientation
Offset 1.29
Root Transform Position (Y)
Original
Root Transform Position (XZ)
loop match
20_08_walk
31_16_idle
90_18_death
anim_Die
controllers
1:00 (059.6%) Frame 25
Zombie
Static
Tag Untagged
Layer Default
Prefab
Select
Revert
Apply
Transform
Position
Rotation
Scale
Animator
Controller controllerEnemy
Avatar ZombieAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Add Component

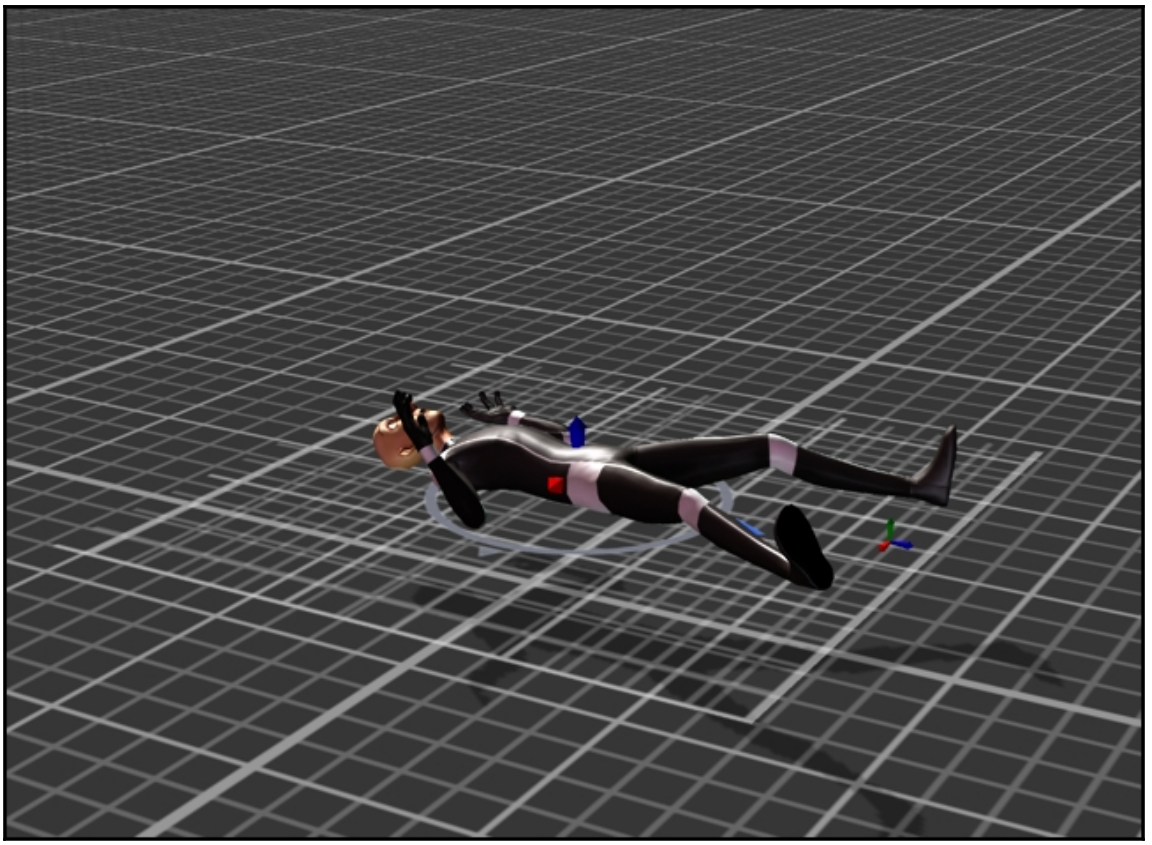

Game
Gizmos
Zombie
Persp
Inspector
Lighting
Navigation
Occlusion
Zombie (1)
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
X 6.293386
Y -2.642041
Z 2.284853
Rotation
X 0
Y -180
Z 0
Scale
X 1.283716
Y 1.283716
Z 1.283716
Animator
Controller
controllerEnemy
Avatar
ZombieAvatar
Apply Root Motion
Update Mode
Normal
Culling Mode
Cull Update Transforms
Clip Count: 5
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 635 Generic: 0 PPtr: 0
Curves Count: 635 Constant: 220 (34.6%) Dense: 415 (65.4%) Stream: 0 (0.0%)
Nav Mesh Agent
Agent Size
Radius
0.26
Height
1.88
Base Offset
0
Steering
Speed
0.6
Angular Speed
120
Acceleration
8
Stopping Distance
3
Auto Braking
Obstacle Avoidance
Quality
High Quality
Priority
50
Path Finding
Auto Traverse Off Mesh Link
Auto Repath
Area Mask
Everything

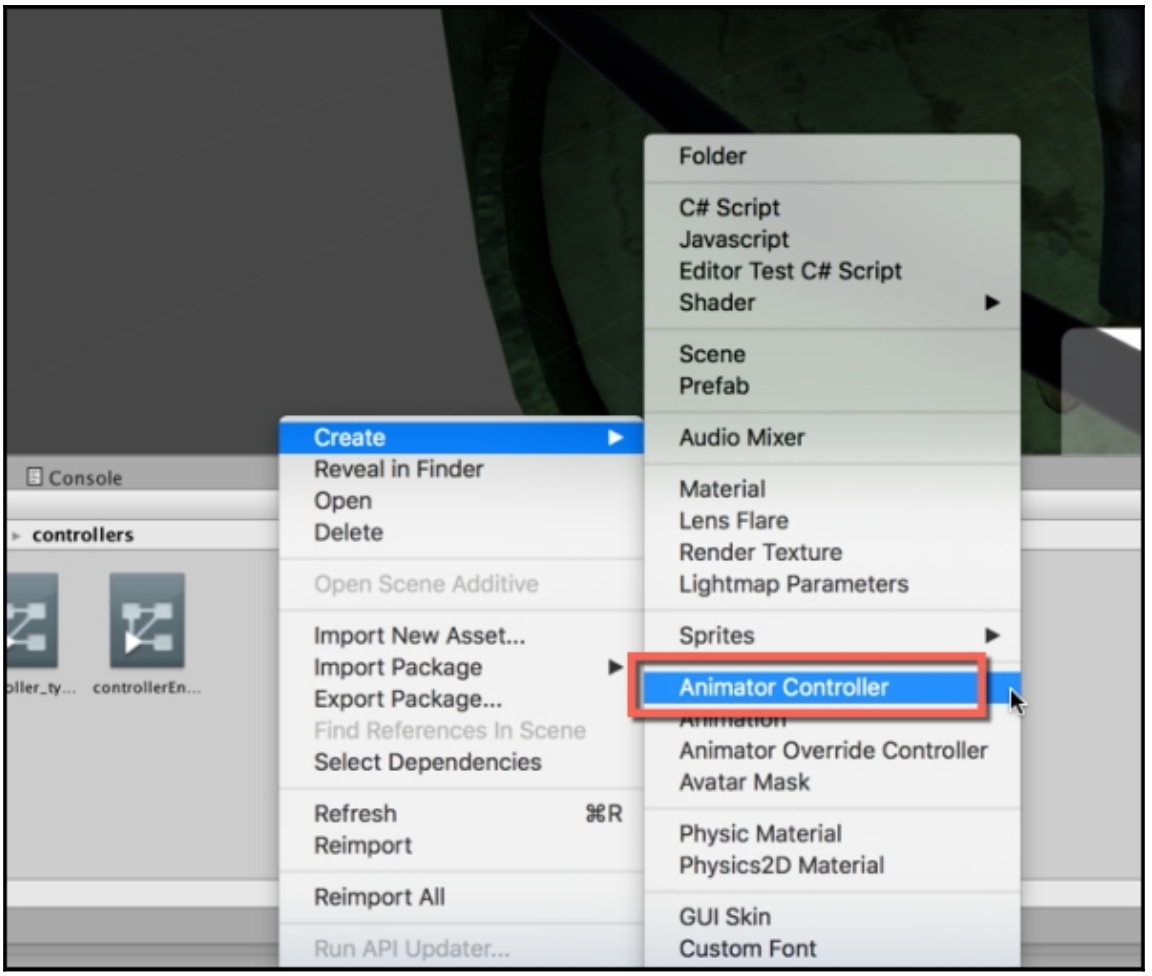

Game
Gizmos
Persp
Inspector
Lighting
Navigation
Occlusion
Radius
0.26
Height
1.88
Base Offset
0
Steering
Speed
0.6
Angular Speed
120
Acceleration
8
Stopping Distance
3
Auto Braking
Obstacle Avoidance
Quality
High Quality
Priority
50
Path Finding
Auto Traverse Off Mesh Link
Auto Repath
Area Mask
Everything
Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
X 0
Y 0.98
Z 0
Radius
0.26
Height
1.96
Direction
Y-Axis
Health (Script)
Script
Health
F Value
100
On Health Expired ()
List is Empty
On Health Changed ()
List is Empty

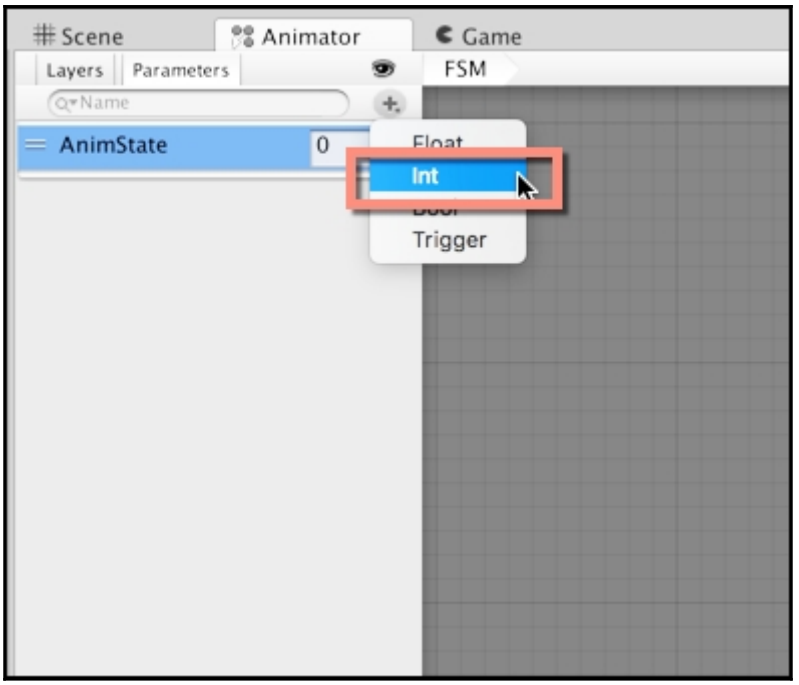


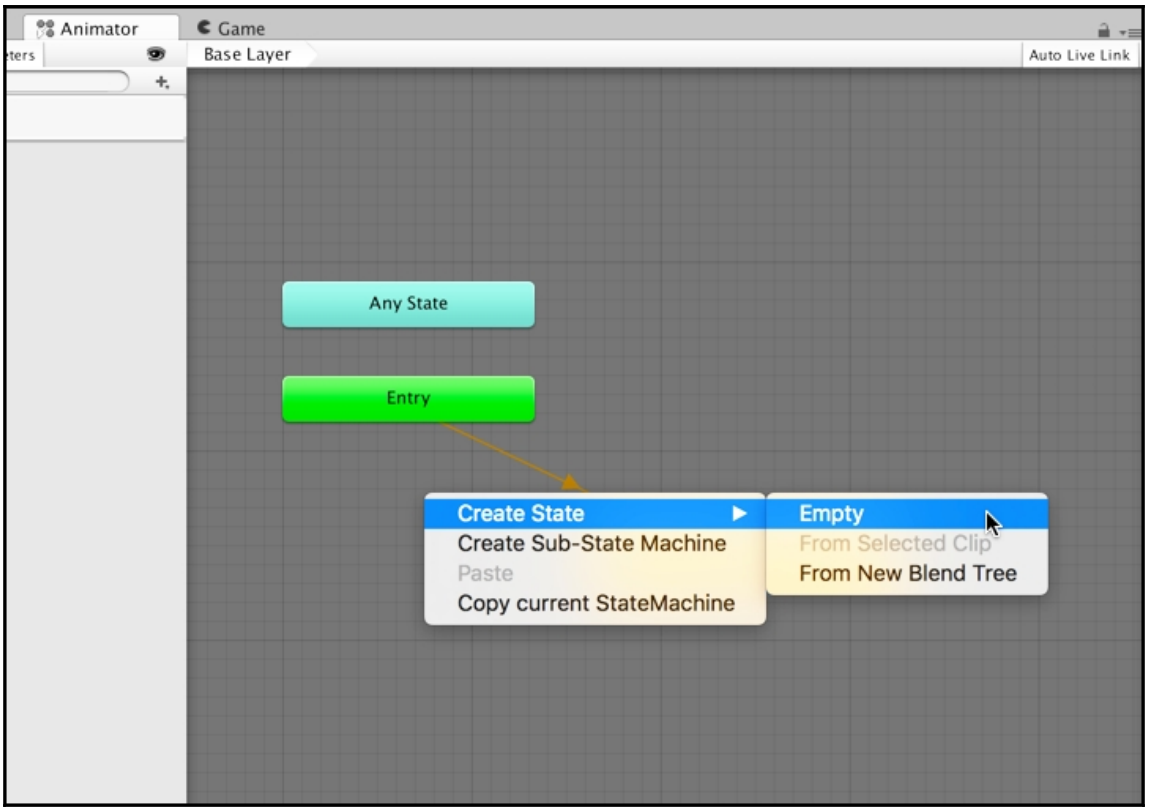


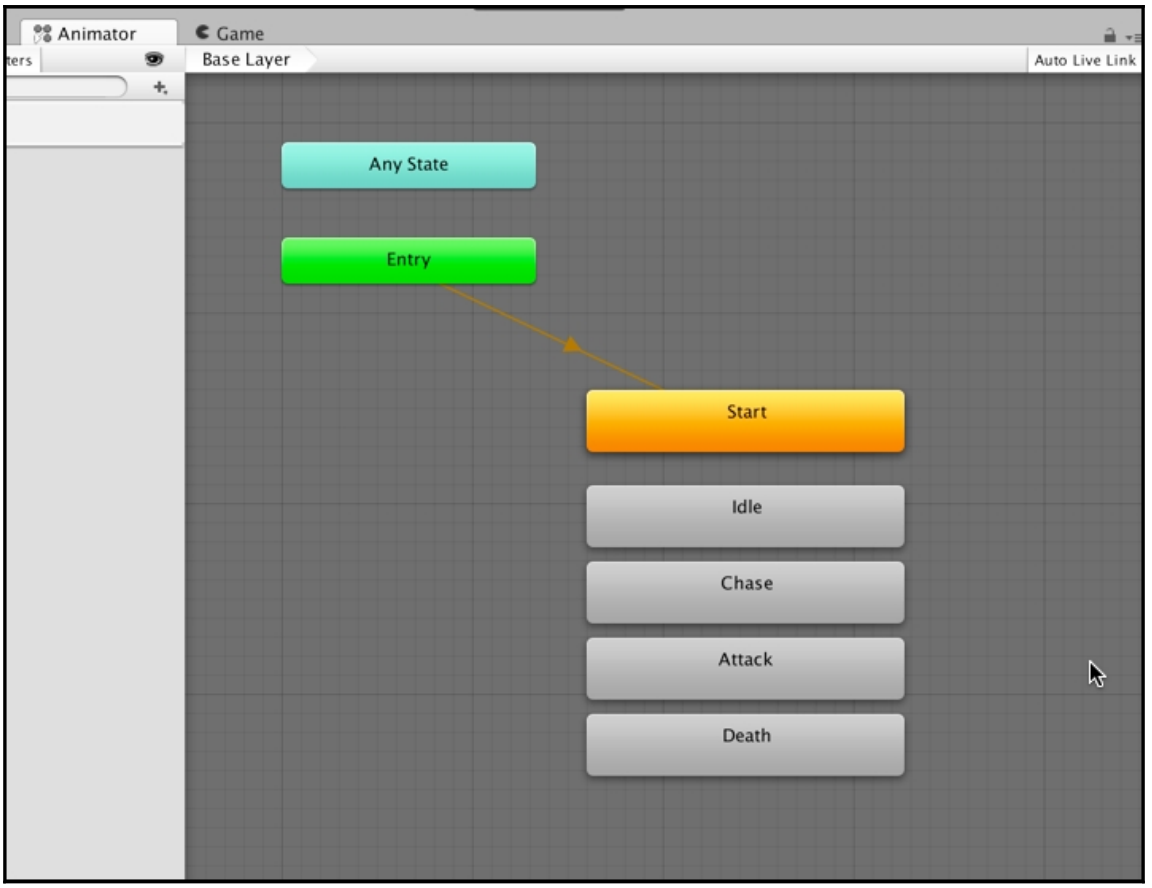




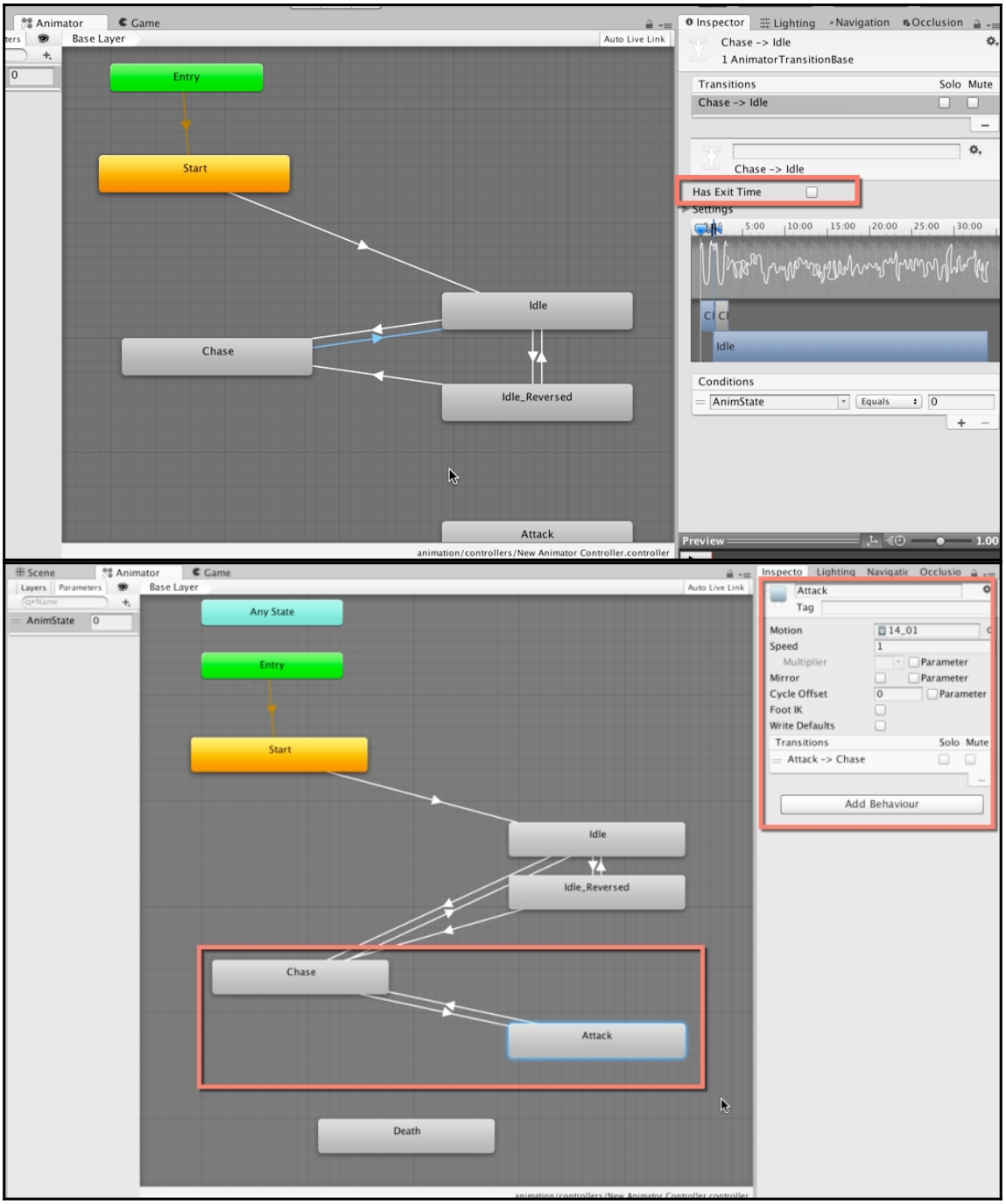

Console
controllers
Create
Reveal in Finder
Open
Delete
Open Scene Additive
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh ⌘R
Reimport
Reimport All
Run API Updater...
Folder
C# Script
Javascript
Editor Test C# Script
Shader
Scene
Prefab
Audio Mixer
Material
Lens Flare
Render Texture
Lightmap Parameters
Sprites
Animator Controller
Animator Override Controller
Avatar Mask
Physic Material
Physics2D Material
GUI Skin
Custom Font

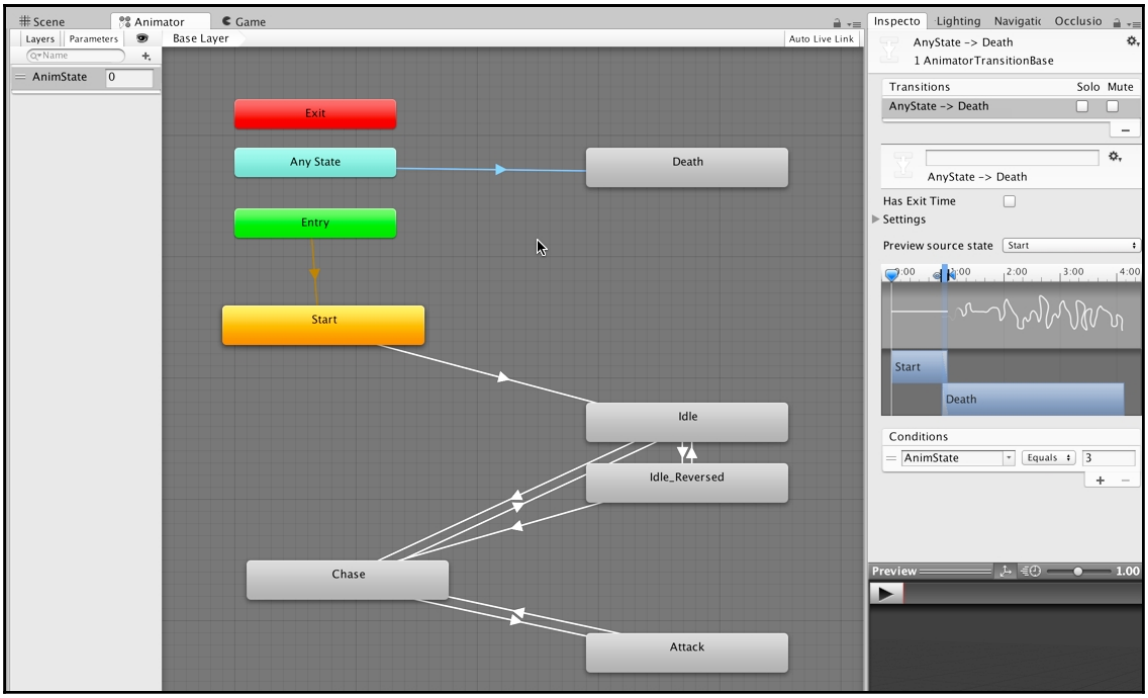

Scene
Animator
Game
Layers
Parameters
FSM
Name
AnimState
0
Float
Int
Trigger

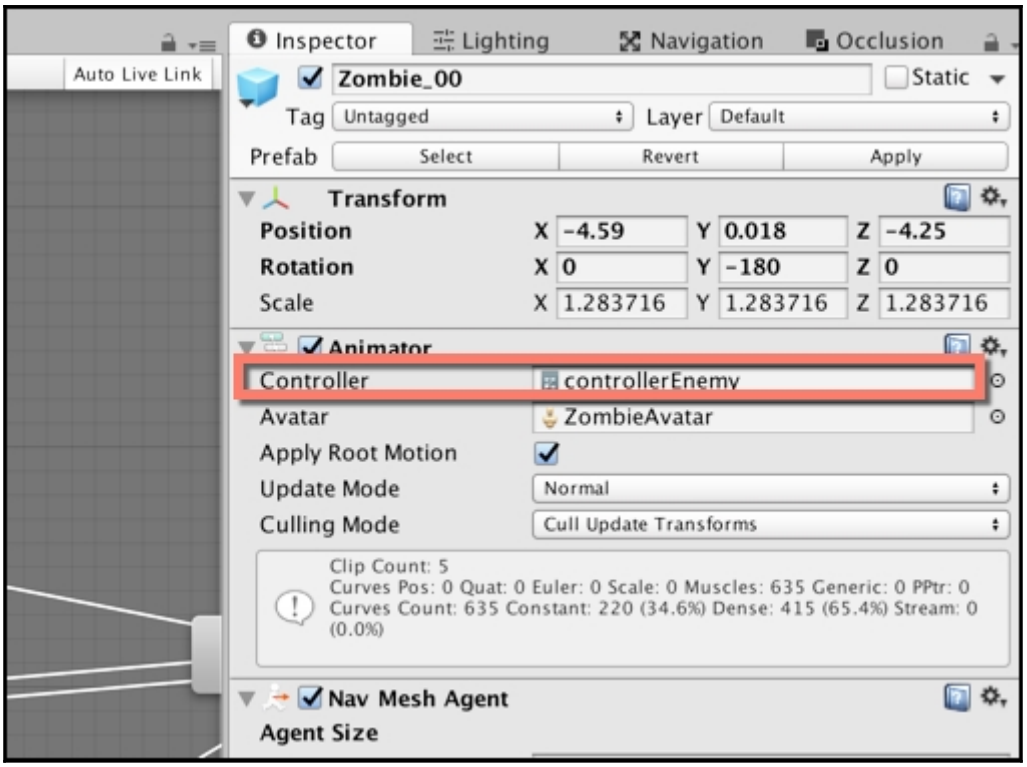

Animator
Game
Base Layer
Auto Live Link
Any State
Entry
Create State
Create Sub-State Machine
Paste
Copy current StateMachine
Empty
From Selected Clip
From New Blend Tree

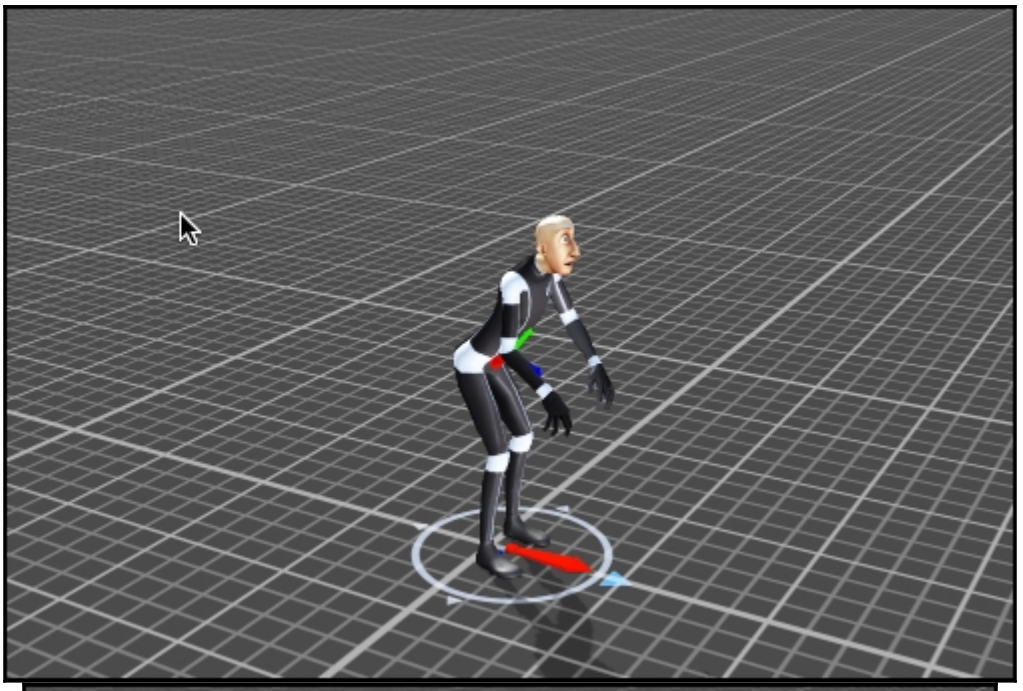

Animator
Game
Base Layer
Auto Live Link
Any State
Entry
Start
Idle
Chase
Attack
Death

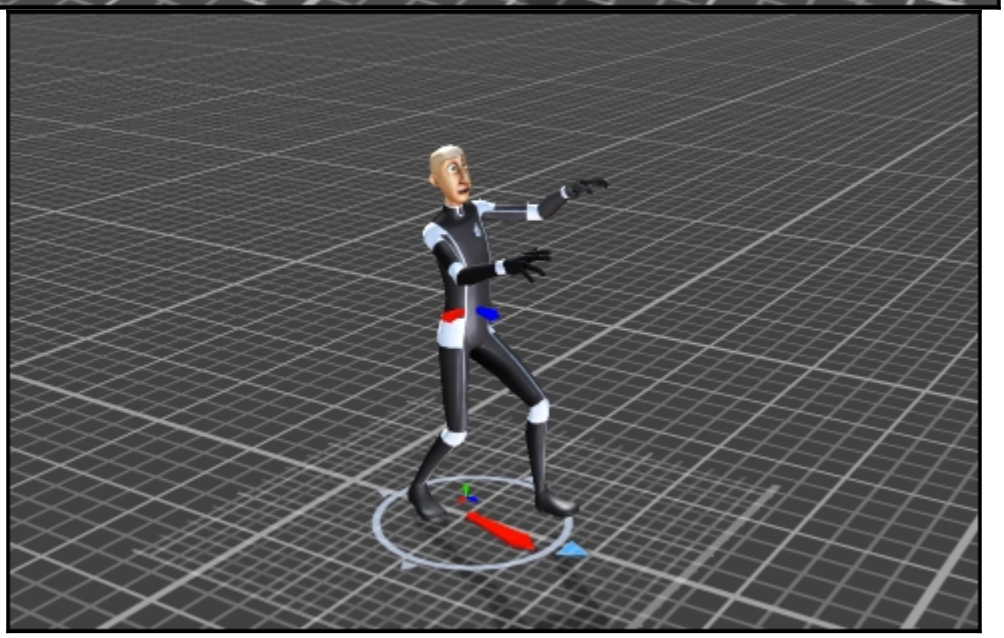
Scene
Animator
Game
Layers
Parameters
Base Layer
Auto Live Link
AnimState
0
Exit
Any State
Entry
Start
Idle
Chase
animation/controllers/New Animator Controller.controller
Inspector
Lighting
Navigation
Occlusion
Start -> Idle
1 AnimatorTransitionBase
Transitions
Solo
Mute
Start -> Idle
Has Exit Time
Settings
Cannot preview transition: source state does not have motion
Conditions
AnimState
Equals
0
Preview
Idle -> Idle_Reversed
Idle_Reversed
Attack
Death
List is Empty
1.00

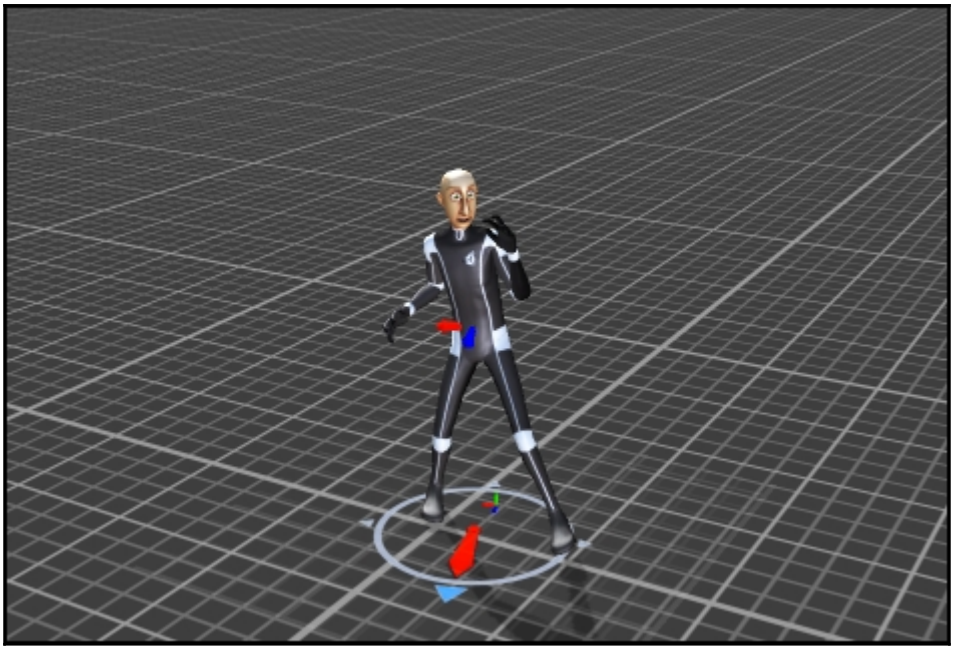

Animator
Game
Base Layer
Auto Live Link
Entry
Start
Idle
Chase
Idle_Reversed
Attack
animation/controllers/New Animator Controller.controller
Inspector
Lighting
Navigation
Occlusion
Chase -> Idle
1 AnimatorTransitionBase
Transitions
Solo
Mute
Chase -> Idle
Has Exit Time
Settings
Idle
Conditions
AnimState
Equals
Preview
1.00
Scene
Layers
Parameters
AnimState
Any State
Death
Attack
Tag
Motion
14_01
Speed
Multiplier
Parameter
Mirror
Cycle Offset
Foot IK
Write Defaults
Attack -> Chase
Add Behaviour

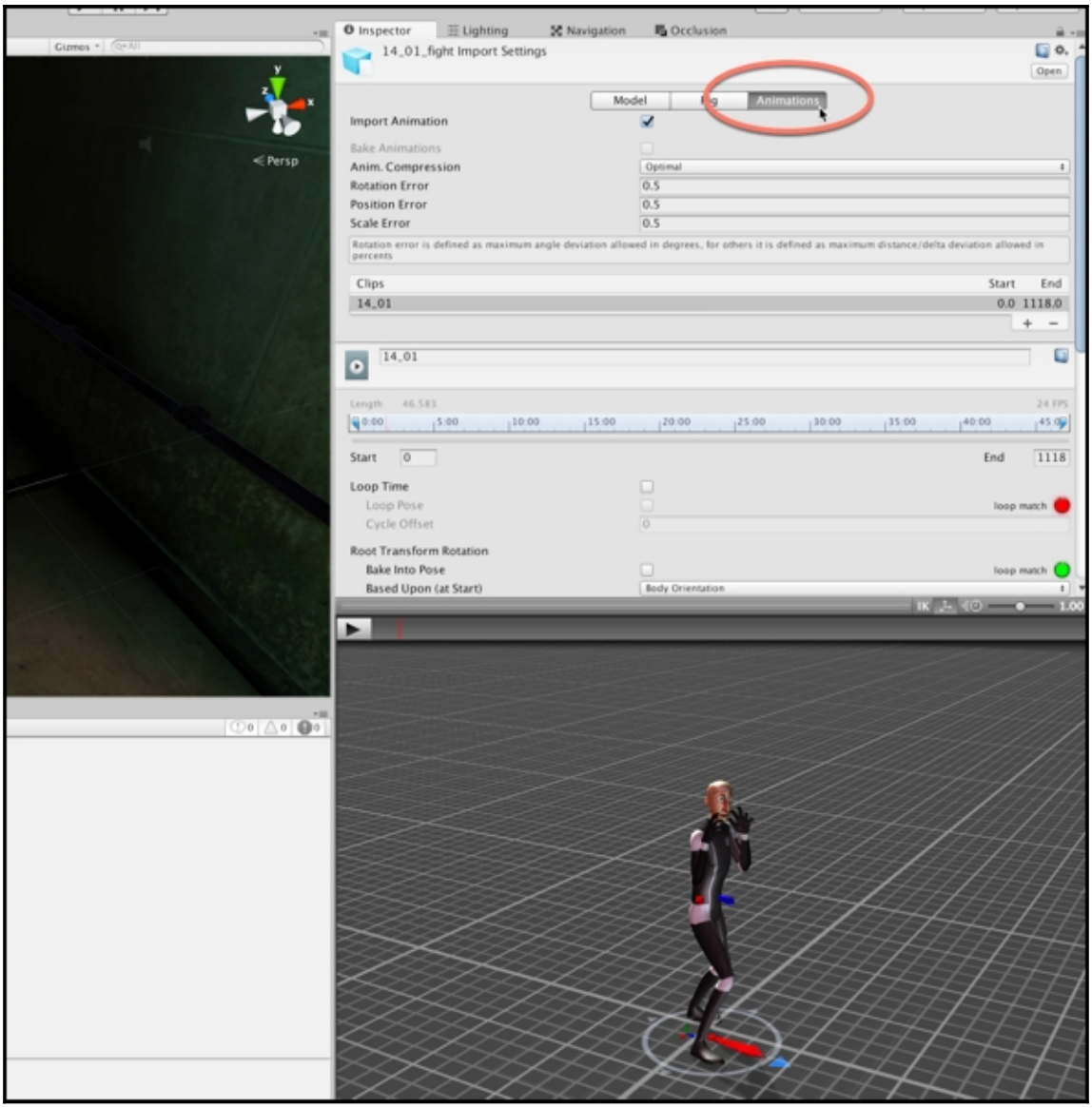

Scene
Animator
Game
Layers
Parameters
Base Layer
Auto Live Link
AnimState
0
Exit
Any State
Death
Entry
Start
Idle
Idle_Reversed
Chase
Attack
Inspecto
Lighting
Navigatic
Occlusio
AnyState -> Death
1 AnimatorTransitionBase
Transitions
Solo
Mute
AnyState -> Death
AnyState -> Death
Has Exit Time
Settings
Preview source state
Start
:00
1:00
2:00
3:00
4:00
Start
Death
Conditions
AnimState
Equals
3
Preview
1.00


Inspector
Lighting
Navigation
Occlusion
Auto Live Link
Zombie_00
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
X -4.59
Y 0.018
Z -4.25
Rotation
X 0
Y -180
Z 0
Scale
X 1.283716
Y 1.283716
Z 1.283716
Animator
Controller
controllerEnemy
Avatar
ZombieAvatar
Apply Root Motion
Update Mode
Normal
Culling Mode
Cull Update Transforms
Clip Count: 5
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 635 Generic: 0 PPtr: 0
Curves Count: 635 Constant: 220 (34.6%) Dense: 415 (65.4%) Stream: 0
(0.0%)
Nav Mesh Agent
Agent Size

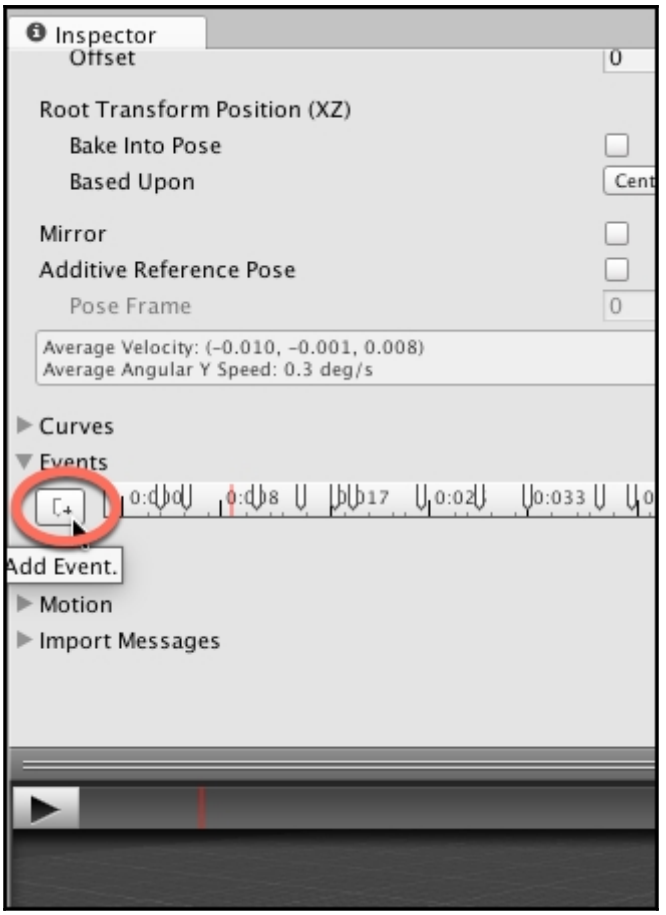


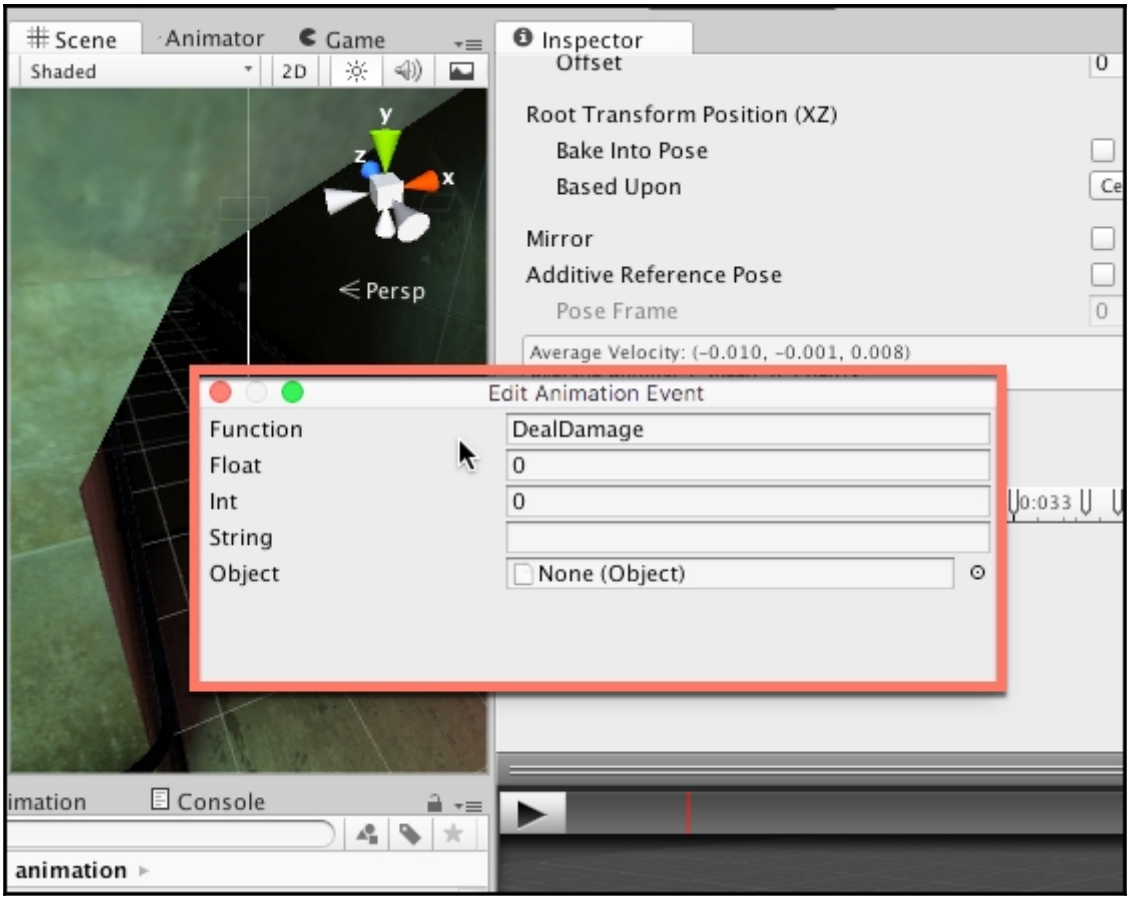


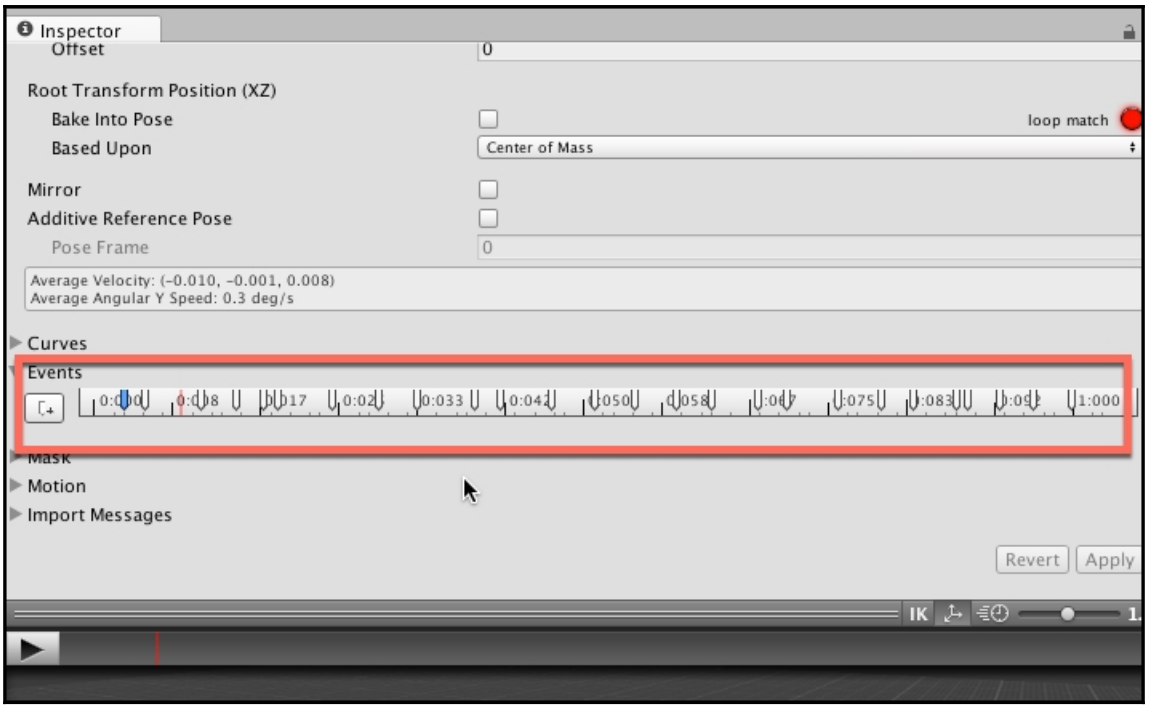


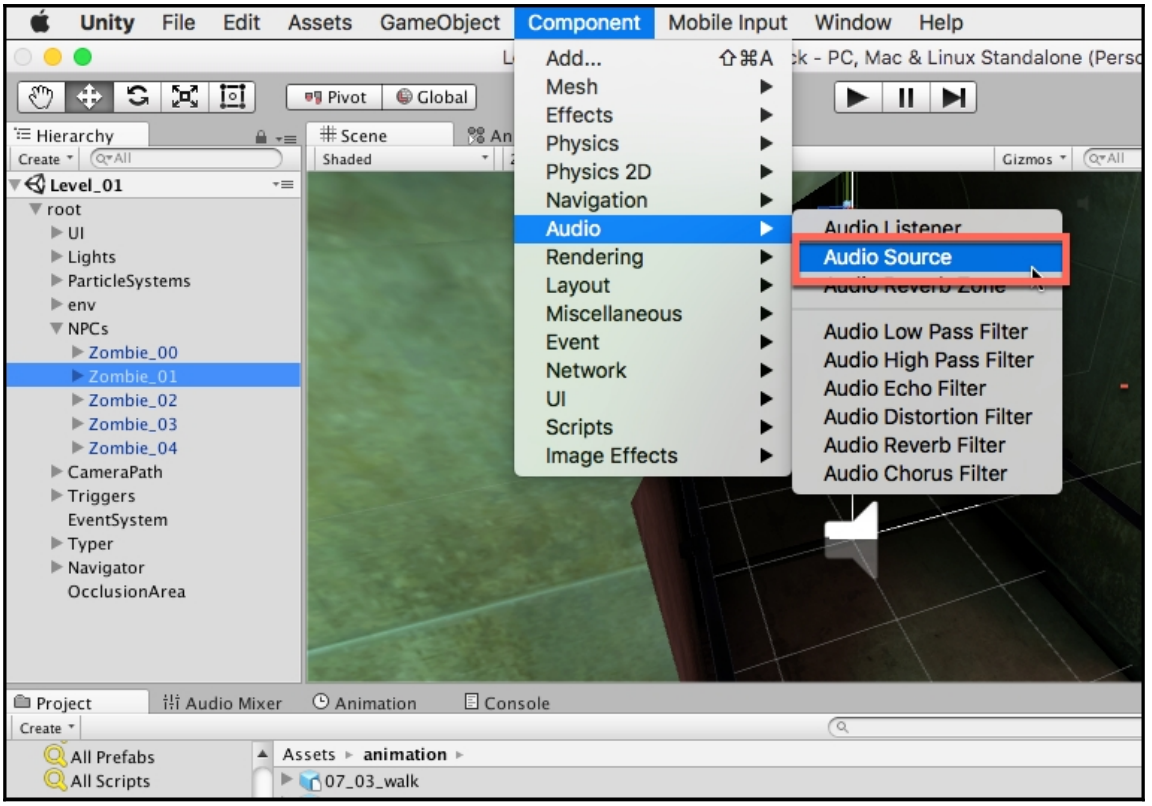

Inspector
Lighting
Navigation
Occlusion
14_01_fight Import Settings
Open
Model
Animations
Import Animation
Bake Animations
Anim. Compression
Optimal
Rotation Error
0.5
Position Error
0.5
Scale Error
0.5
Rotation error is defined as maximum angle deviation allowed in degrees, for others it is defined as maximum distance/delta deviation allowed in percents
Clips
Start
End
14_01
0.0
1118.0
14_01
Length
46.583
24 FPS
Start
0
End
1118
Loop Time
Loop Pose
loop match
Cycle Offset
Root Transform Rotation
Bake Into Pose
loop match
Based Upon (at Start)
Body Orientation
Persp

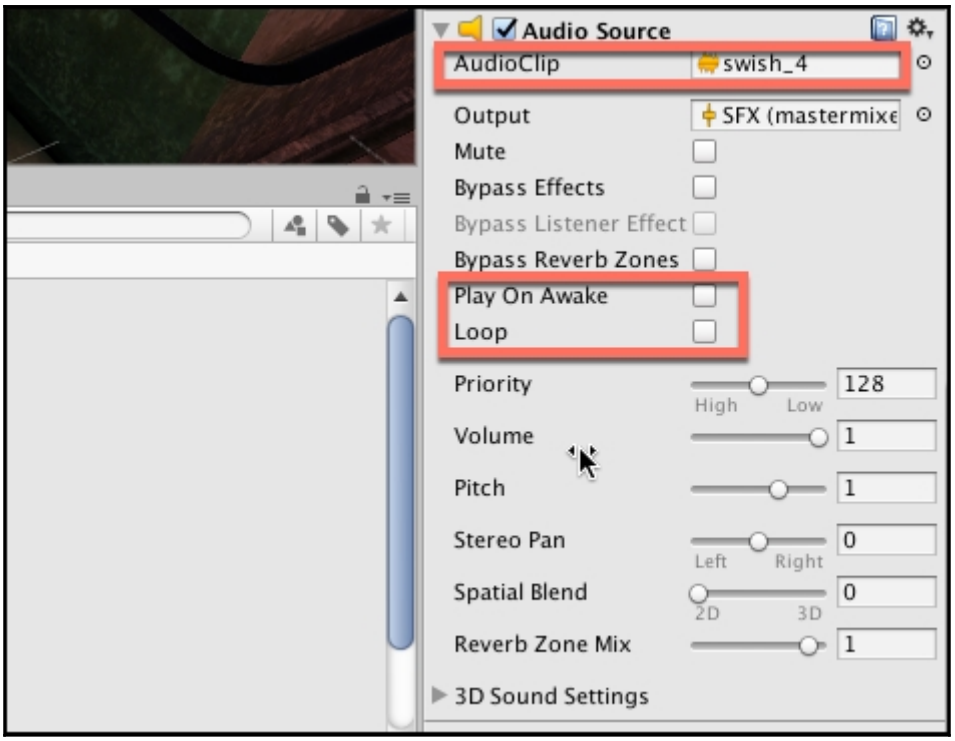
4:02 (008.8%) Frame 98
AssetBundle
None

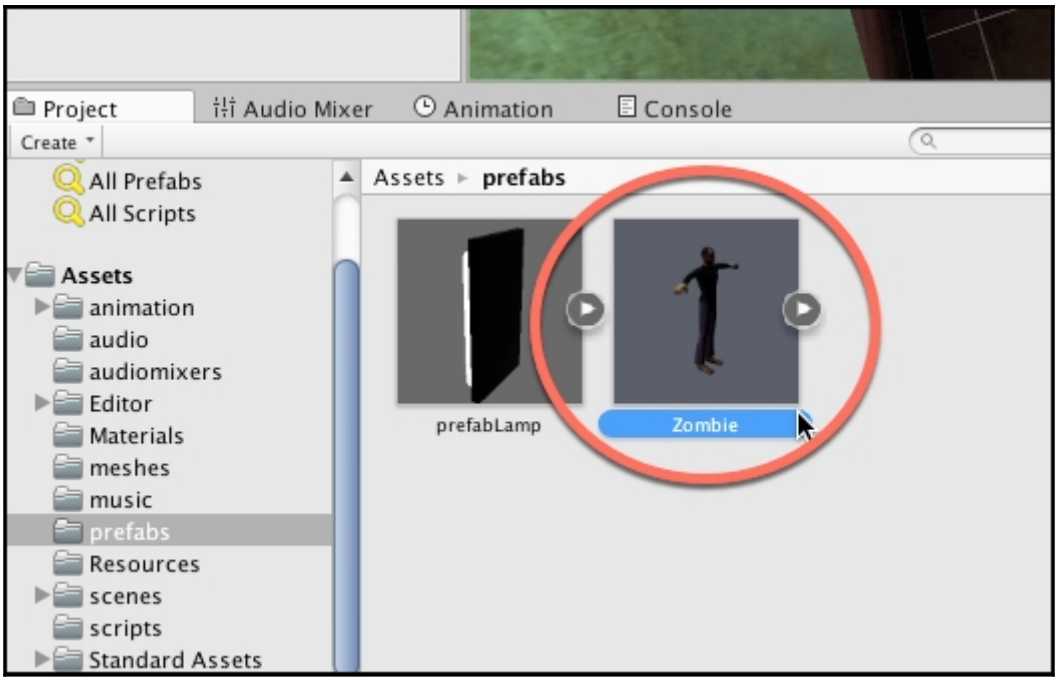

Inspector
Offset
0
Root Transform Position (XZ)
Bake Into Pose
Based Upon
Cent
Mirror
Additive Reference Pose
Pose Frame
0
Average Velocity: (-0.010, -0.001, 0.008)
Average Angular Y Speed: 0.3 deg/s
Curves
Events
0:02
0:033
Add Event.
Motion
Import Messages

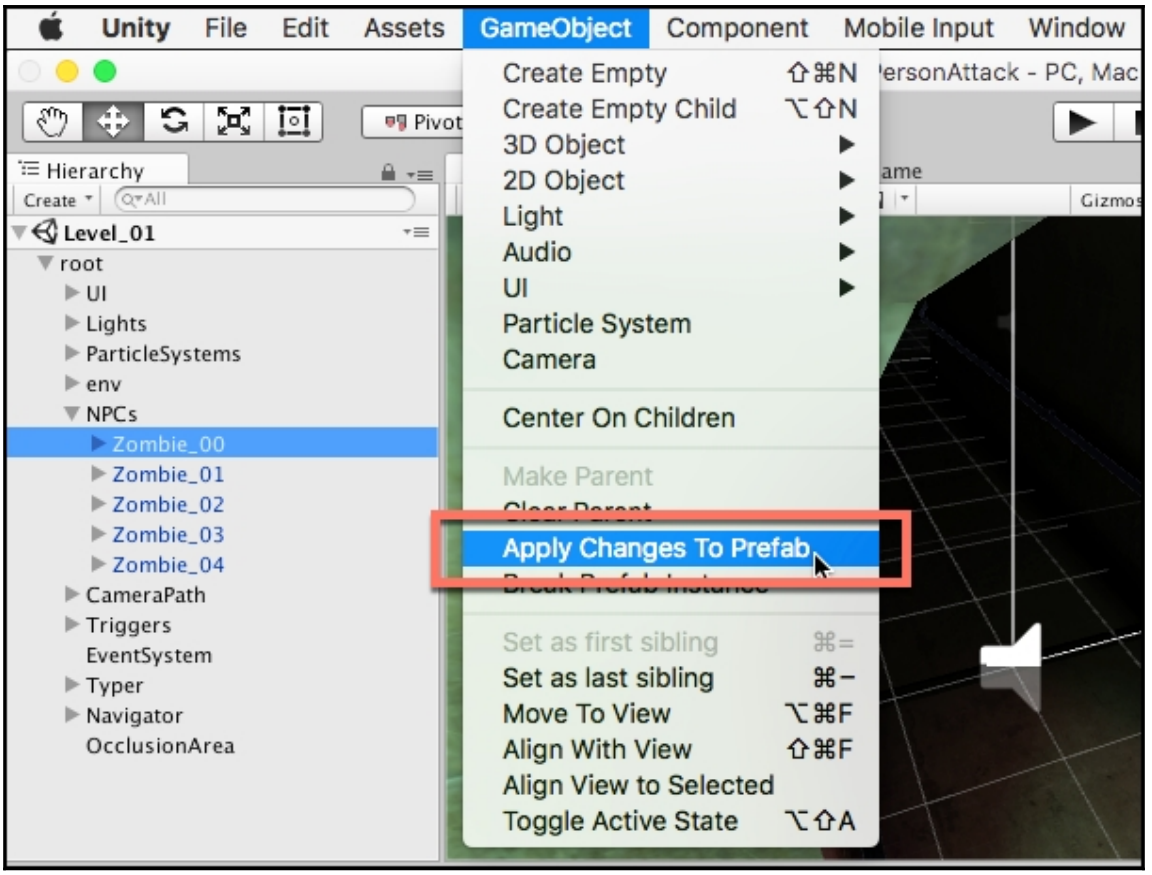

Scene
Animator
Game
Shaded
2D
y
z
x
Persp
Inspector
Offset
0
Root Transform Position (XZ)
Bake Into Pose
Based Upon
Ce
Mirror
Additive Reference Pose
Pose Frame
0
Average Velocity: (-0.010, -0.001, 0.008)
Edit Animation Event
Function
DealDamage
Float
0
Int
0
String
Object
None (Object)
0:033
imation
Console
animation

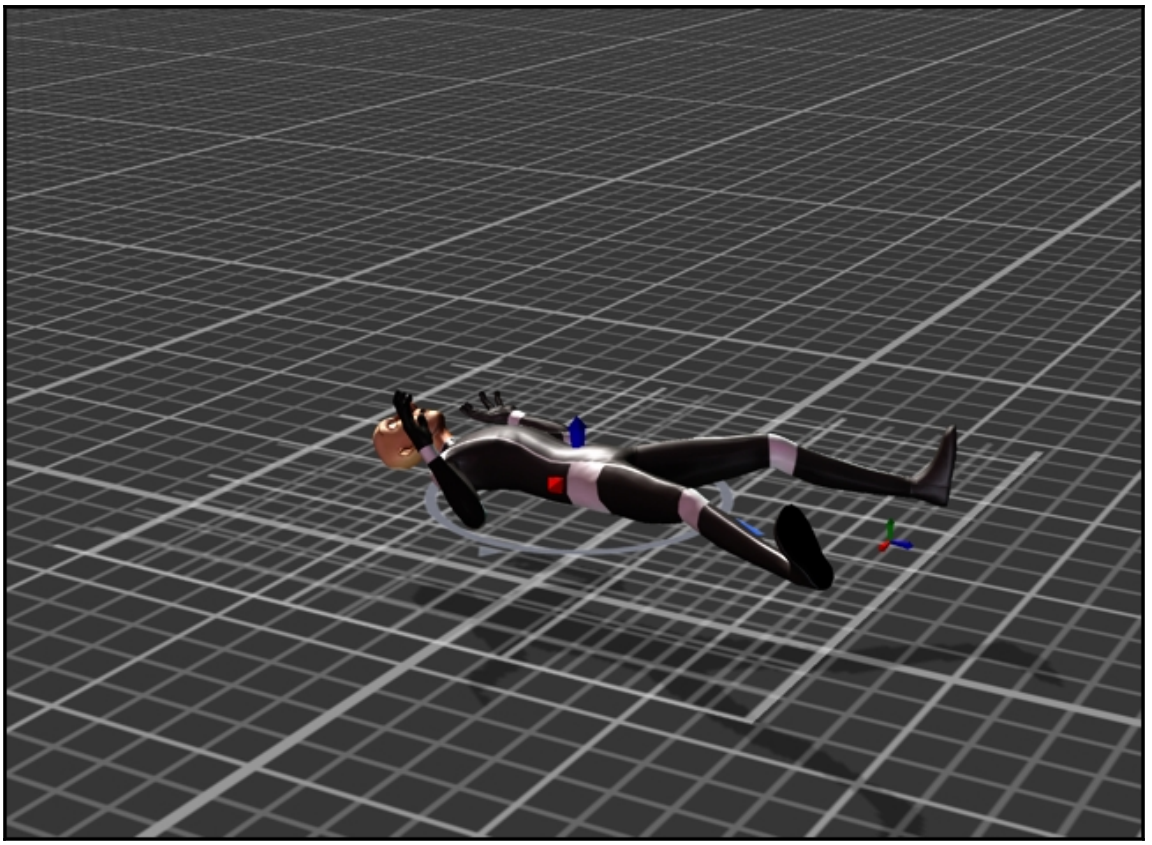

Inspector
Offset
0
Root Transform Position (XZ)
Bake Into Pose
loop match
Based Upon
Center of Mass
Mirror
Additive Reference Pose
Pose Frame
0
Average Velocity: (-0.010, -0.001, 0.008)
Average Angular Y Speed: 0.3 deg/s
Curves
Events
0:000
0:008
0:017
0:025
0:033
0:042
0:050
0:058
0:067
0:075
0:083
0:092
1:000
Mask
Motion
Import Messages
Revert
Apply
IK

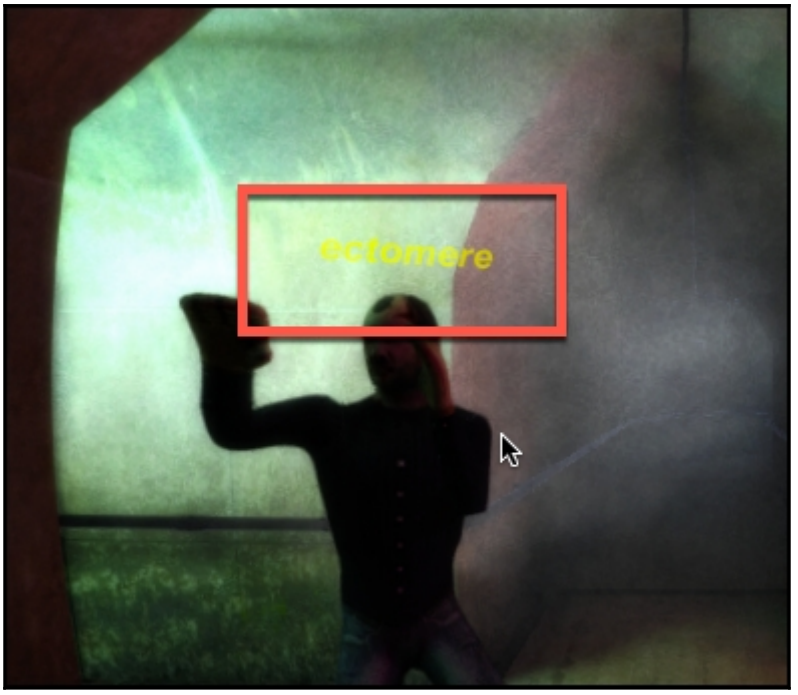

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Add...
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Image Effects
Audio Source
Audio Low Pass Filter
Audio High Pass Filter
Audio Echo Filter
Audio Distortion Filter
Audio Reverb Filter
Audio Chorus Filter
Hierarchy
Scene
Pivot
Global
Gizmos
Level_01
root
UI
Lights
ParticleSystems
env
NPCs
Zombie_00
Zombie_01
Zombie_02
Zombie_03
Zombie_04
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Project
Audio Mixer
Animation
Console
All Prefabs
All Scripts
Assets
animation
07_03_walk

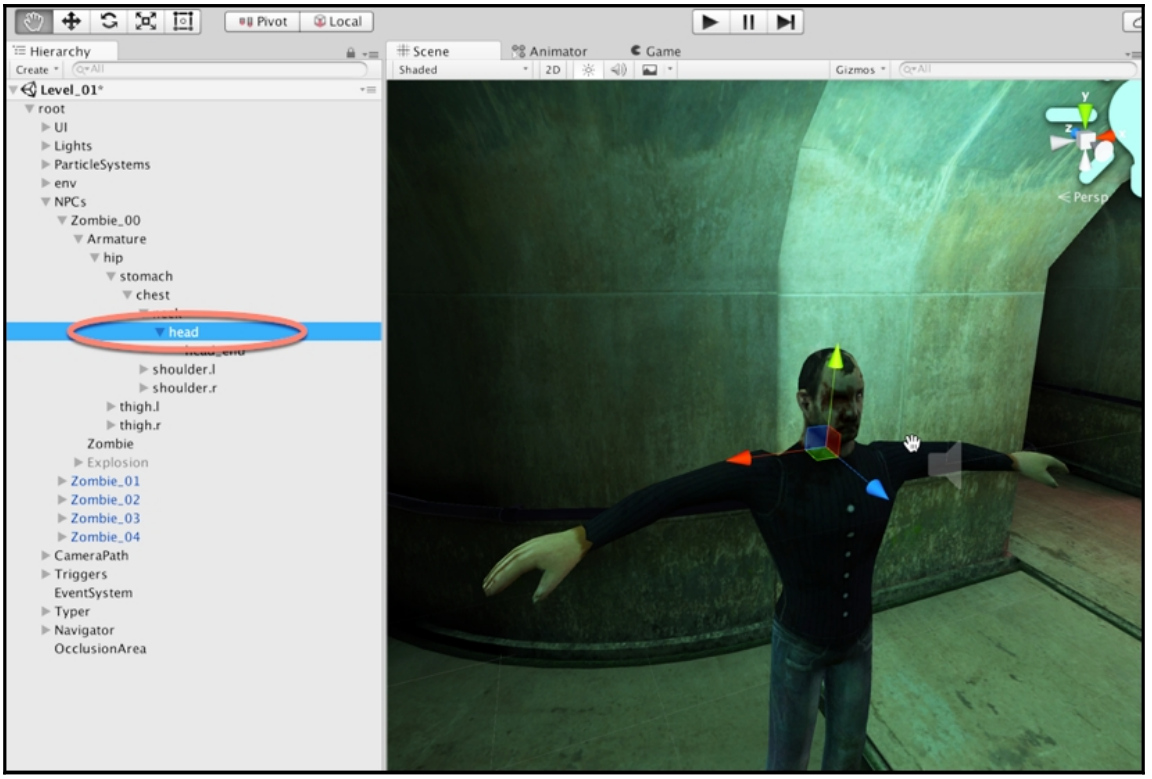

Audio Source
AudioClip
swish_4
Output
SFX (mastermixe
Mute
Bypass Effects
Bypass Listener Effect
Bypass Reverb Zones
Play On Awake
Loop
Priority
High
Low
128
Volume
1
Pitch
1
Stereo Pan
Left
Right
0
Spatial Blend
2D
3D
0
Reverb Zone Mix
1
3D Sound Settings

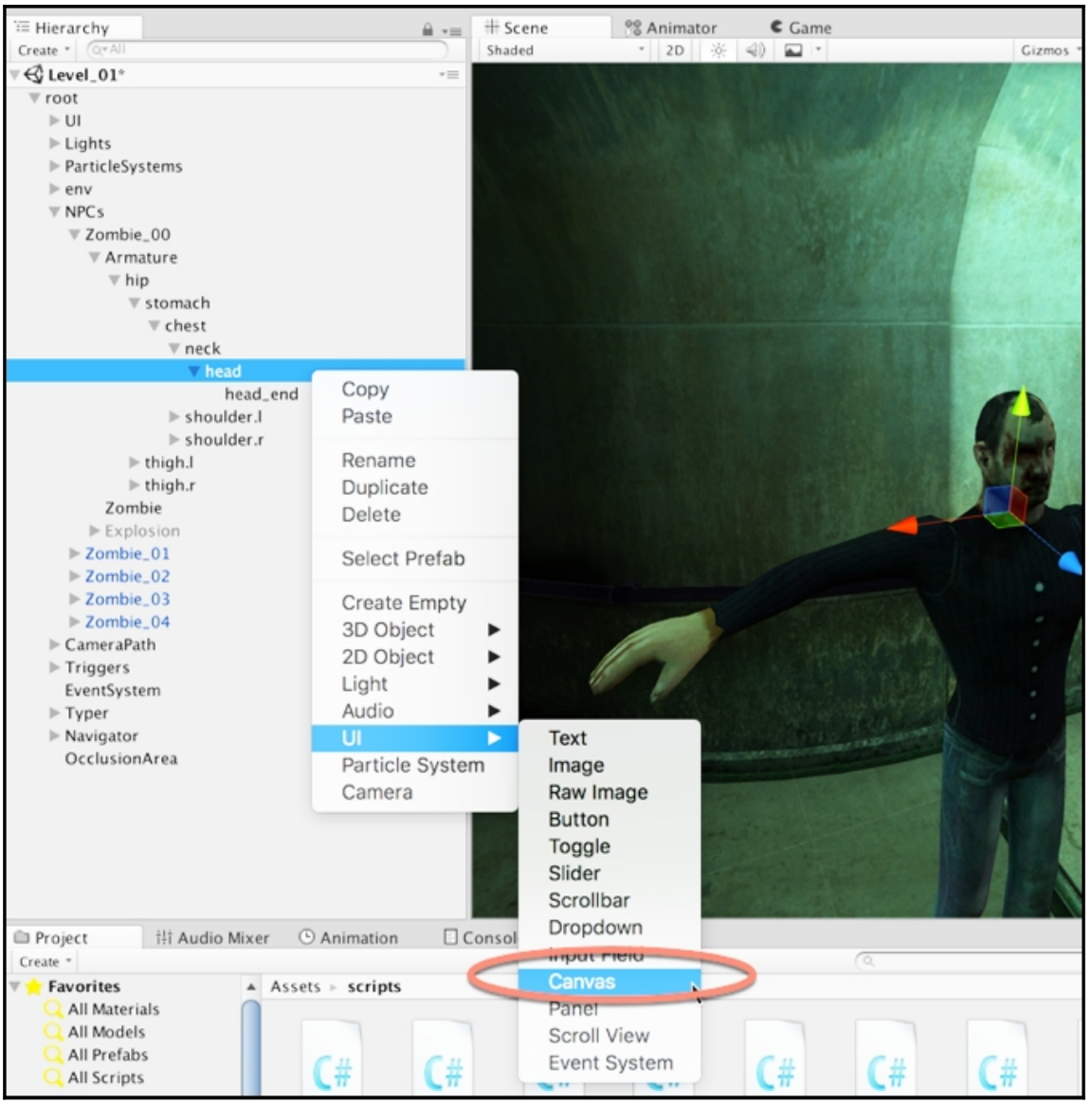

Project
Audio Mixer
Animation
Console
Create
All Prefabs
All Scripts
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
Assets ▸ prefabs
prefabLamp
Zombie

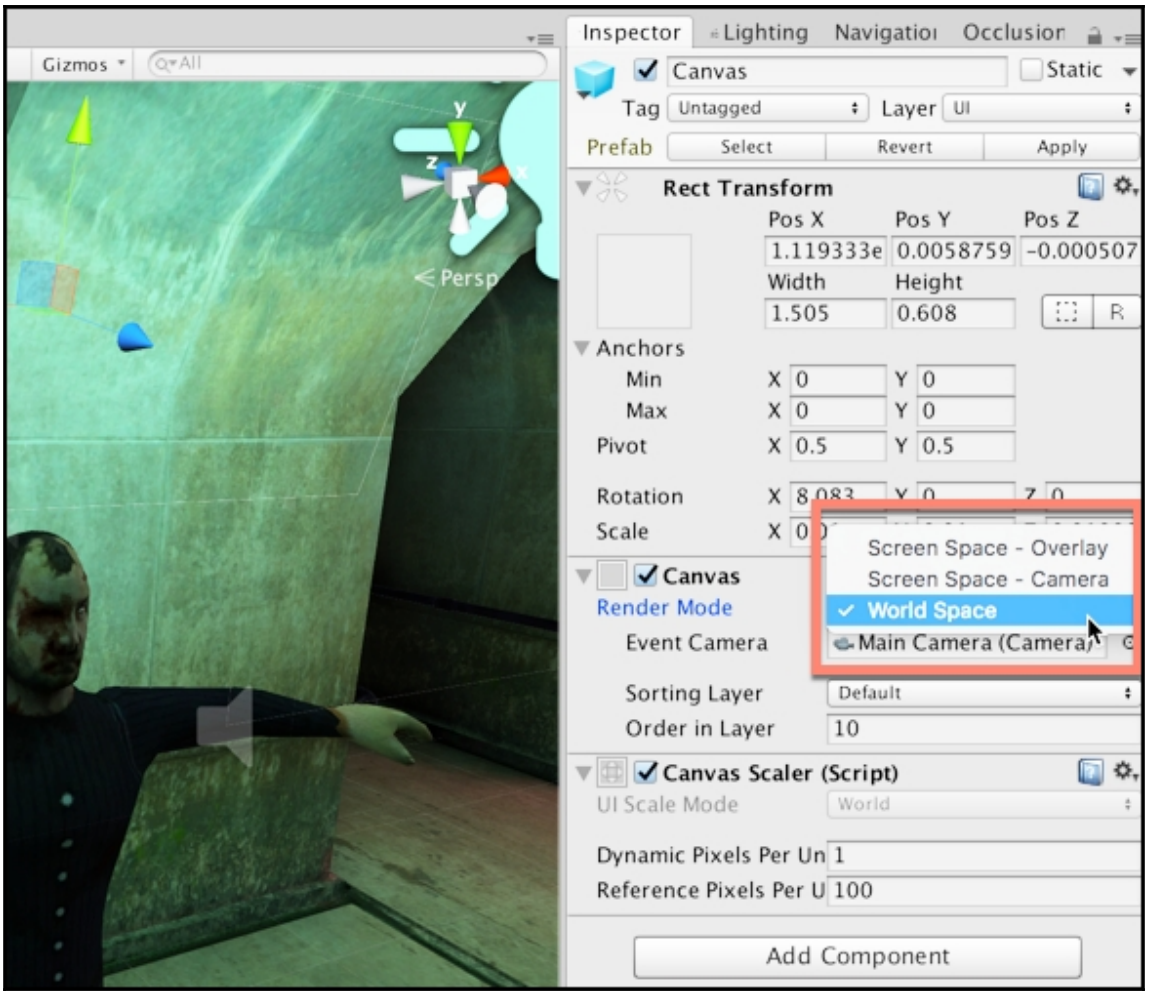

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Create Empty ⇧⌘N
Create Empty Child ⌥⇧N
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Apply Changes To Prefab
Set as first sibling ⌘=
Set as last sibling ⌘−
Move To View ⌥⌘F
Align With View ⇧⌘F
Align View to Selected
Toggle Active State ⌥⇧A
Hierarchy
Create
Level_01
root
UI
Lights
ParticleSystems
env
NPCs
Zombie_00
Zombie_01
Zombie_02
Zombie_03
Zombie_04
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Pivot
Gizmos

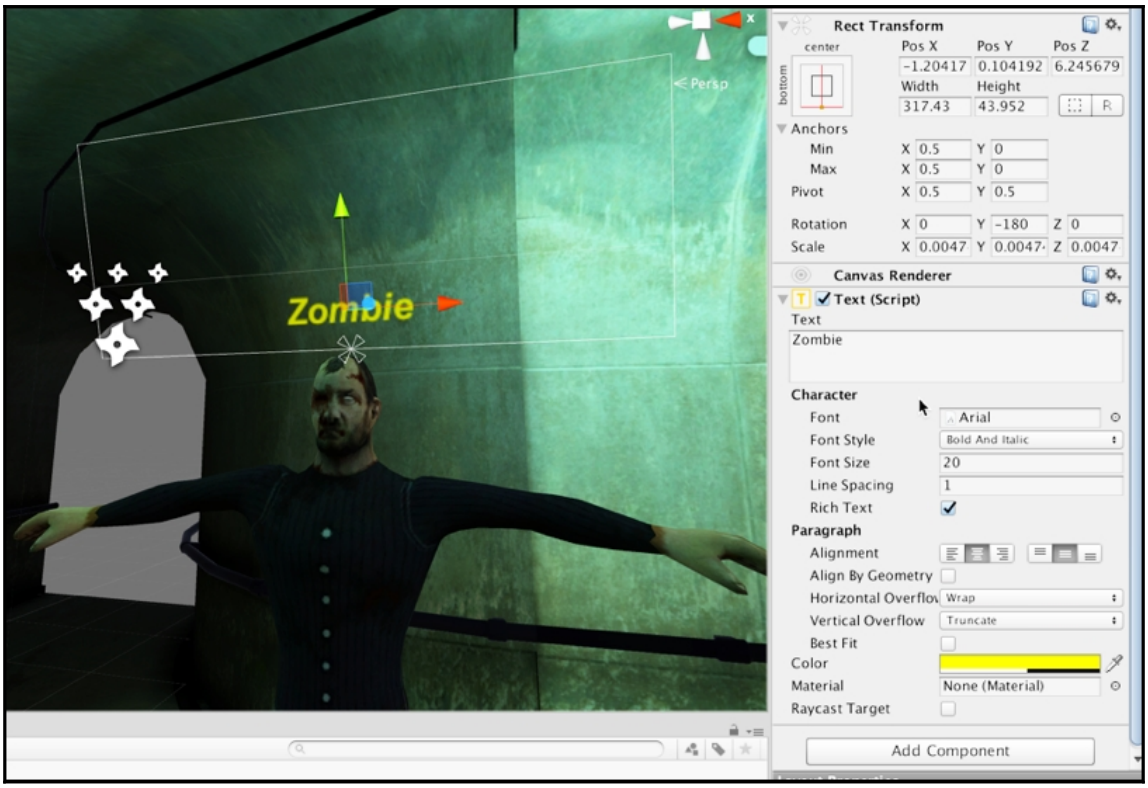


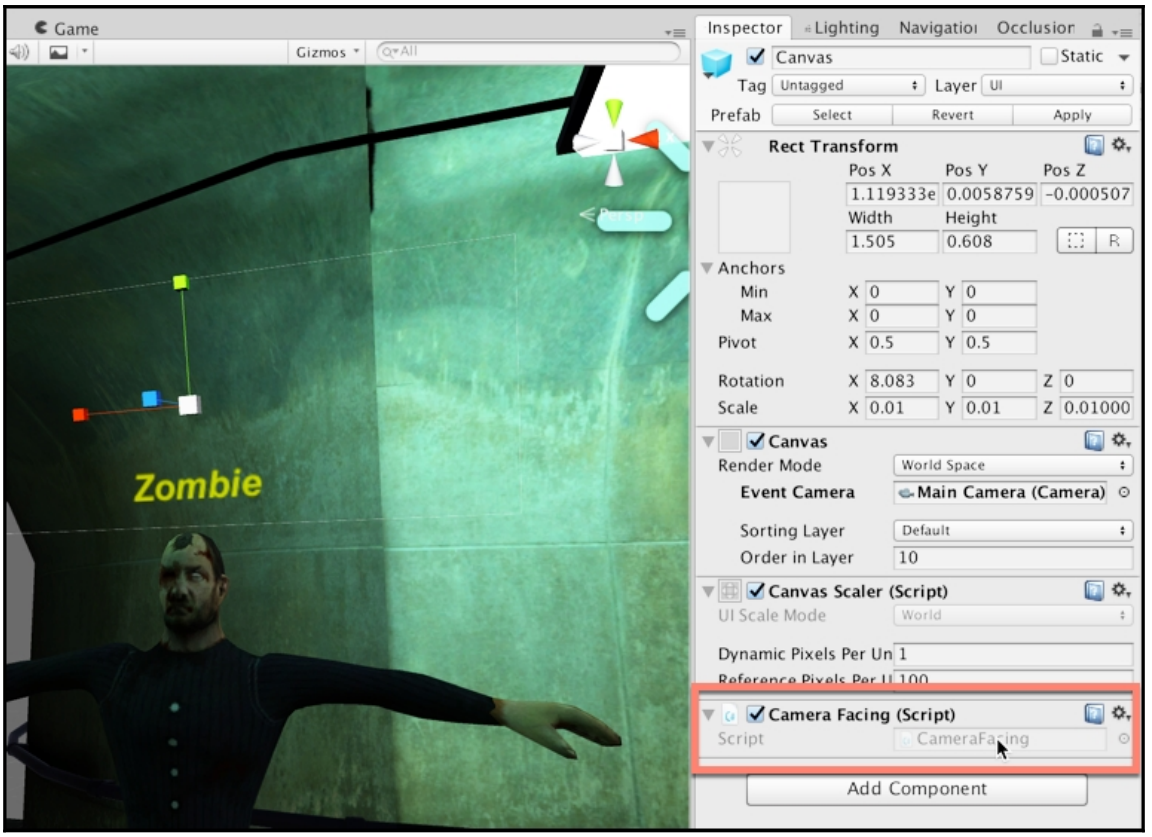

ectomere


Pivot
Local
Hierarchy
Create
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
Zombie_00
Armature
hip
stomach
chest
head
shoulder.l
shoulder.r
thigh.l
thigh.r
Zombie
Explosion
Zombie_01
Zombie_02
Zombie_03
Zombie_04
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Scene
Animator
Game
Shaded
2D
Gizmos
Persp

