






Unity from Zero to Proficiency (Beginner)



Color Images

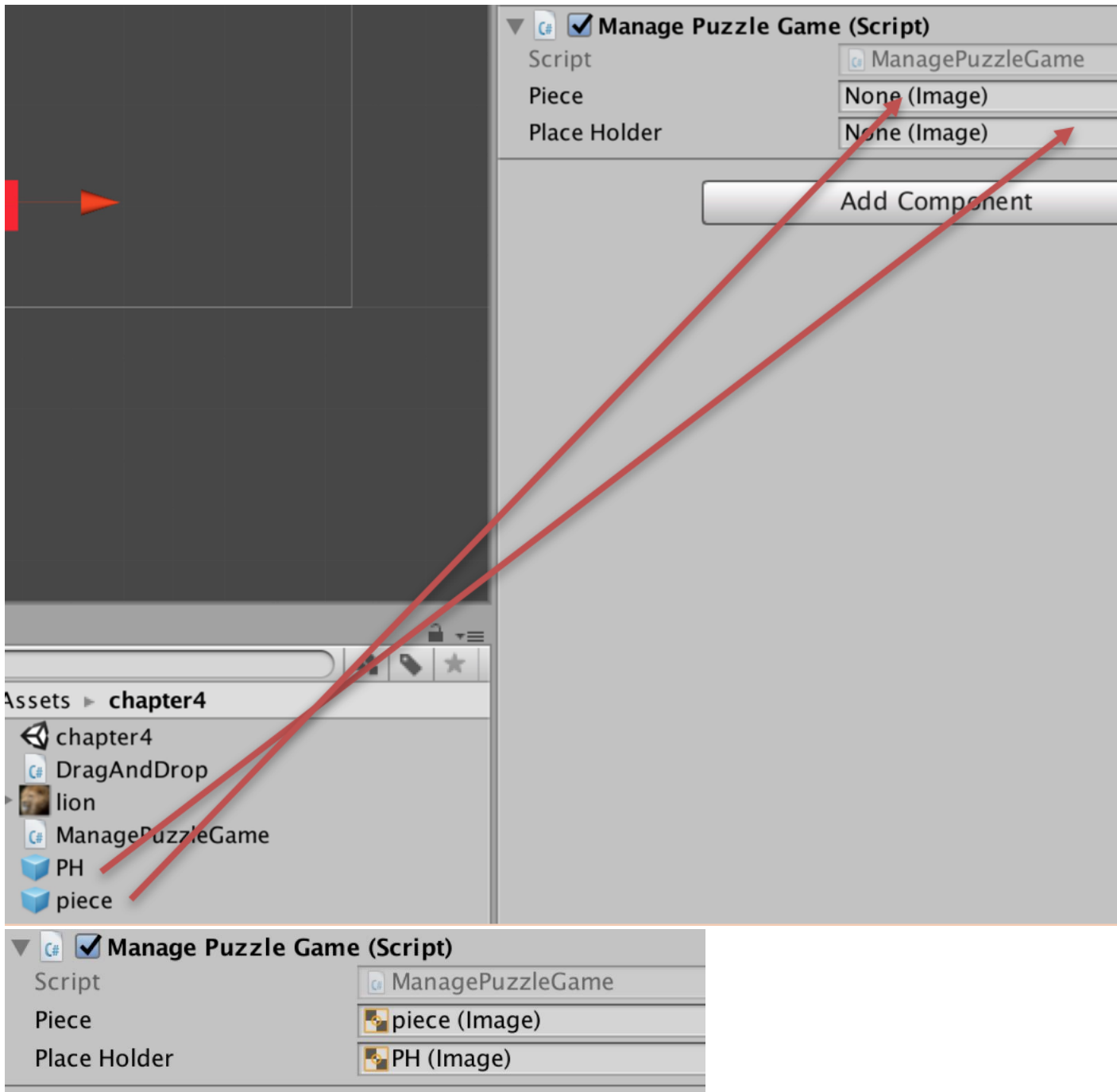
Tag 11	11
Tag 12	12
Tag 13	13
Tag 14	14
Tag 15	15
Tag 16	16
Tag 17	17
Tag 18	18
Tag 19	19
Tag 20	20
Tag 21	21
Tag 22	22
Tag 23	23
Tag 24	24
Tag 25	25

▼  **Manage Puzzle Game (Script)**  

Script 

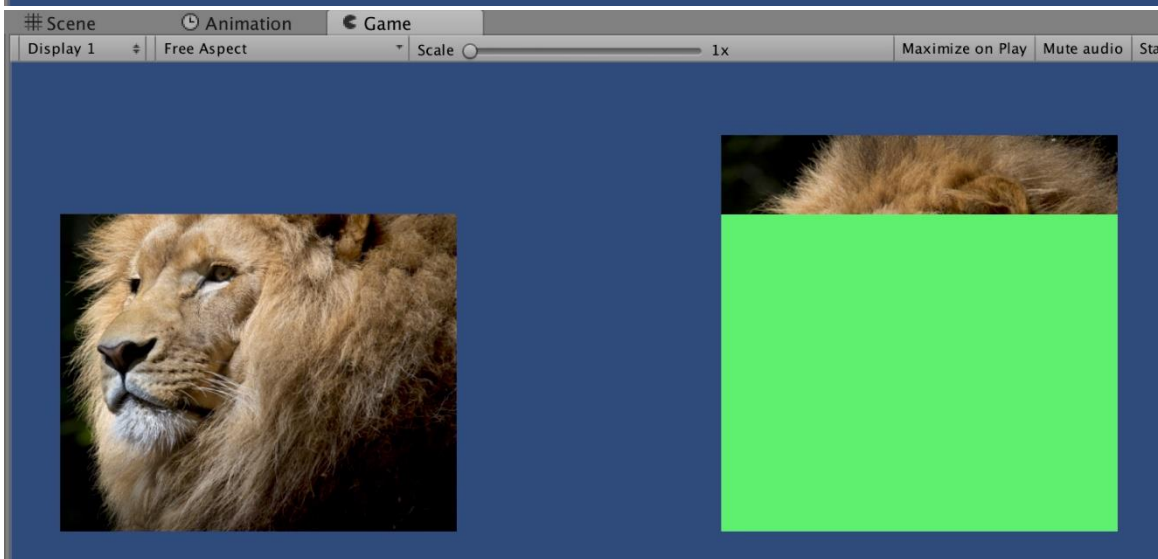
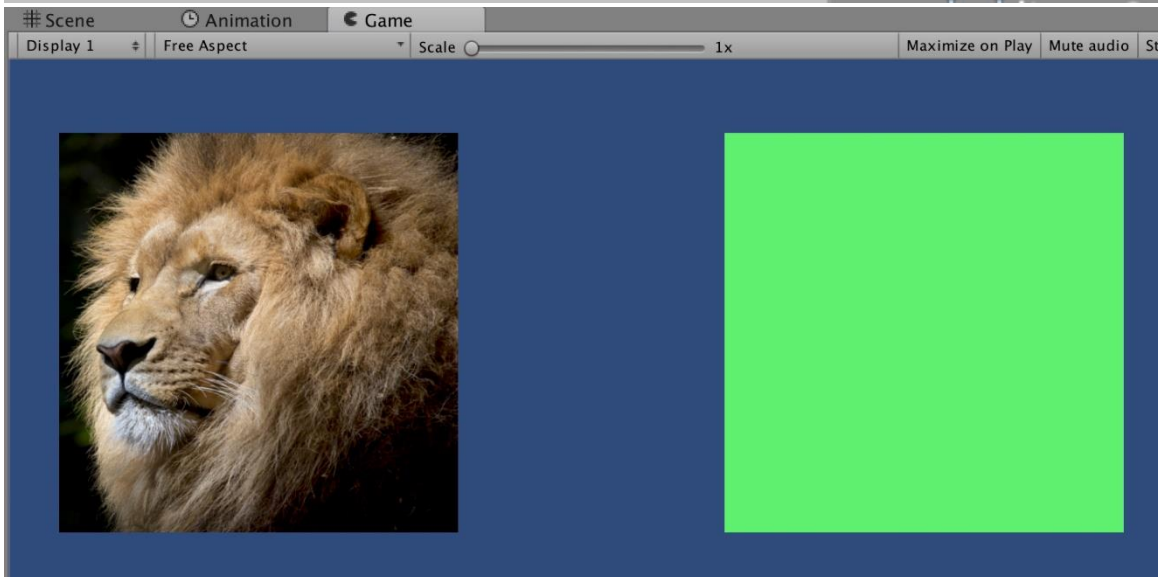
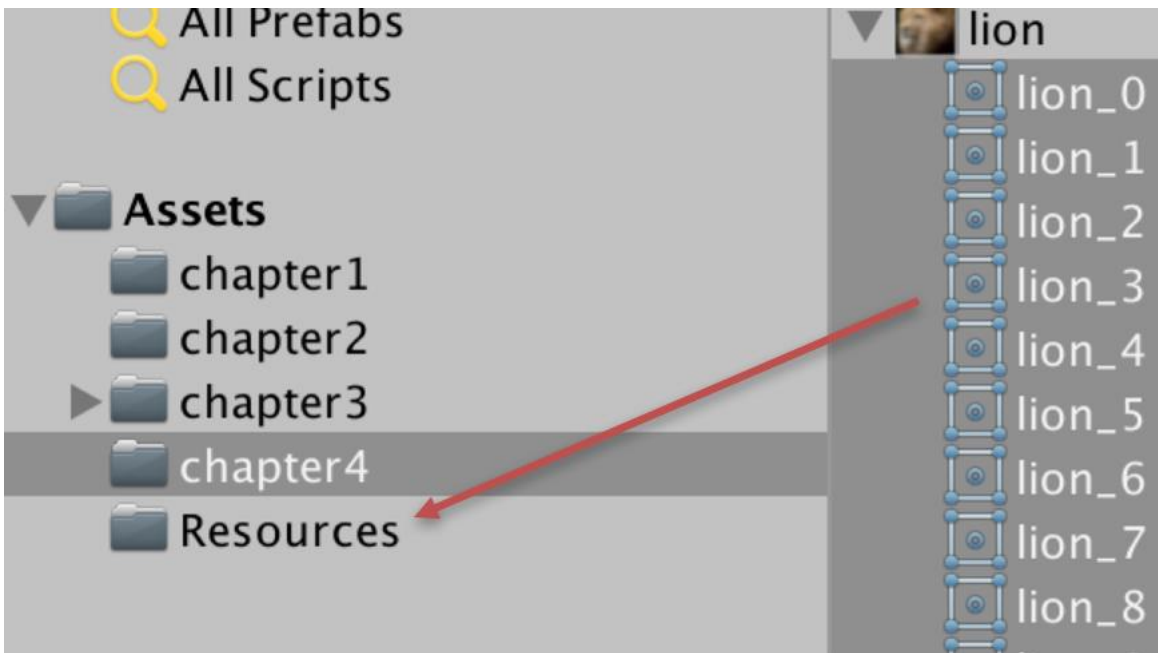
Piece  

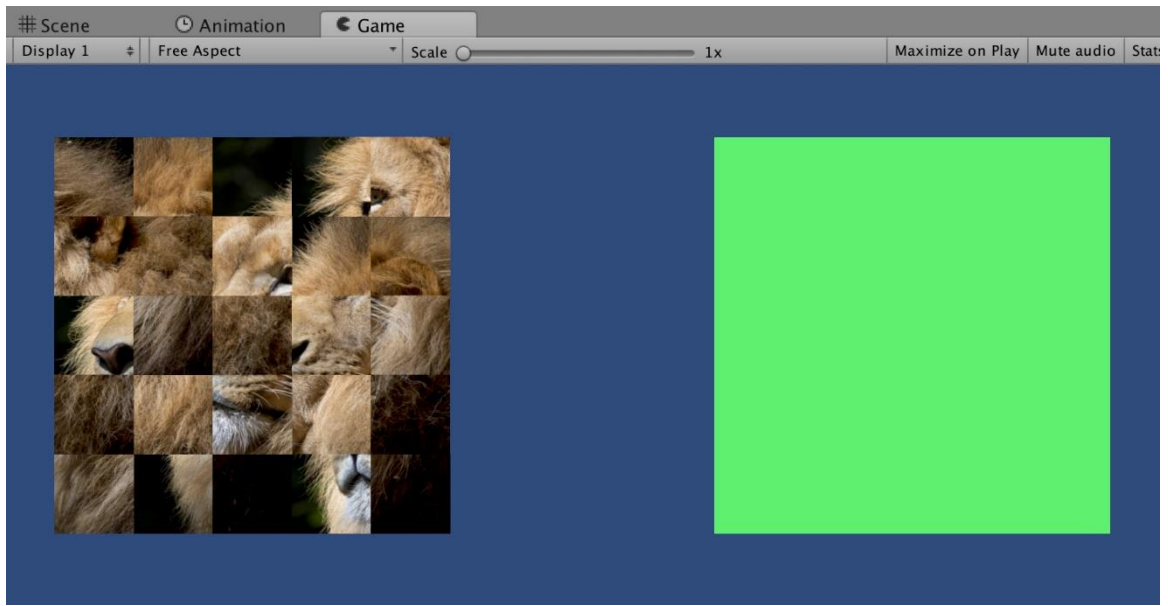
Place Holder  



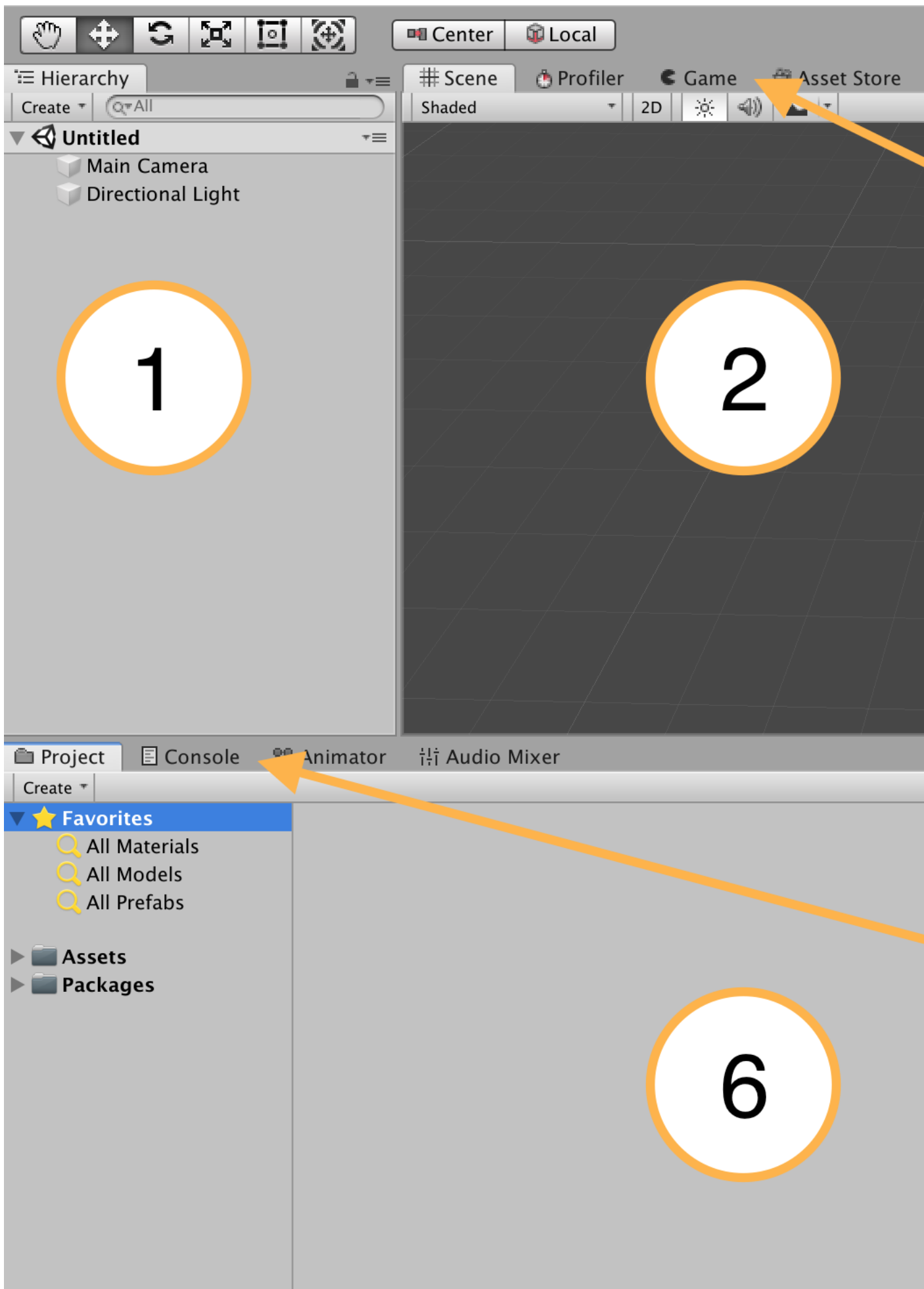


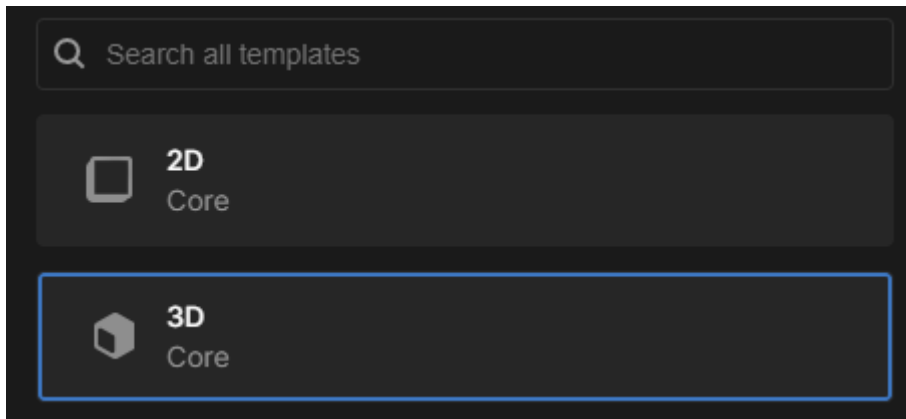
- PH1
- PH2
- PH3
- PH4
- PH5
- PH6
- PH7
- PH8
- PH9
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- PH11
- PH12
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- PH14
- PH15
- PH16
- PH17
- PH18
- PH19
- PH20



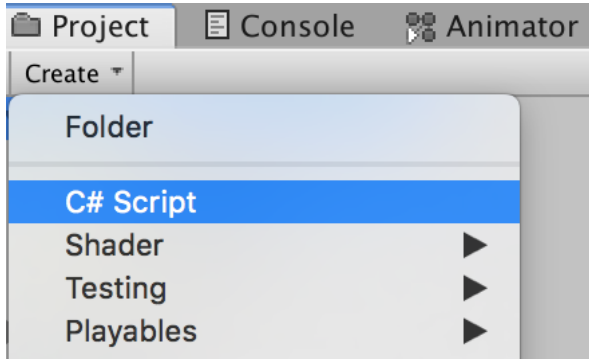
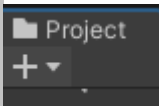
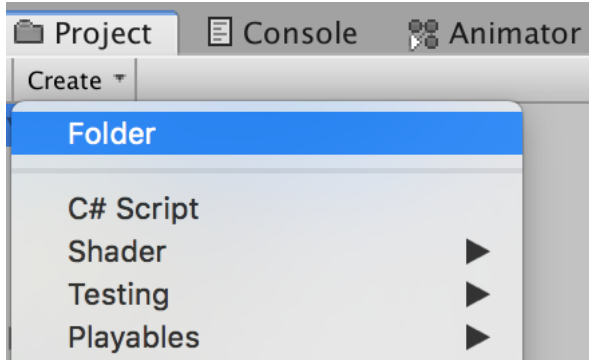
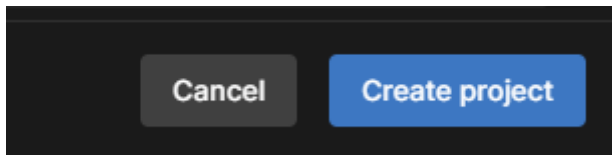
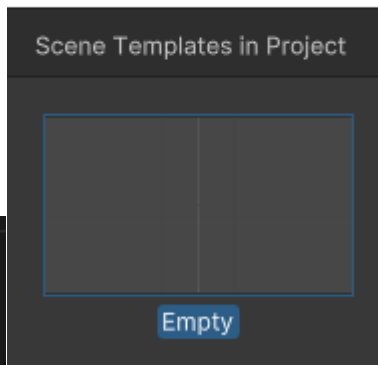


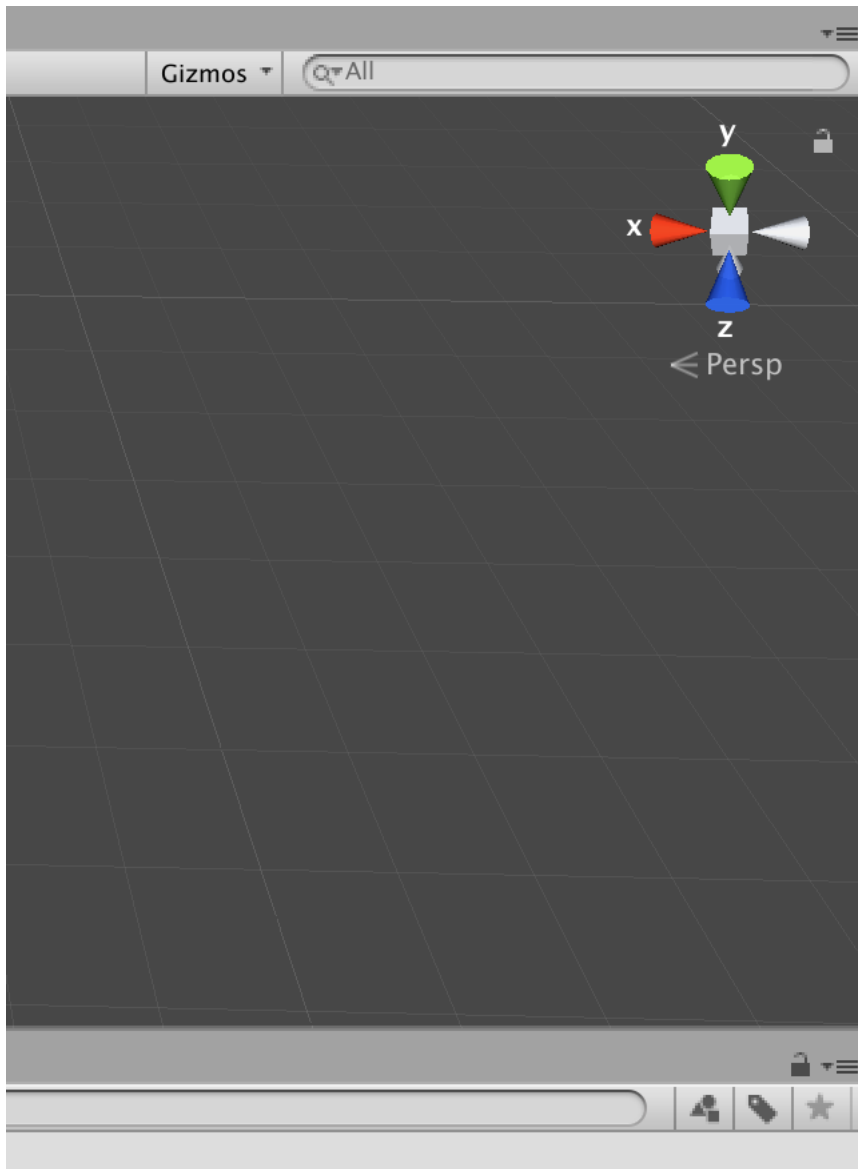






New Scene





Inspector Navigation

MyFirstScript Import Settings

Imported Object

MyFirstScript

Assembly Information

Filename	Assembly-C
using System.Collections;	
using System.Collections.Generic;	
using UnityEngine;	
public class MyFirstScript : MonoBehaviour	
{	
// Start is called before the first fr	
void Start()	
{	
}	
// Update is called once per frame	
void Update()	
{	
}	
}	

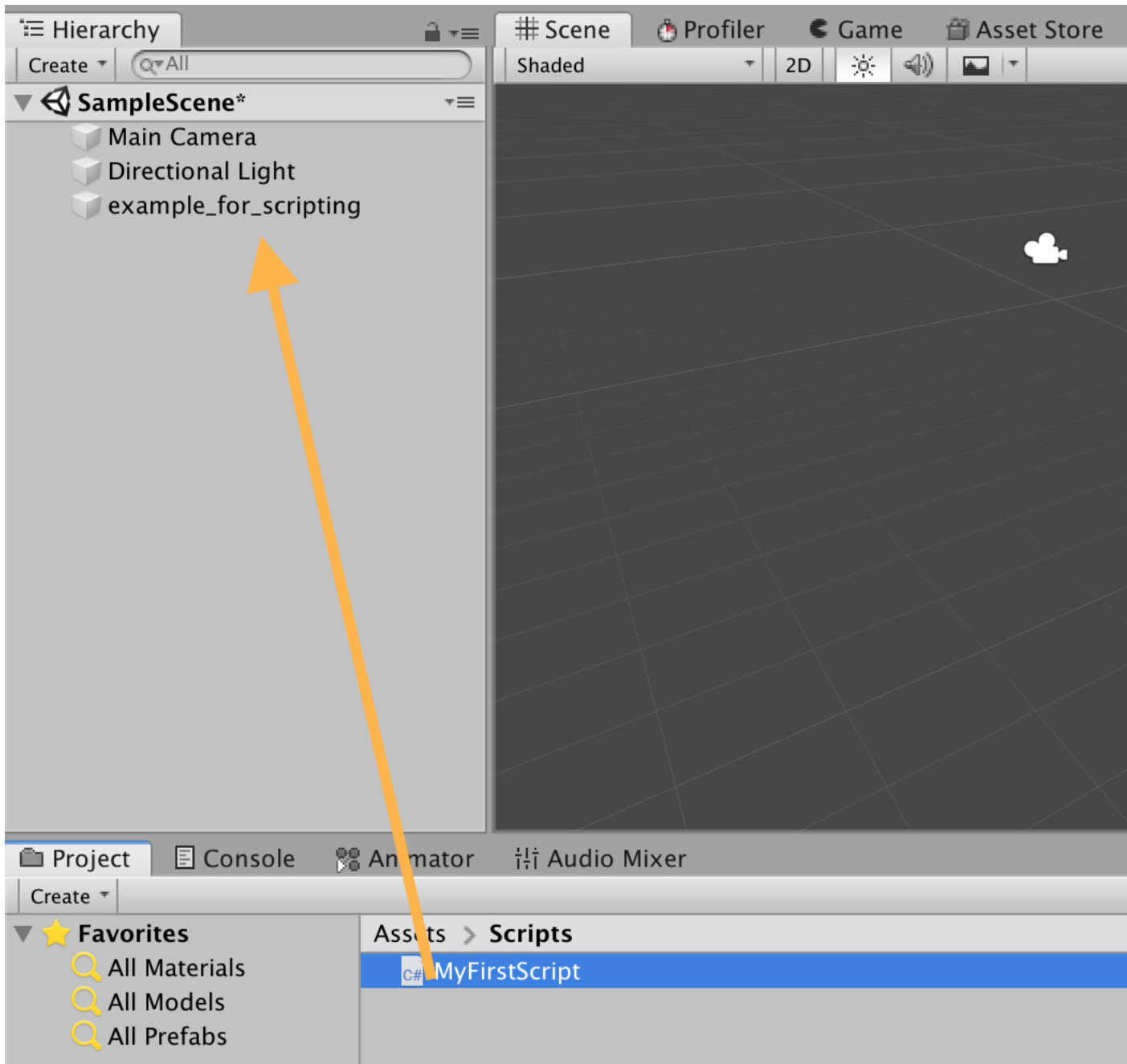
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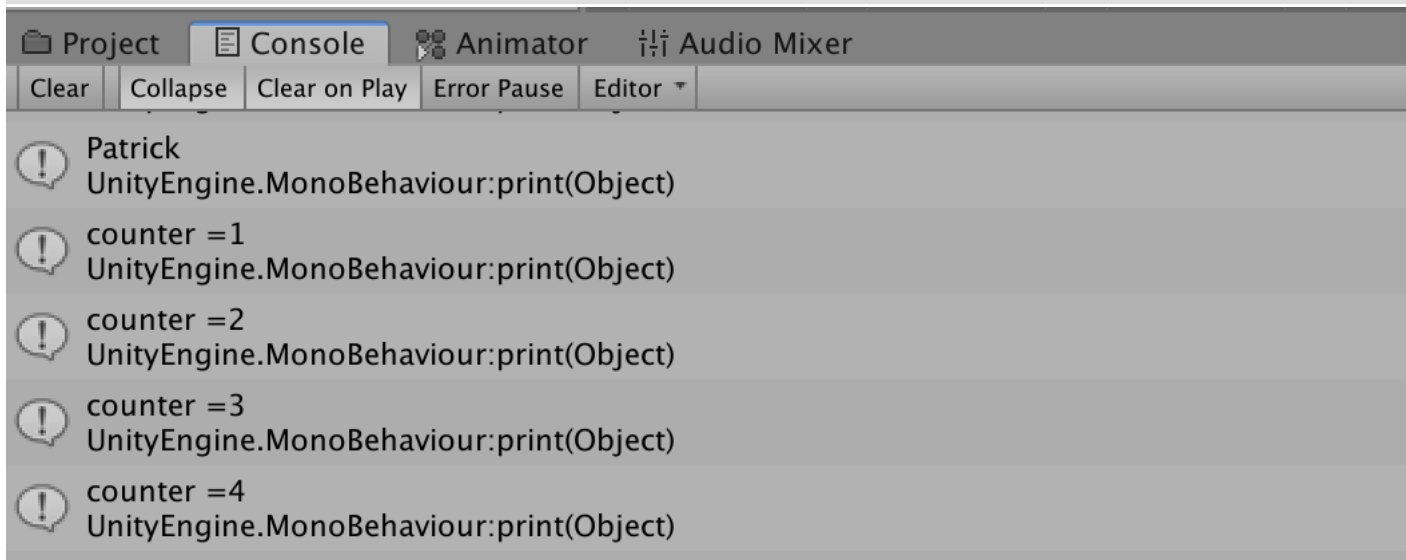
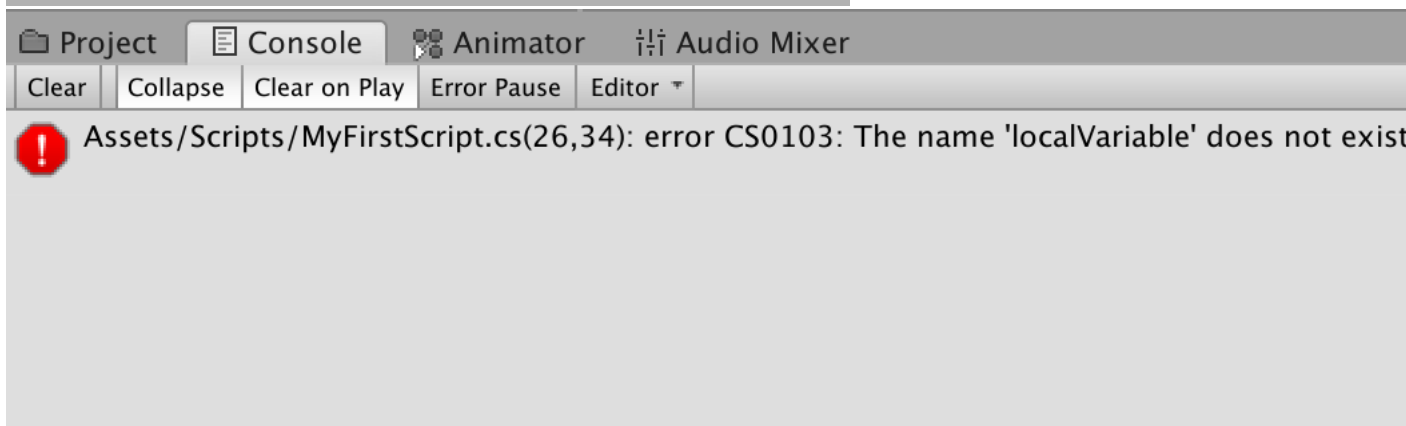
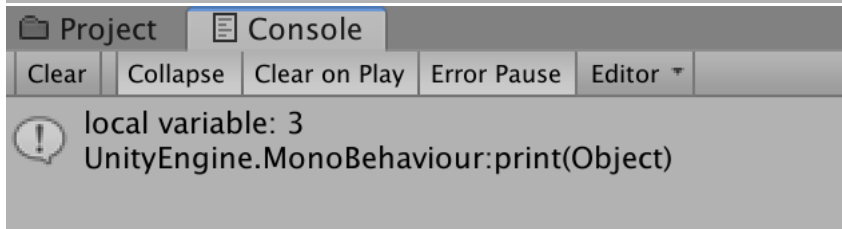
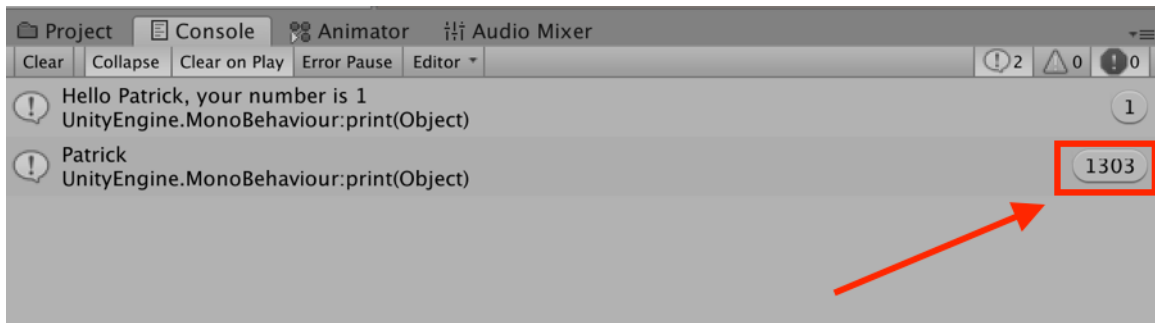
MyFirstScript.cs

