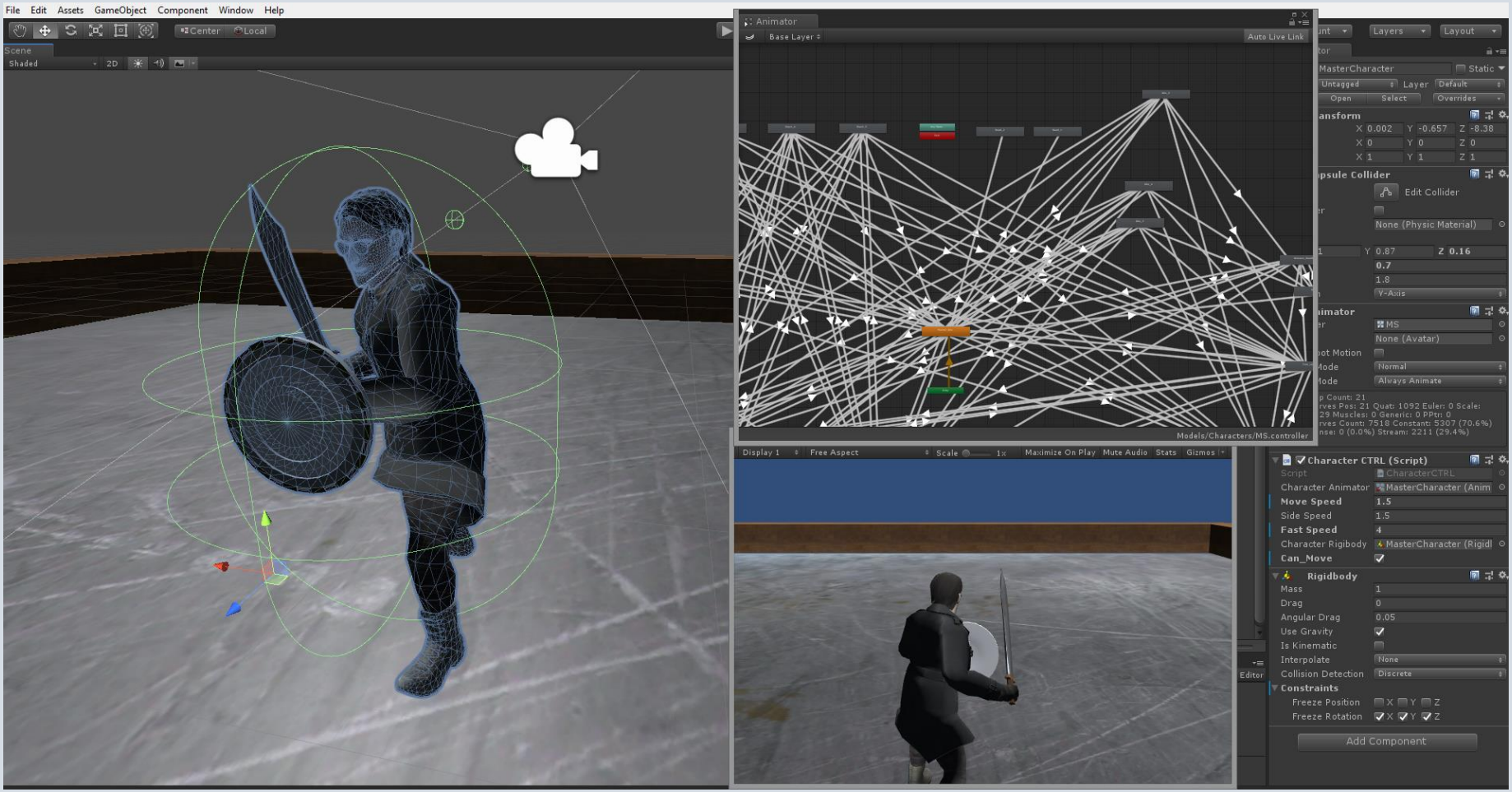
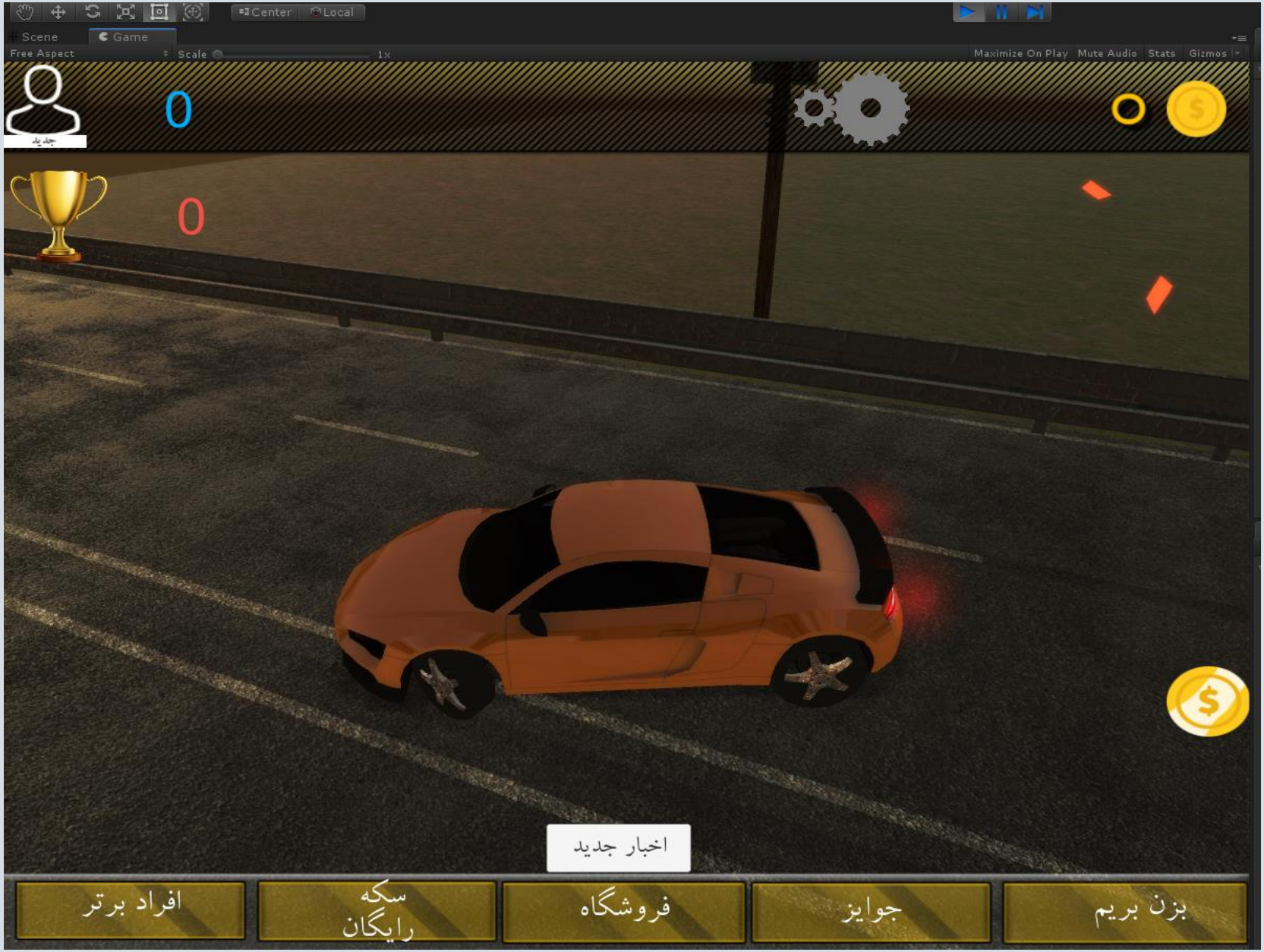
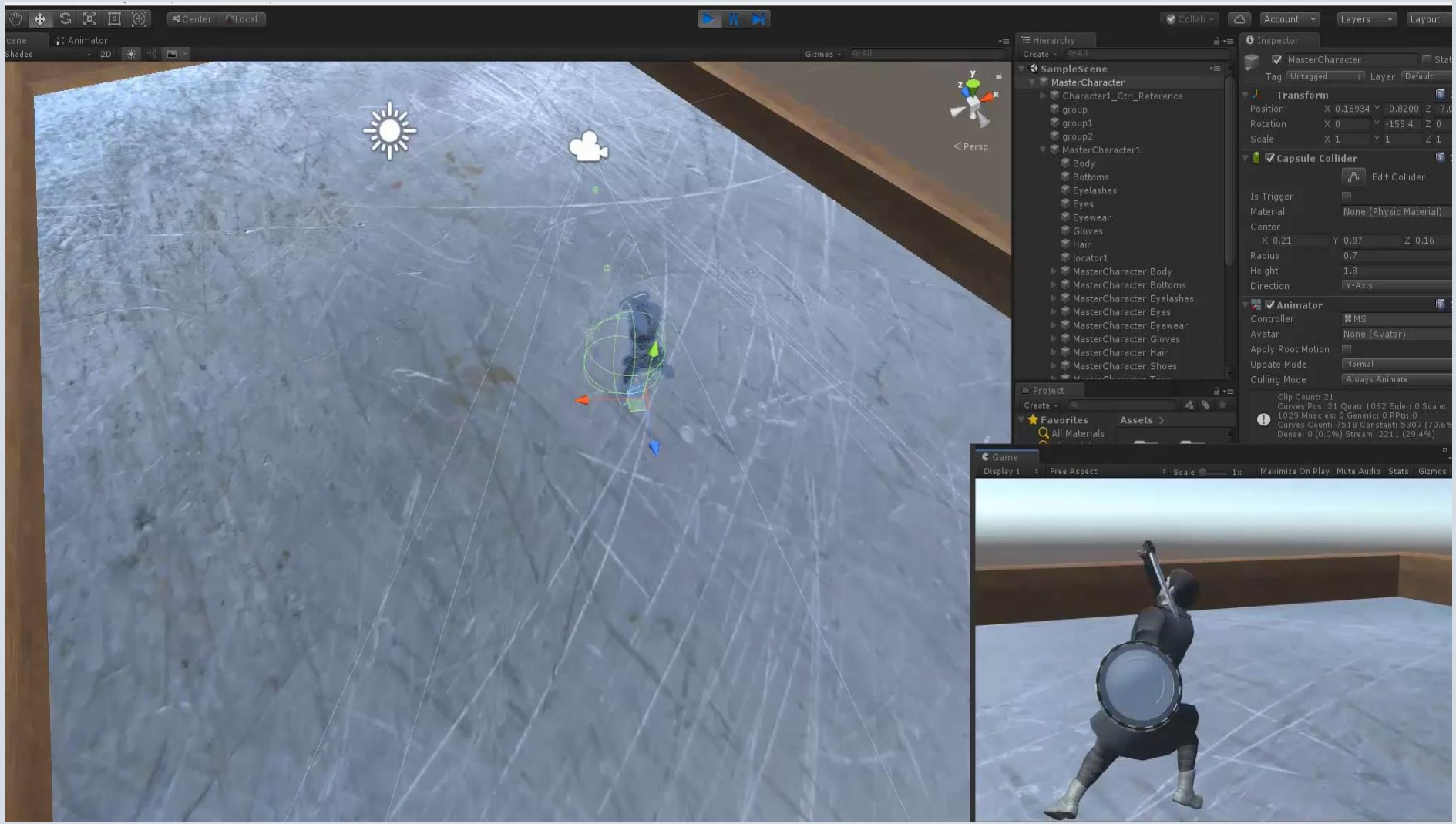

File Edit Assets GameObject Component Window Help
Center Local
Scene
Shaded 2D
Animator
Base Layer
Auto Live Link
Models/Characters/MS.controller
Layers Layout
MasterCharacter Static
Untagged Layer Default
Open Select Overrides
Edit Collider
None (Physic Material)
Y-Axis
None (Avatar)
Normal
Always Animate
Display 1 Free Aspect Scale 1x Maximize On Play Mute Audio Stats Gizmos
Character CTRL (Script)
Script CharacterCTRL
Character Animator MasterCharacter (Anim
Move Speed 1.5
Side Speed 1.5
Fast Speed 4
Character Rigibody MasterCharacter (Rigid
Can_Move
Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Use Gravity
Is Kinematic
Interpolate None
Collision Detection Discrete
Constraints
Freeze Position X Y Z
Freeze Rotation X Y Z
Add Component