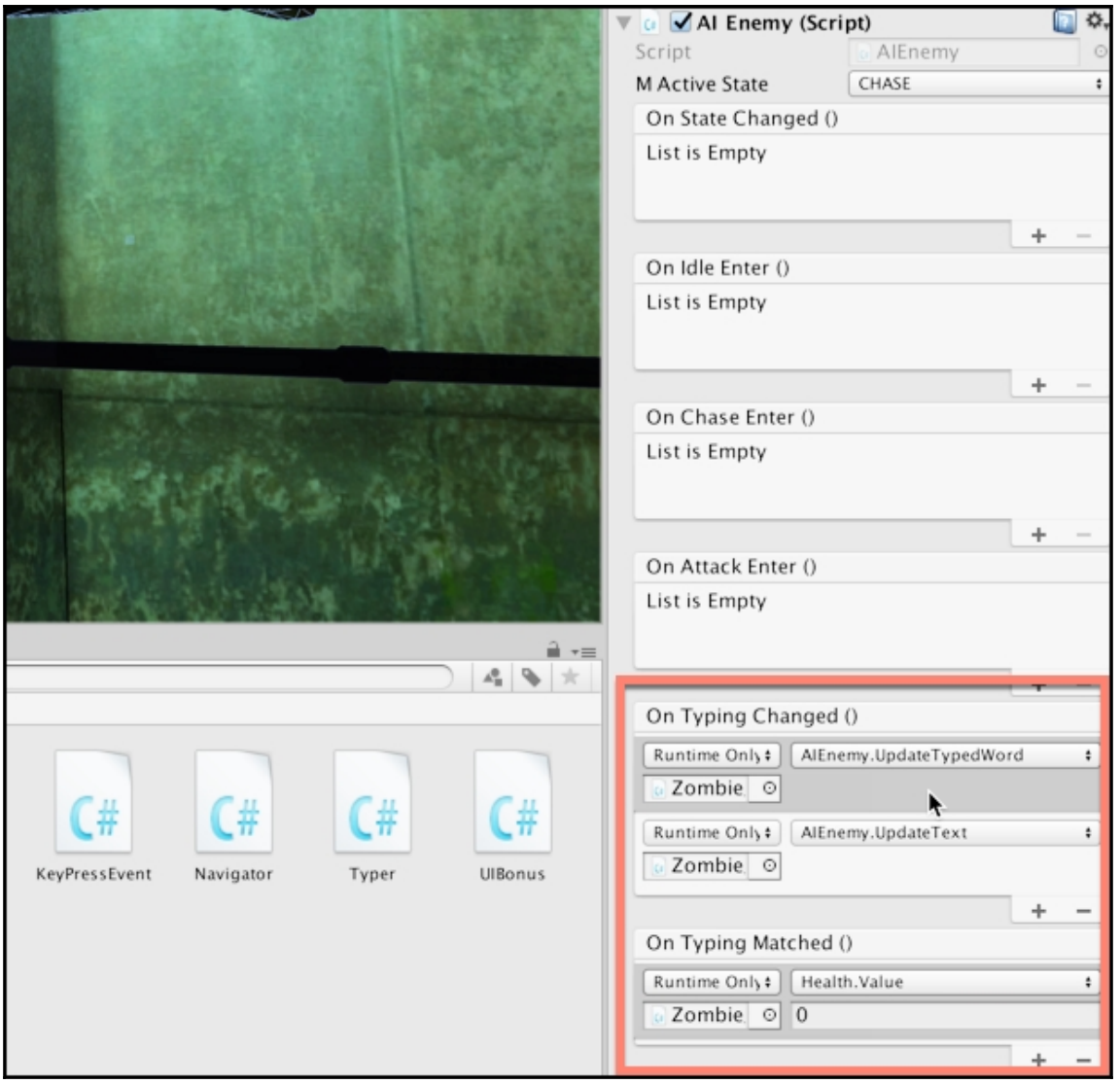

Hierarchy
Create
Level_01*
root
UI
Lights
ParticleSystems
env
NPCs
Zombie_00
Armature
hip
stomach
chest
neck
head
head_end
shoulder.l
shoulder.r
thigh.l
thigh.r
Zombie
Explosion
Zombie_01
Zombie_02
Zombie_03
Zombie_04
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Copy
Paste
Rename
Duplicate
Delete
Select Prefab
Create Empty
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Text
Image
Raw Image
Button
Toggle
Slider
Scrollbar
Dropdown
Canvas
Panel
Scroll View
Event System
Scene
Animator
Game
Shaded
2D
Gizmos
Project
Audio Mixer
Animation
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
scripts

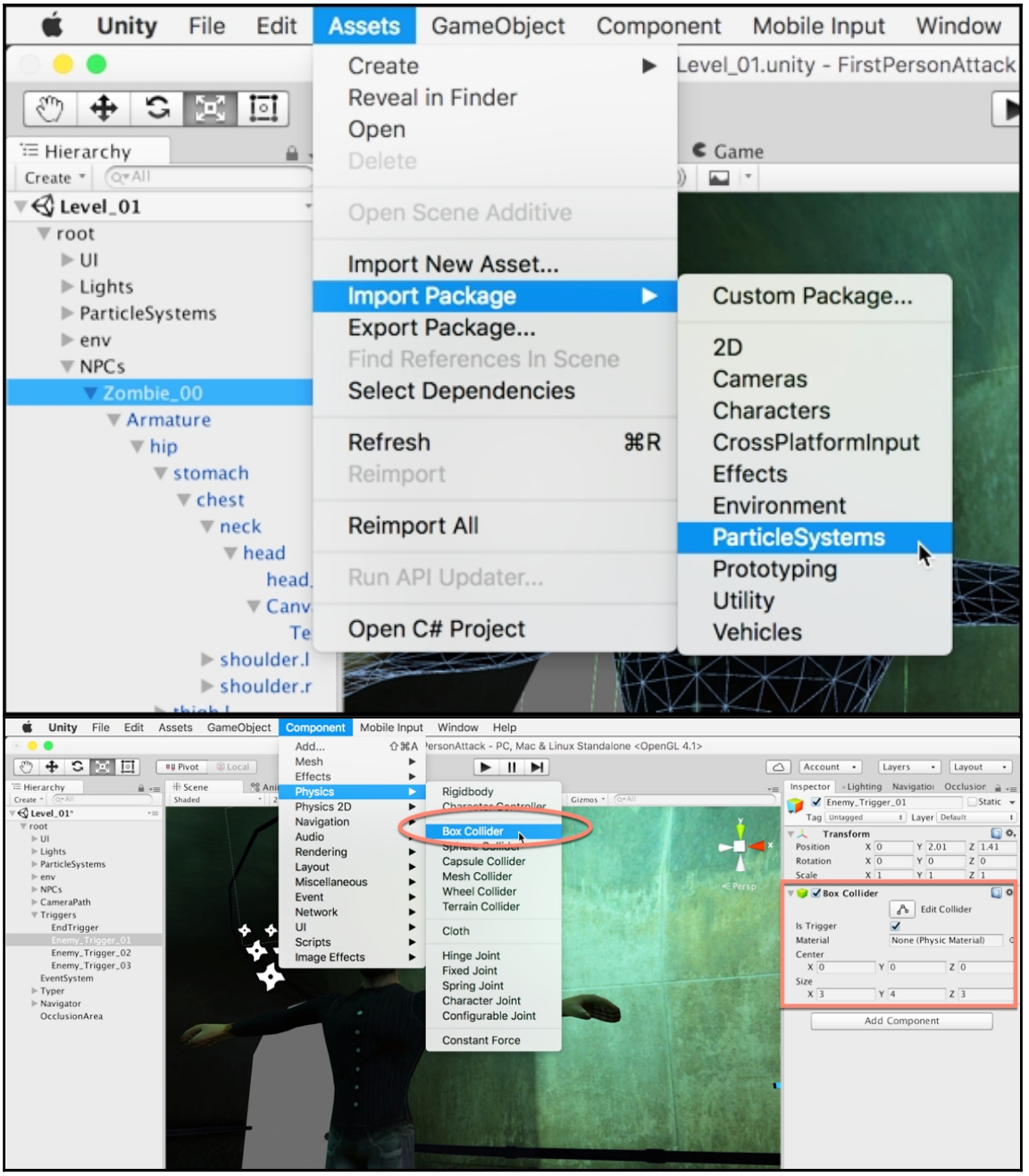

Gizmos
All
y
z
x
Persp
Inspector
Lighting
Navigatio
Occlusior
Canvas
Static
Tag
Untagged
Layer
UI
Prefab
Select
Revert
Apply
Rect Transform
Pos X
Pos Y
Pos Z
1.119333e
0.0058759
-0.000507
Width
Height
1.505
0.608
Anchors
Min
X 0
Y 0
Max
X 0
Y 0
Pivot
X 0.5
Y 0.5
Rotation
Scale
Screen Space - Overlay
Screen Space - Camera
World Space
Canvas
Render Mode
Event Camera
Main Camera (Camera)
Sorting Layer
Default
Order in Layer
10
Canvas Scaler (Script)
UI Scale Mode
World
Dynamic Pixels Per Un
1
Reference Pixels Per U
100
Add Component

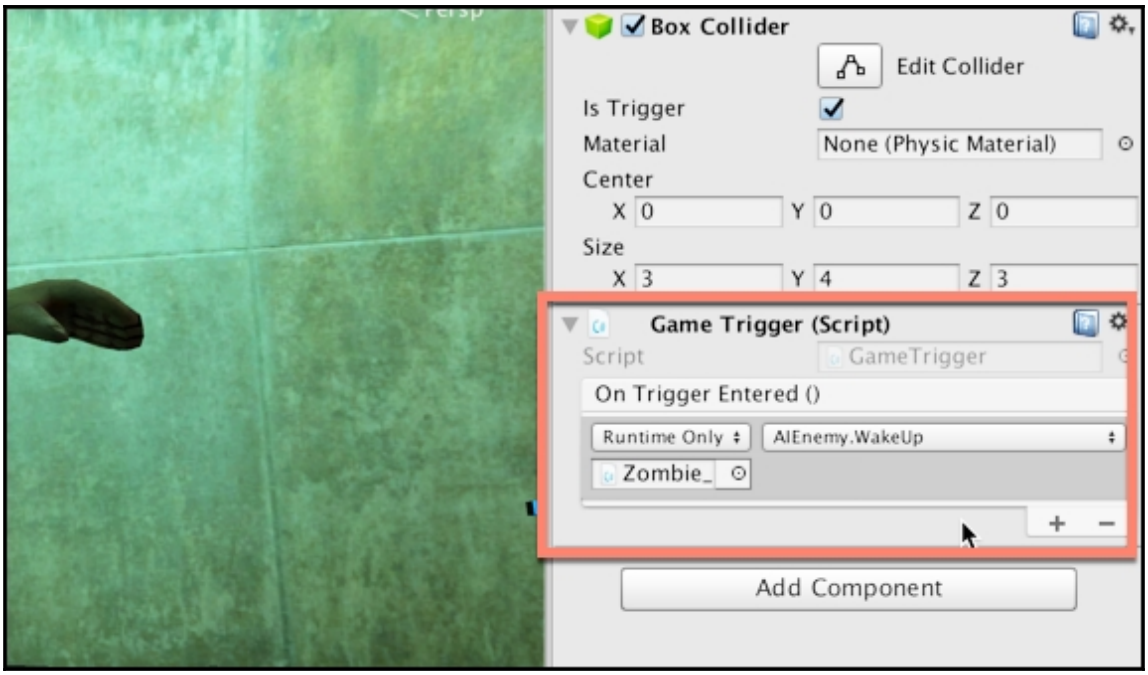

Persp
Zombie
Rect Transform
center
bottom
Pos X
Pos Y
Pos Z
-1.20417
0.104192
6.245679
Width
Height
317.43
43.952
Anchors
Min
Max
Pivot
Rotation
Scale
Canvas Renderer
Text (Script)
Text
Zombie
Character
Font
Arial
Font Style
Bold And Italic
Font Size
20
Line Spacing
1
Rich Text
Paragraph
Alignment
Align By Geometry
Horizontal Overflow
Wrap
Vertical Overflow
Truncate
Best Fit
Color
Material
None (Material)
Raycast Target
Add Component

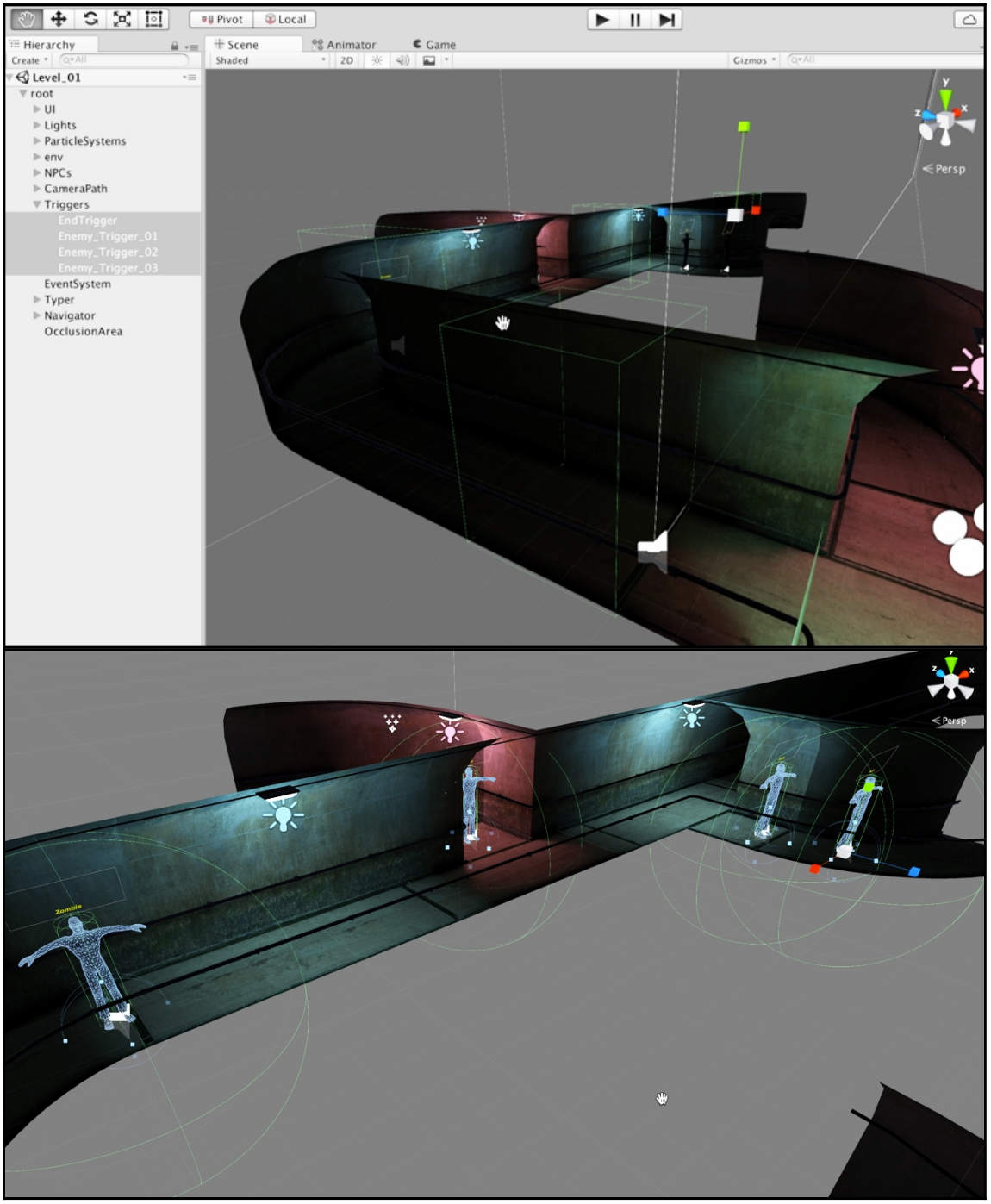

Game
Gizmos
All
Zombie
Inspector
Lighting
Navigatio
Occlusion
Canvas
Static
Tag
Untagged
Layer
UI
Prefab
Select
Revert
Apply
Rect Transform
Pos X
Pos Y
Pos Z
1.119333e
0.0058759
-0.000507
Width
Height
1.505
0.608
Anchors
Min
Max
Pivot
Rotation
Scale
Canvas
Render Mode
World Space
Event Camera
Main Camera (Camera)
Sorting Layer
Default
Order in Layer
10
Canvas Scaler (Script)
UI Scale Mode
World
Dynamic Pixels Per Un
Camera Facing (Script)
Script
CameraFacing
Add Component

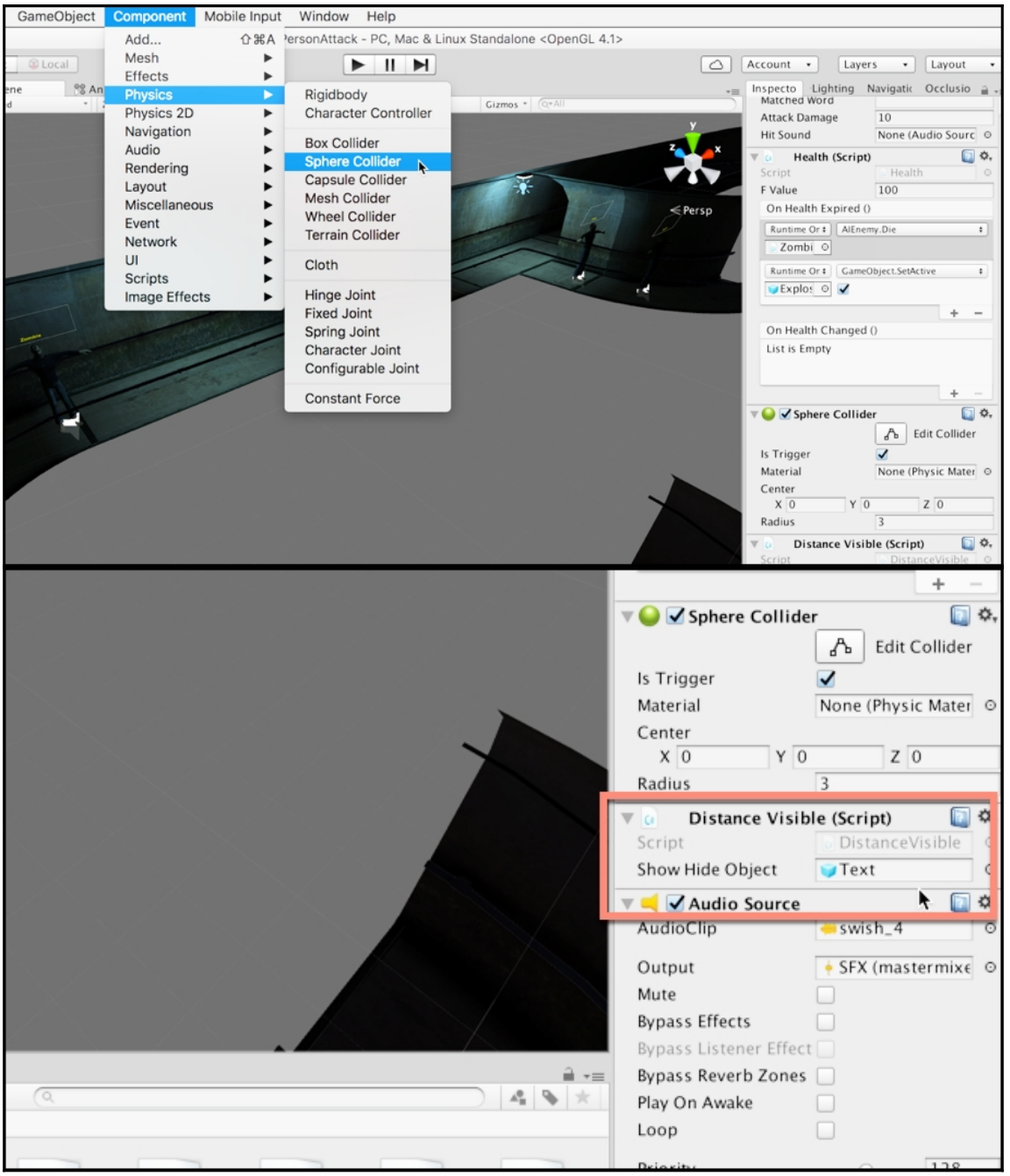
old persian

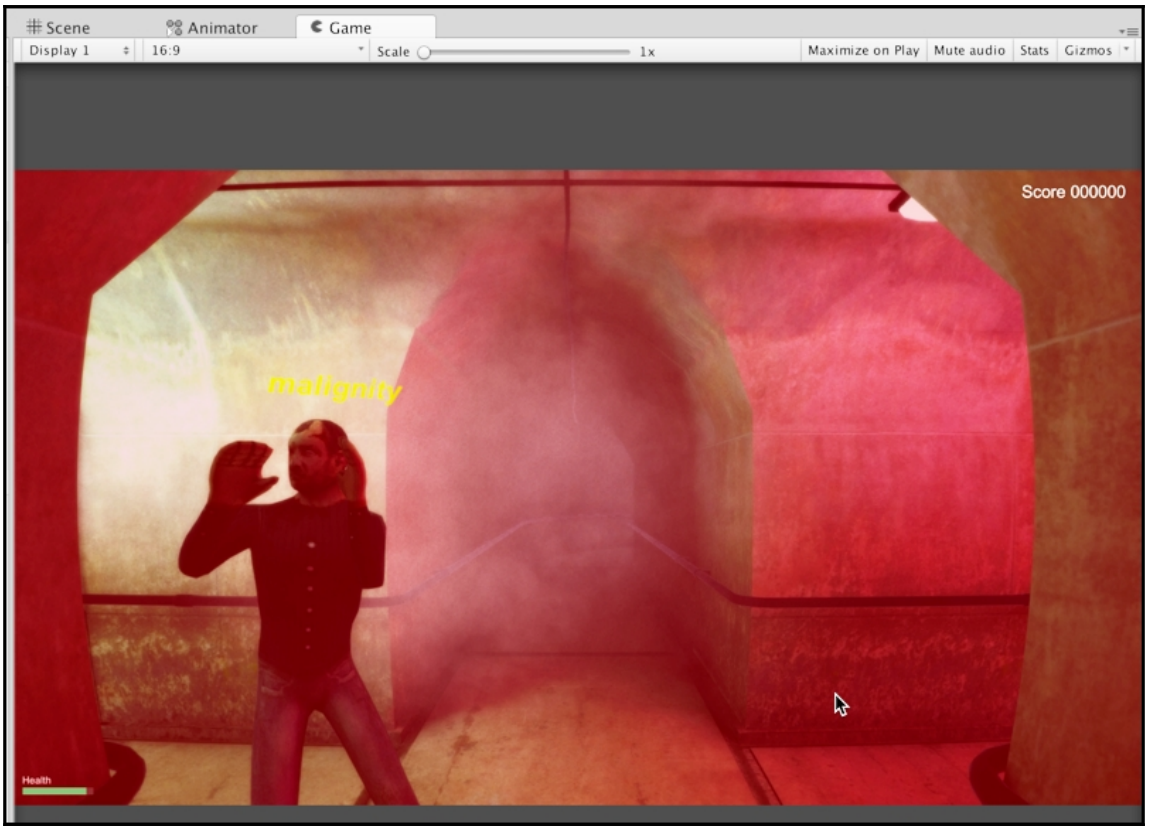

AI Enemy (Script)
Script
AIEnemy
M Active State
CHASE
On State Changed ()
List is Empty
On Idle Enter ()
List is Empty
On Chase Enter ()
List is Empty
On Attack Enter ()
List is Empty
On Typing Changed ()
Runtime Only
AIEnemy.UpdateTypedWord
Zombie
Runtime Only
AIEnemy.UpdateText
Zombie
On Typing Matched ()
Runtime Only
Health.Value
Zombie
0
KeyPressEvent
Navigator
Typer
UIBonus


Unity File Edit Assets GameObject Component Mobile Input Window
Create
Reveal in Finder
Open
Delete
Open Scene Additive
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh ⌘R
Reimport
Reimport All
Run API Updater...
Open C# Project
Custom Package...
2D
Cameras
Characters
CrossPlatformInput
Effects
Environment
ParticleSystems
Prototyping
Utility
Vehicles
Hierarchy
Level_01
root
UI
Lights
ParticleSystems
env
NPCs
Zombie_00
Armature
hip
stomach
chest
neck
head
Level_01.unity - FirstPersonAttack
Game
Component
Add...
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Image Effects
Rigidbody
Box Collider
Capsule Collider
Mesh Collider
Wheel Collider
Terrain Collider
Cloth
Hinge Joint
Fixed Joint
Spring Joint
Character Joint
Configurable Joint
Constant Force
Inspector
Box Collider
Edit Collider
Is Trigger
Material
Center
Size
Add Component

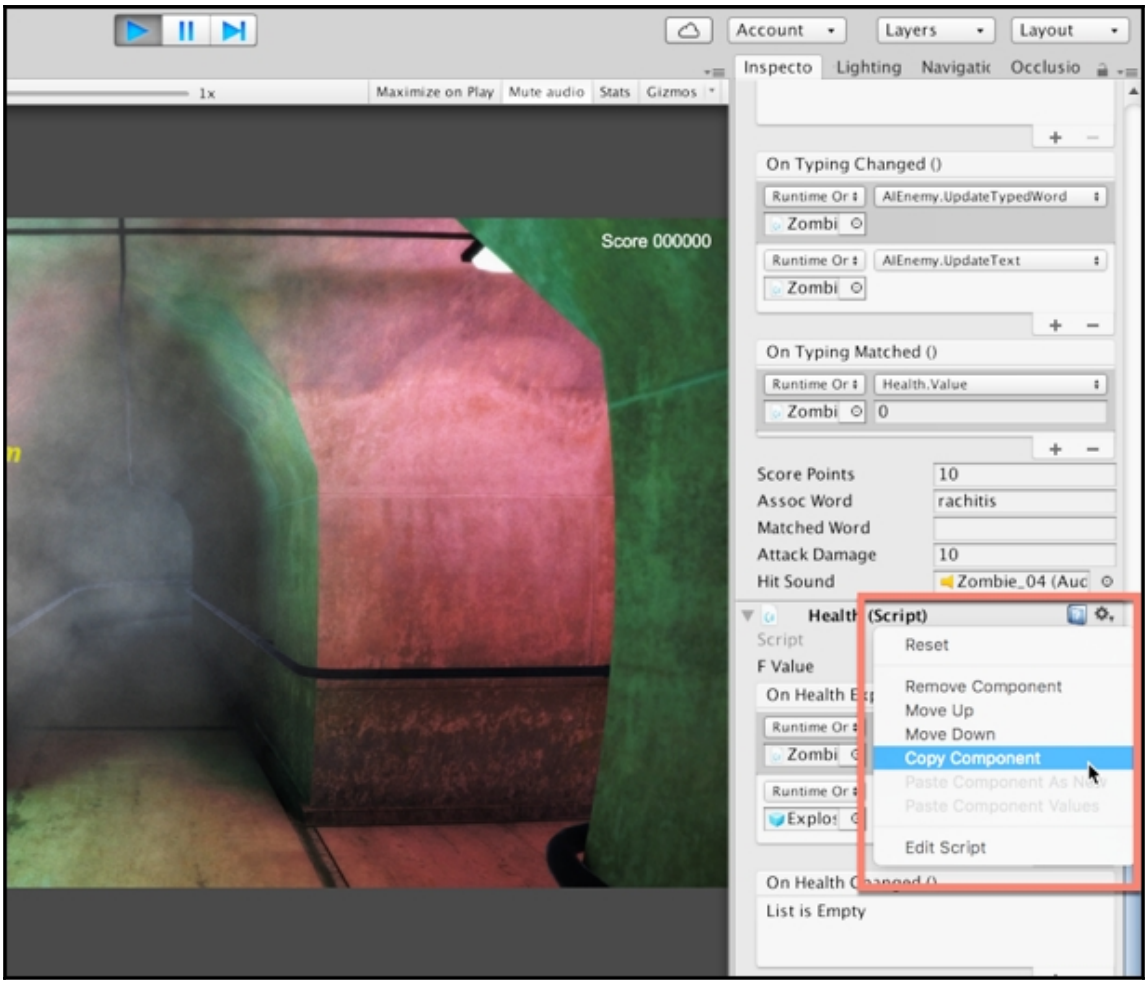

Box Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
X 0
Y 0
Z 0
Size
X 3
Y 4
Z 3
Game Trigger (Script)
Script
GameTrigger
On Trigger Entered ()
Runtime Only
AIEnemy.WakeUp
Zombie_
Add Component

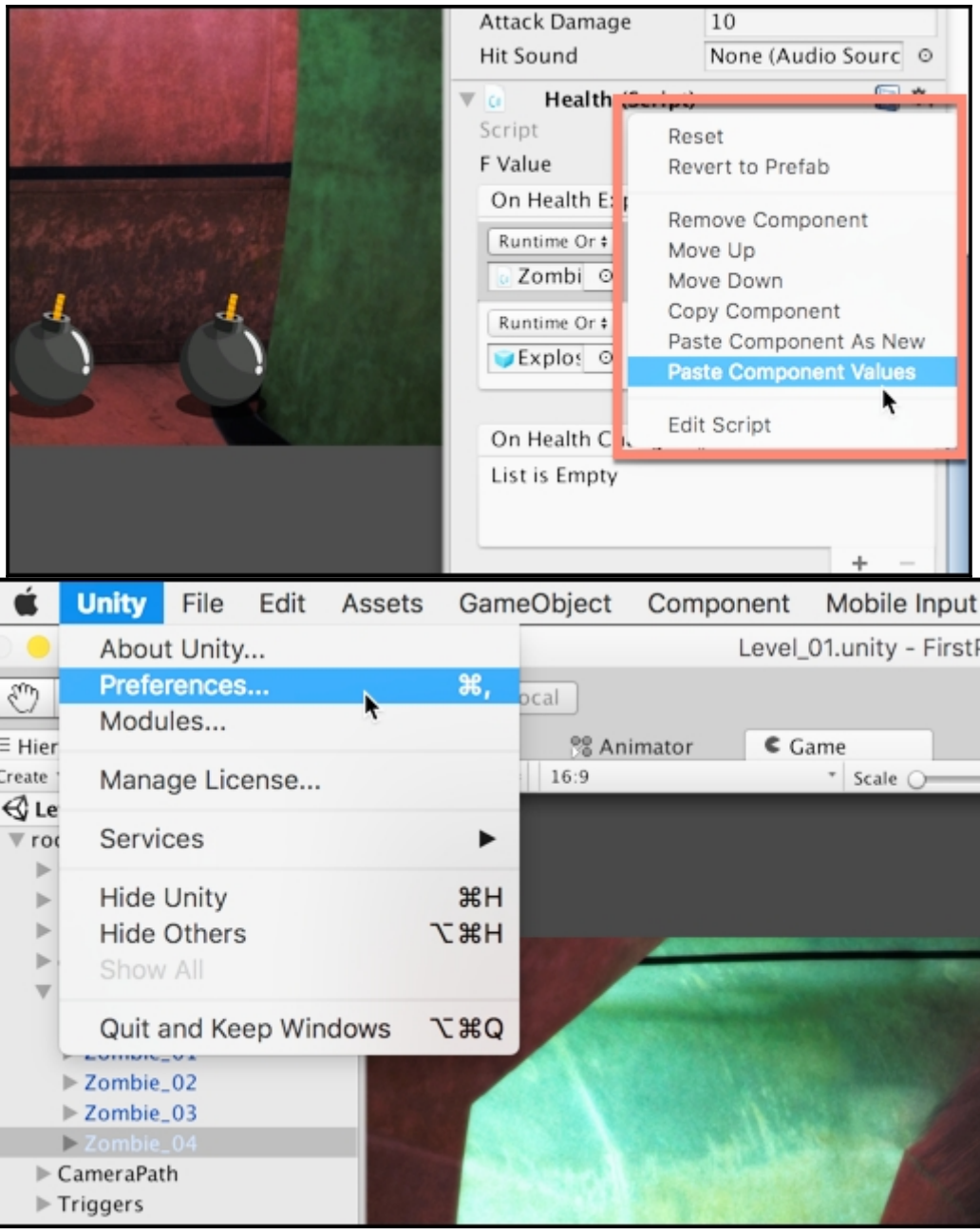

Pivot
Local
Hierarchy
Create
Level_01
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EndTrigger
Enemy_Trigger_01
Enemy_Trigger_02
Enemy_Trigger_03
EventSystem
Typer
Navigator
OcclusionArea
Scene
Animator
Game
Shaded
2D
Gizmos
Persp
Zombie

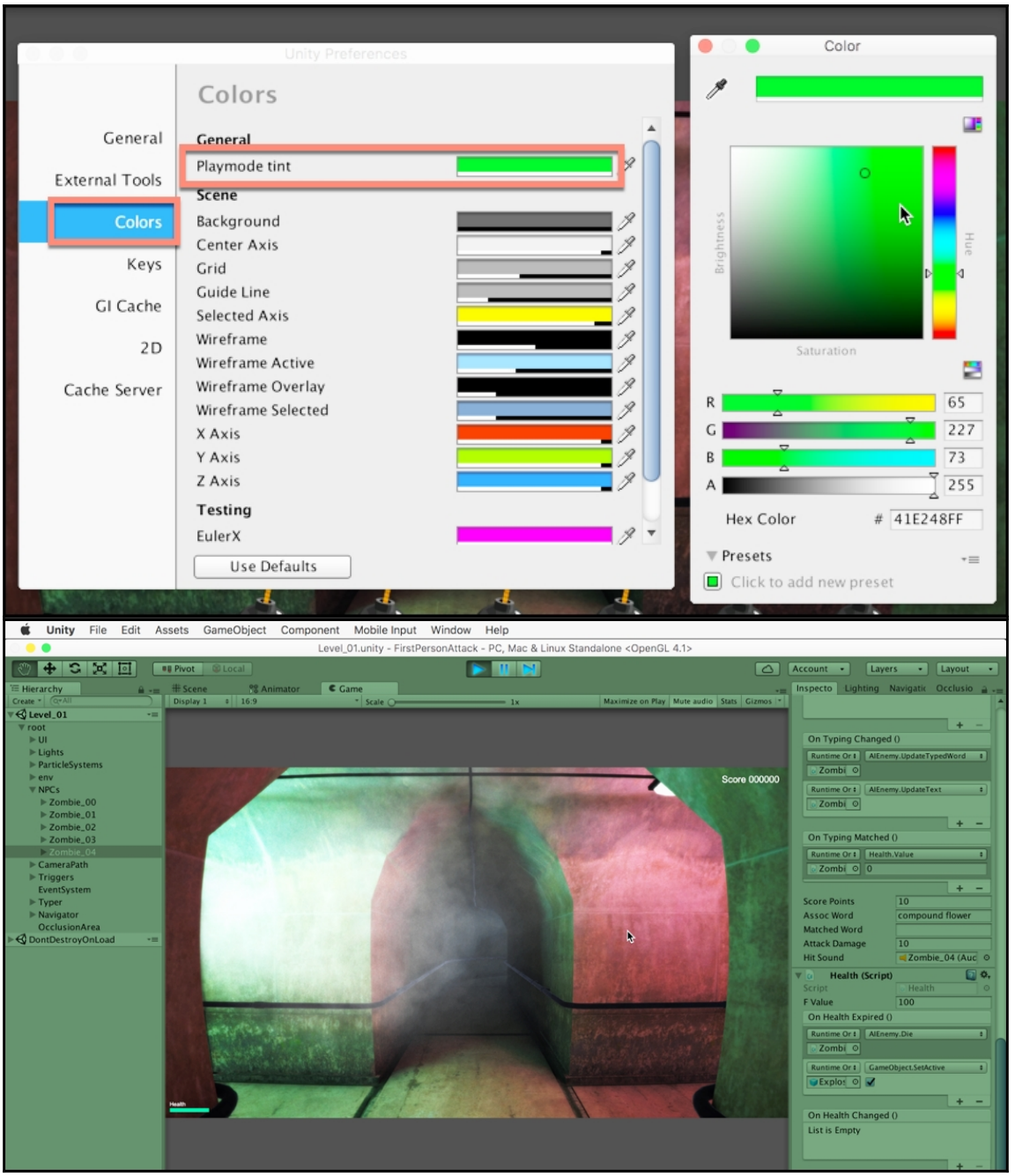

GameObject
Component
Mobile Input
Window
Help
Add...
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Image Effects
Rigidbody
Character Controller
Box Collider
Sphere Collider
Capsule Collider
Mesh Collider
Wheel Collider
Terrain Collider
Cloth
Hinge Joint
Fixed Joint
Spring Joint
Character Joint
Configurable Joint
Constant Force
Persp
Sphere Collider
Edit Collider
Is Trigger
Material
None (Physic Mater
Center
X 0
Y 0
Z 0
Radius
3
Distance Visible (Script)
Script
DistanceVisible
Show Hide Object
Text
Audio Source
AudioClip
swish_4
Output
SFX (mastermixe
Mute
Bypass Effects
Bypass Listener Effect
Bypass Reverb Zones
Play On Awake
Loop


Scene
Animator
Game
Display 1
16:9
Scale
1x
Maximize on Play
Mute audio
Stats
Gizmos
Score 000000
malignity
Health

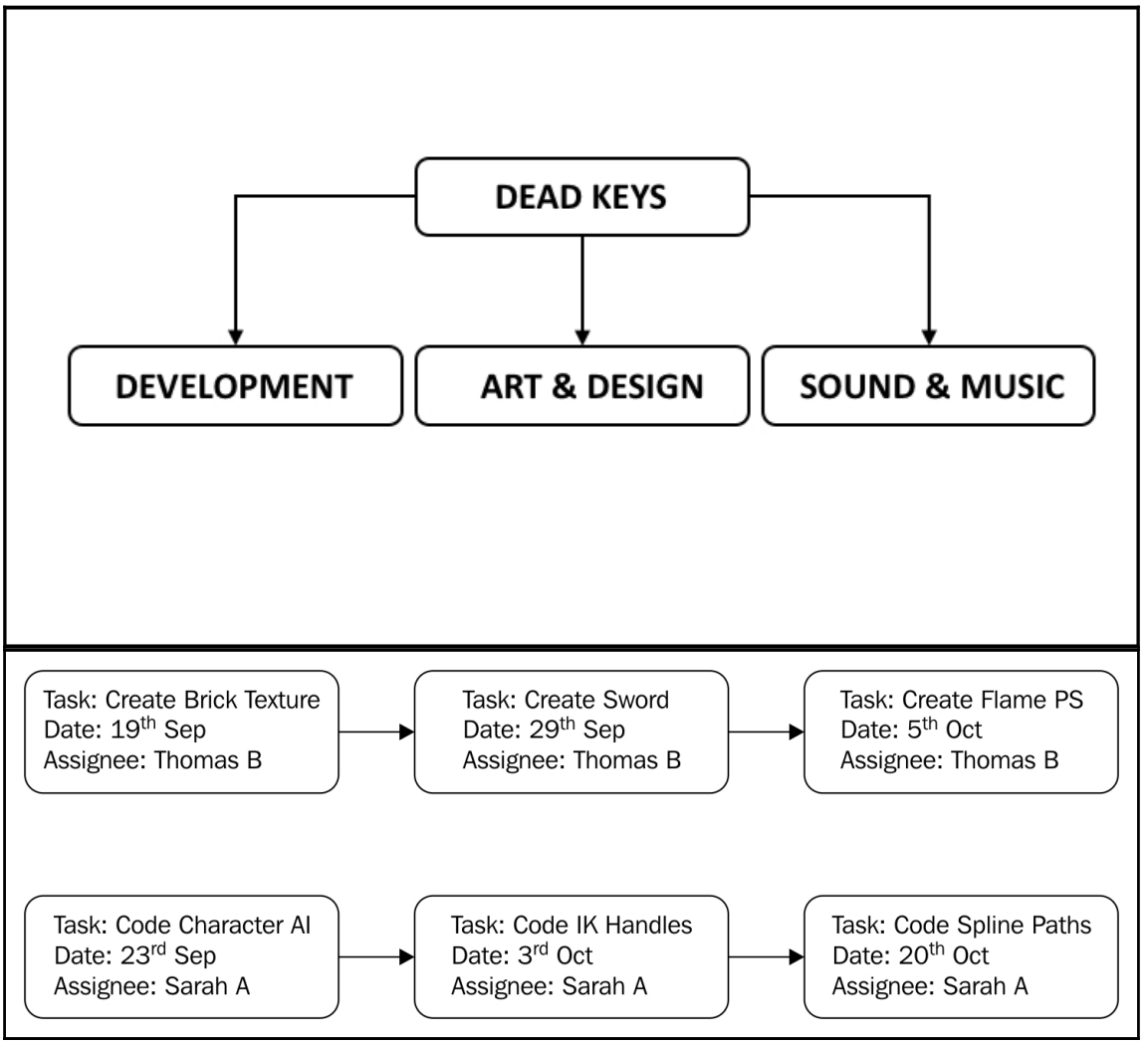
Pivot
Local
Scene
Animator
Game
Display 1
16:9
Scale
1x
Maximize on Play
Mute audio
Stats
Gizmos
Score 000000
Health


Account
Layers
Layout
Inspecto
Lighting
Navigatic
Occlusio
1x
Maximize on Play
Mute audio
Stats
Gizmos
Score 000000
On Typing Changed ()
Runtime Or
AiEnemy.UpdateTypedWord
Zombi
Runtime Or
AiEnemy.UpdateText
Zombi
On Typing Matched ()
Runtime Or
Health.Value
Zombi
0
Score Points
10
Assoc Word
rachitis
Matched Word
Attack Damage
10
Hit Sound
Zombie_04 (Auc
Health (Script)
Script
F Value
On Health E
Runtime Or
Zombi
Runtime Or
Explos
Reset
Remove Component
Move Up
Move Down
Copy Component
Paste Component As New
Paste Component Values
Edit Script
On Health Changed ()
List is Empty


Attack Damage
10
Hit Sound
None (Audio Sourc
Health
Script
F Value
On Health E
Runtime Or
Zombi
Runtime Or
Explos
On Health C
List is Empty
Reset
Revert to Prefab
Remove Component
Move Up
Move Down
Copy Component
Paste Component As New
Paste Component Values
Edit Script
Unity
File
Edit
Assets
GameObject
Component
Mobile Input
About Unity...
Preferences... ⌘,
Modules...
Manage License...
Services
Hide Unity ⌘H
Hide Others ⌥⌘H
Show All
Quit and Keep Windows ⌥⌘Q
Level_01.unity - FirstPe
Animator
Game
16:9
Scale
Create
Zombie_02
Zombie_03
Zombie_04
CameraPath
Triggers


Unity Preferences
General
External Tools
Colors
Keys
GI Cache
2D
Cache Server
Colors
General
Playmode tint
Scene
Background
Center Axis
Grid
Guide Line
Selected Axis
Wireframe
Wireframe Active
Wireframe Overlay
Wireframe Selected
X Axis
Y Axis
Z Axis
Testing
EulerX
Use Defaults
Color
Brightness
Hue
Saturation
R 65
G 227
B 73
A 255
Hex Color # 41E248FF
Presets
Click to add new preset
Unity File Edit Assets GameObject Component Mobile Input Window Help
Level_01.unity - FirstPersonAttack - PC, Mac & Linux Standalone <OpenGL 4.1>
Hierarchy
Level_01
root
UI
Lights
ParticleSystems
env
NPCs
Zombie_00
Zombie_01
Zombie_02
Zombie_03
Zombie_04
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
DontDestroyOnLoad
Score 000000
Health
Inspecto
Lighting
Navigatic
Occlusio
On Typing Changed ()
On Typing Matched ()
Score Points 10
Assoc Word compound flower
Matched Word
Attack Damage 10
Hit Sound Zombie_04 (Auc
Health (Script)
F Value 100
On Health Expired ()
On Health Changed ()
List is Empty

Chapter 6: Project Management and Version Control



TO-DO

Task: Create Flame PS
Date: 5th Oct
Assignee: Thomas B

In Progress

Task: Create Sword
Date: 29th Sep
Assignee: Thomas B

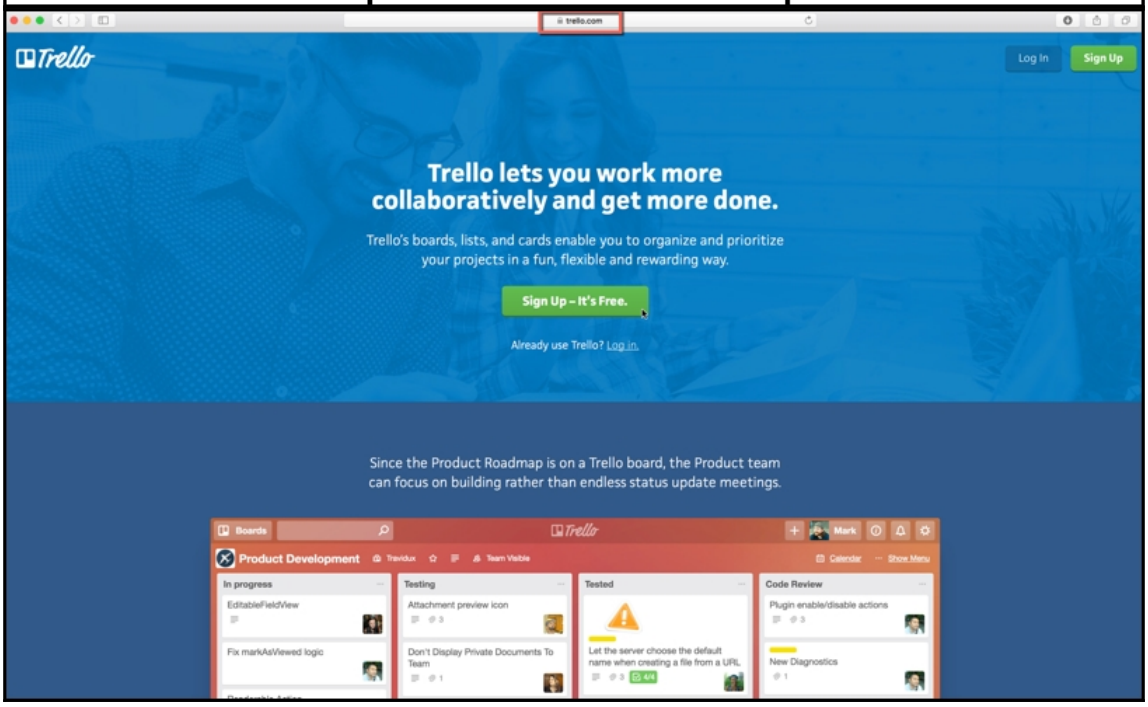
Task: Create Axe
Date: 30th Sep
Assignee: Thomas B

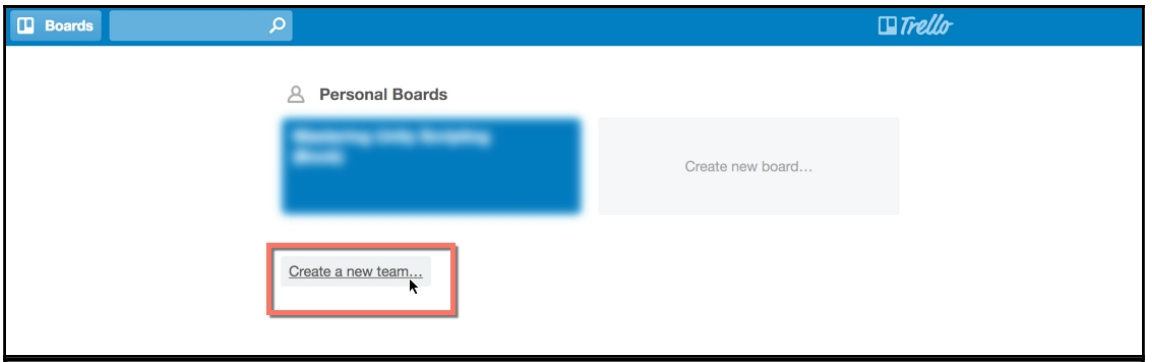
Task: Create Shield
Date: 2nd Oct
Assignee: Thomas B

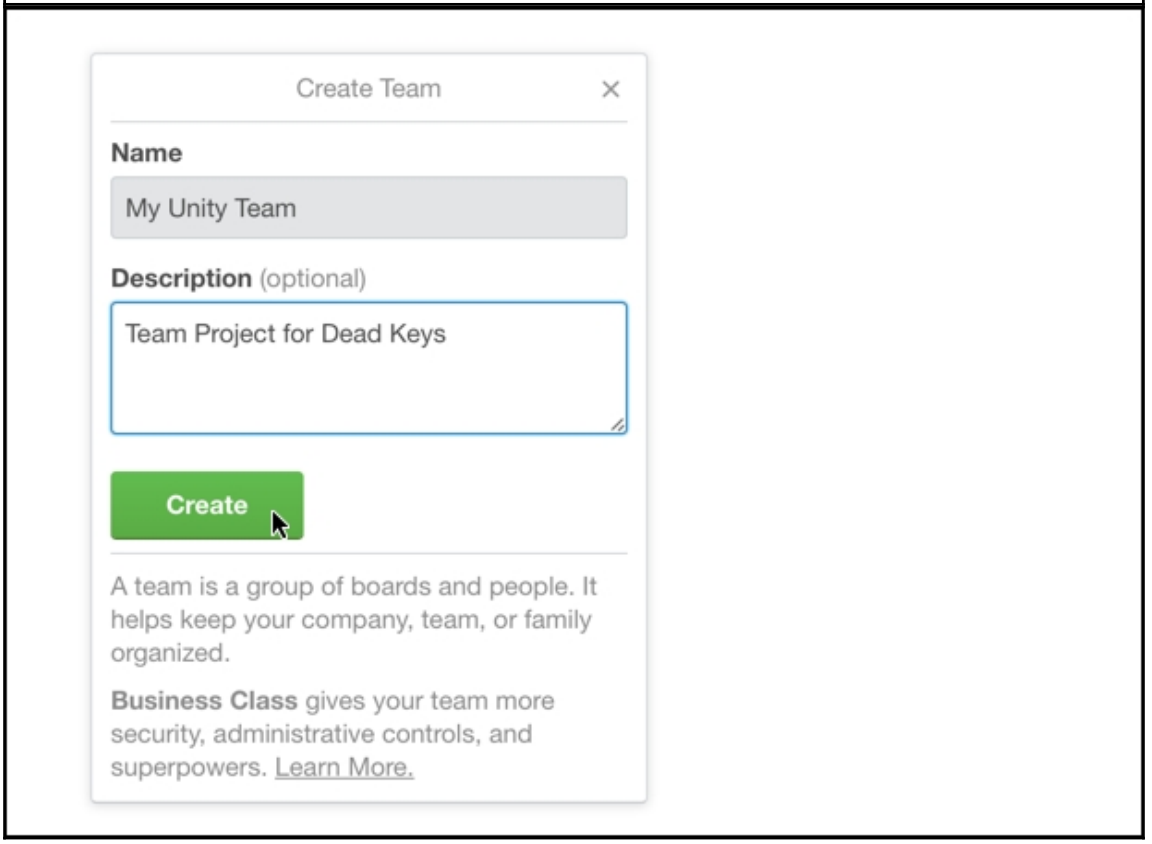
Completed

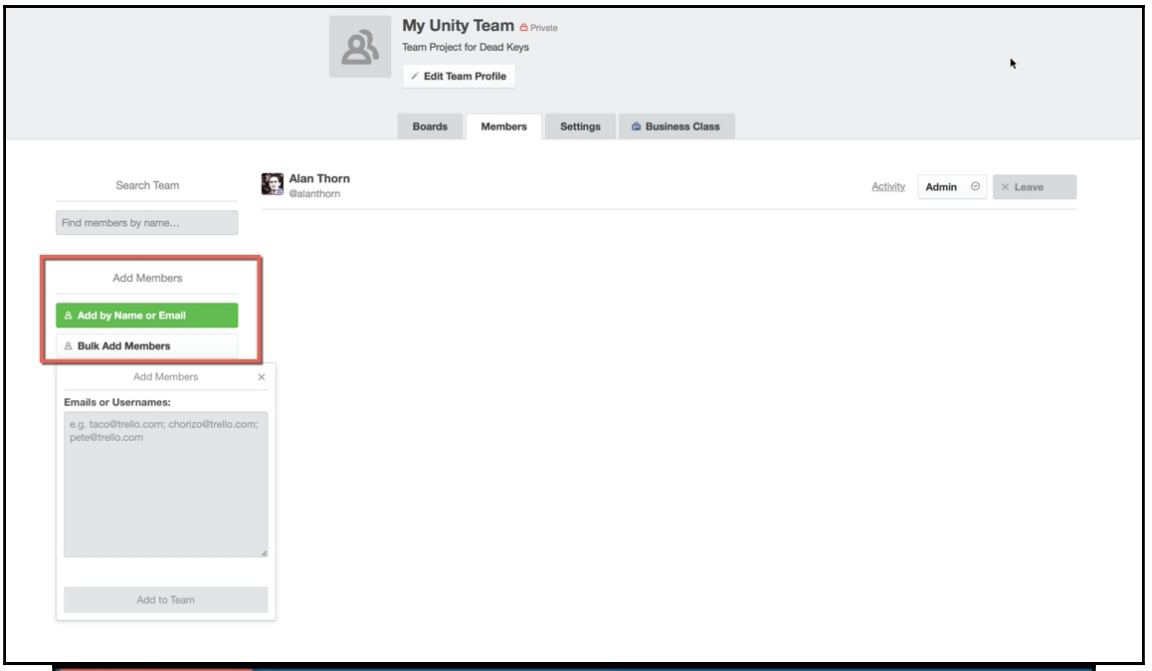
Task: Create Brick Texture
Date: 19th Sep
Assignee: Thomas B

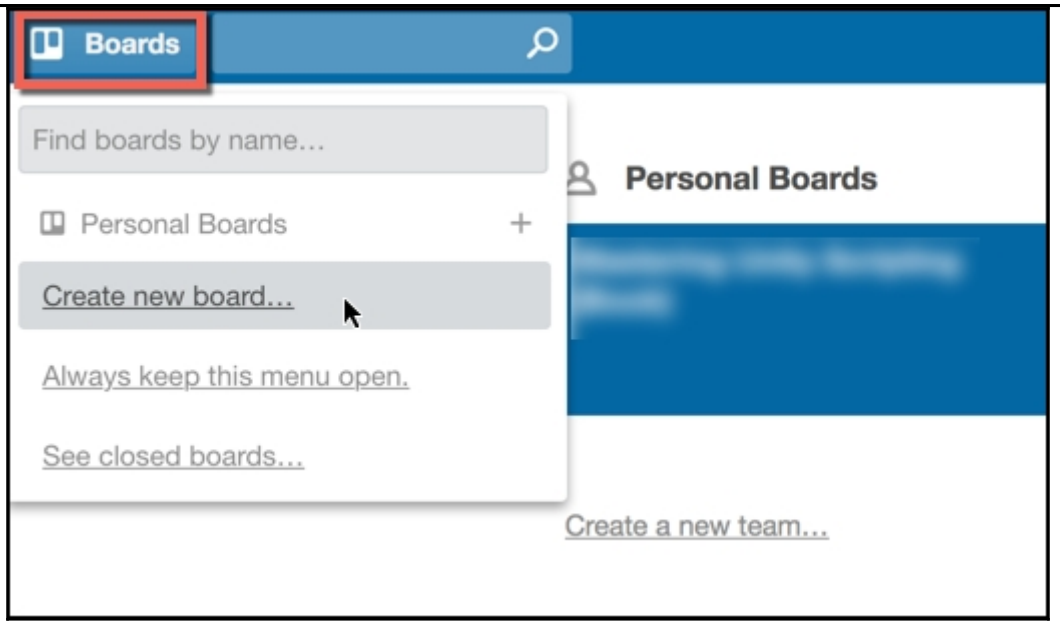
Task: Create Wood Texture
Date: 18th Sep
Assignee: Thomas B

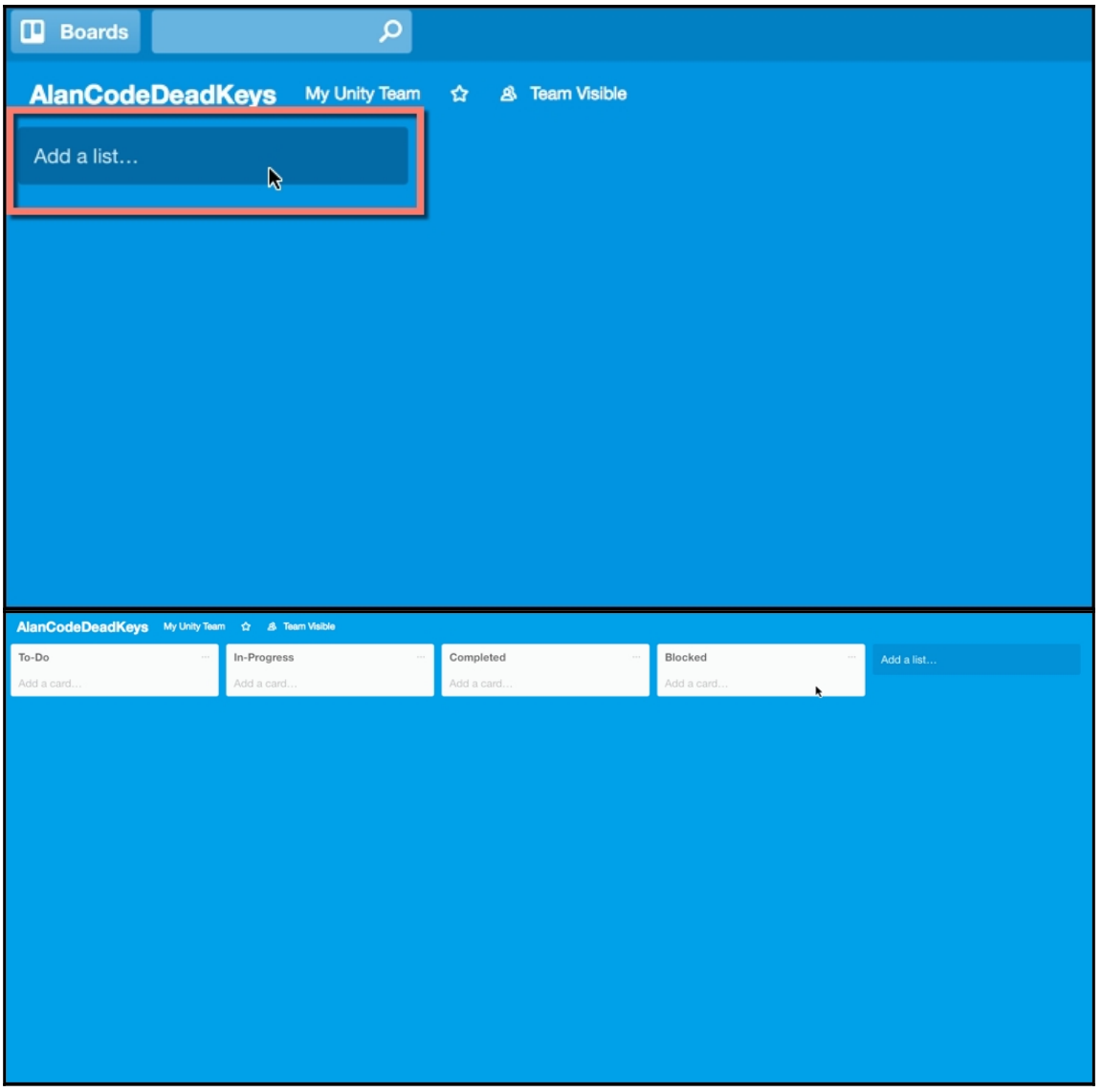


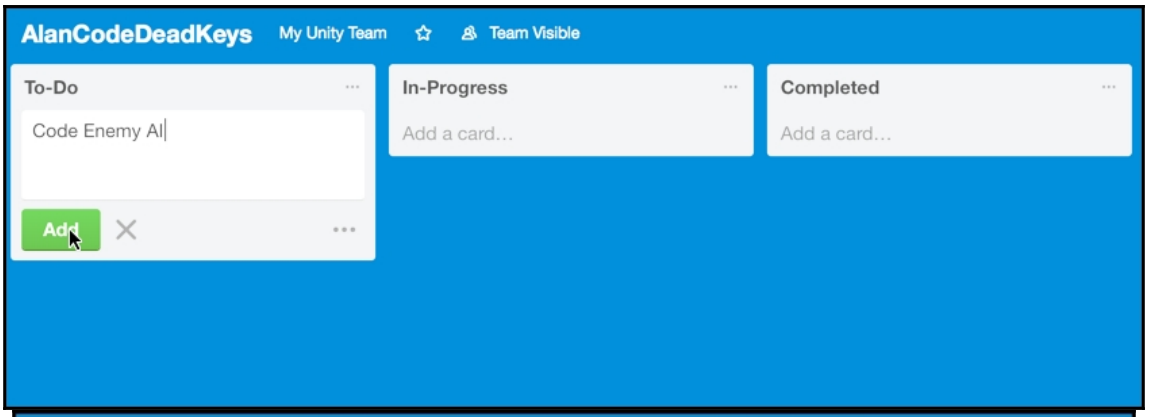

Boards
Trello
Personal Boards
Create new board…
Create a new team…

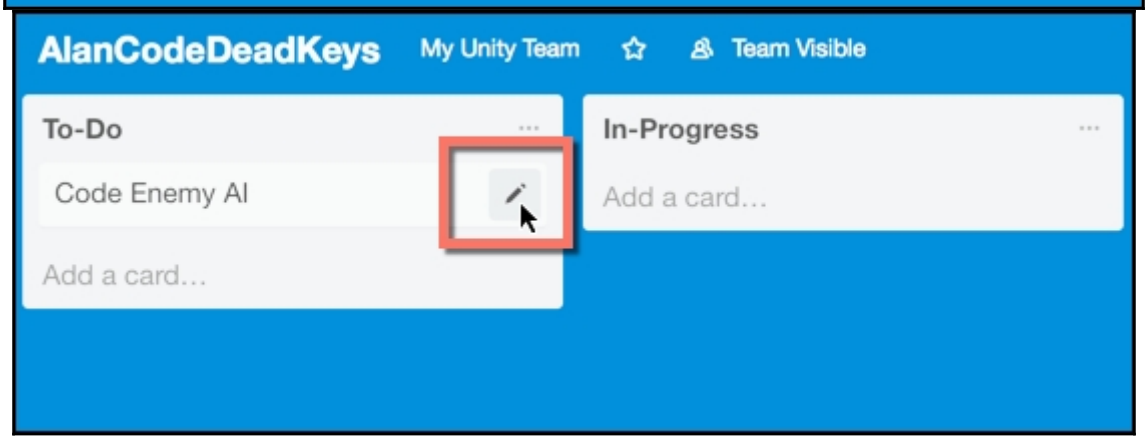

Create Team
Name
My Unity Team
Description (optional)
Team Project for Dead Keys
Create
A team is a group of boards and people. It helps keep your company, team, or family organized.
Business Class gives your team more security, administrative controls, and superpowers. Learn More.

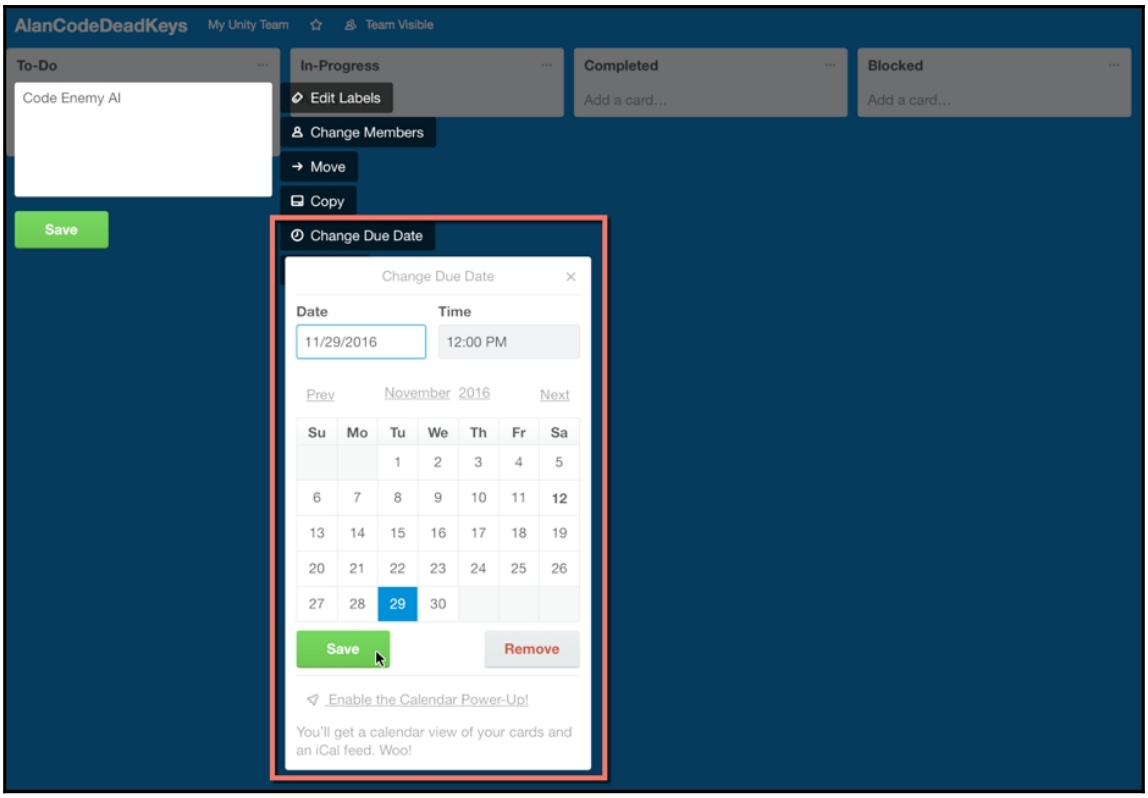

My Unity Team
Private
Team Project for Dead Keys
Edit Team Profile
Boards
Members
Settings
Business Class
Search Team
Find members by name...
Alan Thorn
@alanthorn
Activity
Admin
Leave
Add Members
Add by Name or Email
Bulk Add Members
Add Members
Emails or Usernames:
e.g. taco@trello.com; chorizo@trello.com; pete@trello.com
Add to Team

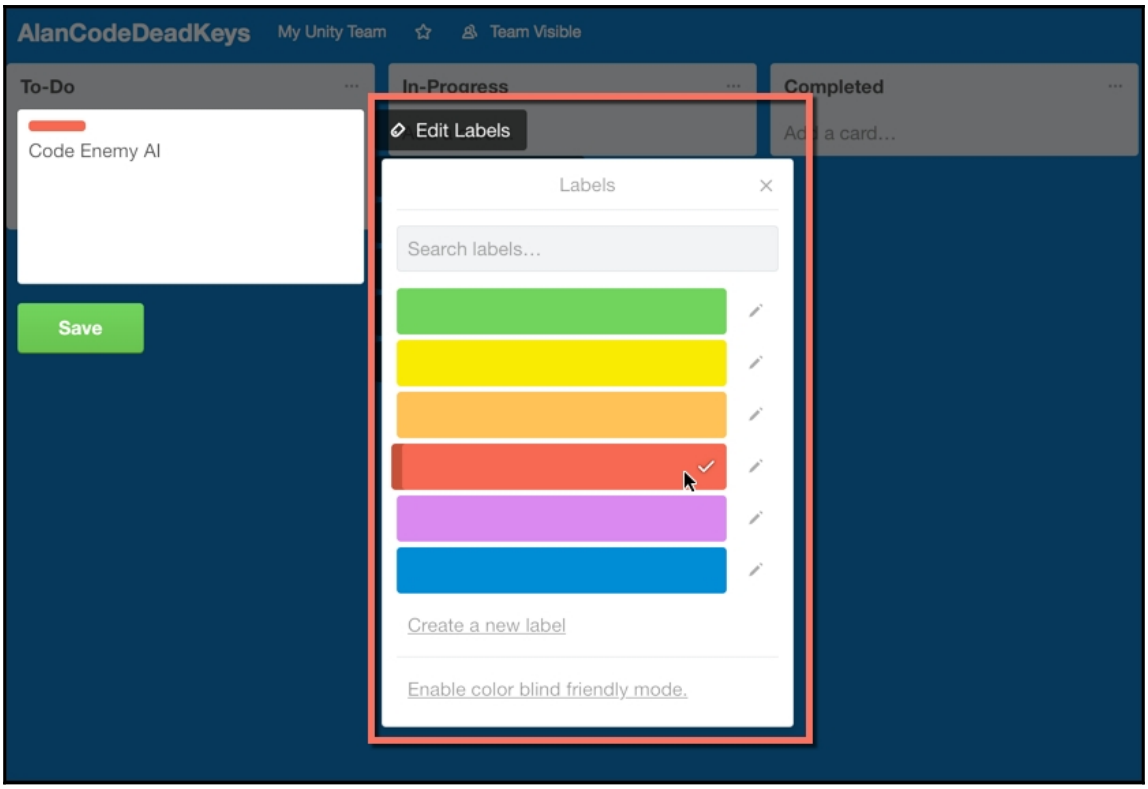

Boards
Find boards by name...
Personal Boards
Create new board...
Always keep this menu open.
See closed boards...
Personal Boards
Create a new team...

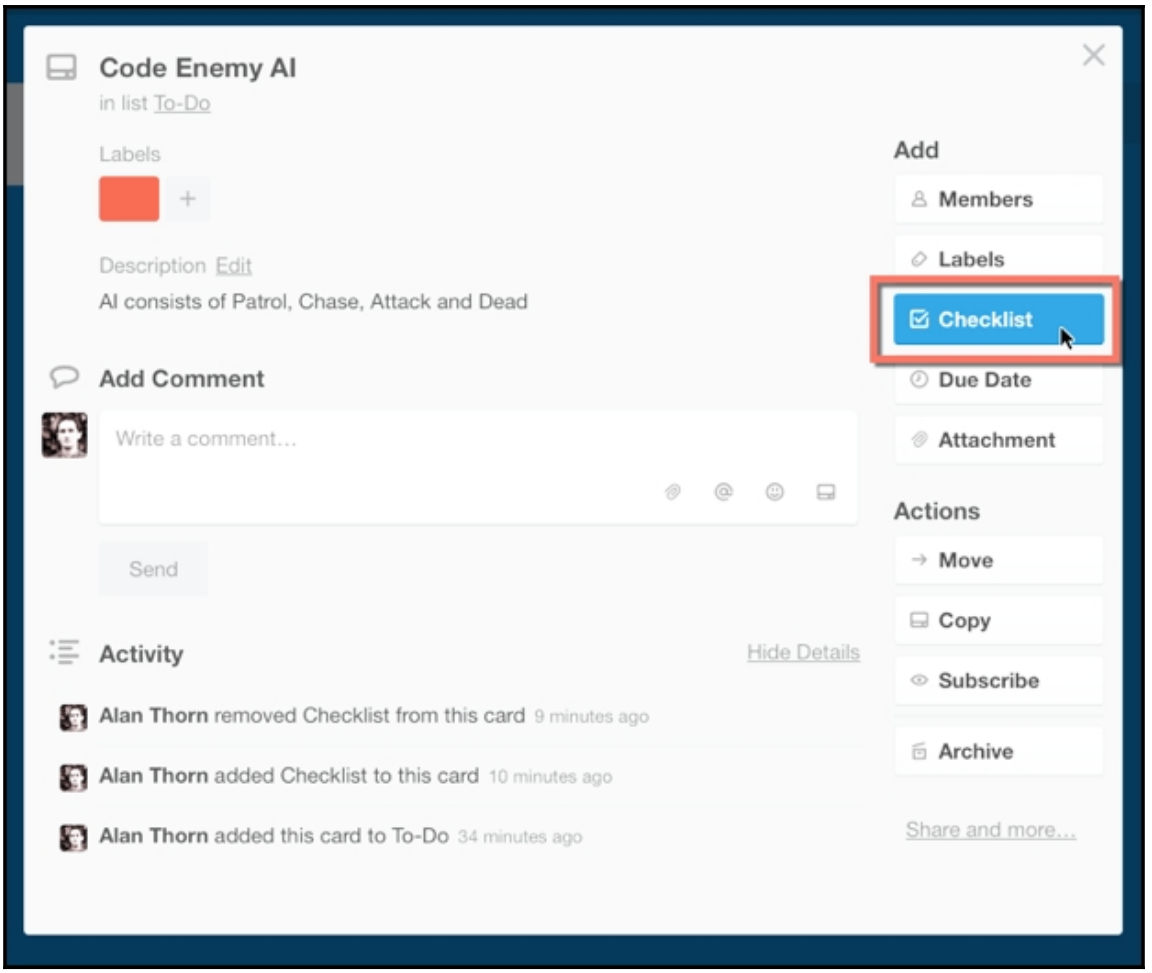

Boards
AlanCodeDeadKeys
My Unity Team
Team Visible
Add a list...
AlanCodeDeadKeys
My Unity Team
Team Visible
To-Do
Add a card...
In-Progress
Add a card...
Completed
Add a card...
Blocked
Add a card...
Add a list...

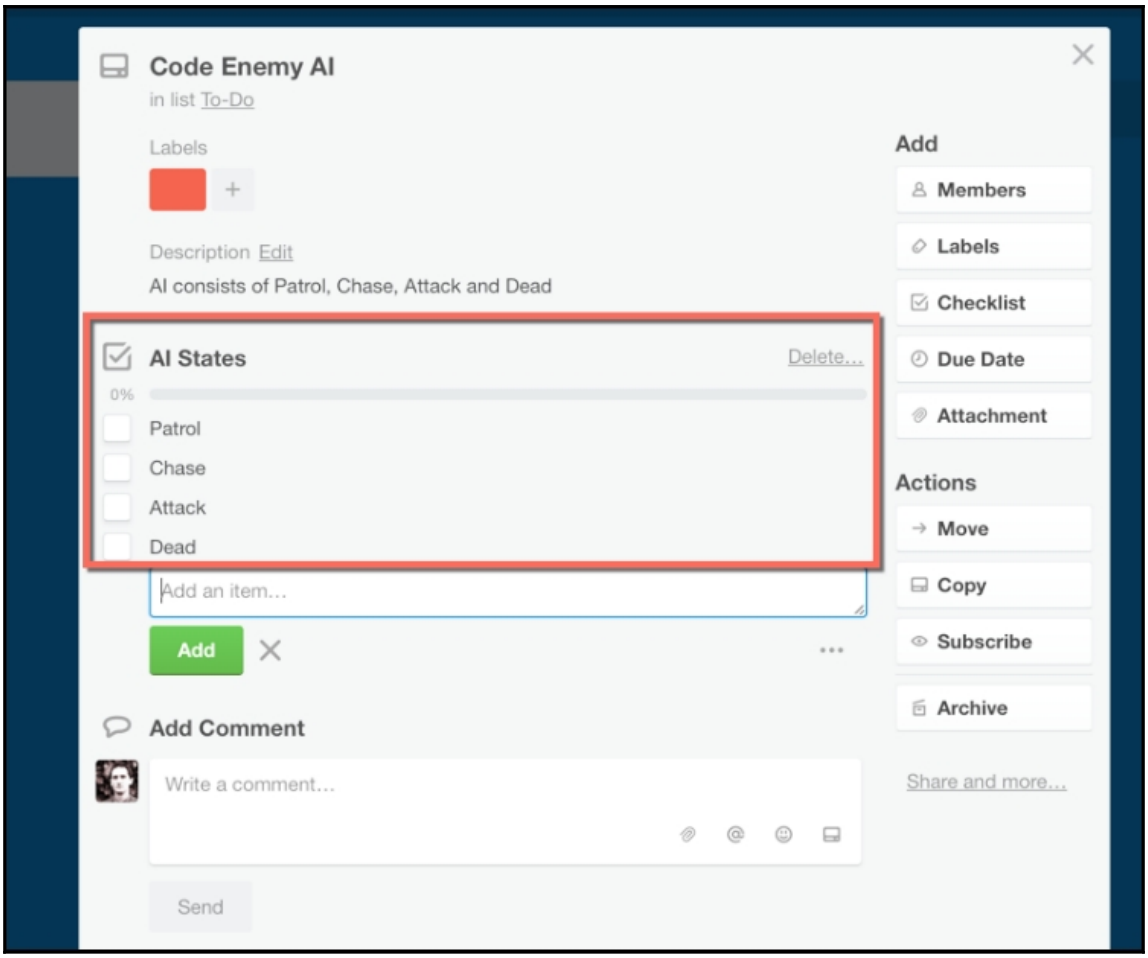

AlanCodeDeadKeys
My Unity Team
Team Visible
To-Do
Code Enemy AI
Add
In-Progress
Add a card...
Completed
Add a card...