×

No selection

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class MyFirstScript : MonoBehaviour
6 {
7     // Start is called before the first frame update
8     void Start()
9     {
10
11     }
12
13     // Update is called once per frame
14     void Update()
15     {
16
17     }
18 }
19
```





Project Console Animator Audio Mixer

Clear Collapse Clear on Play Error Pause Editor

Just created a new bike with the name My First Bike
UnityEngine.Debug:Log(Object)


Project Console Animator Audio Mixer

Clear Collapse Clear on Play Error Pause Editor




Just created a new bike with the name My First Bike
UnityEngine.Debug:Log(Object)

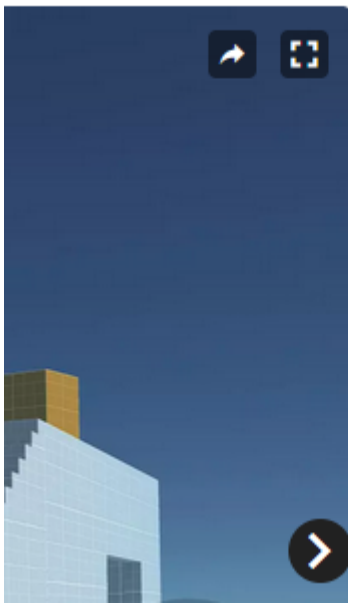
Our new speed is now 1
UnityEngine.Debug:Log(Object)

Our new speed is now 2
UnityEngine.Debug:Log(Object)

 **Unity Asset Store**

3D 2D Add-Ons Audio Essentials Templates Tools VFX Sale

 Over **11,000 five-star assets**  Rated by **85,000+ customers**  S



Starter Assets - First Person Character Controller



Unity Technologies

★★★★☆ (57)

♥ (3278)

FREE

👁 6407 views in the past week

[Open in Unity](#)



Package Manager

⊕ Packages: My Assets ▾ Sort: Name ▾ Filters ▾ Clear Filters

Package Name	Version	Action
2D Cartoon Forest	1.0	↓
2D Game Kit	1.9.5	↓
Angry Bots (Unity 4.x only)	1.0	↓
Basic Motion	Version 1	↓
Medieval Town Exteriors	1.2.0	↓
Normal Map Maker	1.2	↓
Panda BT Free	1.4.4	↓
Standard Assets 2018.4 Check out Starter Asset...	1.1.6	↓
Starter Assets - First Person Character Controller	1.1.1	⊕
Unity Remote 4	1.1	↓
Viking Village URP	1.1.1	↓

All 11 packages shown

Last update Feb 8, 16:30

Unity Technologies Inc.
Version 1.1.1 - May 10, 2022 asset store
[View in the Asset Store](#) · [Publisher Website](#) · [Publisher Support](#)

Starter Assets are designed to work as a quick start into producing character controllers for various game genres, using simple and easy-to-use methods that are easy to build and expand upon for different use cases. [More...](#)

Images & Videos

[View images & videos on Asset Store](#)

Package Size