ObjectDeletor.cs | Bullet.cs | Enemy_1_Controll.cs | CameraControll.cs | CharacterCTRL.cs

Assembly-CSharp | Enemy_1_Controll | FireShooting(flo

```
4
5   public class Enemy_1_Controll : MonoBehaviour
6   {
7       public Transform Bull_Pos_Left;
8       public Transform Bull_Pos_Right;
9       public Transform Player;
10      public GameObject Bullet;
11      public float Fire_Speed;
12      bool RightShooting;
13
14      void Start()
15      {
16          StartCoroutine(FireShooting(3f));
17          RightShooting = false;
18      }
19
20      void Update()
21      {
22
23      }
24
25      IEnumerator FireShooting(float time)
26      {
27          yield return new WaitForSeconds(time);
28
29          if(RightShooting)
30          {
31              // Shooting Right
32              GameObject tempBulletRight = Instantiate(Bullet, new Vector3(Bull_Pos_Right.position.x, Bull_Pos_Right.position.y, Bull_Pos_Right.
33              Rigidbody tempRigibodyBulletRight = tempBulletRight.GetComponent<Rigidbody>();
34              tempRigibodyBulletRight.AddForce(-(tempRigibodyBulletRight.transform.forward * Fire_Speed));
35              StartCoroutine(FireShooting(3f));
36              RightShooting = false;
37              yield break;
38          }
39          else
40          {
41              // Shooting Left
42              GameObject tempBulletLeft = Instantiate(Bullet, new Vector3(Bull_Pos_Left.position.x, Bull_Pos_Left.position.y, Bull_Pos_Left.posi
43              Rigidbody tempRigibodyBulletLeft = tempBulletLeft.GetComponent<Rigidbody>();
44              tempRigibodyBulletLeft.AddForce(-(tempRigibodyBulletLeft.transform.forward * Fire_Speed));
45              StartCoroutine(FireShooting(3f));
46              RightShooting = true;
47              yield break;
48          }
49
50      }
```


Center
Local
Scene
Game
Free Aspect
Scale
1x
Maximize On Play
Mute Audio
Stats
Gizmos
0
0
جدید
اخبار جدید
افراد برتر
سکه رایگان
فروشگاه
جوایز
بزن بریم


Center
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Hierarchy
Create
SampleScene
MasterCharacter
Character1_Ctrl_Reference
group
group1
group2
MasterCharacter1
Body
Bottoms
Eyelashes
Eyes
Eyewear
Gloves
Hair
locator1
MasterCharacter:Body
MasterCharacter:Bottoms
MasterCharacter:Eyelashes
MasterCharacter:Eyes
MasterCharacter:Eyewear
MasterCharacter:Gloves
MasterCharacter:Hair
MasterCharacter:Shoes
Inspector
MasterCharacter
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
Radius
Height
Direction
Y-Axis
Animator
Controller
Avatar
None (Avatar)
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Project
Favorites
All Materials
Assets
Game
Display 1
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