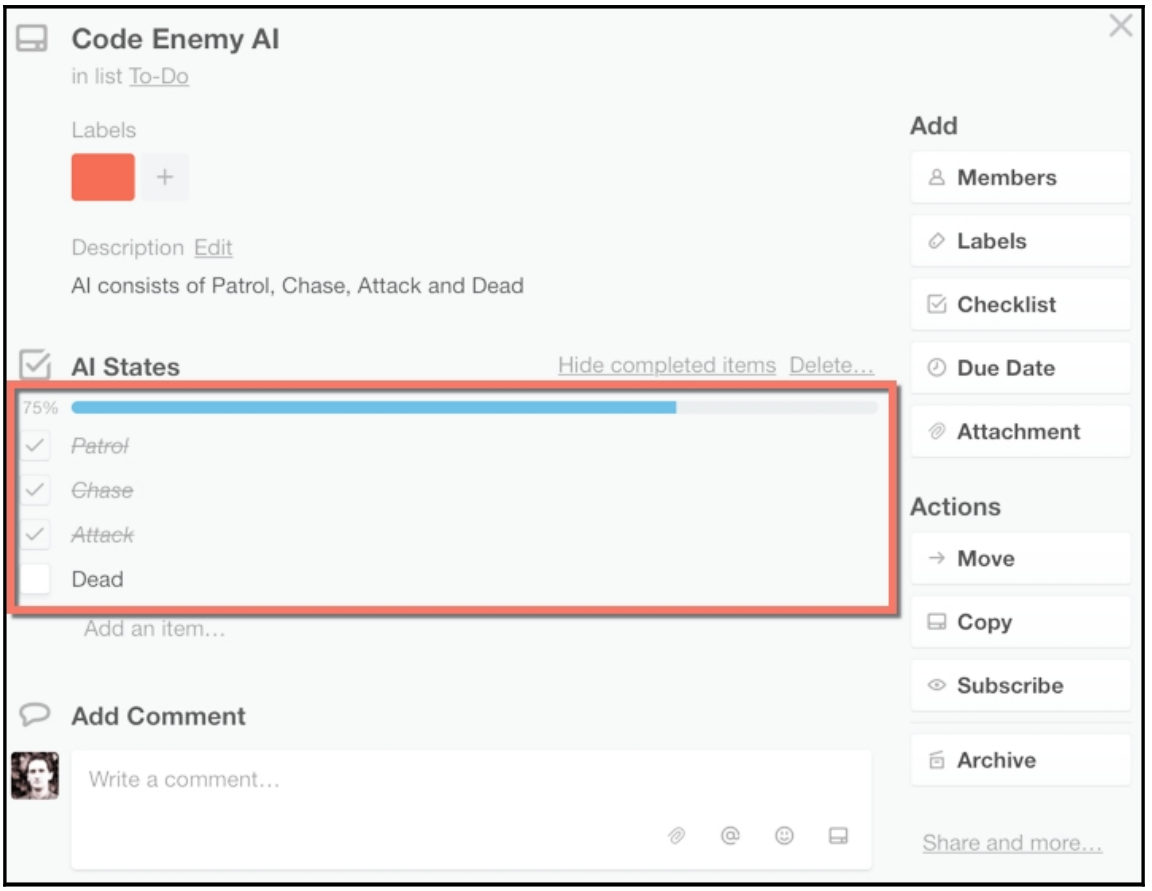

AlanCodeDeadKeys
My Unity Team
Team Visible
To-Do
Code Enemy AI
Add a card...
In-Progress
Add a card...

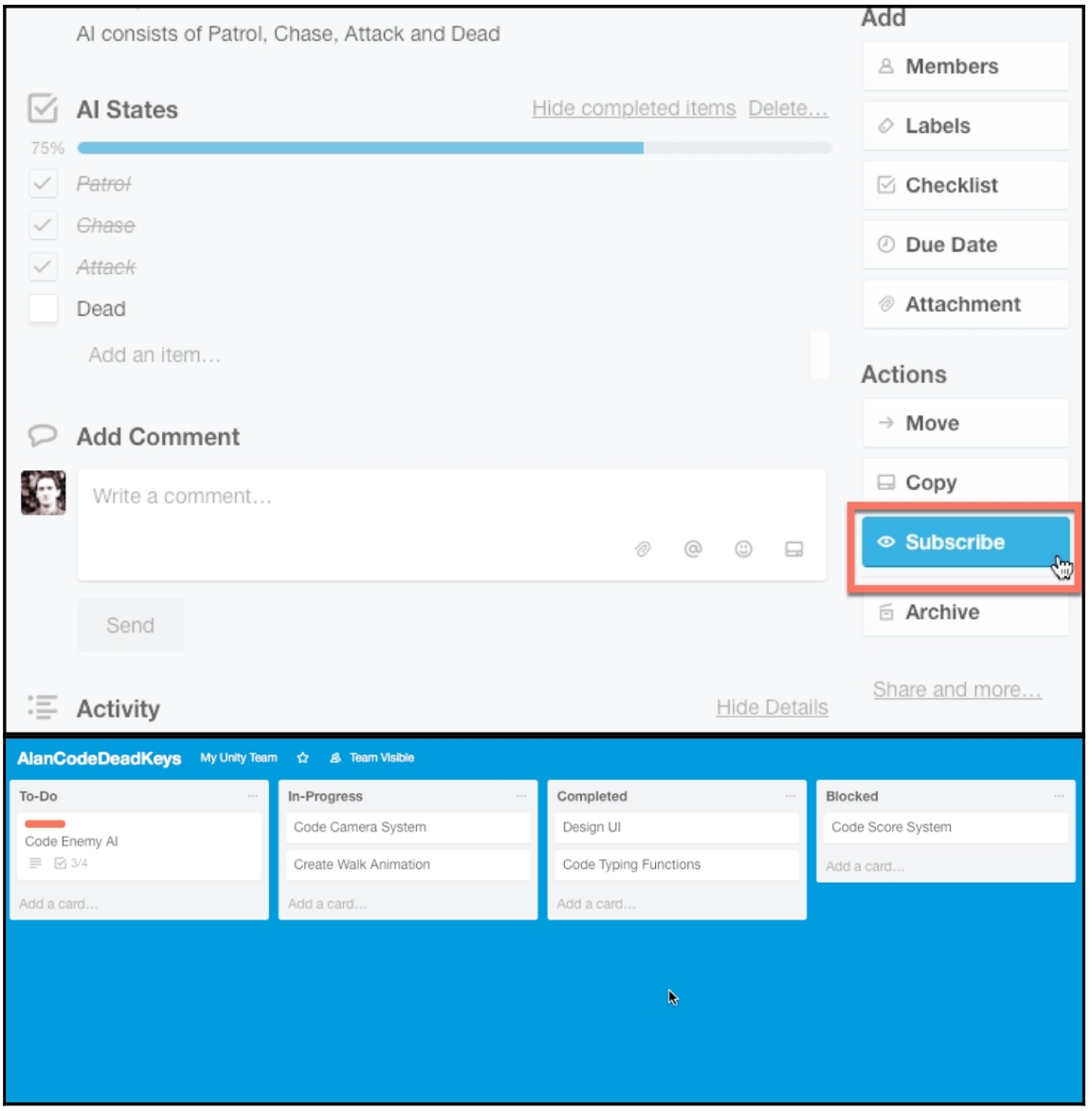

AlanCodeDeadKeys
My Unity Team
Team Visible
To-Do
Code Enemy AI
Save
In-Progress
Edit Labels
Change Members
Move
Copy
Change Due Date
Completed
Add a card...
Blocked
Add a card...
Change Due Date
Date
11/29/2016
Time
12:00 PM
Prev
November 2016
Next
Su Mo Tu We Th Fr Sa
1 2 3 4 5
6 7 8 9 10 11 12
13 14 15 16 17 18 19
20 21 22 23 24 25 26
27 28 29 30
Save
Remove
Enable the Calendar Power-Up!
You'll get a calendar view of your cards and an iCal feed. Woo!

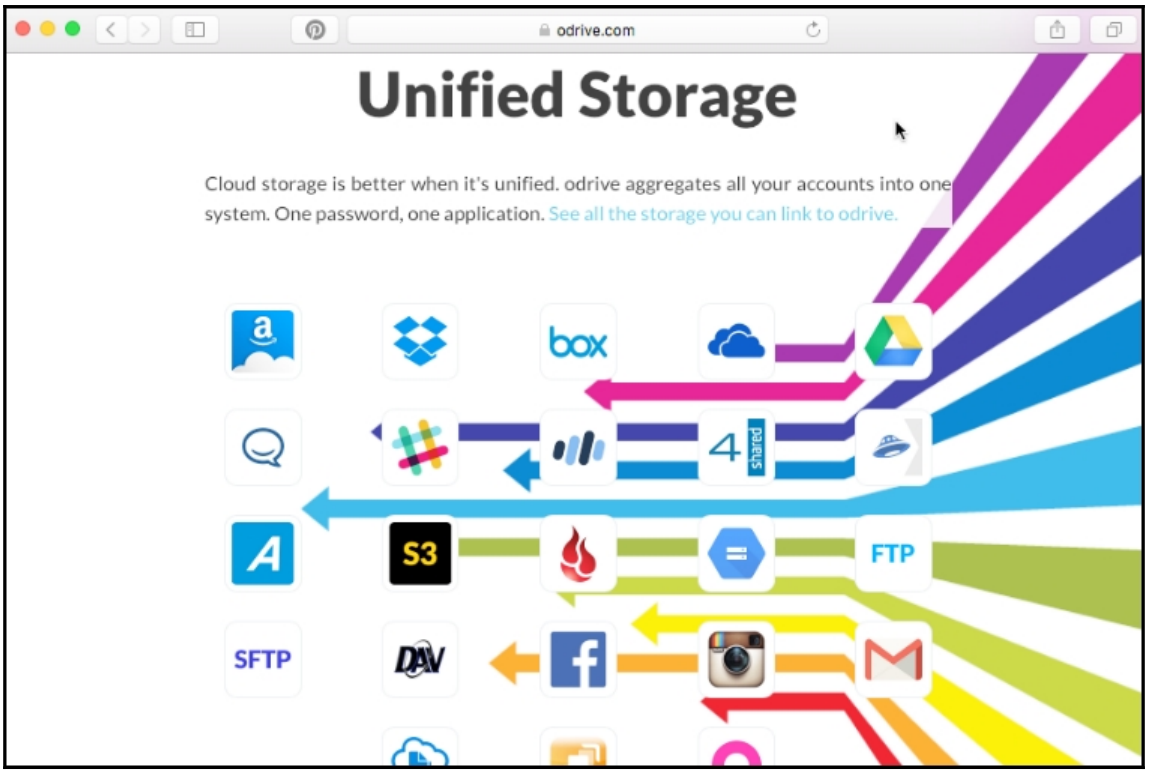

AlanCodeDeadKeys
My Unity Team
Team Visible
To-Do
Code Enemy AI
Save
In-Progress
Edit Labels
Labels
Search labels...
Create a new label
Enable color blind friendly mode.
Completed


Code Enemy AI
in list To-Do
Labels
Description Edit
AI consists of Patrol, Chase, Attack and Dead
Add Comment
Write a comment…
Send
Activity
Hide Details
Alan Thorn removed Checklist from this card 9 minutes ago
Alan Thorn added Checklist to this card 10 minutes ago
Alan Thorn added this card to To-Do 34 minutes ago
Add
Members
Labels
Checklist
Due Date
Attachment
Actions
Move
Copy
Subscribe
Archive
Share and more…


Code Enemy AI
in list To-Do
Labels
Description Edit
AI consists of Patrol, Chase, Attack and Dead
AI States
Delete...
0%
Patrol
Chase
Attack
Dead
Add an item...
Add
Add Comment
Write a comment...
Send
Add
Members
Labels
Checklist
Due Date
Attachment
Actions
Move
Copy
Subscribe
Archive
Share and more...


Code Enemy AI
in list To-Do
Labels
Description Edit
AI consists of Patrol, Chase, Attack and Dead
AI States
Hide completed items Delete…
75%
Patrol
Chase
Attack
Dead
Add an item…
Add Comment
Write a comment…
Add
Members
Labels
Checklist
Due Date
Attachment
Actions
Move
Copy
Subscribe
Archive
Share and more…


AI consists of Patrol, Chase, Attack and Dead
AI States
Hide completed items
Delete…
75%
Patrol
Chase
Attack
Dead
Add an item…
Add Comment
Write a comment…
Send
Activity
Hide Details
Add
Members
Labels
Checklist
Due Date
Attachment
Actions
Move
Copy
Subscribe
Archive
Share and more…
AlanCodeDeadKeys
My Unity Team
Team Visible
To-Do
Code Enemy AI
3/4
Add a card…
In-Progress
Code Camera System
Create Walk Animation
Add a card…
Completed
Design UI
Code Typing Functions
Add a card…
Blocked
Code Score System
Add a card…


odrive.com
Unified Storage
Cloud storage is better when it's unified. odrive aggregates all your accounts into one system. One password, one application. See all the storage you can link to odrive.
box
4 shared
S3
FTP
SFTP
DAV

git --everything-is-local

Search entire site...

Git is a free and open source distributed version control system designed to handle everything from small to very large projects with speed and efficiency.

Git is easy to learn and has a tiny footprint with lightning fast performance. It outclasses SCM tools like Subversion, CVS, Perforce, and ClearCase with features like cheap local branching, convenient staging areas, and multiple workflows.

Learn Git in your browser for free with Try Git.

About

The advantages of Git compared to other source control systems.

Documentation

Command reference pages, Pro Git book content, videos and other material.

Downloads

GUI clients and binary releases for all major platforms.

Community

Get involved! Bug reporting, mailing list, chat, development and more.

Pro Git by Scott Chacon and Ben Straub is available to read online for free. Dead tree versions are available on Amazon.com.

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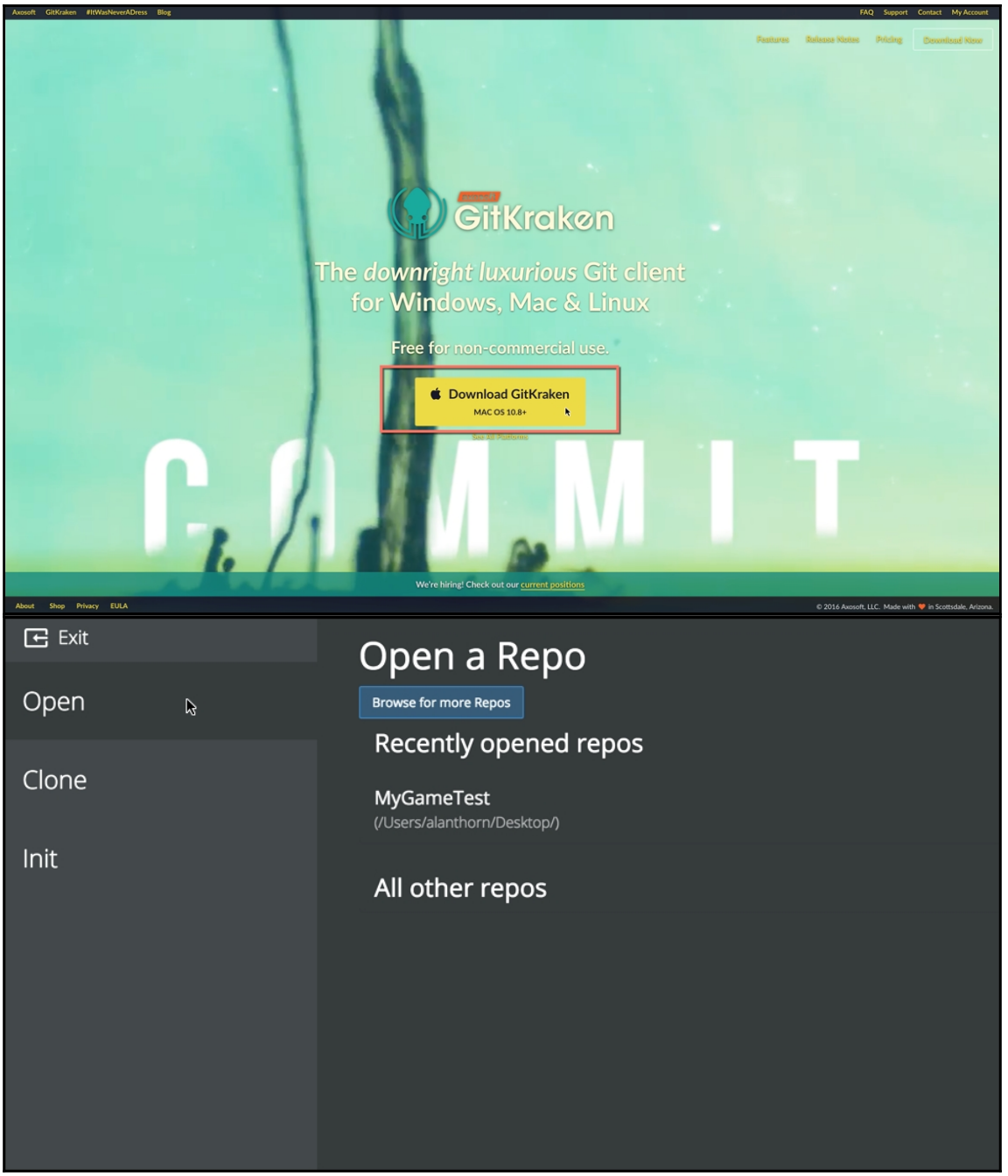
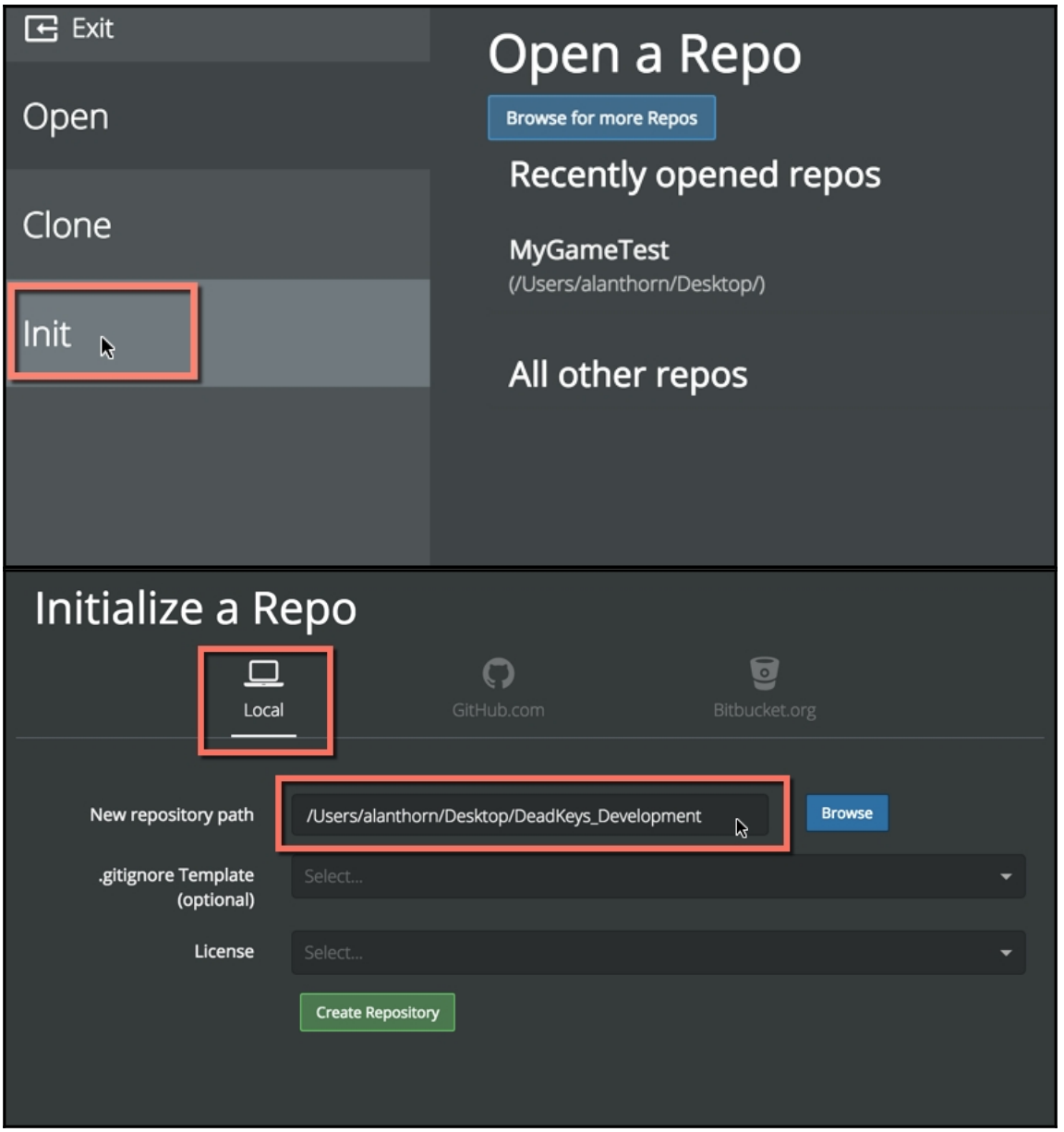
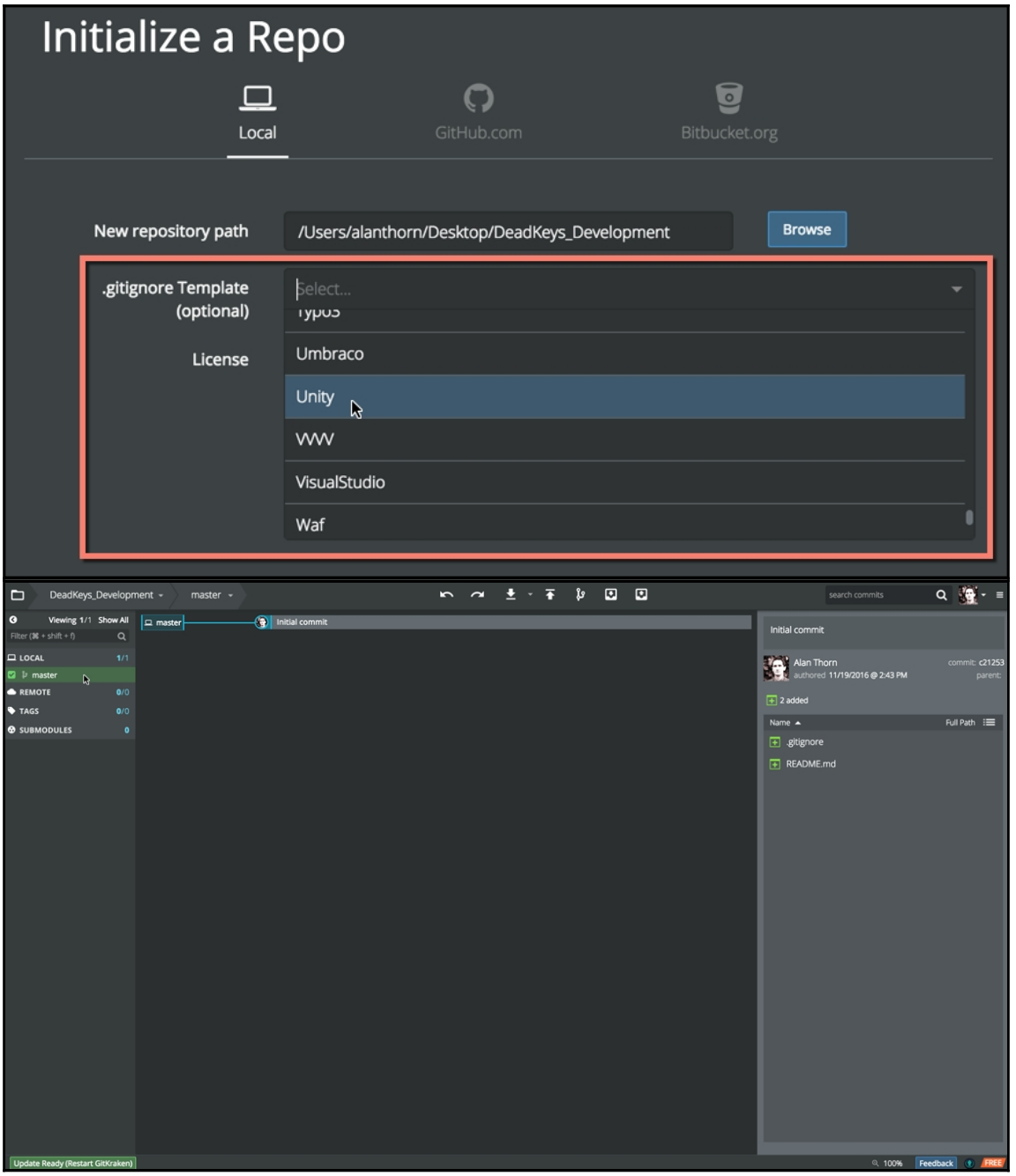
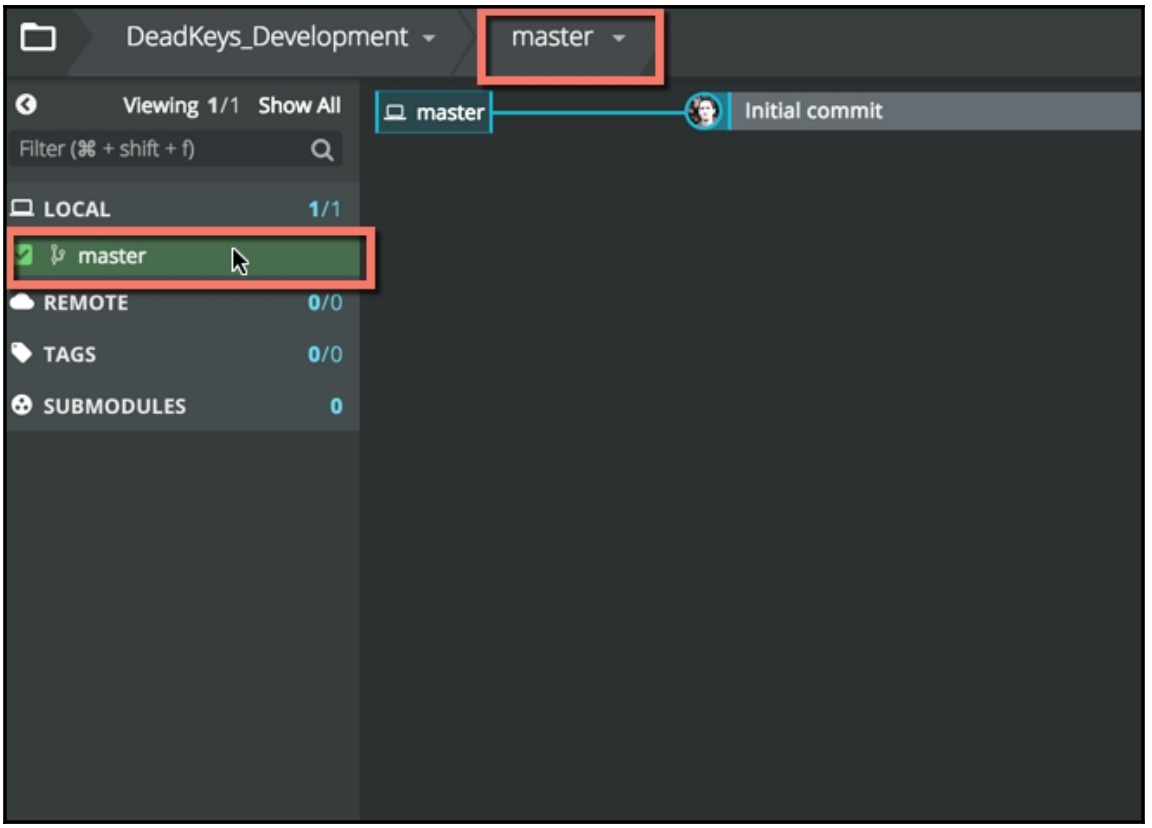
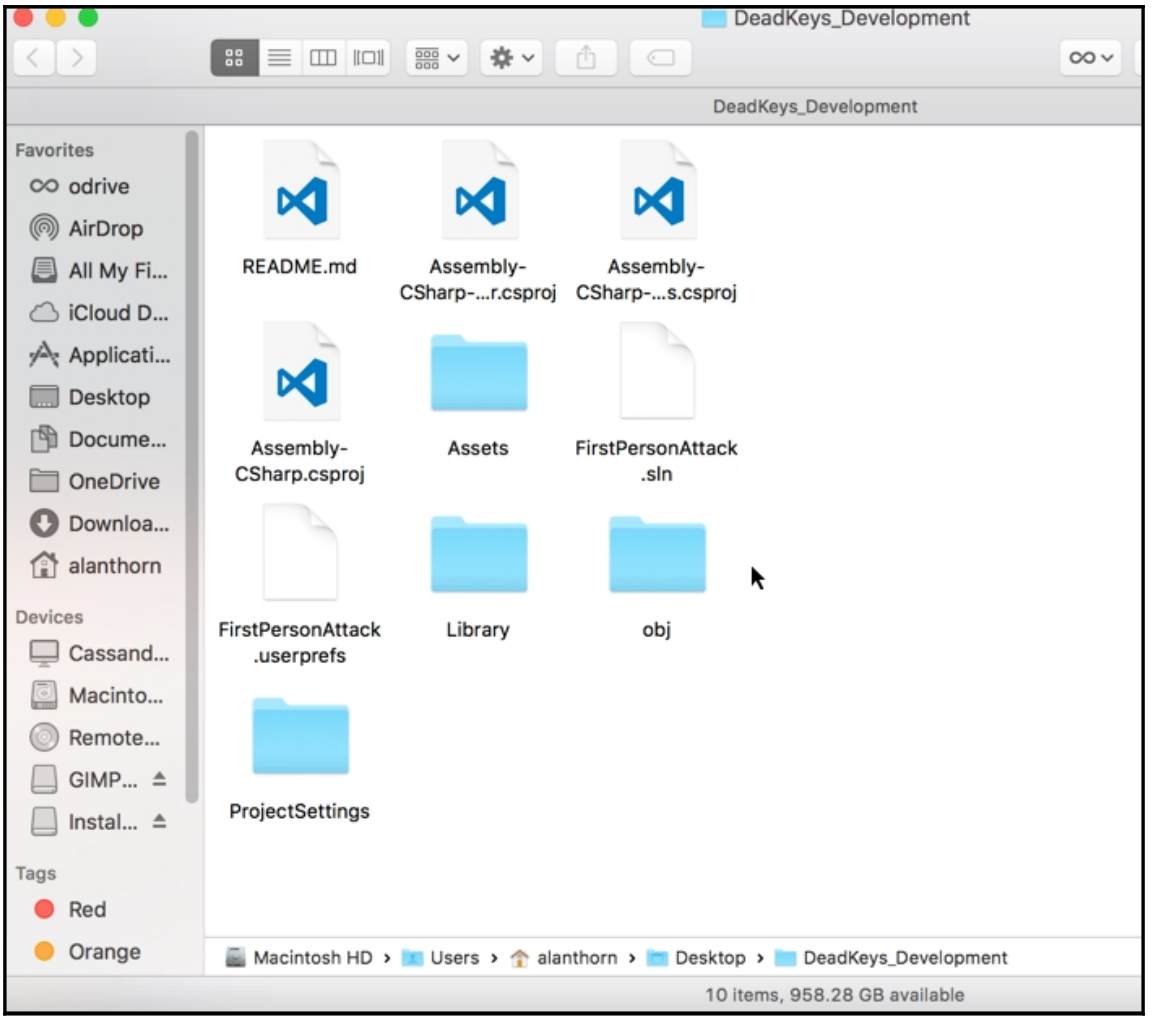
android RAILS Qt GNOME eclipse

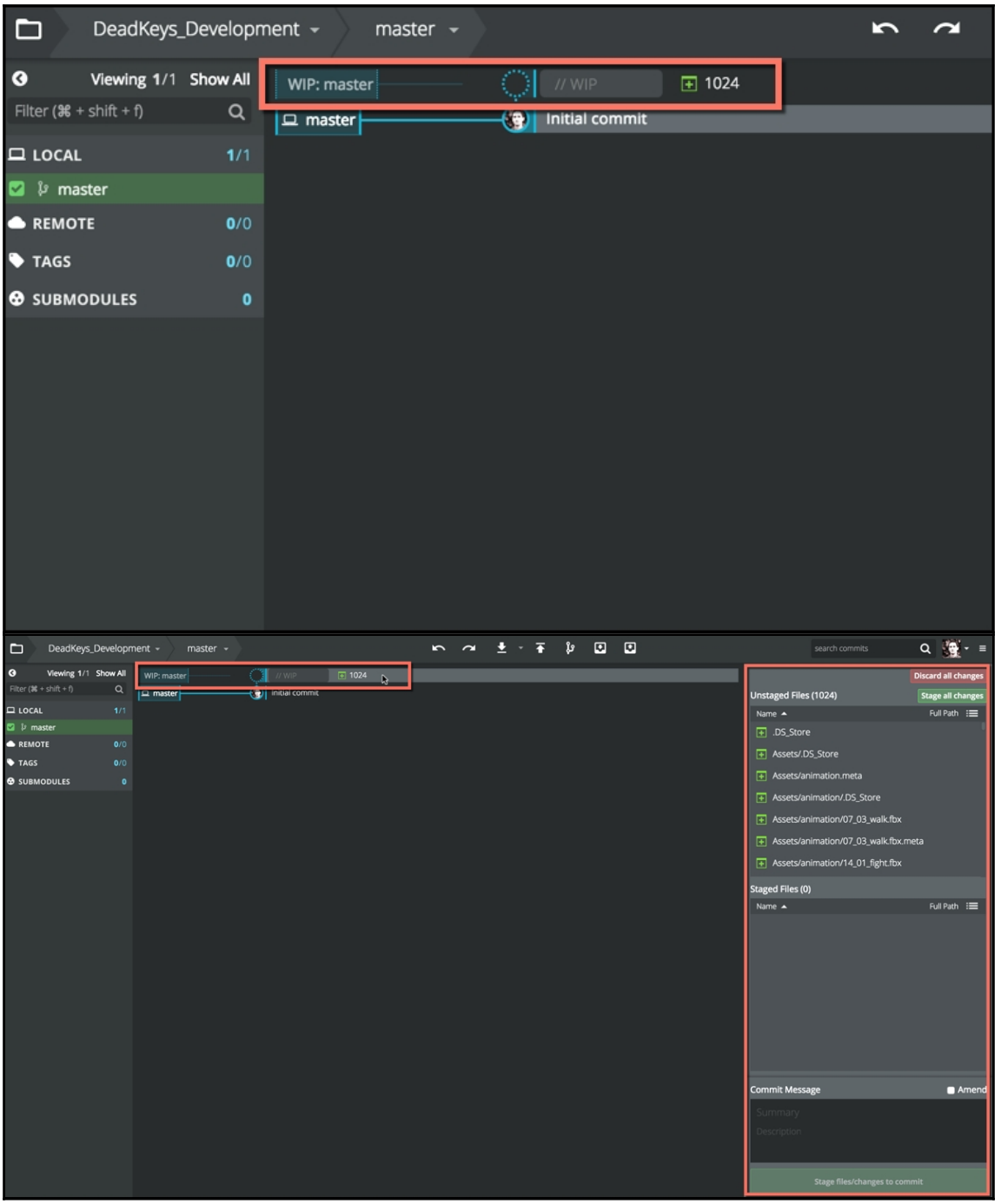

Axosoft GitKraken #ItWasNeverADress Blog
FAQ Support Contact My Account
Features Release Notes Pricing Download Now
GitKraken
The downright luxurious Git client
for Windows, Mac & Linux
Free for non-commercial use.
Download GitKraken
MAC OS 10.8+
See All Platforms
COMMIT
We're hiring! Check out our current positions
About Shop Privacy EULA
© 2016 Axosoft, LLC. Made with in Scottsdale, Arizona.
Exit
Open
Clone
Init
Open a Repo
Browse for more Repos
Recently opened repos
MyGameTest
(/Users/alanthorn/Desktop/)
All other repos

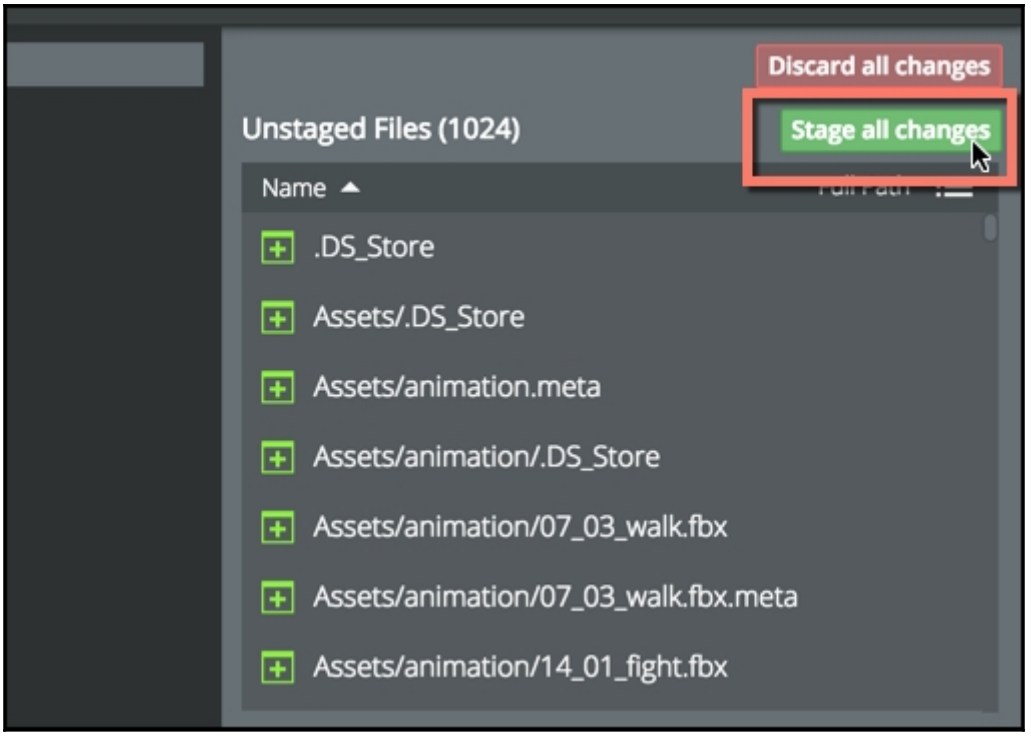

Exit
Open
Clone
Init
Open a Repo
Browse for more Repos
Recently opened repos
MyGameTest
(/Users/alanthorn/Desktop/)
All other repos
Initialize a Repo
Local
GitHub.com
Bitbucket.org
New repository path
/Users/alanthorn/Desktop/DeadKeys_Development
Browse
.gitignore Template (optional)
Select...
License
Select...
Create Repository

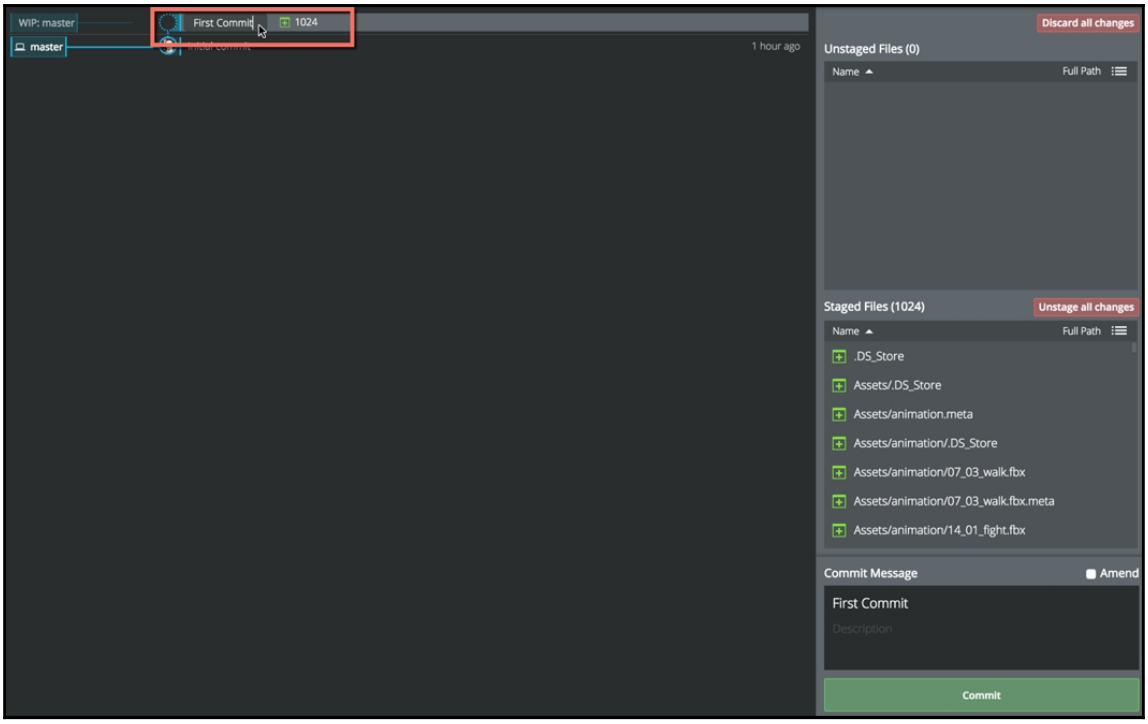

Initialize a Repo
Local
GitHub.com
Bitbucket.org
New repository path
/Users/alanthorn/Desktop/DeadKeys_Development
Browse
.gitignore Template (optional)
Select...
License
Umbraco
Unity
VisualStudio
Waf
DeadKeys_Development
master
Viewing 1/1
Show All
LOCAL
REMOTE
TAGS
SUBMODULES
Initial commit
Alan Thorn
2 added
.gitignore
README.md
Update Ready (Restart GitKraken)
Feedback

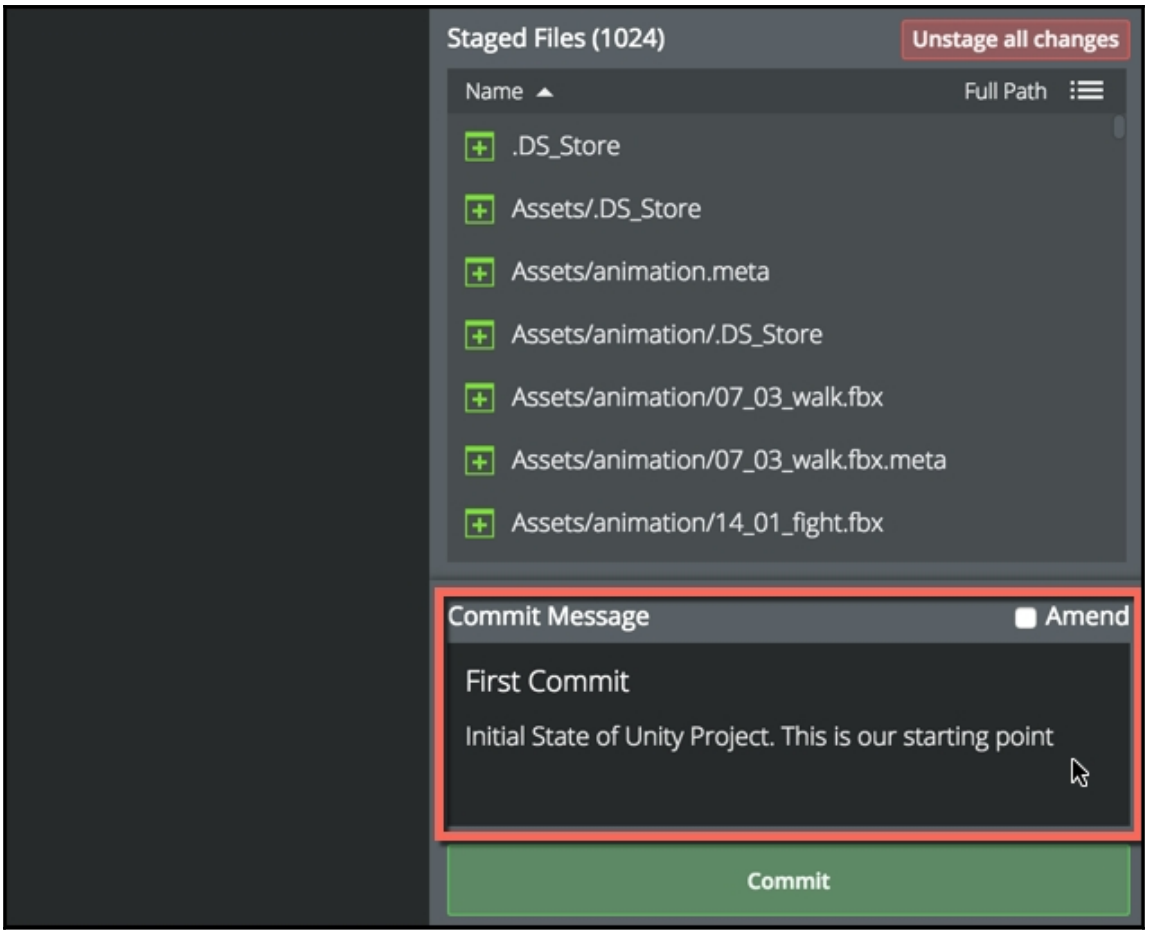

DeadKeys_Development
master
Viewing 1/1
Show All
Filter (⌘ + shift + f)
LOCAL
1/1
master
REMOTE
0/0
TAGS
0/0
SUBMODULES
0
master
Initial commit

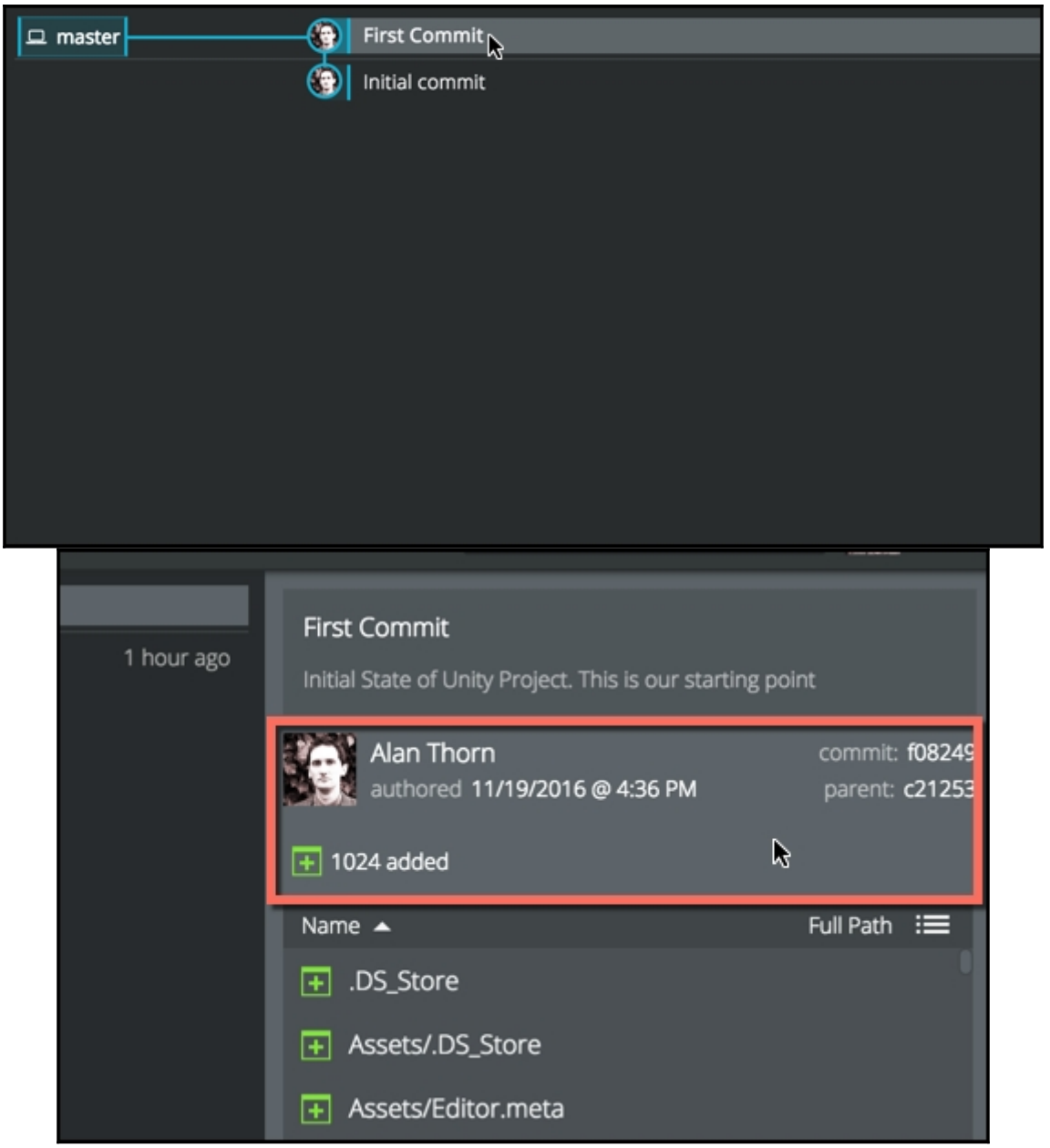

DeadKeys_Development
DeadKeys_Development
Favorites
odrive
AirDrop
All My Fi...
iCloud D...
Applicati...
Desktop
Docume...
OneDrive
Downloa...
alanthorn
Devices
Cassand...
Macinto...
Remote...
GIMP...
Instal...
Tags
Red
Orange
README.md
Assembly-CSharp-...r.csproj
Assembly-CSharp-...s.csproj
Assembly-CSharp.csproj
Assets
FirstPersonAttack.sln
FirstPersonAttack.userprefs
Library
obj
ProjectSettings
Macintosh HD › Users › alanthorn › Desktop › DeadKeys_Development
10 items, 958.28 GB available

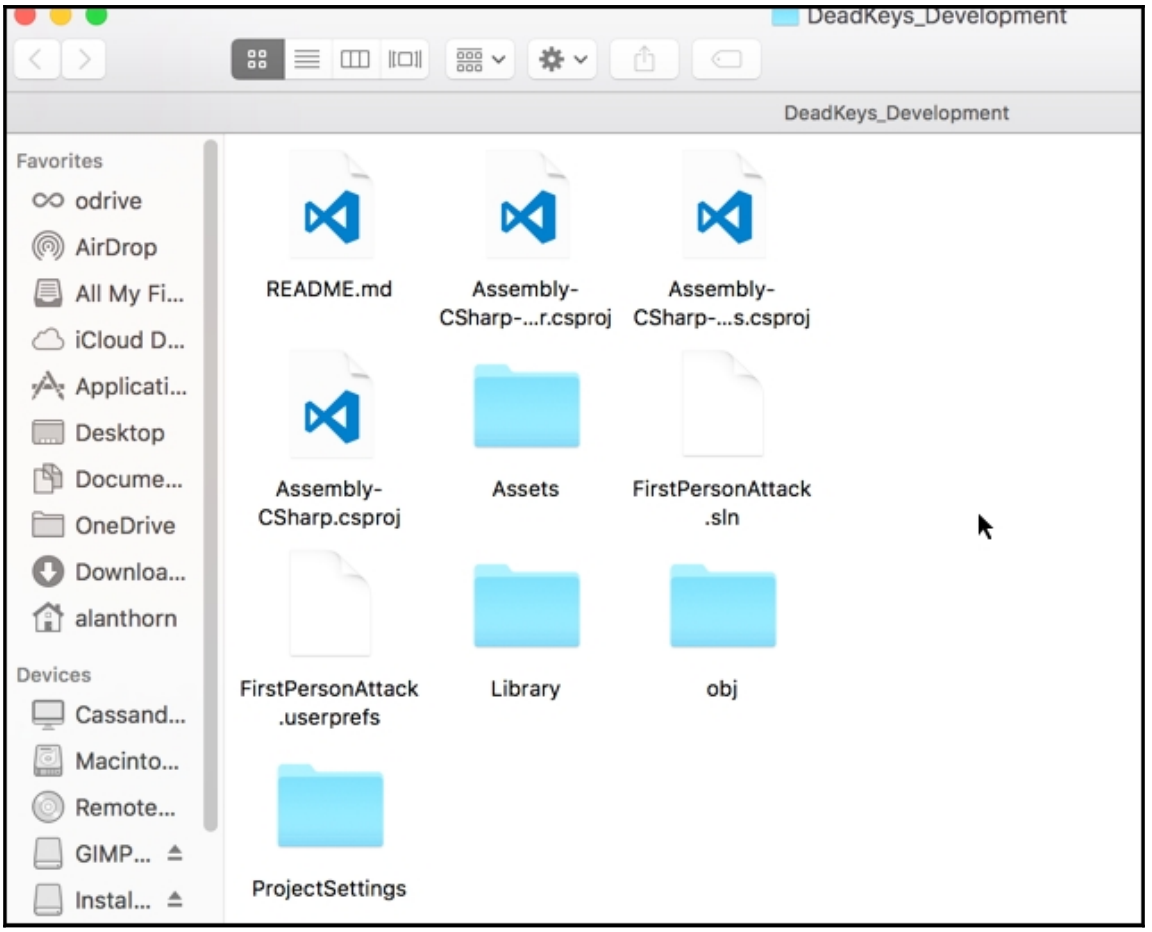

DeadKeys_Development
master
Viewing 1/1 Show All
Filter (⌘ + shift + f)
LOCAL 1/1
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
WIP: master
// WIP
1024
master
Initial commit
search commits
Discard all changes
Unstaged Files (1024)
Stage all changes
Name
Full Path
.DS_Store
Assets/.DS_Store
Assets/animation.meta
Assets/animation/.DS_Store
Assets/animation/07_03_walk.fbx
Assets/animation/07_03_walk.fbx.meta
Assets/animation/14_01_fight.fbx
Staged Files (0)
Commit Message
Amend
Summary
Description
Stage files/changes to commit

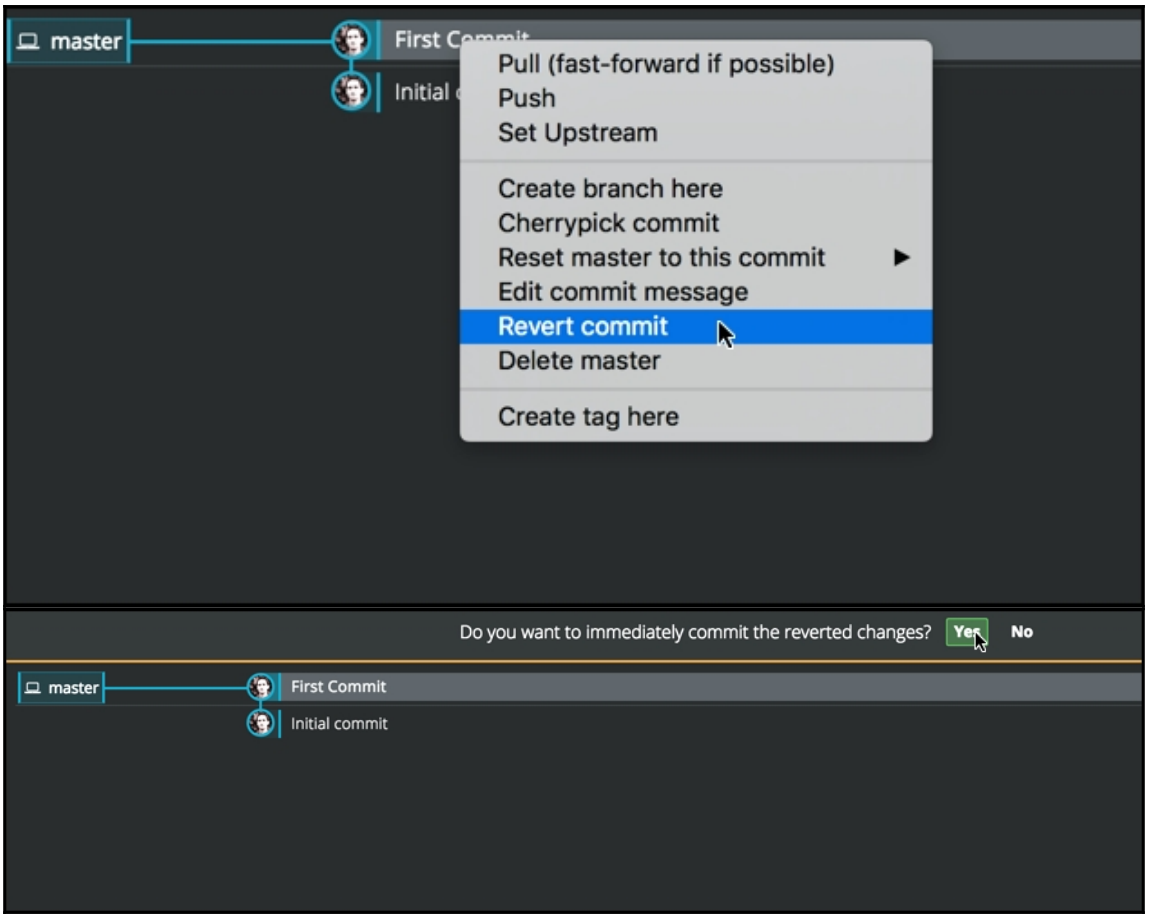

Discard all changes
Stage all changes
Unstaged Files (1024)
Name
.DS_Store
Assets/.DS_Store
Assets/animation.meta
Assets/animation/.DS_Store
Assets/animation/07_03_walk.fbx
Assets/animation/07_03_walk.fbx.meta
Assets/animation/14_01_fight.fbx

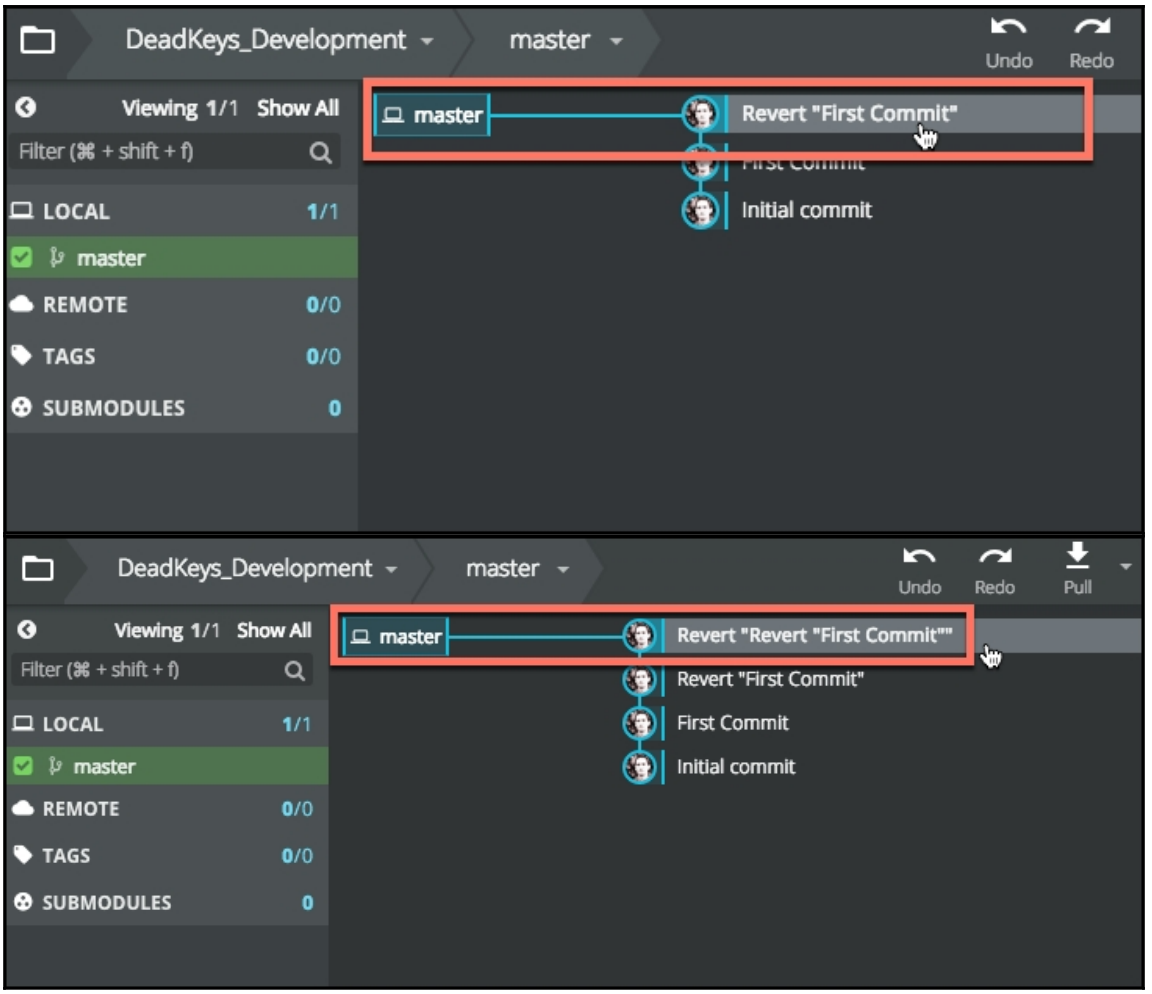

WIP: master
First Commit
1024
master
1 hour ago
Discard all changes
Unstaged Files (0)
Name
Full Path
Staged Files (1024)
Unstage all changes
Name
Full Path
.DS_Store
Assets/.DS_Store
Assets/animation.meta
Assets/animation/.DS_Store
Assets/animation/07_03_walk.fbx
Assets/animation/07_03_walk.fbx.meta
Assets/animation/14_01_fight.fbx
Commit Message
Amend
First Commit
Description
Commit

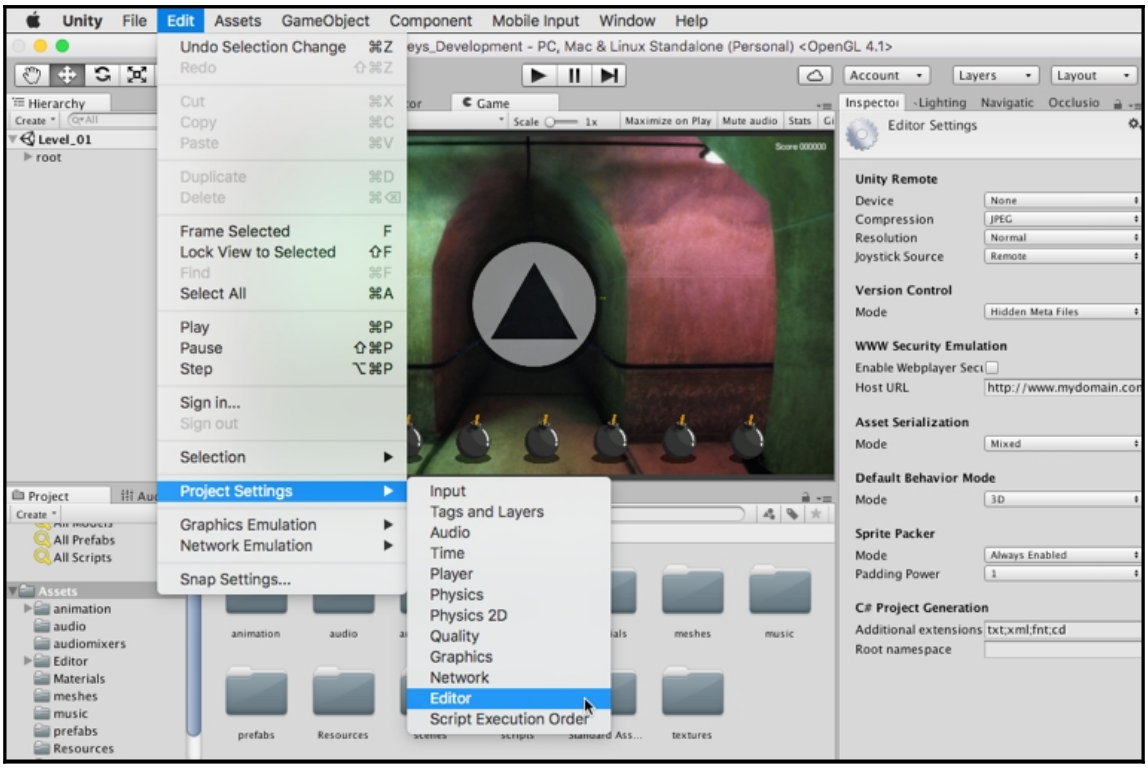

Staged Files (1024)
Unstage all changes
Name
Full Path
.DS_Store
Assets/.DS_Store
Assets/animation.meta
Assets/animation/.DS_Store
Assets/animation/07_03_walk.fbx
Assets/animation/07_03_walk.fbx.meta
Assets/animation/14_01_fight.fbx
Commit Message
Amend
First Commit
Initial State of Unity Project. This is our starting point
Commit

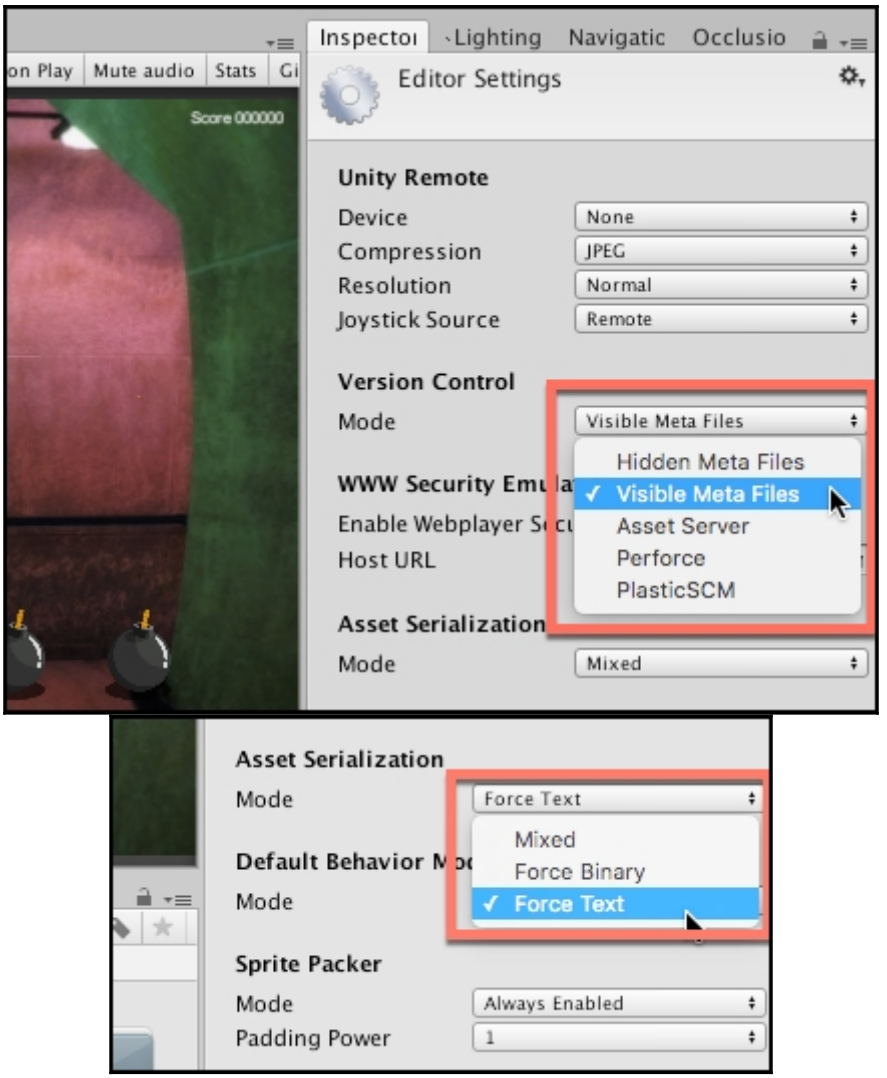

master
First Commit
Initial commit
1 hour ago
First Commit
Initial State of Unity Project. This is our starting point
Alan Thorn
authored 11/19/2016 @ 4:36 PM
commit: f08249
parent: c21253
1024 added
Name
Full Path
.DS_Store
Assets/.DS_Store
Assets/Editor.meta

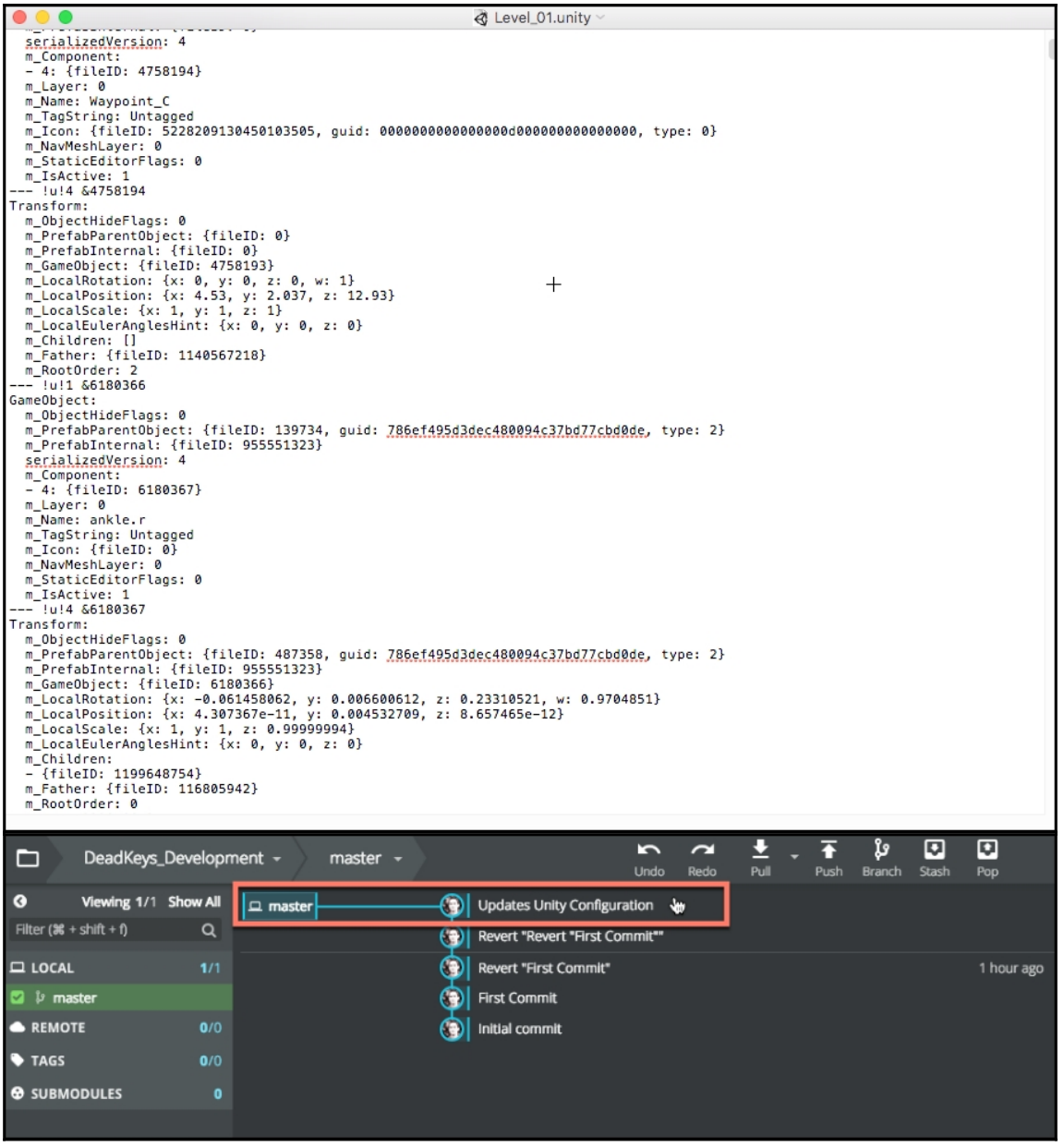

DeadKeys_Development
DeadKeys_Development
Favorites
odrive
AirDrop
All My Fi...
iCloud D...
Applicati...
Desktop
Docume...
OneDrive
Downloa...
alanthorn
Devices
Cassand...
Macinto...
Remote...
GIMP...
Instal...
README.md
Assembly-CSharp-...r.csproj
Assembly-CSharp-...s.csproj
Assembly-CSharp.csproj
Assets
FirstPersonAttack.sln
FirstPersonAttack.userprefs
Library
obj
ProjectSettings

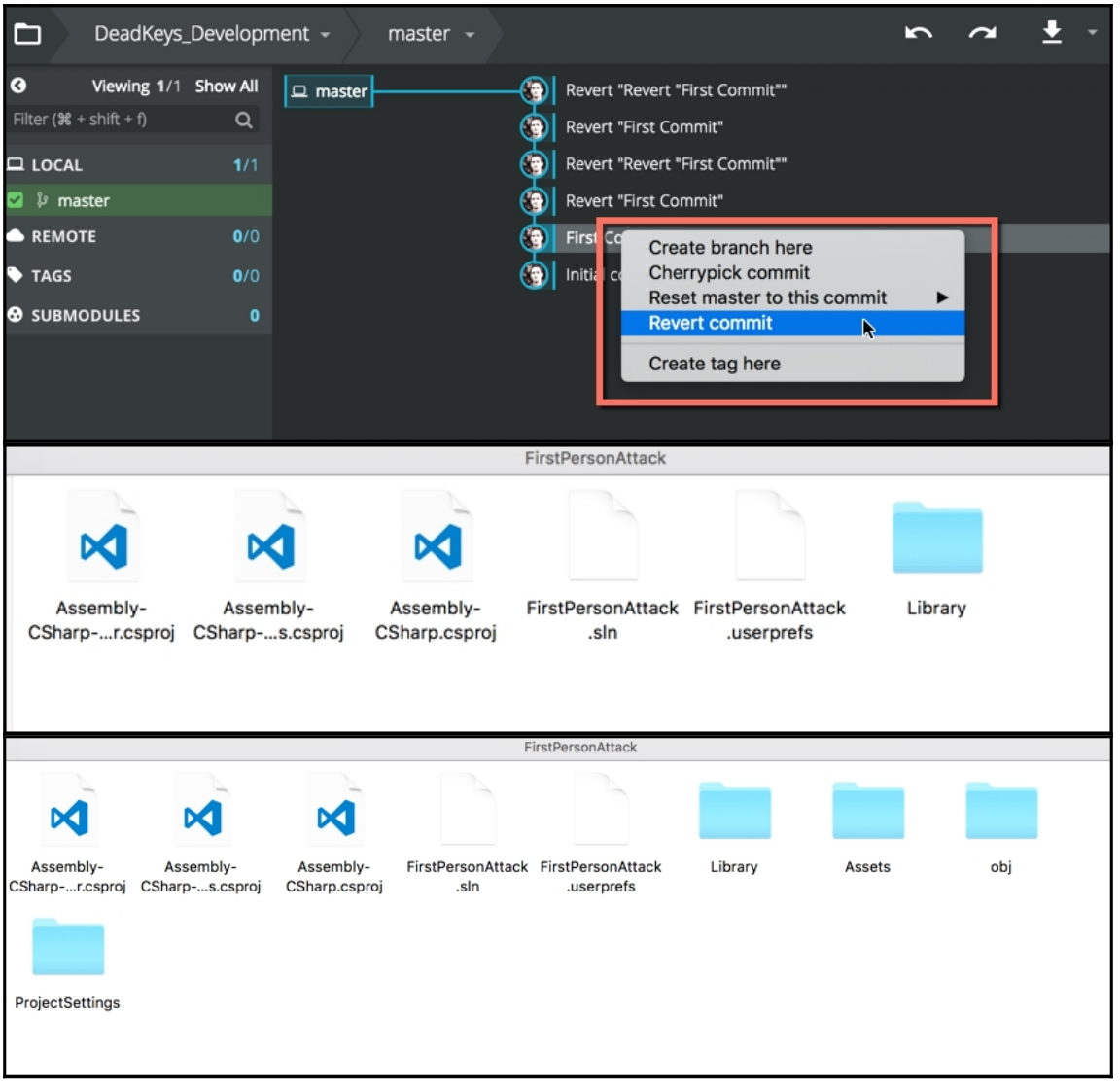

master
First Commit
Initial commit
Pull (fast-forward if possible)
Push
Set Upstream
Create branch here
Cherrypick commit
Reset master to this commit
Edit commit message
Revert commit
Delete master
Create tag here
Do you want to immediately commit the reverted changes?
Yes
No
master
First Commit
Initial commit

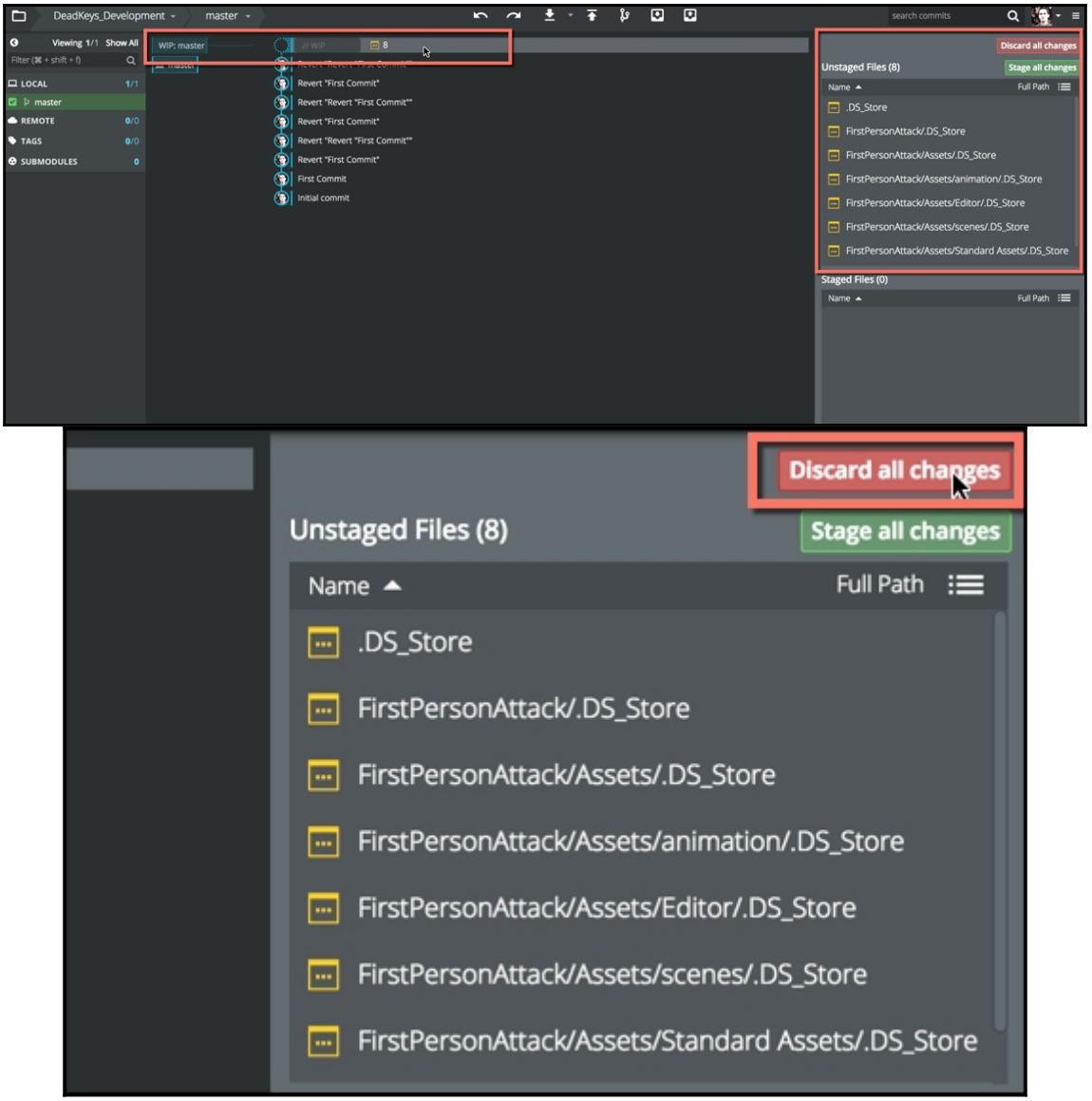

DeadKeys_Development
master
Undo
Redo
Viewing 1/1
Show All
Filter (⌘ + shift + f)
LOCAL 1/1
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
master
Revert "First Commit"
Initial commit
DeadKeys_Development
master
Undo
Redo
Pull
Viewing 1/1
Show All
Filter (⌘ + shift + f)
LOCAL 1/1
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
master
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit

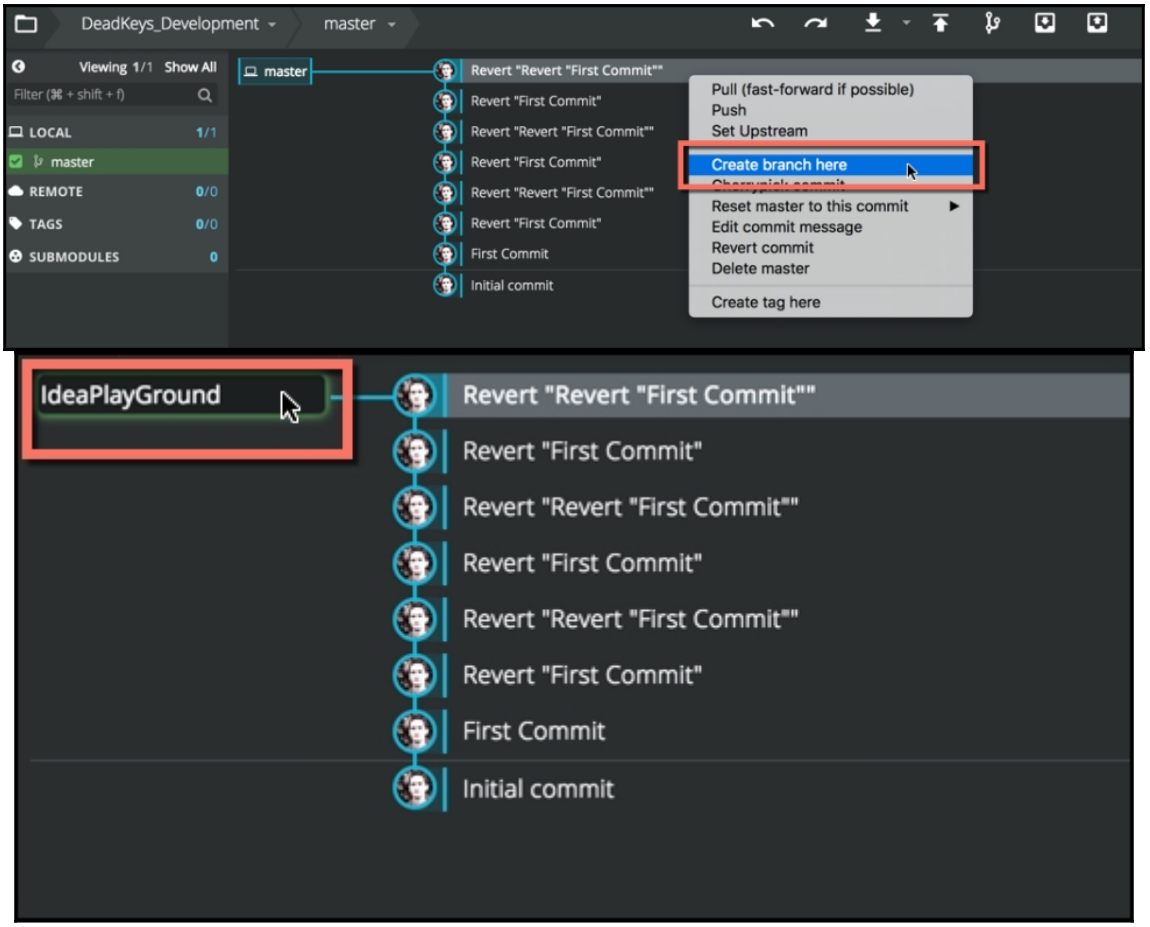

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Undo Selection Change ⌘Z
Redo ⇧⌘Z
Cut ⌘X
Copy ⌘C
Paste ⌘V
Duplicate ⌘D
Delete ⌘⌫
Frame Selected F
Lock View to Selected ⇧F
Find ⌘F
Select All ⌘A
Play ⌘P
Pause ⇧⌘P
Step ⌥⌘P
Sign in...
Sign out
Selection
Project Settings
Graphics Emulation
Network Emulation
Snap Settings...
Input
Tags and Layers
Audio
Time
Player
Physics
Physics 2D
Quality
Graphics
Network
Editor
Script Execution Order
Hierarchy
Level_01
root
Game
Inspector
Editor Settings
Unity Remote
Device
Compression
Resolution
Joystick Source
Version Control
Mode
WWW Security Emulation
Host URL
Asset Serialization
Default Behavior Mode
Sprite Packer
Padding Power
C# Project Generation
Additional extensions
Root namespace
Project
All Prefabs
All Scripts
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources

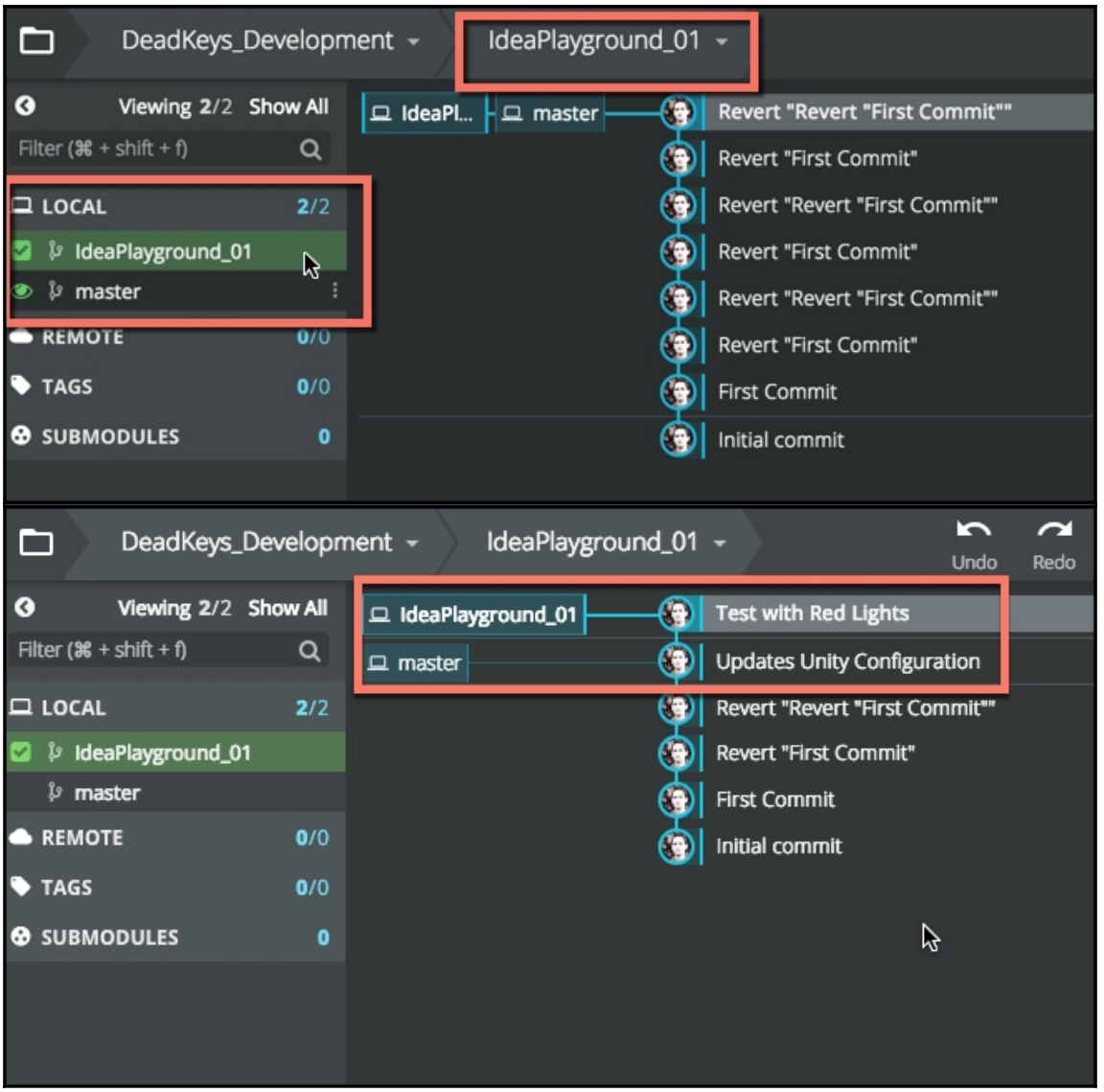

on Play
Mute audio
Stats
Gi
Score 000000
Inspector
Lighting
Navigatic
Occlusio
Editor Settings
Unity Remote
Device
None
Compression
JPEG
Resolution
Normal
Joystick Source
Remote
Version Control
Mode
Visible Meta Files
Hidden Meta Files
Visible Meta Files
Asset Server
Perforce
PlasticSCM
WWW Security Emu
Enable Webplayer S
Host URL
Asset Serialization
Mode
Mixed
Asset Serialization
Mode
Force Text
Mixed
Force Binary
Force Text
Default Behavior M
Mode
Sprite Packer
Mode
Always Enabled
Padding Power
1

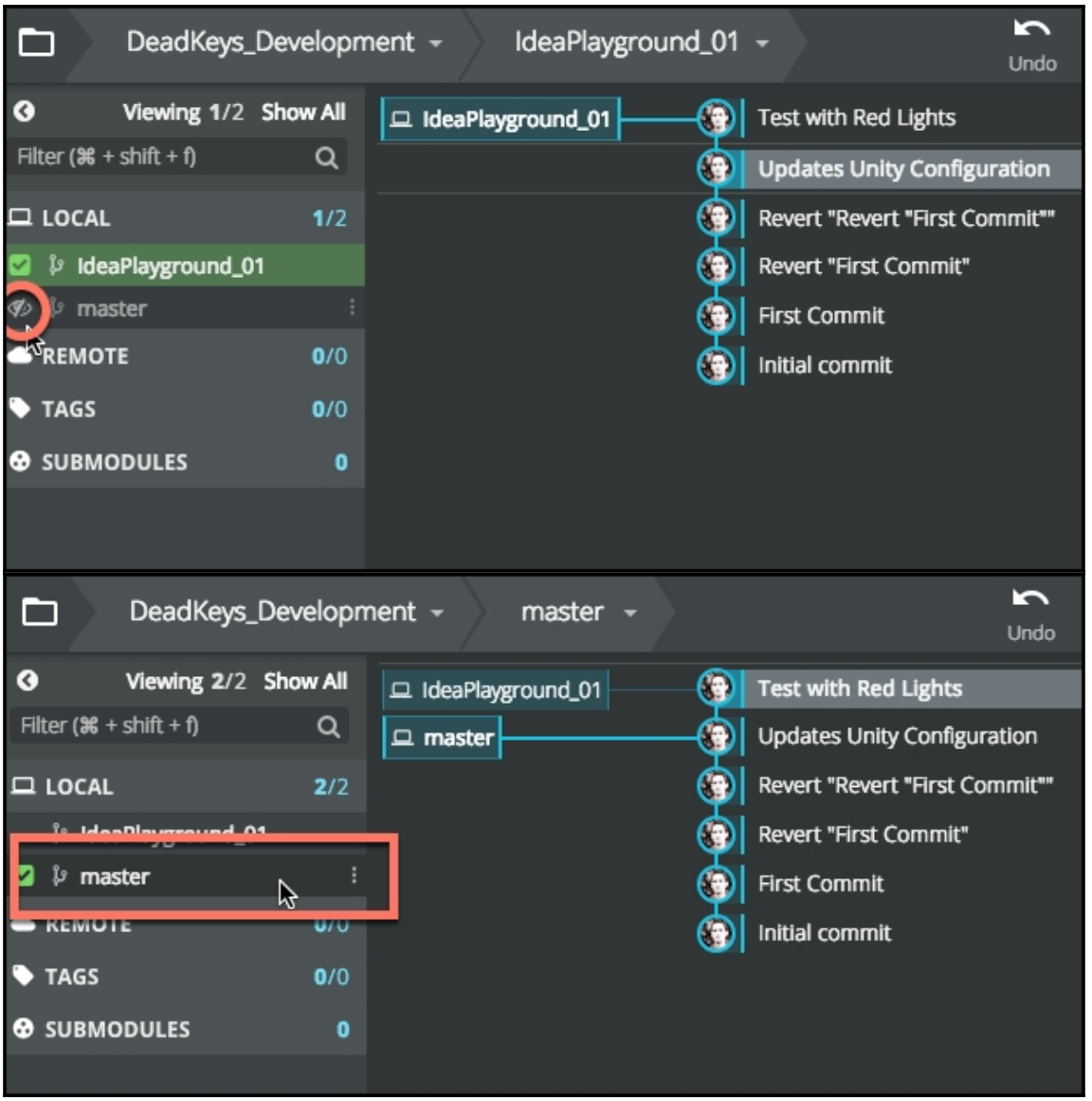

Level_01.unity
serializedVersion: 4
m_Component:
- 4: {fileID: 4758194}
m_Layer: 0
m_Name: Waypoint_C
m_TagString: Untagged
m_Icon: {fileID: 5228209130450103505, guid: 0000000000000000d000000000000000, type: 0}
m_NavMeshLayer: 0
m_StaticEditorFlags: 0
m_IsActive: 1
--- !u!4 &4758194
Transform:
m_ObjectHideFlags: 0
m_PrefabParentObject: {fileID: 0}
m_PrefabInternal: {fileID: 0}
m_GameObject: {fileID: 4758193}
m_LocalRotation: {x: 0, y: 0, z: 0, w: 1}
m_LocalPosition: {x: 4.53, y: 2.037, z: 12.93}
m_LocalScale: {x: 1, y: 1, z: 1}
m_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}
m_Children: []
m_Father: {fileID: 1140567218}
m_RootOrder: 2
--- !u!1 &6180366
GameObject:
m_ObjectHideFlags: 0
m_PrefabParentObject: {fileID: 139734, guid: 786ef495d3dec480094c37bd77cbd0de, type: 2}
m_PrefabInternal: {fileID: 955551323}
serializedVersion: 4
m_Component:
- 4: {fileID: 6180367}
m_Layer: 0
m_Name: ankle.r
m_TagString: Untagged
m_Icon: {fileID: 0}
m_NavMeshLayer: 0
m_StaticEditorFlags: 0
m_IsActive: 1
--- !u!4 &6180367
Transform:
m_ObjectHideFlags: 0
m_PrefabParentObject: {fileID: 487358, guid: 786ef495d3dec480094c37bd77cbd0de, type: 2}
m_PrefabInternal: {fileID: 955551323}
m_GameObject: {fileID: 6180366}
m_LocalRotation: {x: -0.061458062, y: 0.006600612, z: 0.23310521, w: 0.9704851}
m_LocalPosition: {x: 4.307367e-11, y: 0.004532709, z: 8.657465e-12}
m_LocalScale: {x: 1, y: 1, z: 0.99999994}
m_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}
m_Children:
- {fileID: 1199648754}
m_Father: {fileID: 116805942}
m_RootOrder: 0
DeadKeys_Development
master
Undo
Redo
Pull
Push
Branch
Stash
Pop
Viewing 1/1
Show All
Filter (⌘ + shift + f)
LOCAL 1/1
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
master
Updates Unity Configuration
Revert "Revert "First Commit""
Revert "First Commit"
1 hour ago
First Commit
Initial commit

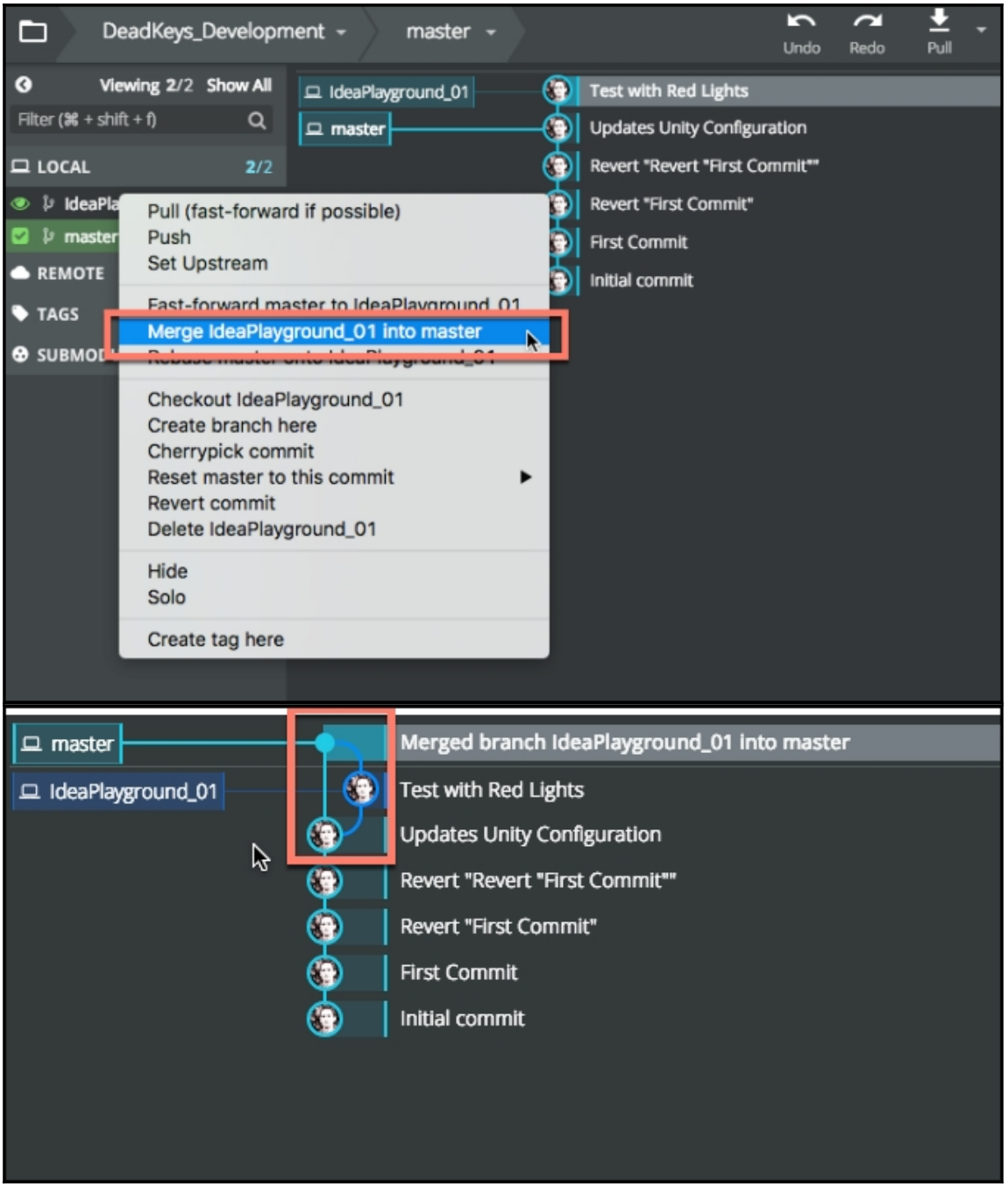

DeadKeys_Development
master
Viewing 1/1
Show All
Filter (⌘ + shift + f)
LOCAL 1/1
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
master
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Create branch here
Cherrypick commit
Reset master to this commit
Revert commit
Create tag here
FirstPersonAttack
Assembly-CSharp-...r.csproj
Assembly-CSharp-...s.csproj
Assembly-CSharp.csproj
FirstPersonAttack.sln
FirstPersonAttack.userprefs
Library
FirstPersonAttack
Assembly-CSharp-...r.csproj
Assembly-CSharp-...s.csproj
Assembly-CSharp.csproj
FirstPersonAttack.sln
FirstPersonAttack.userprefs
Library
Assets
obj
ProjectSettings

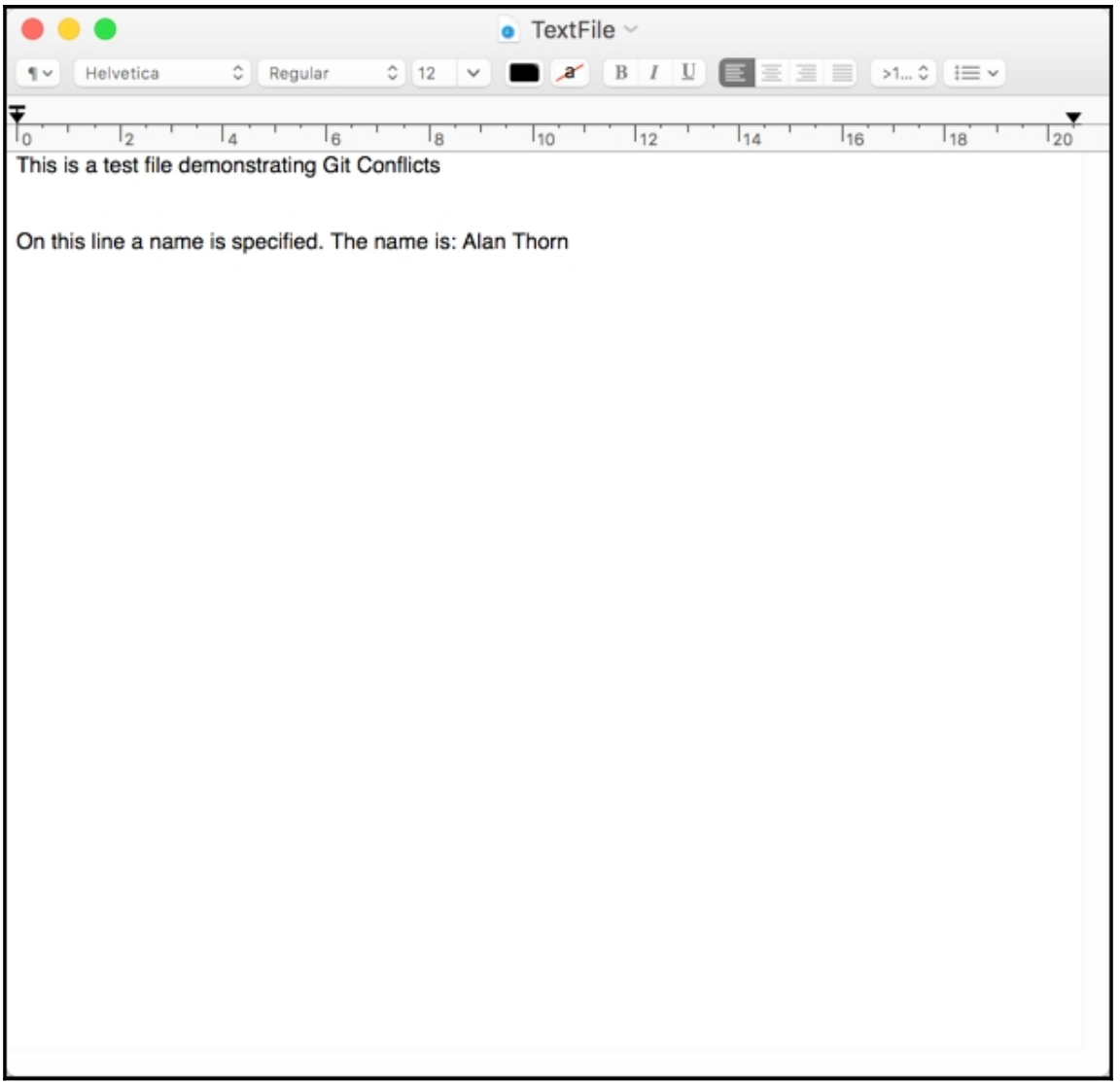

DeadKeys_Development
master
search commits
Viewing 1/1
Show All
Filter (⌘ + shift + f)
LOCAL 1/1
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
WIP: master
// WIP
8
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit
Discard all changes
Unstaged Files (8)
Stage all changes
Name
Full Path
.DS_Store
FirstPersonAttack/.DS_Store
FirstPersonAttack/Assets/.DS_Store
FirstPersonAttack/Assets/animation/.DS_Store
FirstPersonAttack/Assets/Editor/.DS_Store
FirstPersonAttack/Assets/scenes/.DS_Store
FirstPersonAttack/Assets/Standard Assets/.DS_Store
Staged Files (0)
Name
Full Path

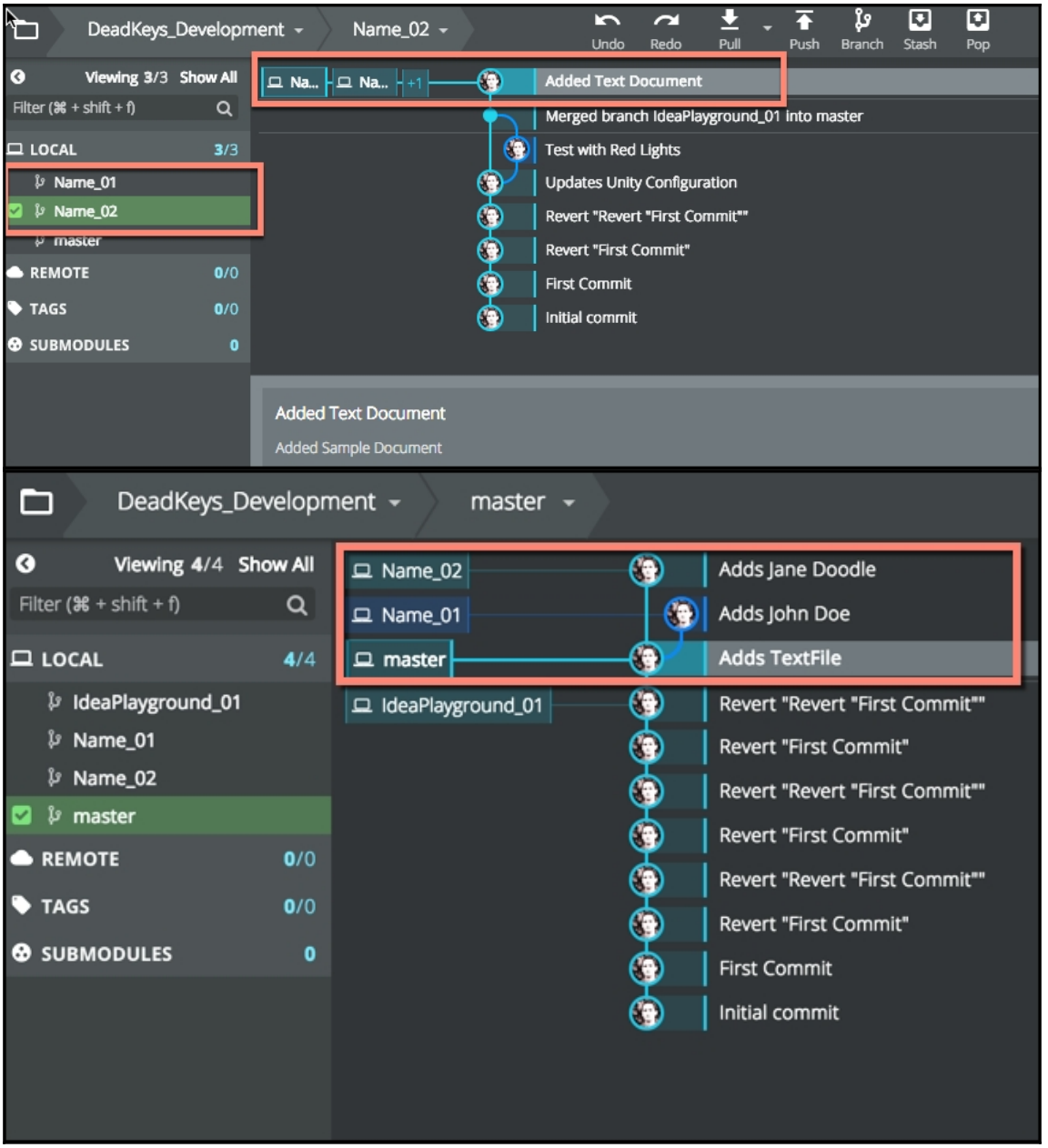

DeadKeys_Development
master
Viewing 1/1
Show All
Filter (⌘ + shift + f)
LOCAL 1/1
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
master
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit
Pull (fast-forward if possible)
Push
Set Upstream
Create branch here
Reset master to this commit
Edit commit message
Revert commit
Delete master
Create tag here
IdeaPlayGround
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit

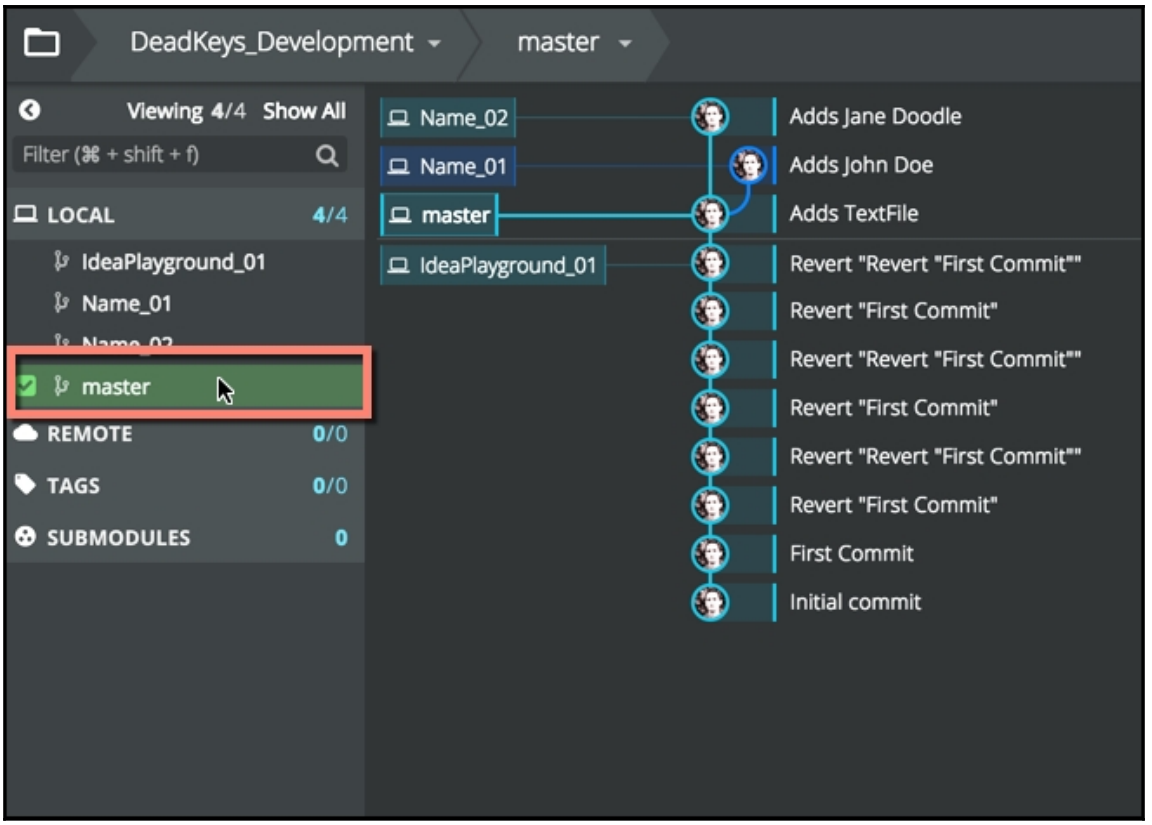

DeadKeys_Development
IdeaPlayground_01
Viewing 2/2 Show All
Filter (⌘ + shift + f)
LOCAL 2/2
IdeaPlayground_01
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
IdeaPl...
master
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit
DeadKeys_Development
IdeaPlayground_01
Undo
Redo
Viewing 2/2 Show All
Filter (⌘ + shift + f)
LOCAL 2/2
IdeaPlayground_01
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
IdeaPlayground_01
master
Test with Red Lights
Updates Unity Configuration
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit

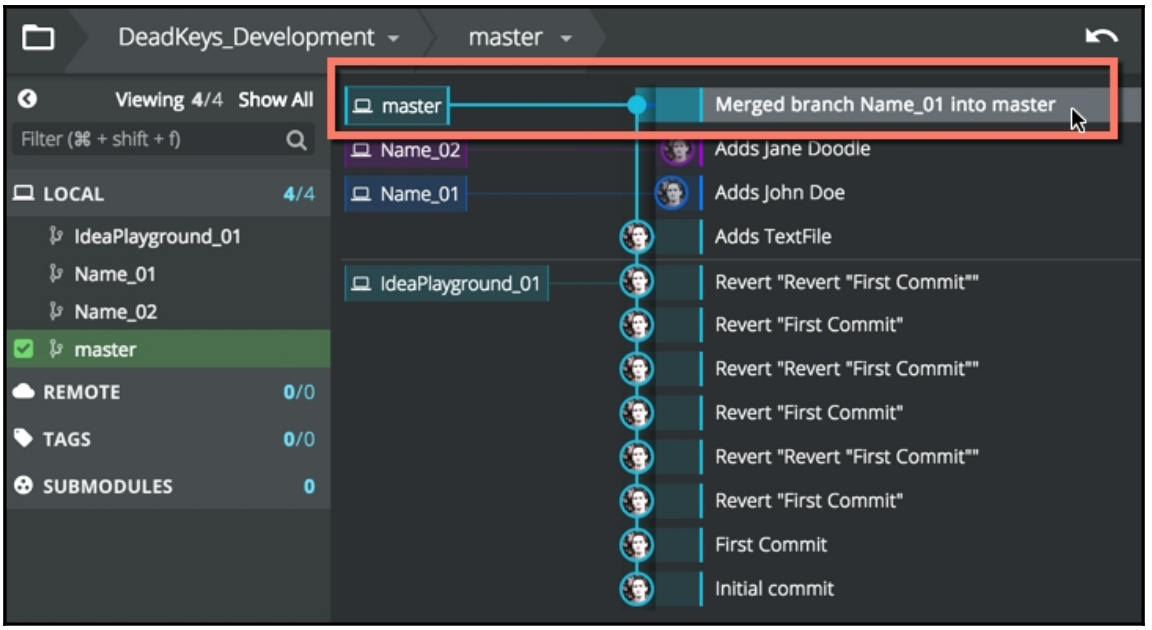

DeadKeys_Development
IdeaPlayground_01
Undo
Viewing 1/2 Show All
Filter (⌘ + shift + f)
LOCAL 1/2
IdeaPlayground_01
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
IdeaPlayground_01
Test with Red Lights
Updates Unity Configuration
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit
DeadKeys_Development
master
Undo
Viewing 2/2 Show All
Filter (⌘ + shift + f)
LOCAL 2/2
master
TAGS 0/0
SUBMODULES 0
IdeaPlayground_01
master
Test with Red Lights
Updates Unity Configuration
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit

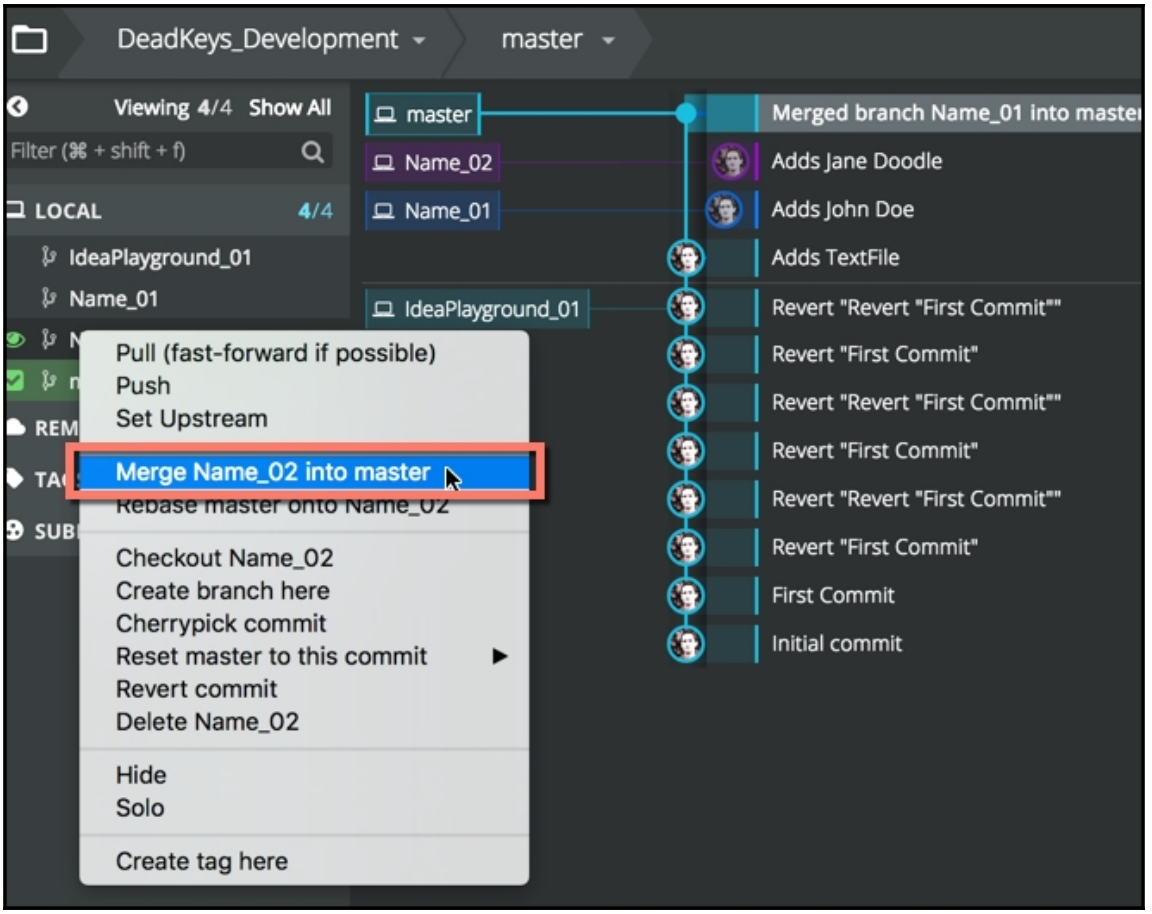

DeadKeys_Development
master
Undo
Redo
Pull
Viewing 2/2
Show All
Filter (⌘ + shift + f)
LOCAL
2/2
REMOTE
TAGS
IdeaPlayground_01
master
Test with Red Lights
Updates Unity Configuration
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit
Pull (fast-forward if possible)
Push
Set Upstream
Merge IdeaPlayground_01 into master
Checkout IdeaPlayground_01
Create branch here
Cherrypick commit
Reset master to this commit
Revert commit
Delete IdeaPlayground_01
Hide
Solo
Create tag here
master
IdeaPlayground_01
Merged branch IdeaPlayground_01 into master
Test with Red Lights
Updates Unity Configuration
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit

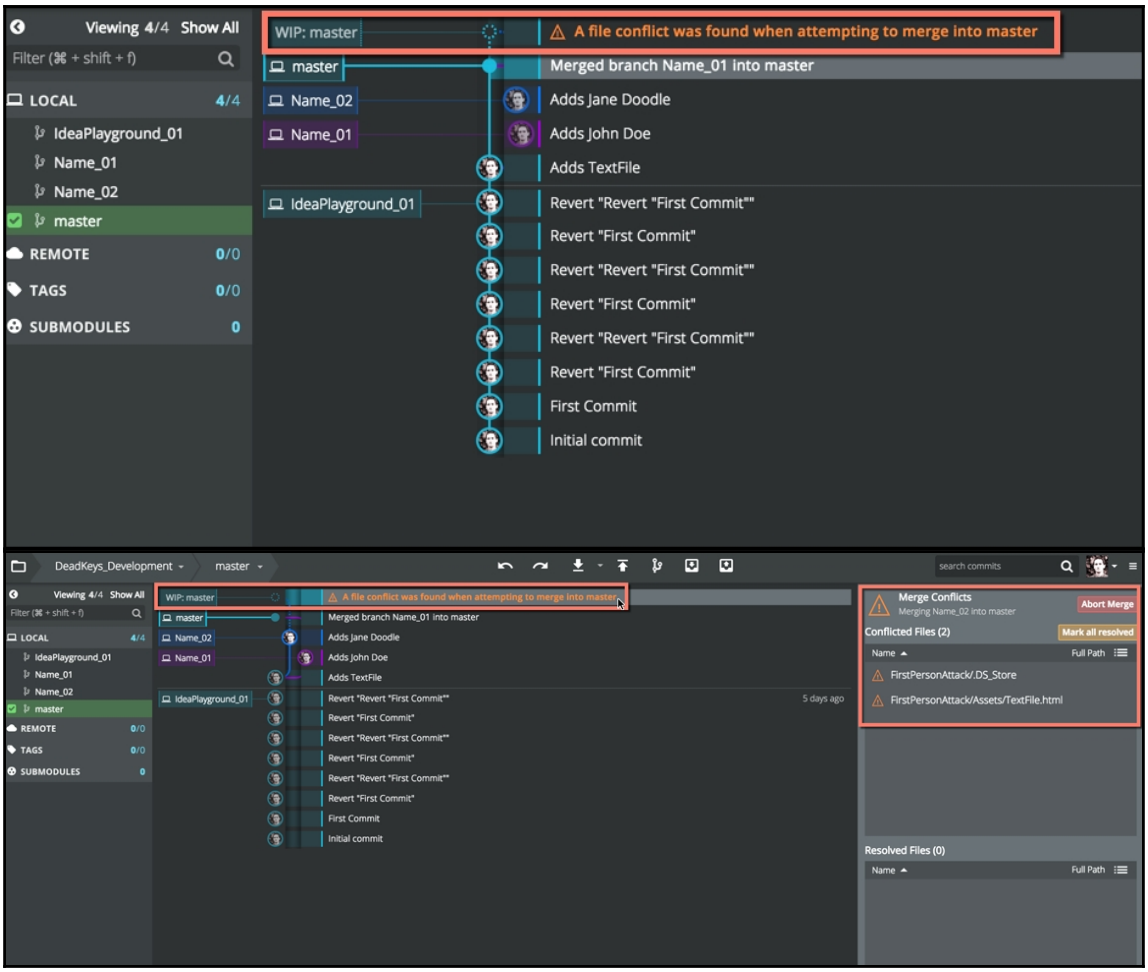

TextFile
Helvetica
Regular
12
This is a test file demonstrating Git Conflicts
On this line a name is specified. The name is: Alan Thorn

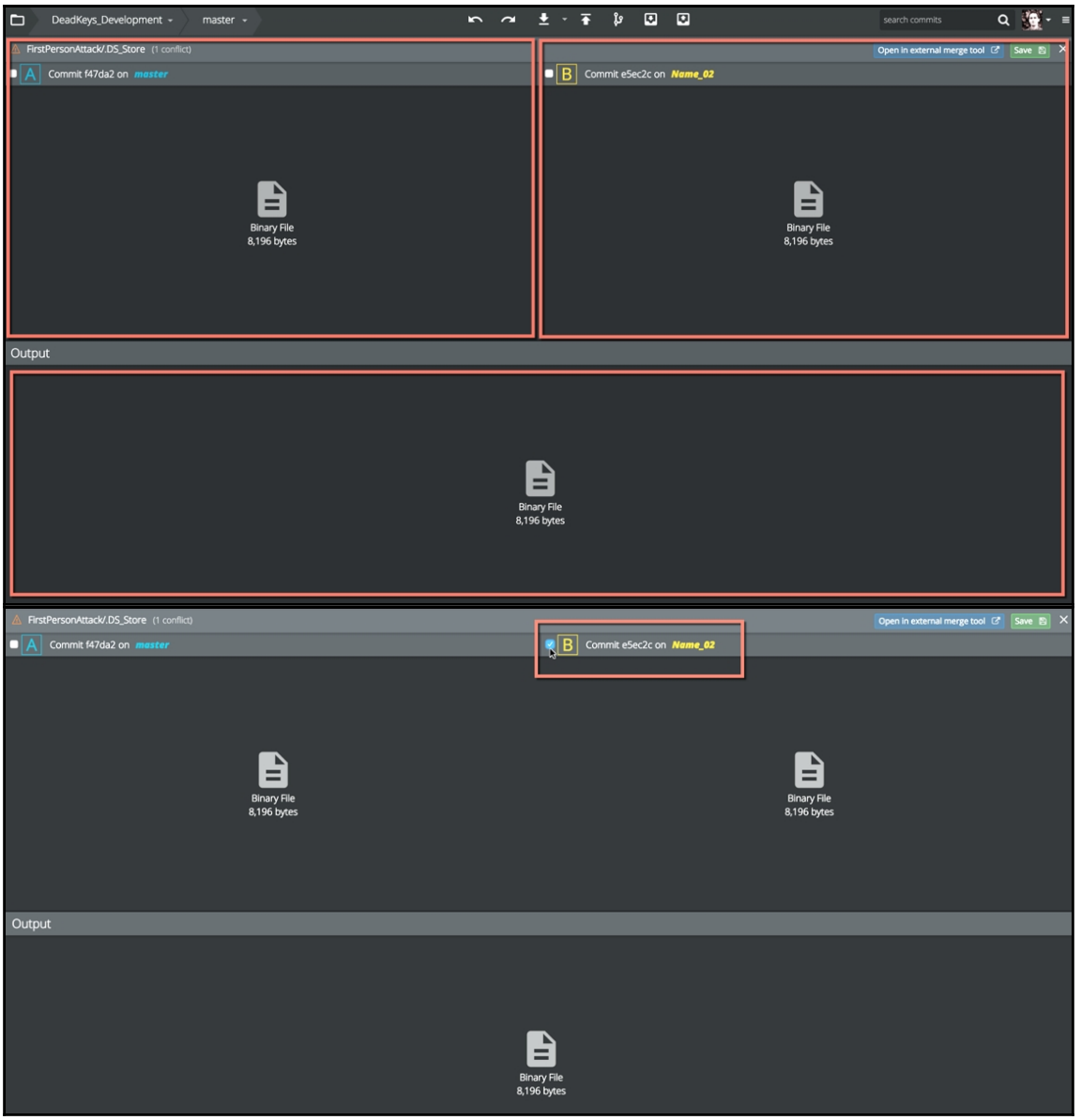

DeadKeys_Development
Name_02
Undo
Redo
Pull
Push
Branch
Stash
Pop
Viewing 3/3 Show All
Filter (⌘ + shift + f)
LOCAL 3/3
Name_01
Name_02
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
Na...
Na...
+1
Added Text Document
Merged branch IdeaPlayground_01 into master
Test with Red Lights
Updates Unity Configuration
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit
Added Text Document
Added Sample Document
DeadKeys_Development
master
Viewing 4/4 Show All
Filter (⌘ + shift + f)
LOCAL 4/4
IdeaPlayground_01
Name_01
Name_02
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
Name_02
Name_01
master
IdeaPlayground_01
Adds Jane Doodle
Adds John Doe
Adds TextFile
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit

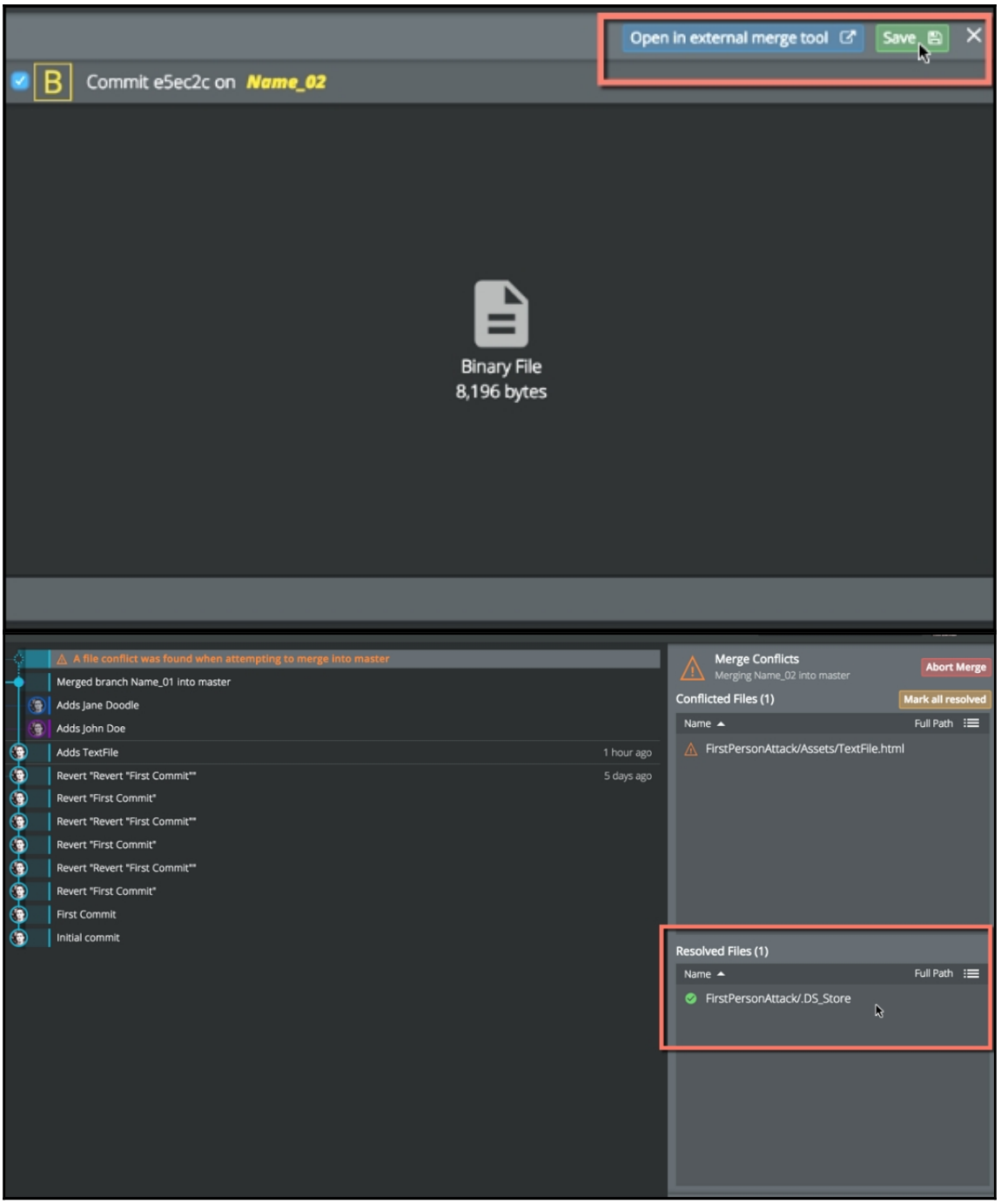

DeadKeys_Development
master
Viewing 4/4 Show All
Filter (⌘ + shift + f)
LOCAL 4/4
IdeaPlayground_01
Name_01
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
Name_02
Name_01
master
IdeaPlayground_01
Adds Jane Doodle
Adds John Doe
Adds TextFile
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit

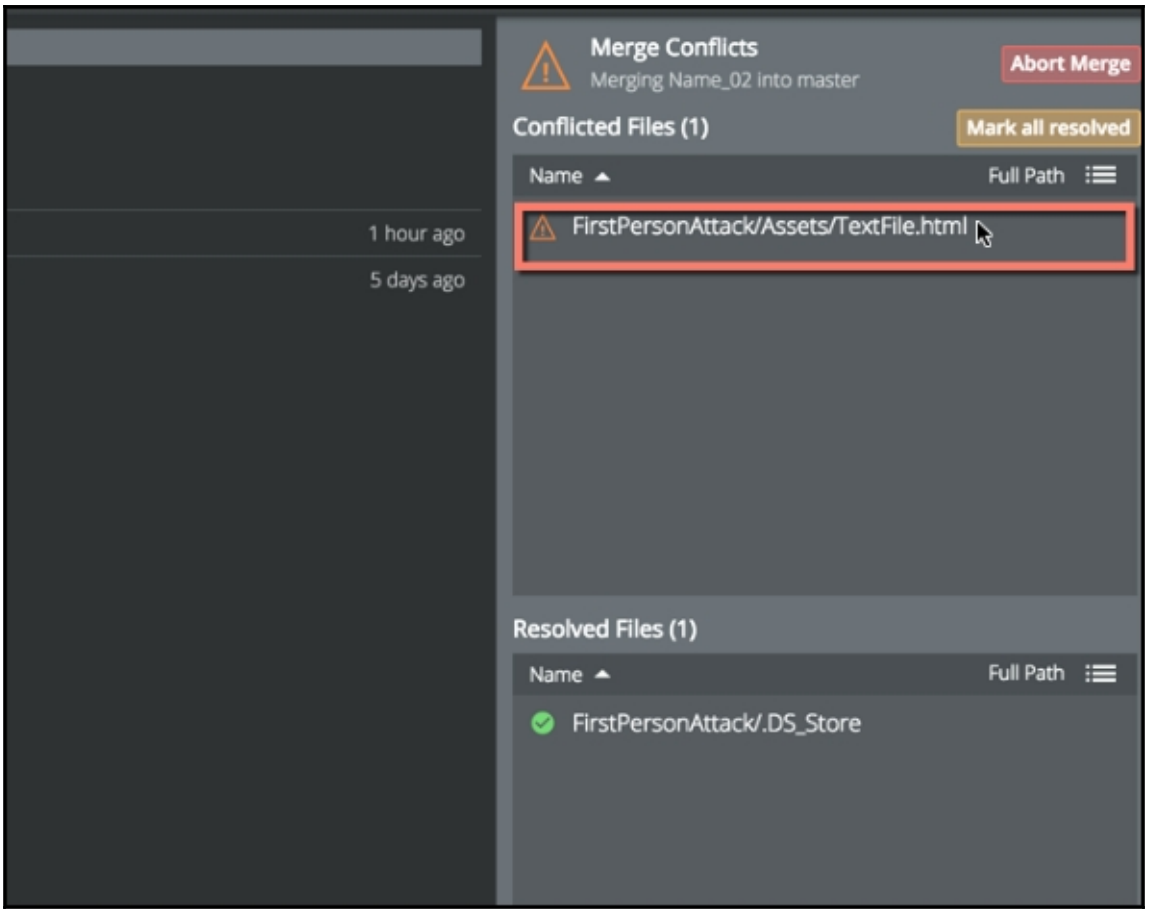

DeadKeys_Development
master
Viewing 4/4 Show All
Filter (⌘ + shift + f)
LOCAL 4/4
IdeaPlayground_01
Name_01
Name_02
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
master
Name_02
Name_01
IdeaPlayground_01
Merged branch Name_01 into master
Adds Jane Doodle
Adds John Doe
Adds TextFile
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit

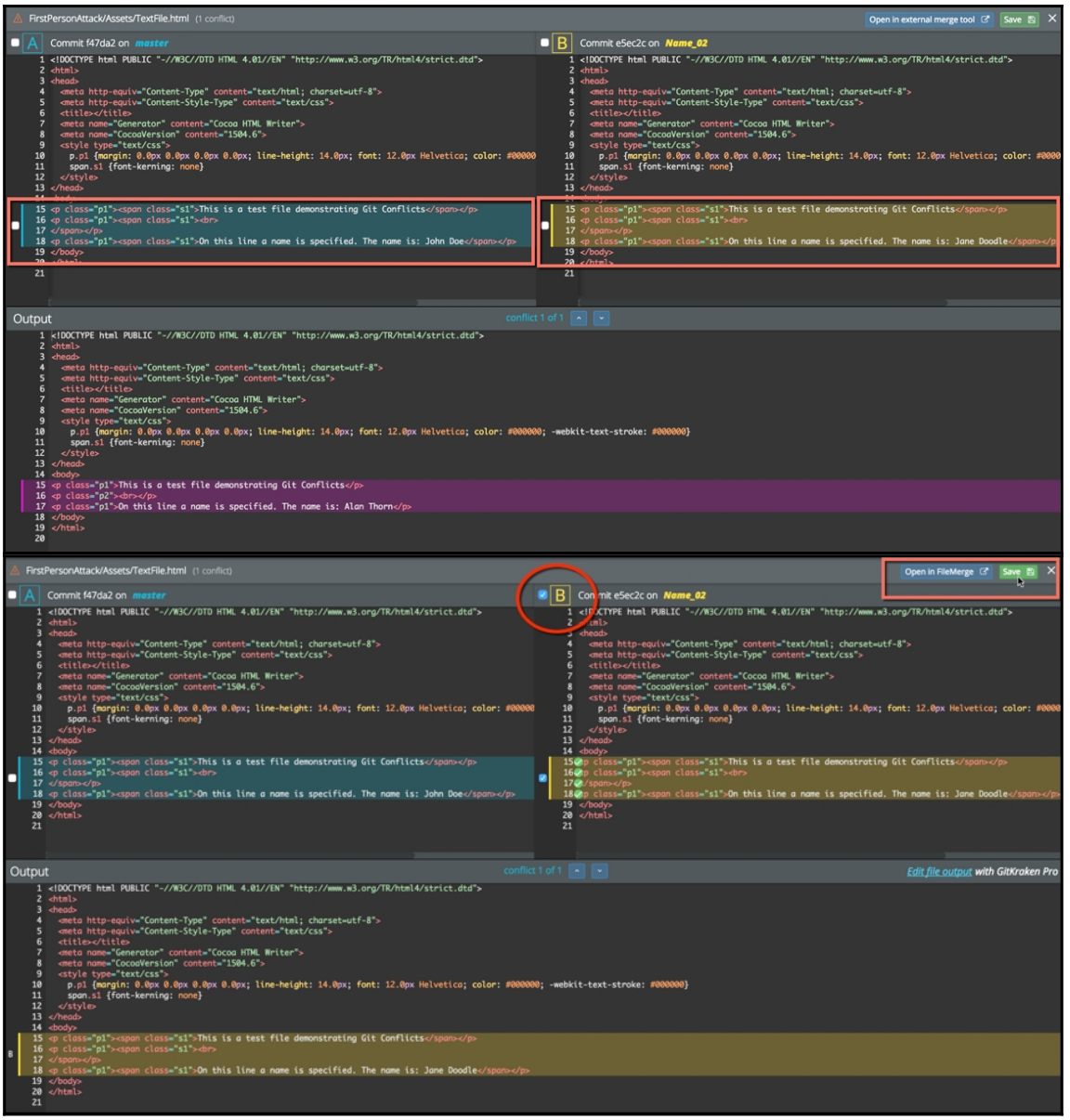

DeadKeys_Development
master
Viewing 4/4 Show All
Filter (⌘ + shift + f)
LOCAL 4/4
IdeaPlayground_01
Name_01
master
Name_02
Name_01
IdeaPlayground_01
Merged branch Name_01 into maste
Adds Jane Doodle
Adds John Doe
Adds TextFile
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit
Pull (fast-forward if possible)
Push
Set Upstream
Merge Name_02 into master
Rebase master onto Name_02
Checkout Name_02
Create branch here
Cherrypick commit
Reset master to this commit
Revert commit
Delete Name_02
Hide
Solo
Create tag here


Viewing 4/4 Show All
Filter (⌘ + shift + f)
LOCAL 4/4
IdeaPlayground_01
Name_01
Name_02
master
REMOTE 0/0
TAGS 0/0
SUBMODULES 0
WIP: master
A file conflict was found when attempting to merge into master
master
Merged branch Name_01 into master
Name_02
Adds Jane Doodle
Name_01
Adds John Doe
Adds TextFile
IdeaPlayground_01
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit
DeadKeys_Development
master
search commits
Merge Conflicts
Merging Name_02 into master
Abort Merge
Conflicted Files (2)
Mark all resolved
Name
Full Path
FirstPersonAttack/.DS_Store
FirstPersonAttack/Assets/TextFile.html
Resolved Files (0)
5 days ago

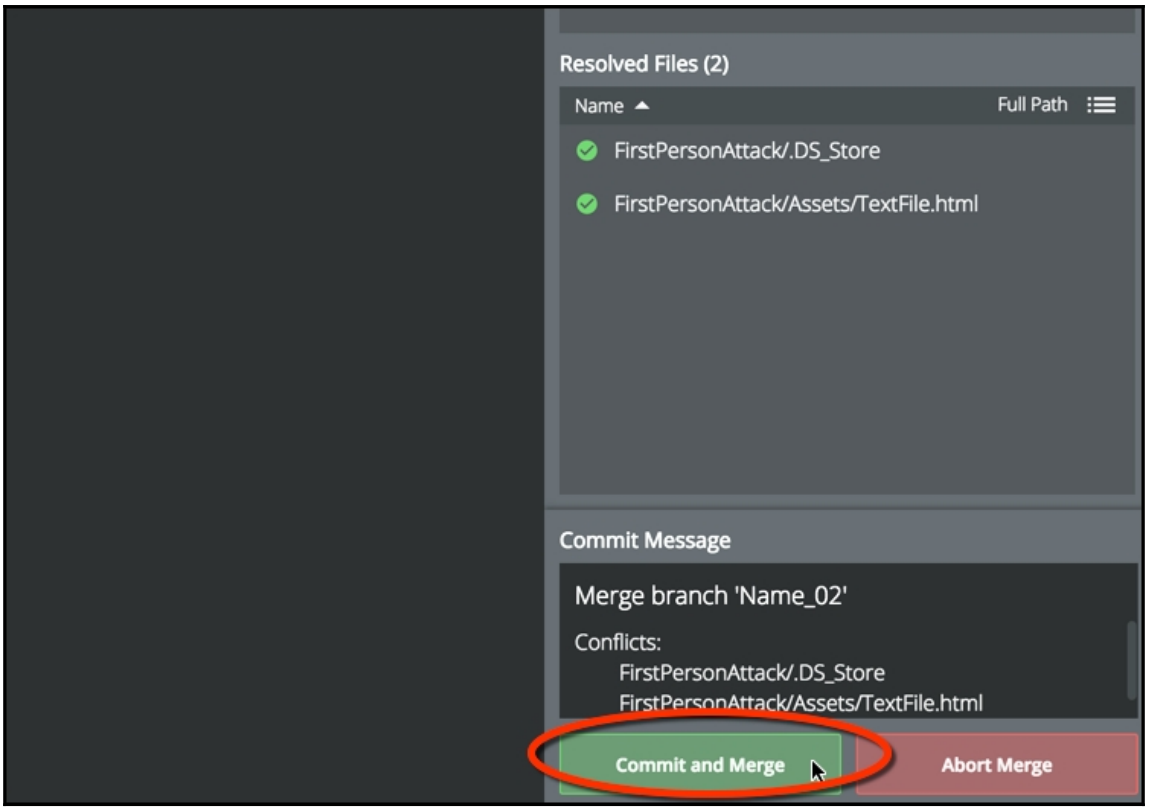

DeadKeys_Development
master
search commits
FirstPersonAttack/.DS_Store (1 conflict)
Open in external merge tool
Save
Commit f47da2 on master
Commit e5ec2c on Name_02
Binary File
8,196 bytes
Binary File
8,196 bytes
Output
Binary File
8,196 bytes
FirstPersonAttack/.DS_Store (1 conflict)
Open in external merge tool
Save
Commit f47da2 on master
Commit e5ec2c on Name_02
Binary File
8,196 bytes
Binary File
8,196 bytes
Output
Binary File
8,196 bytes


Open in external merge tool
Save
Commit e5ec2c on Name_02
Binary File
8,196 bytes
A file conflict was found when attempting to merge into master
Merged branch Name_01 into master
Adds Jane Doodle
Adds John Doe
Adds TextFile
1 hour ago
Revert "Revert "First Commit""
5 days ago
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit
Merge Conflicts
Merging Name_02 into master
Abort Merge
Conflicted Files (1)
Mark all resolved
Name
Full Path
FirstPersonAttack/Assets/TextFile.html
Resolved Files (1)
Name
Full Path
FirstPersonAttack/.DS_Store


1 hour ago
5 days ago
Merge Conflicts
Merging Name_02 into master
Abort Merge
Conflicted Files (1)
Mark all resolved
Name
Full Path
FirstPersonAttack/Assets/TextFile.html
Resolved Files (1)
Name
Full Path
FirstPersonAttack/.DS_Store


FirstPersonAttack/Assets/TextFile.html (1 conflict)
Open in external merge tool
Save
Commit f47da2 on master
Commit e5ec2c on Name_02
This is a test file demonstrating Git Conflicts
On this line a name is specified. The name is: John Doe
On this line a name is specified. The name is: Jane Doodle
Output
conflict 1 of 1
This is a test file demonstrating Git Conflicts

On this line a name is specified. The name is: Alan Thorn
FirstPersonAttack/Assets/TextFile.html (1 conflict)
Open in FileMerge
Save
Commit f47da2 on master
Commit e5ec2c on Name_02
Output
conflict 1 of 1
Edit file output with GitKraken Pro


Resolved Files (2)
Name
Full Path
FirstPersonAttack/.DS_Store
FirstPersonAttack/Assets/TextFile.html
Commit Message
Merge branch 'Name_02'
Conflicts:
FirstPersonAttack/.DS_Store
FirstPersonAttack/Assets/TextFile.html
Commit and Merge
Abort Merge

Atlassian, Inc.

Atlassian Bitbucket

Features Integrations Server Data Center Pricing Log in Get started

Code, Manage, Collaborate

Bitbucket is *the* Git solution for professional teams

Get started for free

Host it yourself with Bitbucket Server

Built for professional teams

Distributed version control system that makes it easy for you to collaborate with your team.
The only collaborative Git solution that massively scales.

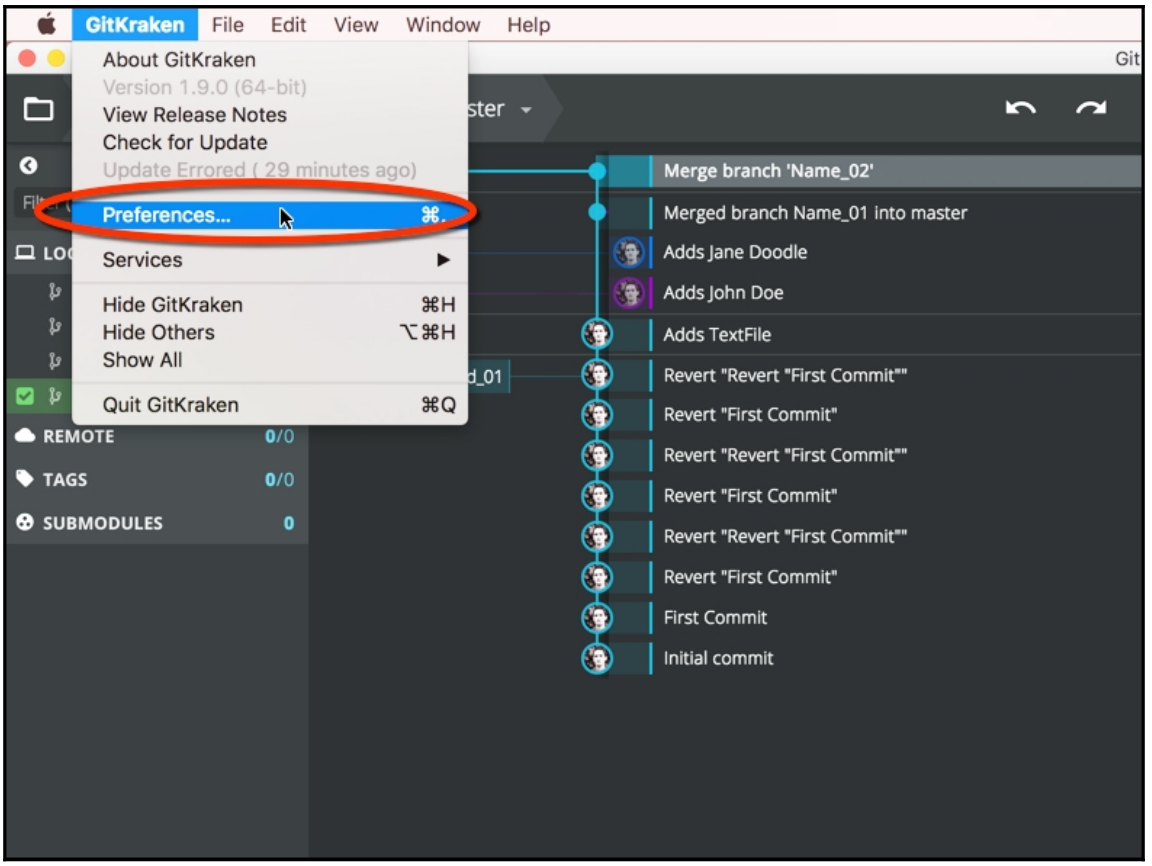
Code collaboration on steroids

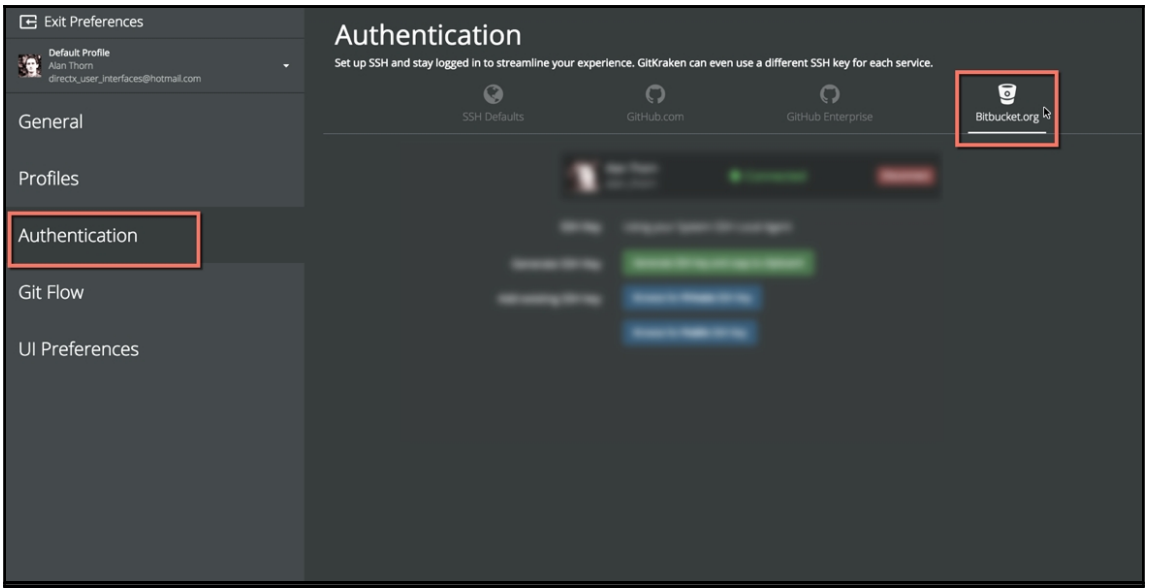
Approve code review more efficiently with pull requests. Hold discussions right in the source code with inline comments.

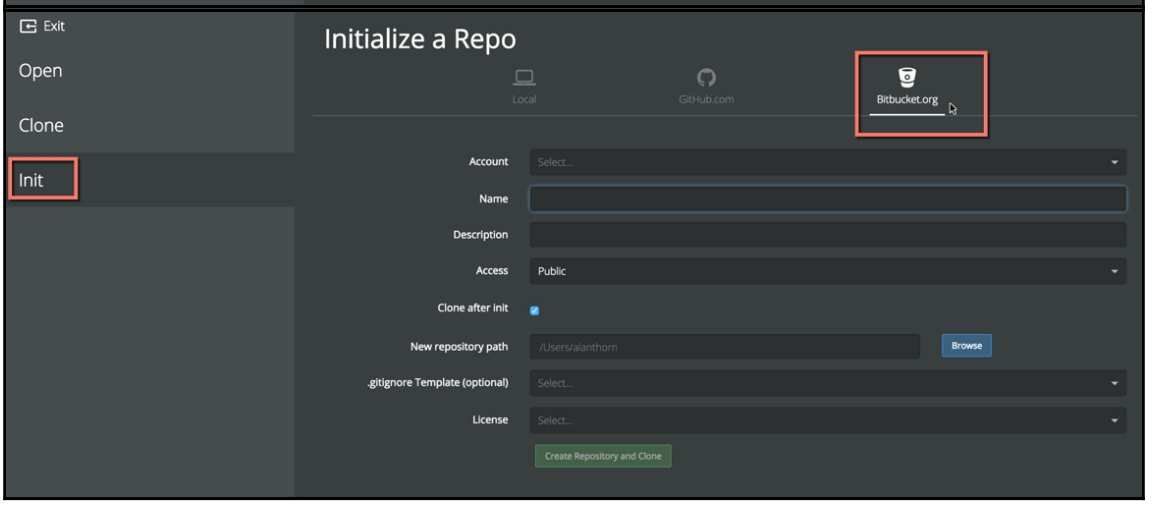
Git that massively scales

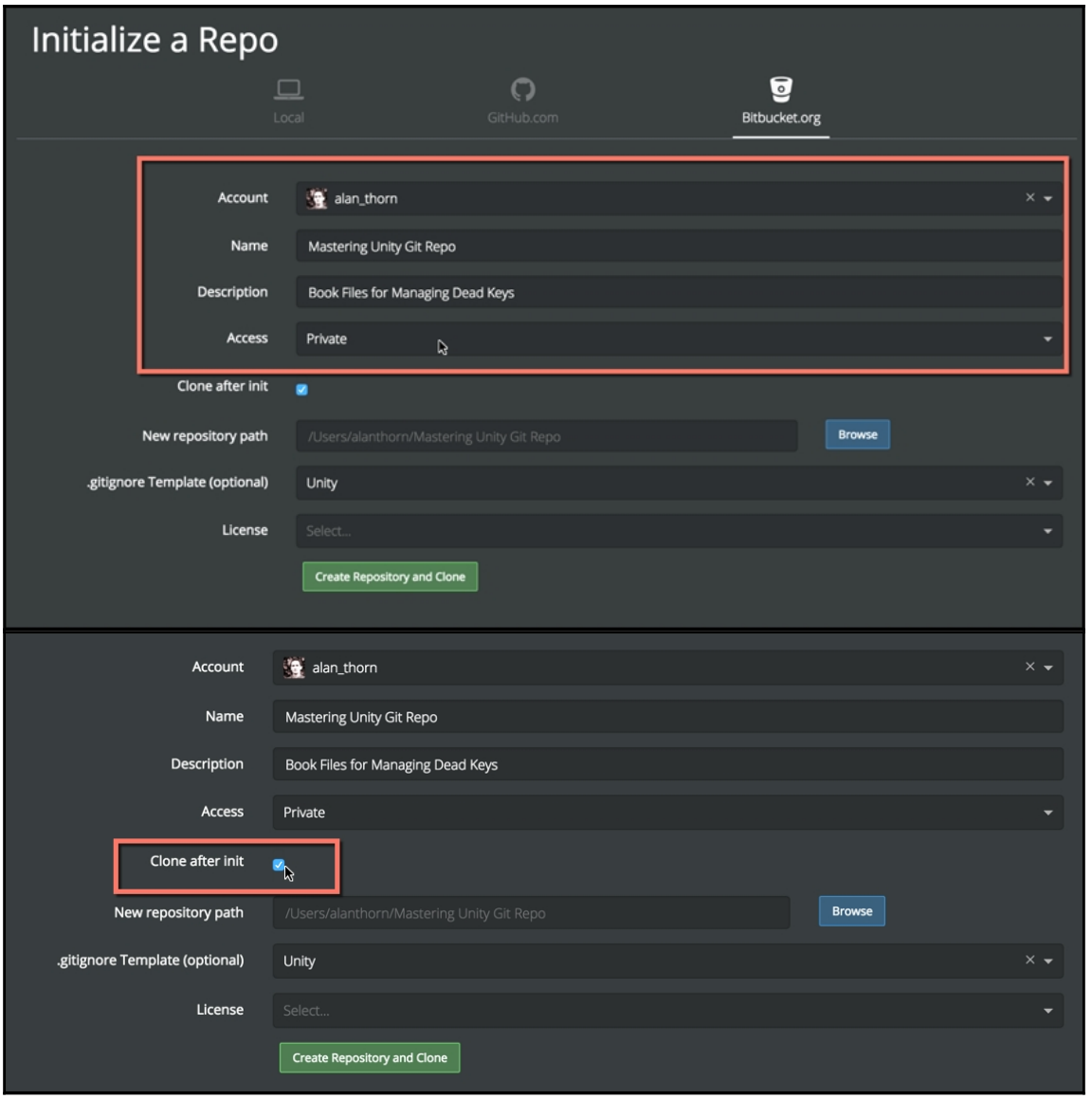
Have uninterrupted access with Bitbucket Data Center. Fast performance wherever you are in the world.