Size: 2,04 MB (Number of files: 78)

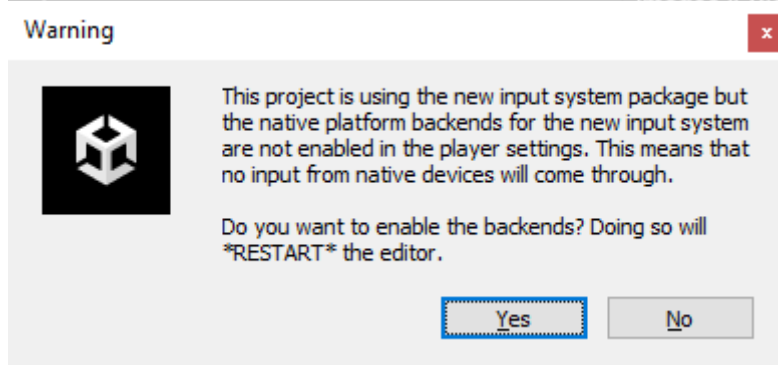
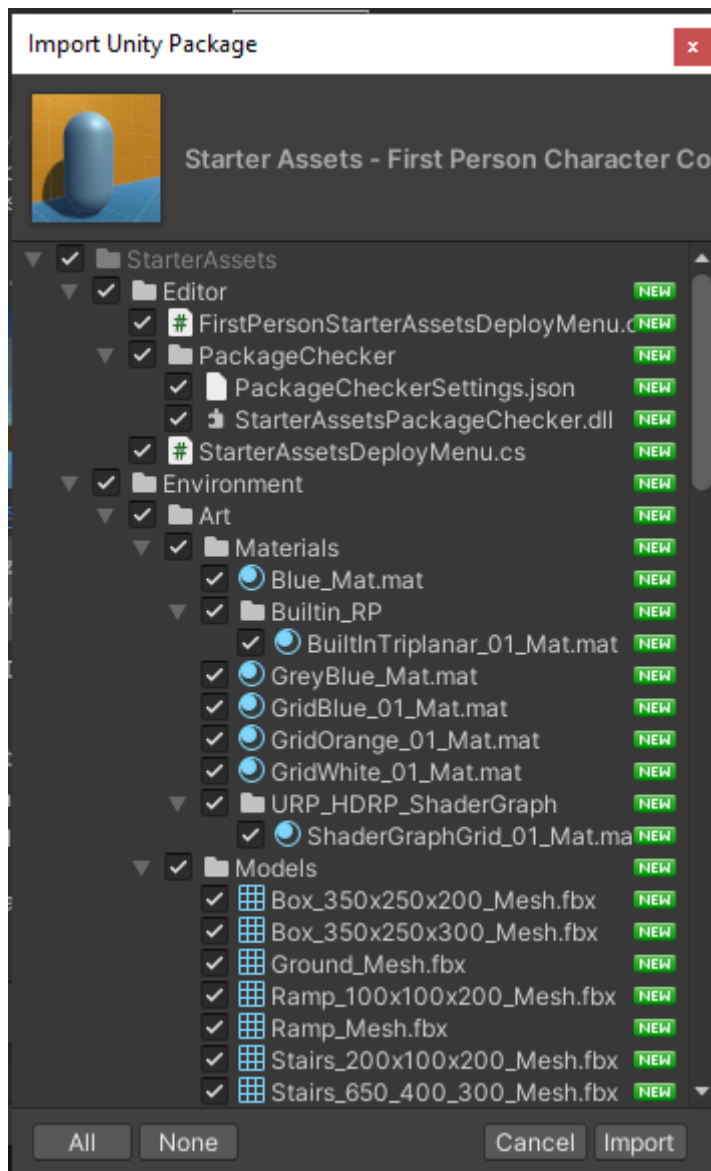
Supported Unity
2020.3.0 or higher

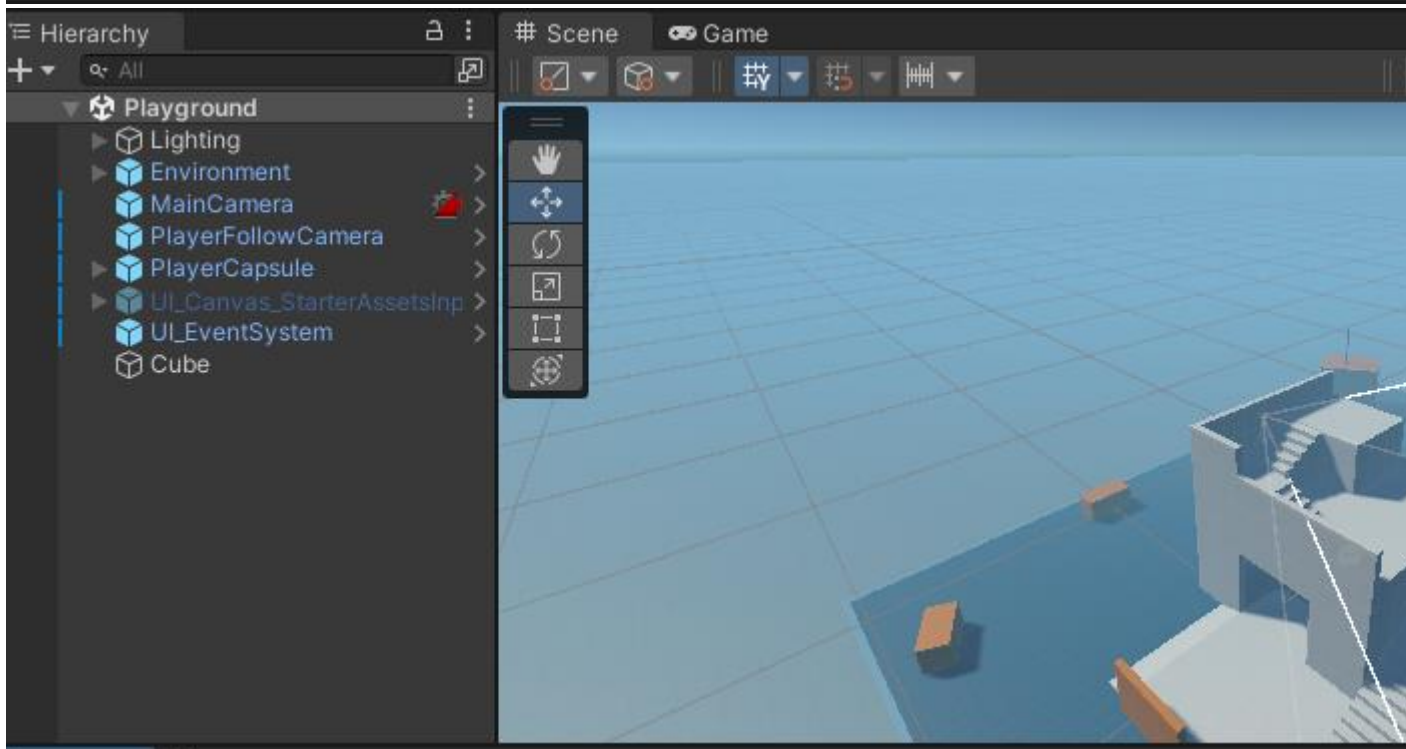
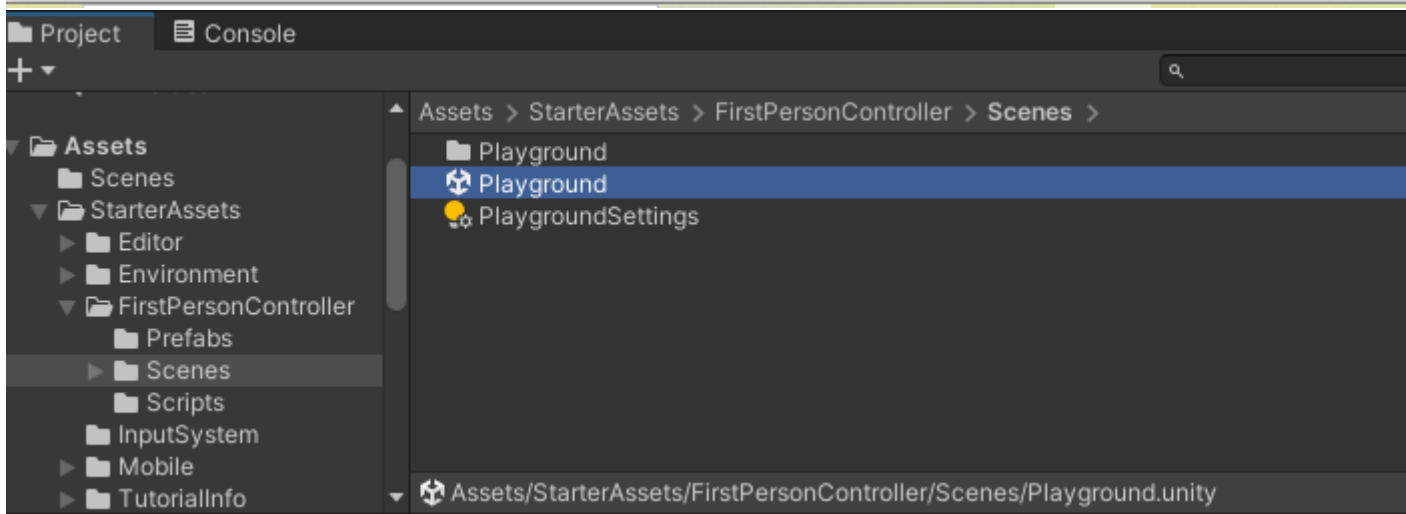
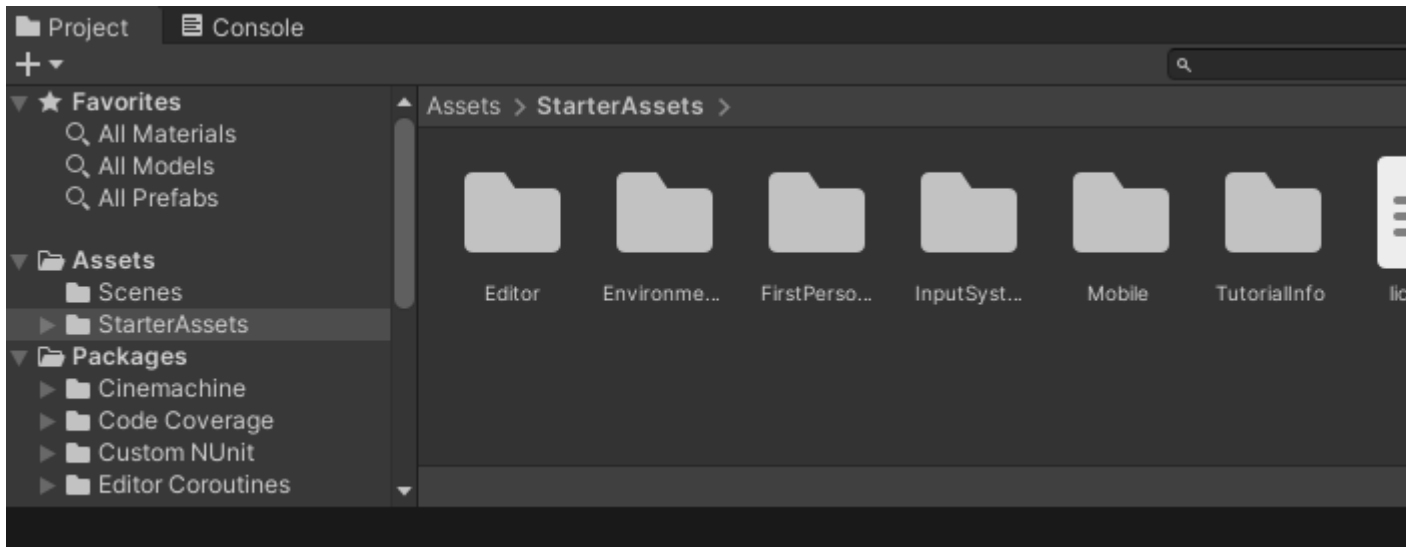
Purchased Date
January 16, 2023

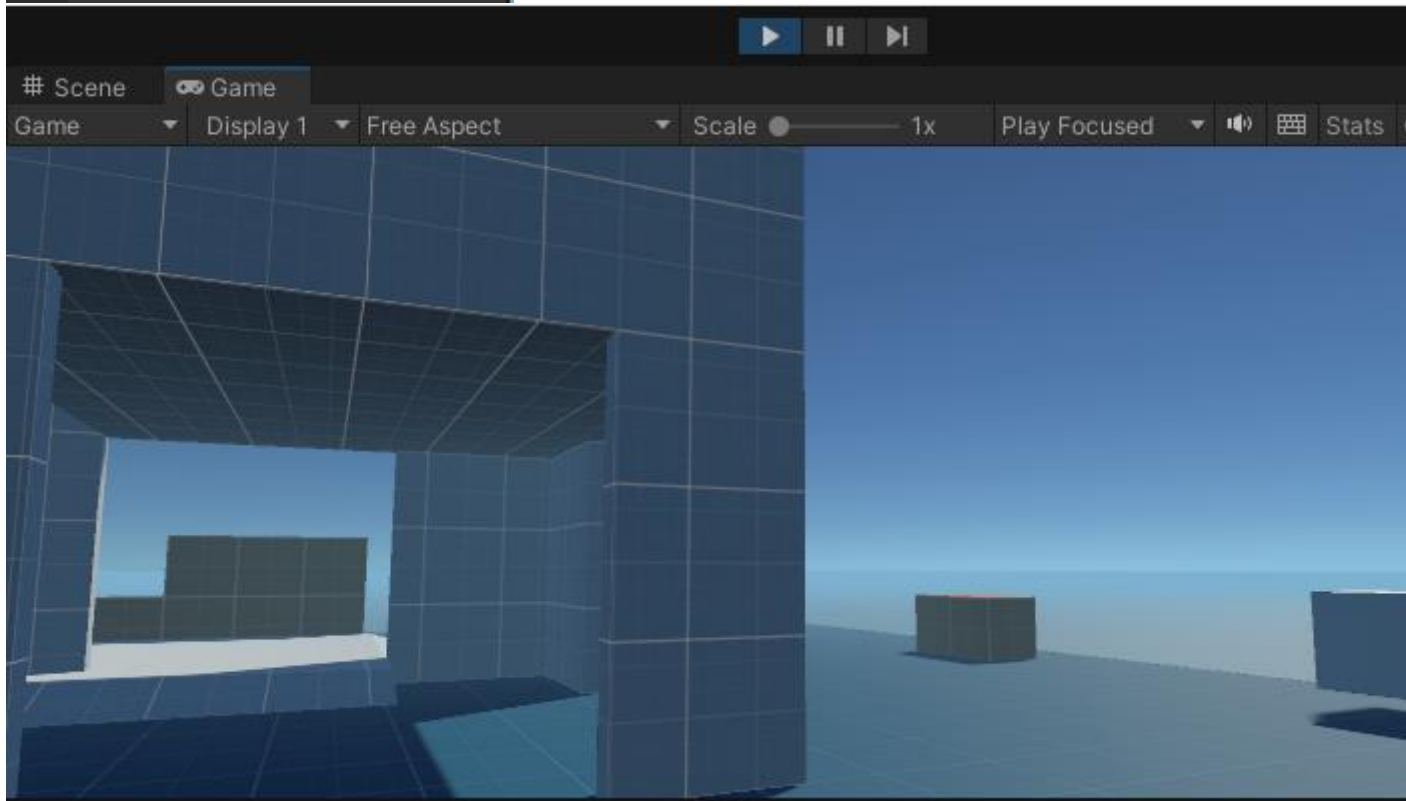
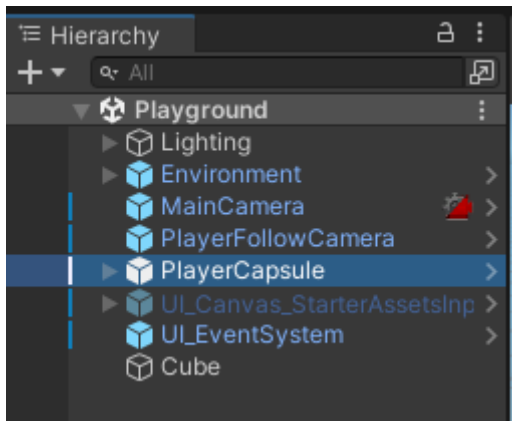
Release Details
1.1.1 (Current) - released on May 10, 2022 [More...](#)
Original - released on June 09, 2021

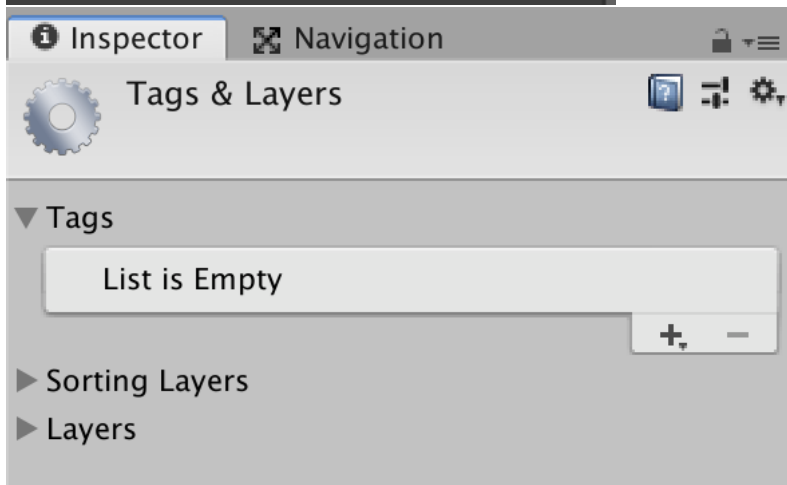
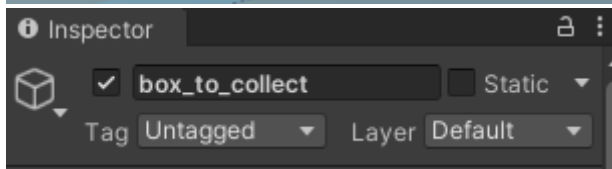
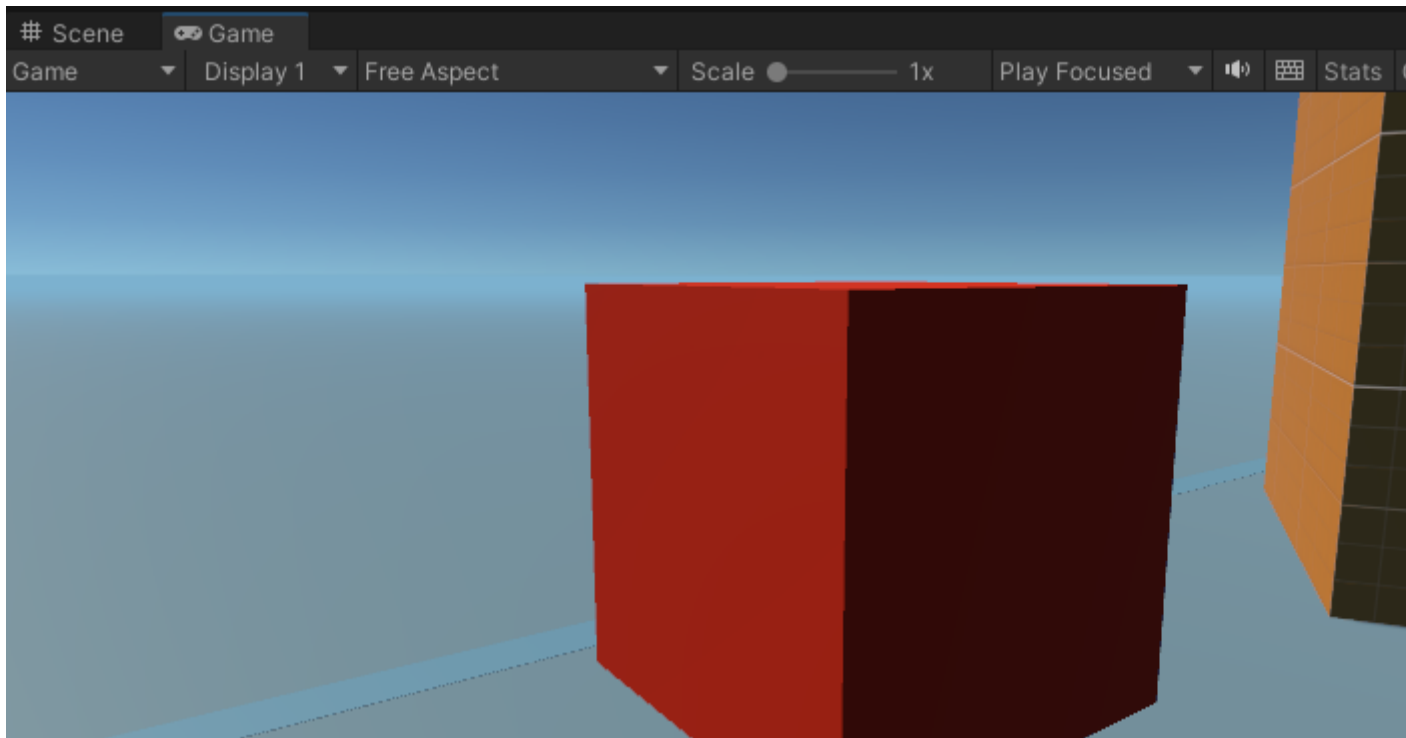
Assigned Labels
(None)

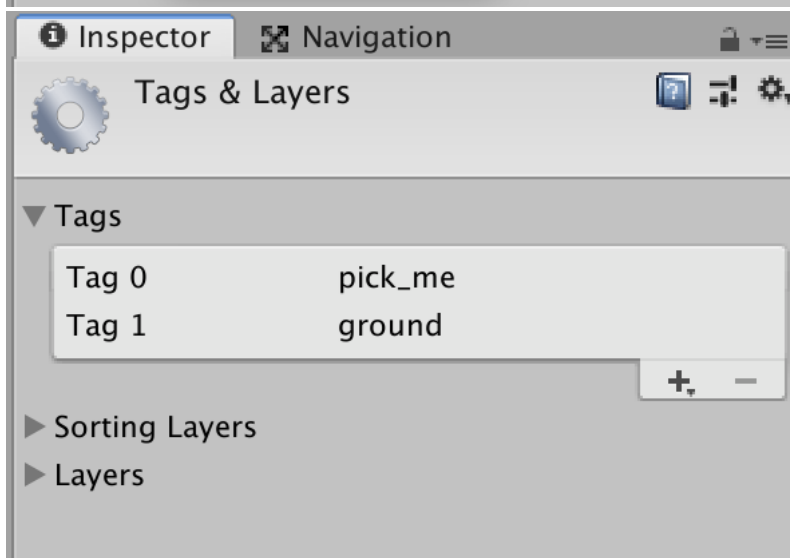
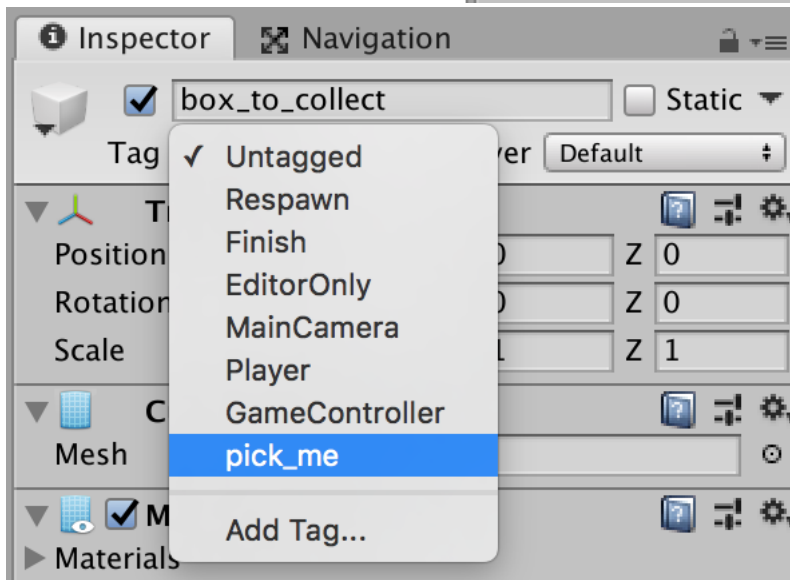
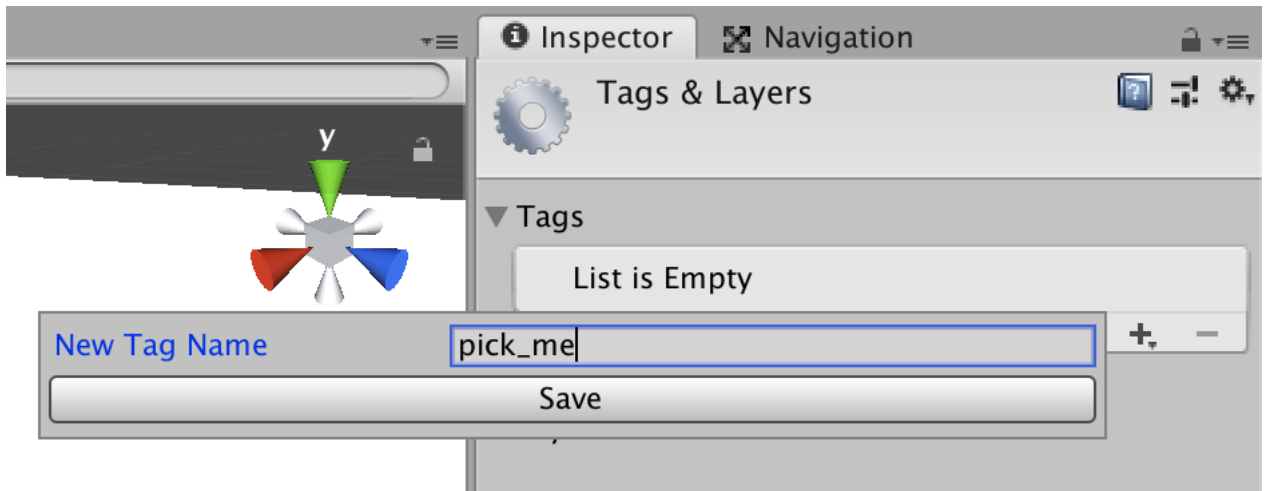
[Import](#)











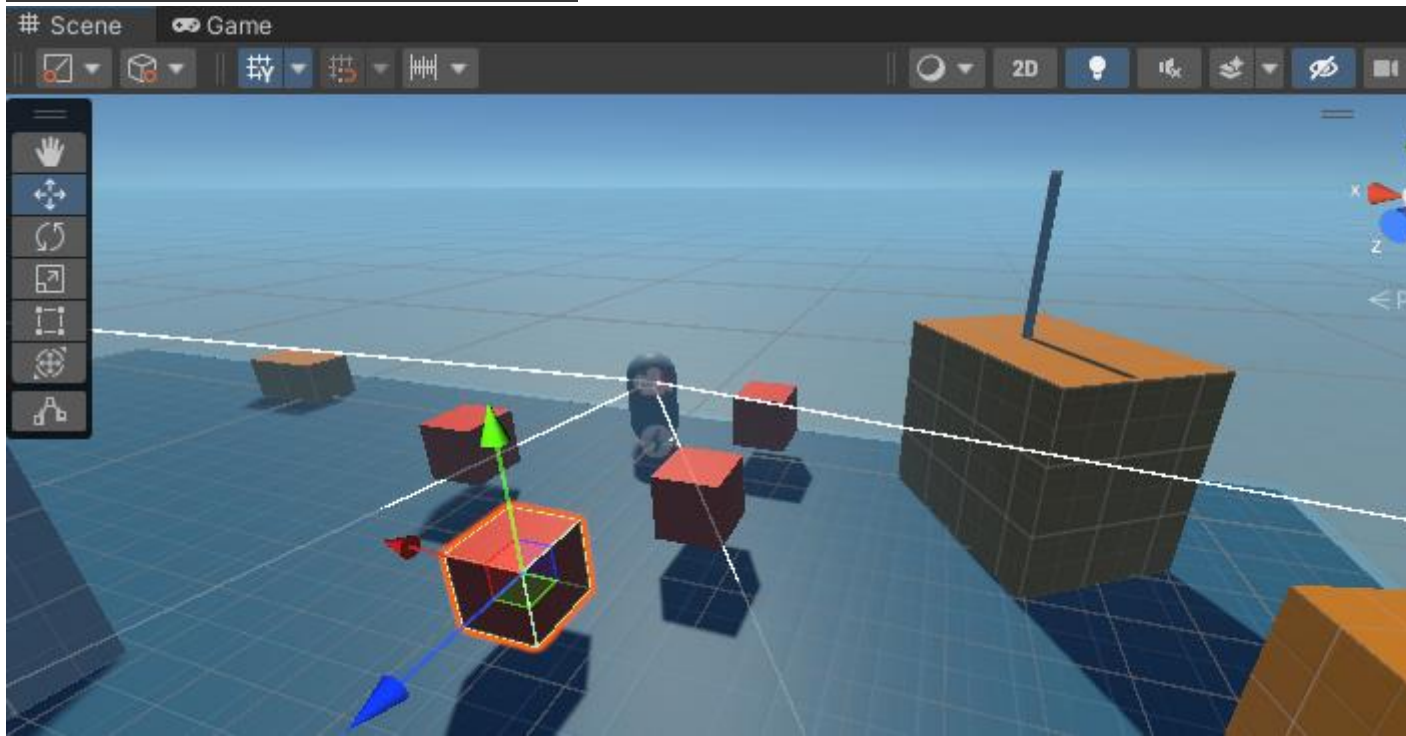
Inspector Navigation

ground Static

Tag ground Layer Default

Transform

[09:24:26] collision with pick_me
UnityEngine.MonoBehaviour:print (object)



scene1

scene2



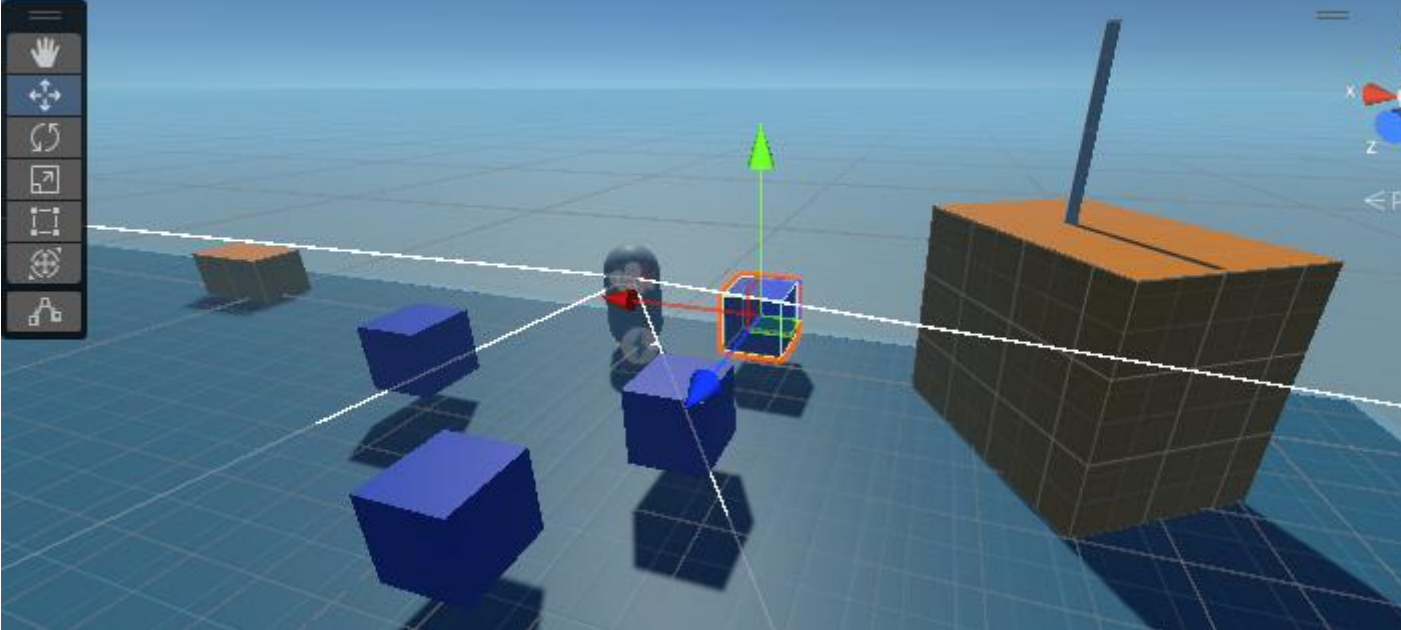
Scene Profiler Game Asset Store

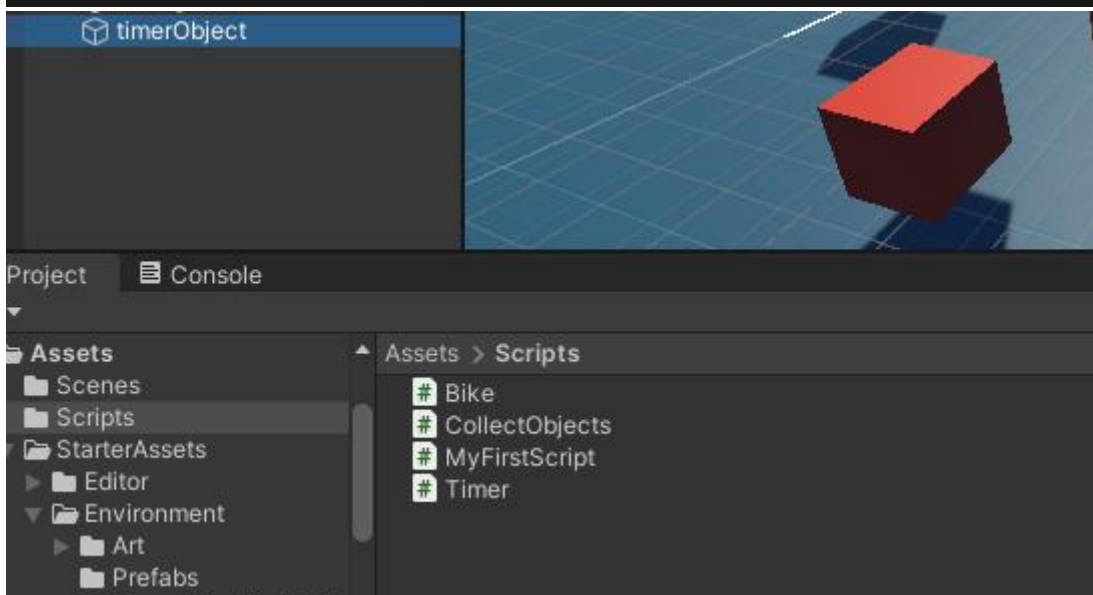
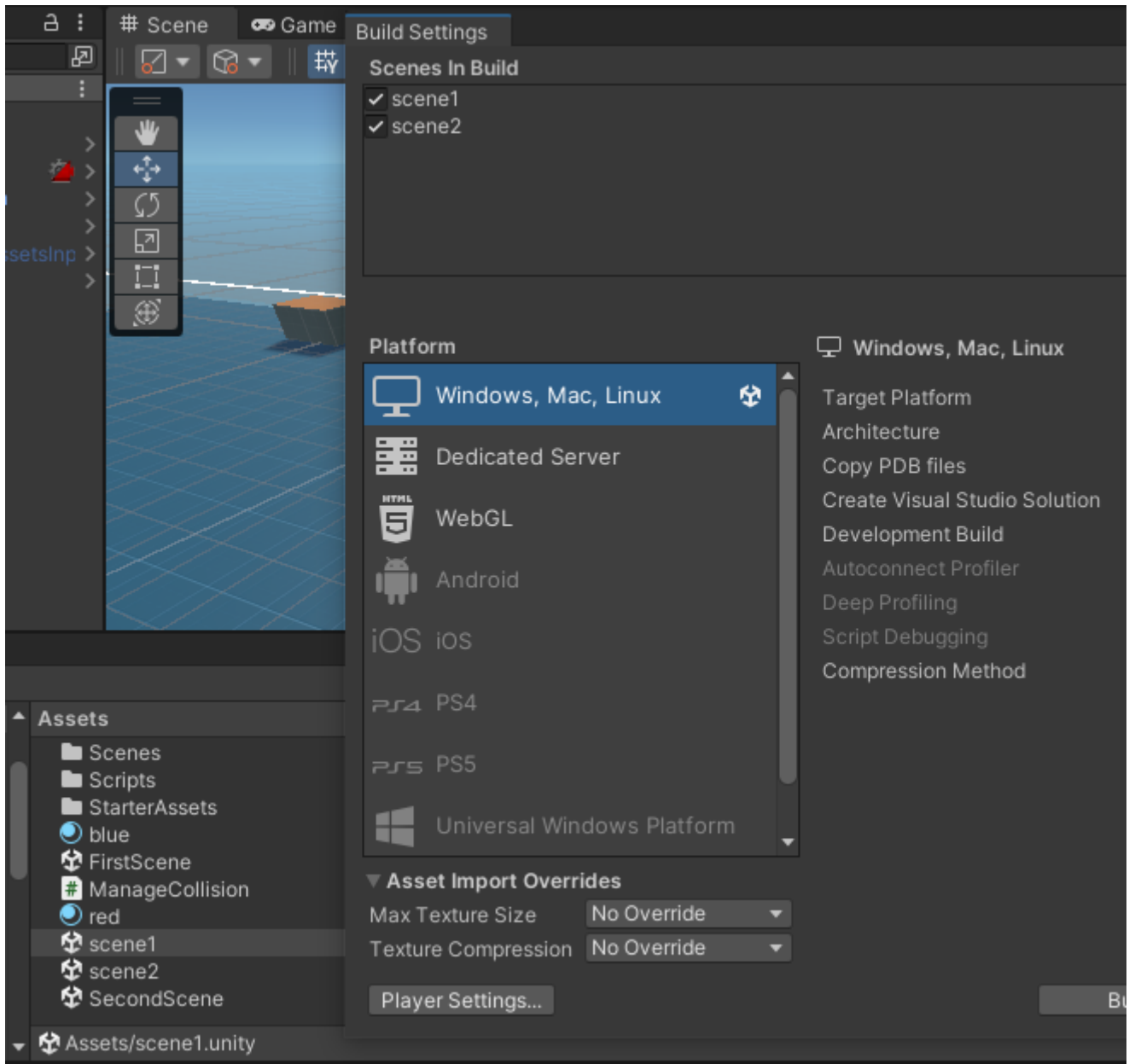
Shaded

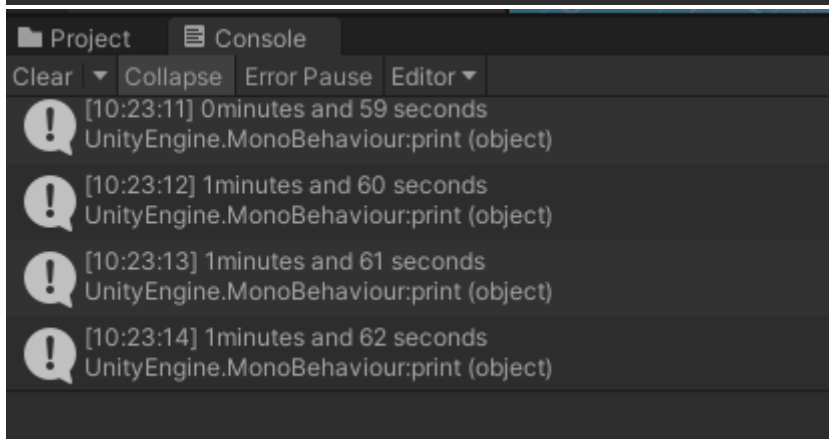
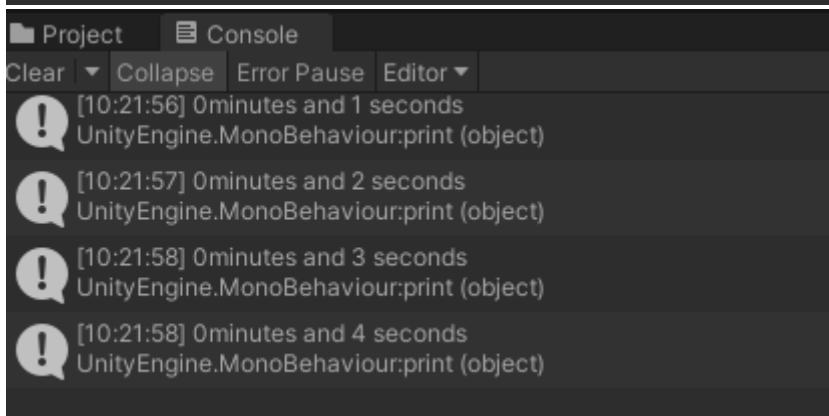
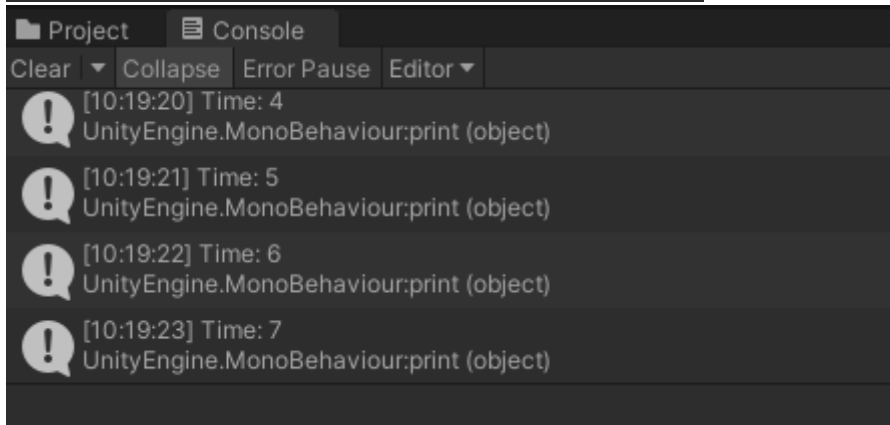
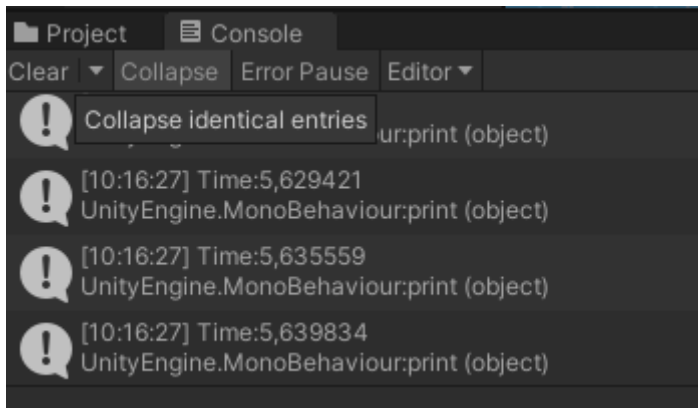
2D



Scene Game







Project Console Animator

Clear Collapse Clear on Play Error Pause Editor

UnityEngine.MonoBehaviour:print(Object)

0 minutes and 57 seconds
UnityEngine.MonoBehaviour:print(Object)

0 minutes and 58 seconds
UnityEngine.MonoBehaviour:print(Object)

0 minutes and 59 seconds
UnityEngine.MonoBehaviour:print(Object)

1 minutes and 0 seconds
UnityEngine.MonoBehaviour:print(Object)

1 minutes and 1 seconds
UnityEngine.MonoBehaviour:print(Object)

0:55
UnityEngine.MonoBehaviour:print(Object)

0:56
UnityEngine.MonoBehaviour:print(Object)

0:57
UnityEngine.MonoBehaviour:print(Object)

Build Settings

Scenes In Build

- scene1
- scene2

TMP Importer

TMP Essentials