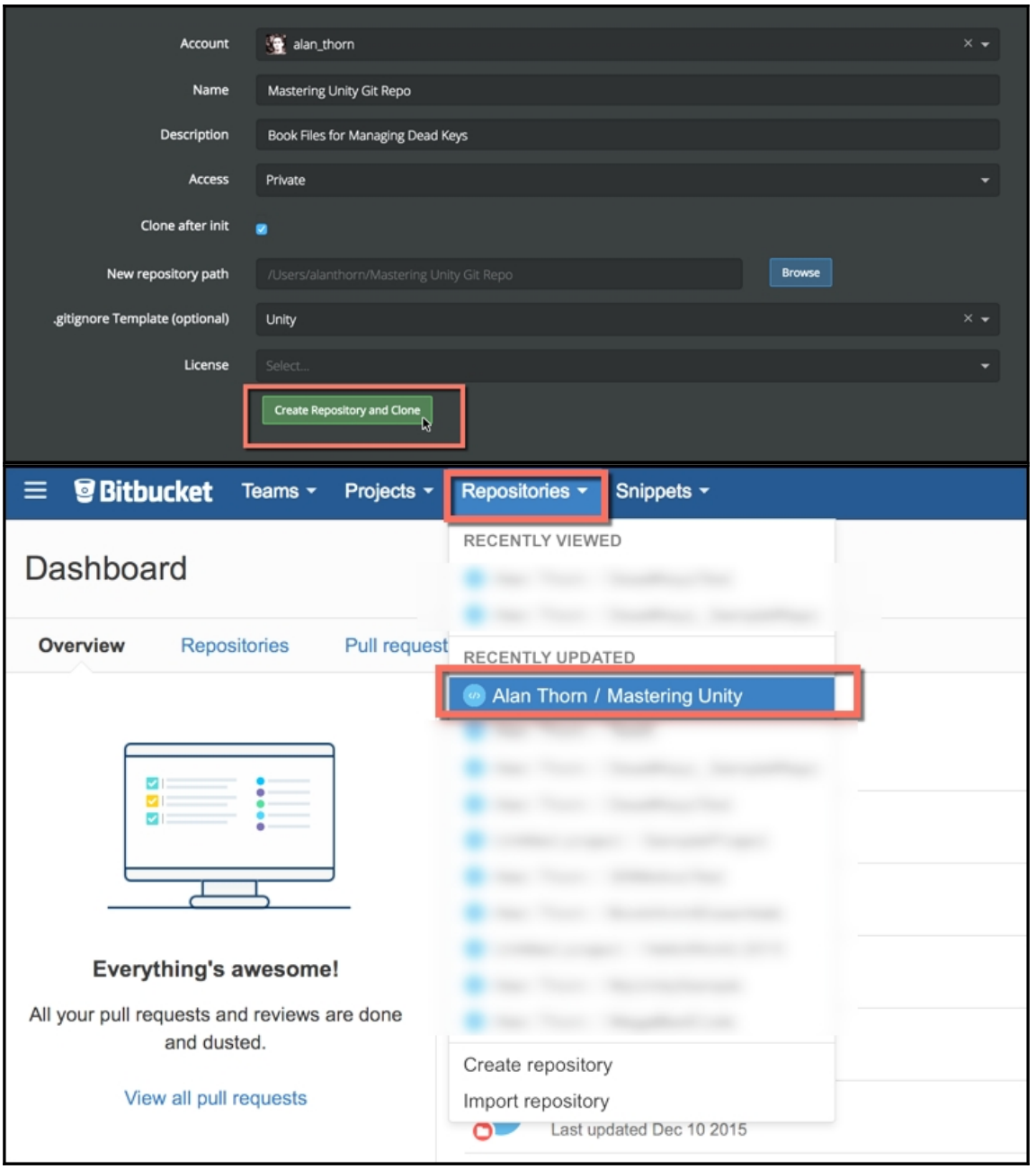
Flexible deployment models

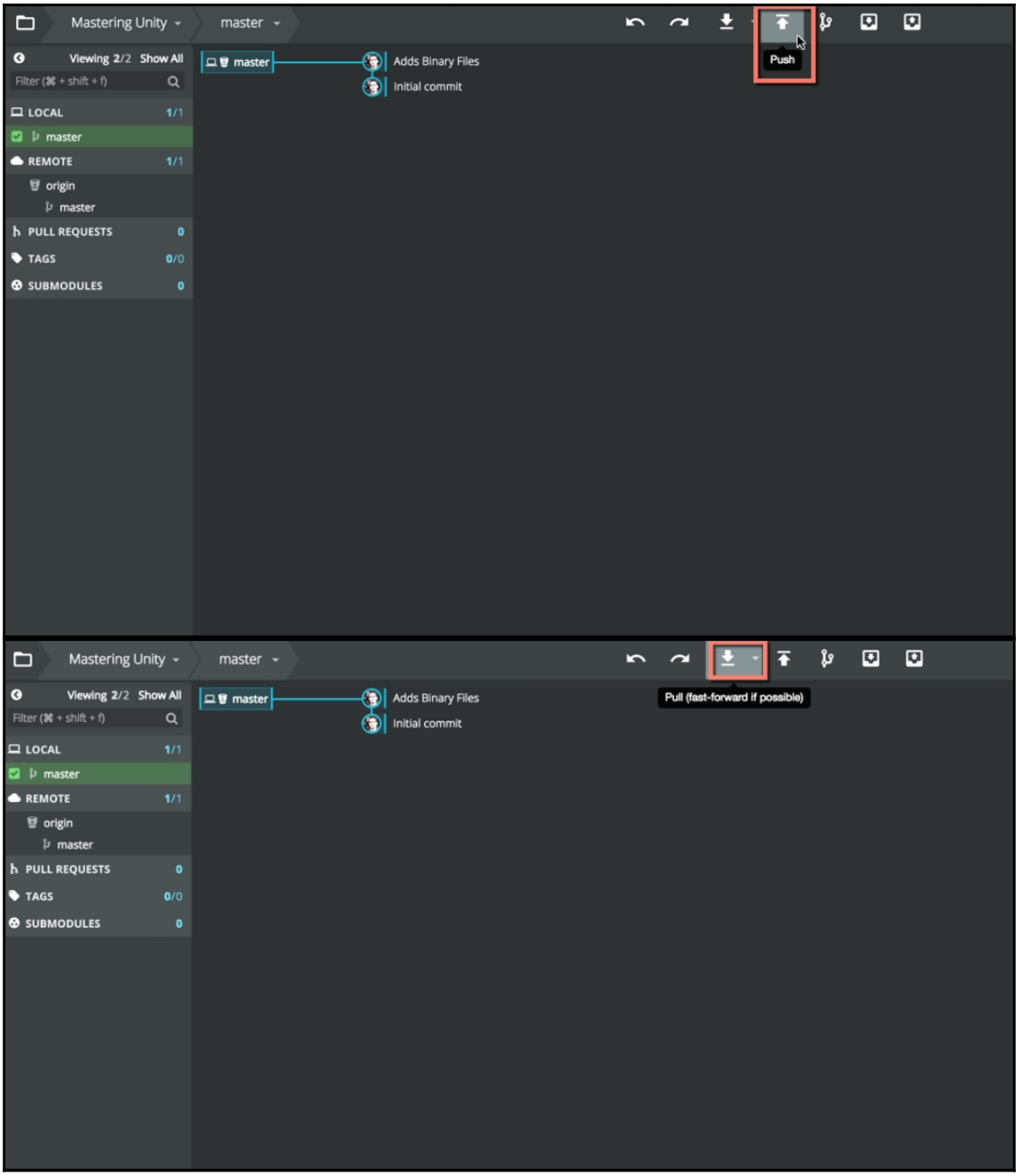

GitKraken
File
Edit
View
Window
Help
About GitKraken
Version 1.9.0 (64-bit)
View Release Notes
Check for Update
Update Errored (29 minutes ago)
Preferences...
⌘,
Services
Hide GitKraken
⌘H
Hide Others
⌥⌘H
Show All
Quit GitKraken
⌘Q
REMOTE
0/0
TAGS
0/0
SUBMODULES
0
Merge branch 'Name_02'
Merged branch Name_01 into master
Adds Jane Doodle
Adds John Doe
Adds TextFile
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
Revert "Revert "First Commit""
Revert "First Commit"
First Commit
Initial commit

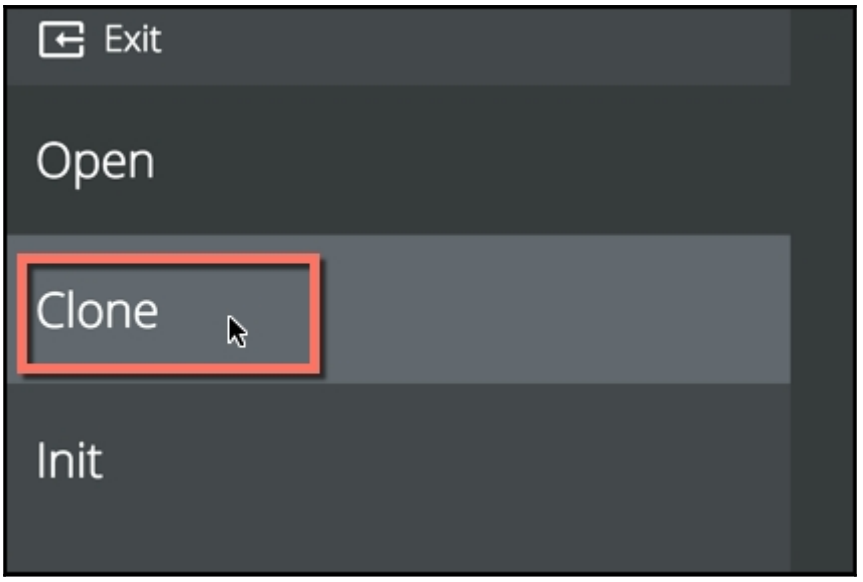

Exit Preferences
Default Profile
Alan Thorn
directx_user_interfaces@hotmail.com
General
Profiles
Authentication
Git Flow
UI Preferences
Authentication
Set up SSH and stay logged in to streamline your experience. GitKraken can even use a different SSH key for each service.
SSH Defaults
GitHub.com
GitHub Enterprise
Bitbucket.org

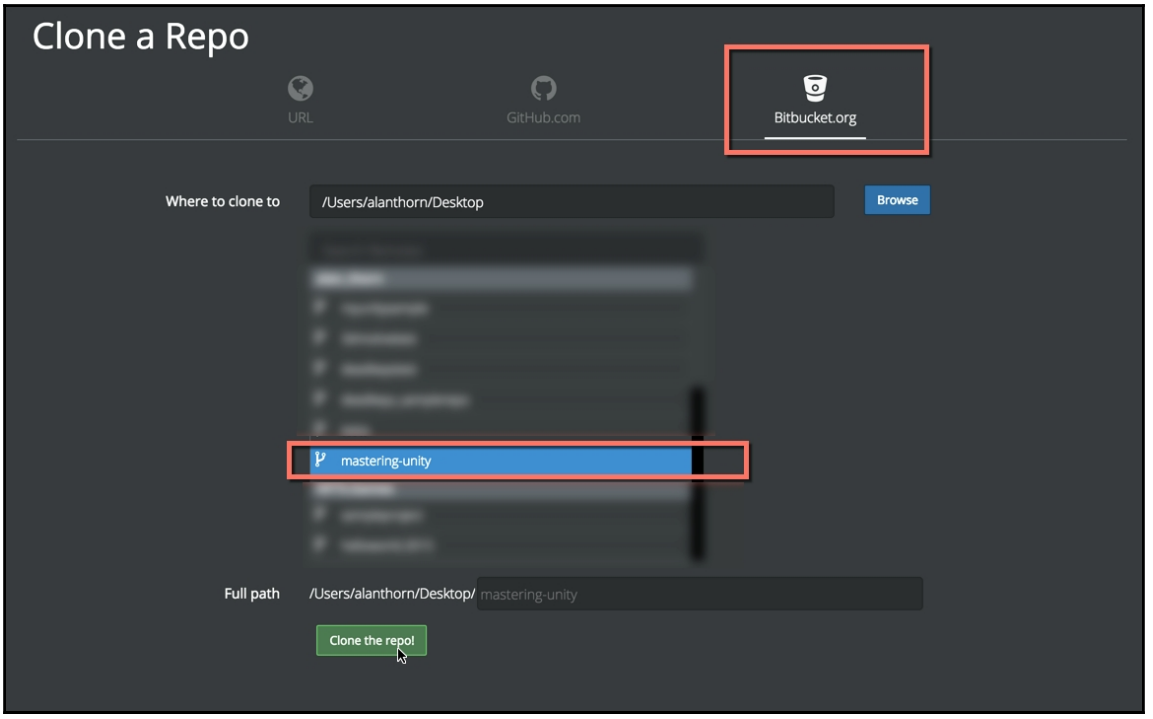

Exit
Open
Clone
Init
Initialize a Repo
Local
GitHub.com
Bitbucket.org
Account
Select...
Name
Description
Access
Public
Clone after init
New repository path
/Users/alanthorn
Browse
.gitignore Template (optional)
Select...
License
Select...
Create Repository and Clone


Initialize a Repo
Local
GitHub.com
Bitbucket.org
Account
alan_thorn
Name
Mastering Unity Git Repo
Description
Book Files for Managing Dead Keys
Access
Private
Clone after init
New repository path
/Users/alanthorn/Mastering Unity Git Repo
Browse
.gitignore Template (optional)
Unity
License
Select...
Create Repository and Clone
Account
alan_thorn
Name
Mastering Unity Git Repo
Description
Book Files for Managing Dead Keys
Access
Private
Clone after init
New repository path
/Users/alanthorn/Mastering Unity Git Repo
Browse
.gitignore Template (optional)
Unity
License
Select...
Create Repository and Clone

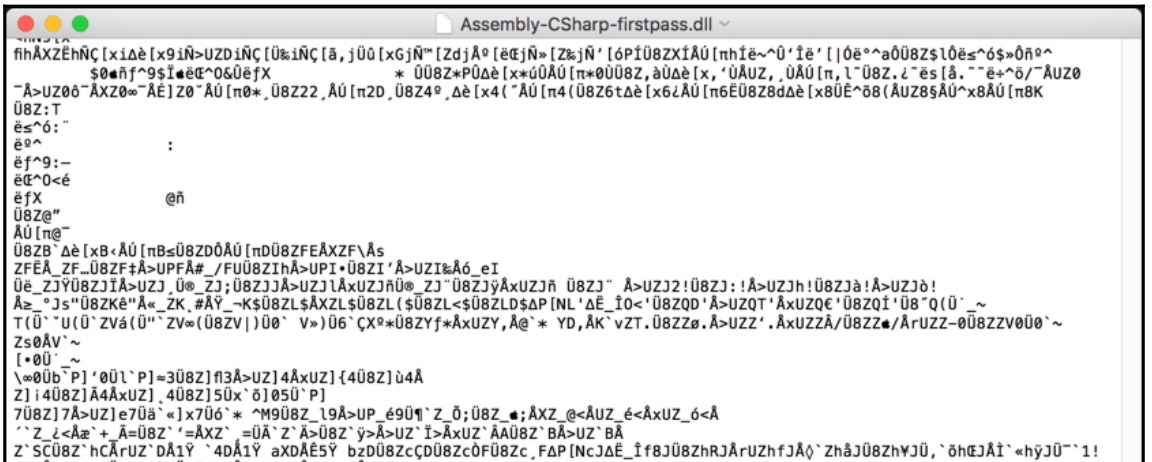

Account
alan_thorn
Name
Mastering Unity Git Repo
Description
Book Files for Managing Dead Keys
Access
Private
Clone after init
New repository path
/Users/alanthorn/Mastering Unity Git Repo
Browse
.gitignore Template (optional)
Unity
License
Select...
Create Repository and Clone
Bitbucket
Teams
Projects
Repositories
Snippets
Dashboard
Overview
Repositories
Pull request
RECENTLY VIEWED
RECENTLY UPDATED
Alan Thorn / Mastering Unity
Everything's awesome!
All your pull requests and reviews are done and dusted.
View all pull requests
Create repository
Import repository
Last updated Dec 10 2015


Mastering Unity
master
Push
Viewing 2/2 Show All
Filter (⌘ + shift + f)
master
Adds Binary Files
Initial commit
LOCAL 1/1
master
REMOTE 1/1
origin
master
PULL REQUESTS 0
TAGS 0/0
SUBMODULES 0
Mastering Unity
master
Pull (fast-forward if possible)
Viewing 2/2 Show All
Filter (⌘ + shift + f)
master
Adds Binary Files
Initial commit
LOCAL 1/1
master
REMOTE 1/1
origin
master
PULL REQUESTS 0
TAGS 0/0
SUBMODULES 0

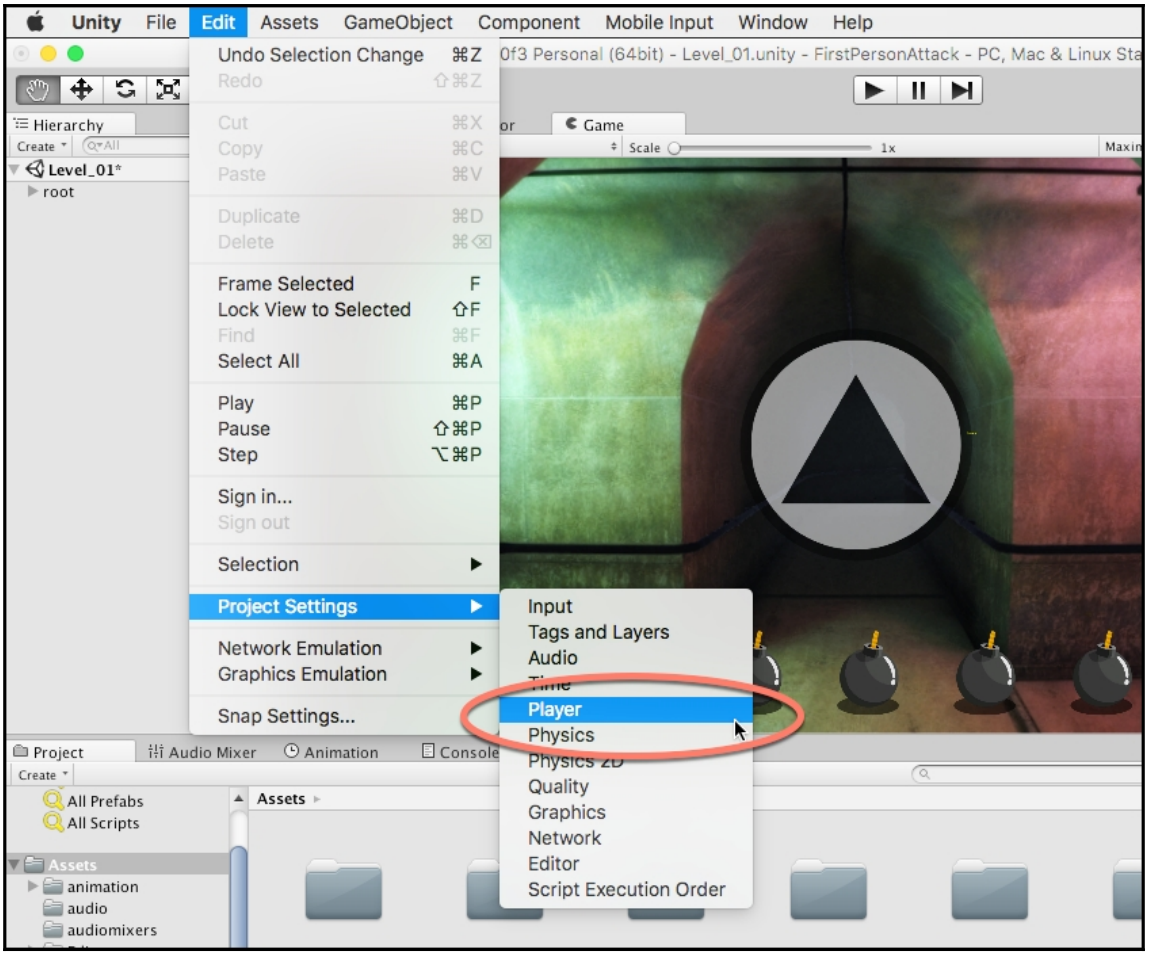

Exit
Open
Clone
Init

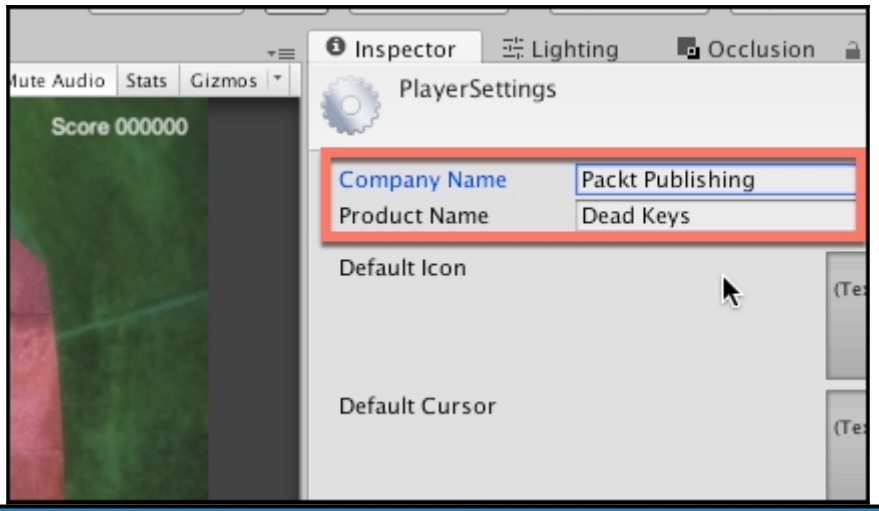

Clone a Repo
URL
GitHub.com
Bitbucket.org
Where to clone to
/Users/alanthorn/Desktop
Browse
mastering-unity
Full path
/Users/alanthorn/Desktop/ mastering-unity
Clone the repo!

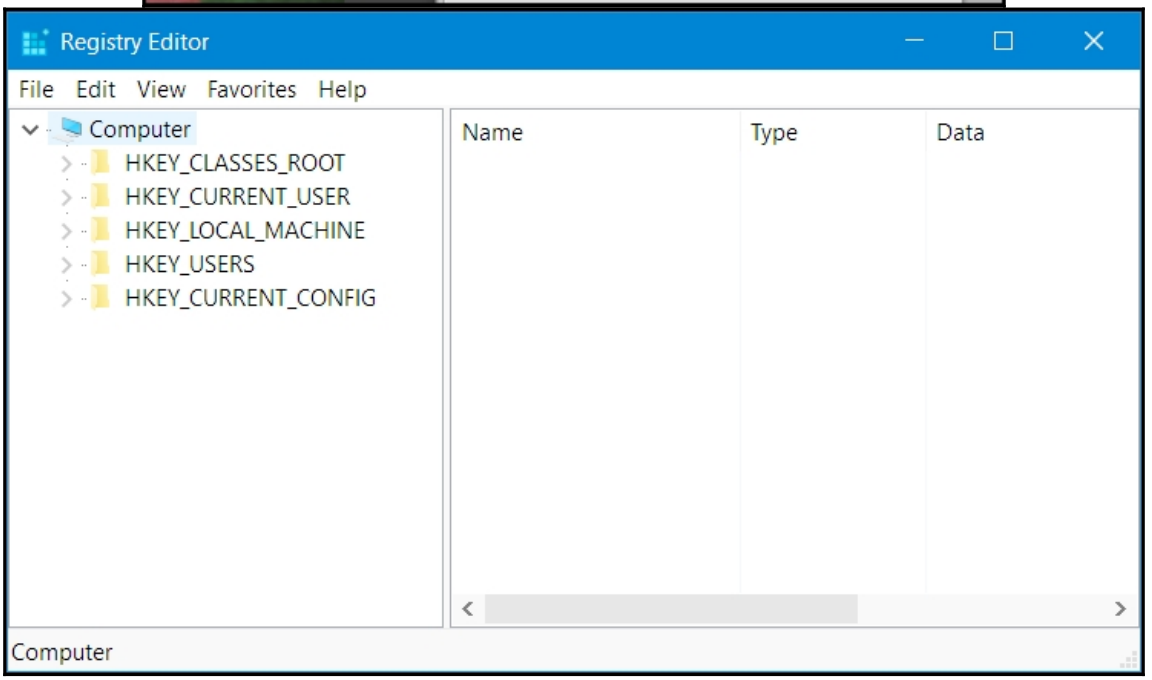
Chapter 7: Persistent Data – Load and Save Game States

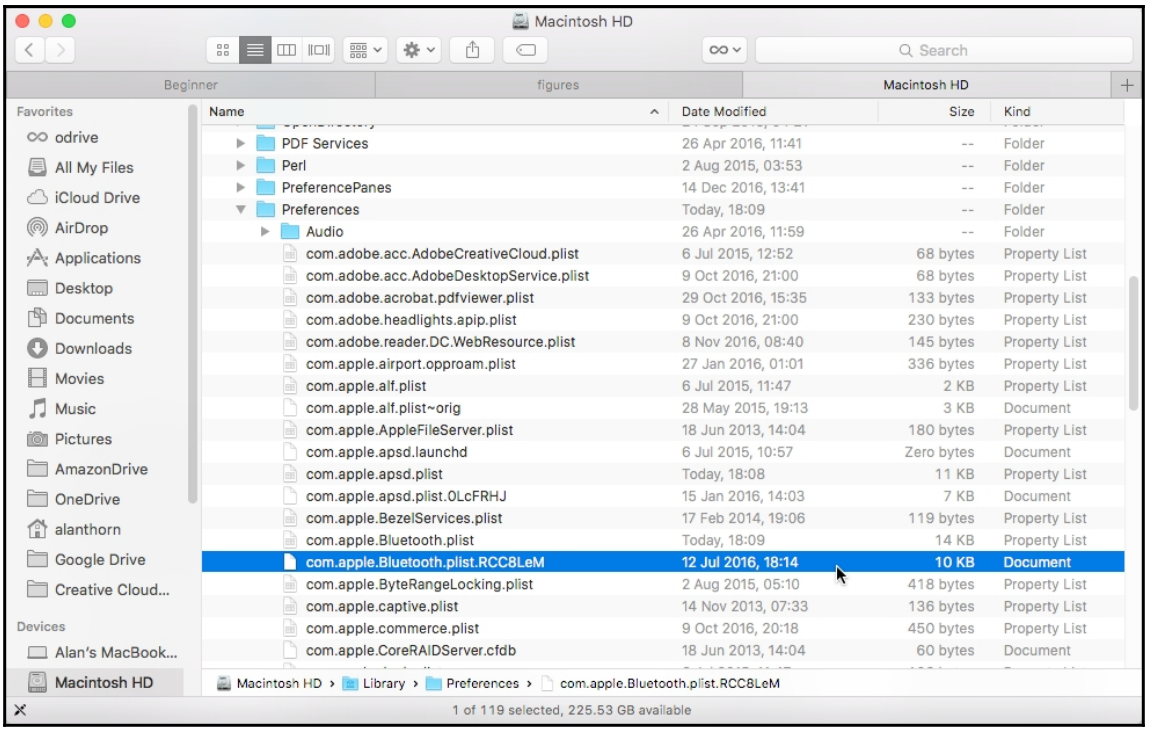


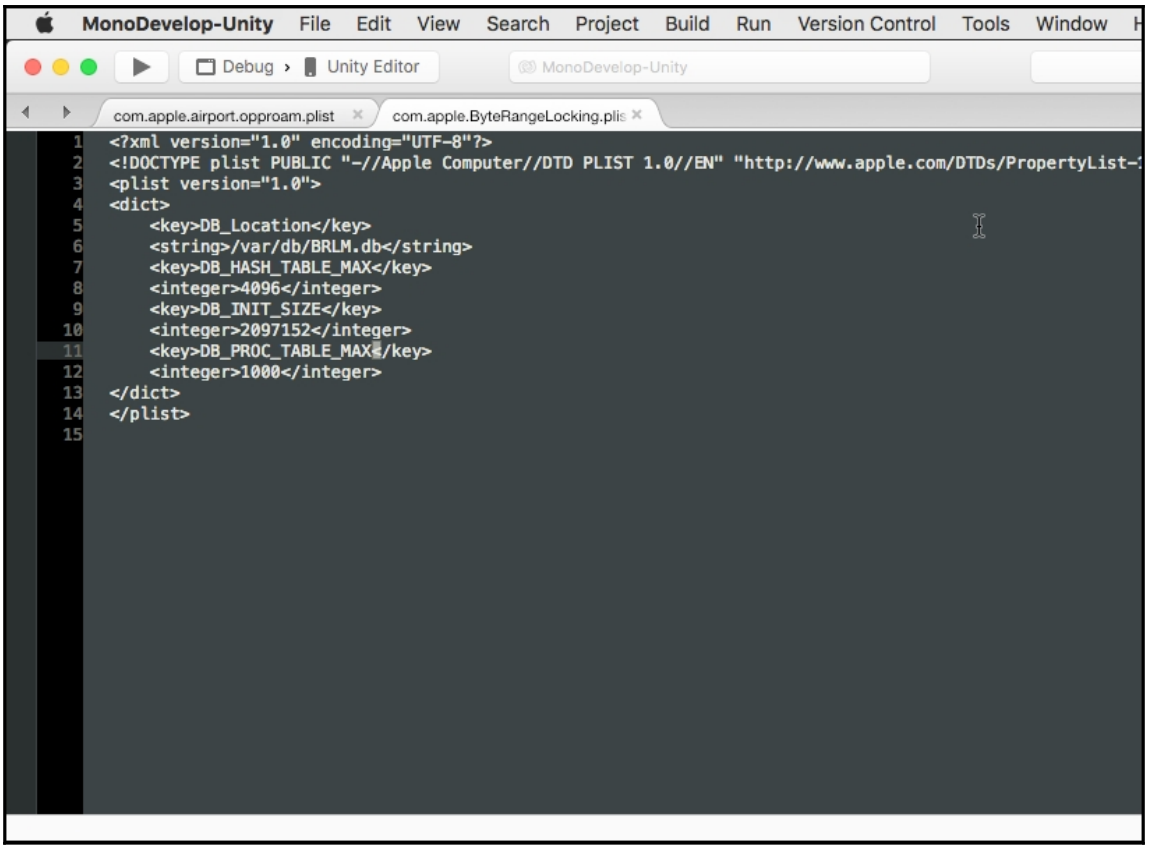
piscary
Health

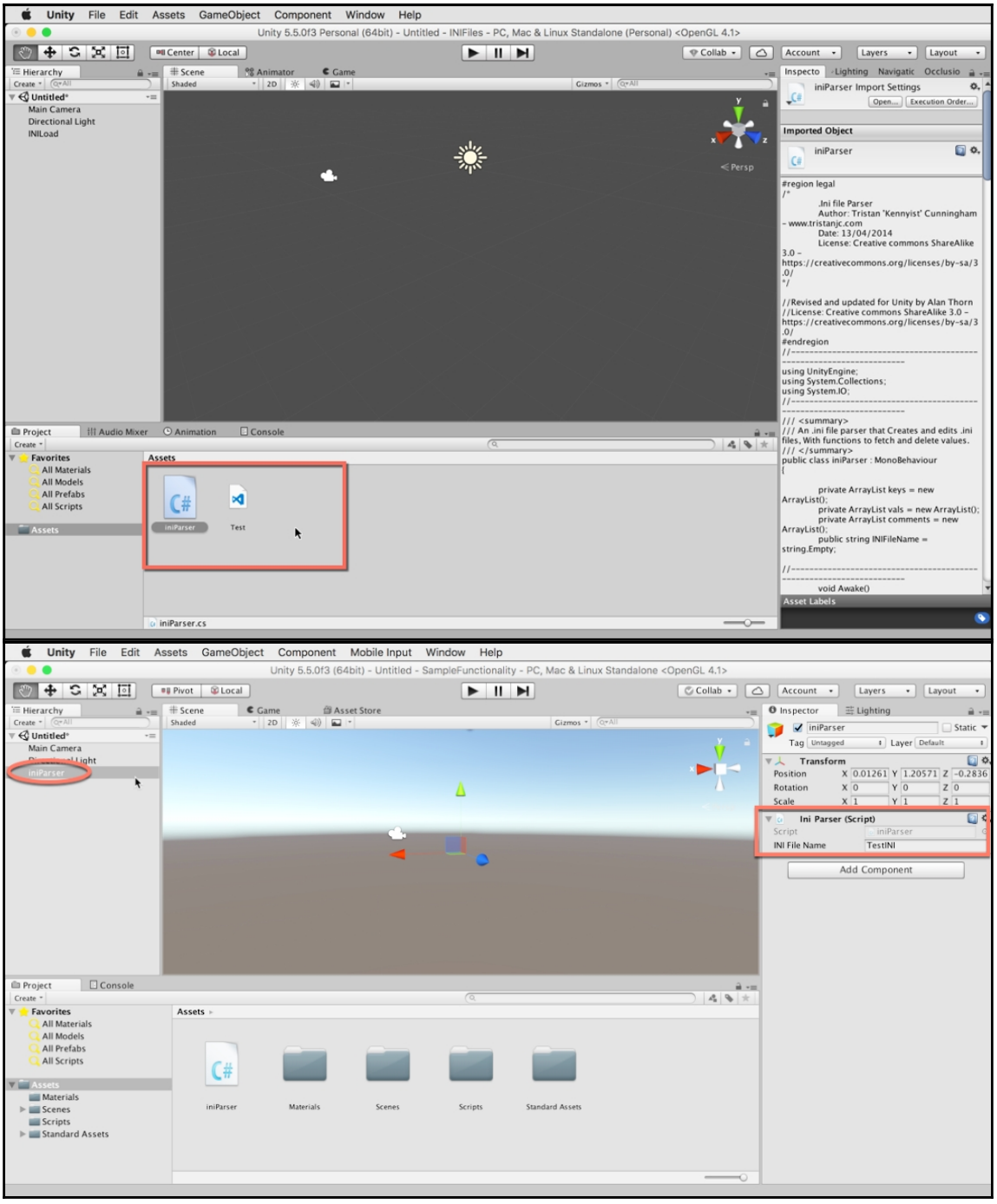

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Undo Selection Change ⌘Z
Redo ⇧⌘Z
Cut ⌘X
Copy ⌘C
Paste ⌘V
Duplicate ⌘D
Delete ⌘⌫
Frame Selected F
Lock View to Selected ⇧F
Find ⌘F
Select All ⌘A
Play ⌘P
Pause ⇧⌘P
Step ⌥⌘P
Sign in...
Sign out
Selection
Project Settings
Network Emulation
Graphics Emulation
Snap Settings...
Input
Tags and Layers
Audio
Player
Physics
Physics 2D
Quality
Graphics
Network
Editor
Script Execution Order
Hierarchy
Create
Level_01*
root
Game
Scale
1x
Project
Audio Mixer
Animation
Console
All Prefabs
All Scripts
Assets
animation
audio
audiomixers

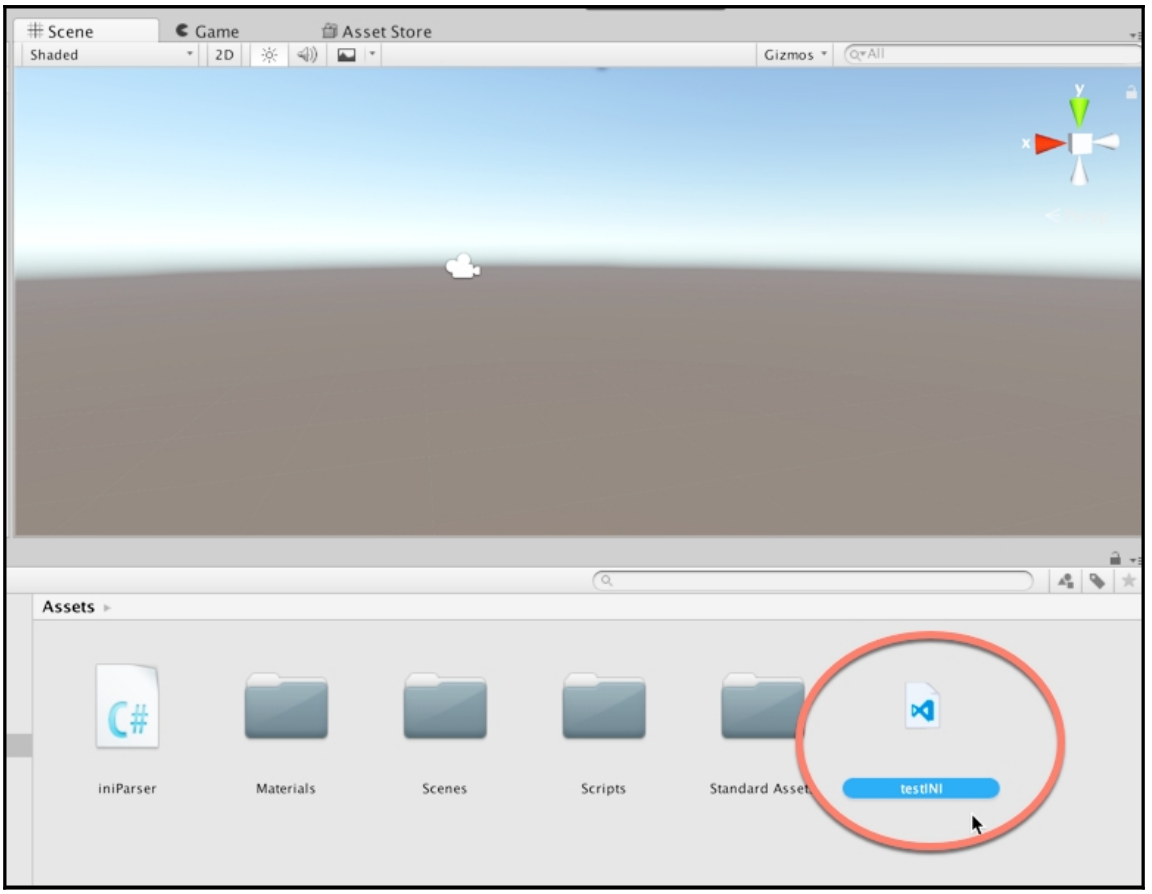

Inspector
Lighting
Occlusion
Mute Audio
Stats
Gizmos
Score 000000
PlayerSettings
Company Name
Packt Publishing
Product Name
Dead Keys
Default Icon
Default Cursor

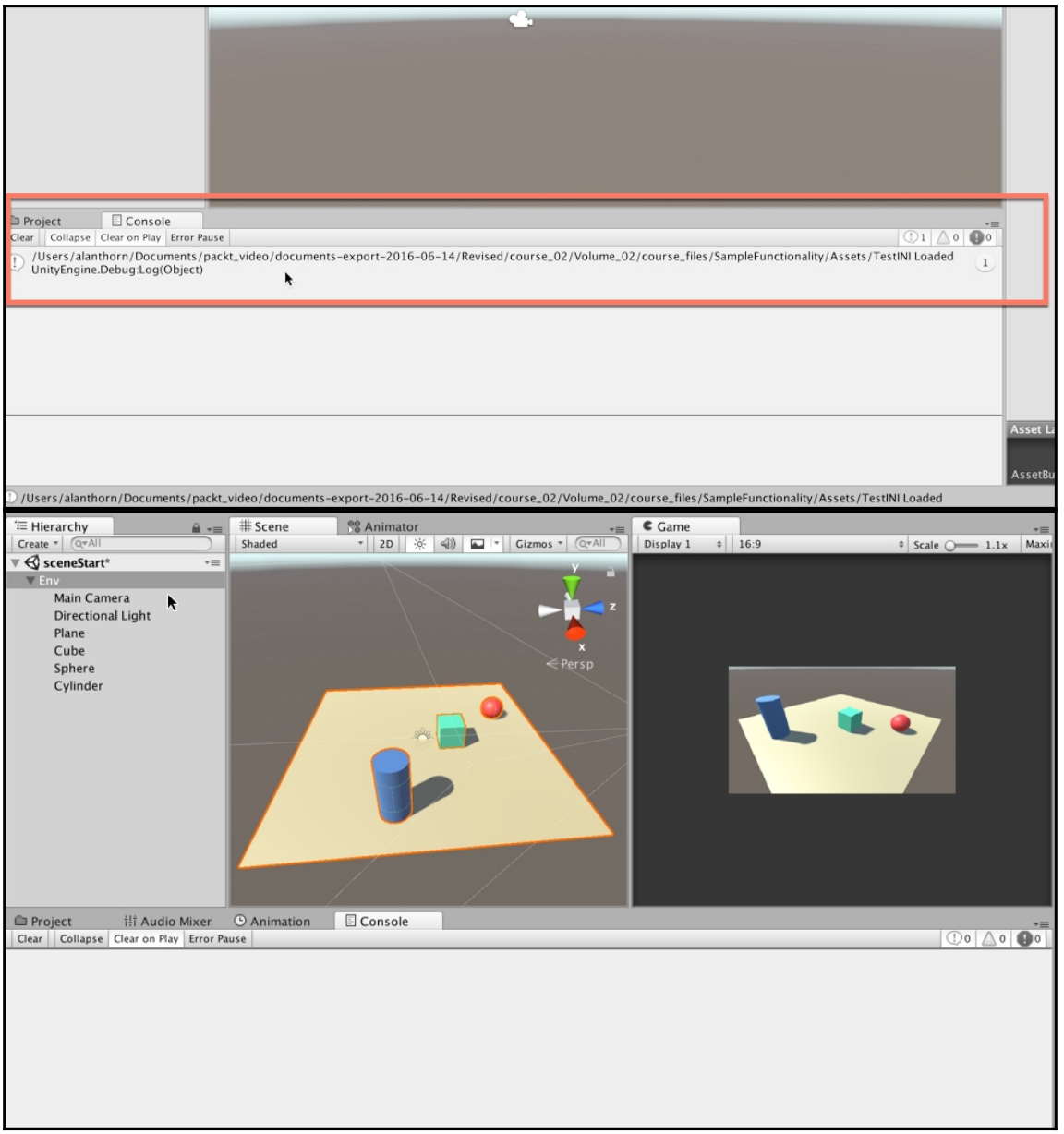

Registry Editor
File
Edit
View
Favorites
Help
Computer
HKEY_CLASSES_ROOT
HKEY_CURRENT_USER
HKEY_LOCAL_MACHINE
HKEY_USERS
HKEY_CURRENT_CONFIG
Name
Type
Data
Computer

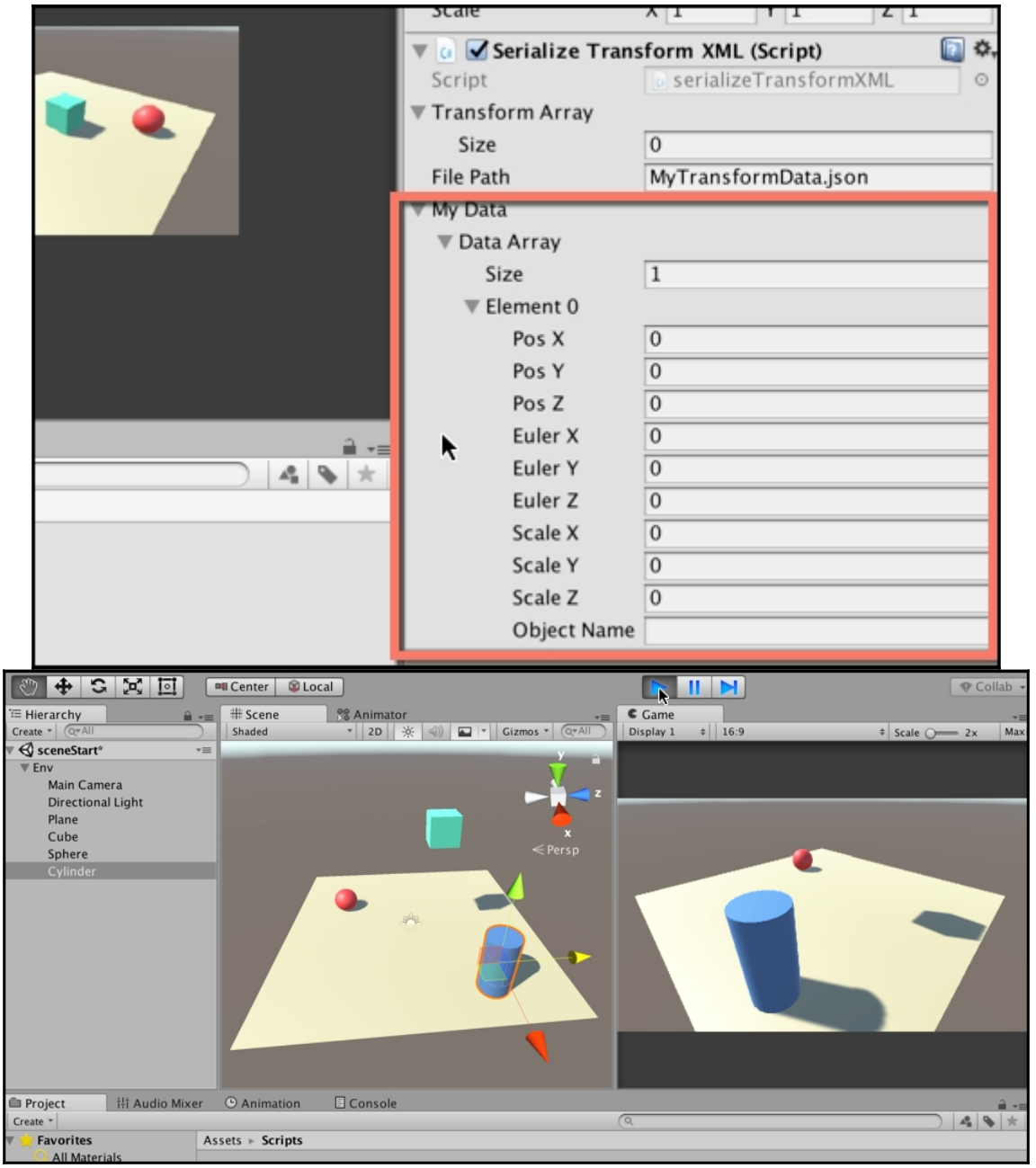

Macintosh HD
Search
Beginner
figures
Macintosh HD
Favorites
odrive
All My Files
iCloud Drive
AirDrop
Applications
Desktop
Documents
Downloads
Movies
Music
Pictures
AmazonDrive
OneDrive
alanthorn
Google Drive
Creative Cloud...
Devices
Alan's MacBook...
Macintosh HD
Name
Date Modified
Size
Kind
PDF Services 26 Apr 2016, 11:41 -- Folder
Perl 2 Aug 2015, 03:53 -- Folder
PreferencePanes 14 Dec 2016, 13:41 -- Folder
Preferences Today, 18:09 -- Folder
Audio 26 Apr 2016, 11:59 -- Folder
com.adobe.acc.AdobeCreativeCloud.plist 6 Jul 2015, 12:52 68 bytes Property List
com.adobe.acc.AdobeDesktopService.plist 9 Oct 2016, 21:00 68 bytes Property List
com.adobe.acrobat.pdfviewer.plist 29 Oct 2016, 15:35 133 bytes Property List
com.adobe.headlights.apip.plist 9 Oct 2016, 21:00 230 bytes Property List
com.adobe.reader.DC.WebResource.plist 8 Nov 2016, 08:40 145 bytes Property List
com.apple.airport.opproam.plist 27 Jan 2016, 01:01 336 bytes Property List
com.apple.alf.plist 6 Jul 2015, 11:47 2 KB Property List
com.apple.alf.plist~orig 28 May 2015, 19:13 3 KB Document
com.apple.AppleFileServer.plist 18 Jun 2013, 14:04 180 bytes Property List
com.apple.apsd.launchd 6 Jul 2015, 10:57 Zero bytes Document
com.apple.apsd.plist Today, 18:08 11 KB Property List
com.apple.apsd.plist.0LcFRHJ 15 Jan 2016, 14:03 7 KB Document
com.apple.BezelServices.plist 17 Feb 2014, 19:06 119 bytes Property List
com.apple.Bluetooth.plist Today, 18:09 14 KB Property List
com.apple.Bluetooth.plist.RCC8LeM 12 Jul 2016, 18:14 10 KB Document
com.apple.ByteRangeLocking.plist 2 Aug 2015, 05:10 418 bytes Property List
com.apple.captive.plist 14 Nov 2013, 07:33 136 bytes Property List
com.apple.commerce.plist 9 Oct 2016, 20:18 450 bytes Property List
com.apple.CoreRAIDServer.cfdb 18 Jun 2013, 14:04 60 bytes Document
Macintosh HD › Library › Preferences › com.apple.Bluetooth.plist.RCC8LeM
1 of 119 selected, 225.53 GB available

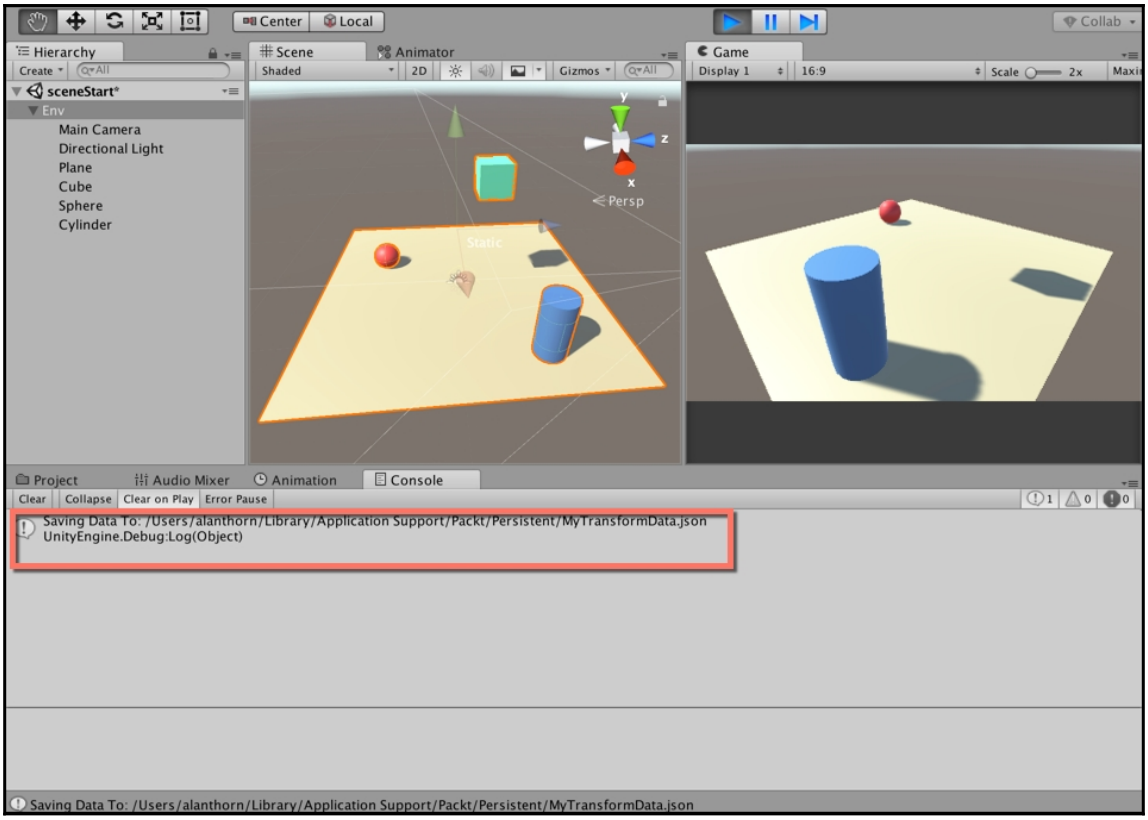

MonoDevelop-Unity File Edit View Search Project Build Run Version Control Tools Window
Debug › Unity Editor
MonoDevelop-Unity
com.apple.airport.opproam.plist
com.apple.ByteRangeLocking.plis
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple Computer//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-
<plist version="1.0">
<dict>
<key>DB_Location</key>
<string>/var/db/BRLM.db</string>
<key>DB_HASH_TABLE_MAX</key>
<integer>4096</integer>
<key>DB_INIT_SIZE</key>
<integer>2097152</integer>
<key>DB_PROC_TABLE_MAX</key>
<integer>1000</integer>
</dict>
</plist>

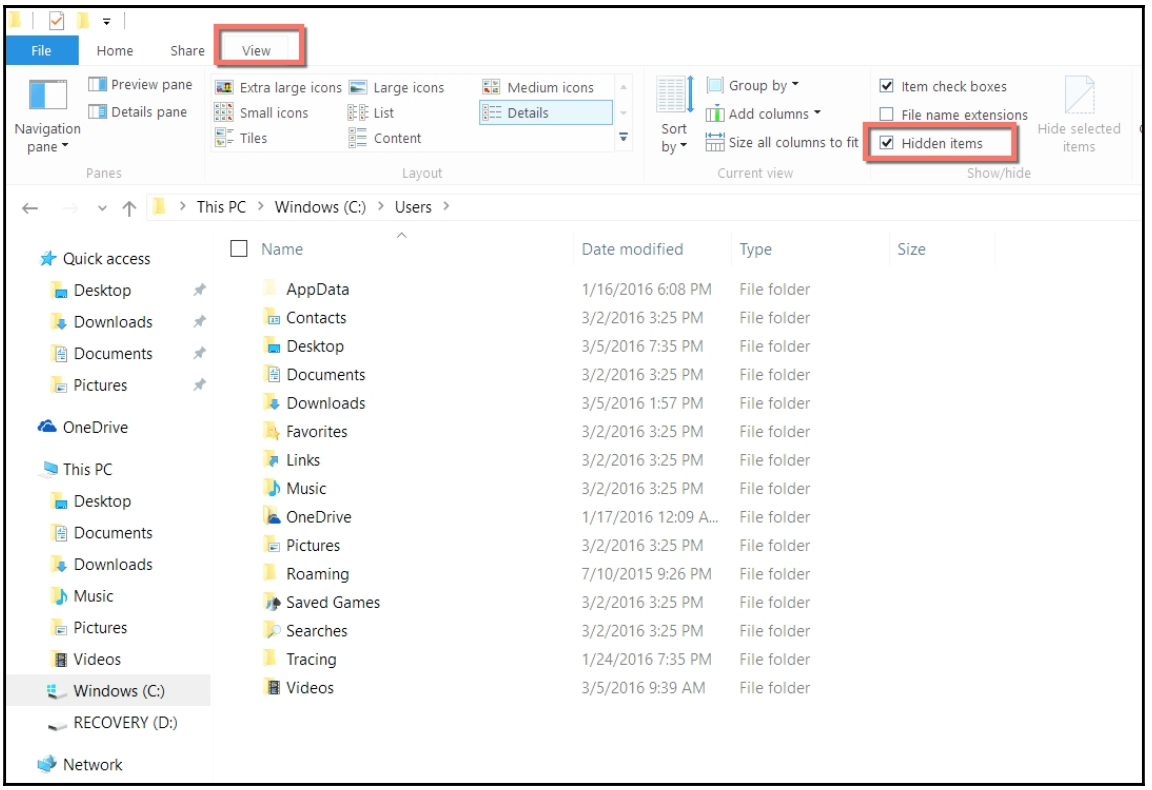

Unity File Edit Assets GameObject Component Window Help
Unity 5.5.0f3 Personal (64bit) - Untitled - INIFiles - PC, Mac & Linux Standalone (Personal) <OpenGL 4.1>
Hierarchy
Untitled*
Main Camera
Directional Light
INILoad
Scene
Animator
Game
Persp
Inspecto
Lighting
Navigatic
Occlusio
iniParser Import Settings
Open...
Execution Order...
Imported Object
iniParser
#region legal
/*
.Ini file Parser
Author: Tristan 'Kennyist' Cunningham - www.tristanjc.com
Date: 13/04/2014
License: Creative commons ShareAlike 3.0 - https://creativecommons.org/licenses/by-sa/3.0/
*/
//Revised and updated for Unity by Alan Thorn
//License: Creative commons ShareAlike 3.0 - https://creativecommons.org/licenses/by-sa/3.0/
#endregion
using UnityEngine;
using System.Collections;
using System.IO;
/// <summary>
/// An .ini file parser that Creates and edits .ini files, With functions to fetch and delete values.
/// </summary>
public class iniParser : MonoBehaviour
{
private ArrayList keys = new ArrayList();
private ArrayList vals = new ArrayList();
private ArrayList comments = new ArrayList();
public string INIFileName = string.Empty;
void Awake()
Asset Labels
Project
Audio Mixer
Animation
Console
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
iniParser
Test
iniParser.cs
Unity File Edit Assets GameObject Component Mobile Input Window Help
Unity 5.5.0f3 (64bit) - Untitled - SampleFunctionality - PC, Mac & Linux Standalone <OpenGL 4.1>
Pivot
Local
Collab
Account
Layers
Layout
Hierarchy
Untitled*
Main Camera
iniParser
Scene
Game
Asset Store
Inspector
Lighting
iniParser
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Ini Parser (Script)
Script
iniParser
INI File Name
TestINI
Add Component
Project
Console
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Materials
Scenes
Scripts
Standard Assets
iniParser
Materials
Scenes
Scripts
Standard Assets


Scene
Game
Asset Store
Shaded
2D
Gizmos
Assets
iniParser
Materials
Scenes
Scripts
Standard Asset
testINI


Project
Console
Clear
Collapse
Clear on Play
Error Pause
/Users/alanthorn/Documents/packt_video/documents-export-2016-06-14/Revised/course_02/Volume_02/course_files/SampleFunctionality/Assets/TestINI Loaded
UnityEngine.Debug:Log(Object)
/Users/alanthorn/Documents/packt_video/documents-export-2016-06-14/Revised/course_02/Volume_02/course_files/SampleFunctionality/Assets/TestINI Loaded
Hierarchy
Create
sceneStart*
Env
Main Camera
Directional Light
Plane
Cube
Sphere
Cylinder
Scene
Animator
Shaded
2D
Gizmos
Persp
Game
Display 1
16:9
Scale
1.1x
Project
Audio Mixer
Animation
Console
Clear
Collapse
Clear on Play
Error Pause


Scale
X 1
Y 1
Z 1
Serialize Transform XML (Script)
Script
serializeTransformXML
Transform Array
Size
0
File Path
MyTransformData.json
My Data
Data Array
Size
1
Element 0
Pos X
0
Pos Y
0
Pos Z
0
Euler X
0
Euler Y
0
Euler Z
0
Scale X
0
Scale Y
0
Scale Z
0
Object Name
Center
Local
Collab
Hierarchy
Create
sceneStart*
Env
Main Camera
Directional Light
Plane
Cube
Sphere
Cylinder
Scene
Shaded
2D
Gizmos
Animator
Persp
Game
Display 1
16:9
Scale
2x
Max
Project
Audio Mixer
Animation
Console
Create
Favorites
All Materials
Assets
Scripts


Center
Local
Collab
Hierarchy
Create
sceneStart*
Env
Main Camera
Directional Light
Plane
Cube
Sphere
Cylinder
Scene
Animator
Shaded
2D
Gizmos
Persp
Static
Game
Display 1
16:9
Scale
2x
Project
Audio Mixer
Animation
Console
Clear
Collapse
Clear on Play
Error Pause
Saving Data To: /Users/alanthorn/Library/Application Support/Packt/Persistent/MyTransformData.json
UnityEngine.Debug:Log(Object)
Saving Data To: /Users/alanthorn/Library/Application Support/Packt/Persistent/MyTransformData.json


File
Home
Share
View
Navigation pane
Preview pane
Details pane
Panes
Extra large icons
Large icons
Medium icons
Small icons
List
Details
Tiles
Content
Layout
Sort by
Group by
Add columns
Size all columns to fit
Current view
Item check boxes
File name extensions
Hidden items
Hide selected items
Show/hide
This PC
Windows (C:)
Users
Quick access
Desktop
Downloads
Documents
Pictures
OneDrive
This PC
Desktop
Documents
Downloads
Music
Pictures
Videos
Windows (C:)
RECOVERY (D:)
Network
Name
Date modified
Type
Size
AppData 1/16/2016 6:08 PM File folder
Contacts 3/2/2016 3:25 PM File folder
Desktop 3/5/2016 7:35 PM File folder
Documents 3/2/2016 3:25 PM File folder
Downloads 3/5/2016 1:57 PM File folder
Favorites 3/2/2016 3:25 PM File folder
Links 3/2/2016 3:25 PM File folder
Music 3/2/2016 3:25 PM File folder
OneDrive 1/17/2016 12:09 A... File folder
Pictures 3/2/2016 3:25 PM File folder
Roaming 7/10/2015 9:26 PM File folder
Saved Games 3/2/2016 3:25 PM File folder
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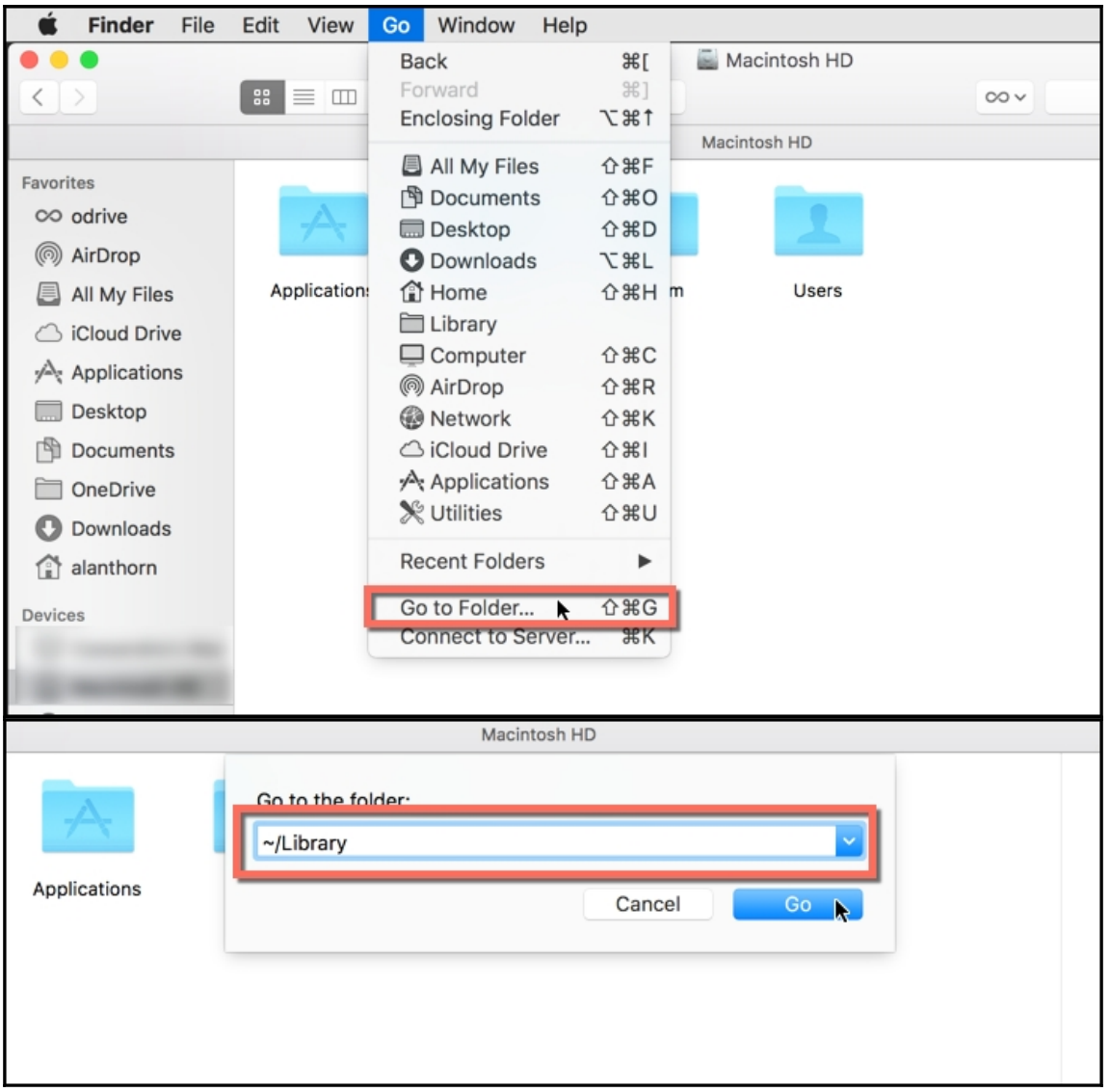
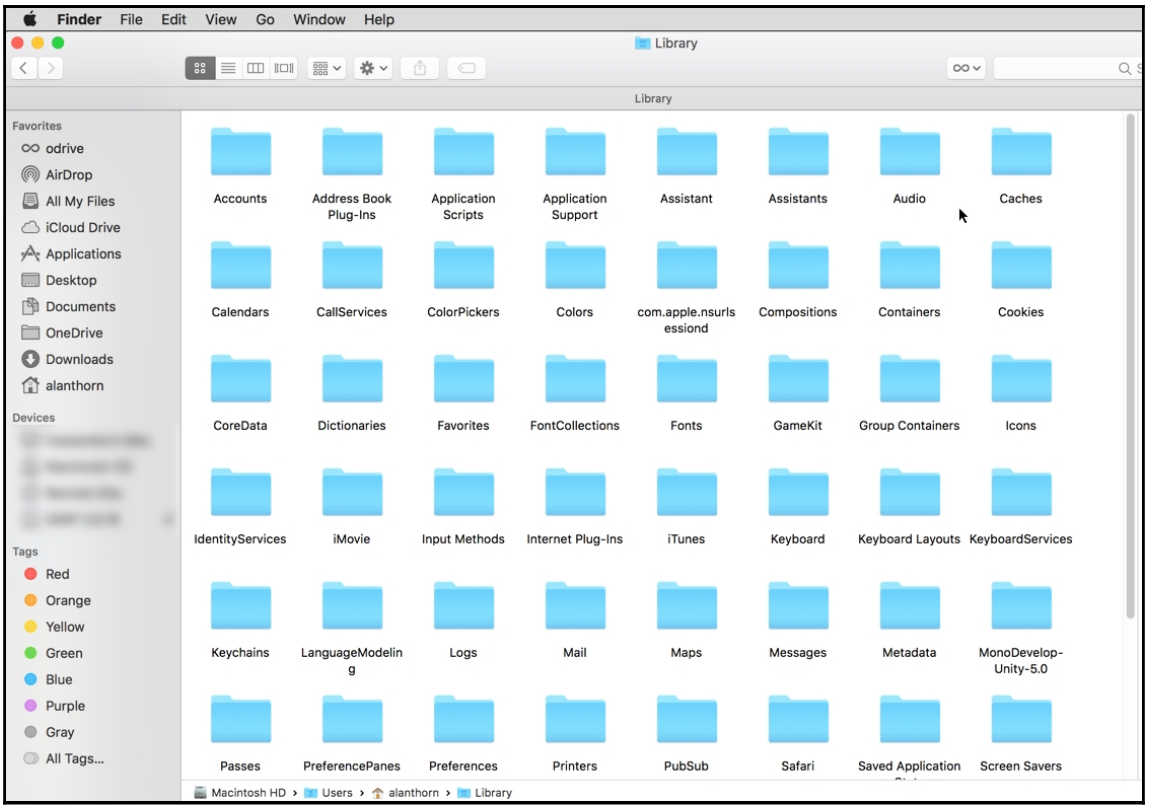
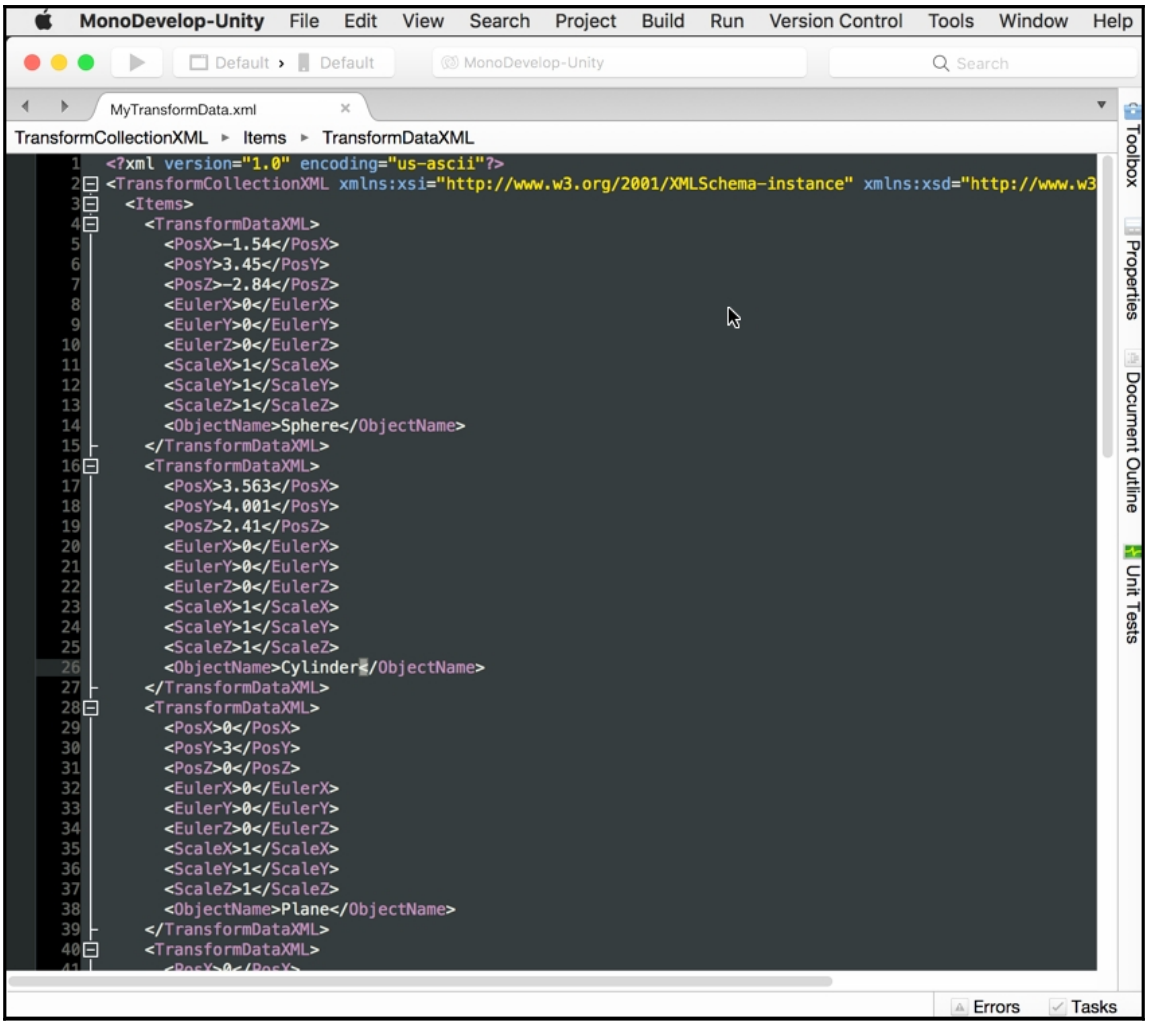
Tracing 1/24/2016 7:35 PM File folder
Videos 3/5/2016 9:39 AM File folder


Finder
File
Edit
View
Go
Window
Help
Back ⌘[
Forward ⌘]
Enclosing Folder ⌥⌘↑
All My Files ⇧⌘F
Documents ⇧⌘O
Desktop ⇧⌘D
Downloads ⌥⌘L
Home ⇧⌘H
Library
Computer ⇧⌘C
AirDrop ⇧⌘R
Network ⇧⌘K
iCloud Drive ⇧⌘I
Applications ⇧⌘A
Utilities ⇧⌘U
Recent Folders
Go to Folder... ⇧⌘G
Connect to Server... ⌘K
Macintosh HD
Favorites
odrive
AirDrop
All My Files
iCloud Drive
Applications
Desktop
Documents
OneDrive
Downloads
alanthorn
Devices
Applications
Users
Macintosh HD
Applications
Go to the folder:
~/Library
Cancel
Go


Finder File Edit View Go Window Help
Library
Library
Favorites
odrive
AirDrop
All My Files
iCloud Drive
Applications
Desktop
Documents
OneDrive
Downloads
alanthorn
Devices
Tags
Red
Orange
Yellow
Green
Blue
Purple
Gray
All Tags...
Accounts
Address Book Plug-Ins
Application Scripts
Application Support
Assistant
Assistants
Audio
Caches
Calendars
CallServices
ColorPickers
Colors
com.apple.nsurlsessiond
Compositions
Containers
Cookies
CoreData
Dictionaries
Favorites
FontCollections
Fonts
GameKit
Group Containers
Icons
IdentityServices
iMovie
Input Methods
Internet Plug-Ins
iTunes
Keyboard
Keyboard Layouts
KeyboardServices
Keychains
LanguageModeling
Logs
Mail
Maps
Messages
Metadata
MonoDevelop-Unity-5.0
Passes
PreferencePanes
Preferences
Printers
PubSub
Safari
Saved Application
Screen Savers
Macintosh HD › Users › alanthorn › Library


MonoDevelop-Unity File Edit View Search Project Build Run Version Control Tools Window Help
Default › Default
MonoDevelop-Unity
Search
MyTransformData.xml
TransformCollectionXML ▸ Items ▸ TransformDataXML
<?xml version="1.0" encoding="us-ascii"?>
<TransformCollectionXML xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://www.w3
<Items>
<TransformDataXML>
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<TransformDataXML>
<PosX>3.563</PosX>
<PosY>4.001</PosY>
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<ScaleY>1</ScaleY>
<ScaleZ>1</ScaleZ>
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<PosY>3</PosY>
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<EulerY>0</EulerY>
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<ScaleX>1</ScaleX>
<ScaleY>1</ScaleY>
<ScaleZ>1</ScaleZ>
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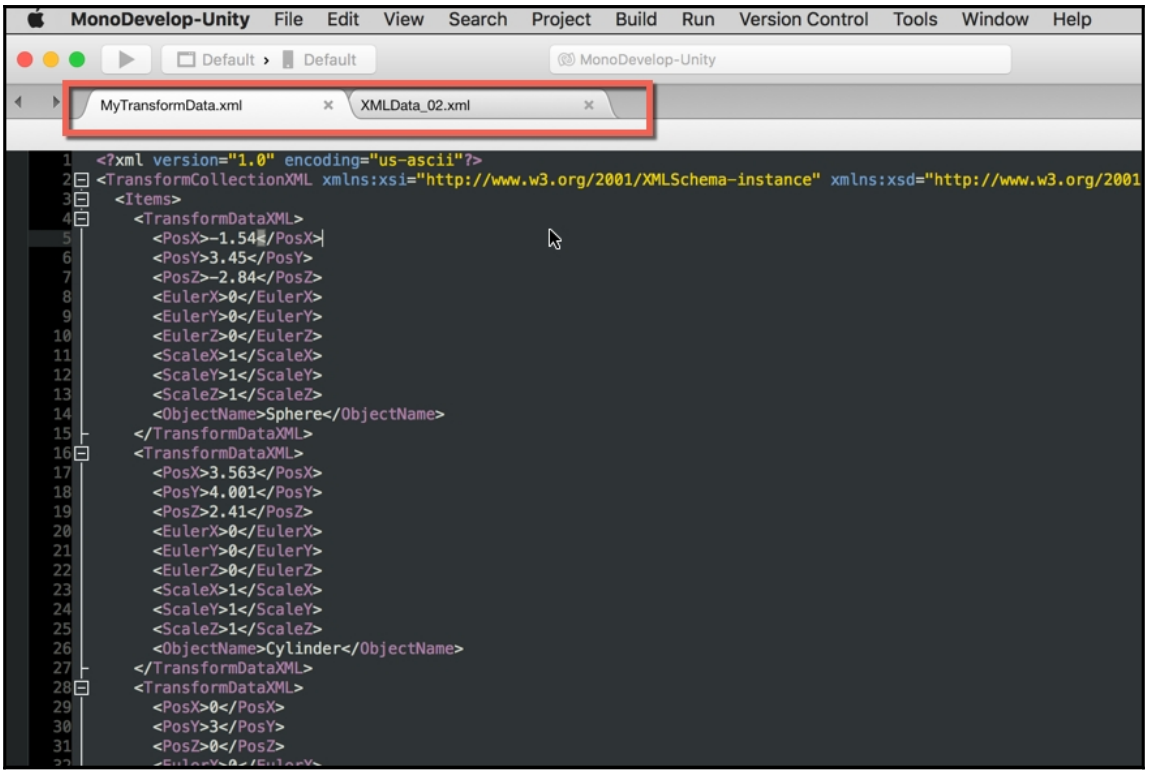
</TransformDataXML>
<TransformDataXML>
Toolbox
Properties
Document Outline
Unit Tests
Errors
Tasks