This appears to be the first time you access TextMesh Pro, as such we need to add resources to your project that are essential for using TextMesh Pro. These new resources will be placed at the root of your project in the "TextMesh Pro" folder.

Import TMP Essentials

TMP Examples & Extras

The Examples & Extras package contains addition resources and examples that will make discovering and learning about TextMesh Pro's powerful features easier. These additional resources will be placed in the same folder as the TMP essential resources.

Import TMP Examples & Extras

timerObject

Canvas

Text (TMP)

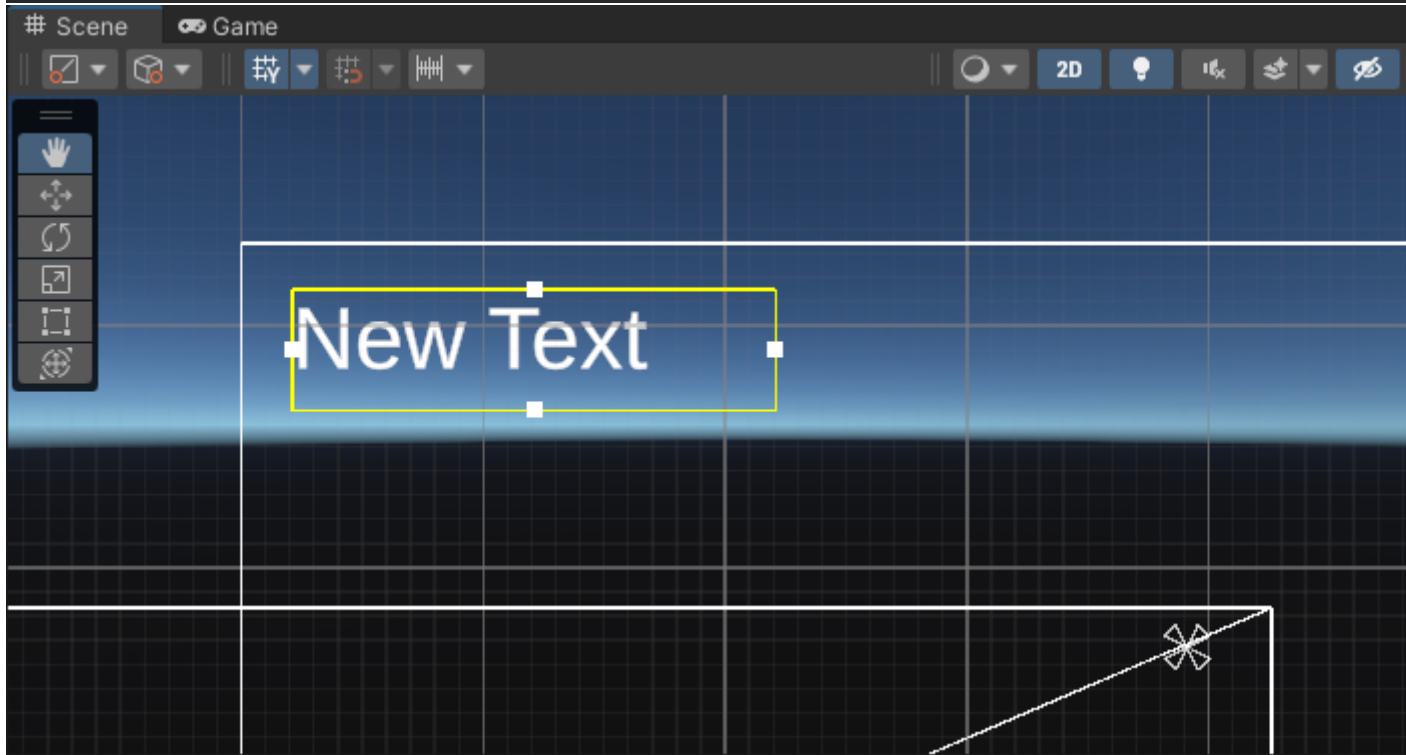
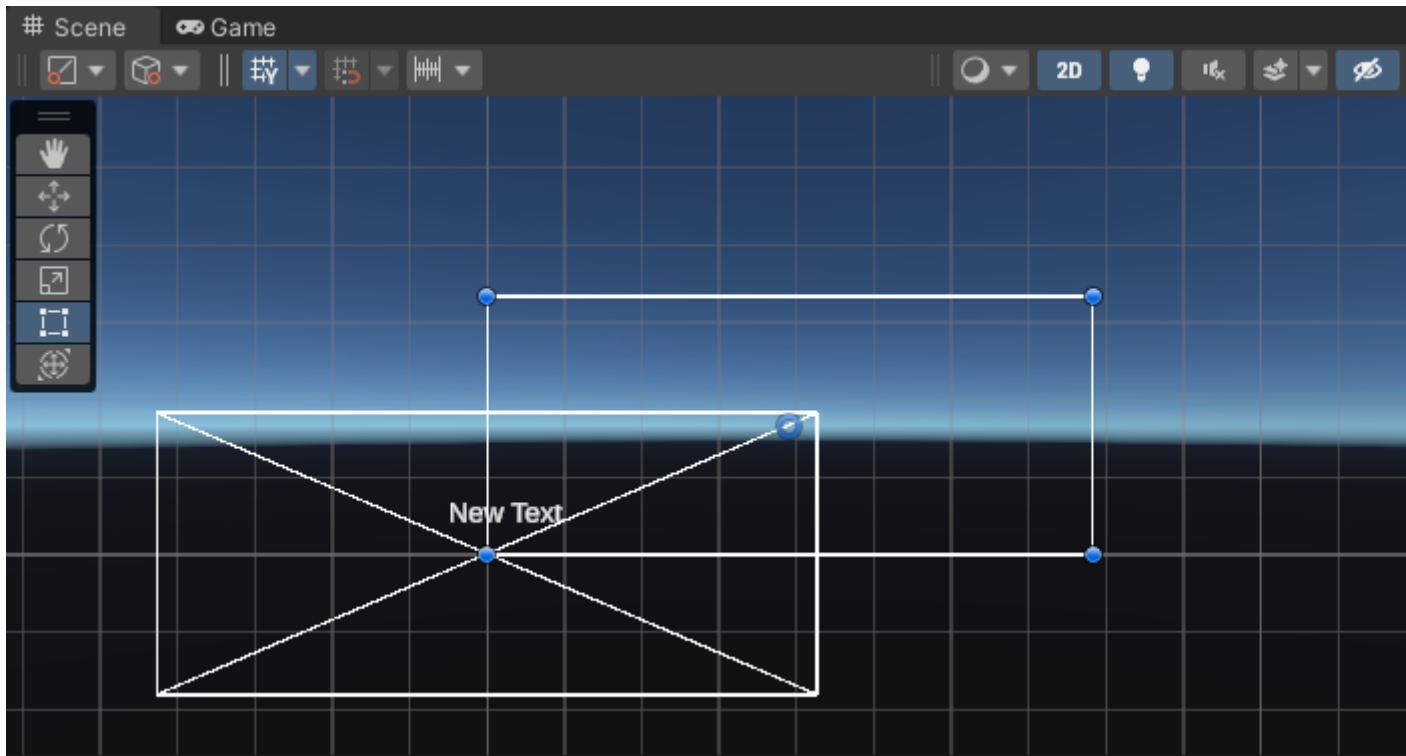
2D

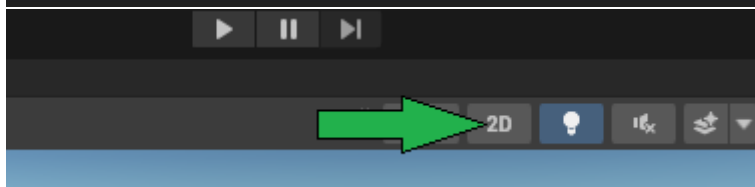
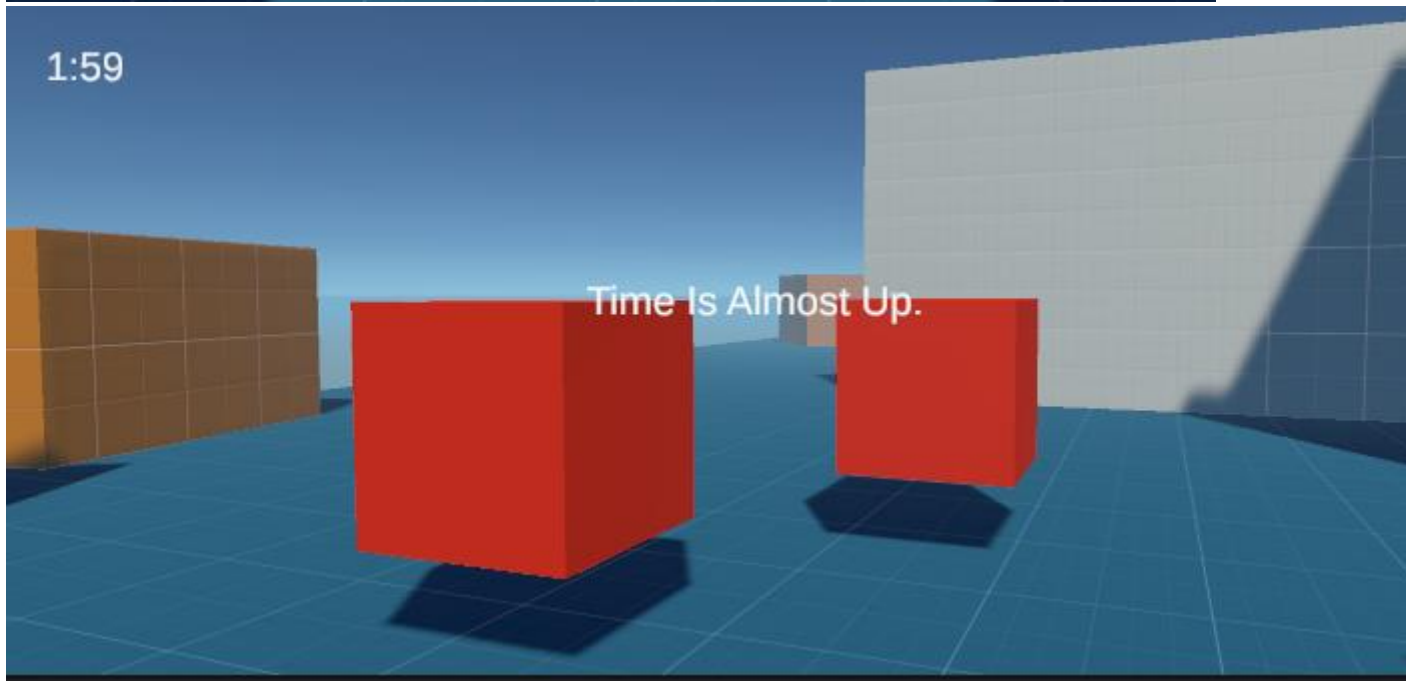
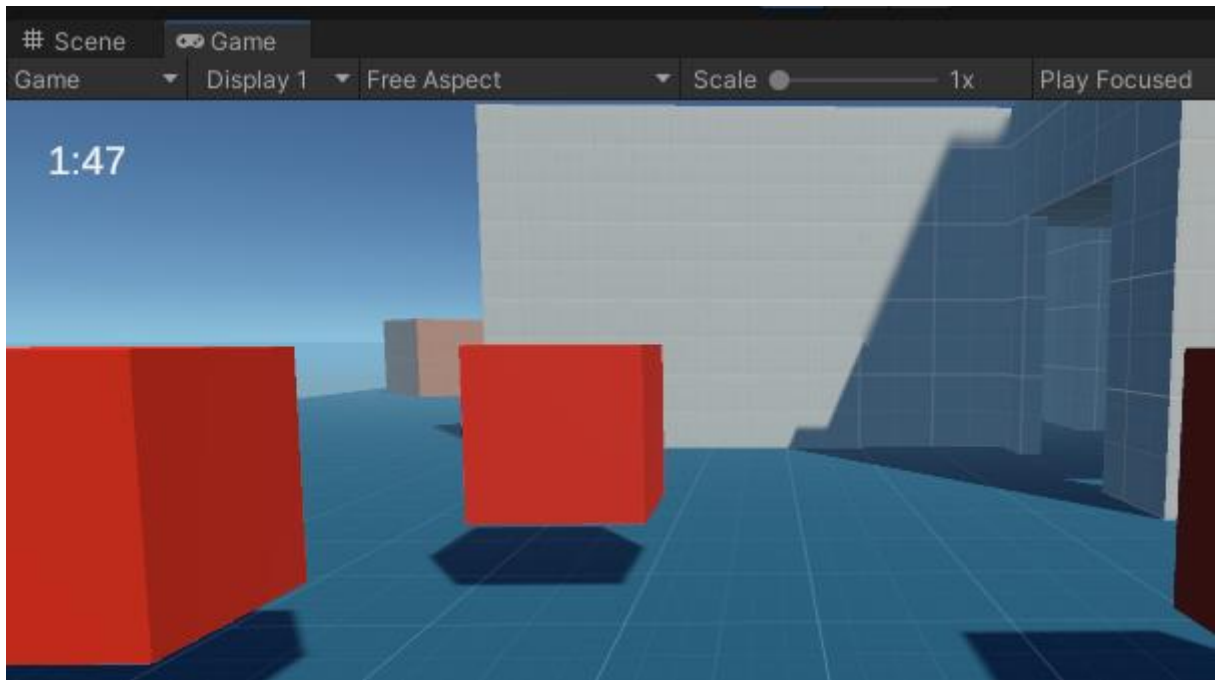
Lightbulb icon

10x icon

Hand icon

Cursor icon

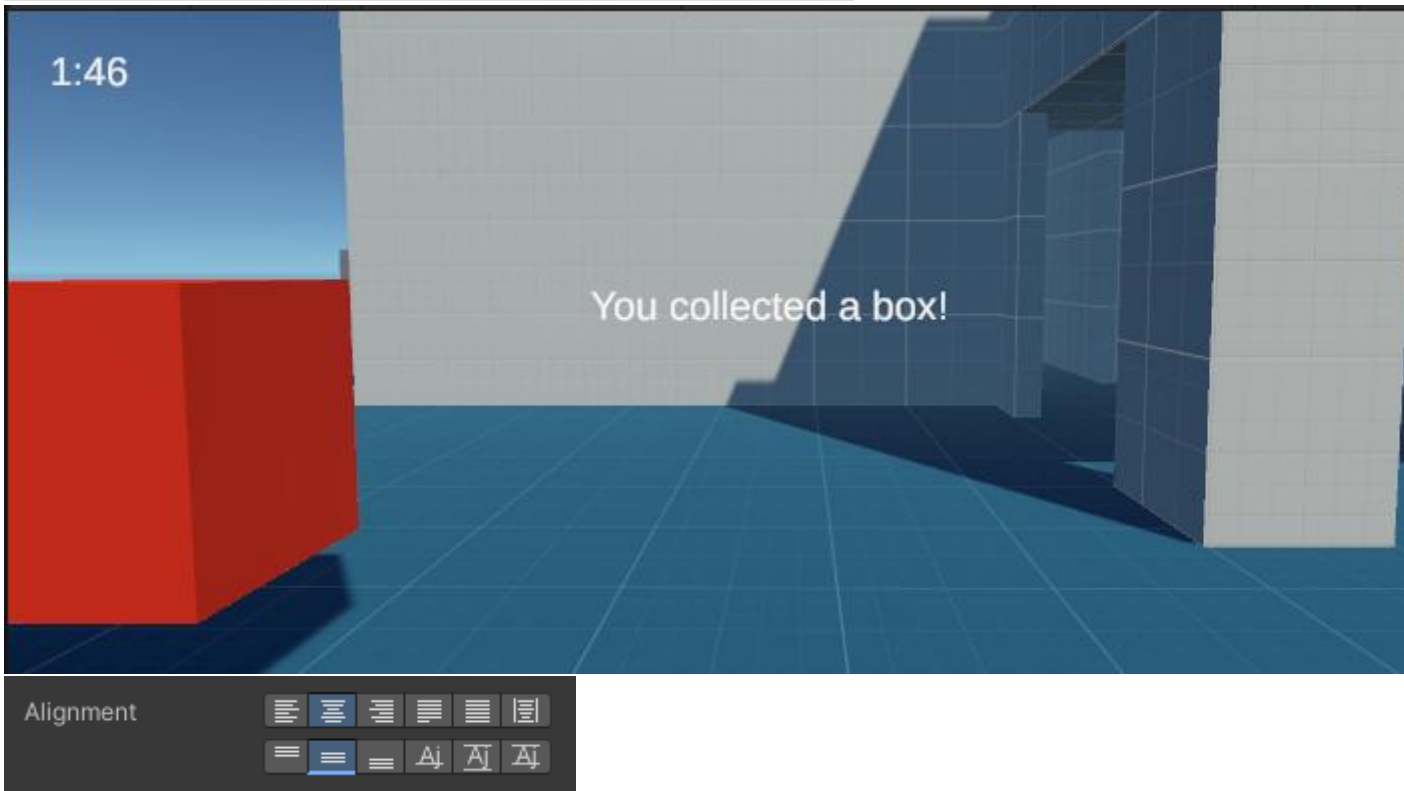




Project Console Animator

Clear Collapse Clear on Play Error Pause Editor ▾

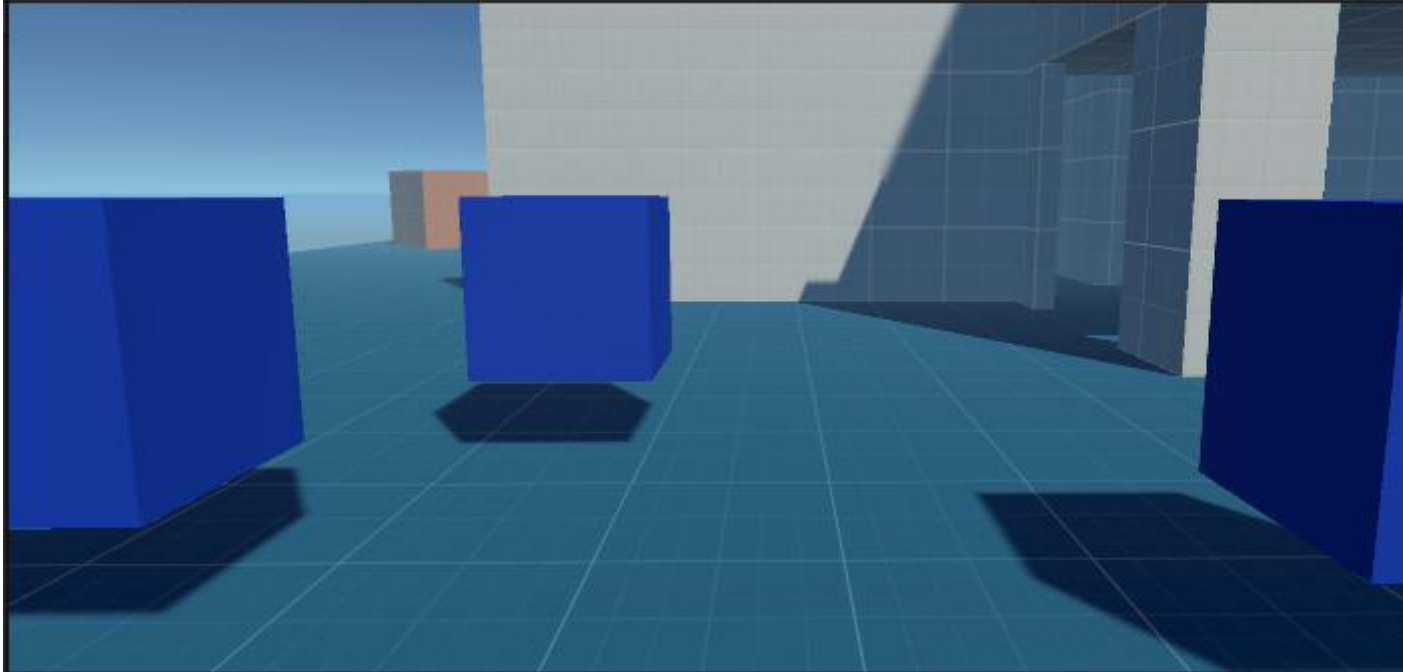
- ! collision with pick_me
UnityEngine.MonoBehaviour:print(Object)
- ! score: 1
UnityEngine.MonoBehaviour:print(Object)
- ! score: 2
UnityEngine.MonoBehaviour:print(Object)
- ! score: 3
UnityEngine.MonoBehaviour:print(Object)



1:47

You collected
a box!

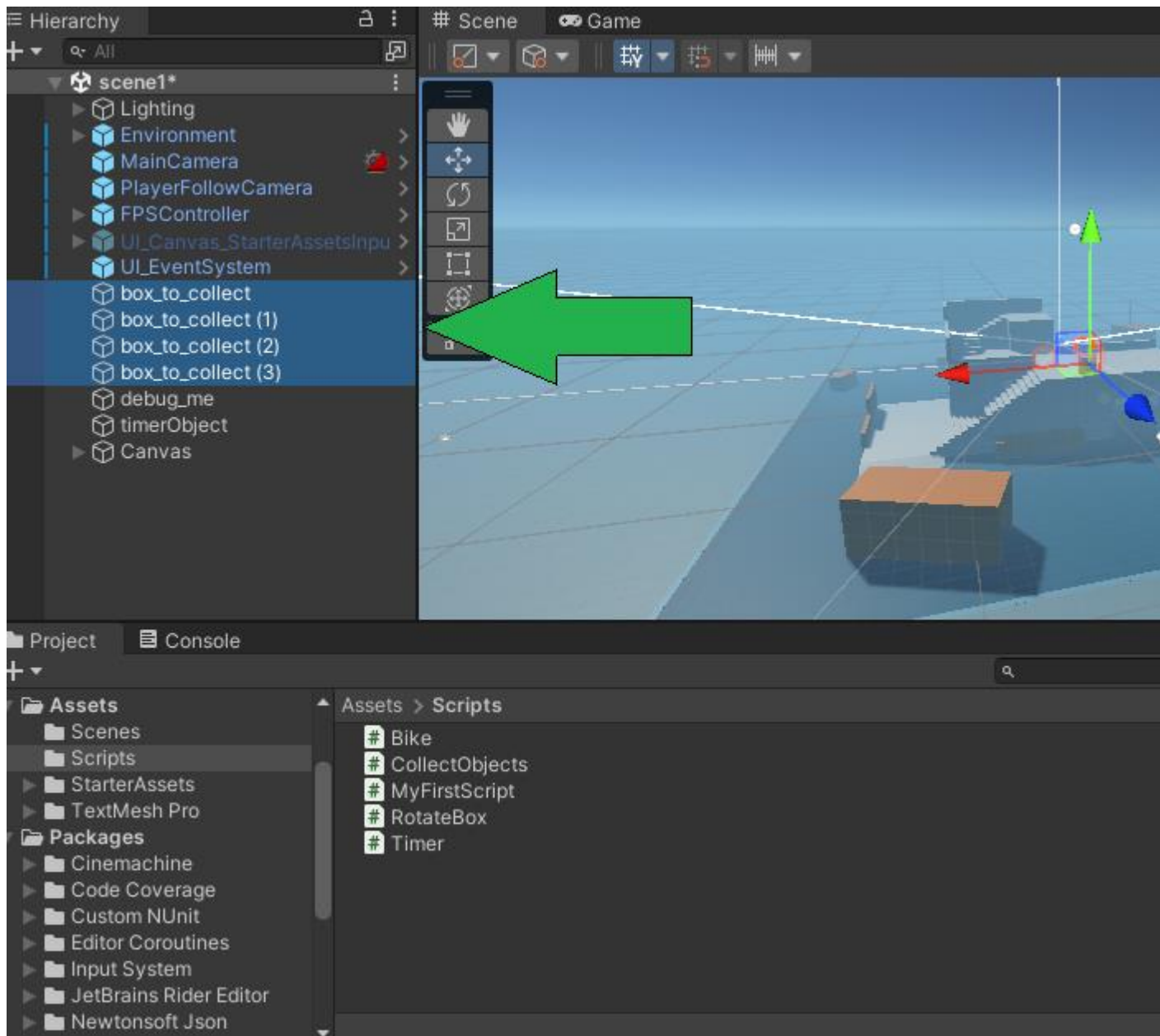
Game Display 1 Free Aspect Scale ● 1x Play Focused [Speaker Icon] [Grid Icon] Sta

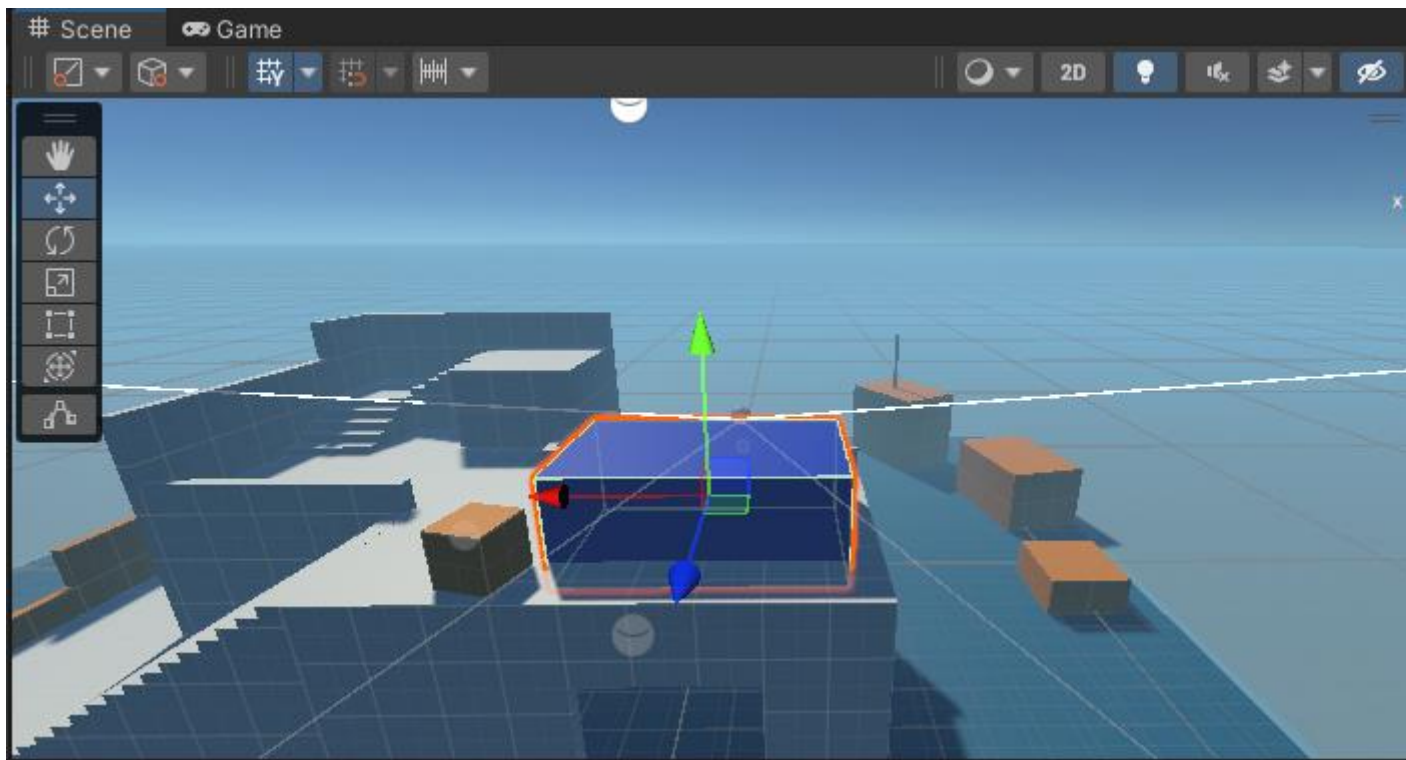


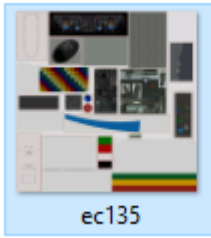
1:50

You collected
1 Boxe(s)!

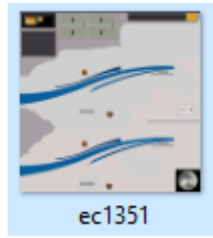








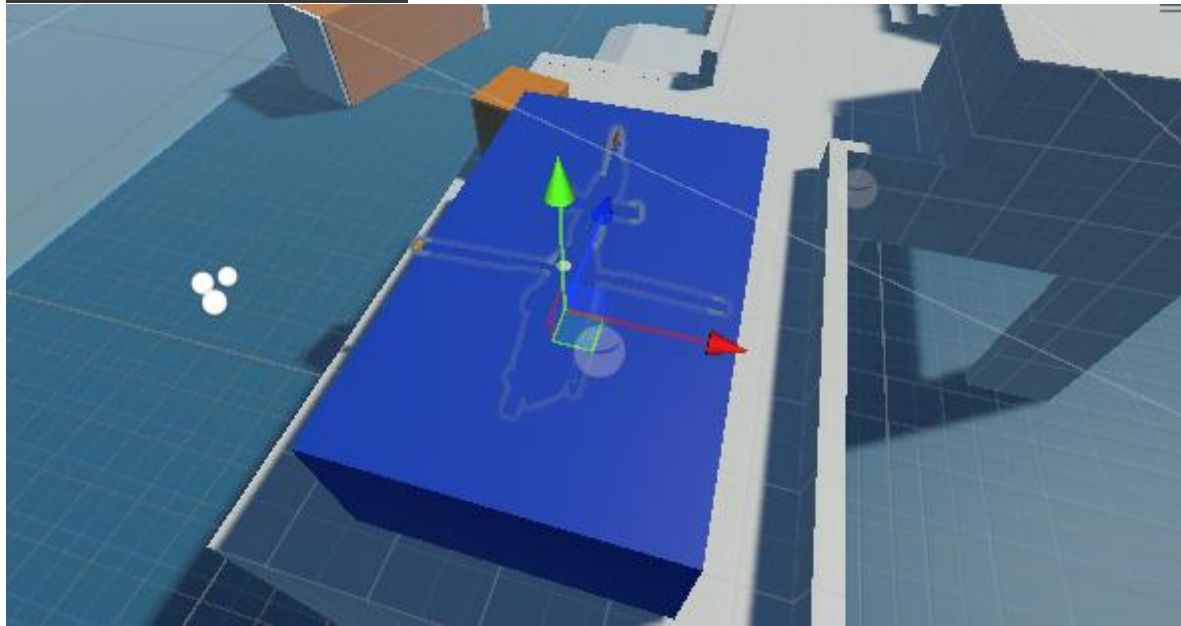
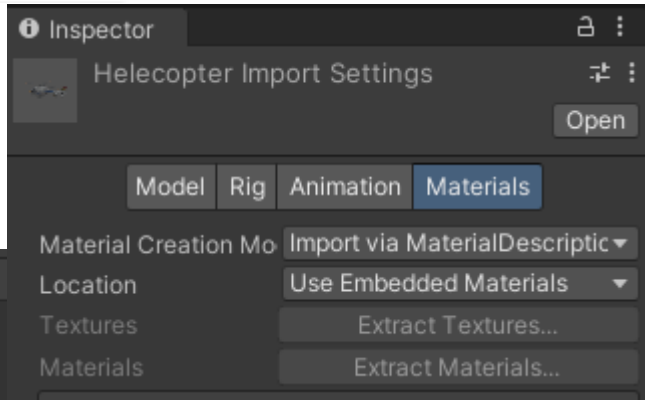
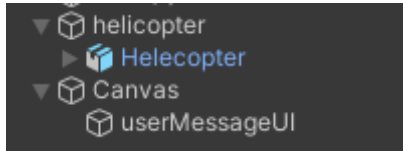
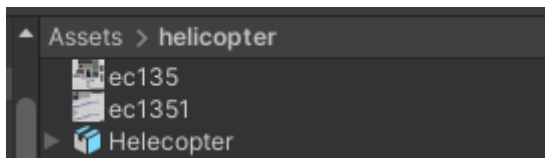
ec135

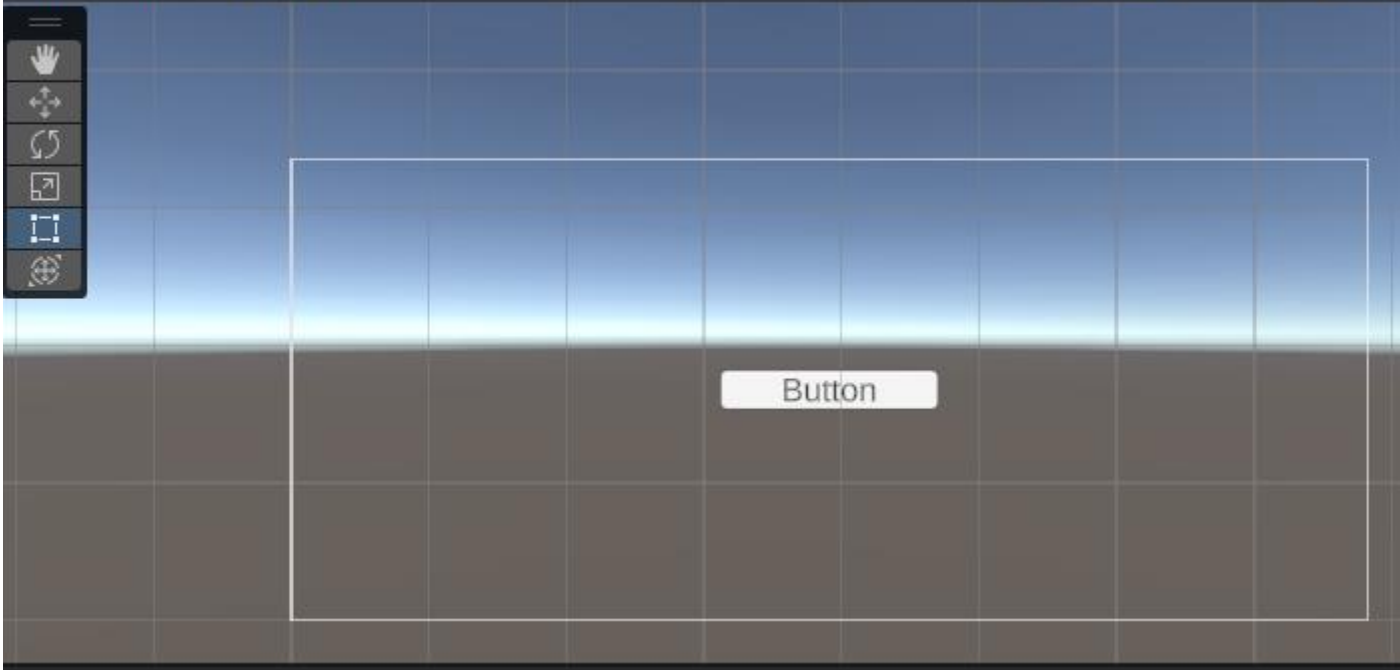
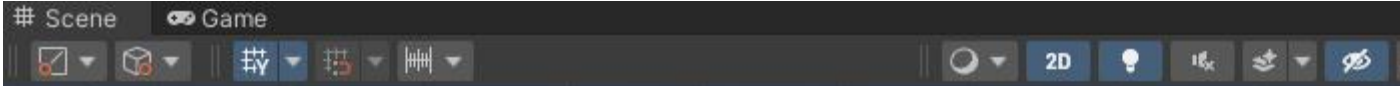
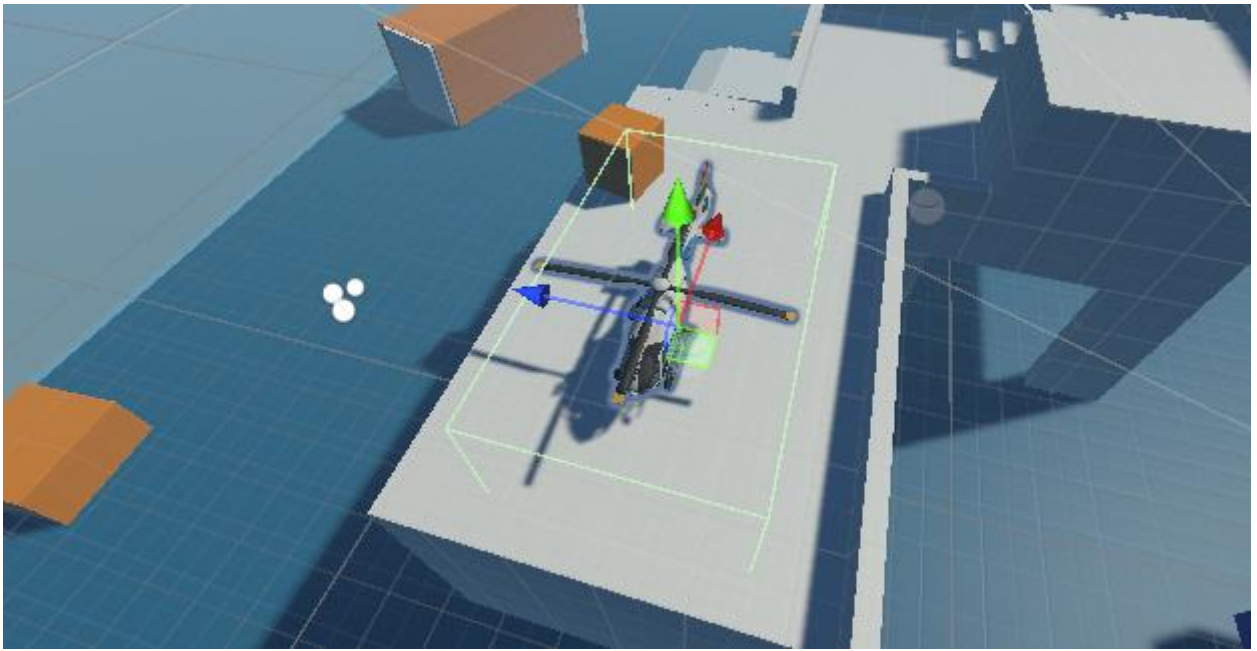


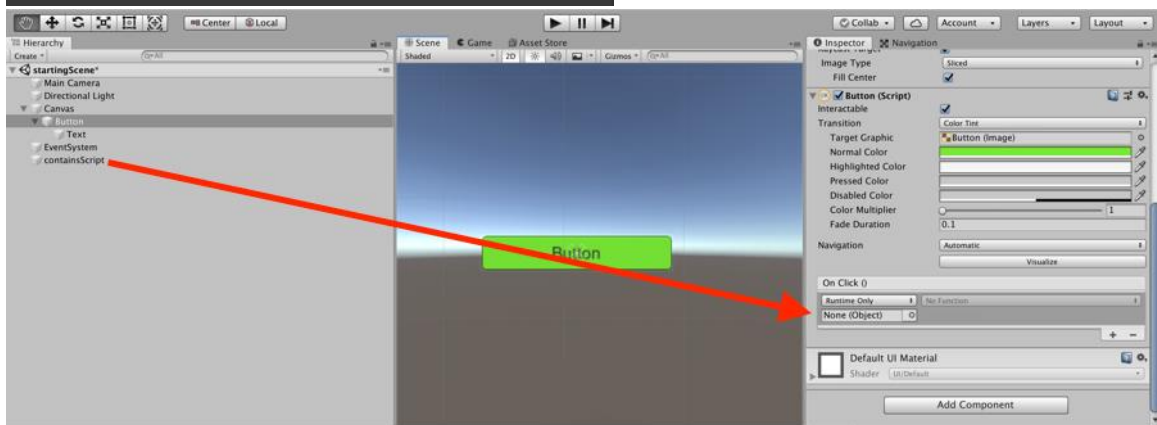
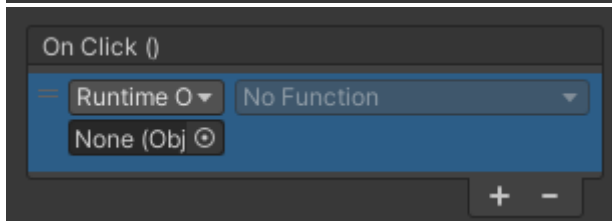
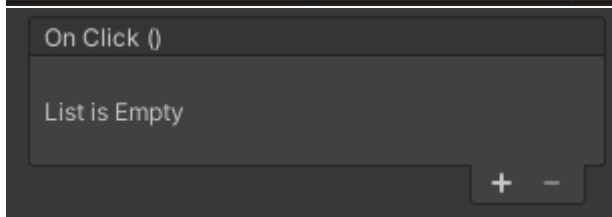
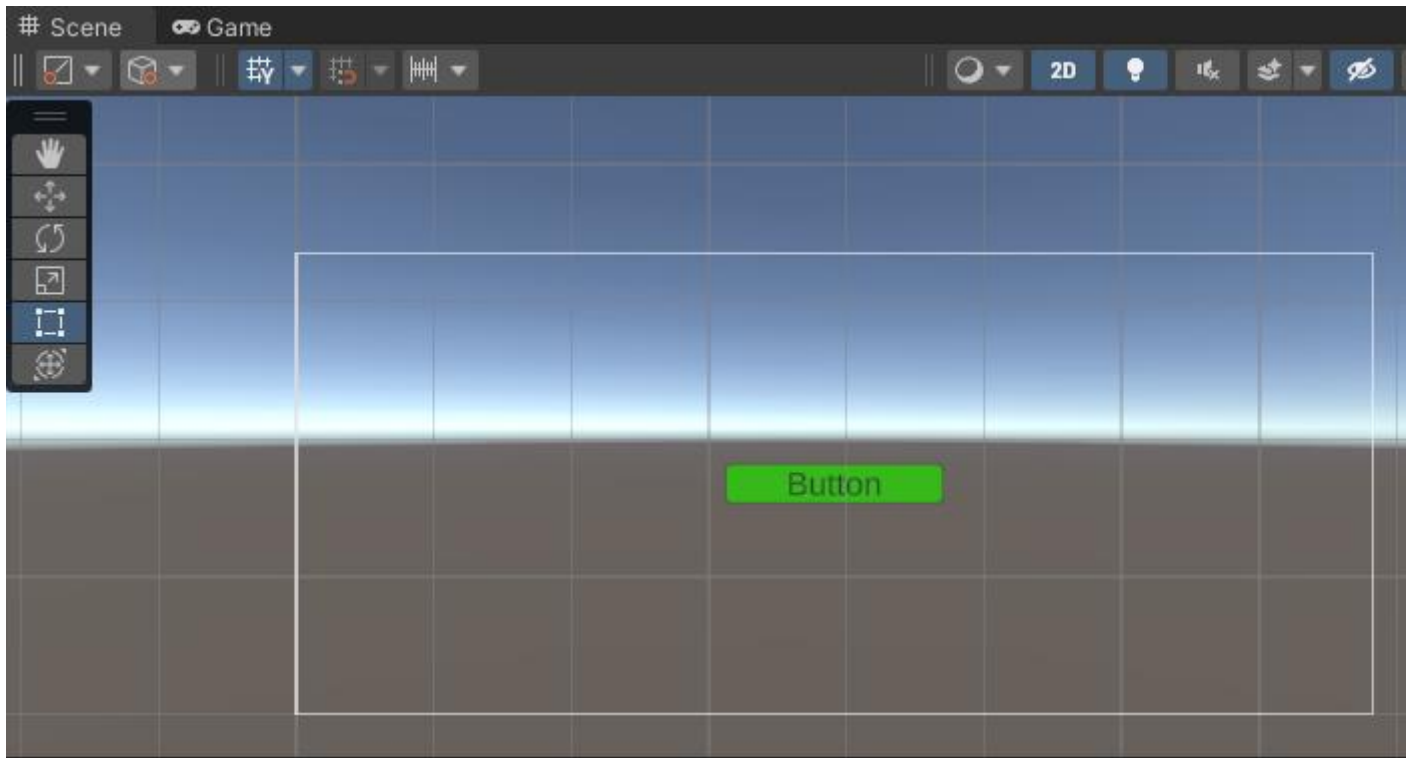
ec1351

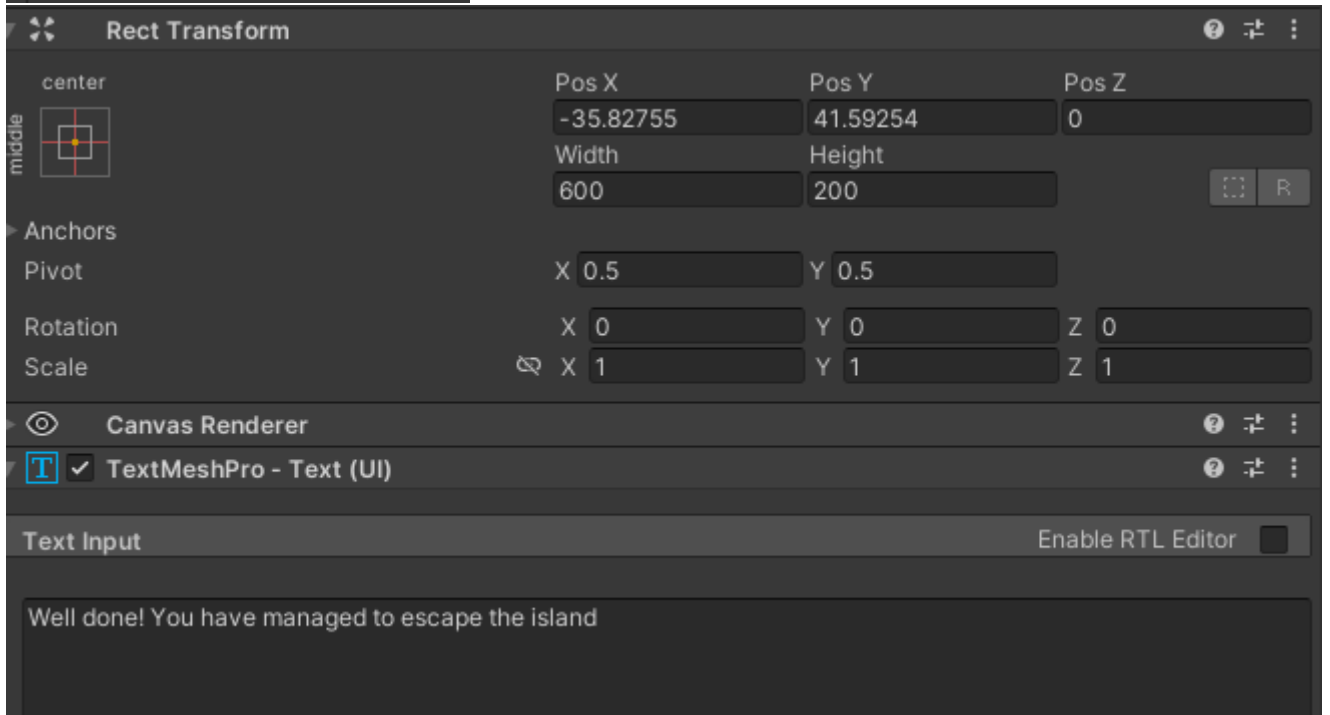