MonoDevelop-Unity File Edit View Search Project Build Run Version Control Tools Window Help
Default › Default
MonoDevelop-Unity
MyTransformData.xml
XMLData_02.xml
<?xml version="1.0" encoding="us-ascii"?>
<TransformCollectionXML xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://www.w3.org/2001
<Items>
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<PosX>-1.54</PosX>
<PosY>3.45</PosY>
<PosZ>-2.84</PosZ>
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<EulerZ>0</EulerZ>
<ScaleX>1</ScaleX>
<ScaleY>1</ScaleY>
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</TransformDataXML>
<TransformDataXML>
<PosX>3.563</PosX>
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<ScaleZ>1</ScaleZ>
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</TransformDataXML>
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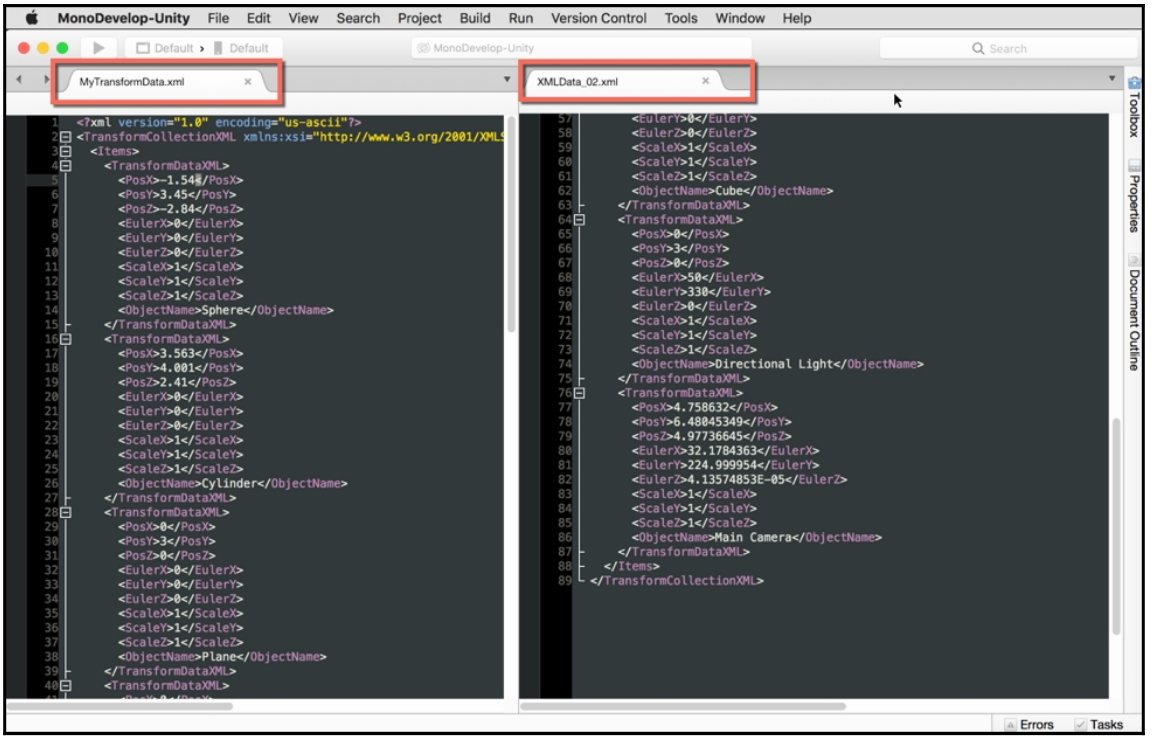
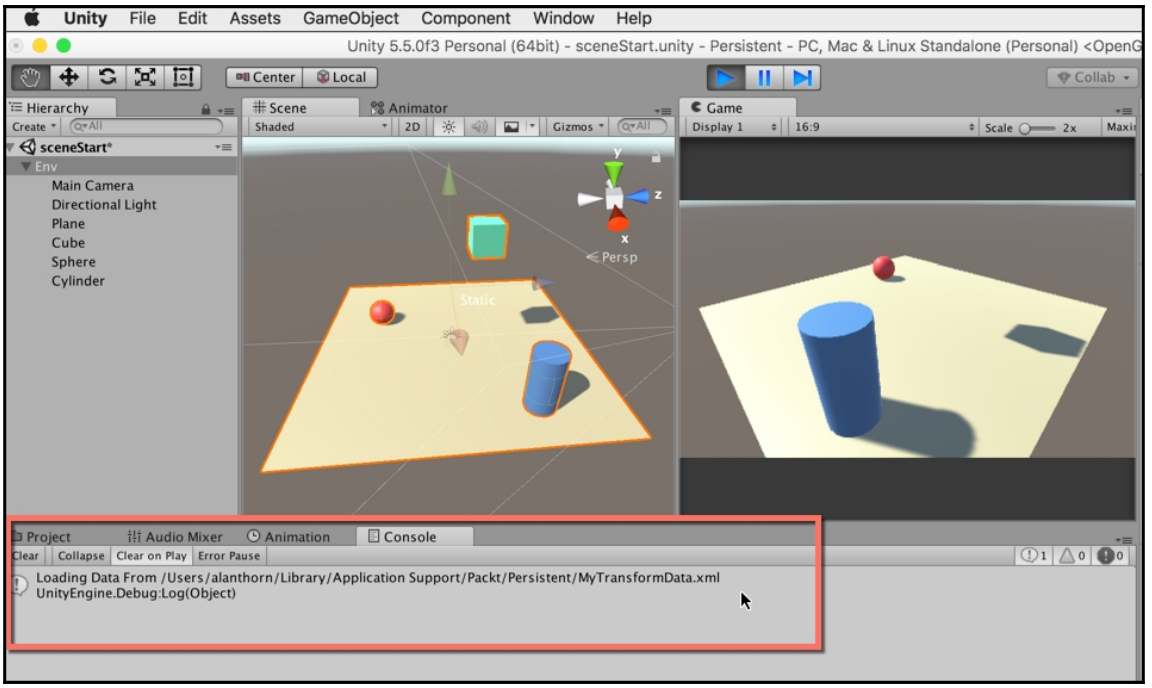
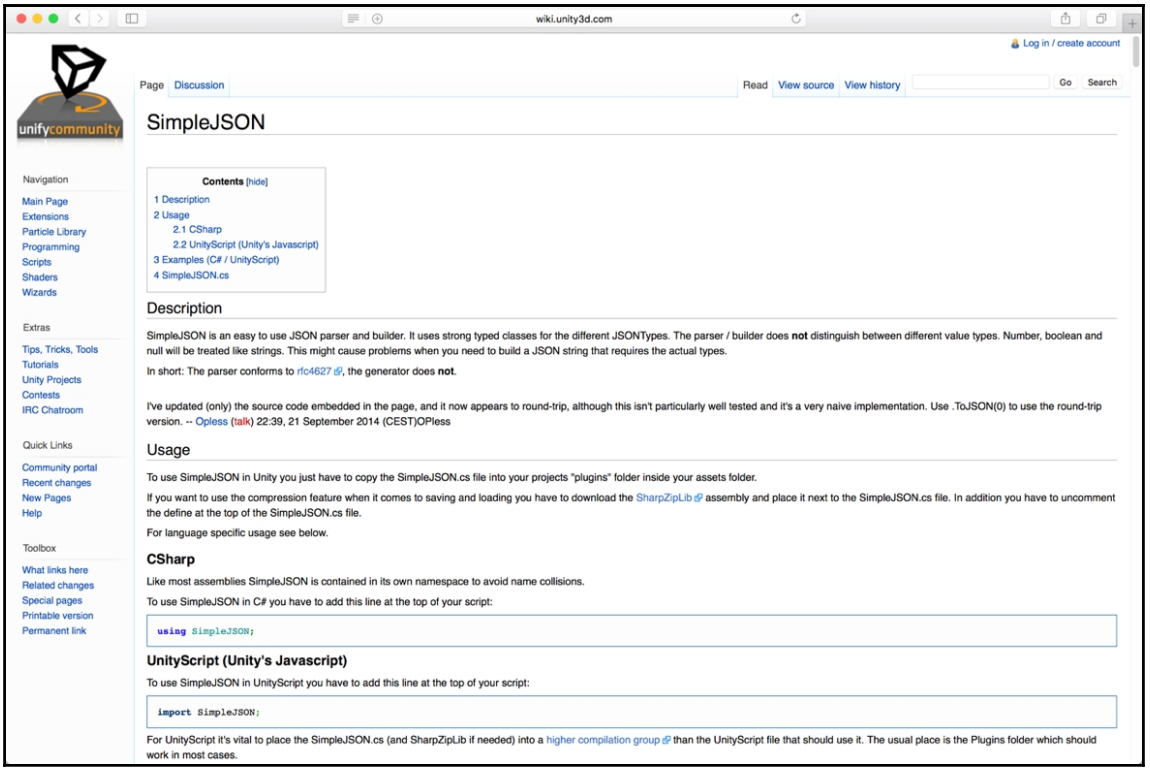
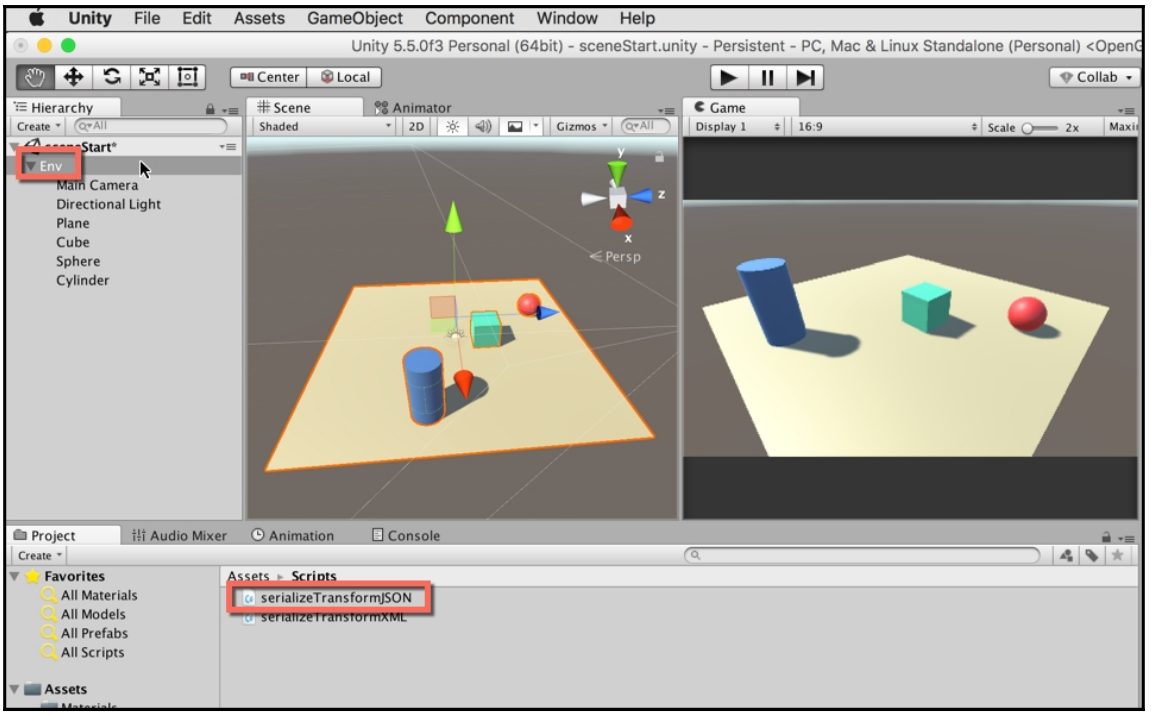
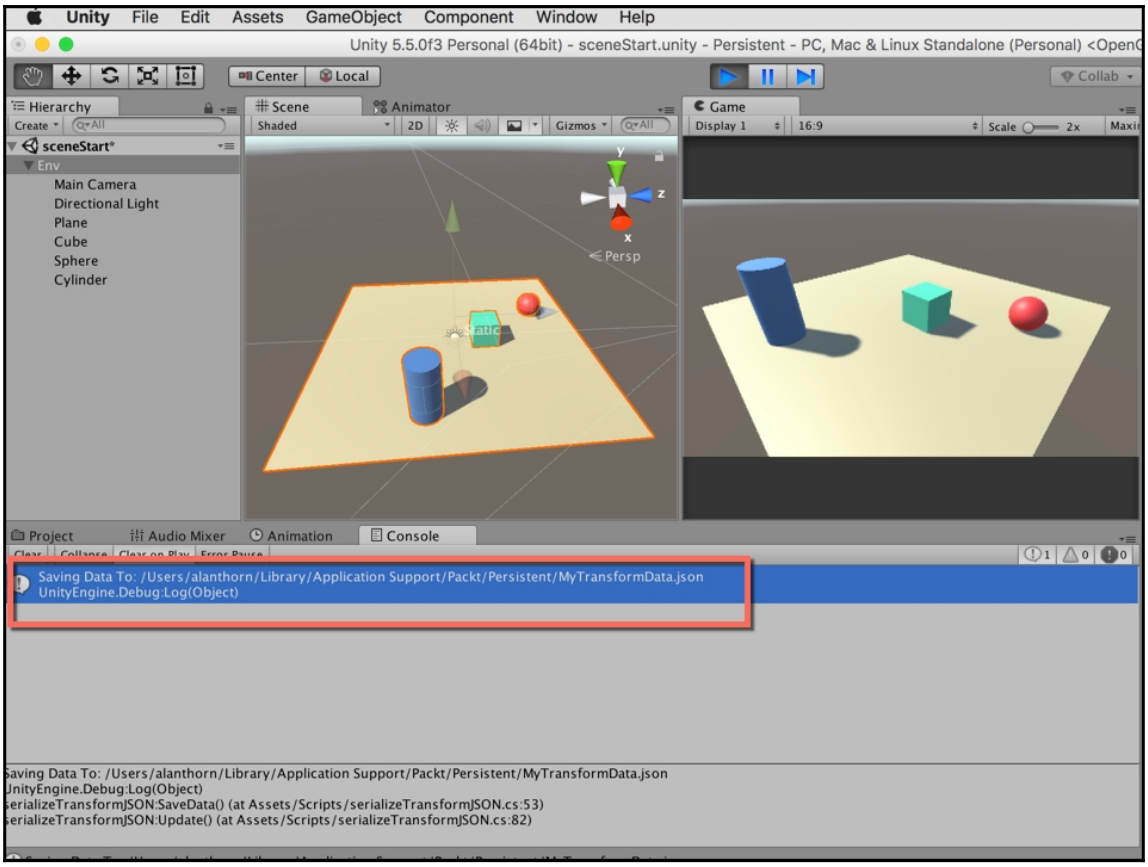
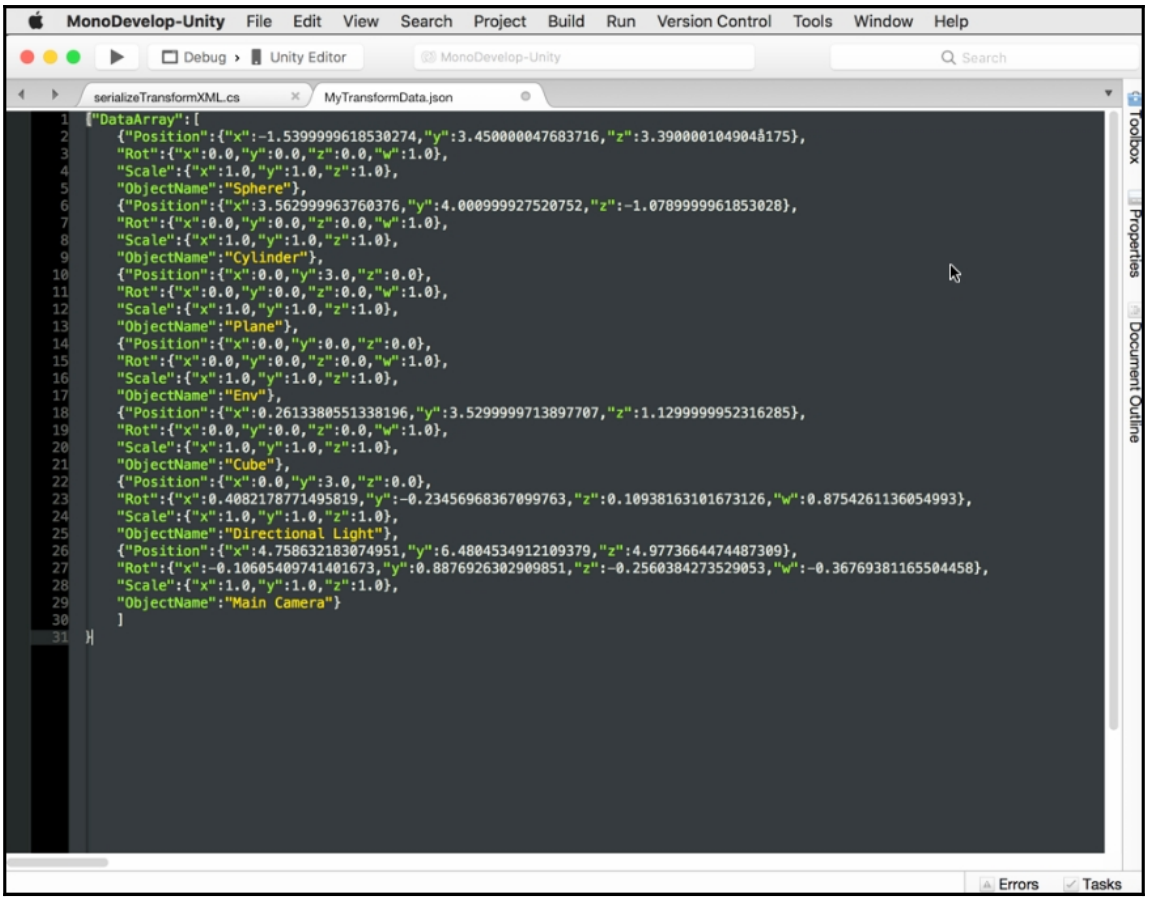

MonoDevelop-Unity File Edit View Search Project Build Run Version Control Tools Window Help
MyTransformData.xml
XMLData_02.xml
Toolbox
Properties
Document Outline
Errors
Tasks


Unity File Edit Assets GameObject Component Window Help
Unity 5.5.0f3 Personal (64bit) - sceneStart.unity - Persistent - PC, Mac & Linux Standalone (Personal) <OpenG
Center
Local
Collab
Hierarchy
Create
sceneStart*
Env
Main Camera
Directional Light
Plane
Cube
Sphere
Cylinder
Scene
Animator
Shaded
2D
Gizmos
Persp
Static
Game
Display 1
16:9
Scale
2x
Project
Audio Mixer
Animation
Console
Clear
Collapse
Clear on Play
Error Pause
Loading Data From /Users/alanthorn/Library/Application Support/Packt/Persistent/MyTransformData.xml
UnityEngine.Debug:Log(Object)


wiki.unity3d.com
Log in / create account
unifycommunity
Page
Discussion
Read
View source
View history
Go
Search
Navigation
Main Page
Extensions
Particle Library
Programming
Scripts
Shaders
Wizards
Extras
Tips, Tricks, Tools
Tutorials
Unity Projects
Contests
IRC Chatroom
Quick Links
Community portal
Recent changes
New Pages
Help
Toolbox
What links here
Related changes
Special pages
Printable version
Permanent link
SimpleJSON
Contents [hide]
1 Description
2 Usage
2.1 CSharp
2.2 UnityScript (Unity's Javascript)
3 Examples (C# / UnityScript)
4 SimpleJSON.cs
Description
SimpleJSON is an easy to use JSON parser and builder. It uses strong typed classes for the different JSONTypes. The parser / builder does not distinguish between different value types. Number, boolean and null will be treated like strings. This might cause problems when you need to build a JSON string that requires the actual types.
In short: The parser conforms to rfc4627, the generator does not.
I've updated (only) the source code embedded in the page, and it now appears to round-trip, although this isn't particularly well tested and it's a very naive implementation. Use .ToJSON(0) to use the round-trip version. -- Opless (talk) 22:39, 21 September 2014 (CEST)OPless
Usage
To use SimpleJSON in Unity you just have to copy the SimpleJSON.cs file into your projects "plugins" folder inside your assets folder.
If you want to use the compression feature when it comes to saving and loading you have to download the SharpZipLib assembly and place it next to the SimpleJSON.cs file. In addition you have to uncomment the define at the top of the SimpleJSON.cs file.
For language specific usage see below.
CSharp
Like most assemblies SimpleJSON is contained in its own namespace to avoid name collisions.
To use SimpleJSON in C# you have to add this line at the top of your script:
using SimpleJSON;
UnityScript (Unity's Javascript)
To use SimpleJSON in UnityScript you have to add this line at the top of your script:
import SimpleJSON;
For UnityScript it's vital to place the SimpleJSON.cs (and SharpZipLib if needed) into a higher compilation group than the UnityScript file that should use it. The usual place is the Plugins folder which should work in most cases.


Unity File Edit Assets GameObject Component Window Help
Unity 5.5.0f3 Personal (64bit) - sceneStart.unity - Persistent - PC, Mac & Linux Standalone (Personal) <OpenG
Center Local
Collab
Hierarchy
Create
Env
Main Camera
Directional Light
Plane
Cube
Sphere
Cylinder
Scene
Animator
Shaded
2D
Gizmos
Persp
Game
Display 1
16:9
Scale 2x
Project
Audio Mixer
Animation
Console
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Assets ▸ Scripts
serializeTransformJSON
serializeTransformXML


Unity File Edit Assets GameObject Component Window Help
Unity 5.5.0f3 Personal (64bit) - sceneStart.unity - Persistent - PC, Mac & Linux Standalone (Personal)
Center
Local
Collab
Hierarchy
Create
sceneStart*
Env
Main Camera
Directional Light
Plane
Cube
Sphere
Cylinder
Scene
Animator
Shaded
2D
Gizmos
Persp
Game
Display 1
16:9
Scale
2x
Project
Audio Mixer
Animation
Console
Saving Data To: /Users/alanthorn/Library/Application Support/Packt/Persistent/MyTransformData.json
UnityEngine.Debug:Log(Object)
Saving Data To: /Users/alanthorn/Library/Application Support/Packt/Persistent/MyTransformData.json
UnityEngine.Debug:Log(Object)
serializeTransformJSON:SaveData() (at Assets/Scripts/serializeTransformJSON.cs:53)
serializeTransformJSON:Update() (at Assets/Scripts/serializeTransformJSON.cs:82)


MonoDevelop-Unity File Edit View Search Project Build Run Version Control Tools Window Help
Debug › Unity Editor
MonoDevelop-Unity
Search
serializeTransformXML.cs
MyTransformData.json
Toolbox
Properties
Document Outline
{"DataArray":[
{"Position":{"x":-1.5399999618530274,"y":3.450000047683716,"z":3.3900001049041175},
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"Scale":{"x":1.0,"y":1.0,"z":1.0},
"ObjectName":"Sphere"},
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"Rot":{"x":0.0,"y":0.0,"z":0.0,"w":1.0},
"Scale":{"x":1.0,"y":1.0,"z":1.0},
"ObjectName":"Cylinder"},
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"Rot":{"x":0.0,"y":0.0,"z":0.0,"w":1.0},
"Scale":{"x":1.0,"y":1.0,"z":1.0},
"ObjectName":"Plane"},
{"Position":{"x":0.0,"y":0.0,"z":0.0},
"Rot":{"x":0.0,"y":0.0,"z":0.0,"w":1.0},
"Scale":{"x":1.0,"y":1.0,"z":1.0},
"ObjectName":"Env"},
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"ObjectName":"Cube"},
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"Rot":{"x":0.4082178771495819,"y":-0.23456968367099763,"z":0.10938163101673126,"w":0.875426113605499 3},
"Scale":{"x":1.0,"y":1.0,"z":1.0},
"ObjectName":"Directional Light"},
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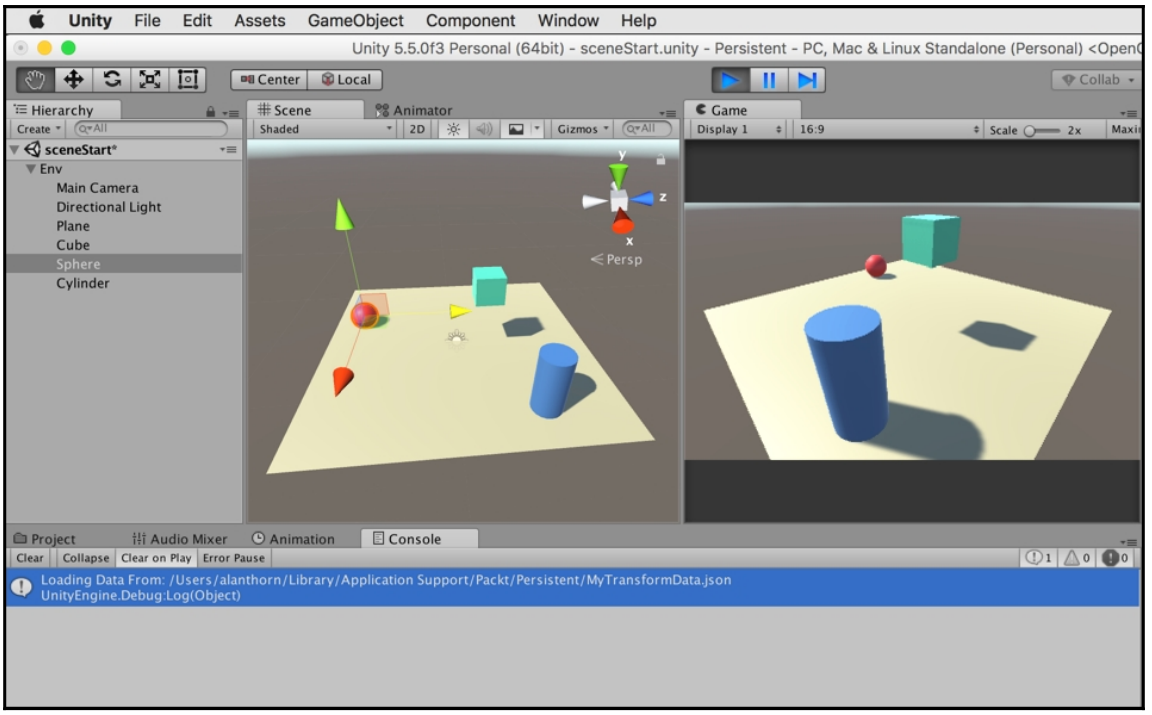
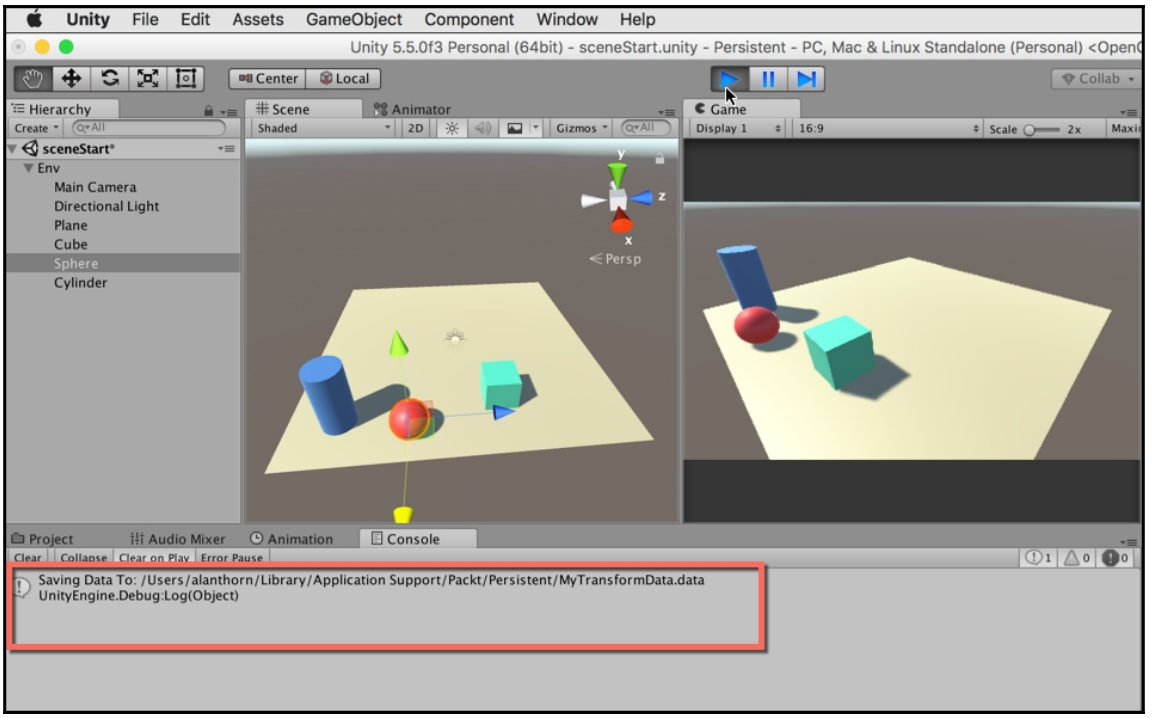
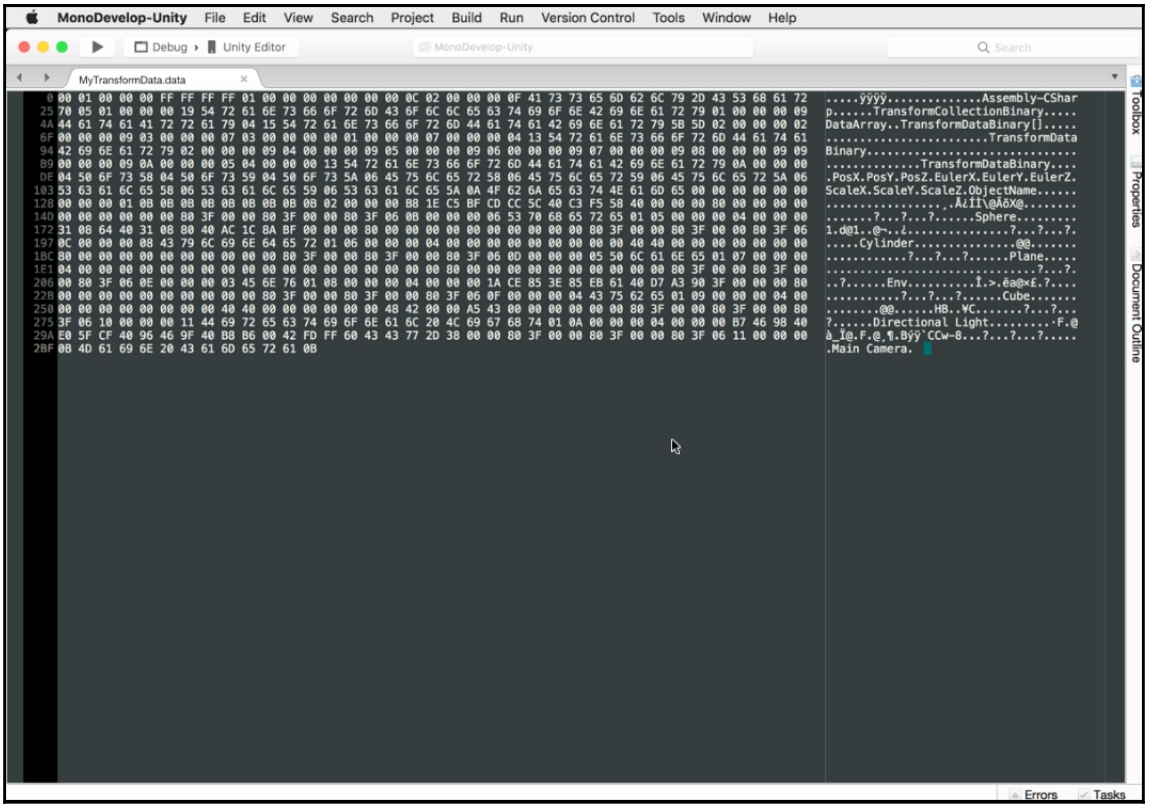
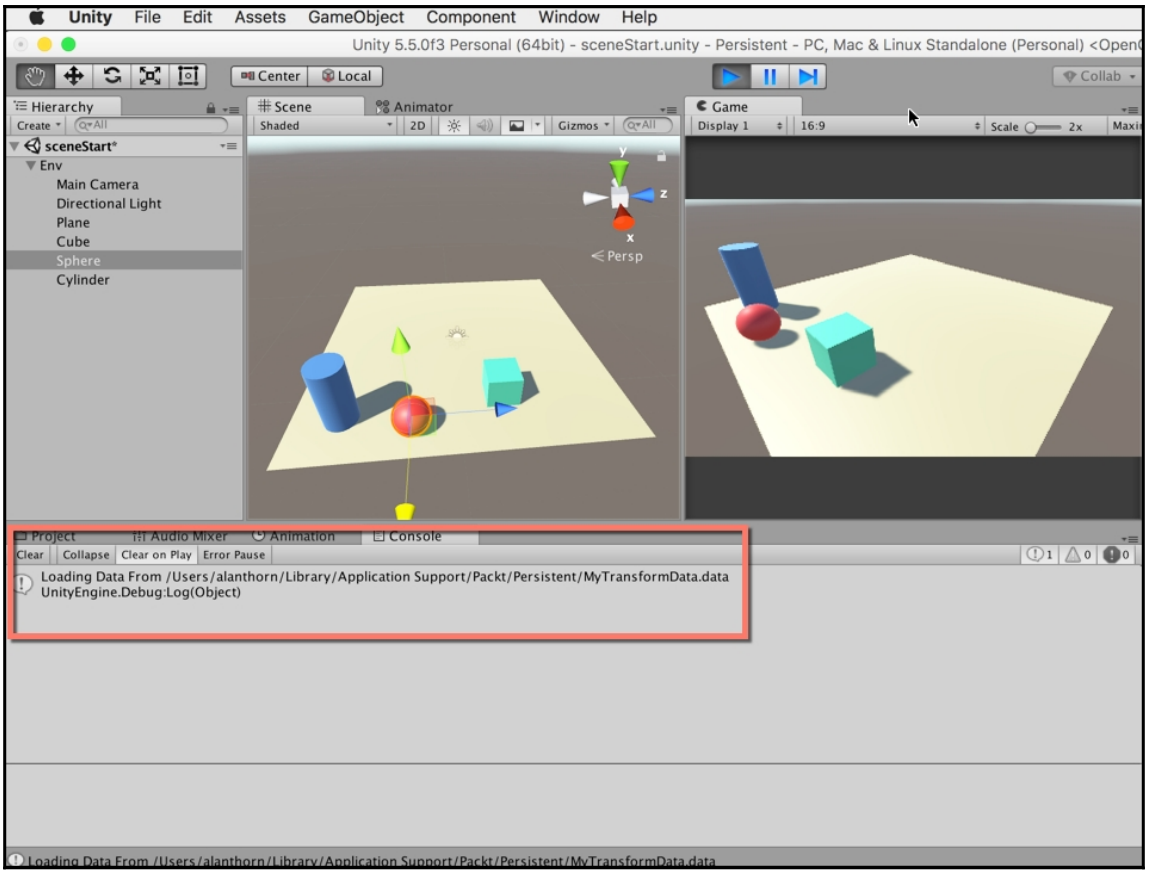
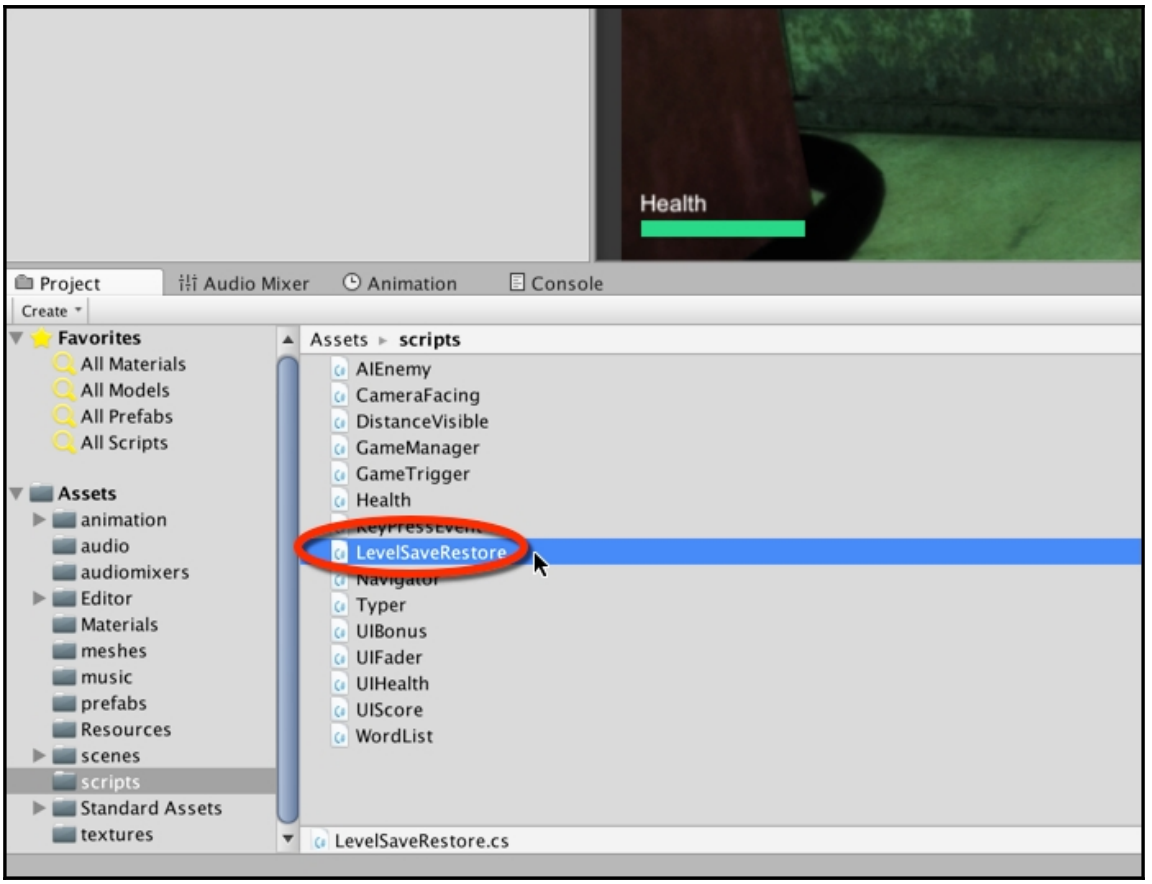
"Scale":{"x":1.0,"y":1.0,"z":1.0},
"ObjectName":"Main Camera"}
]
}
Errors
Tasks

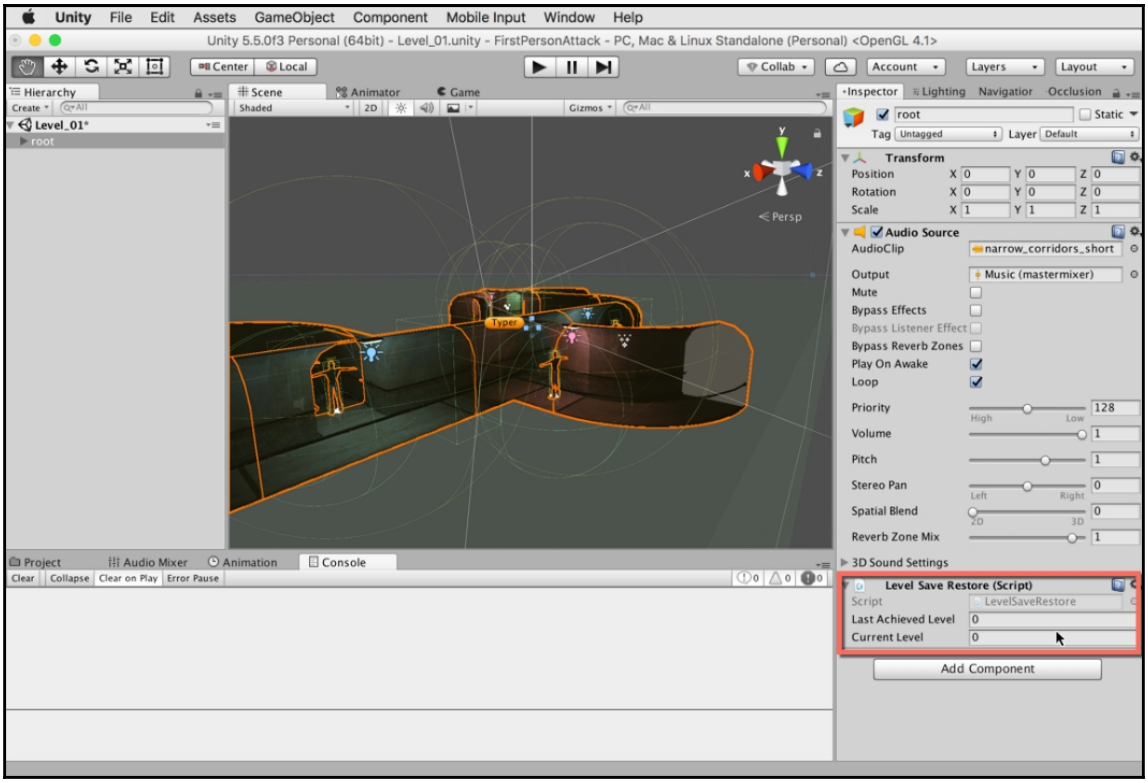

Unity File Edit Assets GameObject Component Window Help
Unity 5.5.0f3 Personal (64bit) - sceneStart.unity - Persistent - PC, Mac & Linux Standalone (Personal) <OpenG
Center Local
Collab
Hierarchy
Create
sceneStart*
Env
Main Camera
Directional Light
Plane
Cube
Sphere
Cylinder
Scene
Animator
Shaded
2D
Gizmos
Persp
Game
Display 1
16:9
Scale
2x
Project
Audio Mixer
Animation
Console
Clear
Collapse
Clear on Play
Error Pause
Loading Data From: /Users/alanthorn/Library/Application Support/Packt/Persistent/MyTransformData.json
UnityEngine.Debug:Log(Object)

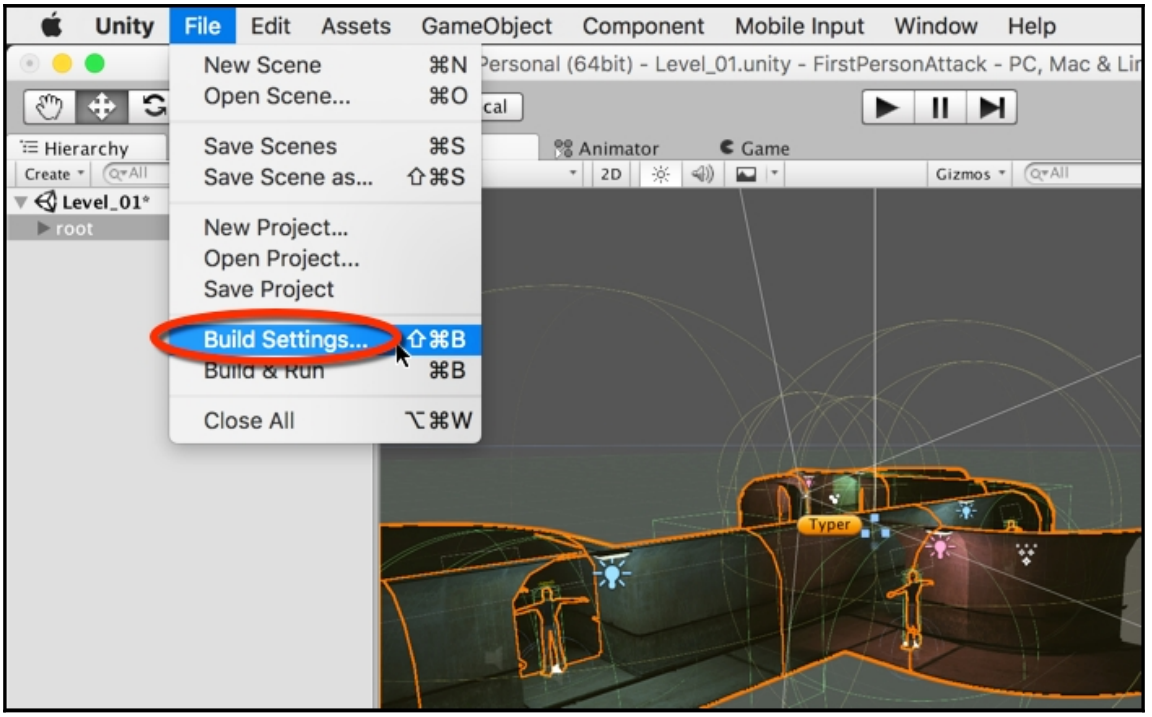

Unity File Edit Assets GameObject Component Window Help
Unity 5.5.0f3 Personal (64bit) - sceneStart.unity - Persistent - PC, Mac & Linux Standalone (Personal) <Open
Center Local
Collab
Hierarchy
Create
sceneStart*
Env
Main Camera
Directional Light
Plane
Cube
Sphere
Cylinder
Scene
Animator
Shaded
2D
Gizmos
Persp
Game
Display 1
16:9
Scale
2x
Project
Audio Mixer
Animation
Console
Clear
Collapse
Clear on Play
Error Pause
Saving Data To: /Users/alanthorn/Library/Application Support/Packt/Persistent/MyTransformData.data
UnityEngine.Debug:Log(Object)

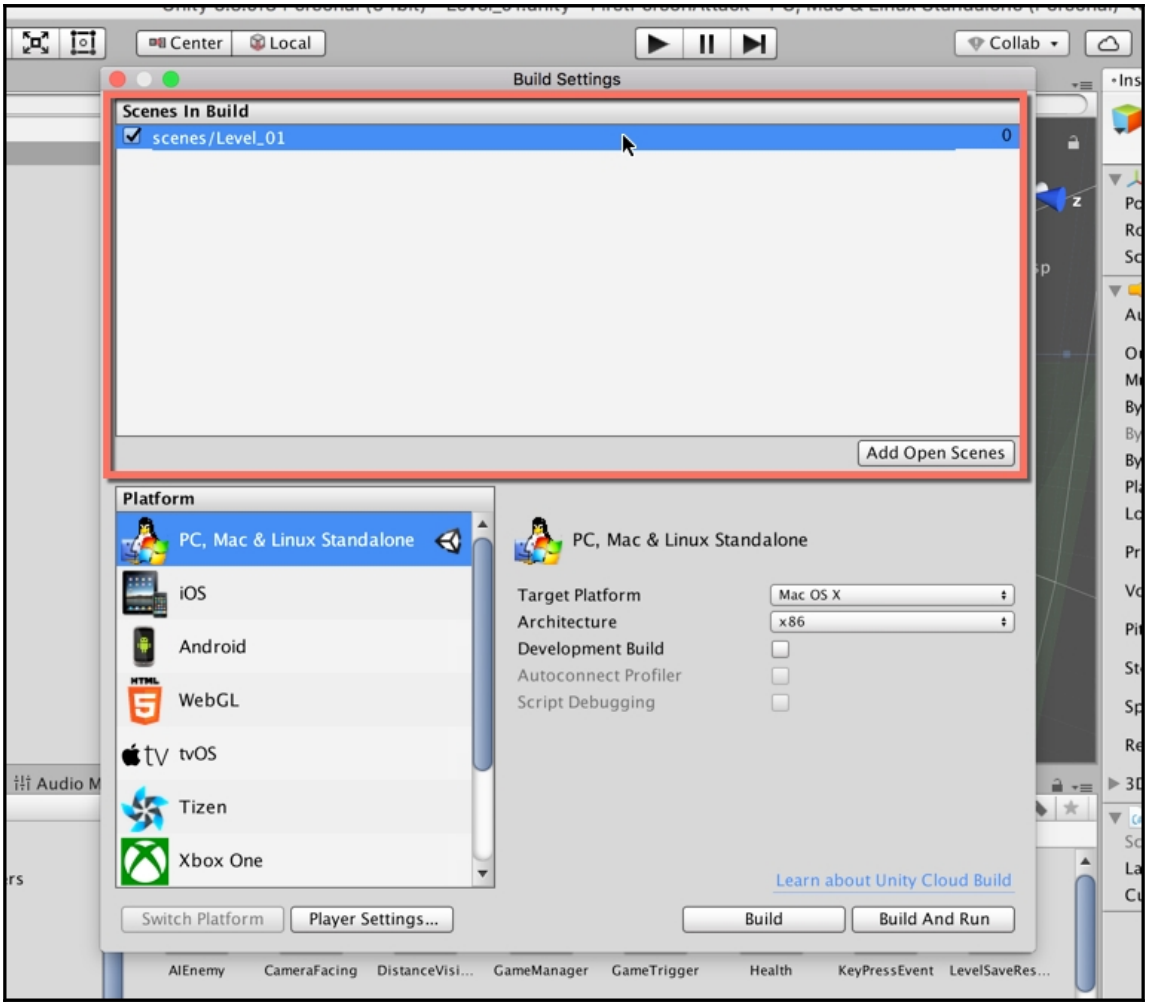

MonoDevelop-Unity File Edit View Search Project Build Run Version Control Tools Window Help
Debug › Unity Editor
MonoDevelop-Unity
Search
MyTransformData.data
Toolbox
Properties
Document Outline
Errors
Tasks


Unity File Edit Assets GameObject Component Window Help
Unity 5.5.0f3 Personal (64bit) - sceneStart.unity - Persistent - PC, Mac & Linux Standalone (Personal) <Open
Center
Local
Collab
Hierarchy
Create
sceneStart*
Env
Main Camera
Directional Light
Plane
Cube
Sphere
Cylinder
Scene
Animator
Shaded
2D
Gizmos
Persp
Game
Display 1
16:9
Scale
2x
Project
Audio Mixer
Animation
Console
Clear
Collapse
Clear on Play
Error Pause
Loading Data From /Users/alanthorn/Library/Application Support/Packt/Persistent/MyTransformData.data
UnityEngine.Debug:Log(Object)
Loading Data From /Users/alanthorn/Library/Application Support/Packt/Persistent/MyTransformData.data

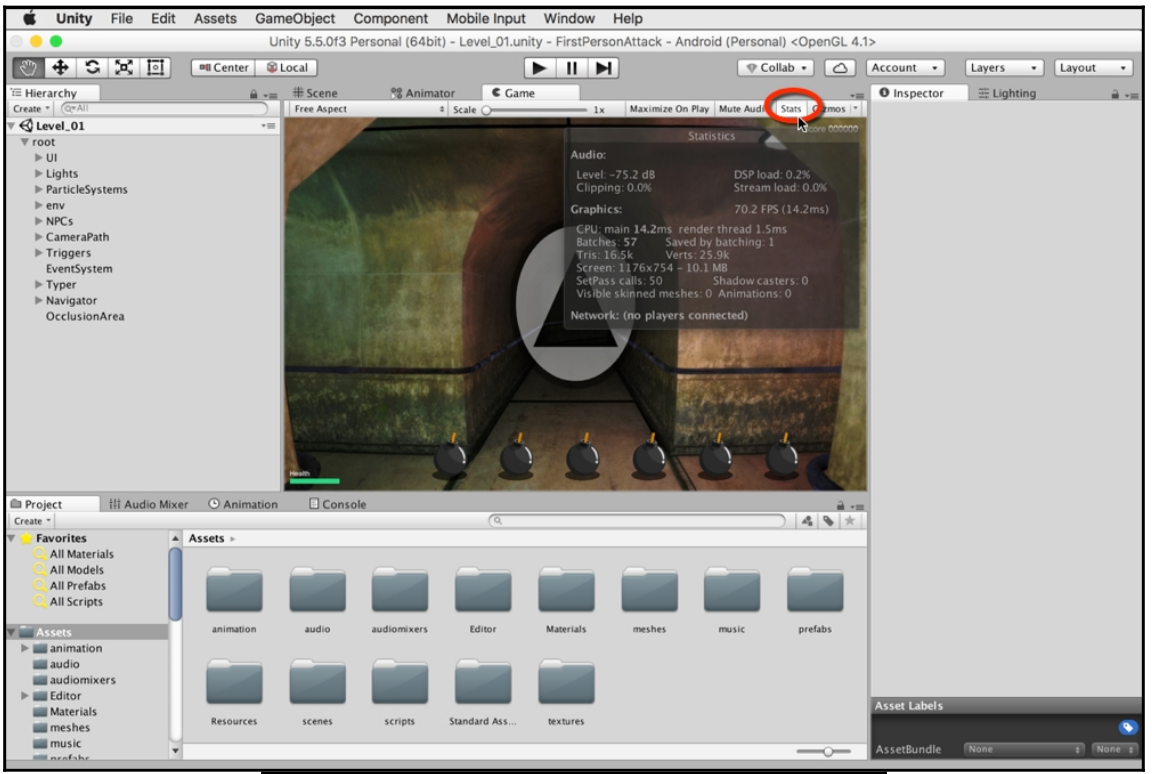

Health
Project
Audio Mixer
Animation
Console
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
animation
audio
audiomixers
Editor
Materials
meshes
music
prefabs
Resources
scenes
scripts
Standard Assets
textures
Assets ▸ scripts
AIEnemy
CameraFacing
DistanceVisible
GameManager
GameTrigger
Health
LevelSaveRestore
Typer
UIBonus
UIFader
UIHealth
UIScore
WordList
LevelSaveRestore.cs

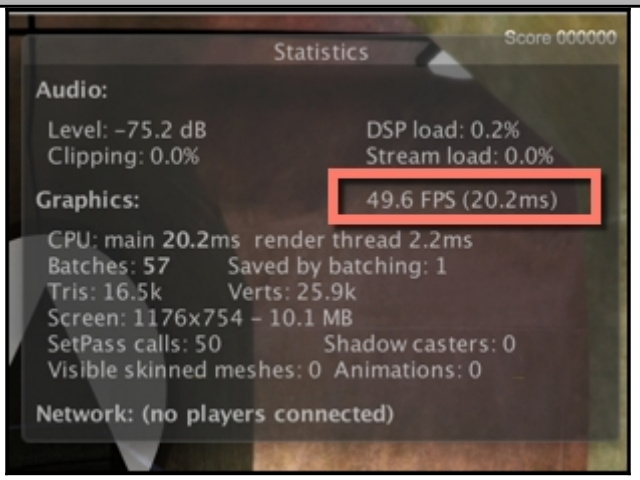

Unity File Edit Assets GameObject Component Mobile Input Window Help
Unity 5.5.0f3 Personal (64bit) - Level_01.unity - FirstPersonAttack - PC, Mac & Linux Standalone (Personal) <OpenGL 4.1>
Center
Local
Collab
Account
Layers
Layout
Hierarchy
Create
Level_01*
root
Scene
Animator
Game
Shaded
2D
Gizmos
Persp
Typer
Inspector
Lighting
Navigator
Occlusion
root
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Audio Source
AudioClip
narrow_corridors_short
Output
Music (mastermixer)
Mute
Bypass Effects
Bypass Listener Effect
Bypass Reverb Zones
Play On Awake
Loop
Priority
High
Low
Volume
Pitch
Stereo Pan
Left
Right
Spatial Blend
2D
3D
Reverb Zone Mix
3D Sound Settings
Level Save Restore (Script)
Script
LevelSaveRestore
Last Achieved Level
Current Level
Add Component
Project
Audio Mixer
Animation
Console
Clear
Collapse
Clear on Play
Error Pause

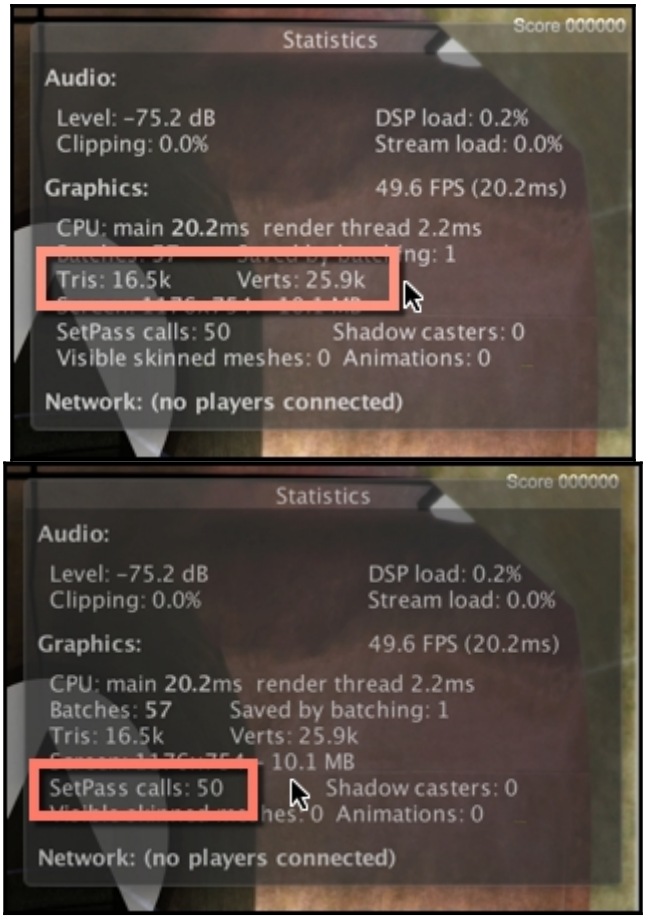

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
New Scene ⌘N
Open Scene... ⌘O
Save Scenes ⌘S
Save Scene as... ⇧⌘S
New Project...
Open Project...
Save Project
Build Settings... ⇧⌘B
Build & Run ⌘B
Close All ⌥⌘W
Hierarchy
Create
Level_01*
root
Animator
Game
2D
Gizmos
Typer

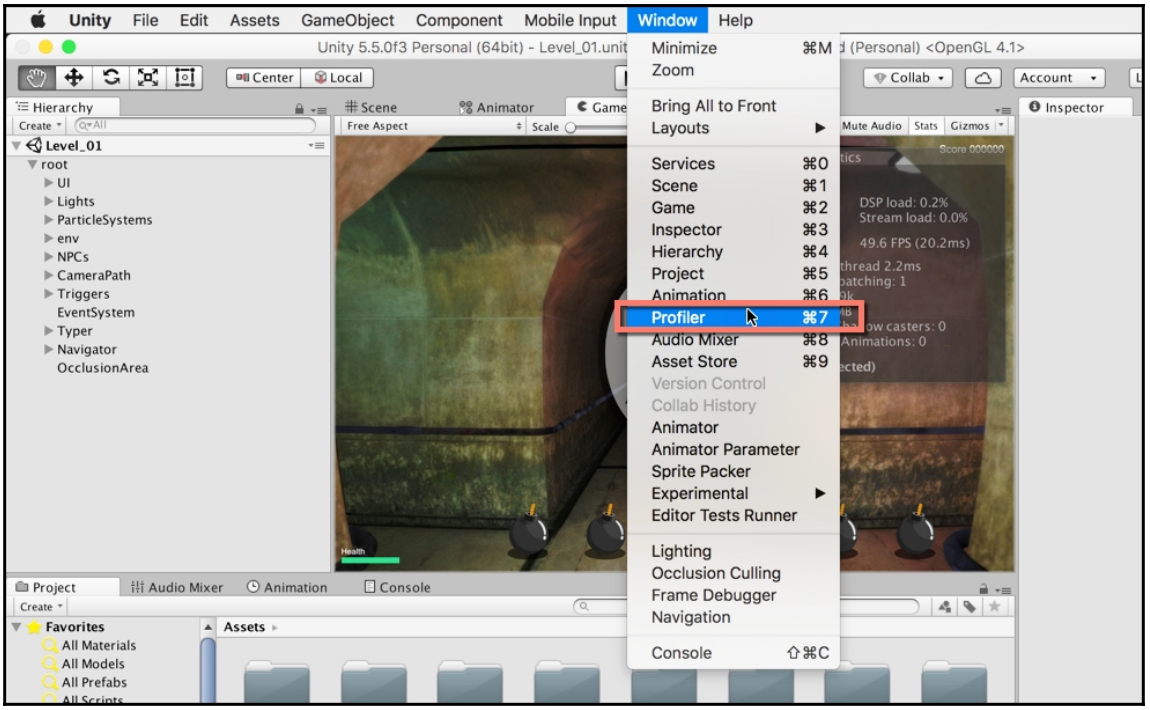

Center
Local
Collab
Build Settings
Scenes In Build
scenes/Level_01
0
Add Open Scenes
Platform
PC, Mac & Linux Standalone
iOS
Android
WebGL
tvOS
Tizen
Xbox One
PC, Mac & Linux Standalone
Target Platform
Mac OS X
Architecture
x86
Development Build
Autoconnect Profiler
Script Debugging
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run
AIEnemy
CameraFacing
DistanceVisi...
GameManager
GameTrigger
Health
KeyPressEvent
LevelSaveRes...

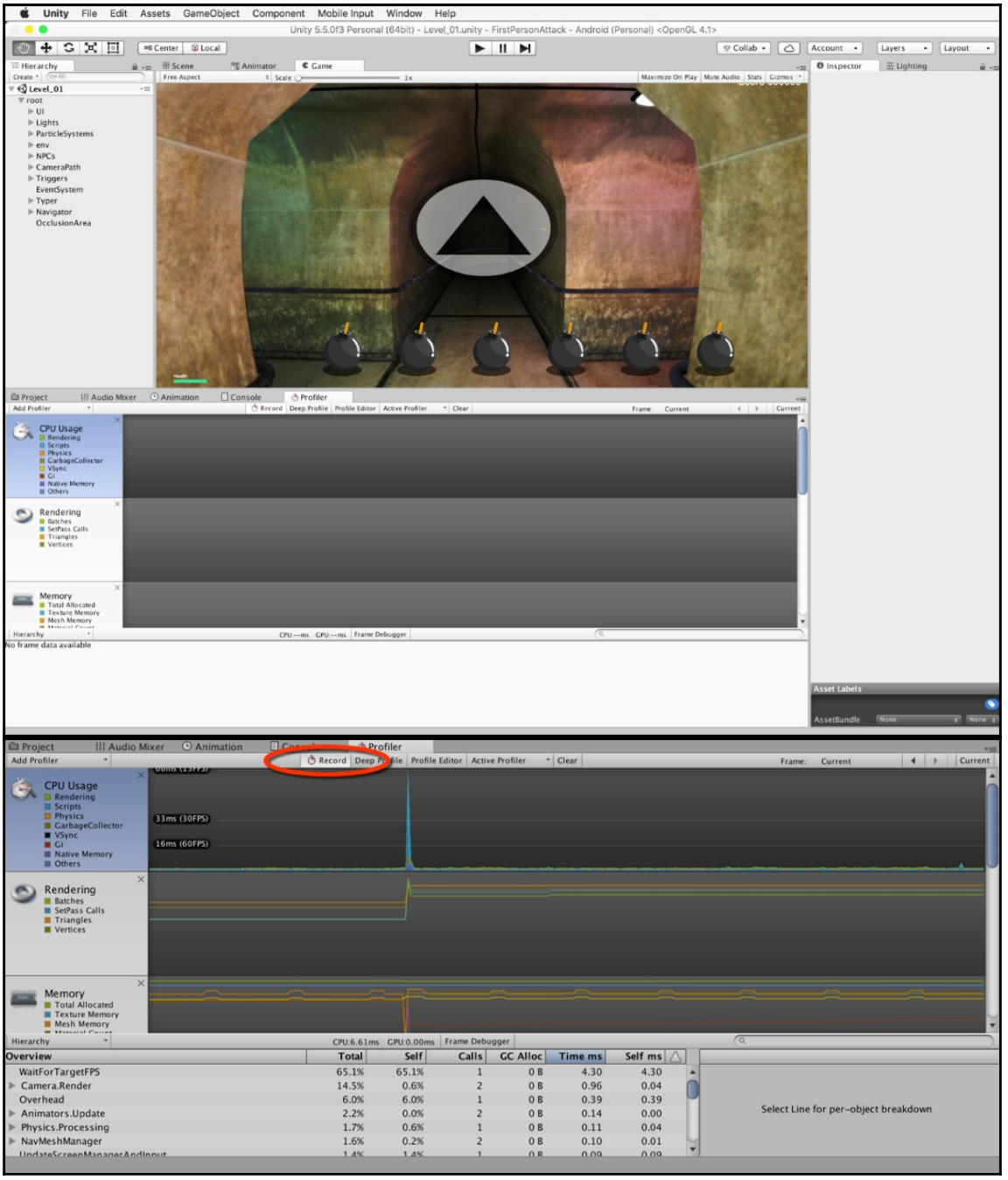
Chapter 8: Performance, Optimization, Mobiles, and More

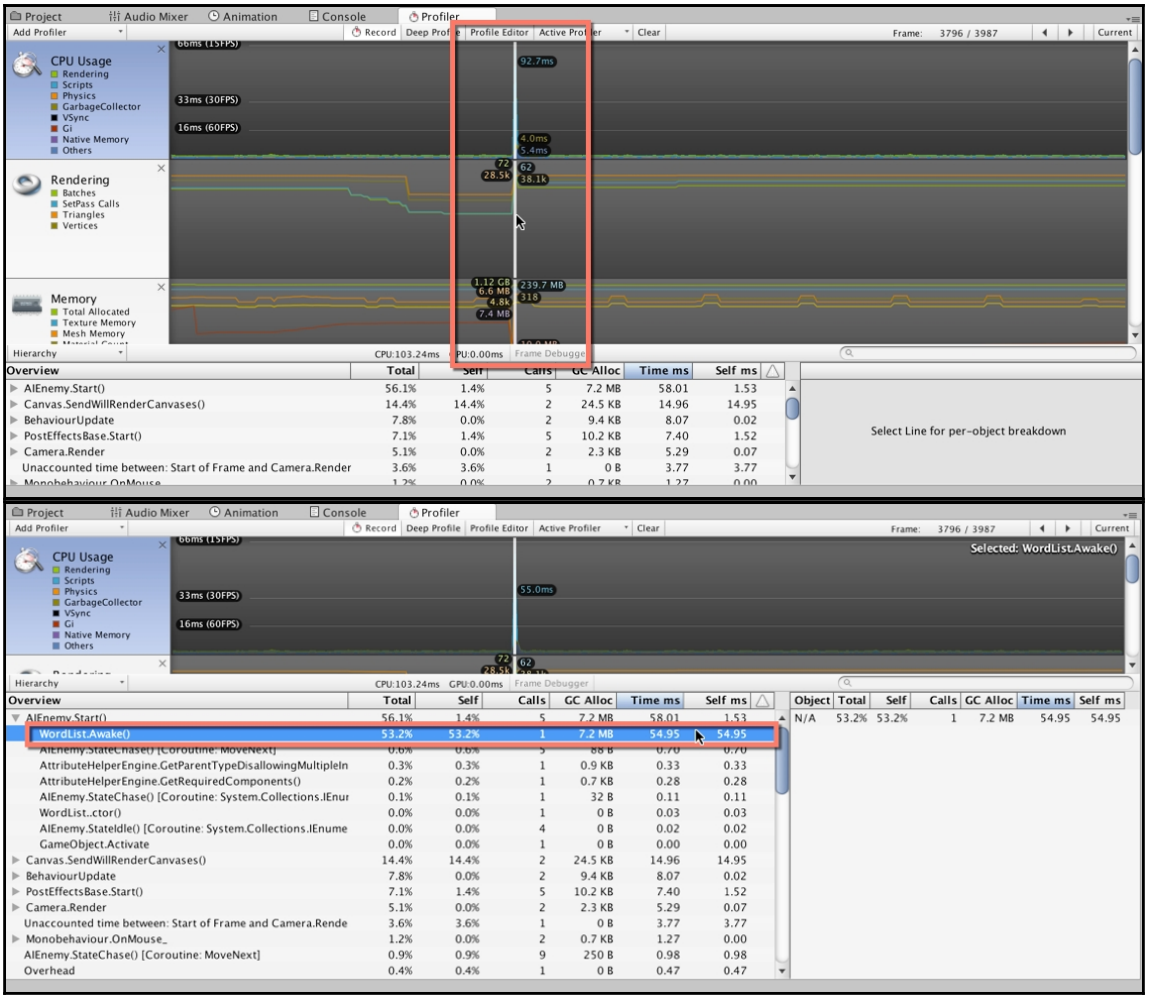





Score 000000
Statistics
Audio:
Level: -75.2 dB
DSP load: 0.2%
Clipping: 0.0%
Stream load: 0.0%
Graphics:
49.6 FPS (20.2ms)
CPU: main 20.2ms render thread 2.2ms
Tris: 16.5k
Verts: 25.9k
SetPass calls: 50
Shadow casters: 0
Visible skinned meshes: 0
Animations: 0
Network: (no players connected)
Score 000000
Statistics
Audio:
Level: -75.2 dB
DSP load: 0.2%
Clipping: 0.0%
Stream load: 0.0%
Graphics:
49.6 FPS (20.2ms)
CPU: main 20.2ms render thread 2.2ms
Batches: 57
Saved by batching: 1
Tris: 16.5k
Verts: 25.9k
10.1 MB
SetPass calls: 50
Shadow casters: 0
Animations: 0
Network: (no players connected)


Unity File Edit Assets GameObject Component Mobile Input Window Help
Minimize ⌘M
Zoom
Bring All to Front
Layouts
Services ⌘0
Scene ⌘1
Game ⌘2
Inspector ⌘3
Hierarchy ⌘4
Project ⌘5
Animation ⌘6
Profiler ⌘7
Audio Mixer ⌘8
Asset Store ⌘9
Version Control
Collab History
Animator
Animator Parameter
Sprite Packer
Experimental
Editor Tests Runner
Lighting
Occlusion Culling
Frame Debugger
Navigation
Console ⇧⌘C
Hierarchy
Create
Level_01
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Scene
Animator
Free Aspect
Scale
Mute Audio
Stats
Gizmos
Inspector
DSP load: 0.2%
Stream load: 0.0%
49.6 FPS (20.2ms)
Project
Audio Mixer
Animation
Console
Favorites
All Materials
All Models
All Prefabs
Assets


Unity File Edit Assets GameObject Component Mobile Input Window Help
Unity 5.5.0f3 Personal (64bit) - Level_01.unity - FirstPersonAttack - Android (Personal) <OpenGL 4.1>
Hierarchy
Level_01
root
UI
Lights
ParticleSystems
env
NPCs
CameraPath
Triggers
EventSystem
Typer
Navigator
OcclusionArea
Scene
Animator
Game
Inspector
Lighting
Project
Audio Mixer
Animation
Console
Profiler
Add Profiler
Record
Deep Profile
Profile Editor
Active Profiler
Clear
Frame: Current
CPU Usage
Rendering
Scripts
Physics
GarbageCollector
VSync
Gi
Native Memory
Others
Rendering
Batches
SetPass Calls
Triangles
Vertices
Memory
Total Allocated
Texture Memory
Mesh Memory
Frame Debugger
No frame data available
Asset Labels
AssetBundle
33ms (30FPS)
16ms (60FPS)
CPU:6.61ms GPU:0.00ms
Overview
Total
Self
Calls
GC Alloc
Time ms
Self ms
WaitForTargetFPS 65.1% 65.1% 1 0 B 4.30 4.30
Camera.Render 14.5% 0.6% 2 0 B 0.96 0.04
Overhead 6.0% 6.0% 1 0 B 0.39 0.39
Animators.Update 2.2% 0.0% 2 0 B 0.14 0.00
Physics.Processing 1.7% 0.6% 1 0 B 0.11 0.04
NavMeshManager 1.6% 0.2% 2 0 B 0.10 0.01
Select Line for per-object breakdown


Project
Audio Mixer
Animation
Console
Profiler
Add Profiler
Record
Deep Profile
Profile Editor
Active Profiler
Clear
Frame: 3796 / 3987
Current
CPU Usage
Rendering
Scripts
Physics
GarbageCollector
VSync
Gi
Native Memory
Others
66ms (15FPS)
33ms (30FPS)
16ms (60FPS)
92.7ms
4.0ms
5.4ms
Rendering
Batches
SetPass Calls
Triangles
Vertices
72
28.5k
62
38.1k
Memory
Total Allocated
Texture Memory
Mesh Memory
1.12 GB
6.6 MB
4.8k
7.4 MB
239.7 MB
318
Hierarchy
CPU:103.24ms
GPU:0.00ms
Frame Debugger
Overview
Total
Self
Calls
GC Alloc
Time ms
Self ms
AIEnemy.Start()
56.1%
1.4%
5
7.2 MB
58.01
1.53
Canvas.SendWillRenderCanvases()
14.4%
14.4%
2
24.5 KB
14.96
14.95
BehaviourUpdate
7.8%
0.0%
2
9.4 KB
8.07
0.02
PostEffectsBase.Start()
7.1%
1.4%
5
10.2 KB
7.40
1.52
Camera.Render
5.1%
0.0%
2
2.3 KB
5.29
0.07
Unaccounted time between: Start of Frame and Camera.Render
3.6%
3.6%
1
0 B
3.77
3.77
Select Line for per-object breakdown
Project
Audio Mixer
Animation
Console
Profiler
Add Profiler
Record
Deep Profile
Profile Editor
Active Profiler
Clear
Frame: 3796 / 3987
Current
CPU Usage
Rendering
Scripts
Physics
GarbageCollector
VSync
Gi
Native Memory
Others
66ms (15FPS)
33ms (30FPS)
16ms (60FPS)
55.0ms
Selected: WordList.Awake()
Hierarchy
CPU:103.24ms
GPU:0.00ms
Frame Debugger
Overview
Total
Self
Calls
GC Alloc
Time ms
Self ms
AIEnemy.Start()
56.1%
1.4%
5
7.2 MB
58.01
1.53
WordList.Awake()
53.2%
53.2%
1
7.2 MB
54.95
54.95
AttributeHelperEngine.GetParentTypeDisallowingMultipleIn
0.3%
0.3%
1
0.9 KB
0.33
0.33
AttributeHelperEngine.GetRequiredComponents()
0.2%
0.2%
1
0.7 KB
0.28
0.28
AIEnemy.StateChase() [Coroutine: System.Collections.IEnur
0.1%
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1
32 B
0.11
0.11
WordList..ctor()
0.0%
0.0%
1
0 B
0.03
0.03
AIEnemy.StateIdle() [Coroutine: System.Collections.IEnume
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0.0%
4
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0.02
GameObject.Activate
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1
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Canvas.SendWillRenderCanvases()
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BehaviourUpdate
7.8%
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PostEffectsBase.Start()
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1.4%
5
10.2 KB
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1.52
Camera.Render
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2
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Unaccounted time between: Start of Frame and Camera.Rende
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3.77
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0.0%
2
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AIEnemy.StateChase() [Coroutine: MoveNext]
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0.98
Overhead
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Object
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Self
Calls
GC Alloc
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7.2 MB
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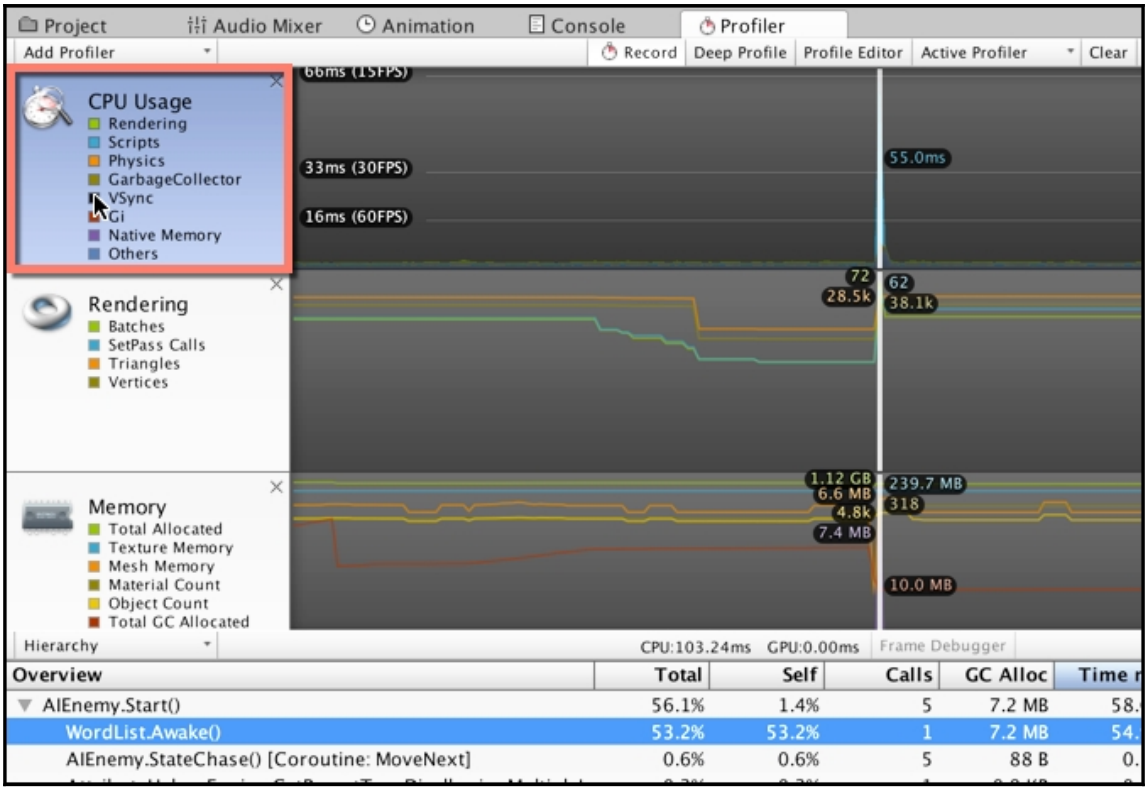
54.95


Project
Audio Mixer
Animation
Console
Profiler
Add Profiler
Record
Deep Profile
Profile Editor
Active Profiler
Clear
CPU Usage
Rendering
Scripts
Physics
GarbageCollector
VSync
Gi
Native Memory
Others
66ms (15FPS)
33ms (30FPS)
16ms (60FPS)
55.0ms
Rendering
Batches
SetPass Calls
Triangles
Vertices
72
28.5k
62
38.1k
Memory
Total Allocated
Texture Memory
Mesh Memory
Material Count
Object Count
Total GC Allocated
1.12 GB
6.6 MB
4.8k
7.4 MB
239.7 MB
318
10.0 MB
Hierarchy
CPU:103.24ms GPU:0.00ms
Frame Debugger
Overview
Total
Self
Calls
GC Alloc
Time
AIEnemy.Start()
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WordList.Awake()
53.2%
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AIEnemy.StateChase() [Coroutine: MoveNext]
0.6%
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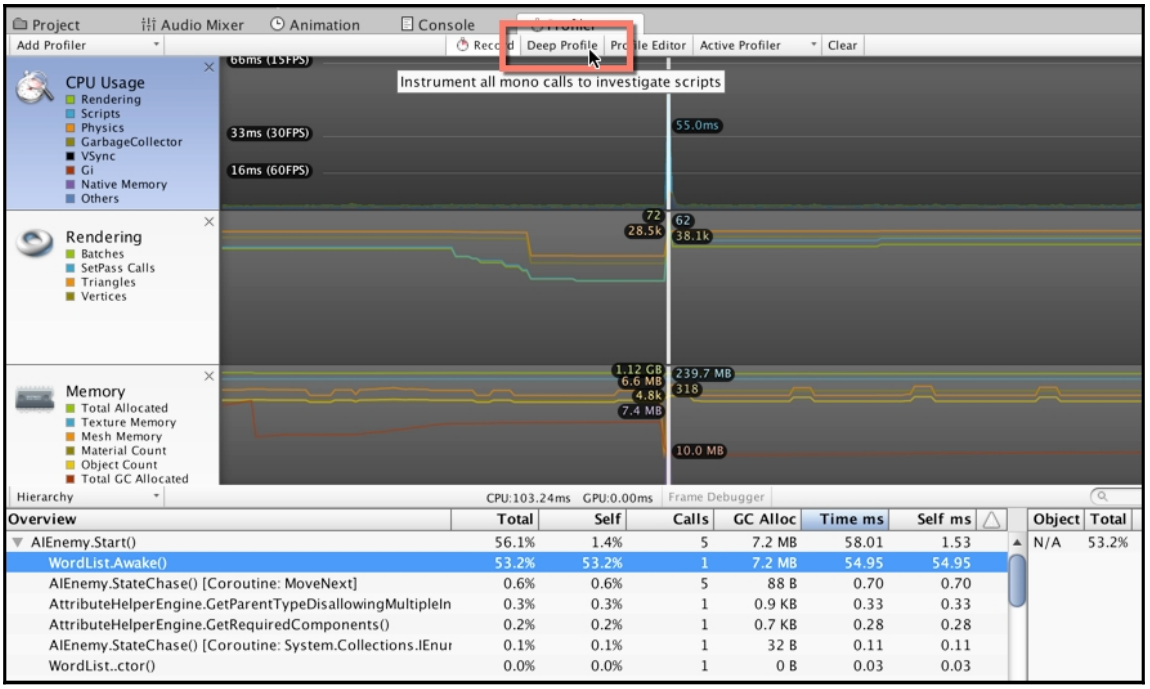
5
88 B


Project
Audio Mixer
Animation
Console
Add Profiler
Deep Profile
Active Profiler
Clear
Instrument all mono calls to investigate scripts
CPU Usage
Rendering
Scripts
Physics
GarbageCollector
VSync
Gi
Native Memory
Others
66ms (15FPS)
33ms (30FPS)
16ms (60FPS)
55.0ms
Rendering
Batches
SetPass Calls
Triangles
Vertices
72
28.5k
62
38.1k
Memory
Total Allocated
Texture Memory
Mesh Memory
Material Count
Object Count
Total GC Allocated
1.12 GB
6.6 MB
4.8k
7.4 MB
239.7 MB
318
10.0 MB
Hierarchy
CPU:103.24ms GPU:0.00ms
Frame Debugger
Overview
Total
Self
Calls
GC Alloc
Time ms
Self ms
Object
Total
AIEnemy.Start()
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1.4%
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7.2 MB
58.01
1.53
N/A
53.2%
WordList.Awake()
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54.95
AIEnemy.StateChase() [Coroutine: MoveNext]
0.6%
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88 B
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AttributeHelperEngine.GetParentTypeDisallowingMultipleIn
0.3%
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0.9 KB
0.33
0.33
AttributeHelperEngine.GetRequiredComponents()
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0.7 KB
0.28
0.28
AIEnemy.StateChase() [Coroutine: System.Collections.IEnur
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1
32 B
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0.11
WordList..ctor()
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0.0%
1
0 B
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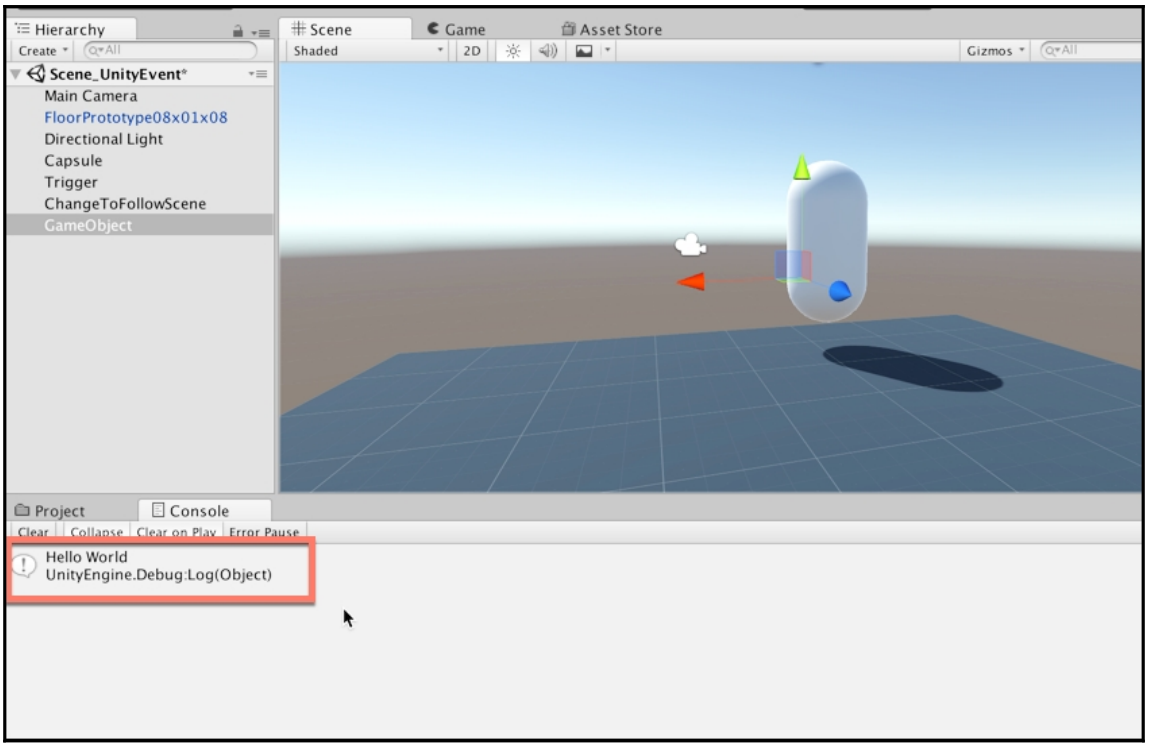
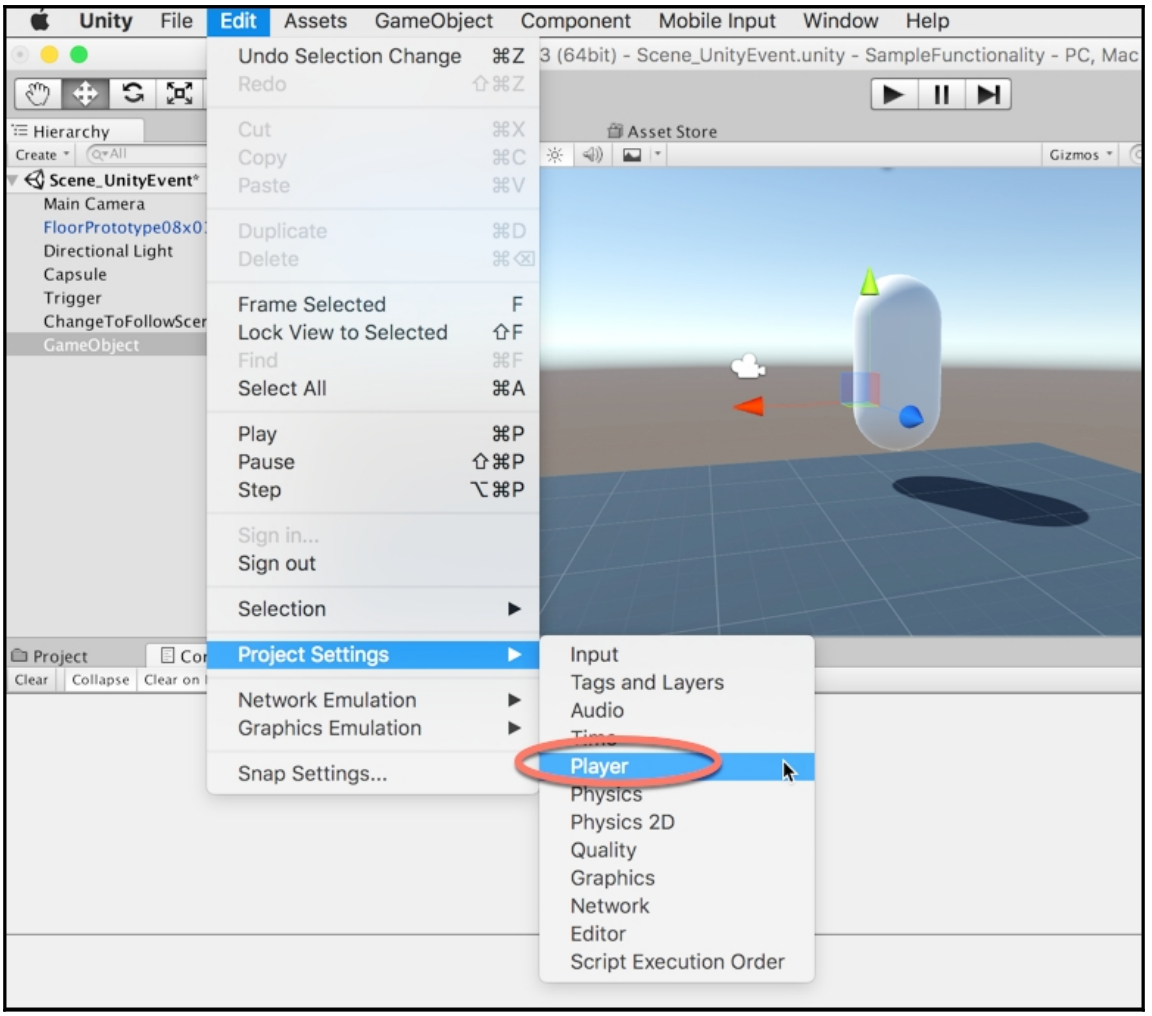
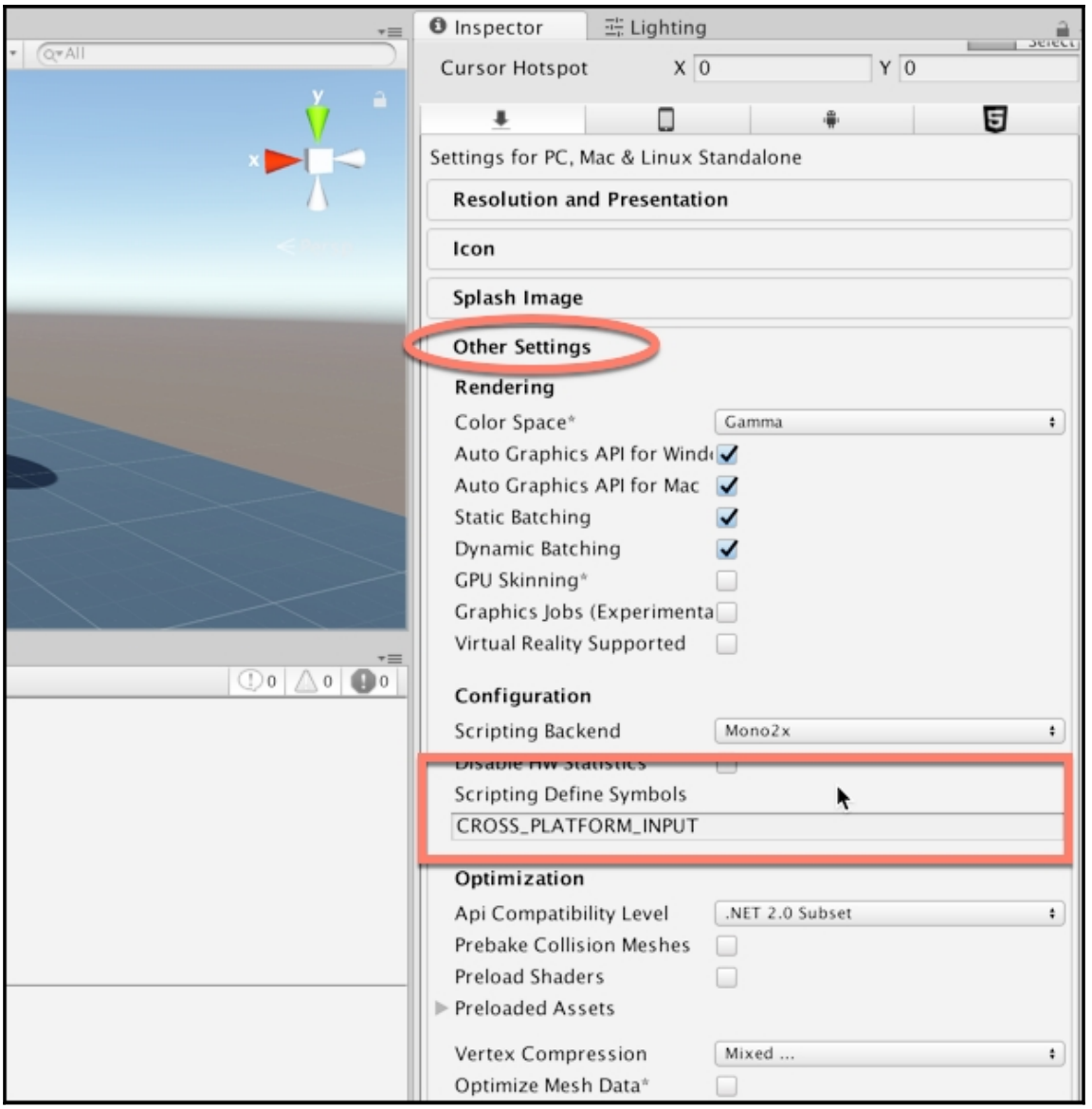
0.03

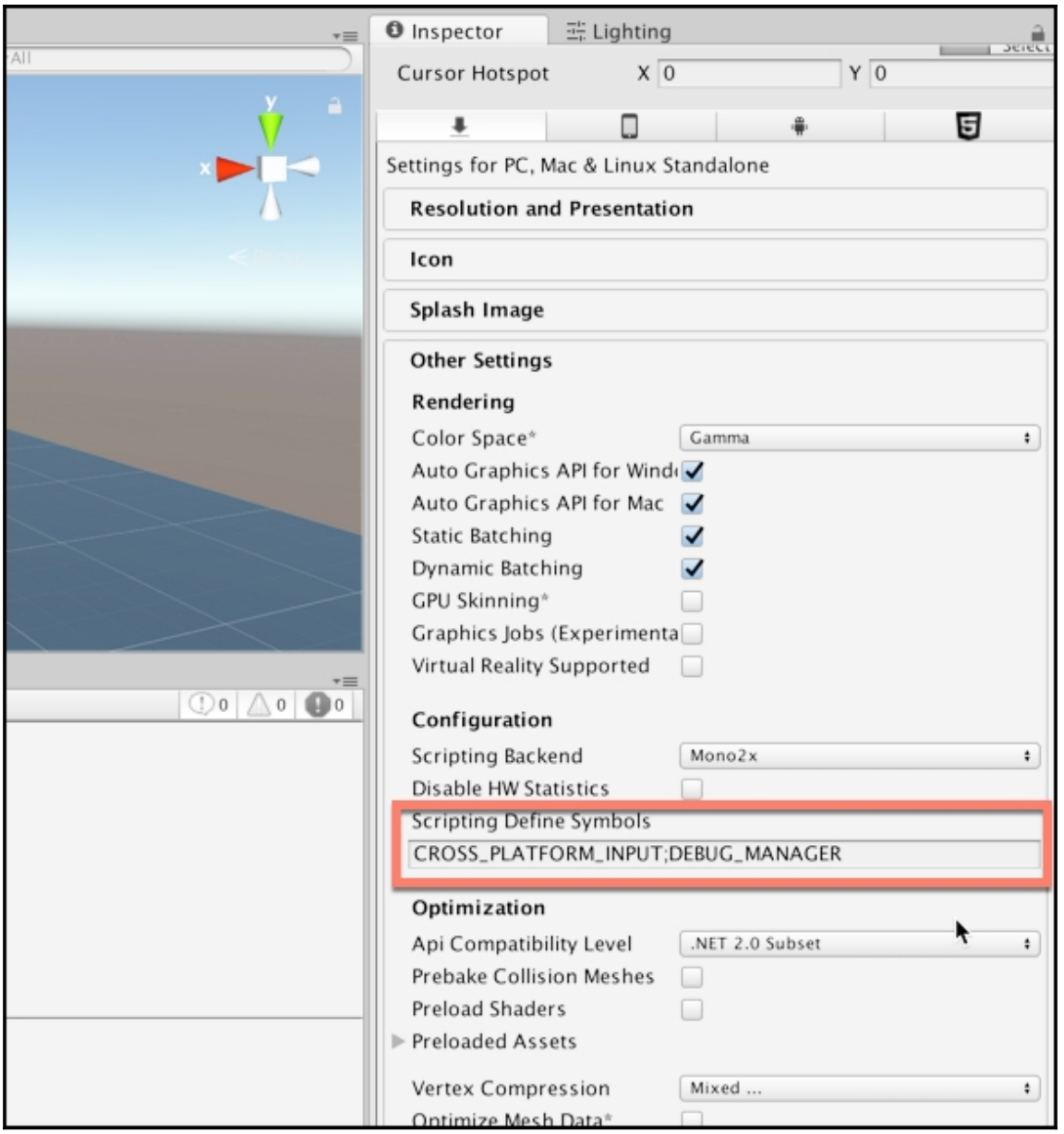

Hierarchy
Create
Scene_UnityEvent*
Main Camera
FloorPrototype08x01x08
Directional Light
Capsule
Trigger
ChangeToFollowScene
GameObject
Scene
Game
Asset Store
Shaded
2D
Gizmos
Project
Console
Clear
Collapse
Clear on Play
Error Pause
Hello World
UnityEngine.Debug:Log(Object)


Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Undo Selection Change ⌘Z
Redo ⇧⌘Z
Cut ⌘X
Copy ⌘C
Paste ⌘V
Duplicate ⌘D
Delete ⌘⌫
Frame Selected F
Lock View to Selected ⇧F
Find ⌘F
Select All ⌘A
Play ⌘P
Pause ⇧⌘P
Step ⌥⌘P
Sign in...
Sign out
Selection
Project Settings
Network Emulation
Graphics Emulation
Snap Settings...
Input
Tags and Layers
Audio
Player
Physics
Physics 2D
Quality
Graphics
Network
Editor
Script Execution Order
Hierarchy
Create
Scene_UnityEvent*
Main Camera
Directional Light
Capsule
Trigger
GameObject
Asset Store
Gizmos
Project
Clear
Collapse


Inspector
Lighting
Cursor Hotspot
X 0
Y 0
Settings for PC, Mac & Linux Standalone
Resolution and Presentation
Icon
Splash Image
Other Settings
Rendering
Color Space*
Gamma
Auto Graphics API for Windo
Auto Graphics API for Mac
Static Batching
Dynamic Batching
GPU Skinning*
Graphics Jobs (Experimenta
Virtual Reality Supported
Configuration
Scripting Backend
Mono2x
Scripting Define Symbols
CROSS_PLATFORM_INPUT
Optimization
Api Compatibility Level
.NET 2.0 Subset
Prebake Collision Meshes
Preload Shaders
Preloaded Assets
Vertex Compression
Mixed ...
Optimize Mesh Data*

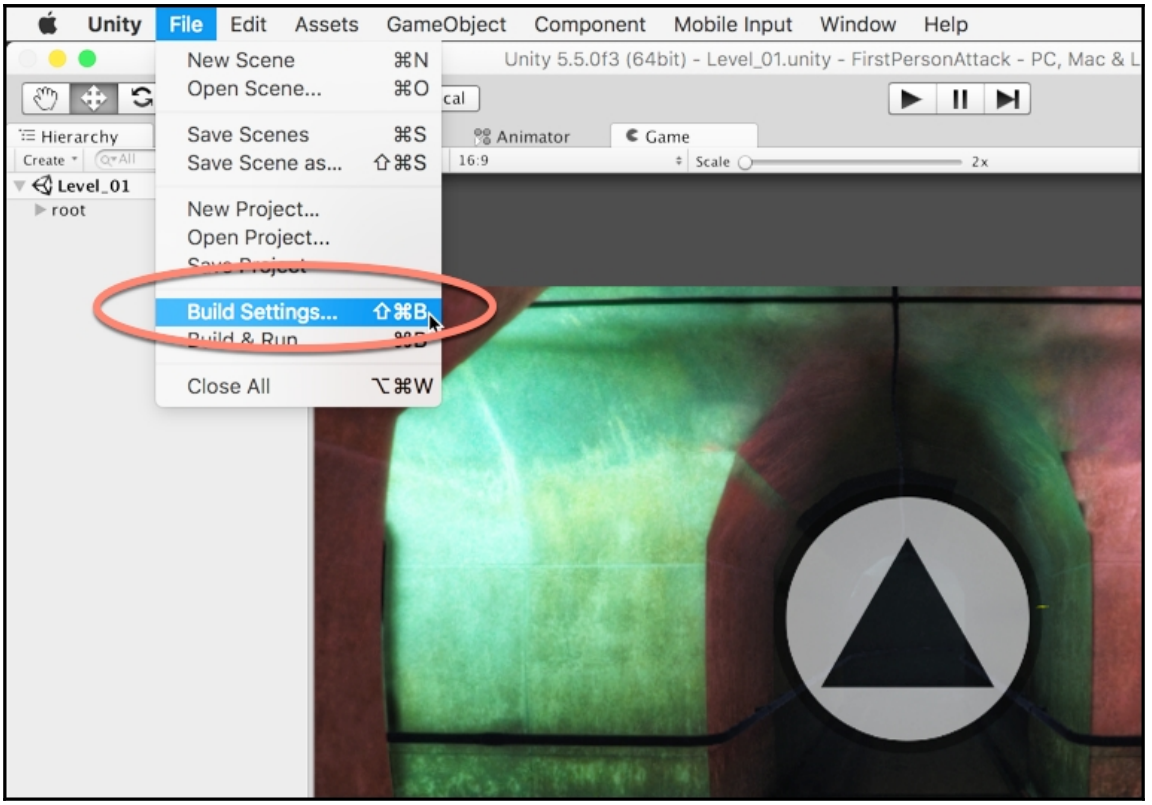
PlayerController ▸ FixedUpdate ()

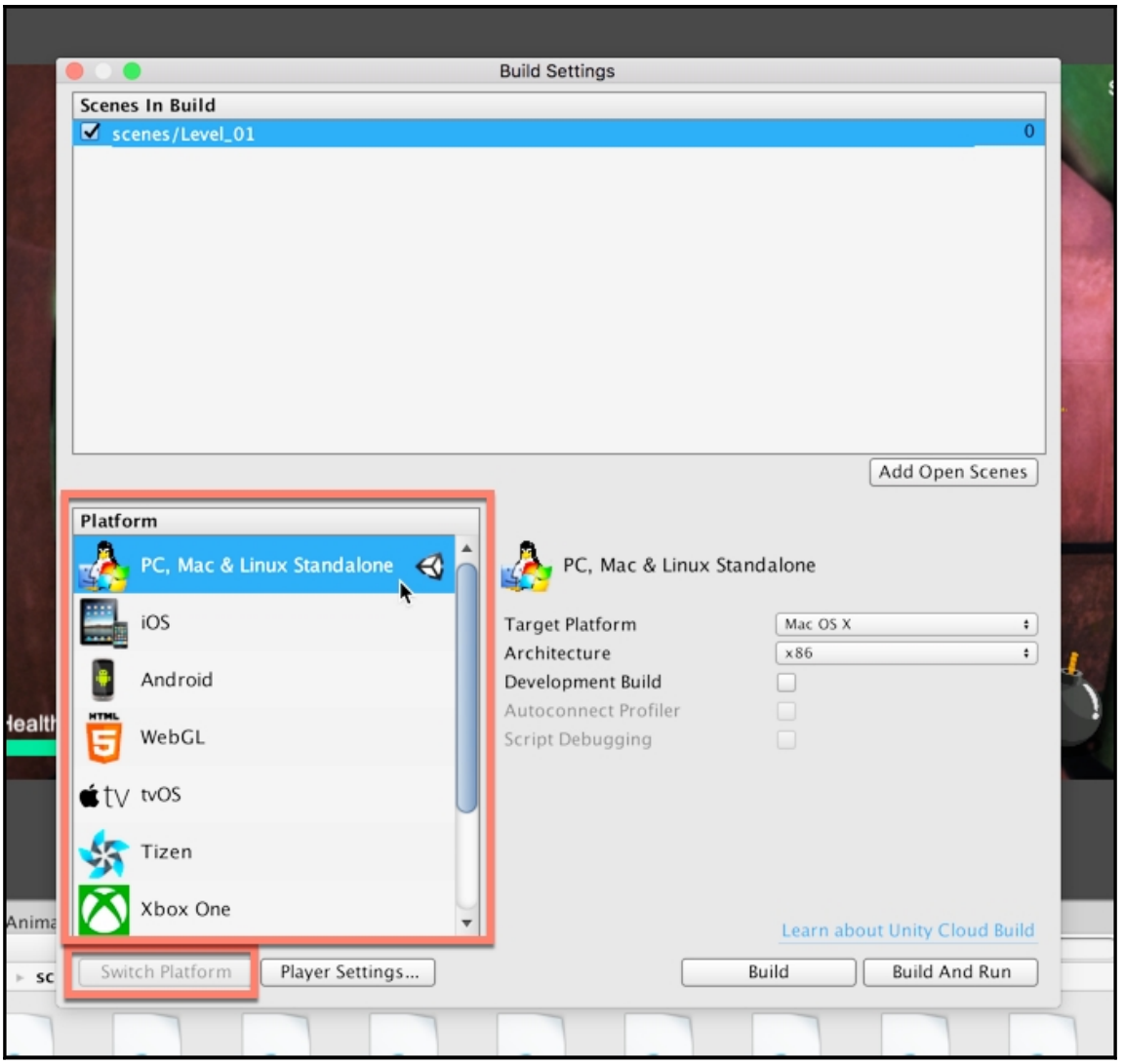
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerController : MonoBehaviour
{
    private Transform ThisTransform = null;
    private CharacterController ThisController = null;

    public float Speed = 2f;
    public float RotSpeed = 90f;

    // Use this for initialization
    void Awake ()
    {
        ThisTransform = GetComponent<Transform> ();
        ThisController = GetComponent<CharacterController> ();
    }

    // Update is called once per frame
    void FixedUpdate ()
    {
        float Vert = Input.GetAxis ("Vertical");
        float Horz = Input.GetAxis ("Horizontal");

        ThisTransform.Rotate (0,RotSpeed * Horz * Time.deltaTime,0);

        //ThisTransform.position += ThisTransform.forward * Speed * Vert * Time.deltaTime;
        ThisController.SimpleMove(ThisTransform.forward * Speed * Vert);