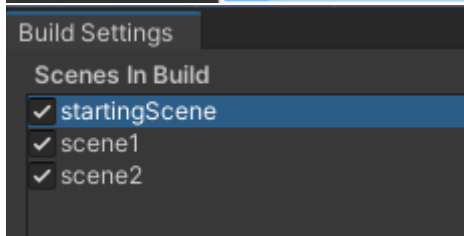
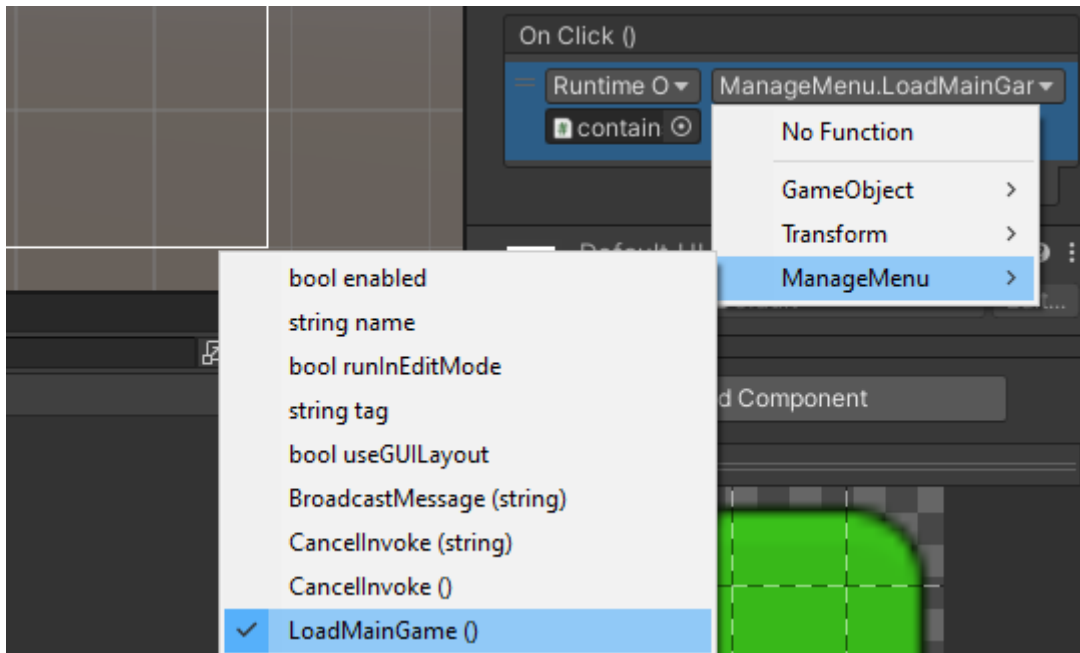


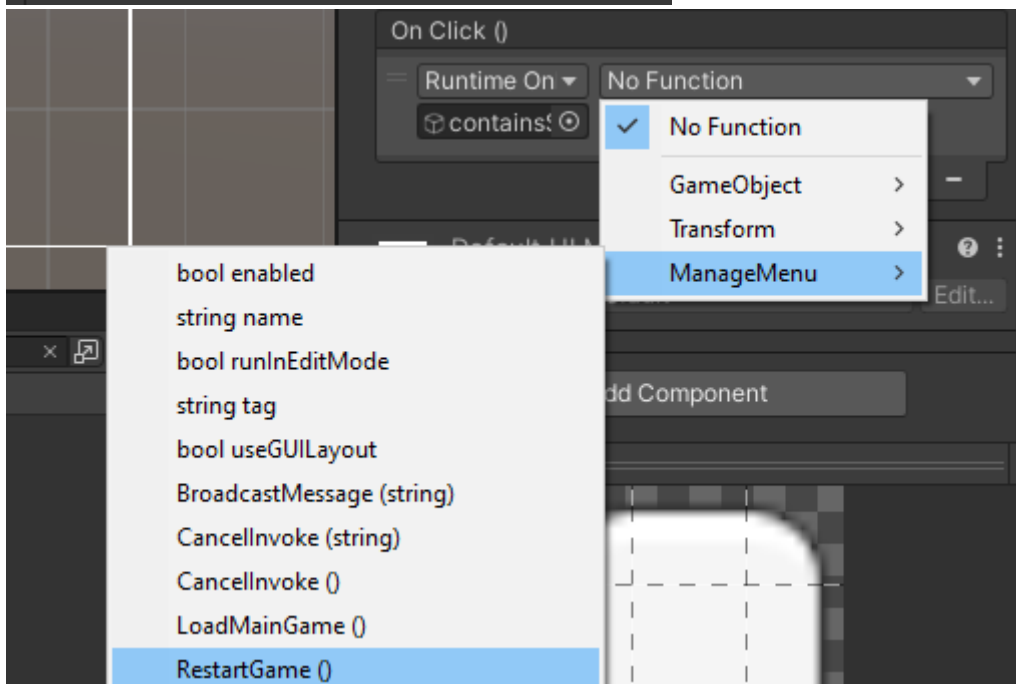
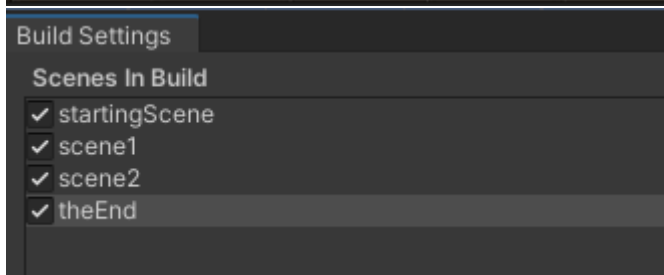
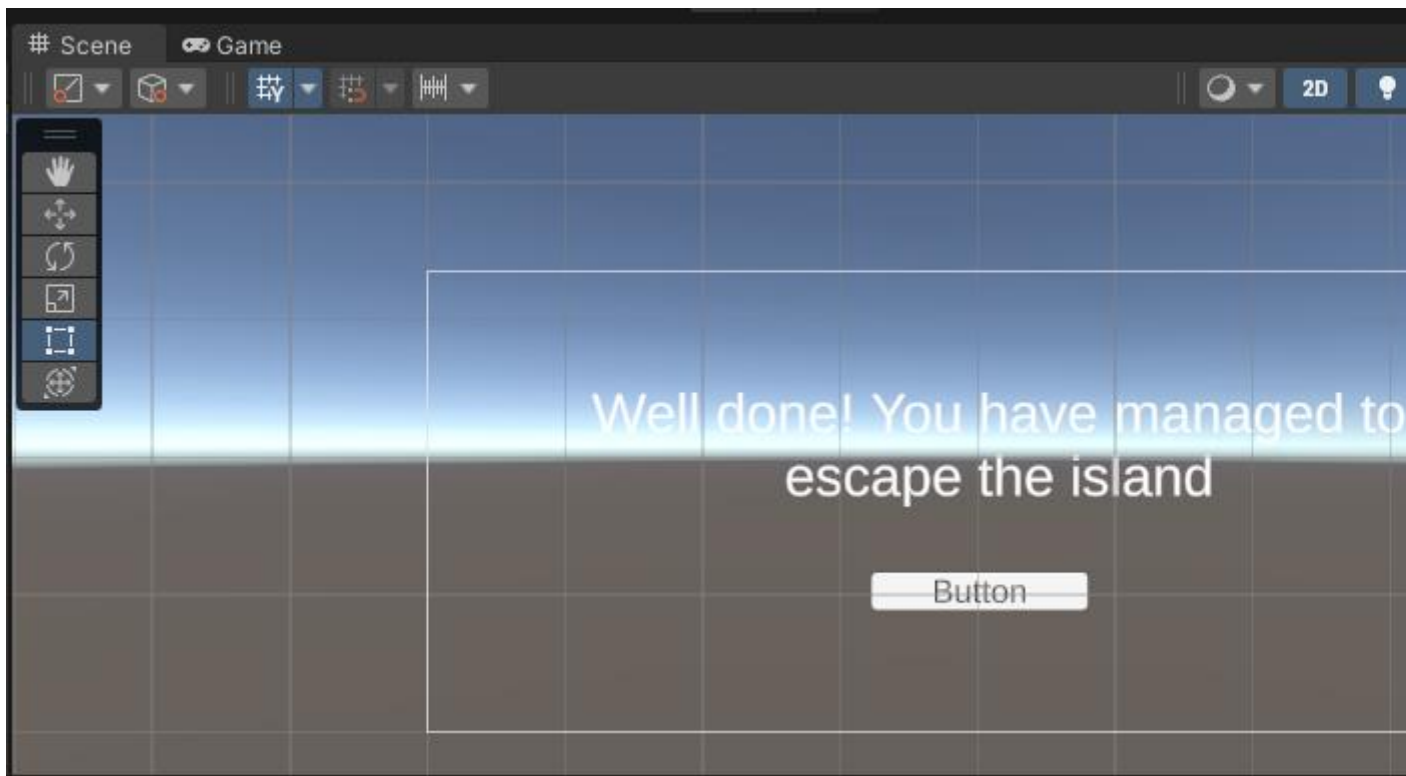
Helicopter











- Canvas
 - Text (TMP)
 - Button
 - Text (TMP)

Text (Script)

Text

>> Click to Restart <<

Character

Font: Arial

Font Style: Normal

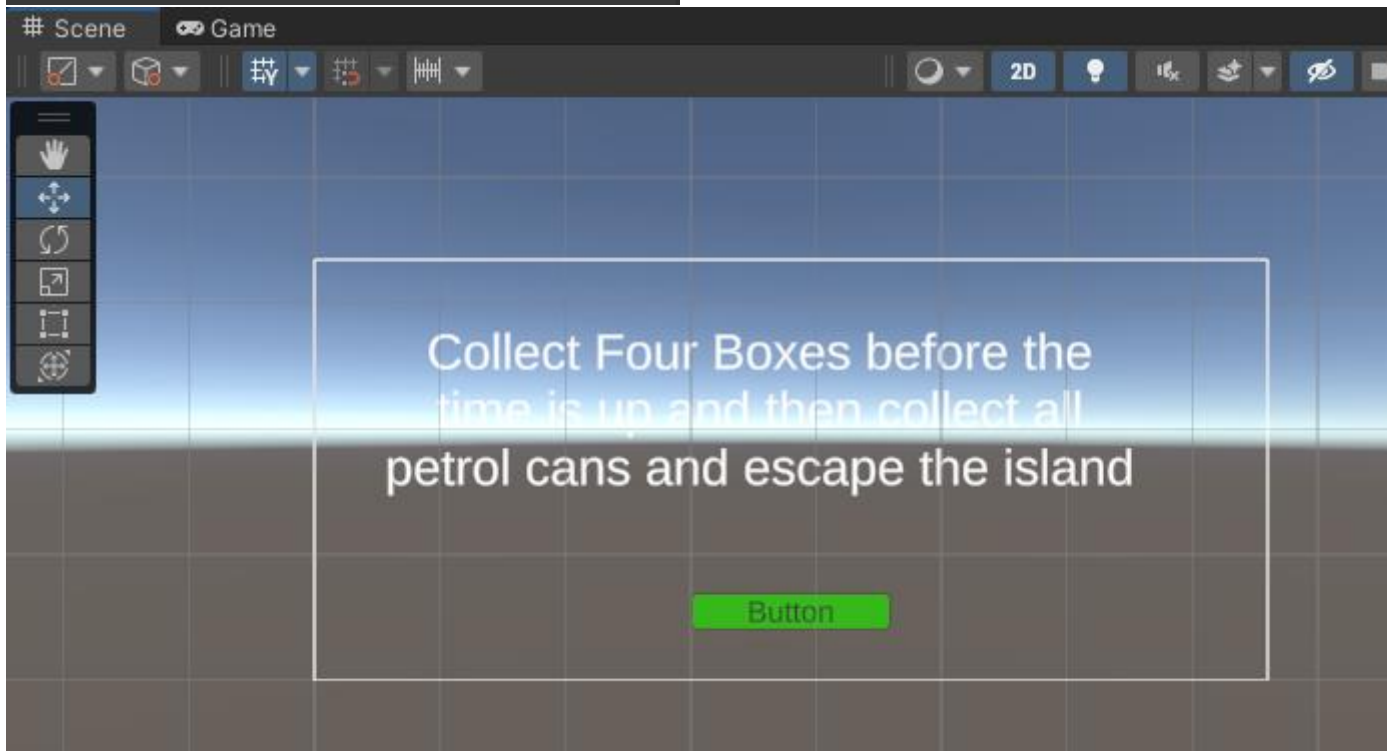
Font Size: 14

Rect Transform

center

Pos X: -50, Pos Y: -65, Pos Z: 0

Width: 250, Height: 30

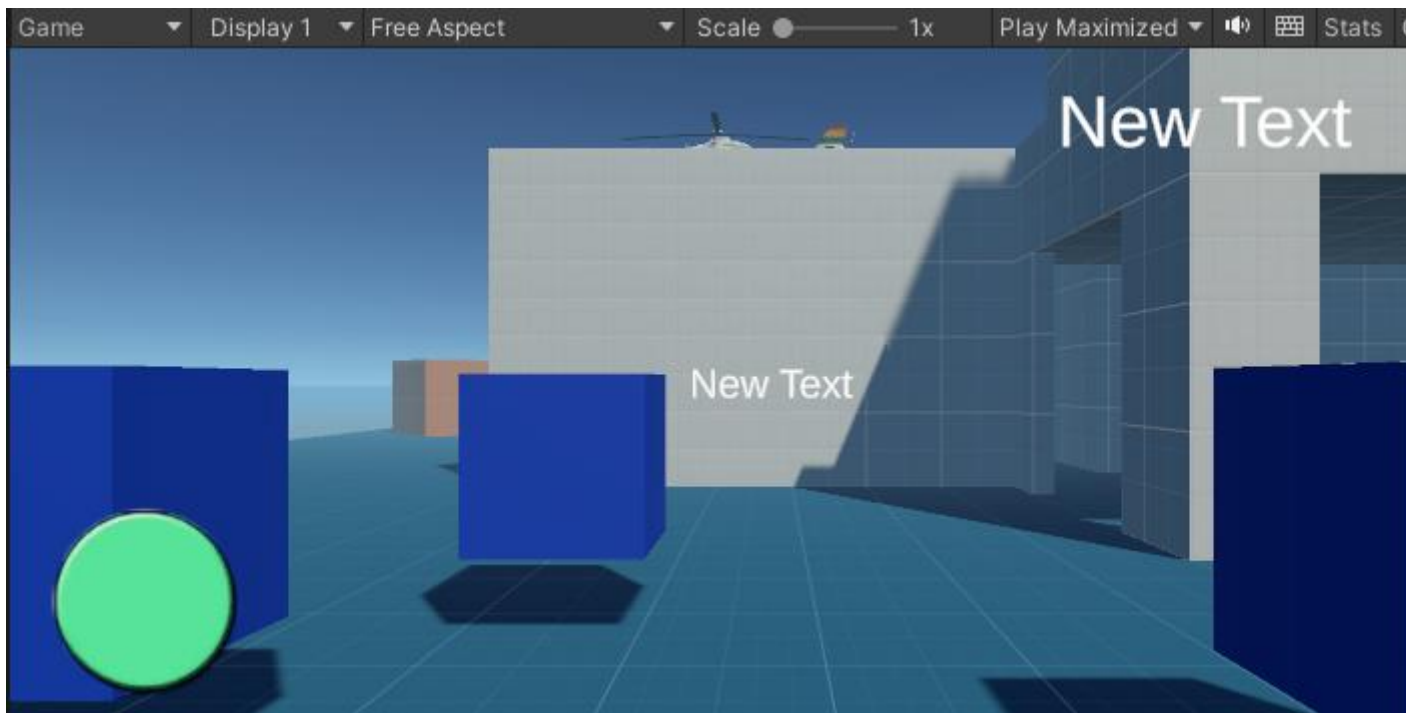


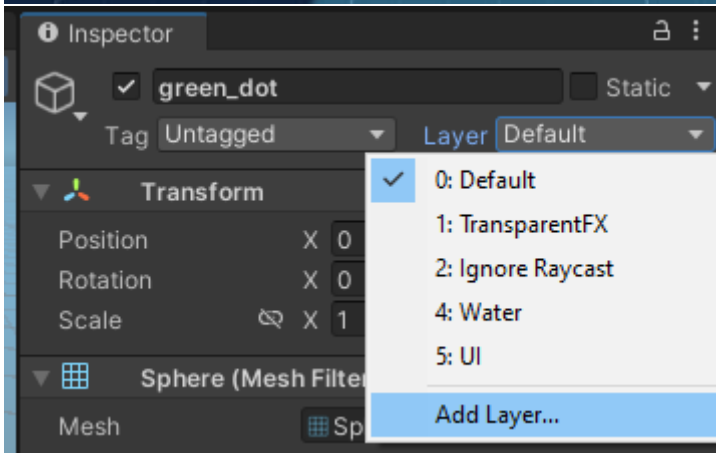
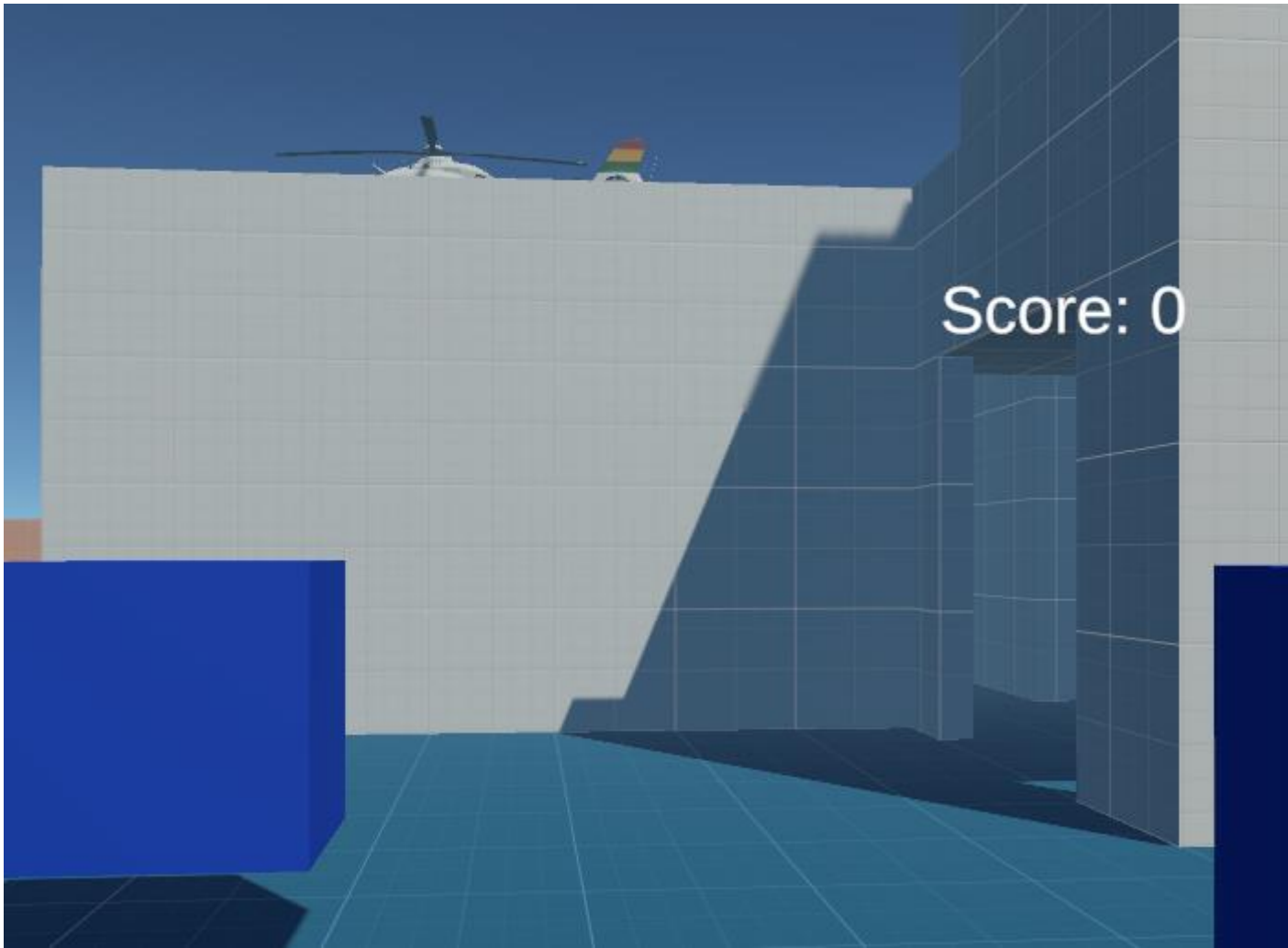
TextMeshPro - Text (UI)

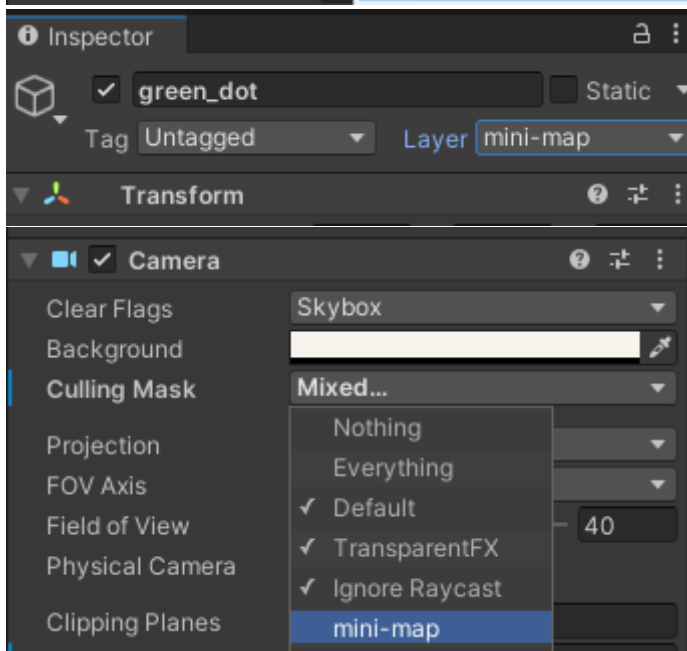
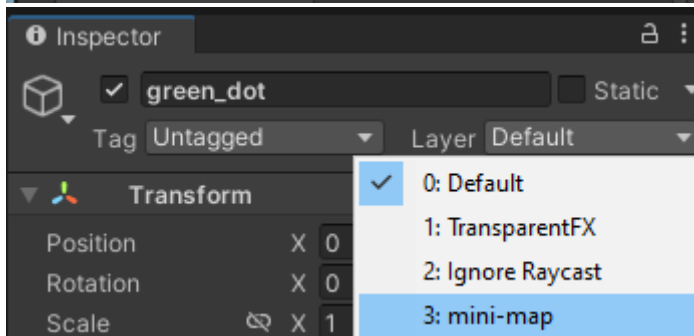
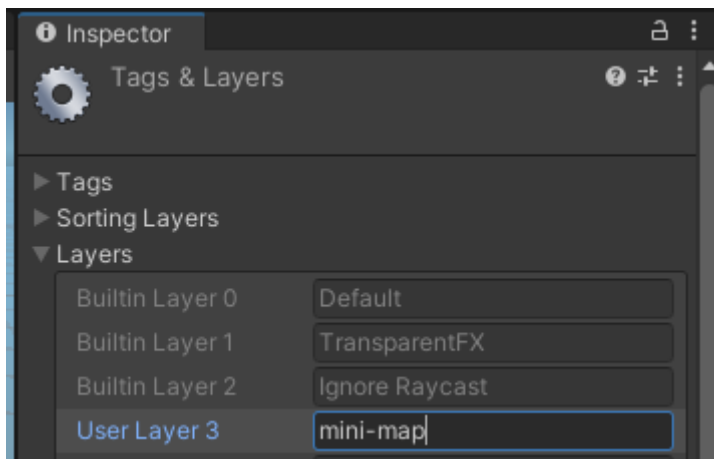
Text Input: Collect Four Boxes before the time is up and then collect all petrol cans and escape the island

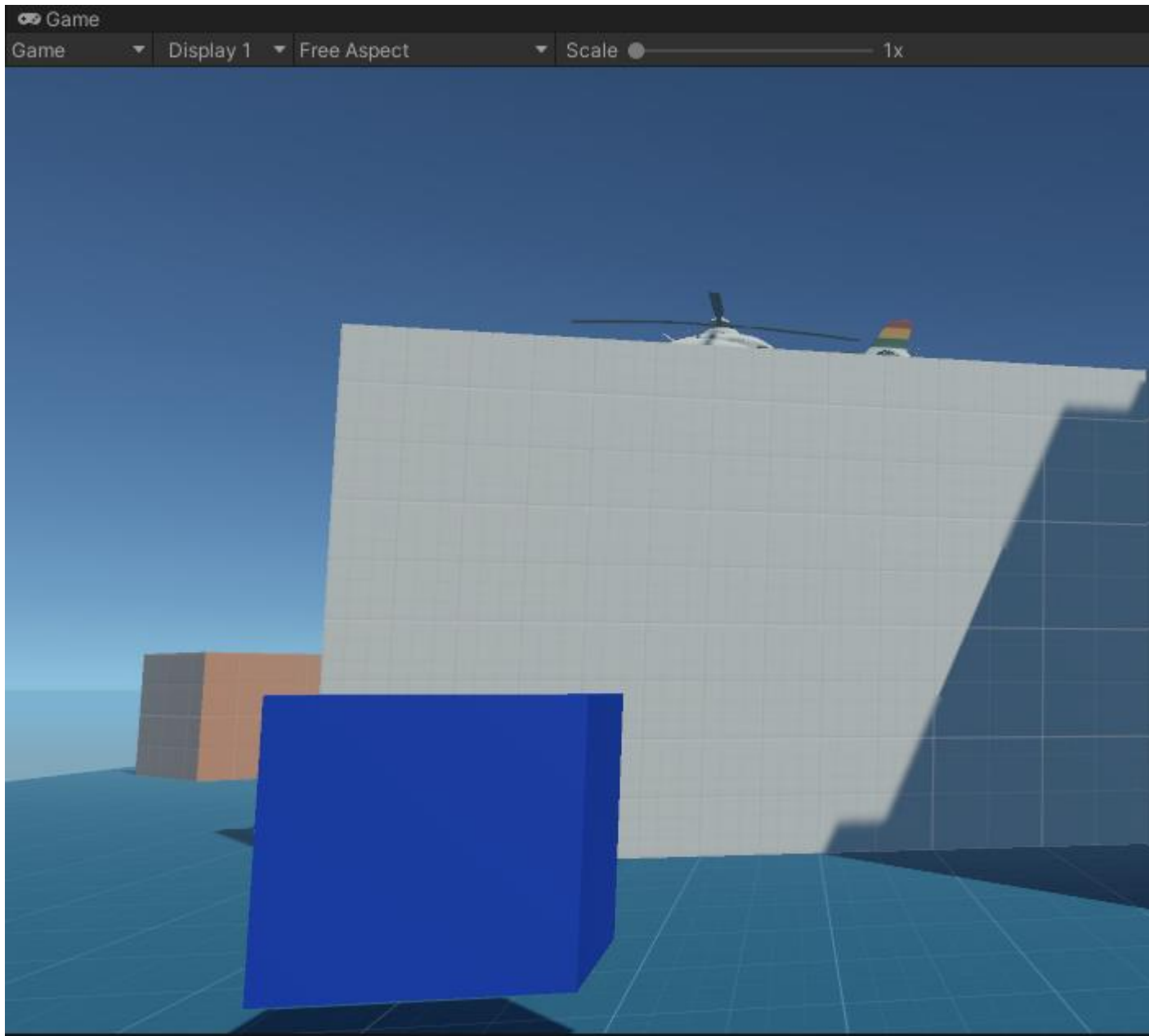
Enable RTL Editor:

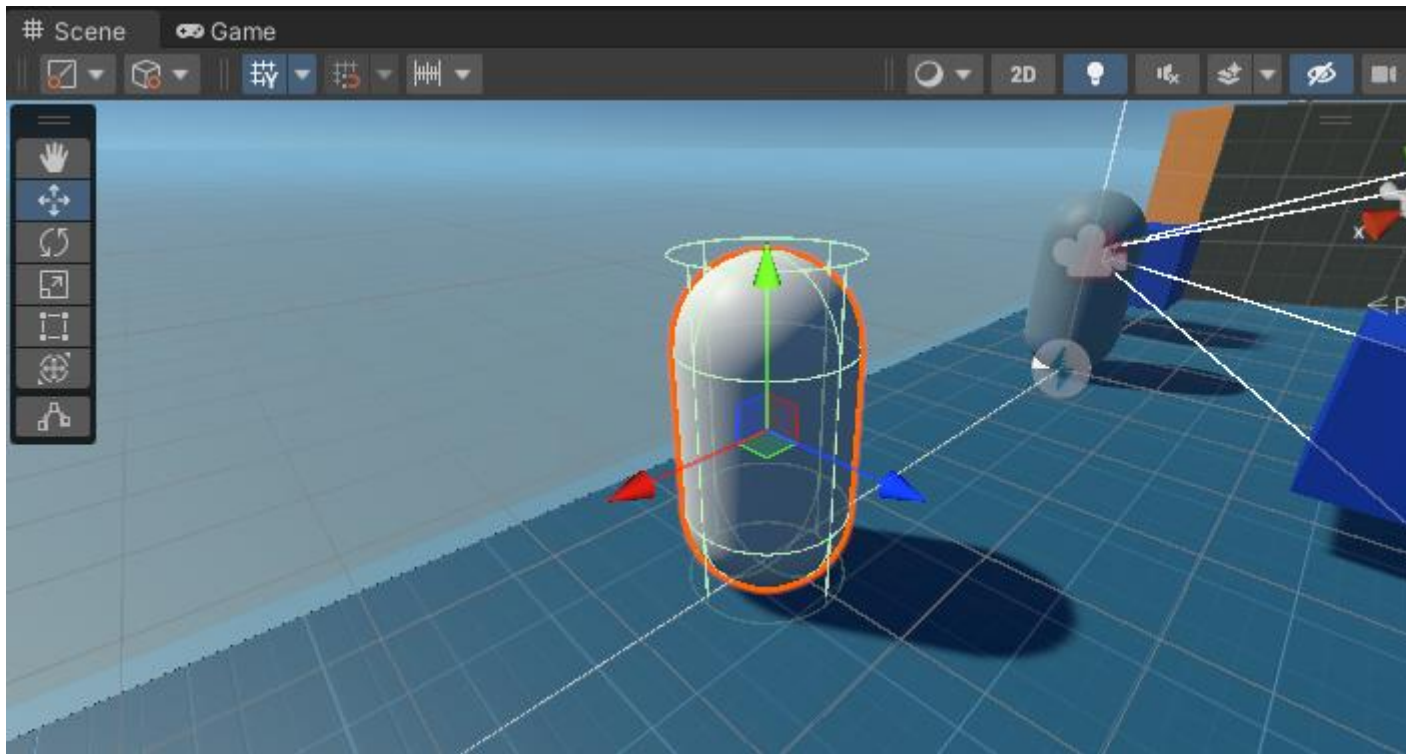
- Canvas
 - Button
 - Text (TMP)











Inspector panel for the selected bot object:

- Script: Bot
- Target: None (Game Object)

Inspector panel for the selected FPSController object:

- Script: Bot
- Target: FPSController

Inspector panel for the selected Environment object:

Navigation

Agents Areas Bake Object

Scene Filter: All Mesh Renderers Terrains

Select a MeshRenderer or a Terrain from the scene.

Hierarchy panel:

- scene2
 - Lighting
 - Environment

Inspector panel for the selected Ground_Mesh (Mesh Renderer) object:

Navigation

Agents Areas Bake Object

Scene Filter: All Mesh Renderers Terrains

Ground_Mesh (Mesh Renderer)

- Navigation Static:
- Generate OffMeshLinks:
- Navigation Area: Walkable

Inspector Navigation

Agents Areas **Bake** Object

Baked Agent Size

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

Clear Bake

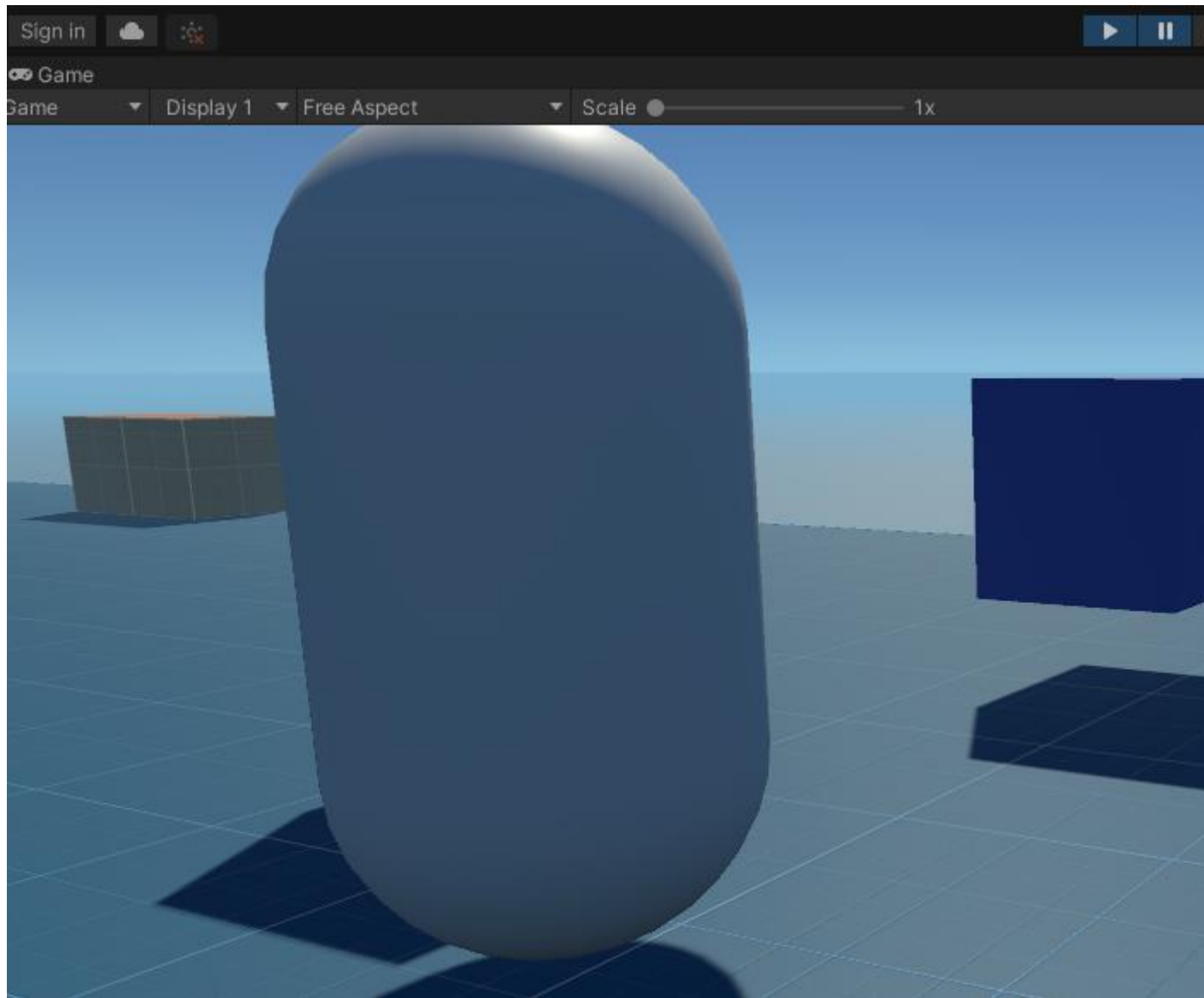
Hierarchy

Environment_Prefab


- Environment_Prefab
- Environment_Lig

Scene Game


Nav Mesh
Show NavMesh
Show HeightMesh



Box Collider 0

Edit Collider 

Is Trigger

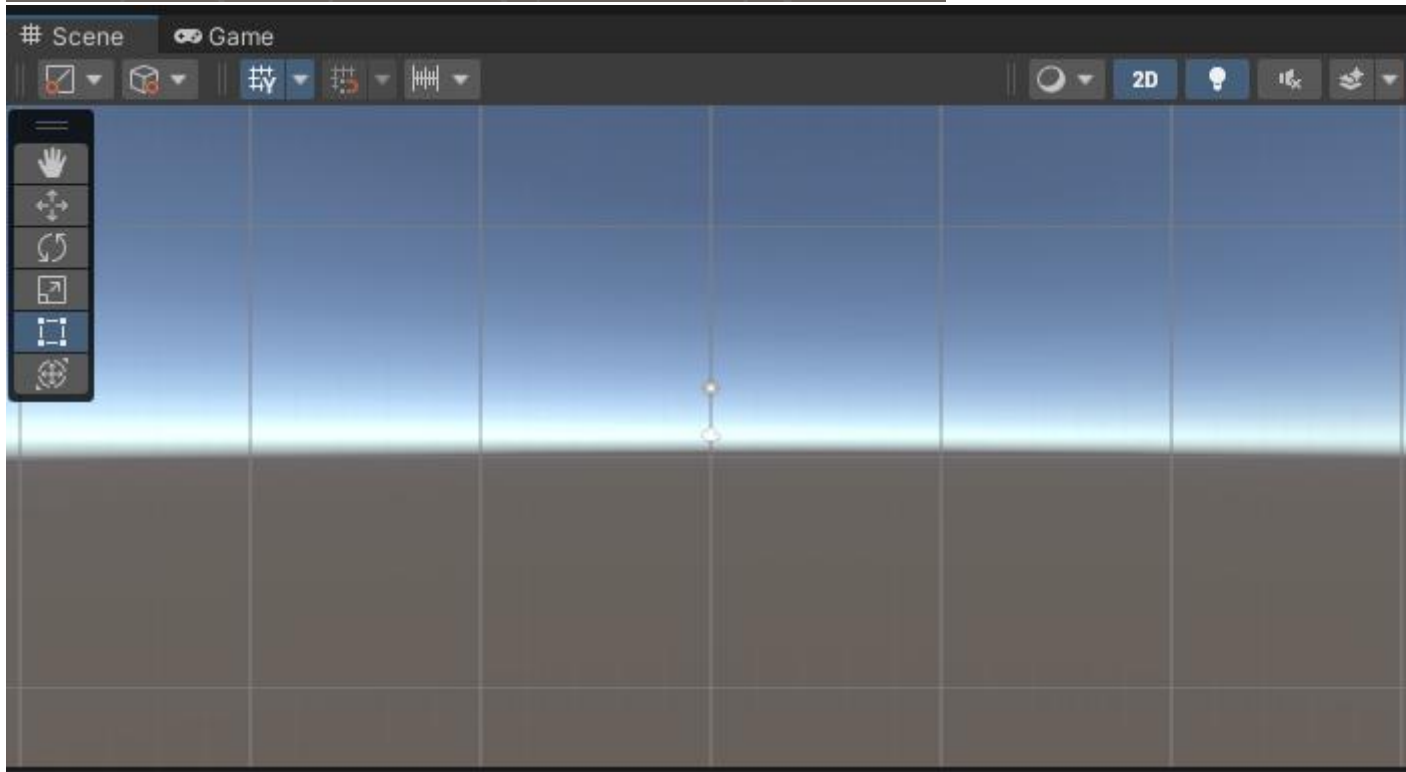
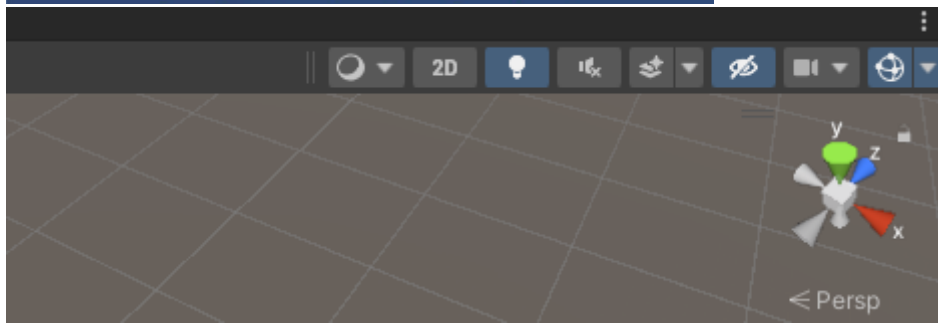
Material None (Physic Material) 

Center X Y Z

Size X Y Z

Targets 0

List is Empty



Lighting

Scene Environment Realtime Lightmaps Baked Lightmaps

Environment

Skybox Material None (Material)

Sun Source None (Light)

Realtime Shadow Co

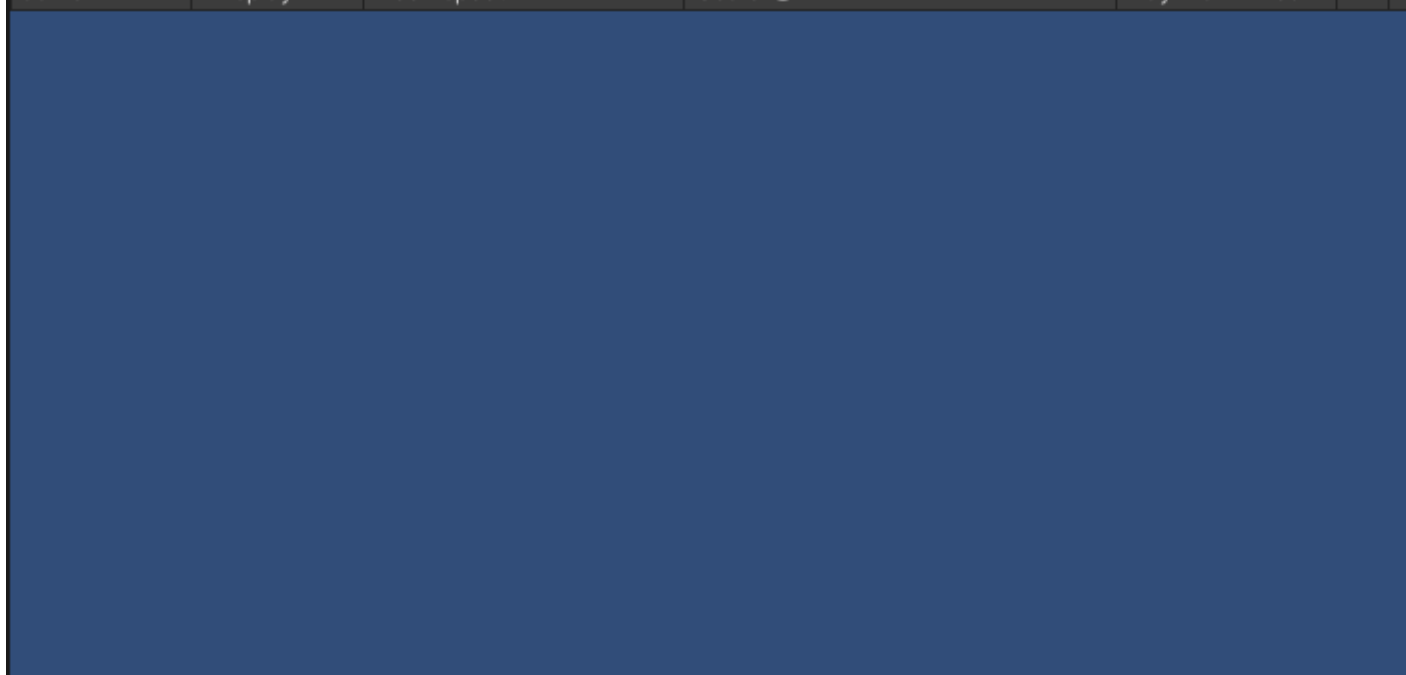
Environment Lighting

Source Color

Ambient Color

Scene Game

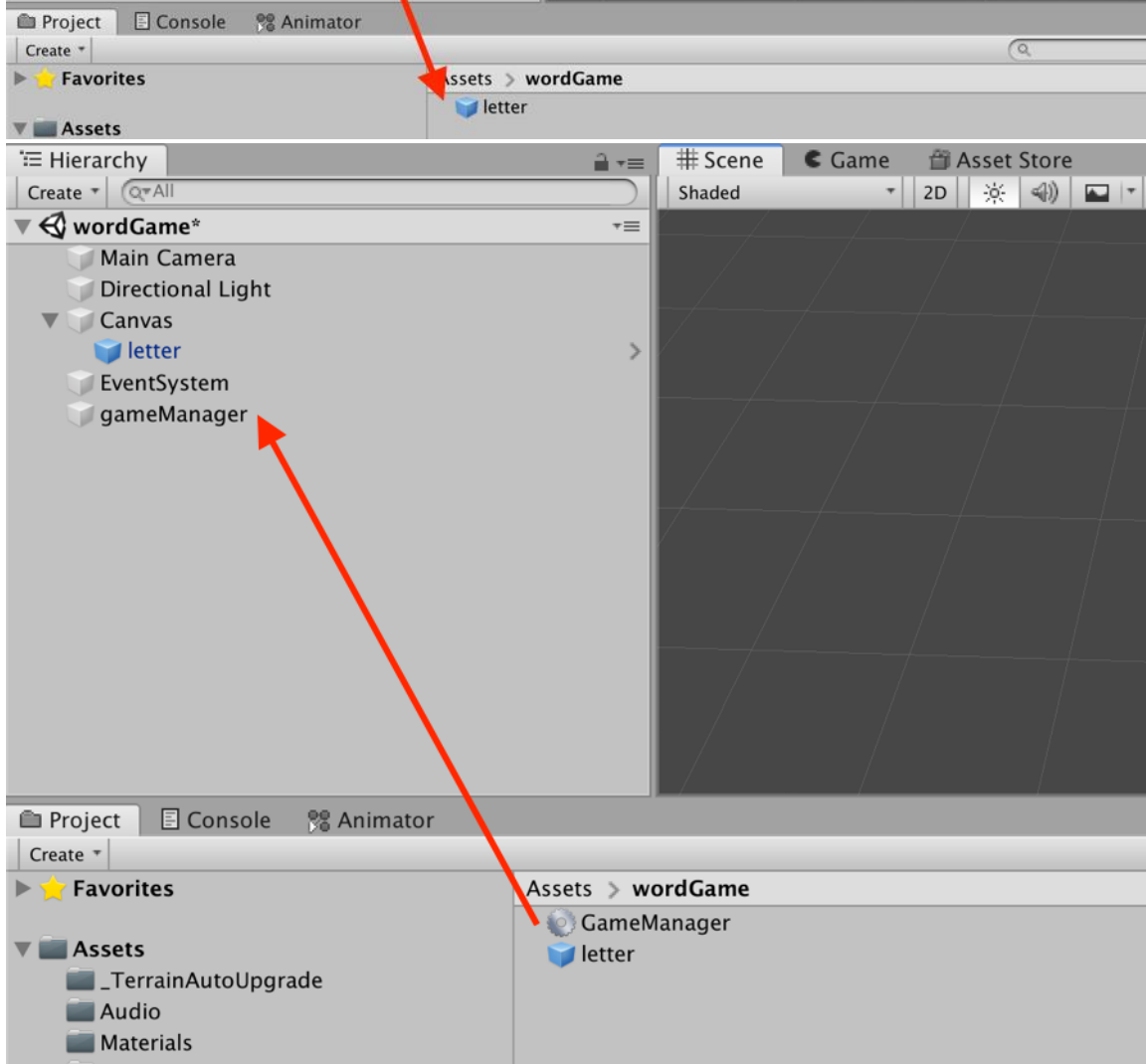
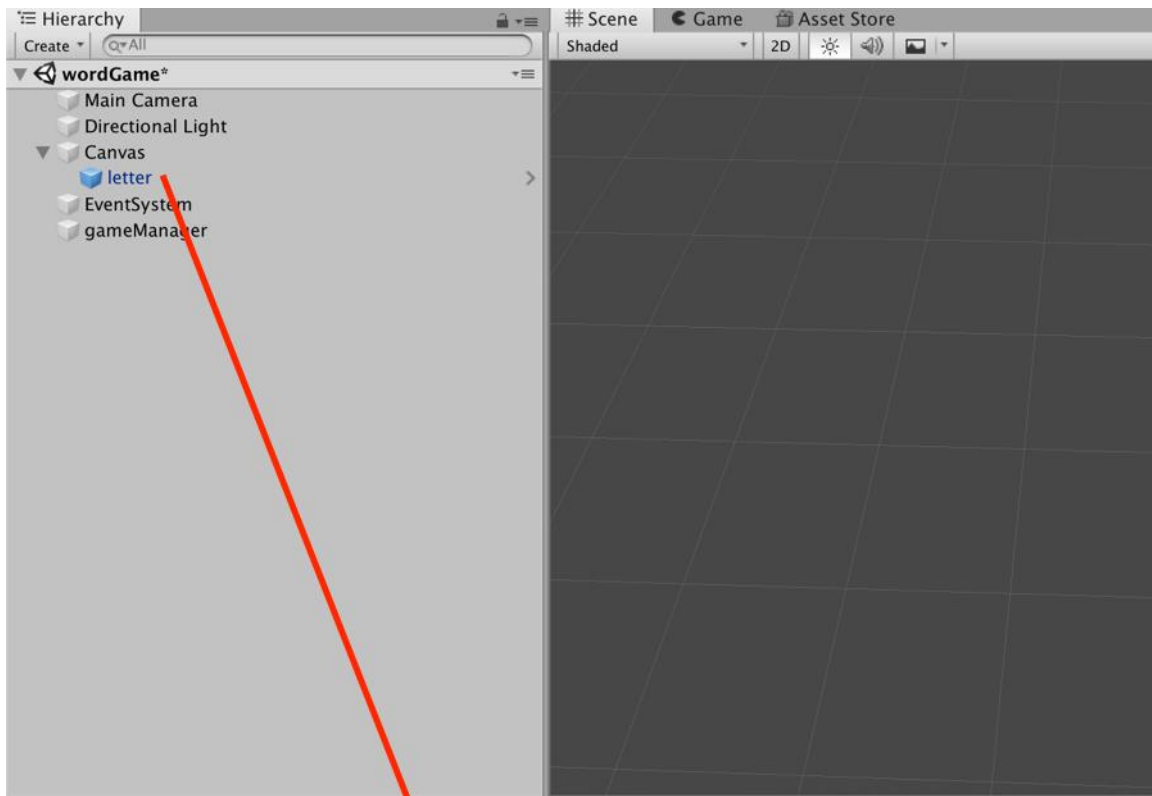
Game Display 1 Free Aspect Scale 1x Play Maximized



Hierarchy

All

- wordGame
 - Main Camera
 - Directional Light
 - Canvas
 - letter
 - EventSystem



Inspector Navigation

gameManager Static

Tag Untagged Layer Default

▶ Transform

▼ Game Manager (Script)

Script GameManager

Letter None (Game Object)

Hierarchy Scene Game

Game Display 1 Free Aspect Scale

wordGame*

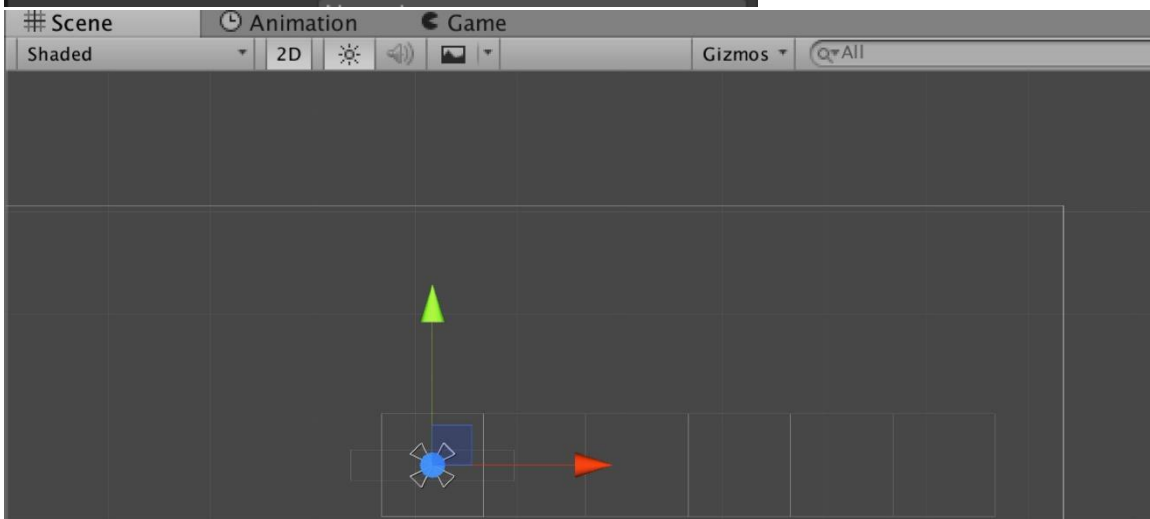
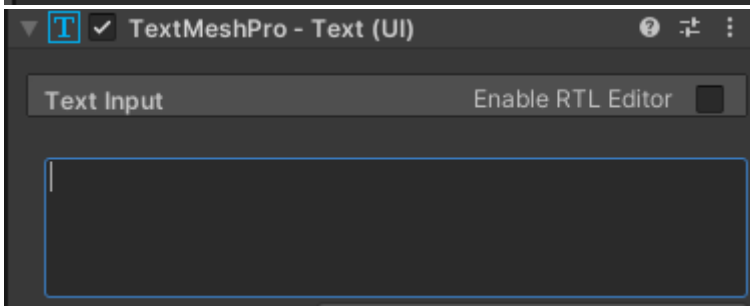
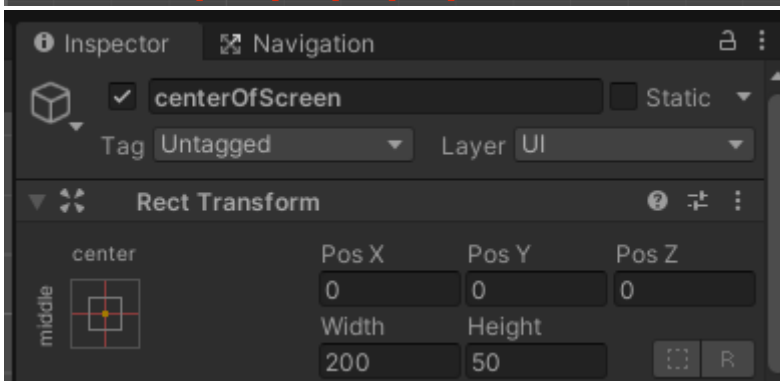
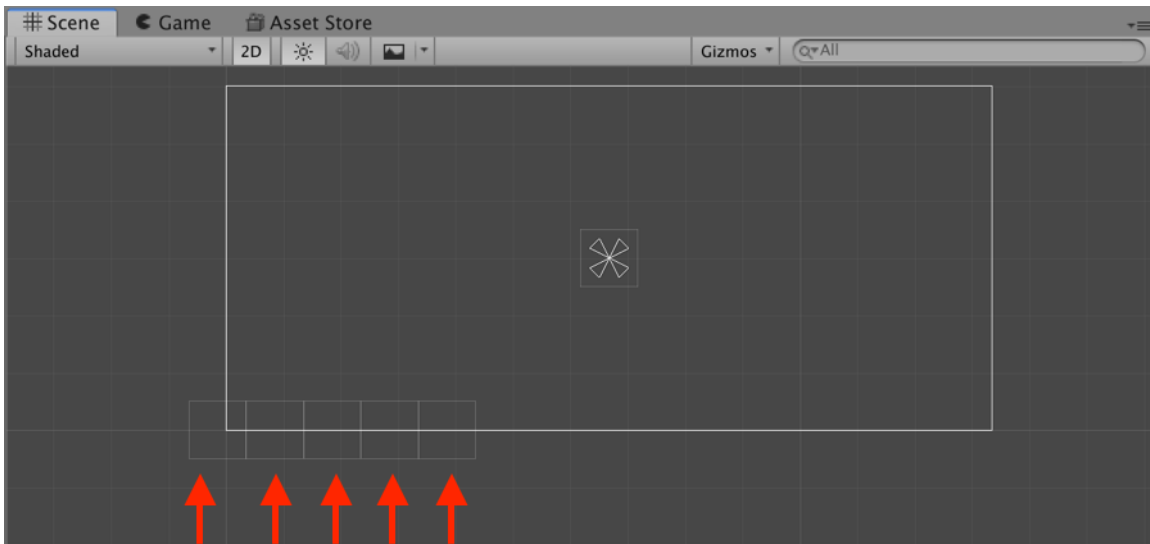
- Main Camera
- Directional Light
- Canvas
 - letter
- EventSystem
- gameManager

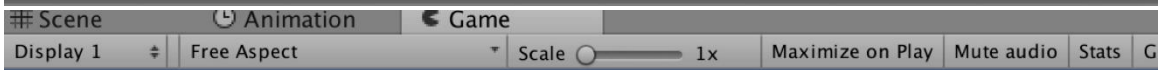
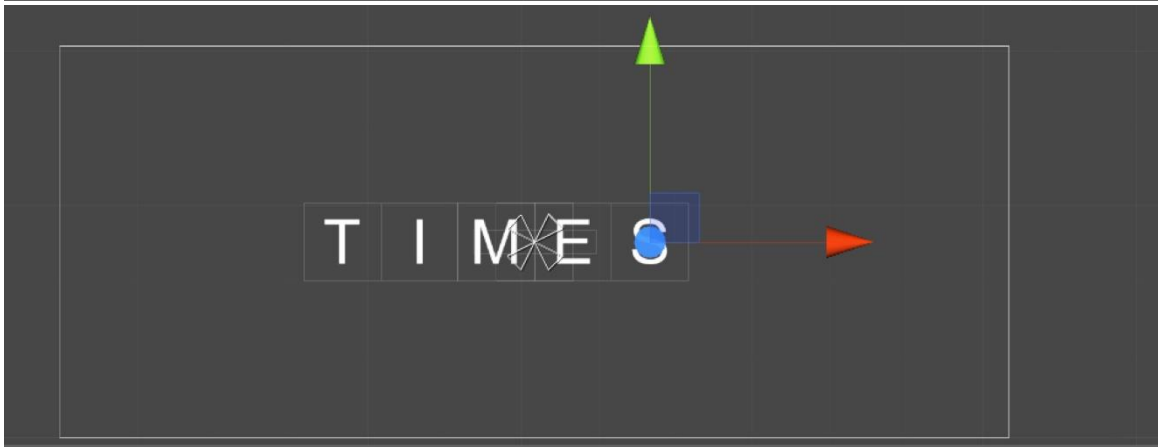
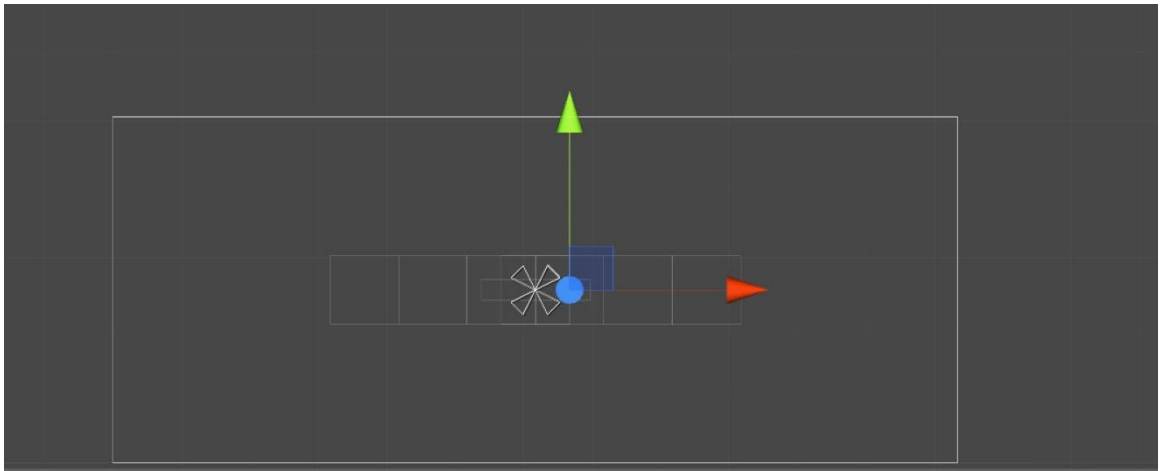
Project Console Package Manager

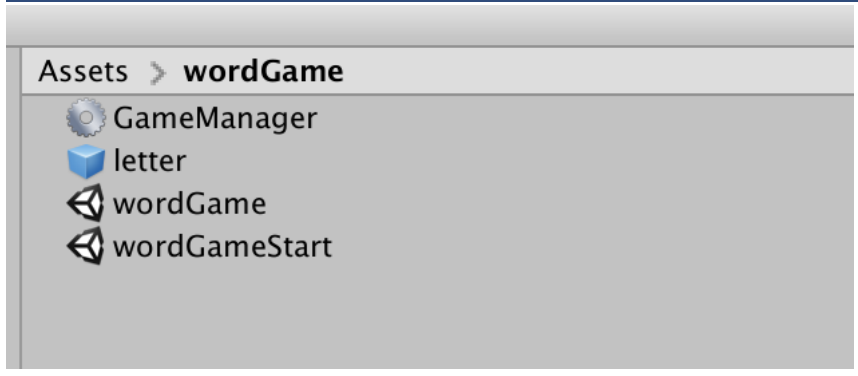
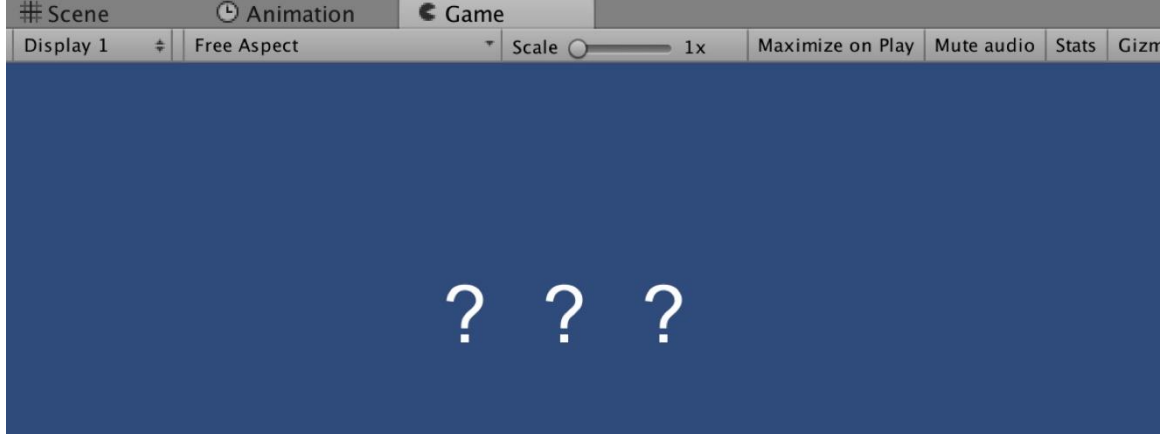
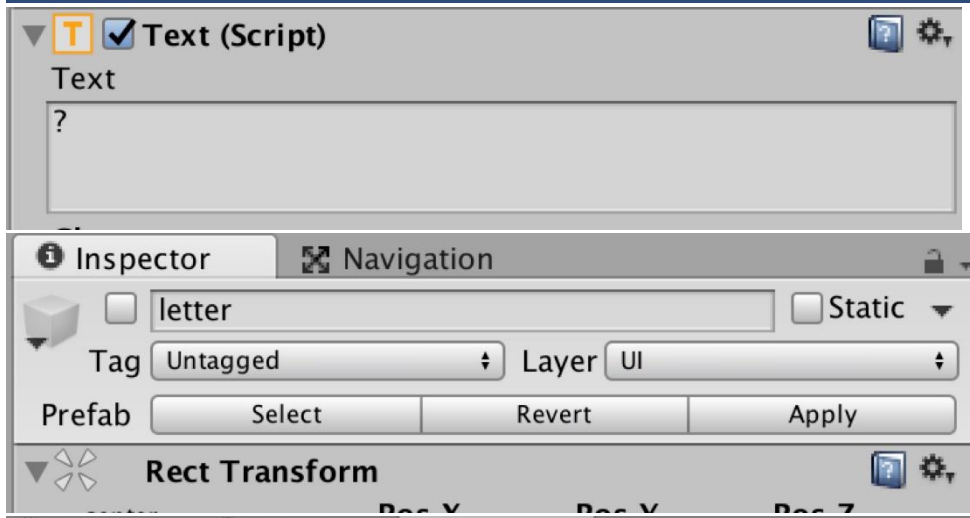
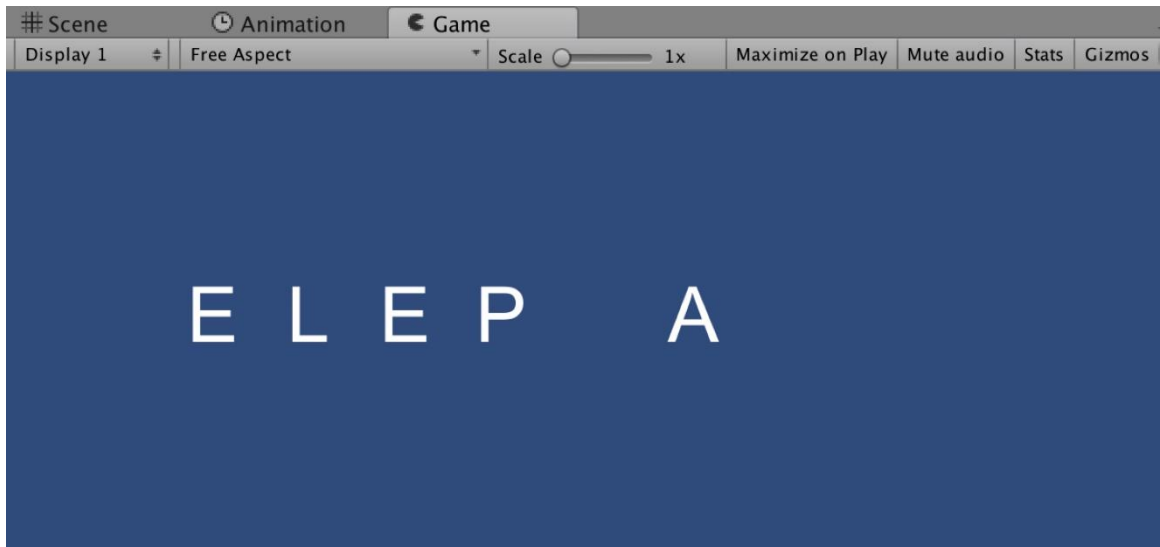
Assets > puzzle

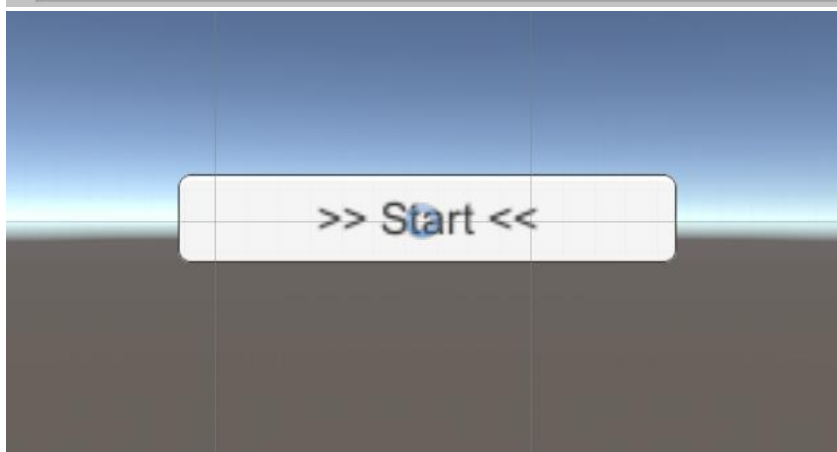
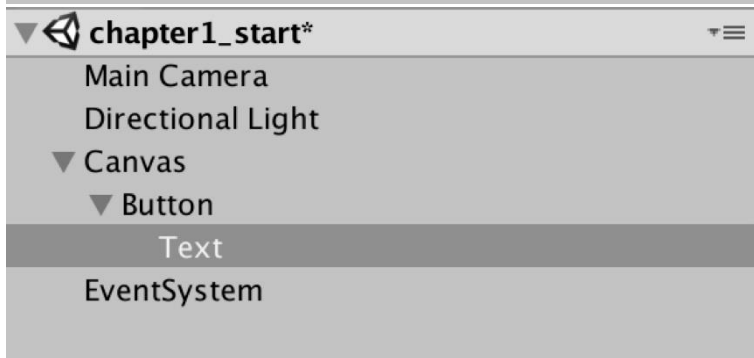
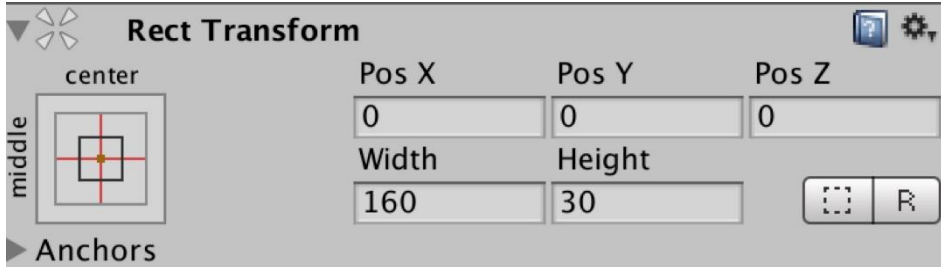
- Assets
 - helicopter
 - puzzle
 - GameManager
 - letter

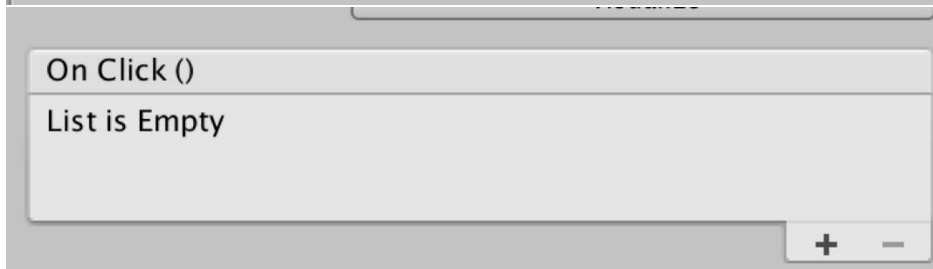
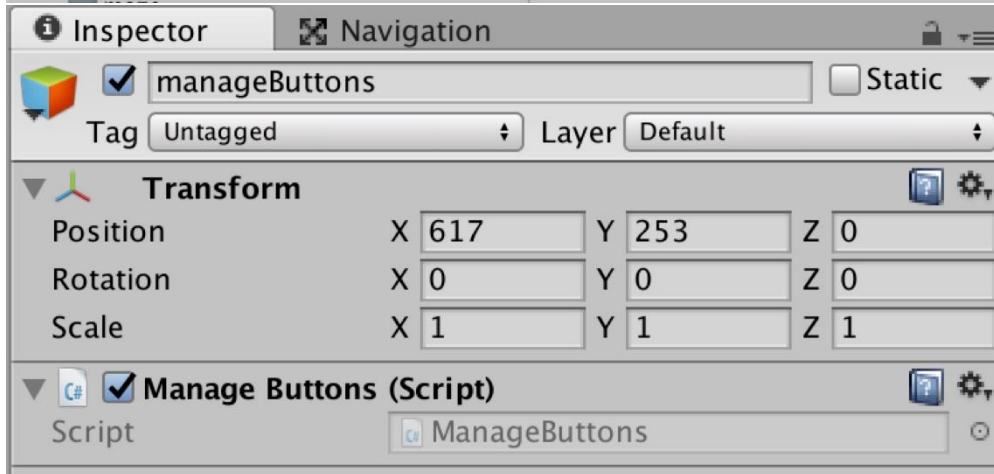
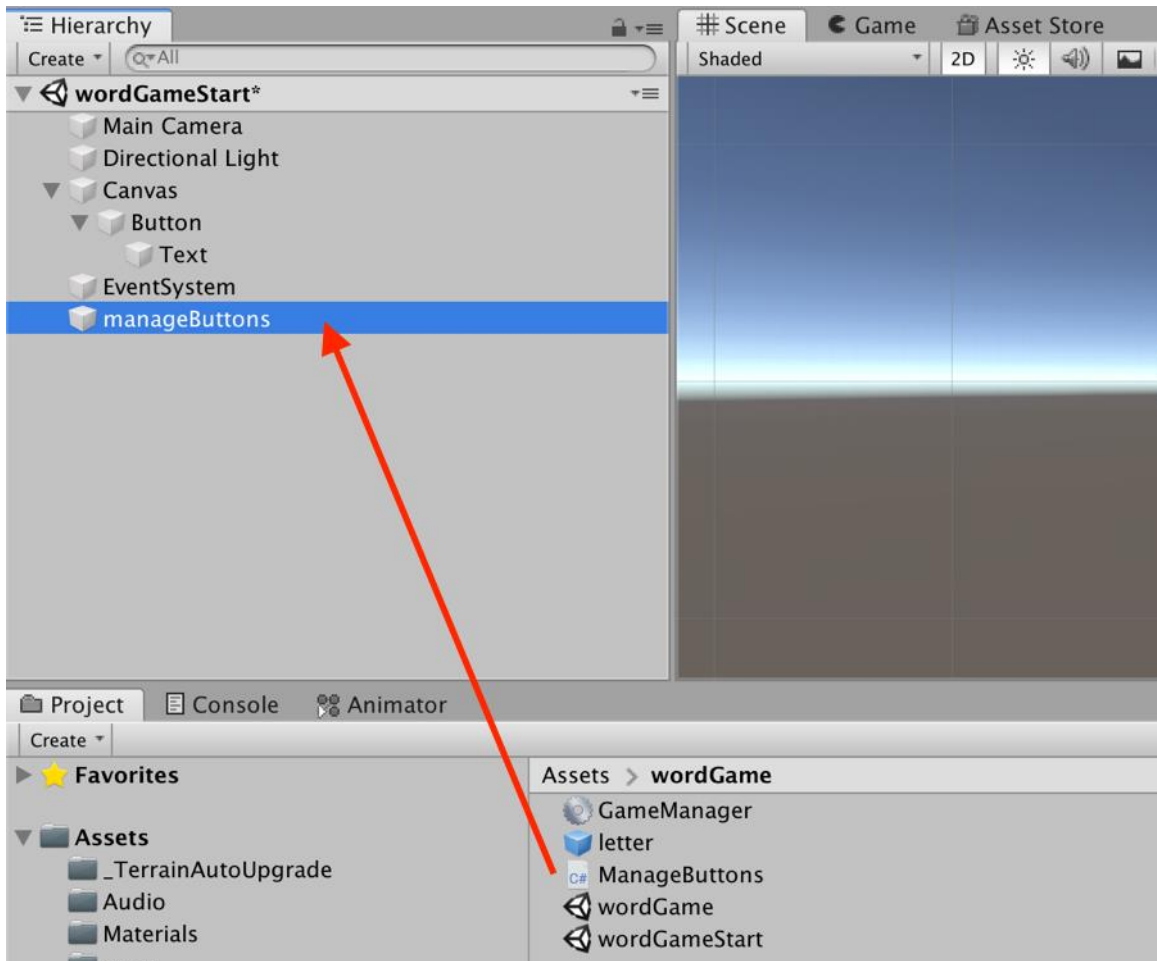
- letter1
- letter2
- letter3
- letter4
- letter5











On Click ()

Runtime Only No Function

None (Object)

+ -

On Click ()

Runtime Or No Function

manag

+ -

On Click ()

Runtime Or ManageButtons.startWordGame

manag



+ -


Build Settings


Scenes In Build

-
-