        if (Input.GetKeyDown (KeyCode.Space))
        {
            DebugManager.PrintMessage ("hello");
        }
    }
}
```

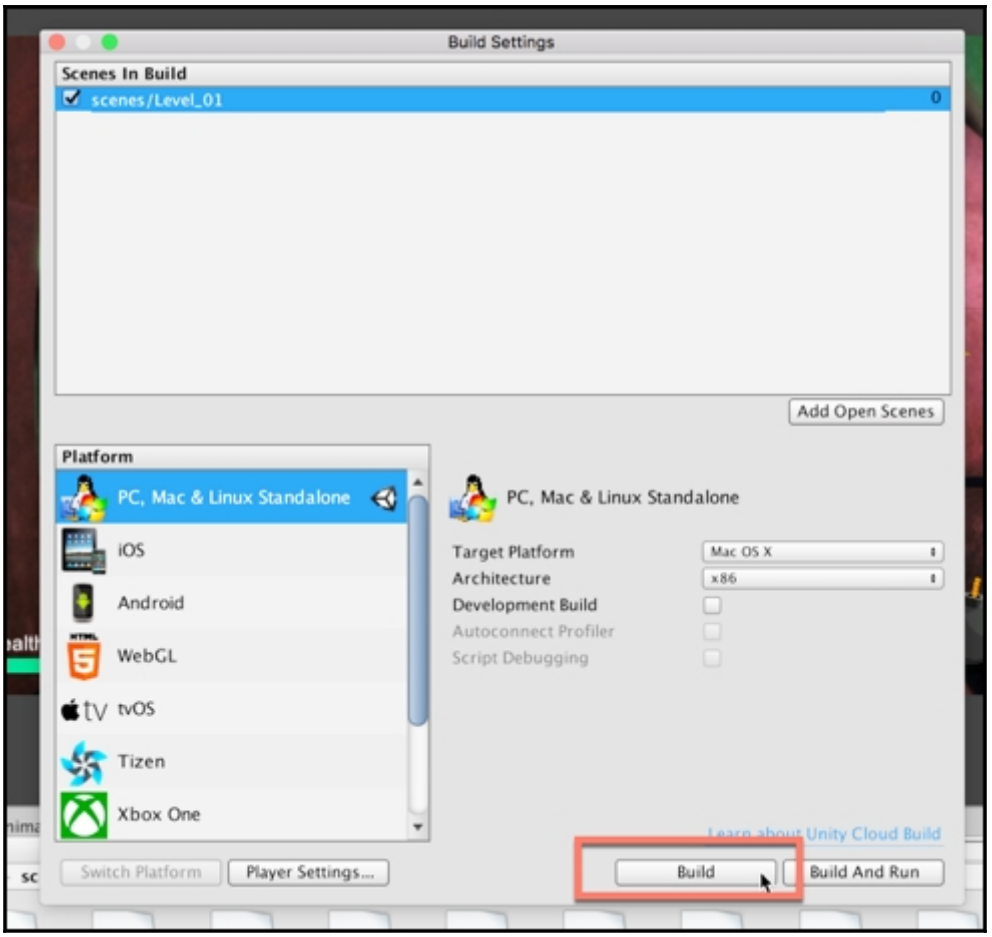

Inspector
Lighting
Cursor Hotspot
X 0
Y 0
Settings for PC, Mac & Linux Standalone
Resolution and Presentation
Icon
Splash Image
Other Settings
Rendering
Color Space*
Gamma
Auto Graphics API for Wind
Auto Graphics API for Mac
Static Batching
Dynamic Batching
GPU Skinning*
Graphics Jobs (Experimenta
Virtual Reality Supported
Configuration
Scripting Backend
Mono2x
Disable HW Statistics
Scripting Define Symbols
CROSS_PLATFORM_INPUT;DEBUG_MANAGER
Optimization
Api Compatibility Level
.NET 2.0 Subset
Prebake Collision Meshes
Preload Shaders
Preloaded Assets
Vertex Compression
Mixed ...
Optimize Mesh Data*

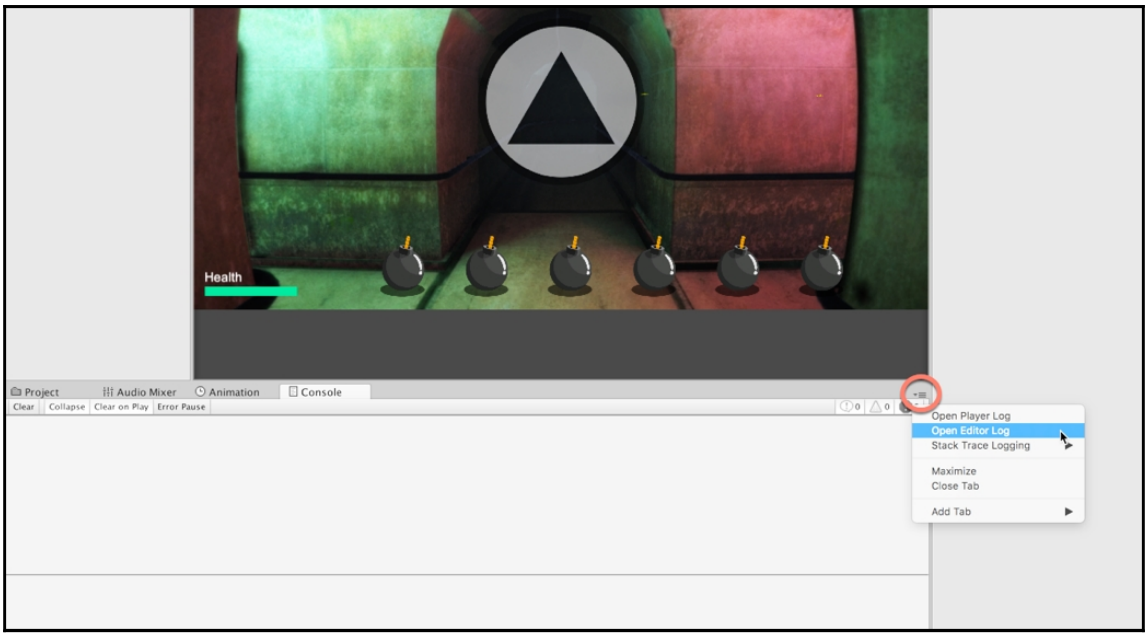
PlayerController ▸ FixedUpdate ()

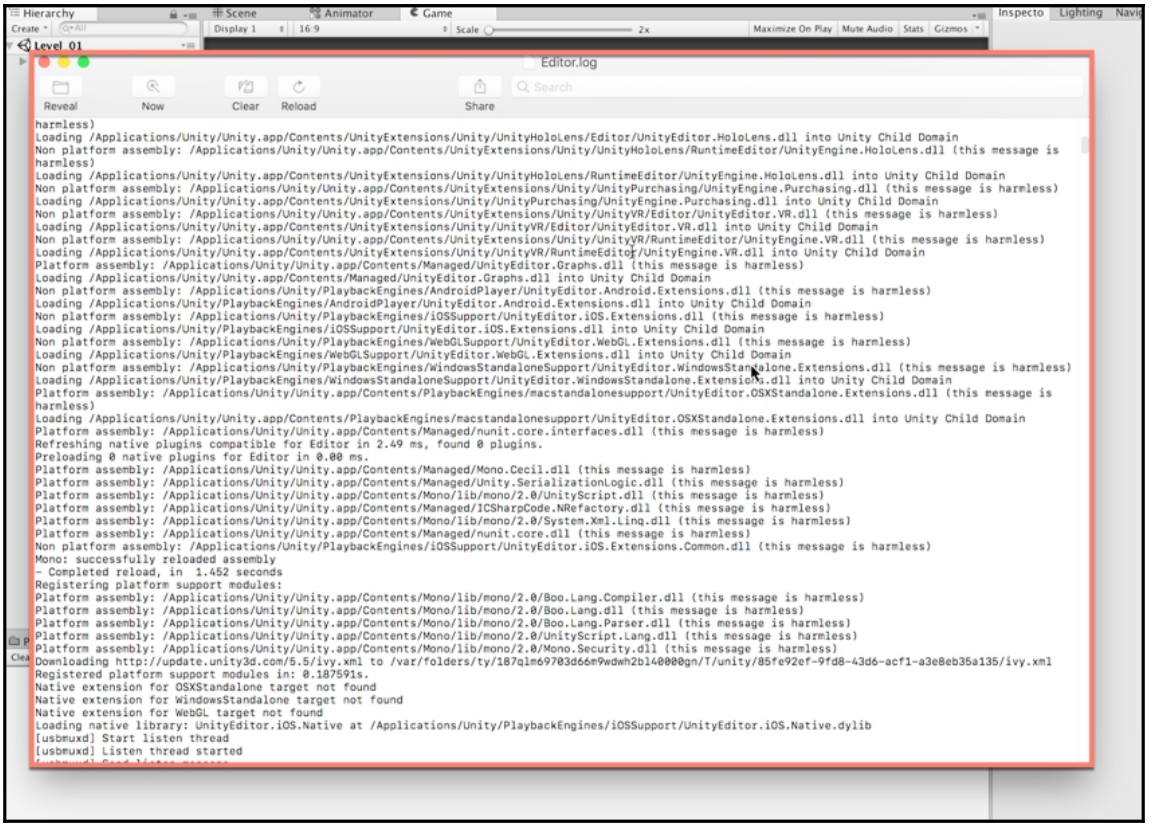
```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerController : MonoBehaviour
6  {
7      private Transform ThisTransform = null;
8      private CharacterController ThisController = null;
9
10     public float Speed = 2f;
11     public float RotSpeed = 90f;
12
13     // Use this for initialization
14     void Awake ()
15     {
16         ThisTransform = GetComponent<Transform> ();
17         ThisController = GetComponent<CharacterController> ();
18     }
19
20     // Update is called once per frame
21     void FixedUpdate ()
22     {
23         float Vert = Input.GetAxis ("Vertical");
24         float Horz = Input.GetAxis ("Horizontal");
25
26         ThisTransform.Rotate (0,RotSpeed * Horz * Time.deltaTime,0);
27
28         //ThisTransform.position += ThisTransform.forward * Speed * Vert * Time.deltaTime;
29         ThisController.SimpleMove(ThisTransform.forward * Speed * Vert);
30
31         if (Input.GetKeyDown (KeyCode.Space))
32         {
33             DebugManager.PrintMessage ("hello");
34         }
35     }
36 }
37
```

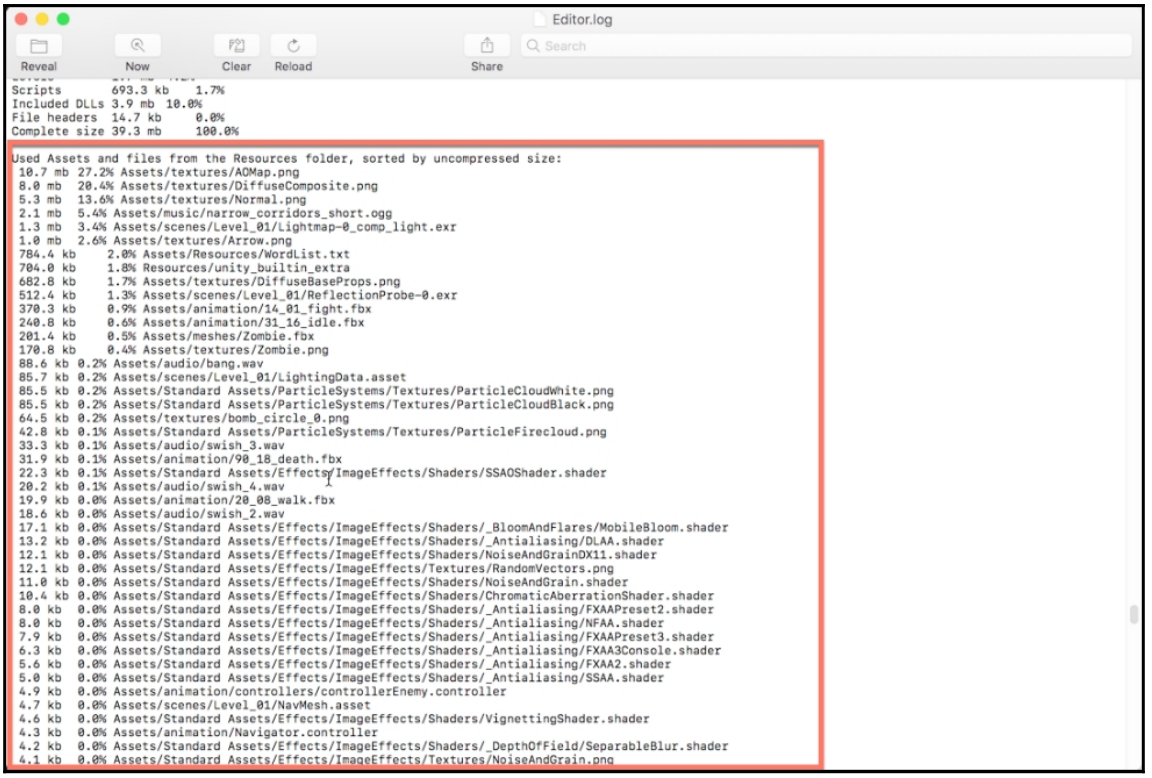

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
New Scene ⌘N
Open Scene... ⌘O
Save Scenes ⌘S
Save Scene as... ⇧⌘S
New Project...
Open Project...
Build Settings... ⇧⌘B
Close All ⌥⌘W
Unity 5.5.0f3 (64bit) - Level_01.unity - FirstPersonAttack - PC, Mac & L
Hierarchy
Create
Level_01
root
Animator
Game
16:9
Scale
2x

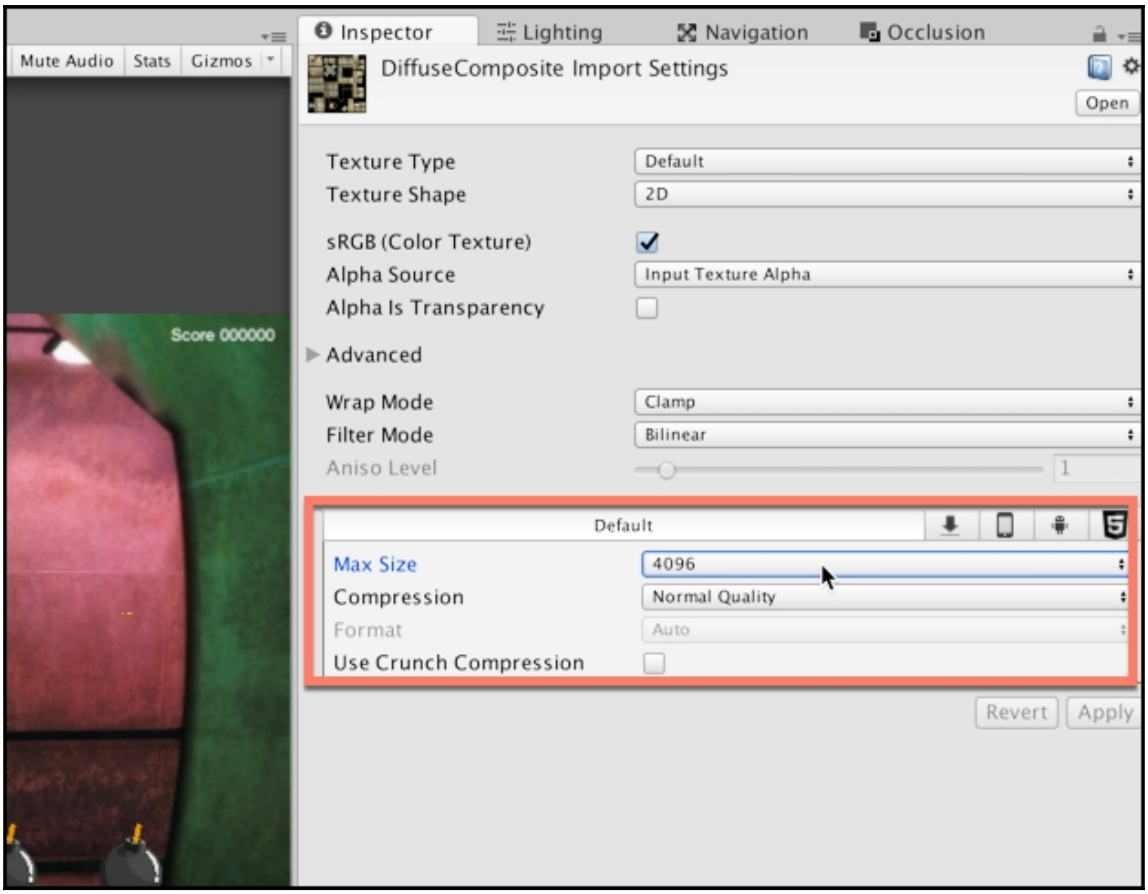

Build Settings
Scenes In Build
scenes/Level_01
0
Add Open Scenes
Platform
PC, Mac & Linux Standalone
iOS
Android
WebGL
tvOS
Tizen
Xbox One
PC, Mac & Linux Standalone
Target Platform
Mac OS X
Architecture
x86
Development Build
Autoconnect Profiler
Script Debugging
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run

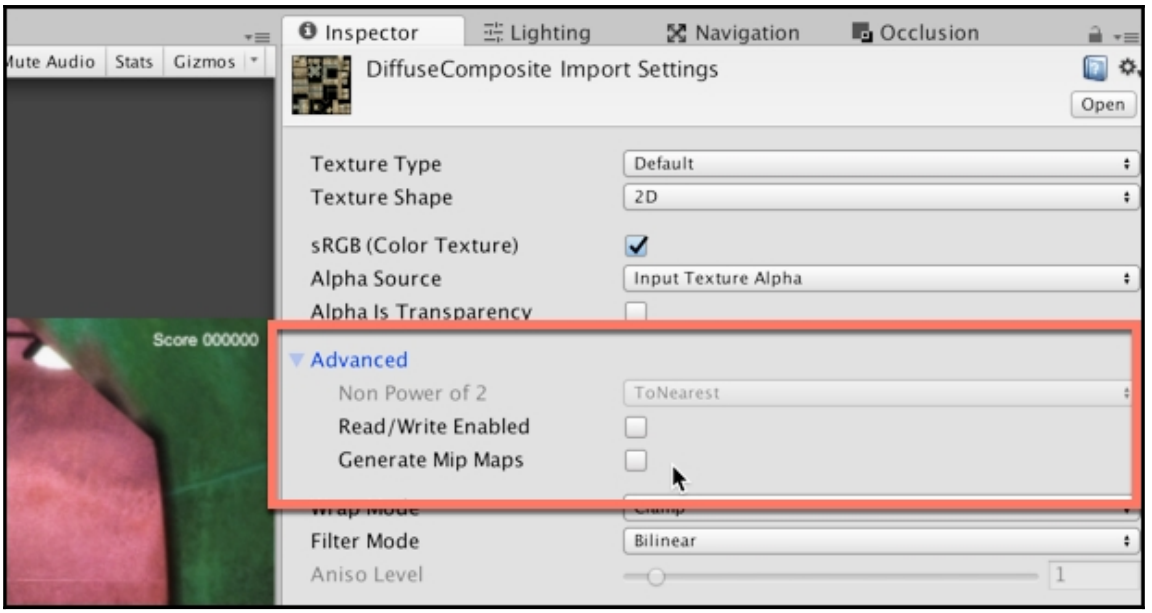

Build Settings
Scenes In Build
scenes/Level_01
0
Add Open Scenes
Platform
PC, Mac & Linux Standalone
iOS
Android
WebGL
tvOS
Tizen
Xbox One
PC, Mac & Linux Standalone
Target Platform
Mac OS X
Architecture
x86
Development Build
Autoconnect Profiler
Script Debugging
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run

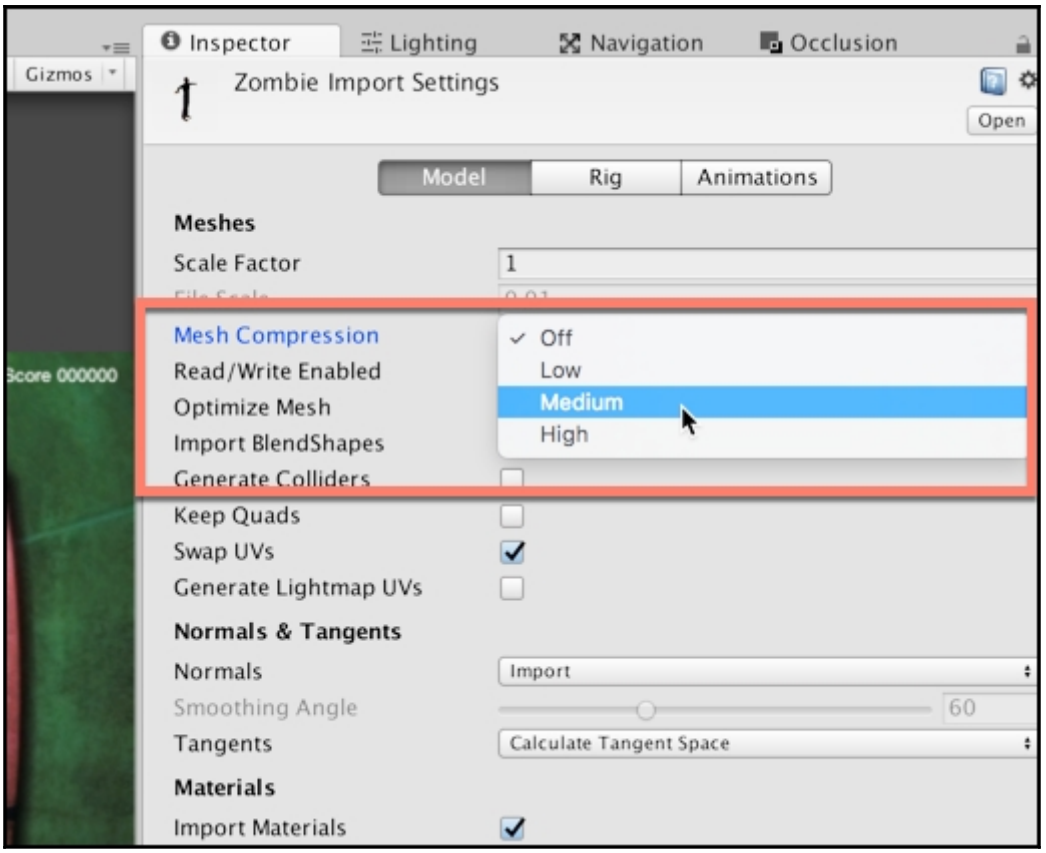

Health
Project
Audio Mixer
Animation
Console
Clear
Collapse
Clear on Play
Error Pause
Open Player Log
Open Editor Log
Stack Trace Logging
Maximize
Close Tab
Add Tab

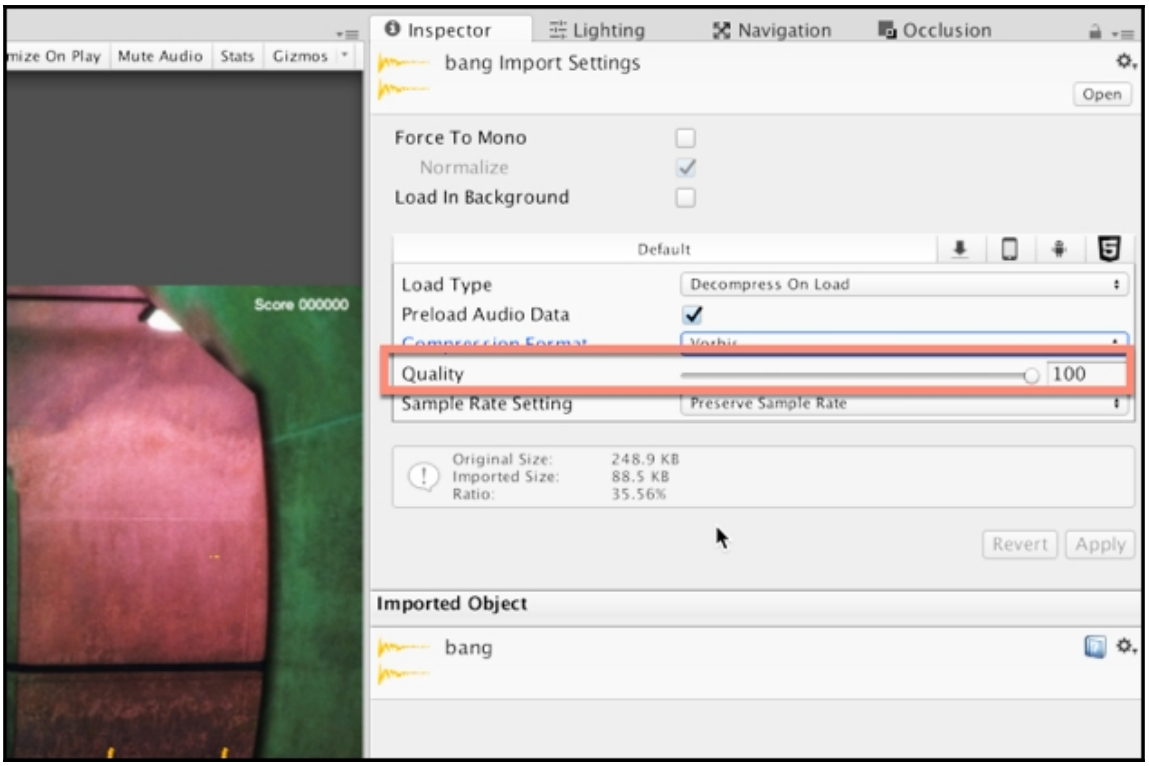

Hierarchy
Scene
Animator
Game
Inspecto
Lighting
Navi
Create
Display 1
16:9
Scale
2x
Maximize On Play
Mute Audio
Stats
Gizmos
Level_01
Editor.log
Reveal
Now
Clear
Reload
Share
Search
harmless)
Loading /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/UnityHoloLens/Editor/UnityEditor.HoloLens.dll into Unity Child Domain
Non platform assembly: /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/UnityHoloLens/RuntimeEditor/UnityEngine.HoloLens.dll (this message is harmless)
Loading /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/UnityHoloLens/RuntimeEditor/UnityEngine.HoloLens.dll into Unity Child Domain
Non platform assembly: /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/UnityPurchasing/UnityEngine.Purchasing.dll (this message is harmless)
Loading /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/UnityPurchasing/UnityEngine.Purchasing.dll into Unity Child Domain
Non platform assembly: /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/UnityVR/Editor/UnityEditor.VR.dll (this message is harmless)
Loading /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/UnityVR/Editor/UnityEditor.VR.dll into Unity Child Domain
Non platform assembly: /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/UnityVR/RuntimeEditor/UnityEngine.VR.dll (this message is harmless)
Loading /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/UnityVR/RuntimeEditor/UnityEngine.VR.dll into Unity Child Domain
Platform assembly: /Applications/Unity/Unity.app/Contents/Managed/UnityEditor.Graphs.dll (this message is harmless)
Loading /Applications/Unity/Unity.app/Contents/Managed/UnityEditor.Graphs.dll into Unity Child Domain
Non platform assembly: /Applications/Unity/PlaybackEngines/AndroidPlayer/UnityEditor.Android.Extensions.dll (this message is harmless)
Loading /Applications/Unity/PlaybackEngines/AndroidPlayer/UnityEditor.Android.Extensions.dll into Unity Child Domain
Non platform assembly: /Applications/Unity/PlaybackEngines/iOSSupport/UnityEditor.iOS.Extensions.dll (this message is harmless)
Loading /Applications/Unity/PlaybackEngines/iOSSupport/UnityEditor.iOS.Extensions.dll into Unity Child Domain
Non platform assembly: /Applications/Unity/PlaybackEngines/WebGLSupport/UnityEditor.WebGL.Extensions.dll (this message is harmless)
Loading /Applications/Unity/PlaybackEngines/WebGLSupport/UnityEditor.WebGL.Extensions.dll into Unity Child Domain
Non platform assembly: /Applications/Unity/PlaybackEngines/WindowsStandaloneSupport/UnityEditor.WindowsStandalone.Extensions.dll (this message is harmless)
Loading /Applications/Unity/PlaybackEngines/WindowsStandaloneSupport/UnityEditor.WindowsStandalone.Extensions.dll into Unity Child Domain
Platform assembly: /Applications/Unity/Unity.app/Contents/PlaybackEngines/macstandalonesupport/UnityEditor.OSXStandalone.Extensions.dll (this message is harmless)
Loading /Applications/Unity/Unity.app/Contents/PlaybackEngines/macstandalonesupport/UnityEditor.OSXStandalone.Extensions.dll into Unity Child Domain
Platform assembly: /Applications/Unity/Unity.app/Contents/Managed/nunit.core.interfaces.dll (this message is harmless)
Refreshing native plugins compatible for Editor in 2.49 ms, found 0 plugins.
Preloading 0 native plugins for Editor in 0.00 ms.
Platform assembly: /Applications/Unity/Unity.app/Contents/Managed/Mono.Cecil.dll (this message is harmless)
Platform assembly: /Applications/Unity/Unity.app/Contents/Managed/Unity.SerializationLogic.dll (this message is harmless)
Platform assembly: /Applications/Unity/Unity.app/Contents/Mono/lib/mono/2.0/UnityScript.dll (this message is harmless)
Platform assembly: /Applications/Unity/Unity.app/Contents/Managed/ICSharpCode.NRefactory.dll (this message is harmless)
Platform assembly: /Applications/Unity/Unity.app/Contents/Mono/lib/mono/2.0/System.Xml.Linq.dll (this message is harmless)
Platform assembly: /Applications/Unity/Unity.app/Contents/Managed/nunit.core.dll (this message is harmless)
Non platform assembly: /Applications/Unity/PlaybackEngines/iOSSupport/UnityEditor.iOS.Extensions.Common.dll (this message is harmless)
Mono: successfully reloaded assembly
- Completed reload, in 1.452 seconds
Registering platform support modules:
Platform assembly: /Applications/Unity/Unity.app/Contents/Mono/lib/mono/2.0/Boo.Lang.Compiler.dll (this message is harmless)
Platform assembly: /Applications/Unity/Unity.app/Contents/Mono/lib/mono/2.0/Boo.Lang.dll (this message is harmless)
Platform assembly: /Applications/Unity/Unity.app/Contents/Mono/lib/mono/2.0/Boo.Lang.Parser.dll (this message is harmless)
Platform assembly: /Applications/Unity/Unity.app/Contents/Mono/lib/mono/2.0/UnityScript.Lang.dll (this message is harmless)
Platform assembly: /Applications/Unity/Unity.app/Contents/Mono/lib/mono/2.0/Mono.Security.dll (this message is harmless)
Downloading http://update.unity3d.com/5.5/ivy.xml to /var/folders/ty/187qlm69703d66m9wdwh2bl40000gn/T/unity/85fe92ef-9fd8-43d6-acf1-a3e8eb35a135/ivy.xml
Registered platform support modules in: 0.187591s.
Native extension for OSXStandalone target not found
Native extension for WindowsStandalone target not found
Native extension for WebGL target not found
Loading native library: UnityEditor.iOS.Native at /Applications/Unity/PlaybackEngines/iOSSupport/UnityEditor.iOS.Native.dylib
[usbmuxd] Start listen thread
[usbmuxd] Listen thread started

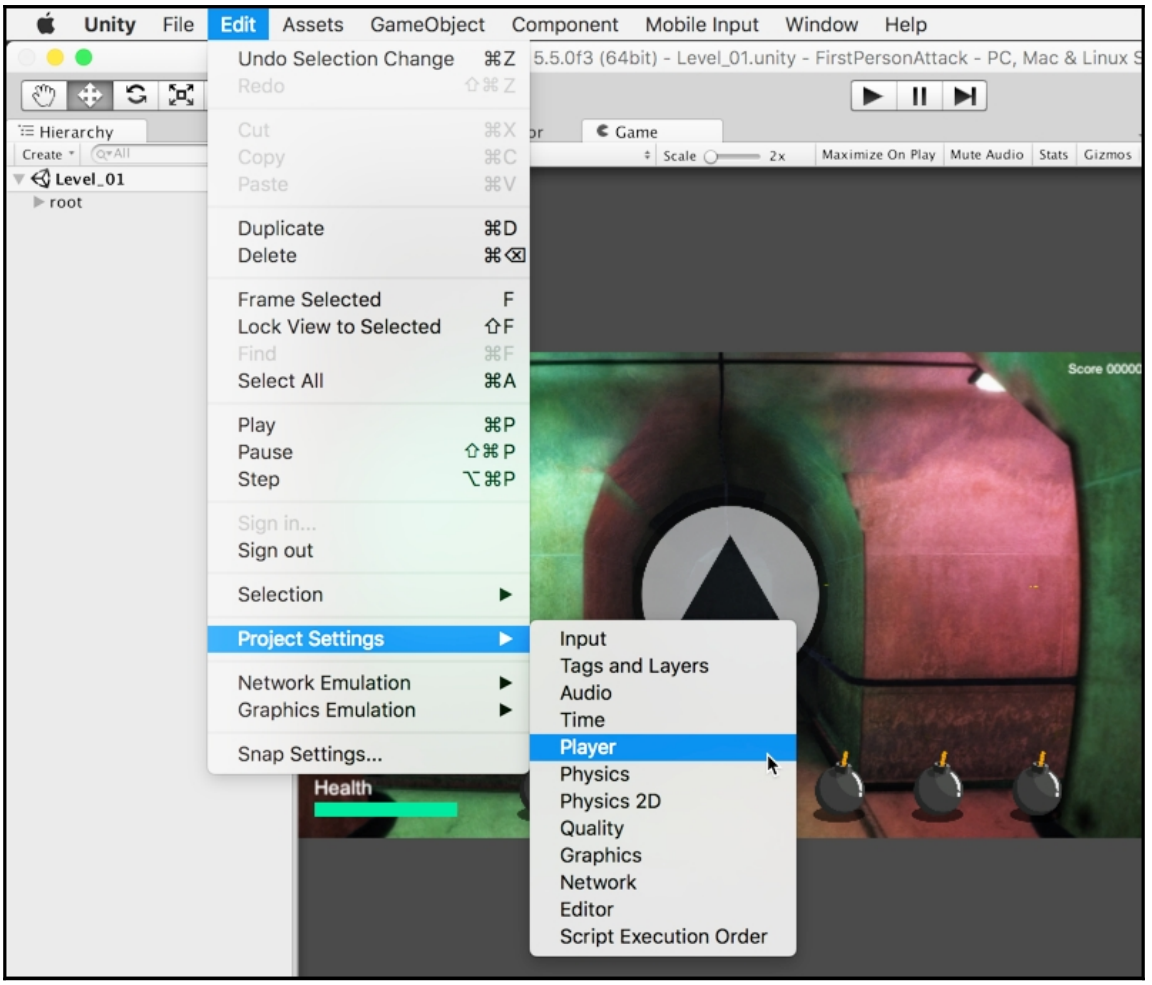

Editor.log
Reveal
Now
Clear
Reload
Share
Search
Scripts 693.3 kb 1.7%
Included DLLs 3.9 mb 10.0%
File headers 14.7 kb 0.0%
Complete size 39.3 mb 100.0%
Used Assets and files from the Resources folder, sorted by uncompressed size:
10.7 mb 27.2% Assets/textures/AOMap.png
8.0 mb 20.4% Assets/textures/DiffuseComposite.png
5.3 mb 13.6% Assets/textures/Normal.png
2.1 mb 5.4% Assets/music/narrow_corridors_short.ogg
1.3 mb 3.4% Assets/scenes/Level_01/Lightmap-0_comp_light.exr
1.0 mb 2.6% Assets/textures/Arrow.png
784.4 kb 2.0% Assets/Resources/WordList.txt
704.0 kb 1.8% Resources/unity_builtin_extra
682.8 kb 1.7% Assets/textures/DiffuseBaseProps.png
512.4 kb 1.3% Assets/scenes/Level_01/ReflectionProbe-0.exr
370.3 kb 0.9% Assets/animation/14_01_fight.fbx
240.8 kb 0.6% Assets/animation/31_16_idle.fbx
201.4 kb 0.5% Assets/meshes/Zombie.fbx
170.8 kb 0.4% Assets/textures/Zombie.png
88.6 kb 0.2% Assets/audio/bang.wav
85.7 kb 0.2% Assets/scenes/Level_01/LightingData.asset
85.5 kb 0.2% Assets/Standard Assets/ParticleSystems/Textures/ParticleCloudWhite.png
85.5 kb 0.2% Assets/Standard Assets/ParticleSystems/Textures/ParticleCloudBlack.png
64.5 kb 0.2% Assets/textures/bomb_circle_0.png
42.8 kb 0.1% Assets/Standard Assets/ParticleSystems/Textures/ParticleFirecloud.png
33.3 kb 0.1% Assets/audio/swish_3.wav
31.9 kb 0.1% Assets/animation/90_18_death.fbx
22.3 kb 0.1% Assets/Standard Assets/Effects/ImageEffects/Shaders/SSAOShader.shader
20.2 kb 0.1% Assets/audio/swish_4.wav
19.9 kb 0.0% Assets/animation/20_08_walk.fbx
18.6 kb 0.0% Assets/audio/swish_2.wav
17.1 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/_BloomAndFlares/MobileBloom.shader
13.2 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/_Antialiasing/DLAA.shader
12.1 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/NoiseAndGrainDX11.shader
12.1 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Textures/RandomVectors.png
11.0 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/NoiseAndGrain.shader
10.4 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/ChromaticAberrationShader.shader
8.0 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/_Antialiasing/FXAAPreset2.shader
8.0 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/_Antialiasing/NFAA.shader
7.9 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/_Antialiasing/FXAAPreset3.shader
6.3 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/_Antialiasing/FXAA3Console.shader
5.6 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/_Antialiasing/FXAA2.shader
5.0 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/_Antialiasing/SSAA.shader
4.9 kb 0.0% Assets/animation/controllers/controllerEnemy.controller
4.7 kb 0.0% Assets/scenes/Level_01/NavMesh.asset
4.6 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/VignettingShader.shader
4.3 kb 0.0% Assets/animation/Navigator.controller
4.2 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/_DepthOfField/SeparableBlur.shader
4.1 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Textures/NoiseAndGrain.png

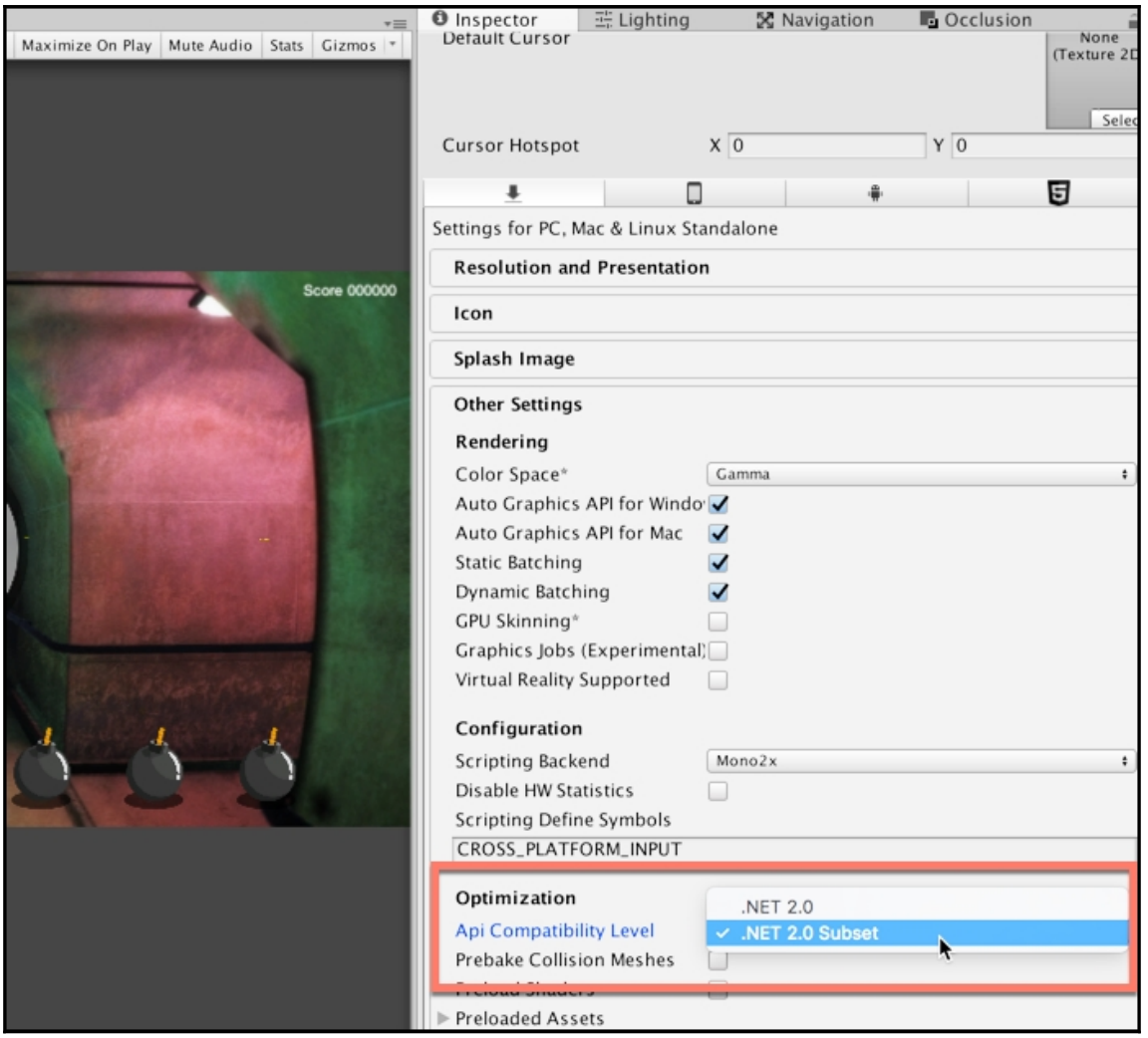

Mute Audio
Stats
Gizmos
Score 000000
Inspector
Lighting
Navigation
Occlusion
DiffuseComposite Import Settings
Open
Texture Type
Default
Texture Shape
2D
sRGB (Color Texture)
Alpha Source
Input Texture Alpha
Alpha Is Transparency
Advanced
Wrap Mode
Clamp
Filter Mode
Bilinear
Aniso Level
1
Default
Max Size
4096
Compression
Normal Quality
Format
Auto
Use Crunch Compression
Revert
Apply

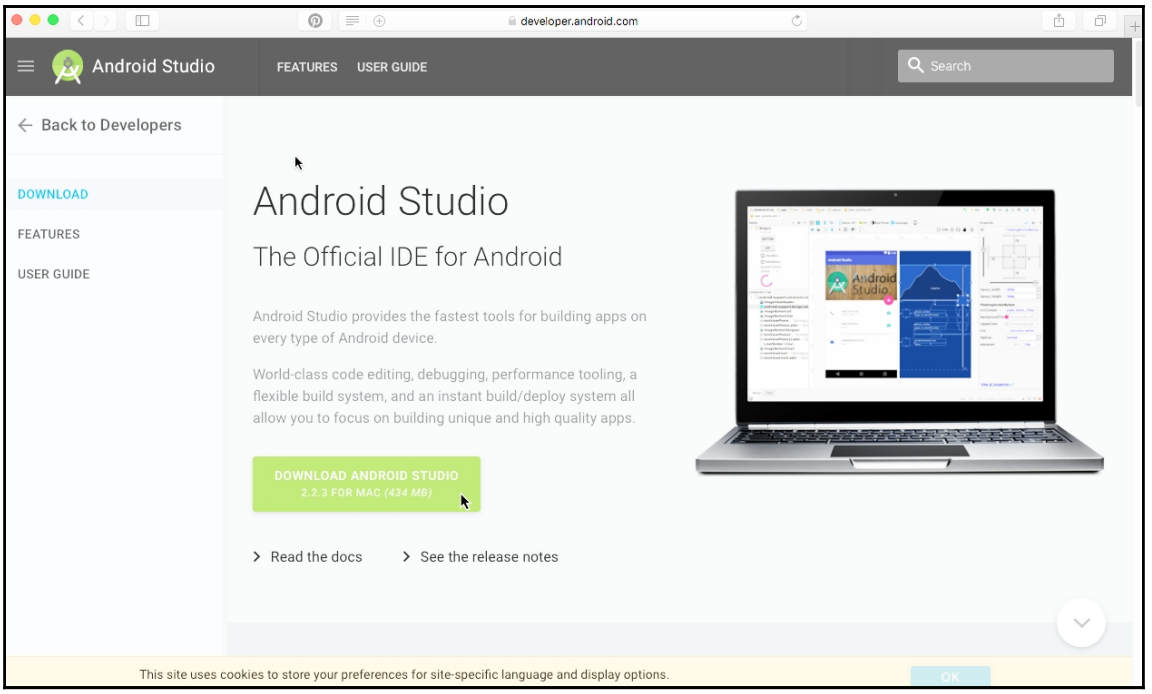

Mute Audio
Stats
Gizmos
Score 000000
Inspector
Lighting
Navigation
Occlusion
DiffuseComposite Import Settings
Open
Texture Type
Default
Texture Shape
2D
sRGB (Color Texture)
Alpha Source
Input Texture Alpha
Alpha Is Transparency
Advanced
Non Power of 2
ToNearest
Read/Write Enabled
Generate Mip Maps
Filter Mode
Bilinear
Aniso Level
1

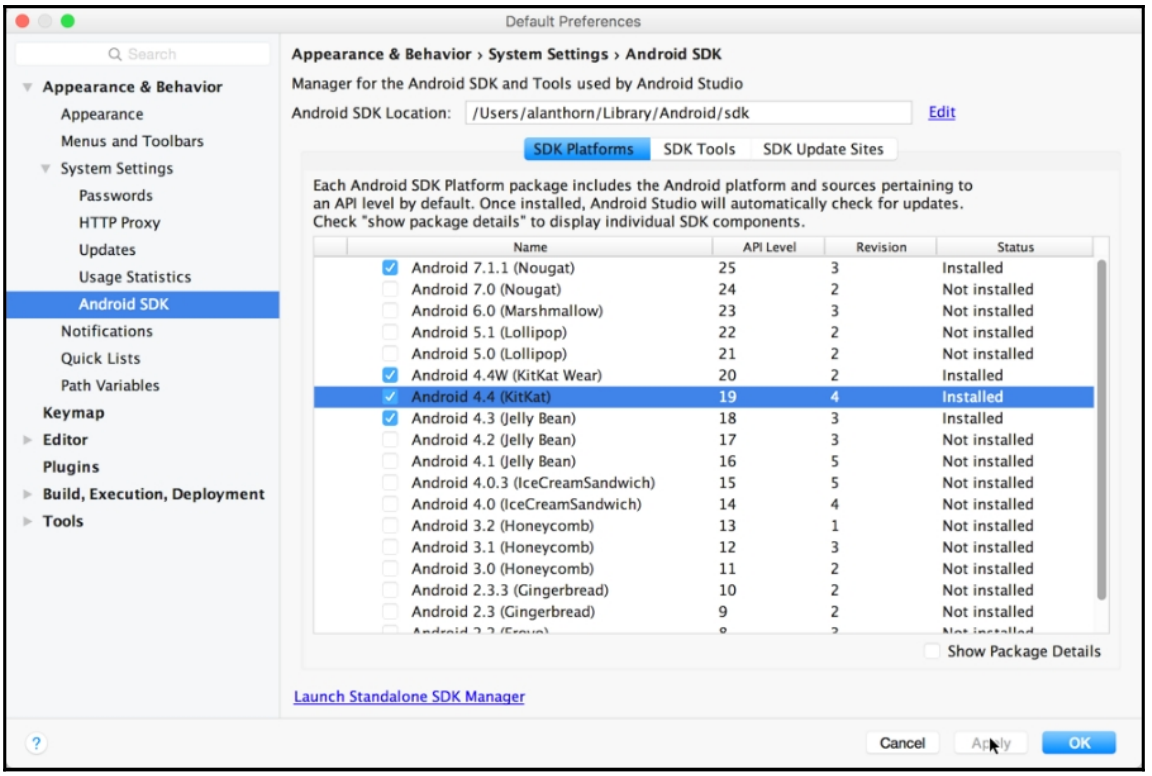

Inspector
Lighting
Navigation
Occlusion
Gizmos
Zombie Import Settings
Open
Model
Rig
Animations
Meshes
Scale Factor
1
Mesh Compression
Read/Write Enabled
Optimize Mesh
Import BlendShapes
Generate Colliders
Off
Low
Medium
High
Keep Quads
Swap UVs
Generate Lightmap UVs
Normals & Tangents
Normals
Import
Smoothing Angle
60
Tangents
Calculate Tangent Space
Materials
Import Materials
Score 000000

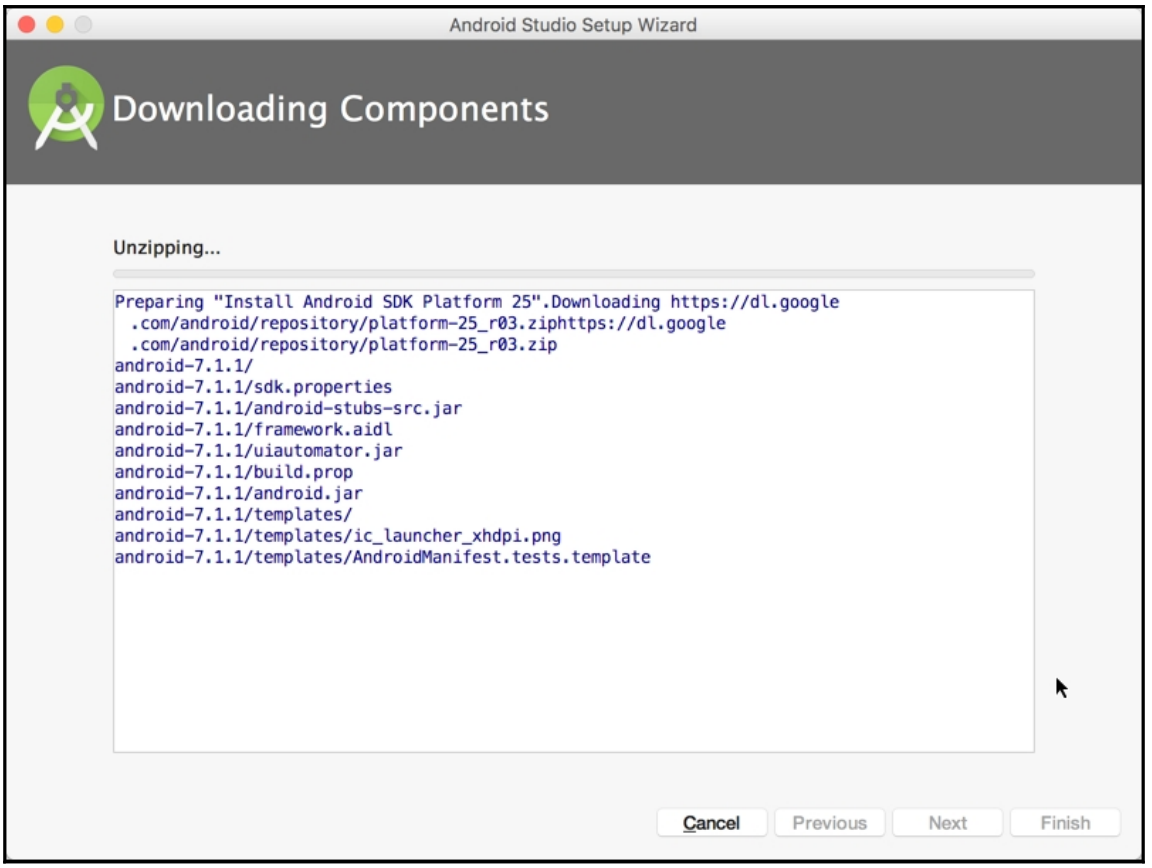

mize On Play
Mute Audio
Stats
Gizmos
Score 000000
Inspector
Lighting
Navigation
Occlusion
bang Import Settings
Open
Force To Mono
Normalize
Load In Background
Default
Load Type
Decompress On Load
Preload Audio Data
Quality
100
Sample Rate Setting
Preserve Sample Rate
Original Size: 248.9 KB
Imported Size: 88.5 KB
Ratio: 35.56%
Revert
Apply
Imported Object
bang

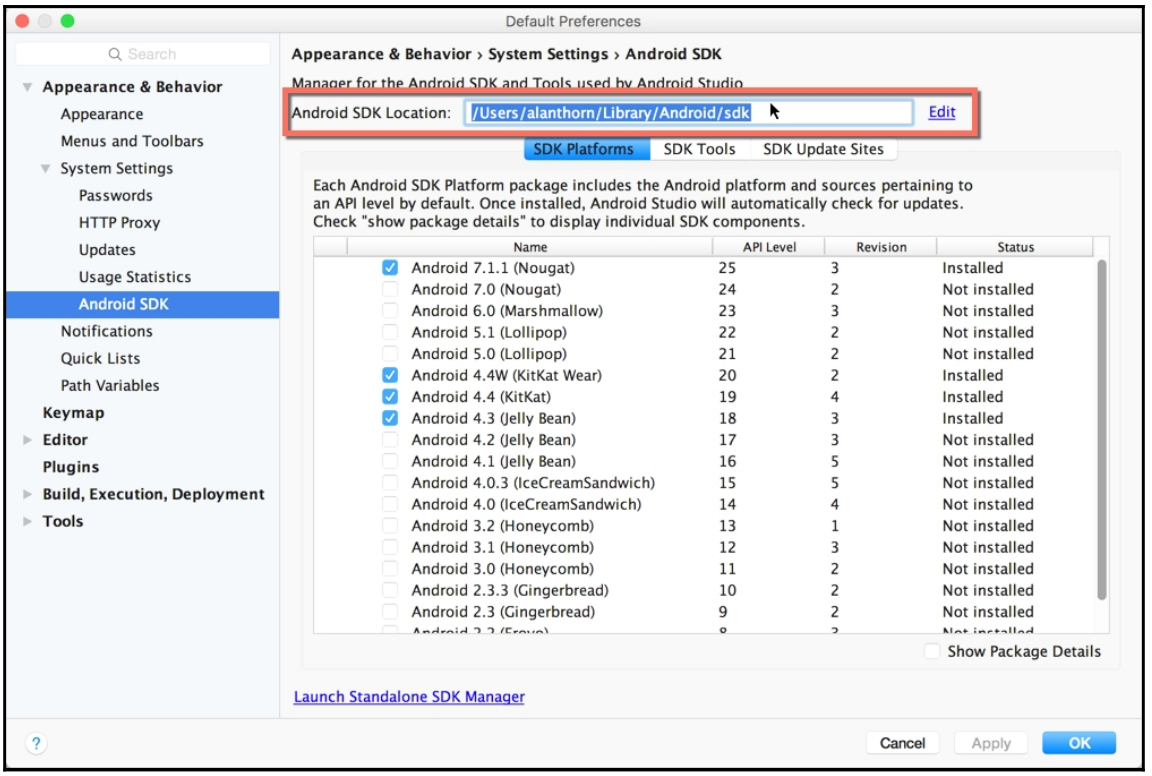

Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Undo Selection Change ⌘Z
Redo ⇧⌘Z
Cut ⌘X
Copy ⌘C
Paste ⌘V
Duplicate ⌘D
Delete ⌘⌫
Frame Selected F
Lock View to Selected ⇧F
Find ⌘F
Select All ⌘A
Play ⌘P
Pause ⇧⌘P
Step ⌥⌘P
Sign in...
Sign out
Selection
Project Settings
Network Emulation
Graphics Emulation
Snap Settings...
Input
Tags and Layers
Audio
Time
Player
Physics
Physics 2D
Quality
Graphics
Network
Editor
Script Execution Order
Hierarchy
Create
Level_01
root
Game
Scale
2x
Maximize On Play
Mute Audio
Stats
Gizmos
Score 00000
Health


Maximize On Play
Mute Audio
Stats
Gizmos
Score 000000
Inspector
Lighting
Navigation
Occlusion
Default Cursor
None (Texture 2D
Cursor Hotspot
X 0
Y 0
Settings for PC, Mac & Linux Standalone
Resolution and Presentation
Icon
Splash Image
Other Settings
Rendering
Color Space*
Gamma
Auto Graphics API for Windo
Auto Graphics API for Mac
Static Batching
Dynamic Batching
GPU Skinning*
Graphics Jobs (Experimental)
Virtual Reality Supported
Configuration
Scripting Backend
Mono2x
Disable HW Statistics
Scripting Define Symbols
CROSS_PLATFORM_INPUT
Optimization
Api Compatibility Level
.NET 2.0
.NET 2.0 Subset
Prebake Collision Meshes
Preloaded Assets


developer.android.com
Android Studio
FEATURES
USER GUIDE
Search
Back to Developers
DOWNLOAD
FEATURES
USER GUIDE
Android Studio
The Official IDE for Android
Android Studio provides the fastest tools for building apps on every type of Android device.
World-class code editing, debugging, performance tooling, a flexible build system, and an instant build/deploy system all allow you to focus on building unique and high quality apps.
DOWNLOAD ANDROID STUDIO
2.2.3 FOR MAC (434 MB)
Read the docs
See the release notes
This site uses cookies to store your preferences for site-specific language and display options.
OK


Default Preferences
Search
Appearance & Behavior
Appearance
Menus and Toolbars
System Settings
Passwords
HTTP Proxy
Updates
Usage Statistics
Android SDK
Notifications
Quick Lists
Path Variables
Keymap
Editor
Plugins
Build, Execution, Deployment
Tools
Appearance & Behavior › System Settings › Android SDK
Manager for the Android SDK and Tools used by Android Studio
Android SDK Location: /Users/alanthorn/Library/Android/sdk
Edit
SDK Platforms
SDK Tools
SDK Update Sites
Each Android SDK Platform package includes the Android platform and sources pertaining to an API level by default. Once installed, Android Studio will automatically check for updates. Check "show package details" to display individual SDK components.
Name
API Level
Revision
Status
Android 7.1.1 (Nougat) 25 3 Installed
Android 7.0 (Nougat) 24 2 Not installed
Android 6.0 (Marshmallow) 23 3 Not installed
Android 5.1 (Lollipop) 22 2 Not installed
Android 5.0 (Lollipop) 21 2 Not installed
Android 4.4W (KitKat Wear) 20 2 Installed
Android 4.4 (KitKat) 19 4 Installed
Android 4.3 (Jelly Bean) 18 3 Installed
Android 4.2 (Jelly Bean) 17 3 Not installed
Android 4.1 (Jelly Bean) 16 5 Not installed
Android 4.0.3 (IceCreamSandwich) 15 5 Not installed
Android 4.0 (IceCreamSandwich) 14 4 Not installed
Android 3.2 (Honeycomb) 13 1 Not installed
Android 3.1 (Honeycomb) 12 3 Not installed
Android 3.0 (Honeycomb) 11 2 Not installed
Android 2.3.3 (Gingerbread) 10 2 Not installed
Android 2.3 (Gingerbread) 9 2 Not installed
Show Package Details
Launch Standalone SDK Manager
Cancel
Apply
OK


Android Studio Setup Wizard
Downloading Components
Unzipping...
Preparing "Install Android SDK Platform 25".Downloading https://dl.google
.com/android/repository/platform-25_r03.ziphttps://dl.google
.com/android/repository/platform-25_r03.zip
android-7.1.1/
android-7.1.1/sdk.properties
android-7.1.1/android-stubs-src.jar
android-7.1.1/framework.aidl
android-7.1.1/uiautomator.jar
android-7.1.1/build.prop
android-7.1.1/android.jar
android-7.1.1/templates/
android-7.1.1/templates/ic_launcher_xhdpi.png
android-7.1.1/templates/AndroidManifest.tests.template
Cancel
Previous
Next
Finish


Default Preferences
Search
Appearance & Behavior
Appearance
Menus and Toolbars
System Settings
Passwords
HTTP Proxy
Updates
Usage Statistics
Android SDK
Notifications
Quick Lists
Path Variables
Keymap
Editor
Plugins
Build, Execution, Deployment
Tools
Appearance & Behavior › System Settings › Android SDK
Manager for the Android SDK and Tools used by Android Studio
Android SDK Location: /Users/alanthorn/Library/Android/sdk
Edit
SDK Platforms
SDK Tools
SDK Update Sites
Each Android SDK Platform package includes the Android platform and sources pertaining to an API level by default. Once installed, Android Studio will automatically check for updates. Check "show package details" to display individual SDK components.
Name
API Level
Revision
Status
Android 7.1.1 (Nougat) 25 3 Installed
Android 7.0 (Nougat) 24 2 Not installed
Android 6.0 (Marshmallow) 23 3 Not installed
Android 5.1 (Lollipop) 22 2 Not installed
Android 5.0 (Lollipop) 21 2 Not installed
Android 4.4W (KitKat Wear) 20 2 Installed
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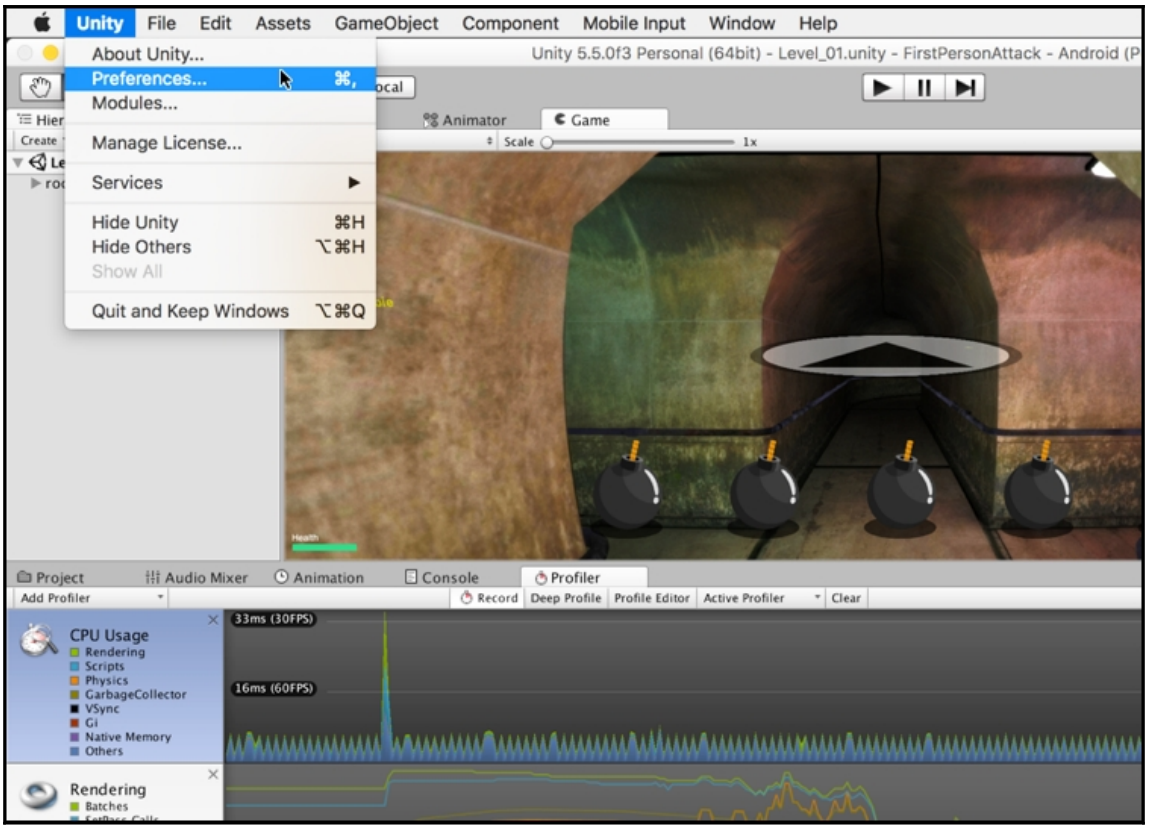
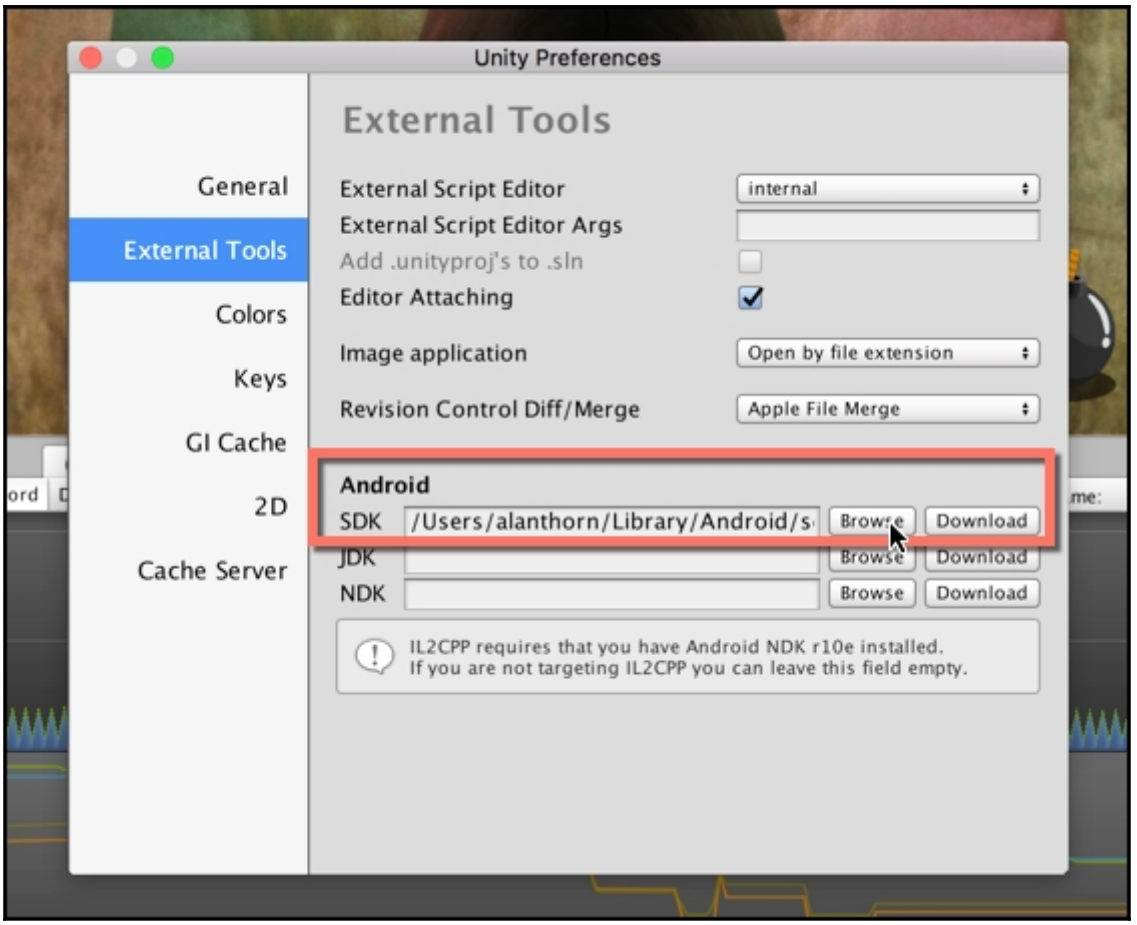
Show Package Details
Launch Standalone SDK Manager
Cancel
Apply
OK


Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
About Unity...
Preferences...
Modules...
Manage License...
Services
Hide Unity
Hide Others
Show All
Quit and Keep Windows
Unity 5.5.0f3 Personal (64bit) - Level_01.unity - FirstPersonAttack - Android (P
Animator
Game
Scale
1x
Project
Audio Mixer
Animation
Console
Profiler
Add Profiler
Record
Deep Profile
Profile Editor
Active Profiler
Clear
CPU Usage
Rendering
Scripts
Physics
GarbageCollector
VSync
GI
Native Memory
Others
33ms (30FPS)
16ms (60FPS)
Rendering
Batches


Unity Preferences
General
External Tools
Colors
Keys
GI Cache
2D
Cache Server
External Tools
External Script Editor
internal
External Script Editor Args
Add .unityproj's to .sln
Editor Attaching
Image application
Open by file extension
Revision Control Diff/Merge
Apple File Merge
Android
SDK
/Users/alanthorn/Library/Android/s
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Download
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NDK
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Download
IL2CPP requires that you have Android NDK r10e installed.
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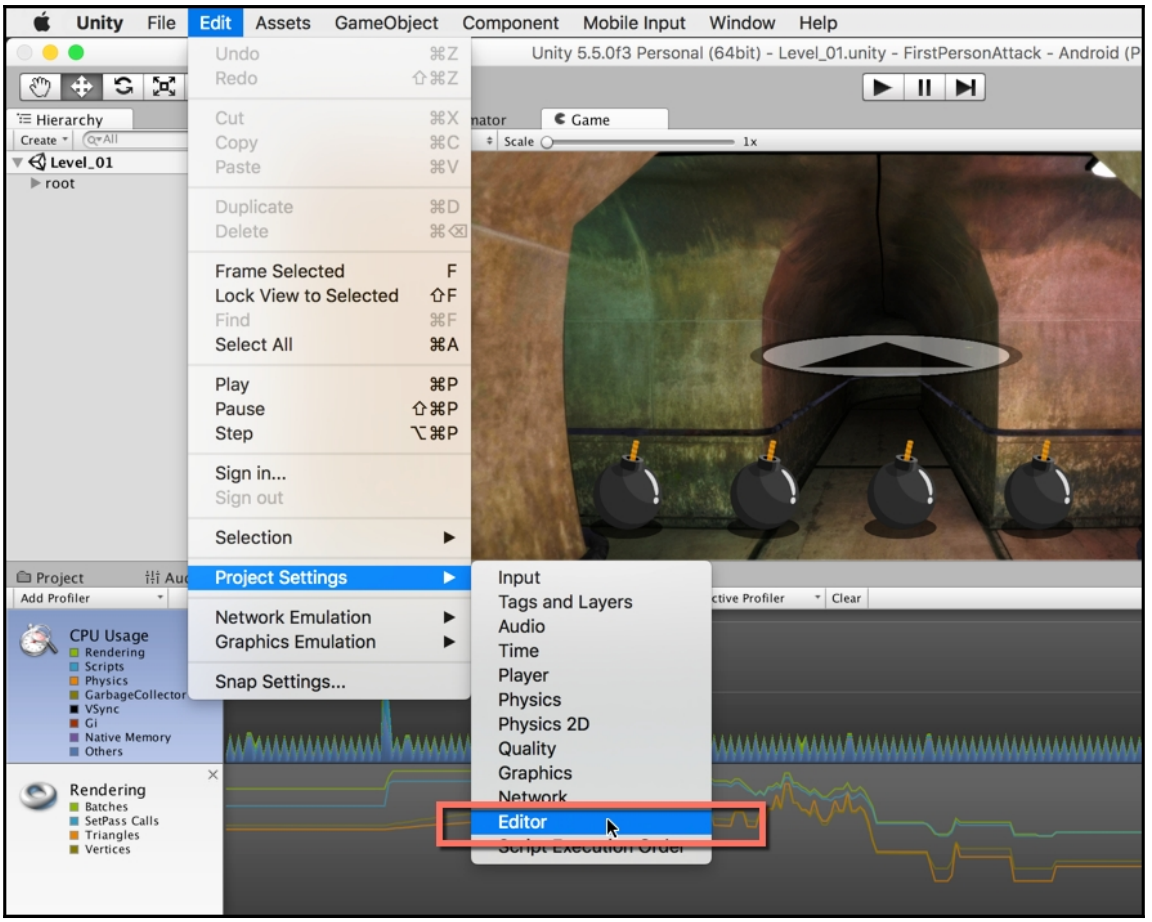
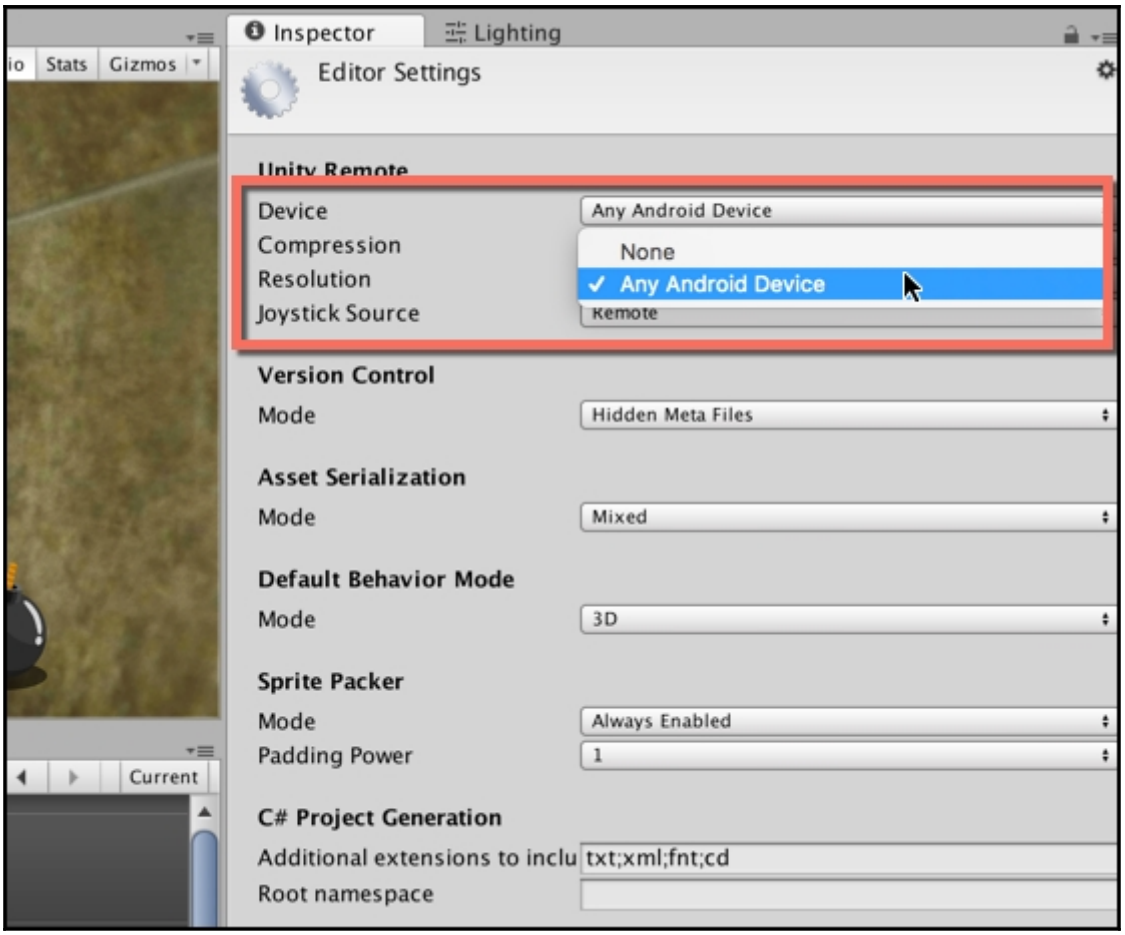
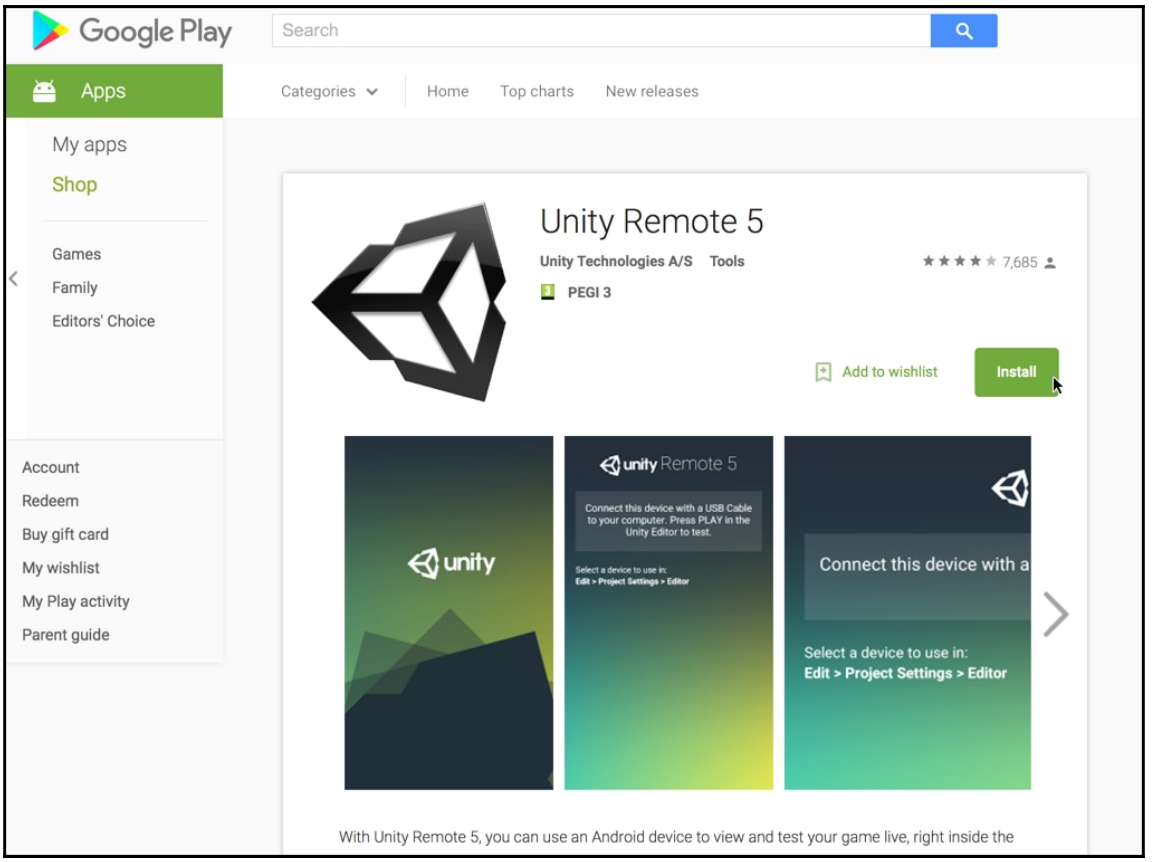
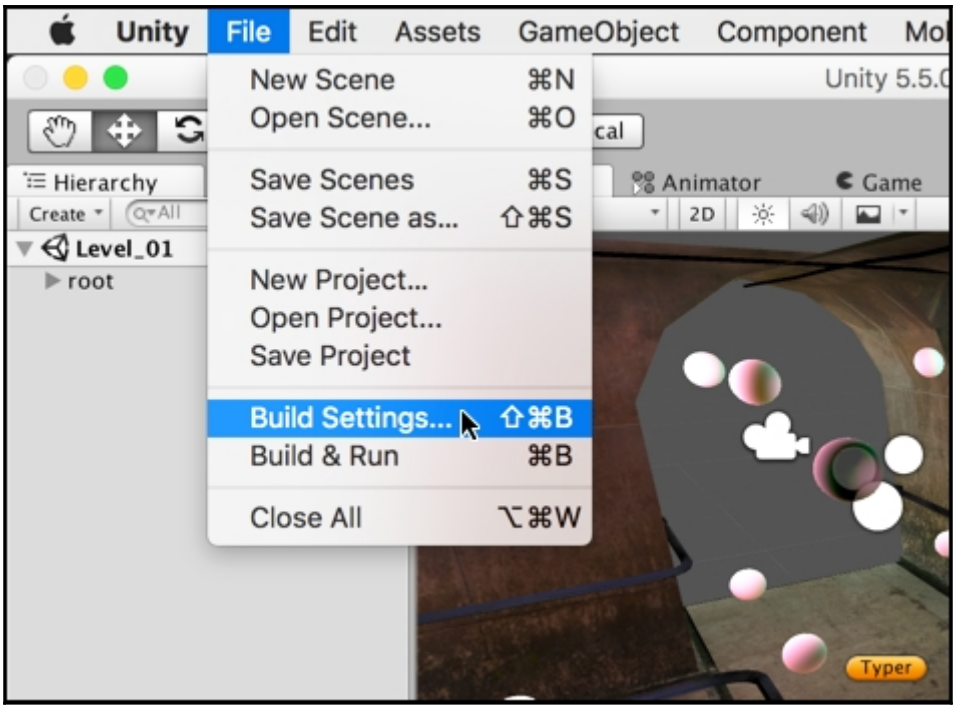
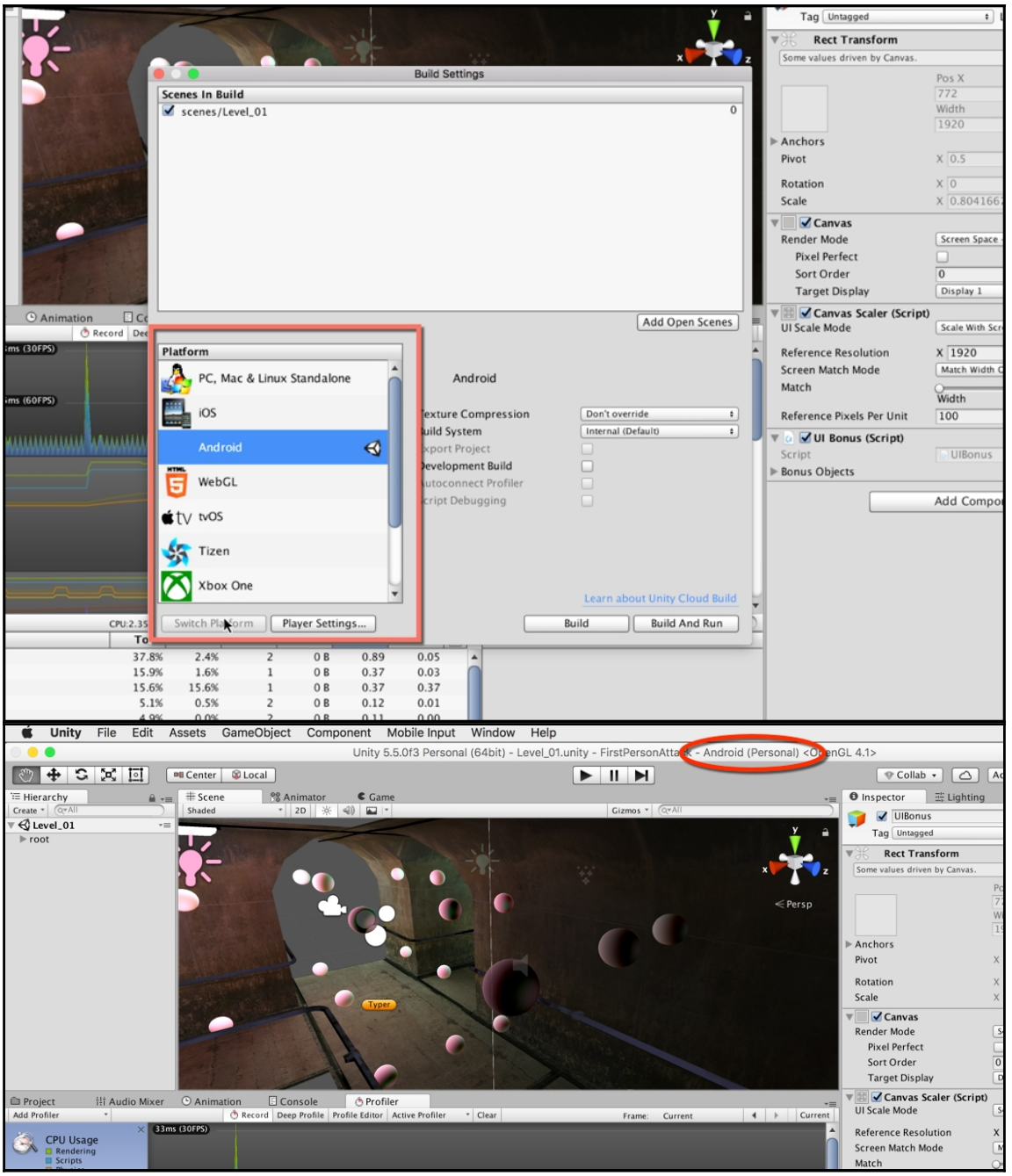
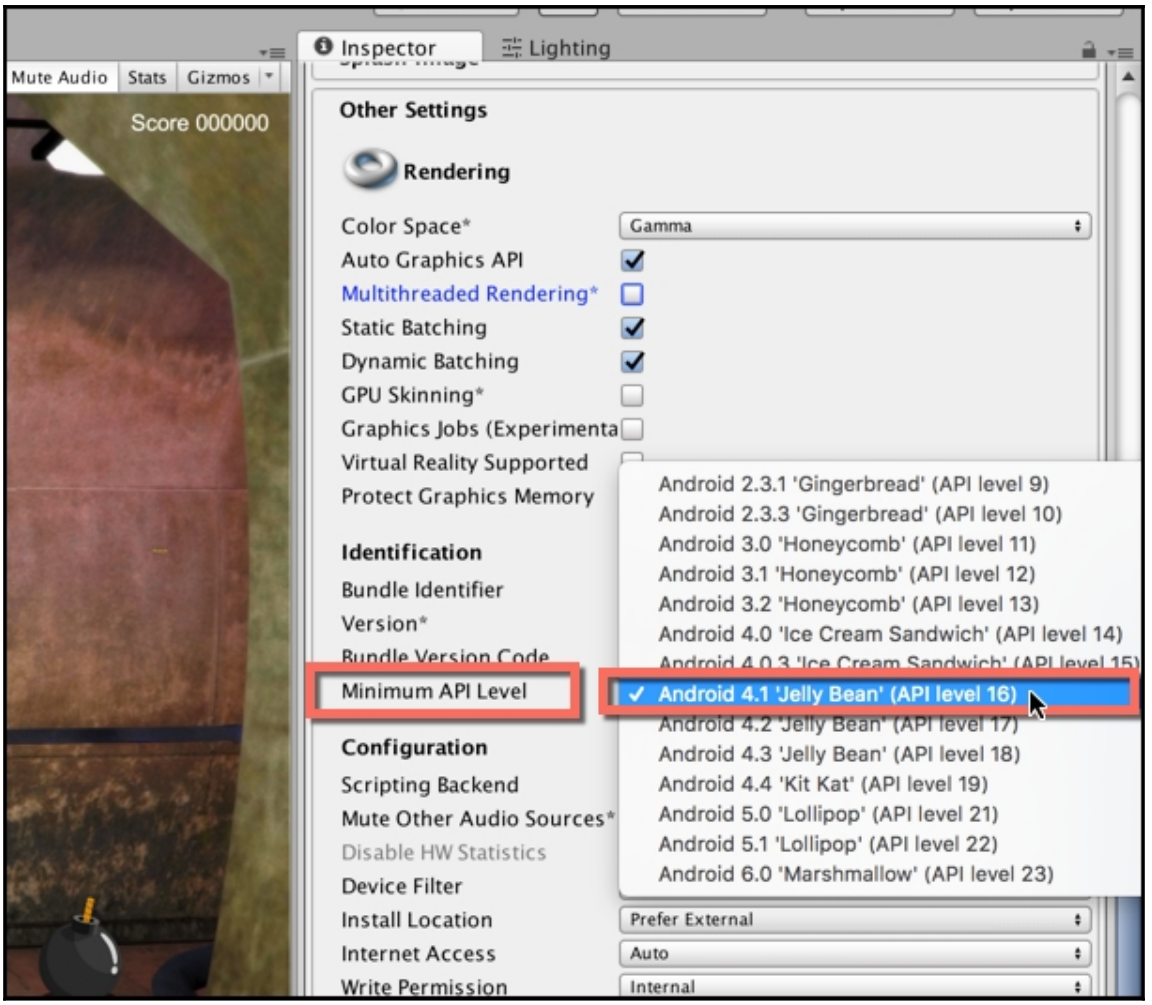

Unity File Edit Assets GameObject Component Mobile Input Window Help
Undo ⌘Z
Redo ⇧⌘Z
Cut ⌘X
Copy ⌘C
Paste ⌘V
Duplicate ⌘D
Delete ⌘⌫
Frame Selected F
Lock View to Selected ⇧F
Find ⌘F
Select All ⌘A
Play ⌘P
Pause ⇧⌘P
Step ⌥⌘P
Sign in...
Sign out
Selection
Project Settings
Network Emulation
Graphics Emulation
Snap Settings...
Input
Tags and Layers
Audio
Time
Player
Physics
Physics 2D
Quality
Graphics
Network
Editor
Unity 5.5.0f3 Personal (64bit) - Level_01.unity - FirstPersonAttack - Android (P
Hierarchy
Create
Level_01
root
Game
Scale
1x
Project
Add Profiler
Clear
CPU Usage
Rendering
Scripts
Physics
GarbageCollector
VSync
GI
Native Memory
Others
Rendering
Batches
SetPass Calls
Triangles
Vertices

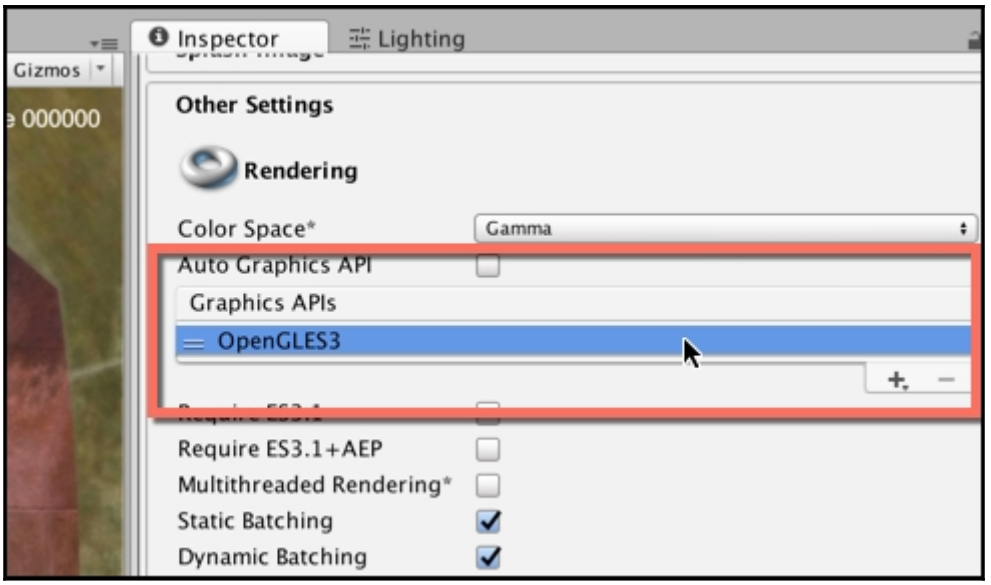

Inspector
Lighting
io
Stats
Gizmos
Editor Settings
Unity Remote
Device
Any Android Device
Compression
None
Resolution
Any Android Device
Joystick Source
Remote
Version Control
Mode
Hidden Meta Files
Asset Serialization
Mode
Mixed
Default Behavior Mode
Mode
3D
Sprite Packer
Mode
Always Enabled
Padding Power
1
Current
C# Project Generation
Additional extensions to inclu
txt;xml;fnt;cd
Root namespace

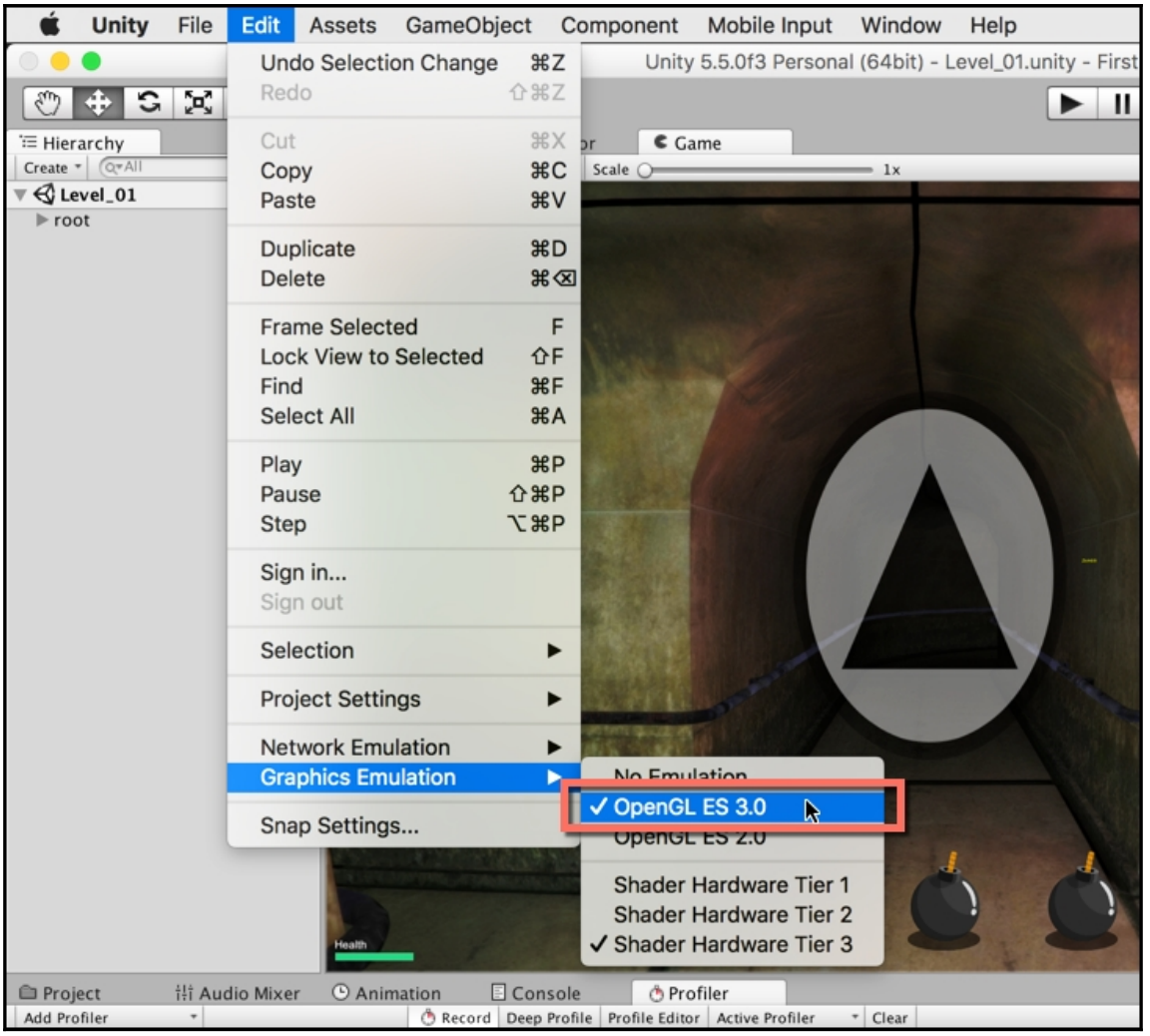

Google Play
Search
Apps
Categories
Home
Top charts
New releases
My apps
Shop
Games
Family
Editors' Choice
Account
Redeem
Buy gift card
My wishlist
My Play activity
Parent guide
Unity Remote 5
Unity Technologies A/S
Tools
7,685
PEGI 3
Add to wishlist
Install
unity
unity Remote 5
Connect this device with a USB Cable to your computer. Press PLAY in the Unity Editor to test.
Select a device to use in:
Edit > Project Settings > Editor
Connect this device with a
Select a device to use in:
Edit > Project Settings > Editor
With Unity Remote 5, you can use an Android device to view and test your game live, right inside the

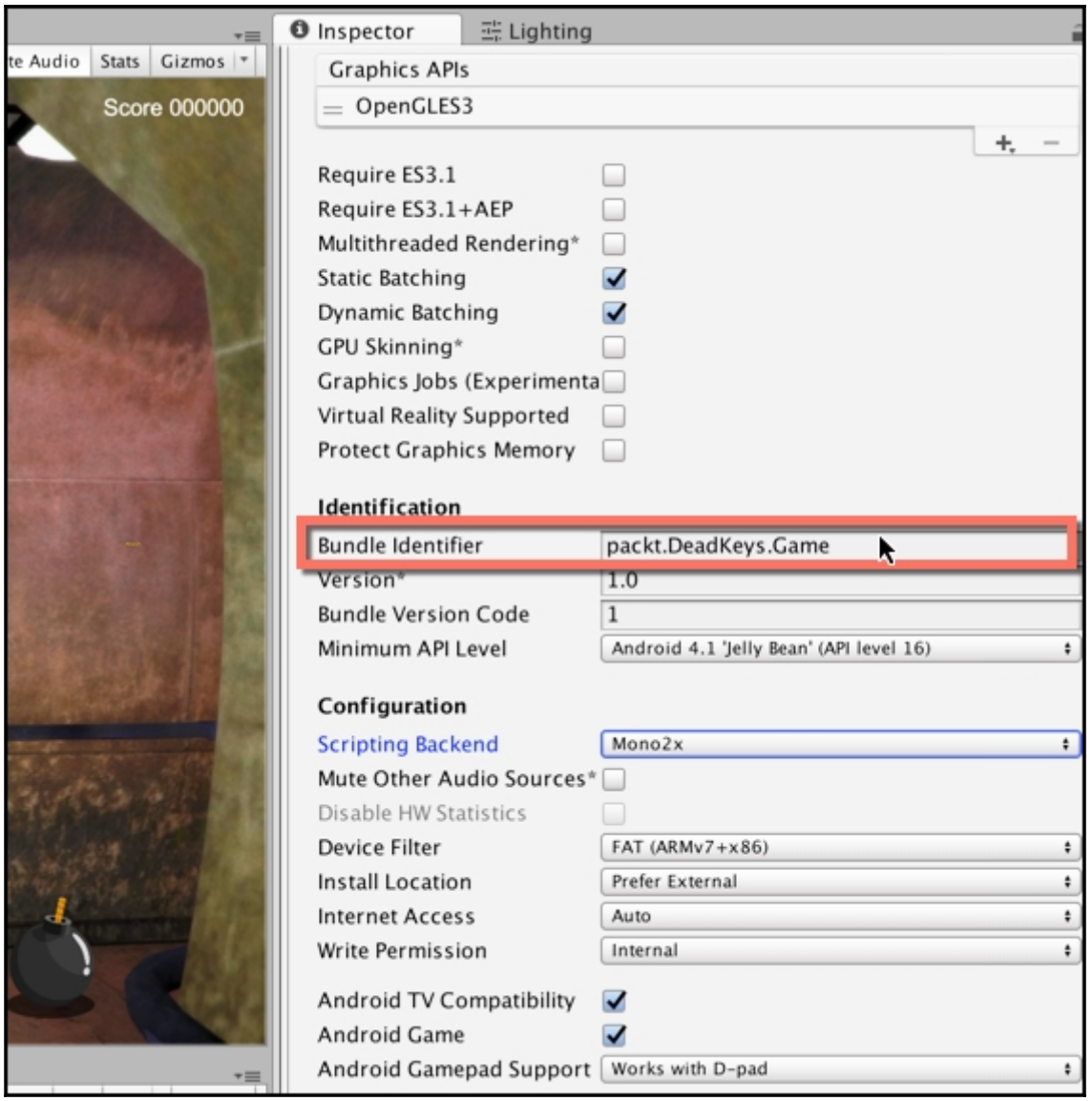

Unity
File
Edit
Assets
GameObject
Component
New Scene ⌘N
Open Scene... ⌘O
Save Scenes ⌘S
Save Scene as... ⇧⌘S
New Project...
Open Project...
Save Project
Build Settings... ⇧⌘B
Build & Run ⌘B
Close All ⌥⌘W
Hierarchy
Create
Level_01
root
Animator
Game
2D
Typer

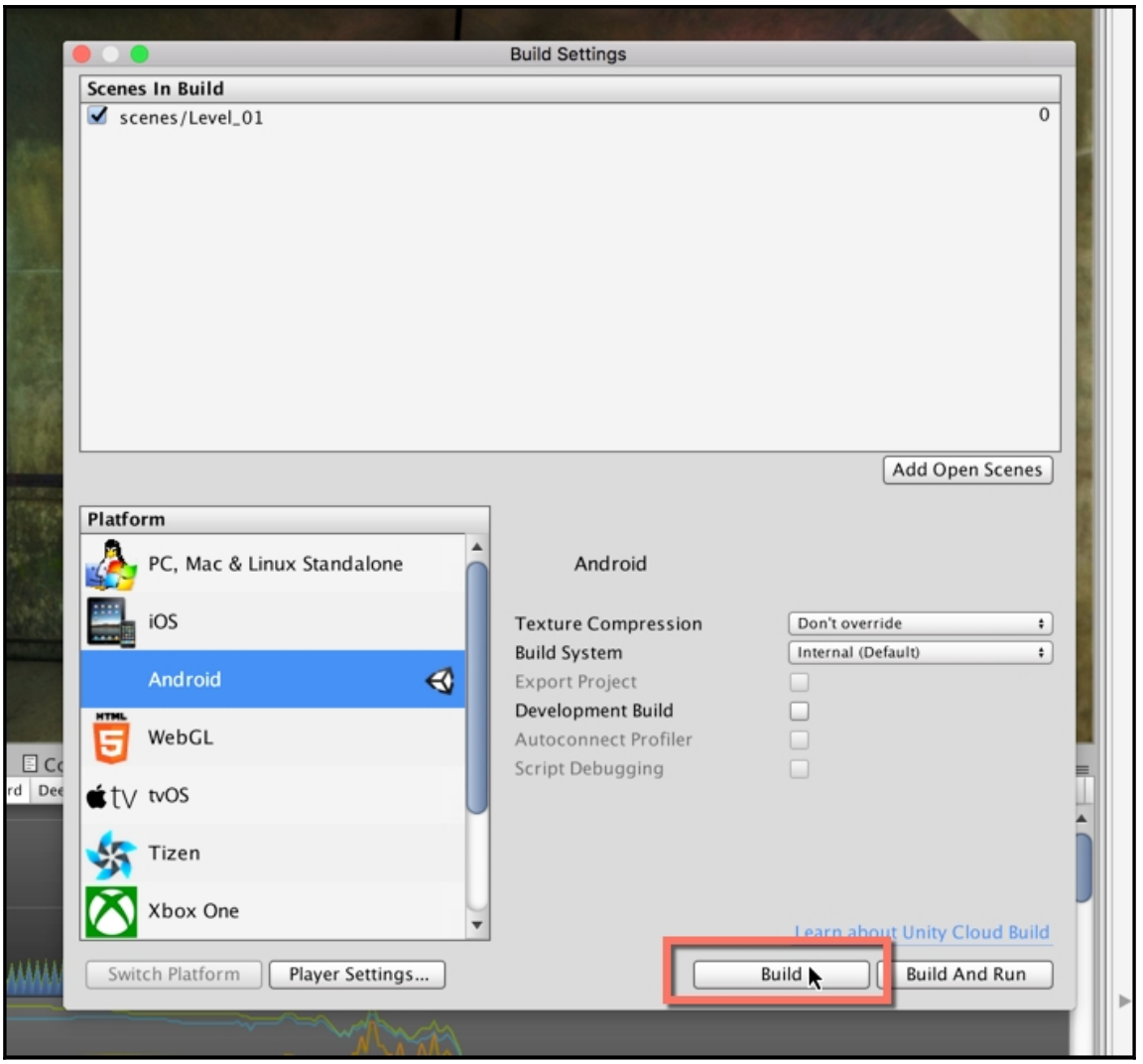

Build Settings
Scenes In Build
scenes/Level_01
0
Add Open Scenes
Platform
PC, Mac & Linux Standalone
iOS
Android
WebGL
tvOS
Tizen
Xbox One
Switch Platform
Player Settings...
Android
Texture Compression
Don't override
Build System
Internal (Default)
Export Project
Development Build
Autoconnect Profiler
Script Debugging
Learn about Unity Cloud Build
Build
Build And Run
Tag
Untagged
Rect Transform
Some values driven by Canvas.
Anchors
Pivot
Rotation
Scale
Canvas
Render Mode
Screen Space
Pixel Perfect
Sort Order
Target Display
Canvas Scaler (Script)
UI Scale Mode
Reference Resolution
Screen Match Mode
Match
Width
Reference Pixels Per Unit
UI Bonus (Script)
Script
UIBonus
Bonus Objects
Unity File Edit Assets GameObject Component Mobile Input Window Help
Unity 5.5.0f3 Personal (64bit) - Level_01.unity - FirstPersonAtta - Android (Personal) <OpenGL 4.1>
Hierarchy
Level_01
root
Scene
Animator
Game
Persp
Inspector
Lighting
Project
Audio Mixer
Animation
Console
Profiler
CPU Usage
Rendering
Scripts

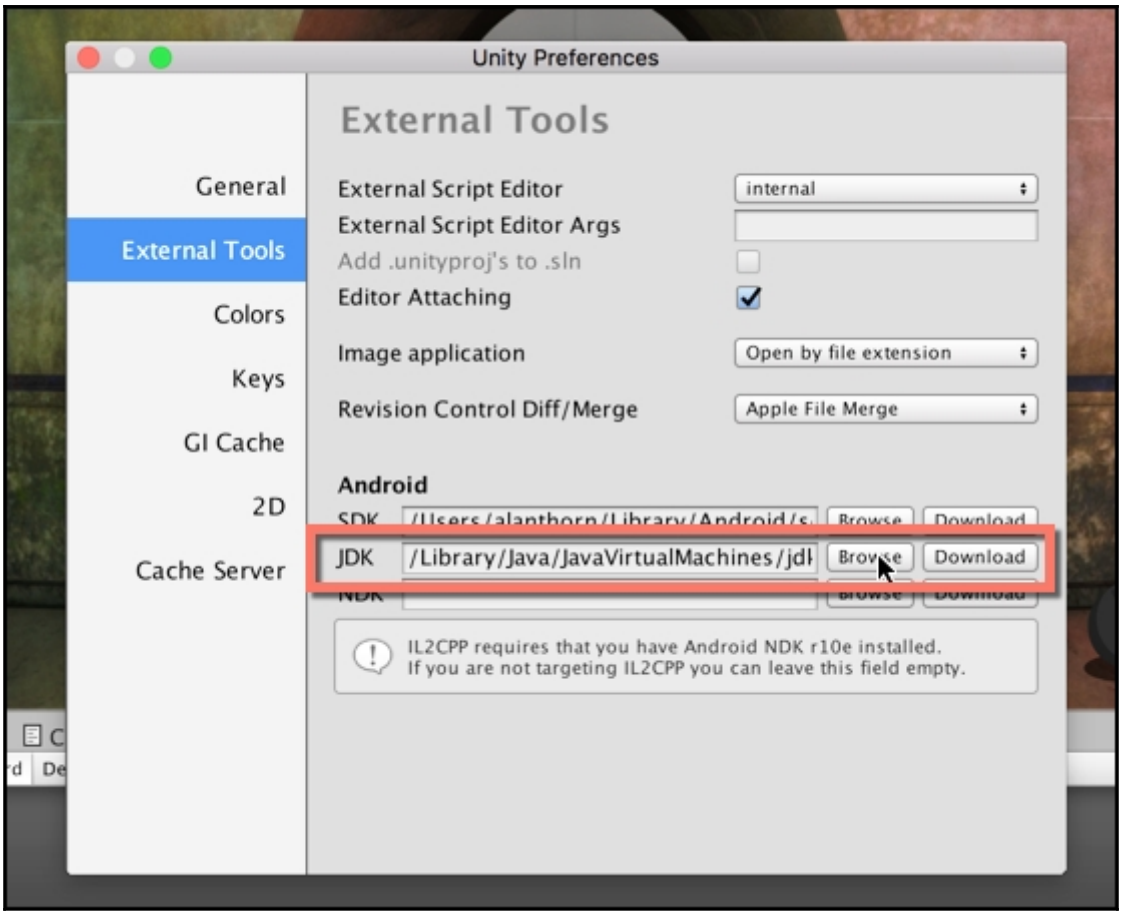

Inspector
Lighting
Mute Audio
Stats
Gizmos
Score 000000
Other Settings
Rendering
Color Space*
Gamma
Auto Graphics API
Multithreaded Rendering*
Static Batching
Dynamic Batching
GPU Skinning*
Graphics Jobs (Experimenta
Virtual Reality Supported
Protect Graphics Memory
Identification
Bundle Identifier
Version*
Bundle Version Code
Minimum API Level
Configuration
Scripting Backend
Mute Other Audio Sources*
Disable HW Statistics
Device Filter
Install Location
Prefer External
Internet Access
Auto
Write Permission
Internal
Android 2.3.1 'Gingerbread' (API level 9)
Android 2.3.3 'Gingerbread' (API level 10)
Android 3.0 'Honeycomb' (API level 11)
Android 3.1 'Honeycomb' (API level 12)
Android 3.2 'Honeycomb' (API level 13)
Android 4.0 'Ice Cream Sandwich' (API level 14)
Android 4.1 'Jelly Bean' (API level 16)
Android 4.2 'Jelly Bean' (API level 17)
Android 4.3 'Jelly Bean' (API level 18)
Android 4.4 'Kit Kat' (API level 19)
Android 5.0 'Lollipop' (API level 21)
Android 5.1 'Lollipop' (API level 22)
Android 6.0 'Marshmallow' (API level 23)


Inspector
Lighting
Gizmos
000000
Other Settings
Rendering
Color Space*
Gamma
Auto Graphics API
Graphics APIs
OpenGLES3
Require ES3.1+AEP
Multithreaded Rendering*
Static Batching
Dynamic Batching


Unity
File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Undo Selection Change ⌘Z
Redo ⇧⌘Z
Cut ⌘X
Copy ⌘C
Paste ⌘V
Duplicate ⌘D
Delete ⌘⌫
Frame Selected F
Lock View to Selected ⇧F
Find ⌘F
Select All ⌘A
Play ⌘P
Pause ⇧⌘P
Step ⌥⌘P
Sign in...
Sign out
Selection
Project Settings
Network Emulation
Graphics Emulation
Snap Settings...
OpenGL ES 3.0
Shader Hardware Tier 1
Shader Hardware Tier 2
Shader Hardware Tier 3
Unity 5.5.0f3 Personal (64bit) - Level_01.unity - First
Hierarchy
Create
Level_01
root
Game
Scale
1x
Health
Project
Audio Mixer
Animation
Console
Profiler
Add Profiler
Record
Deep Profile
Profile Editor
Active Profiler
Clear


te Audio
Stats
Gizmos
Score 000000
Inspector
Lighting
Graphics APIs
OpenGLES3
Require ES3.1
Require ES3.1+AEP
Multithreaded Rendering*
Static Batching
Dynamic Batching
GPU Skinning*
Graphics Jobs (Experimenta
Virtual Reality Supported
Protect Graphics Memory
Identification
Bundle Identifier
packt.DeadKeys.Game
Version*
1.0
Bundle Version Code
1
Minimum API Level
Android 4.1 'Jelly Bean' (API level 16)
Configuration
Scripting Backend
Mono2x
Mute Other Audio Sources*
Disable HW Statistics
Device Filter
FAT (ARMv7+x86)
Install Location
Prefer External
Internet Access
Auto
Write Permission
Internal
Android TV Compatibility
Android Game
Android Gamepad Support
Works with D-pad


Build Settings
Scenes In Build
scenes/Level_01
0
Add Open Scenes
Platform
PC, Mac & Linux Standalone
iOS
Android
WebGL
tvOS
Tizen
Xbox One
Android
Texture Compression
Don't override
Build System
Internal (Default)
Export Project
Development Build
Autoconnect Profiler
Script Debugging
Learn about Unity Cloud Build
Switch Platform
Player Settings...
Build
Build And Run


Unity Preferences
General
External Tools
Colors
Keys
GI Cache
2D
Cache Server
External Tools
External Script Editor
internal
External Script Editor Args
Add .unityproj's to .sln
Editor Attaching
Image application
Open by file extension
Revision Control Diff/Merge
Apple File Merge
Android
JDK
/Library/Java/JavaVirtualMachines/jdk
Browse
Download
IL2CPP requires that you have Android NDK r10e installed.
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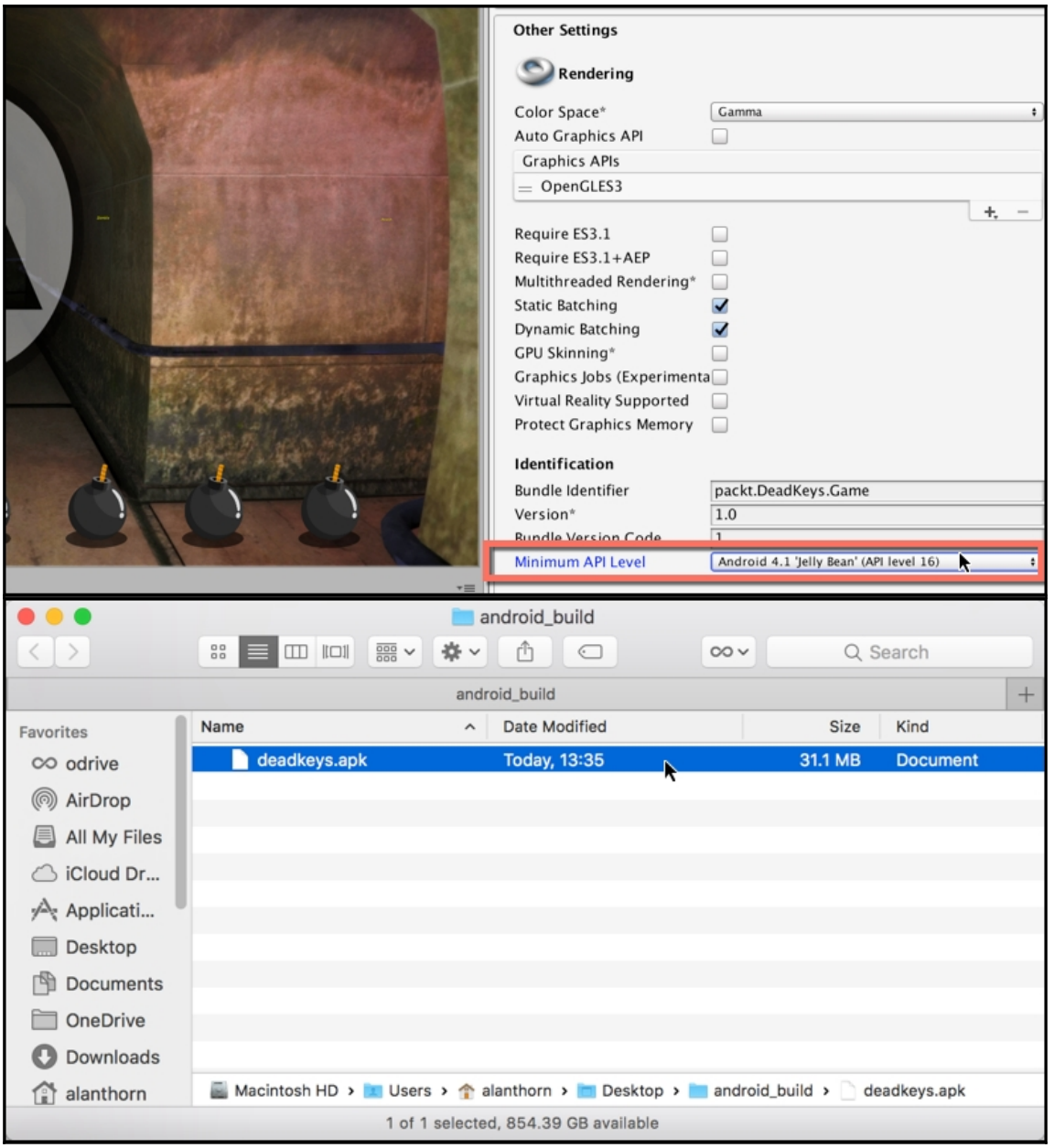
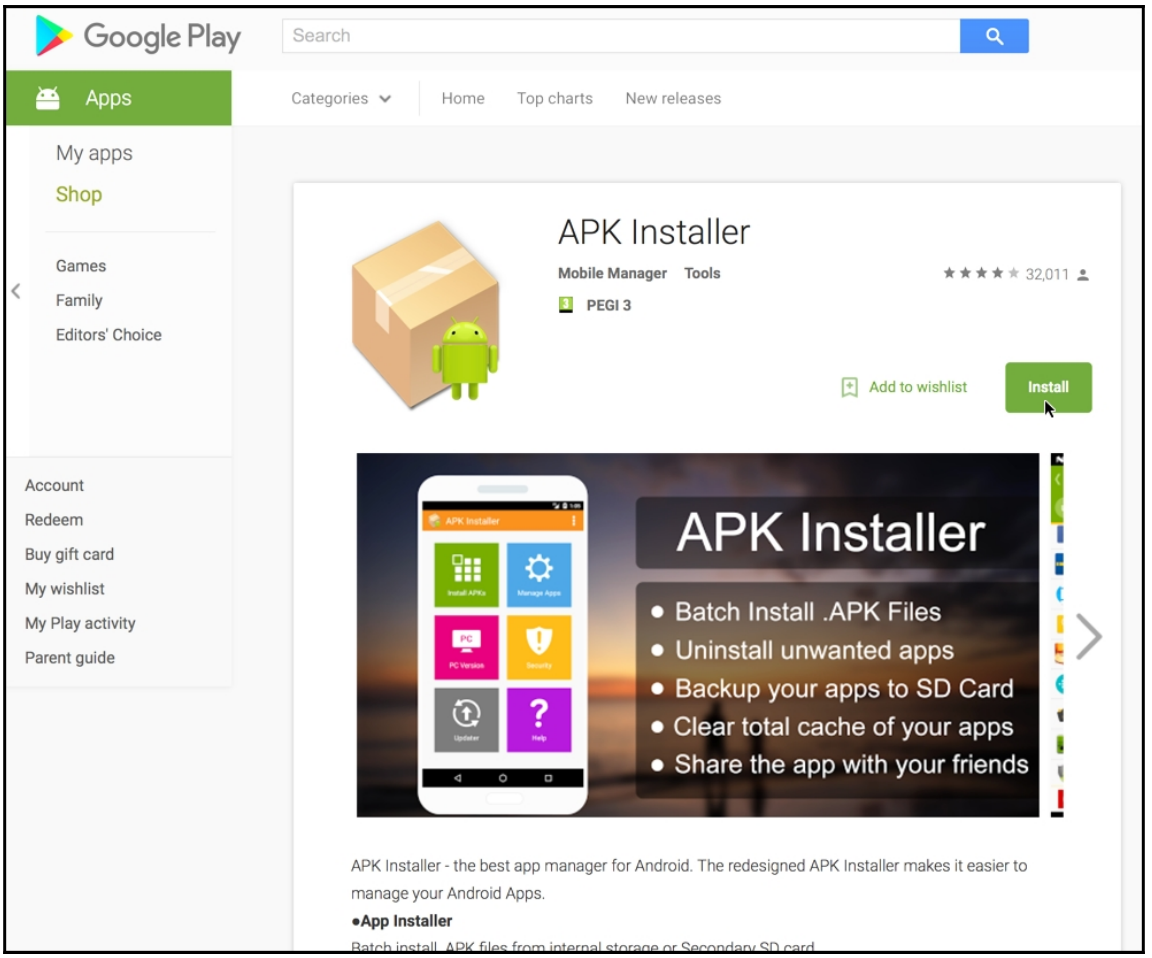
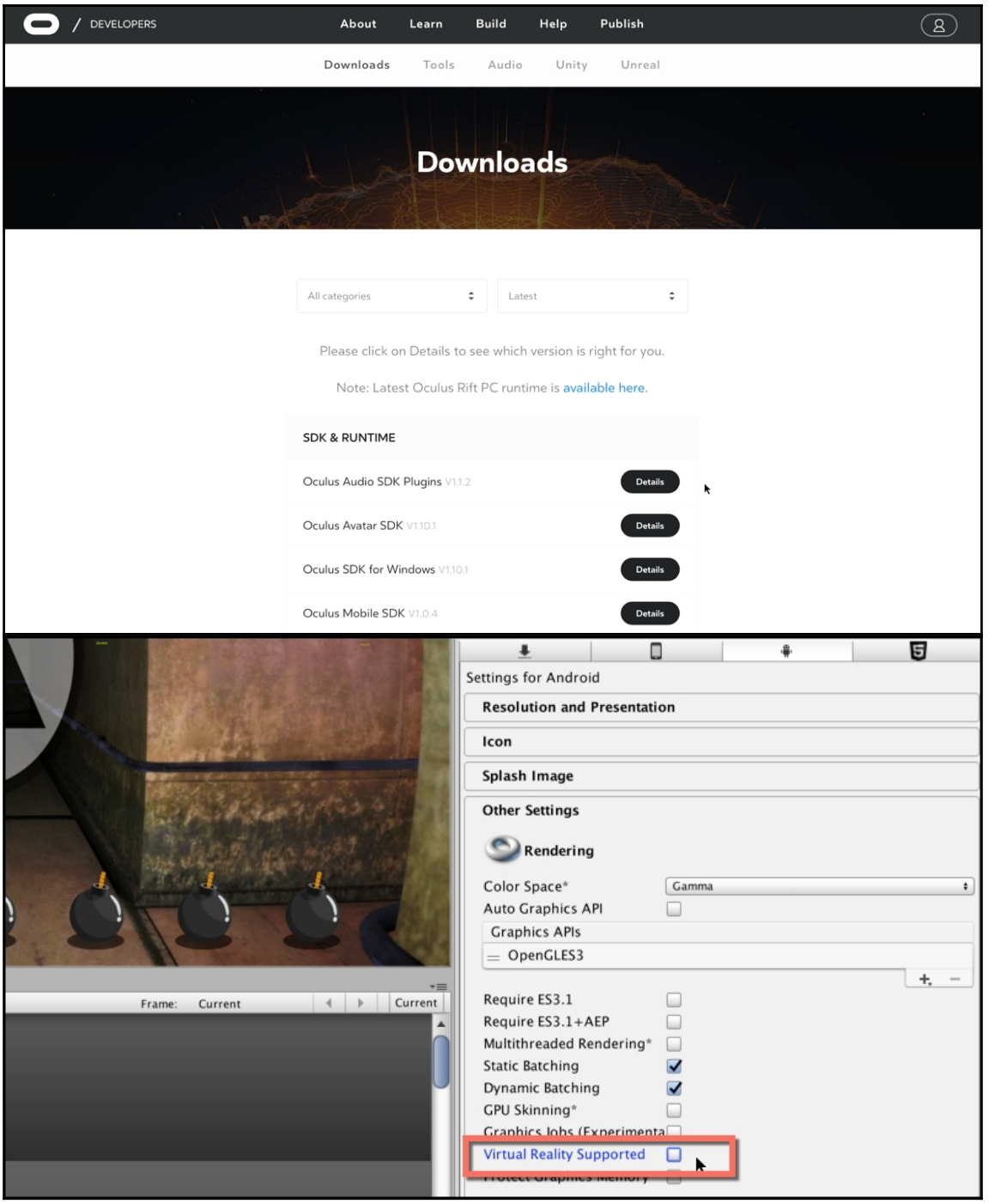
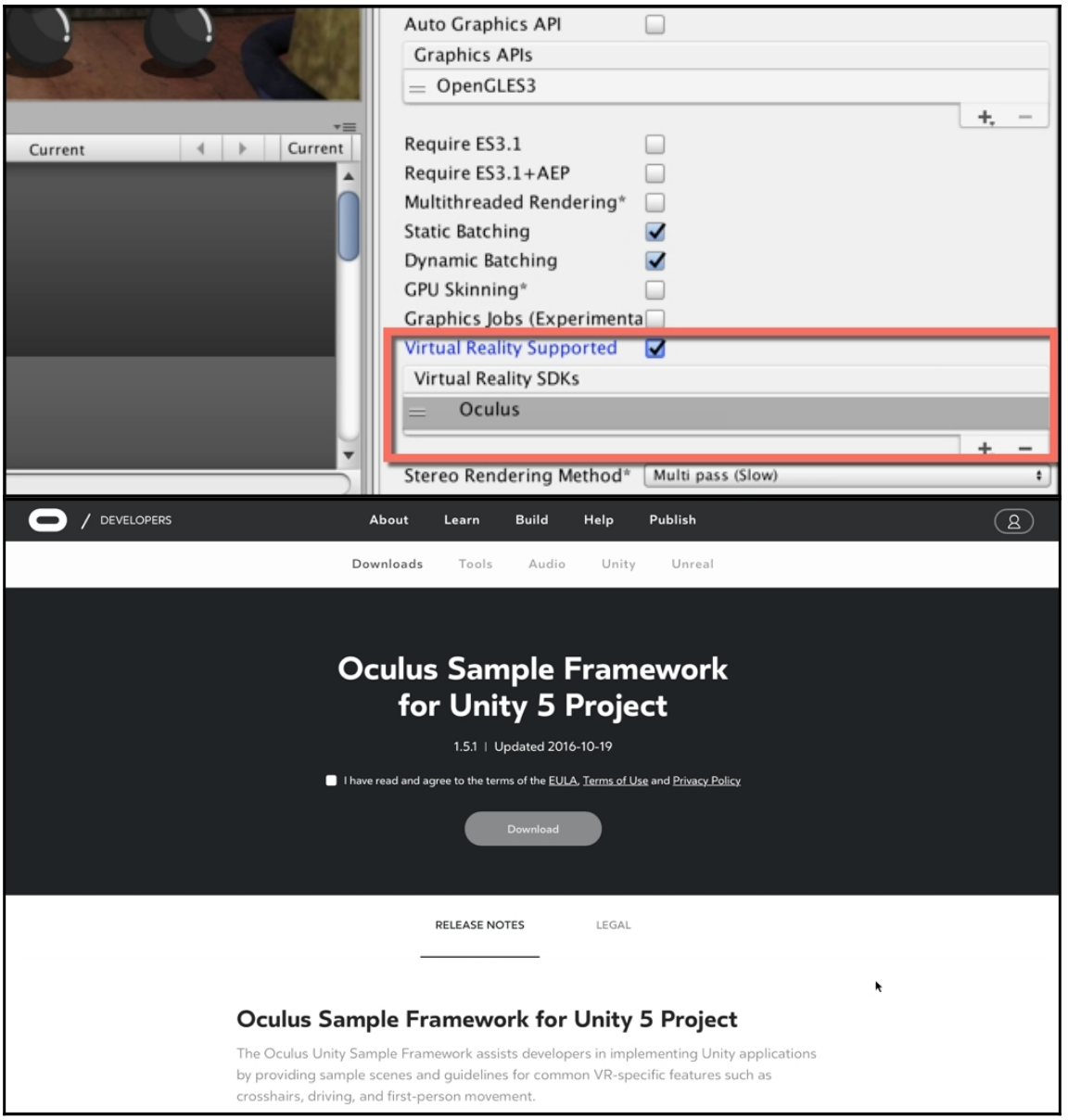

Other Settings
Rendering
Color Space*
Gamma
Auto Graphics API
Graphics APIs
OpenGLES3
Require ES3.1
Require ES3.1+AEP
Multithreaded Rendering*
Static Batching
Dynamic Batching
GPU Skinning*
Graphics Jobs (Experimenta
Virtual Reality Supported
Protect Graphics Memory
Identification
Bundle Identifier
packt.DeadKeys.Game
Version*
1.0
Minimum API Level
Android 4.1 'Jelly Bean' (API level 16)
android_build
Search
Favorites
odrive
AirDrop
All My Files
iCloud Dr...
Applicati...
Desktop
Documents
OneDrive
Downloads
alanthorn
Name
Date Modified
Size
Kind
deadkeys.apk
Today, 13:35
31.1 MB
Document
Macintosh HD
Users
alanthorn
Desktop
android_build
deadkeys.apk
1 of 1 selected, 854.39 GB available


Google Play
Search
Apps
Categories
Home
Top charts
New releases
My apps
Shop
Games
Family
Editors' Choice
Account
Redeem
Buy gift card
My wishlist
My Play activity
Parent guide
APK Installer
Mobile Manager
Tools
32,011
PEGI 3
Add to wishlist
Install
APK Installer
Batch Install .APK Files
Uninstall unwanted apps
Backup your apps to SD Card
Clear total cache of your apps
Share the app with your friends
APK Installer - the best app manager for Android. The redesigned APK Installer makes it easier to manage your Android Apps.
•App Installer
Batch install .APK files from internal storage or Secondary SD card


DEVELOPERS
About
Learn
Build
Help
Publish
Downloads
Tools
Audio
Unity
Unreal
Downloads
All categories
Latest
Please click on Details to see which version is right for you.
Note: Latest Oculus Rift PC runtime is available here.
SDK & RUNTIME
Oculus Audio SDK Plugins V1.1.2
Details
Oculus Avatar SDK V1.10.1
Details
Oculus SDK for Windows V1.10.1
Details
Oculus Mobile SDK V1.0.4
Details
Frame:
Current
Current
Settings for Android
Resolution and Presentation
Icon
Splash Image
Other Settings
Rendering
Color Space*
Gamma
Auto Graphics API
Graphics APIs
OpenGLES3
Require ES3.1
Require ES3.1+AEP
Multithreaded Rendering*
Static Batching
Dynamic Batching
GPU Skinning*
Virtual Reality Supported


Current
Current
Auto Graphics API
Graphics APIs
OpenGLES3
Require ES3.1
Require ES3.1+AEP
Multithreaded Rendering*
Static Batching
Dynamic Batching
GPU Skinning*
Graphics Jobs (Experimenta
Virtual Reality Supported
Virtual Reality SDKs
Oculus
Stereo Rendering Method*
Multi pass (Slow)
DEVELOPERS
About
Learn
Build
Help
Publish
Downloads
Tools
Audio
Unity
Unreal
Oculus Sample Framework for Unity 5 Project
1.5.1 | Updated 2016-10-19
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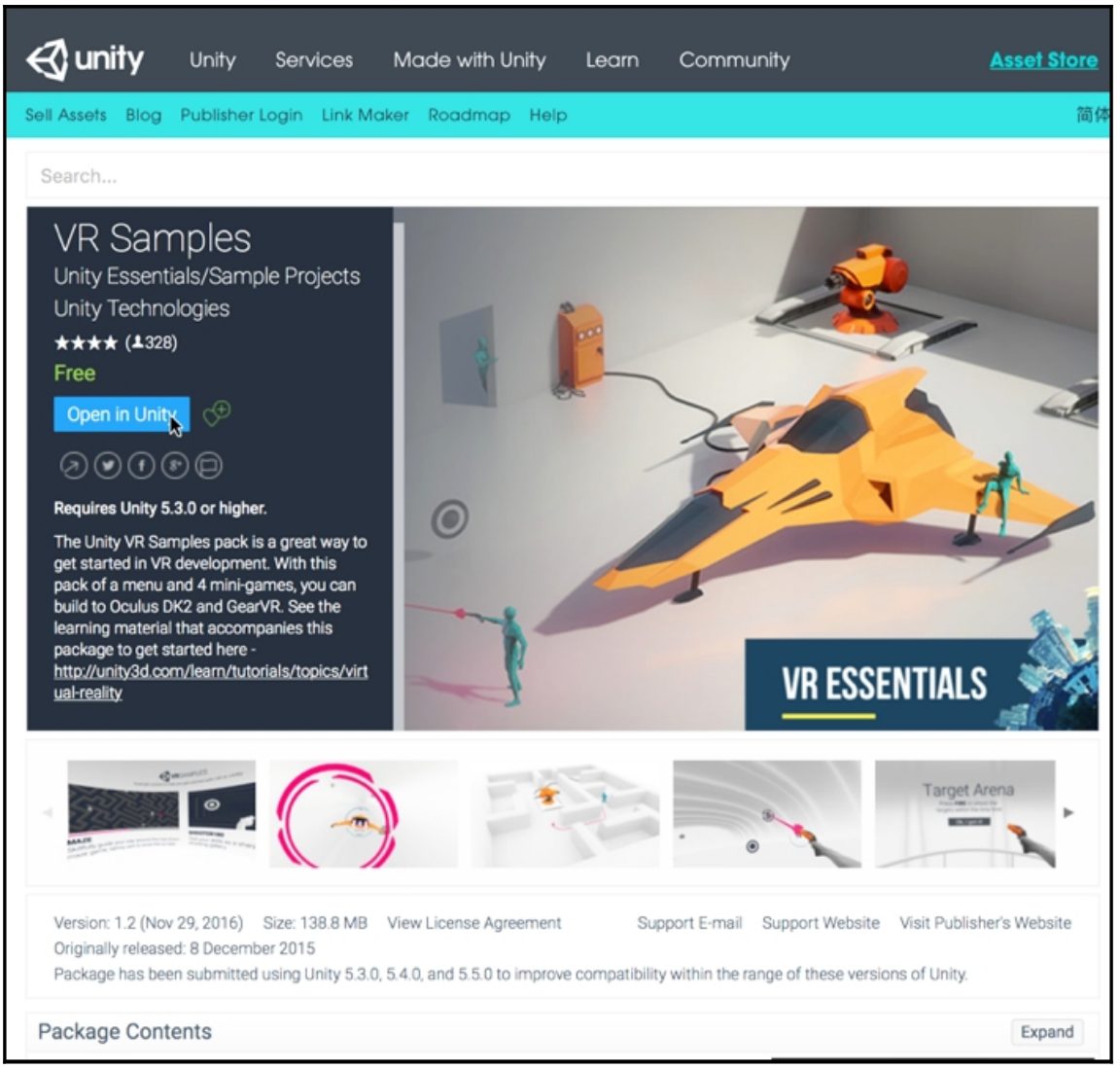
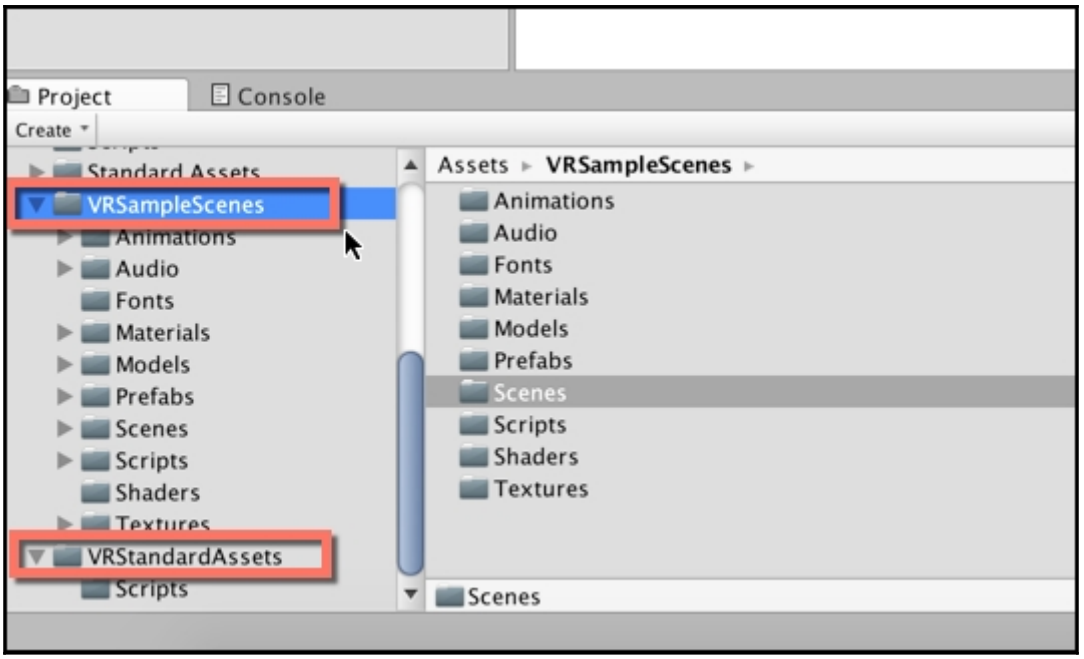
Oculus Sample Framework for Unity 5 Project
The Oculus Unity Sample Framework assists developers in implementing Unity applications by providing sample scenes and guidelines for common VR-specific features such as crosshairs, driving, and first-person movement.


unity
Unity
Services
Made with Unity
Learn
Community
Asset Store
Sell Assets
Blog
Publisher Login
Link Maker
Roadmap
Help
Search...
VR Samples
Unity Essentials/Sample Projects
Unity Technologies
★★★★ (328)
Free
Open in Unity
Requires Unity 5.3.0 or higher.
The Unity VR Samples pack is a great way to get started in VR development. With this pack of a menu and 4 mini-games, you can build to Oculus DK2 and GearVR. See the learning material that accompanies this package to get started here - http://unity3d.com/learn/tutorials/topics/virtual-reality
VR ESSENTIALS
Target Arena
Version: 1.2 (Nov 29, 2016)
Size: 138.8 MB
View License Agreement
Support E-mail
Support Website
Visit Publisher's Website
Originally released: 8 December 2015
Package has been submitted using Unity 5.3.0, 5.4.0, and 5.5.0 to improve compatibility within the range of these versions of Unity.
Package Contents
Expand


Project
Console
Create
Standard Assets
VRSampleScenes
Animations
Audio
Fonts
Materials
Models
Prefabs
Scenes
Scripts
Shaders
Textures
VRStandardAssets
Scripts
Assets ▸ VRSampleScenes ▸
Animations
Audio
Fonts
Materials
Models
Prefabs
Scenes
Scripts
Shaders
Textures
Scenes