- Scenes/startingScene
- Scenes/maze
- Scenes/outdoor
- Scenes/theEnd
-
- wordGame/wordGame
- wordGame/wordGameStart
-

Platform

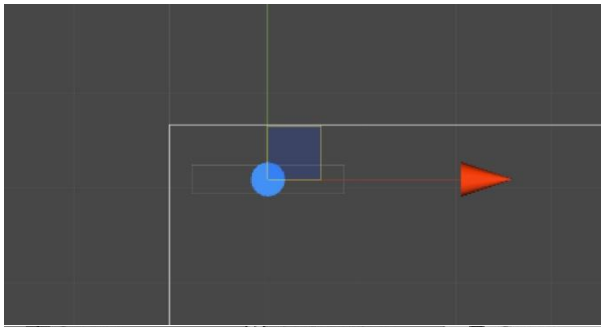
 PC, Mac & Linux Standalone 

 iOS

 PC, Mac & Linux Standalone

Target Platform

Server Build

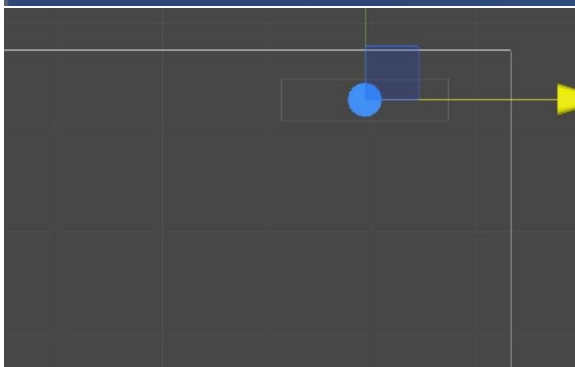


Scene Animation Game

Display 1 Free Aspect Scale 1x Maximize on Play

0/10

? ? ? ? ? ? ? ?

A screenshot of a game engine interface. The top bar shows tabs for Scene, Animation, and Game. Below the tabs, there are controls for Display 1, Free Aspect, Scale (set to 1x), and Maximize on Play. The main area is a dark blue rectangle with the text "0/10" in the top left and eight white question marks arranged horizontally at the bottom.

Scene Animation Game

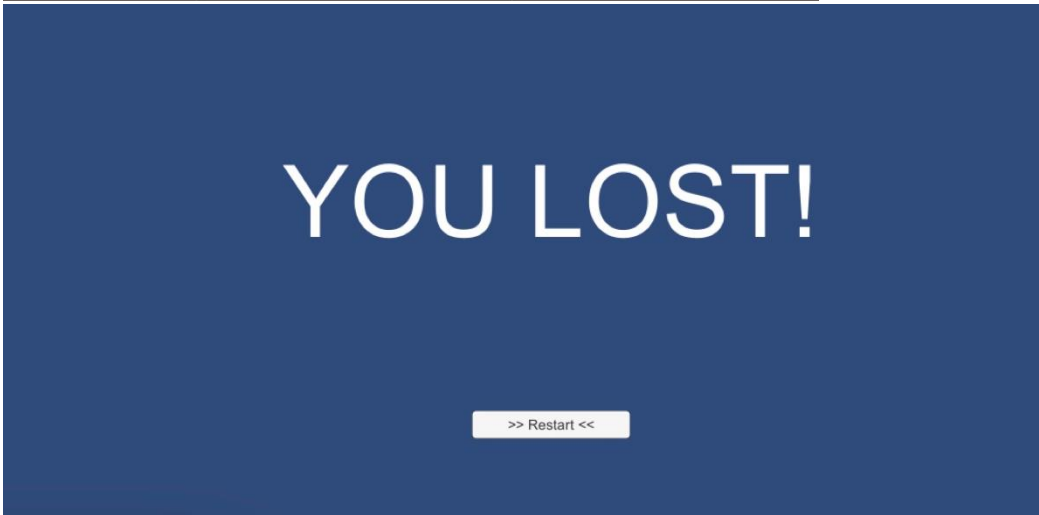
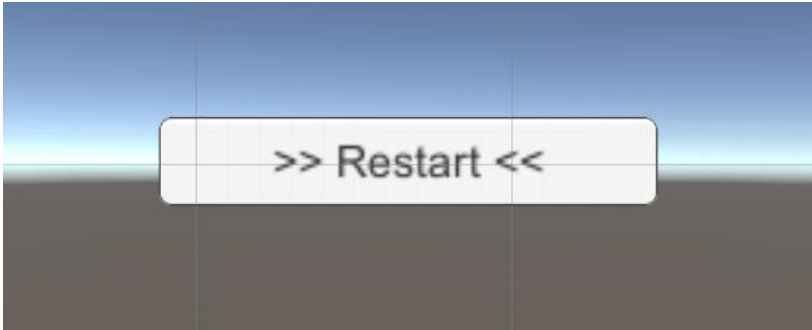
Display 1 Free Aspect Scale 1x Maximize on Play Mute audio Stats

0/10 Score:0

? ? ? ? ? ? ? ?

A screenshot of a game engine interface, similar to the one above. The top bar shows tabs for Scene, Animation, and Game. Below the tabs, there are controls for Display 1, Free Aspect, Scale (set to 1x), Maximize on Play, Mute audio, and Stats. The main area is a dark blue rectangle with the text "0/10" in the top left, "Score:0" in the top right, and eight white question marks arranged horizontally at the bottom.



- ▼ Canvas
 - ▼ Button
 - Text
- EventSystem
- manageButtons




Scenes In Build

- Scenes/startingScene
- Scenes/maze
- Scenes/outdoor
- Scenes/theEnd
-
- wordGame/wordGame
- wordGame/wordGameStart
- wordGame/wordGameEnd
-
-

Platform

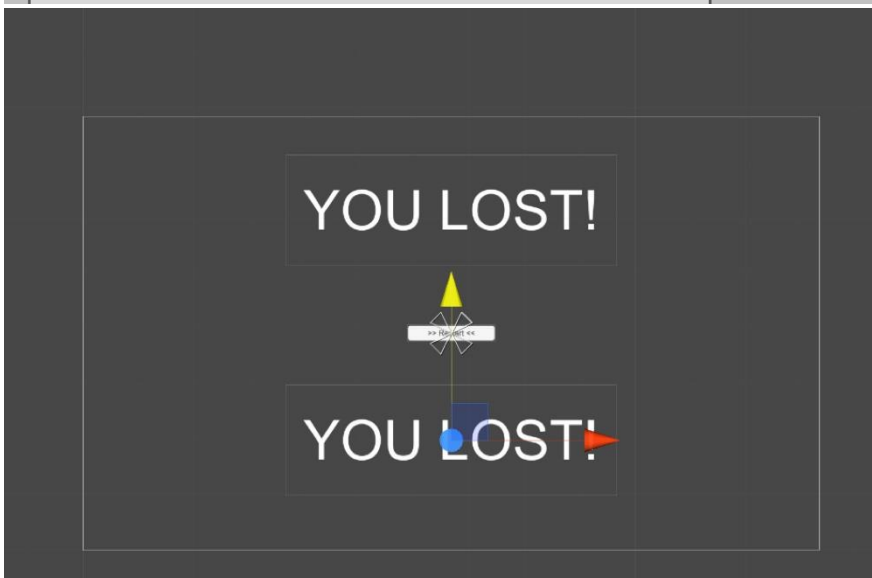
 PC, Mac & Linux Standalone 

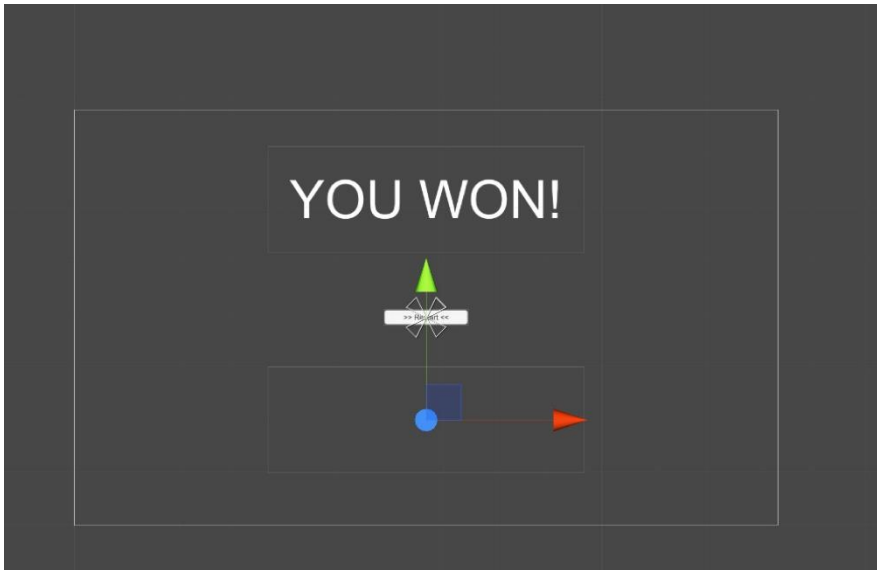
 iOS

 PC, Mac & Linux Standalone

Target Platform

Server Build








Build Settings

Scenes In Build

- Scenes/maze
- Scenes/outdoor
- Scenes/theEnd
-
- wordGame/wordGame
- wordGame/wordGameStart
- wordGame/wordGameEnd
- wordGame/wordGameWin
-
-

Platform

 PC, Mac & Linux Standalone	 PC, Mac & Linux Standalone
 iOS	Target Platform: Mac OS X
	Server Build: <input type="checkbox"/>

YOU WON!

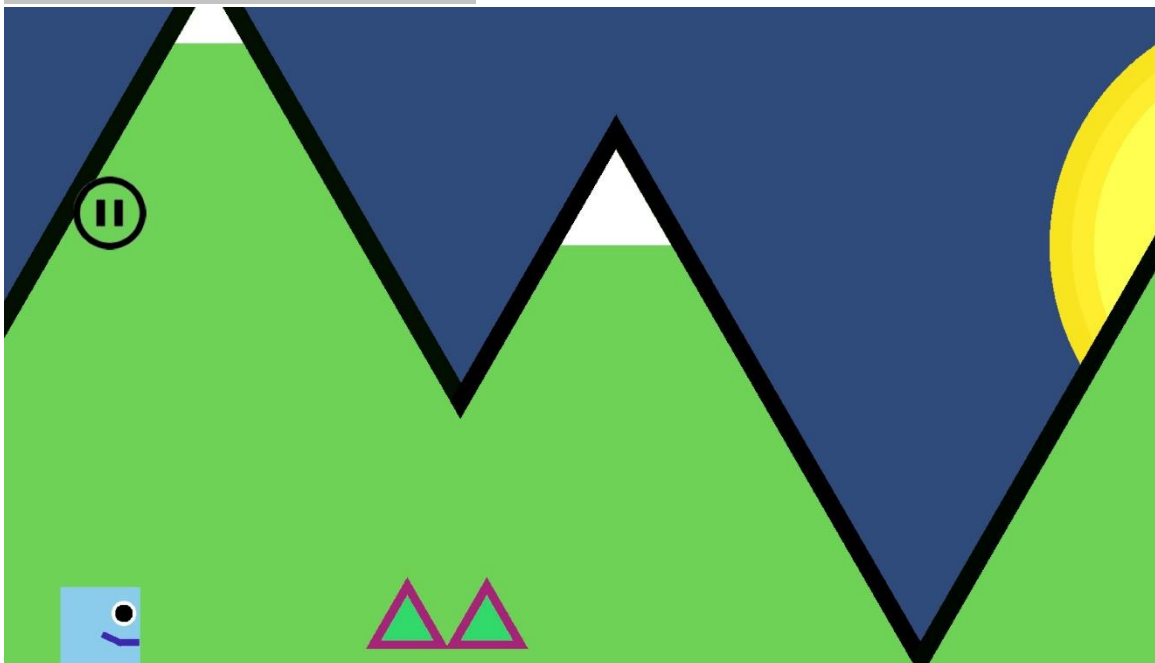
>> Restart <<

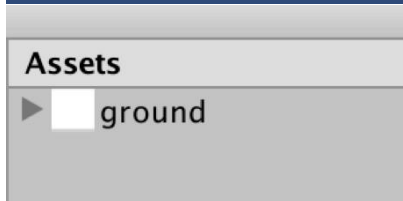
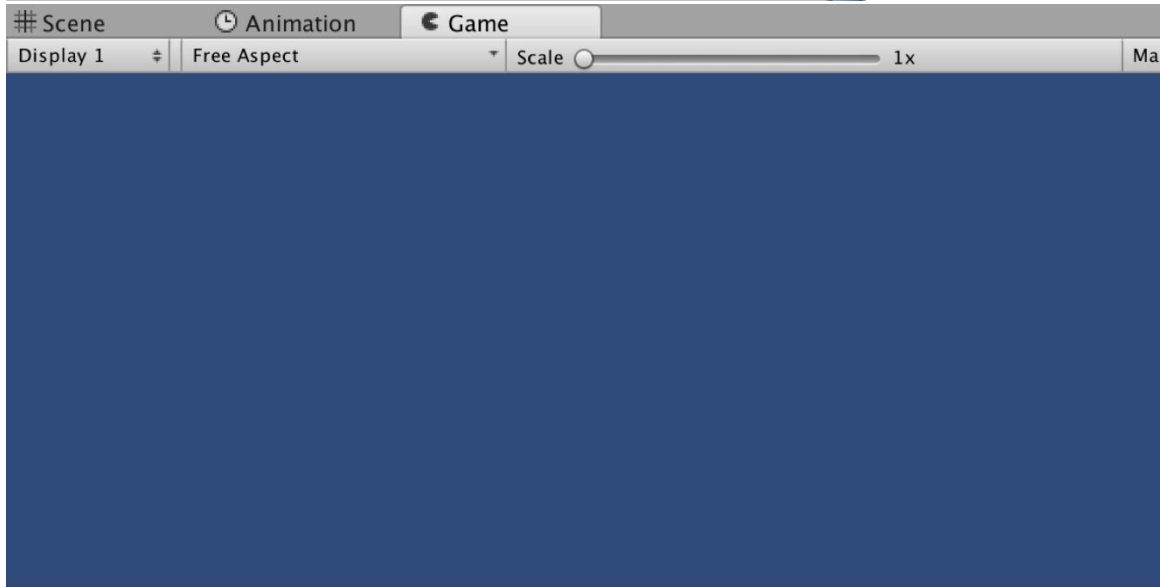
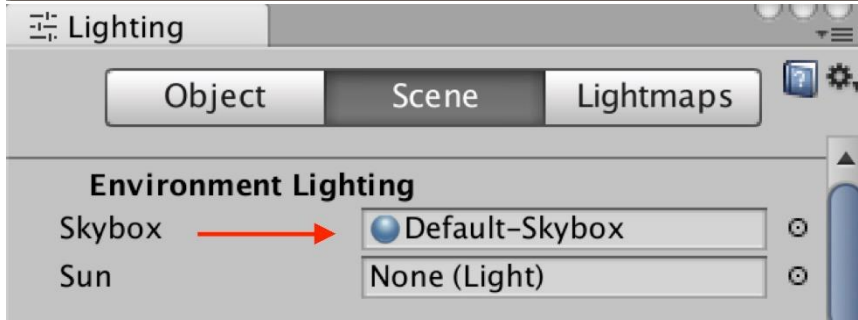
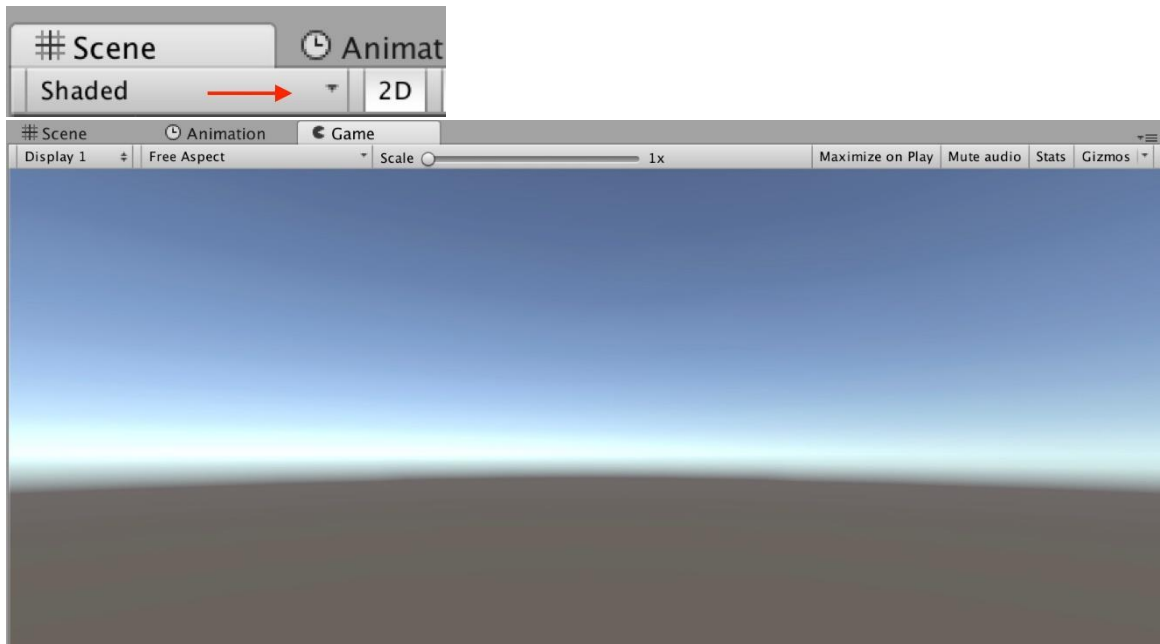
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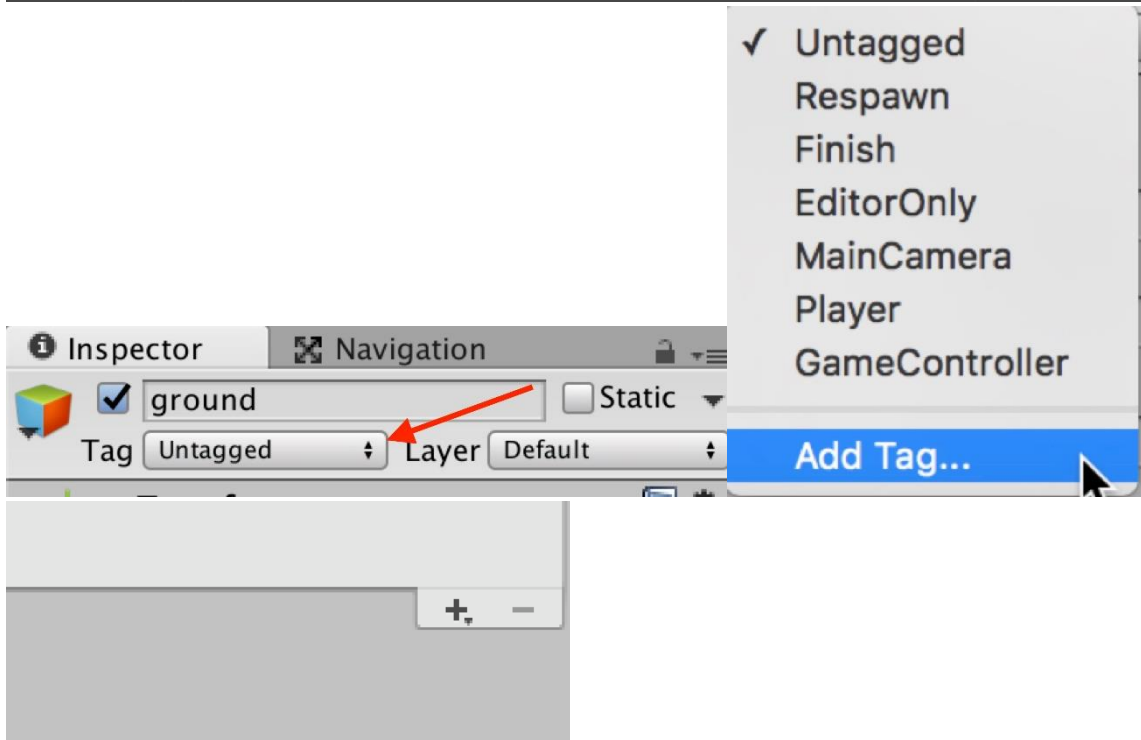
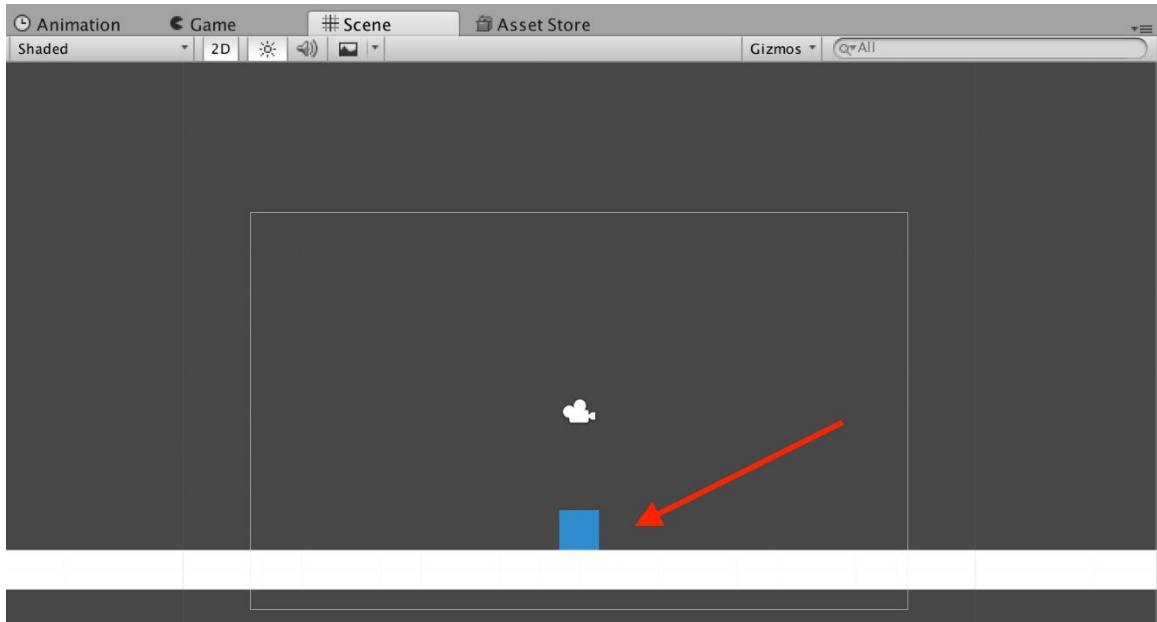
Assets > Resources

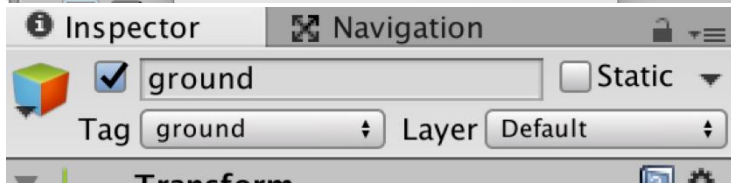
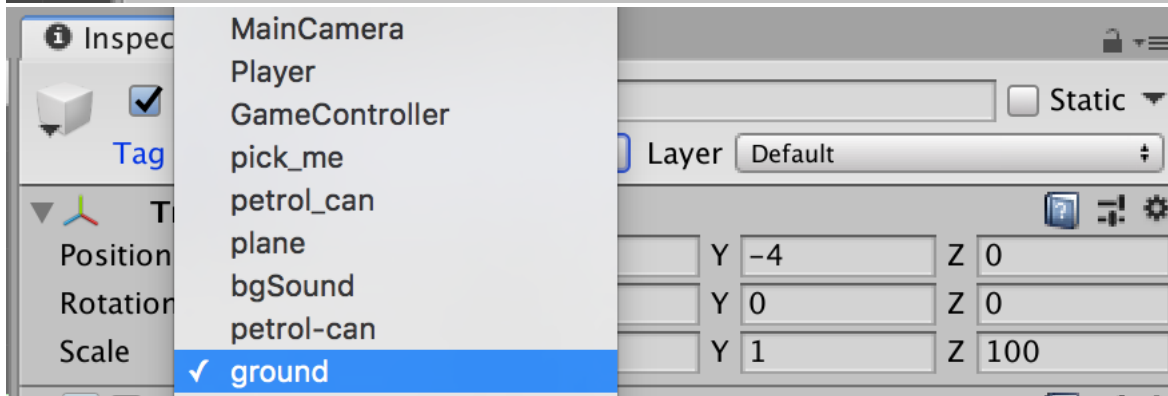
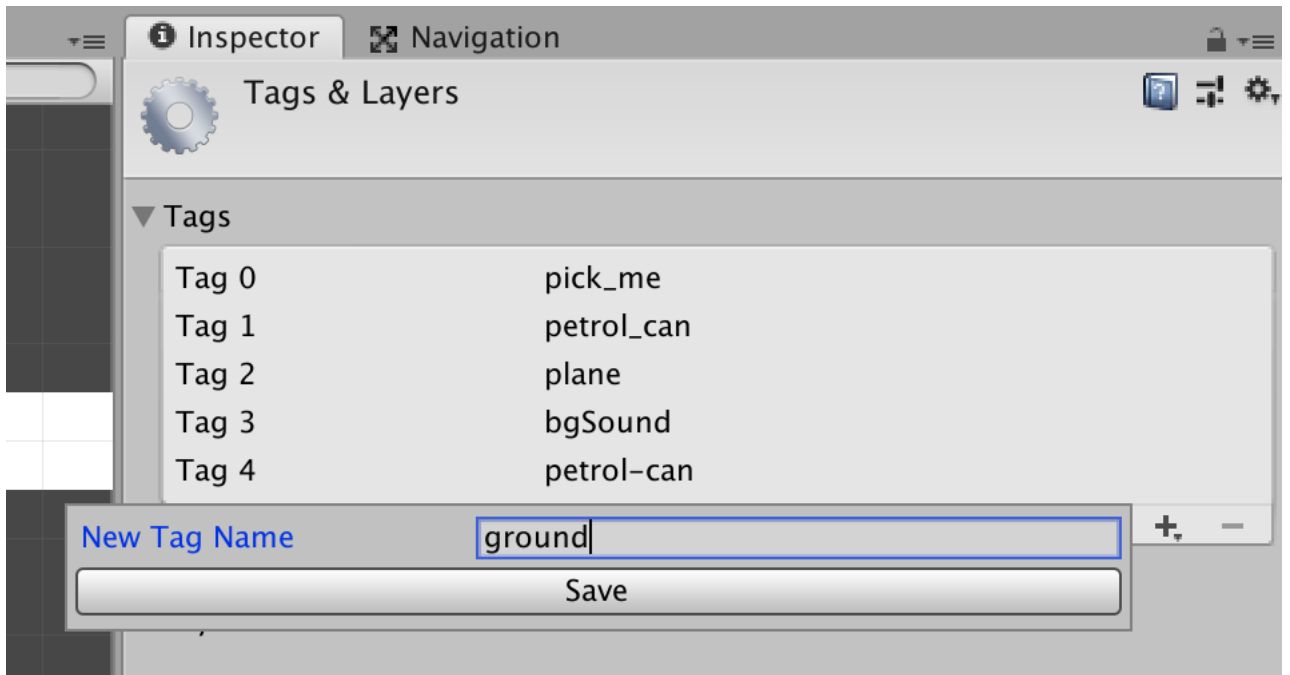
Assets > Resources

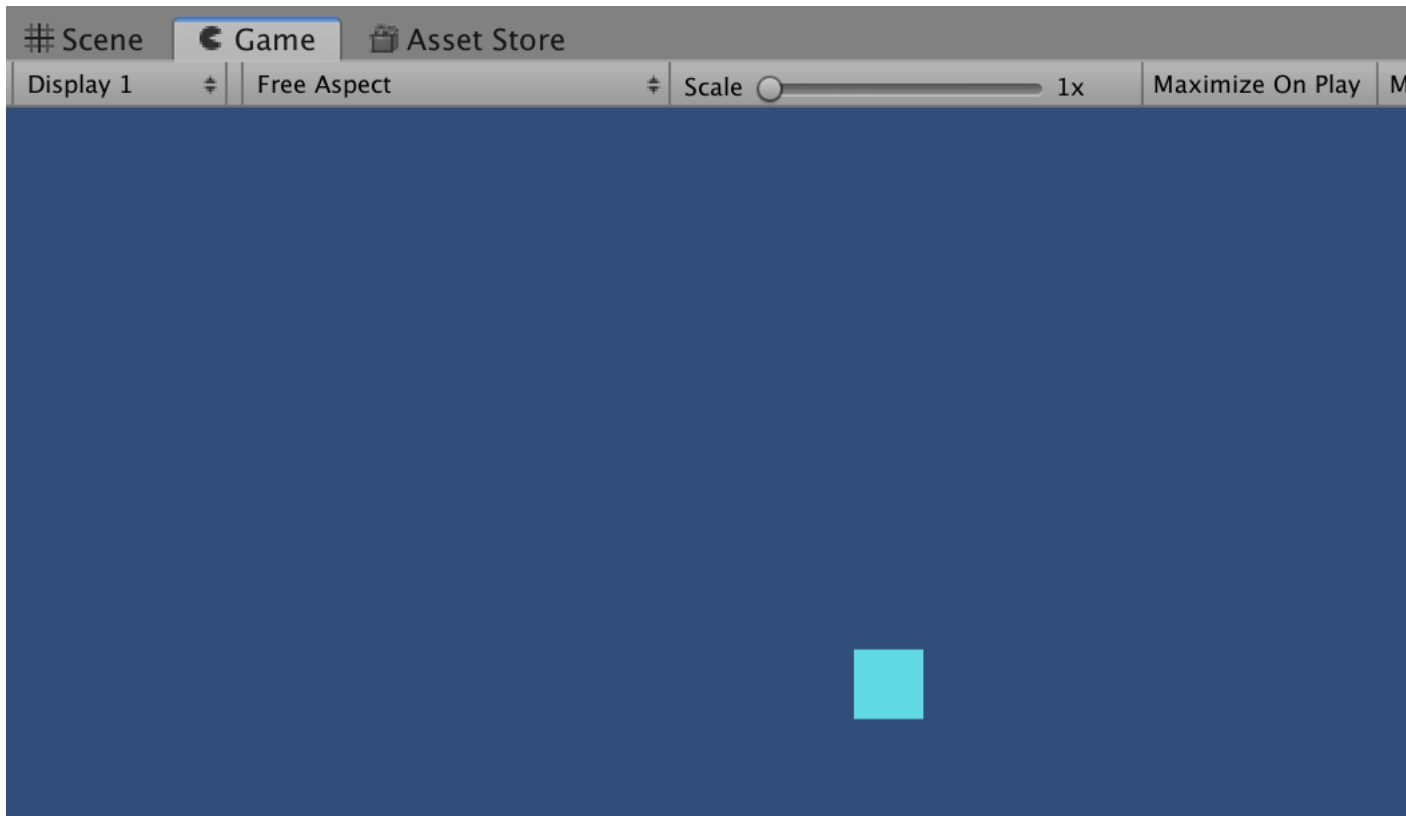
words











Tag 5	ground
Tag 6	obstacle

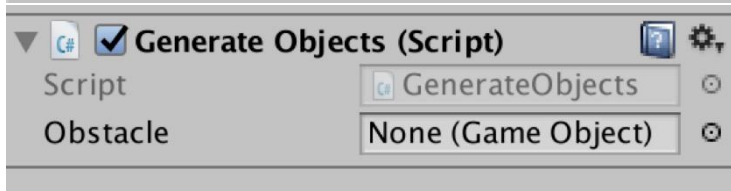
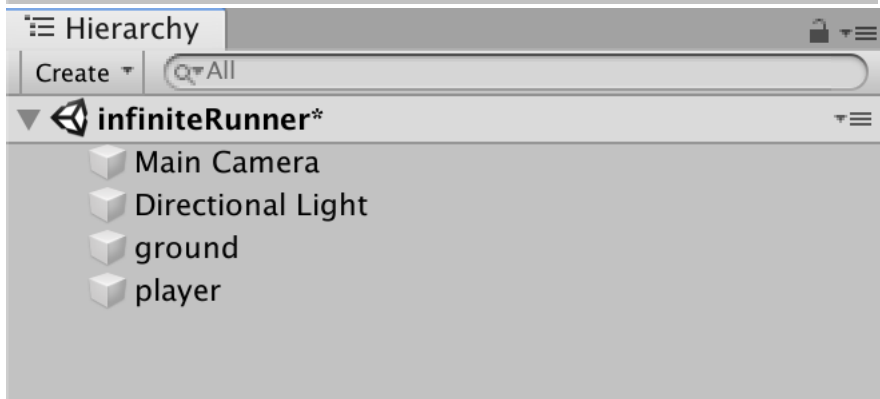
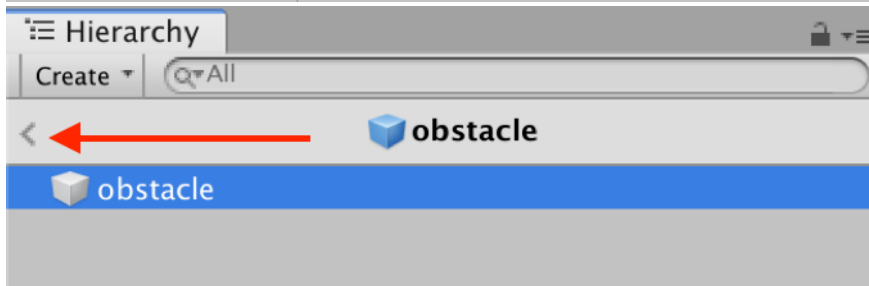
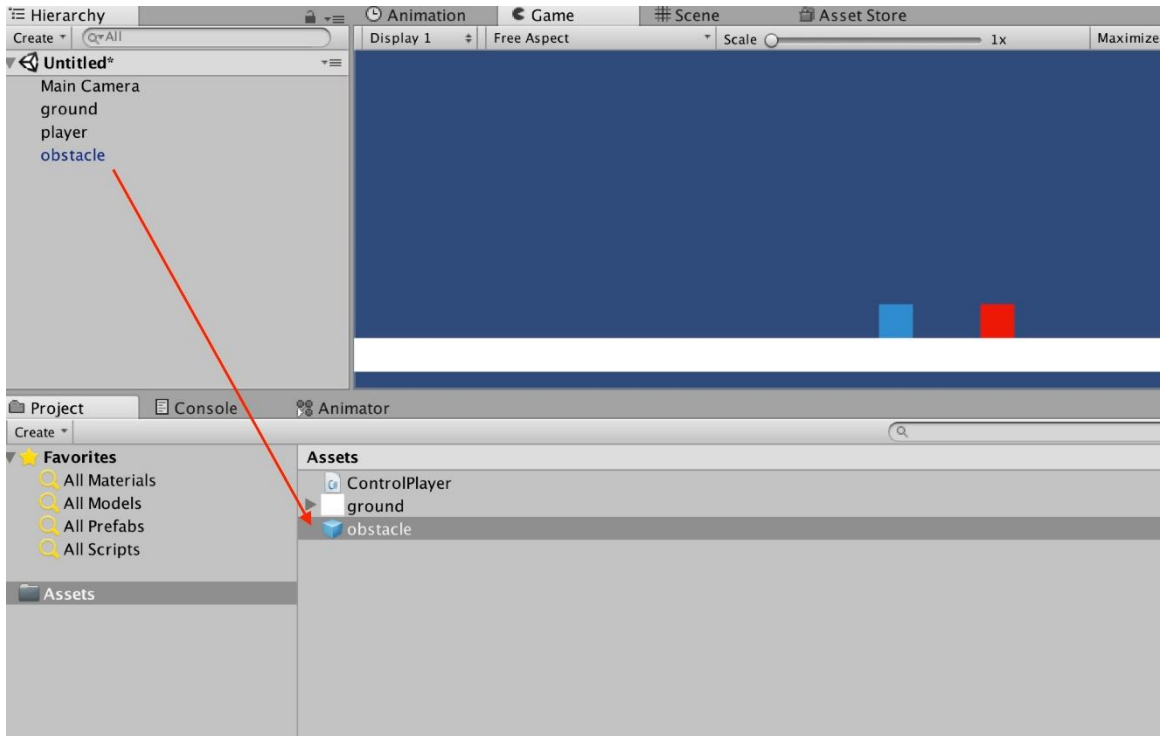
Sorting Layers
Layers

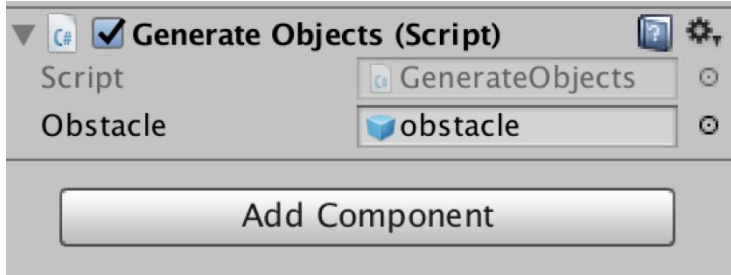
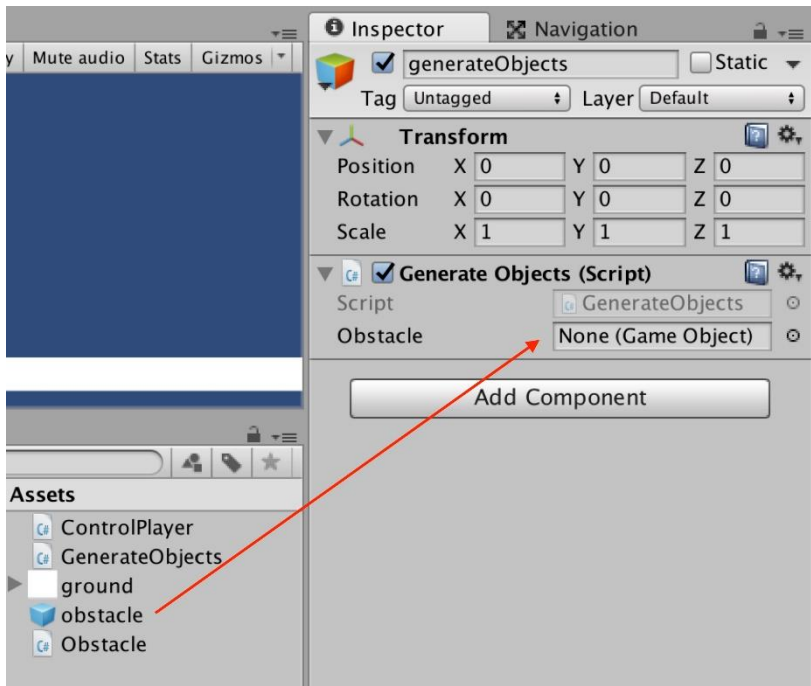
Inspector **Navigation**

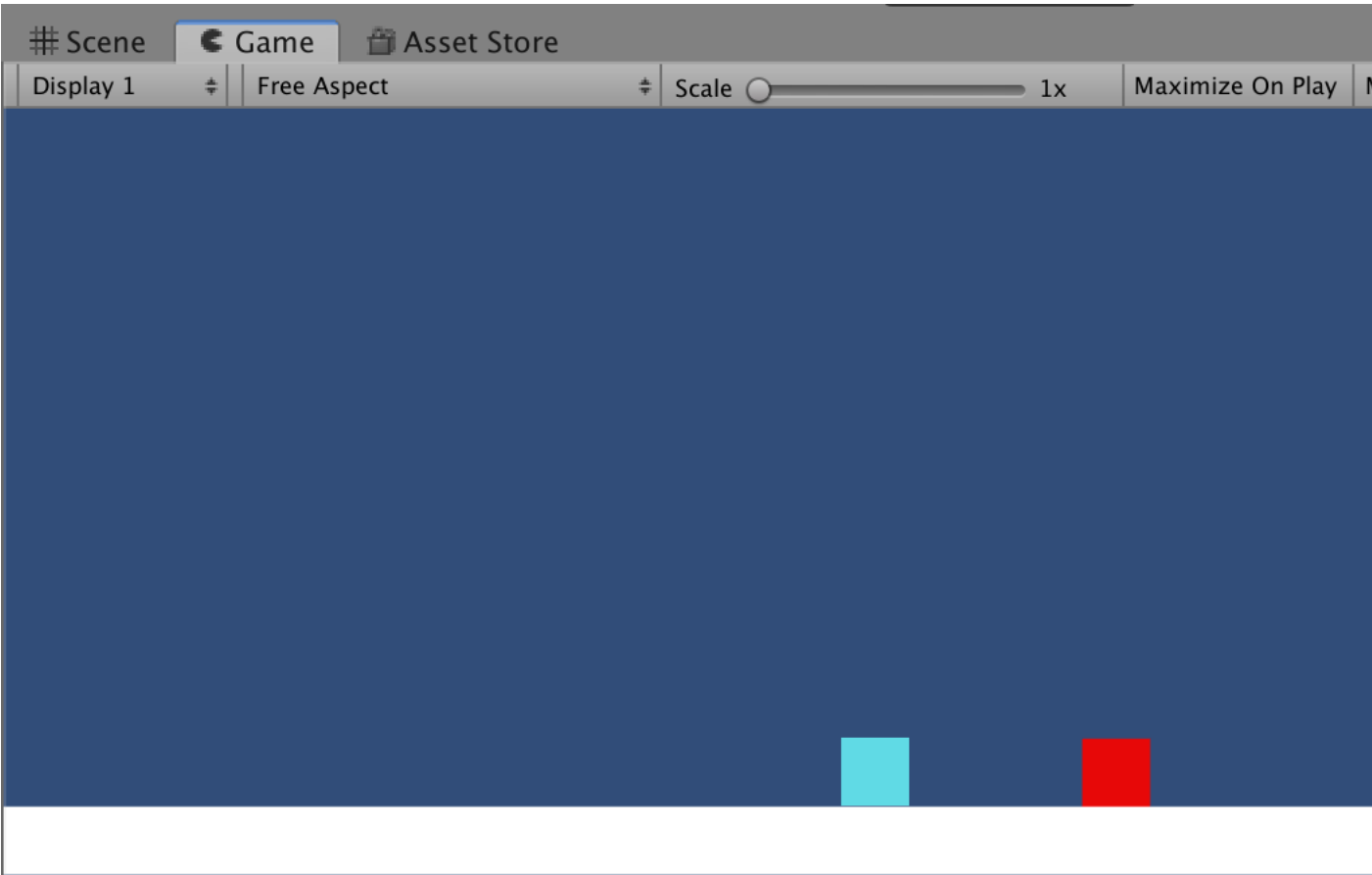
obstacle Static

Tag obstacle Layer Default

Transform







- Scenes/startingScene
- Scenes/maze
- Scenes/outdoor
- Scenes/theEnd
-
- wordGame/wordGame
- wordGame/wordGameStart
- wordGame/wordGameEnd
- wordGame/wordGameWin
-
-
- infiniteRunner

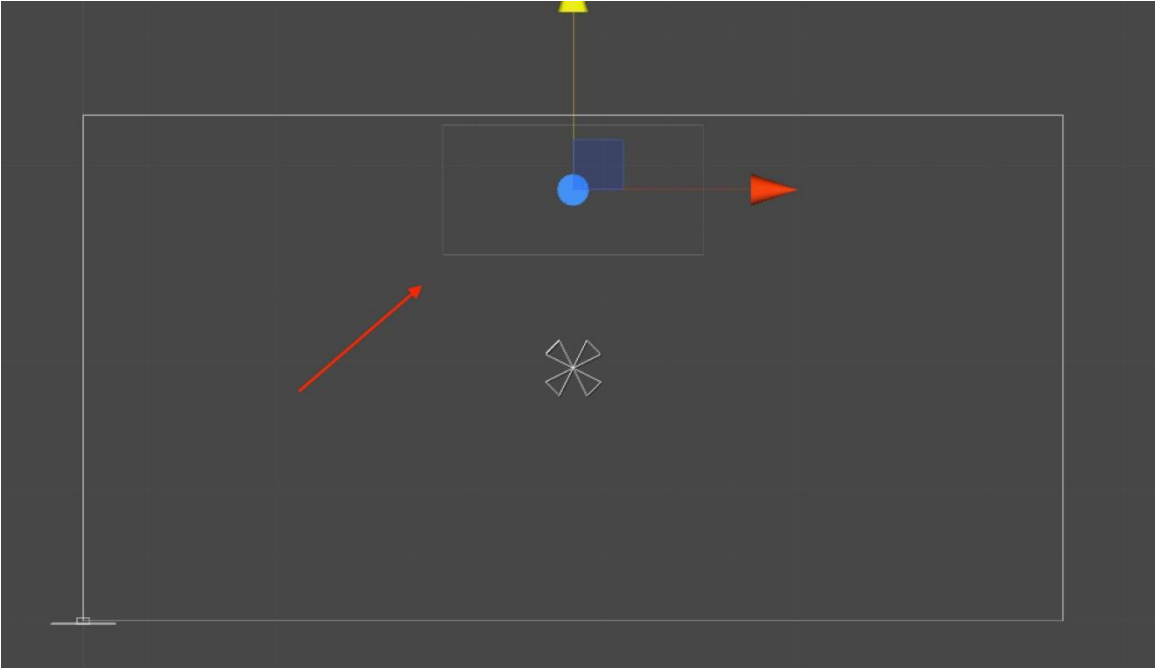
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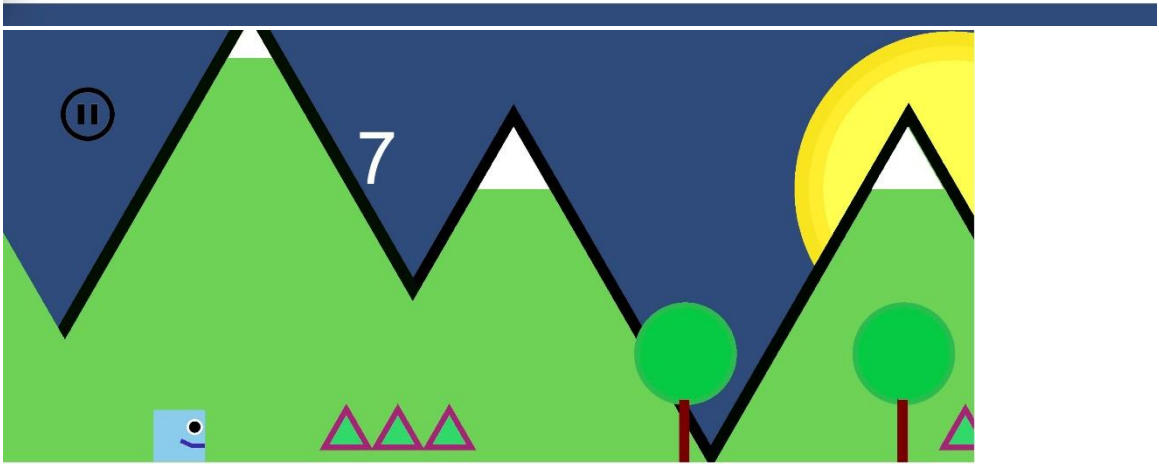
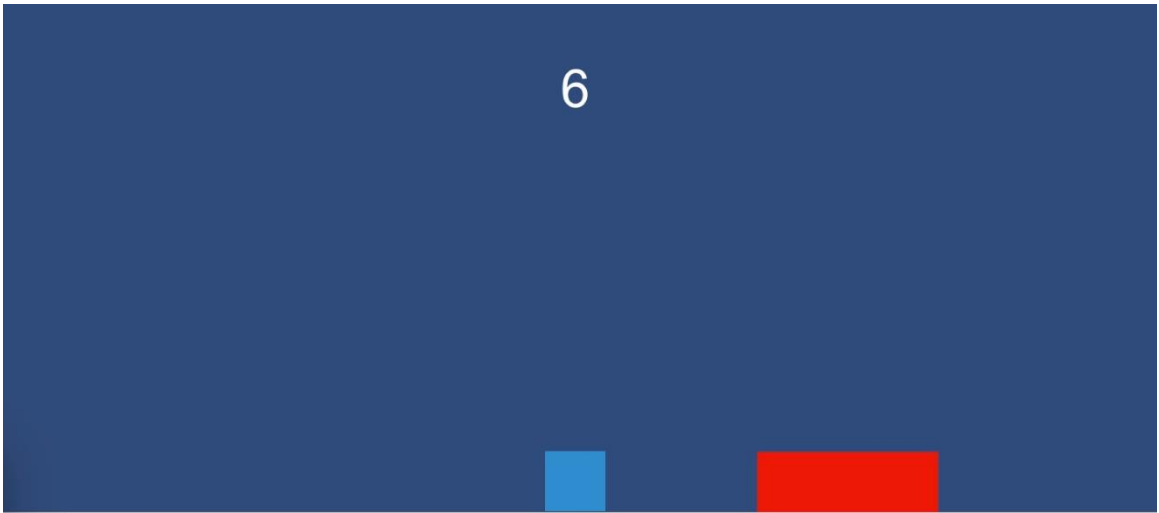
Paragraph

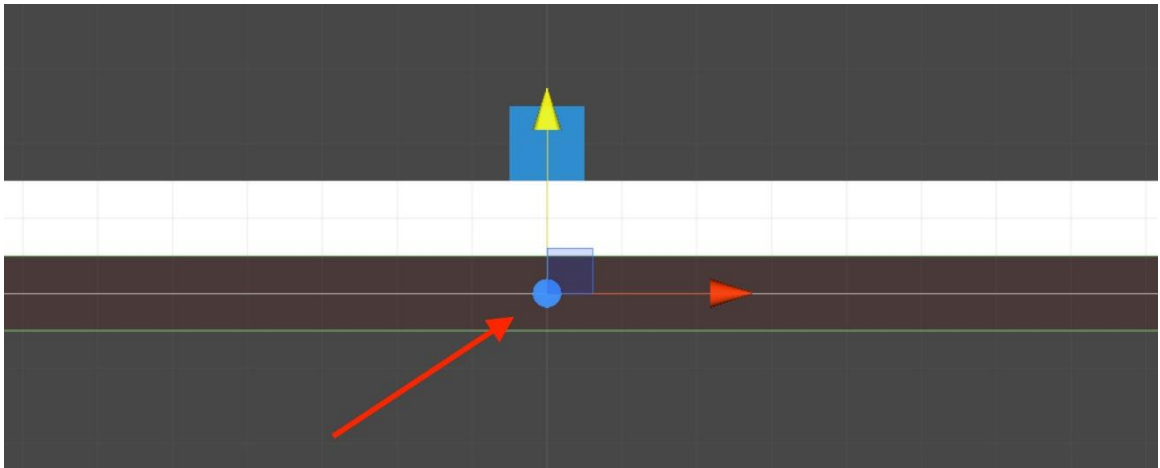
Alignment



Align By Geometry







Inspector **Navigation**

mountain Static

Tag: Untagged Layer: Default

Transform

Position	X	-10	Y	-1	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	10	Y	10	Z	10

Sprite Renderer

Sprite: Triangle

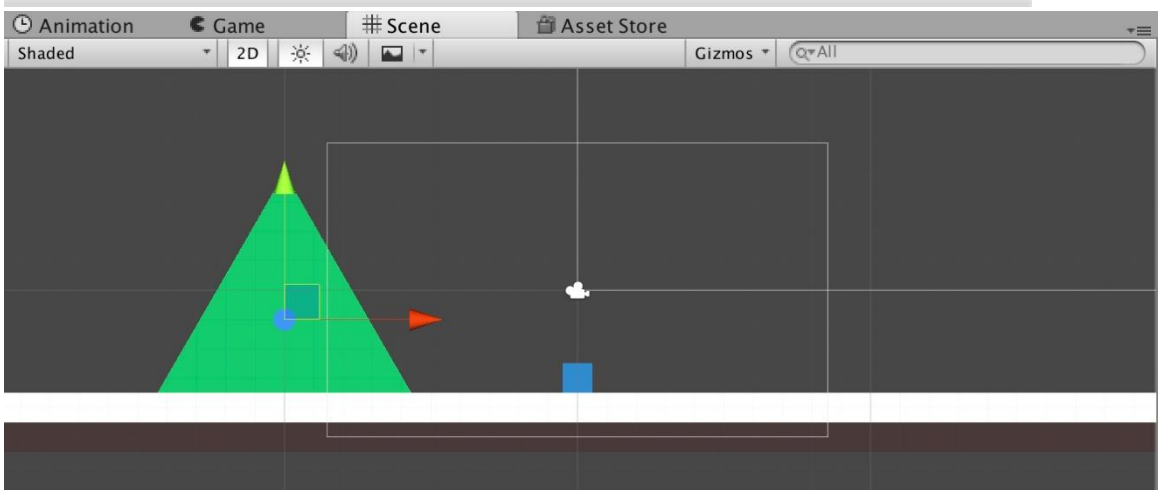
Color:

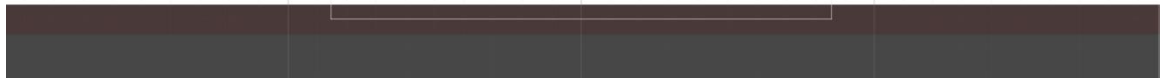
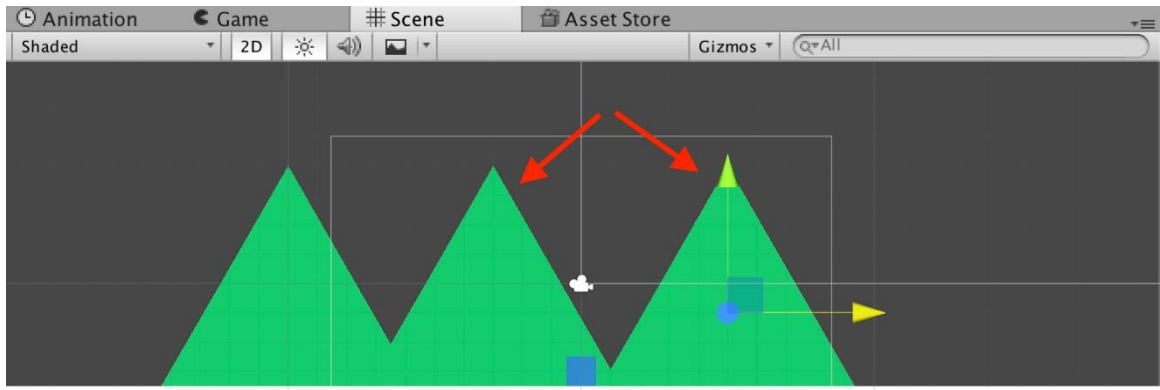
Flip: X Y

Material: Sprites-Default

Sorting Layer: Default

Order in Layer: -10





Box Collider 2D

Edit Collider

Material: None (Physics Material 2D)

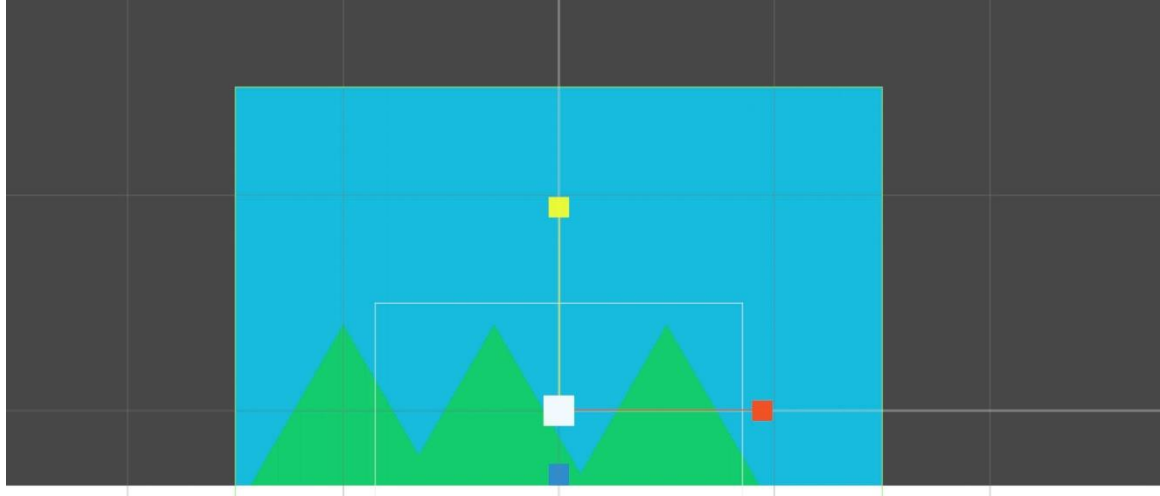
Is Trigger:

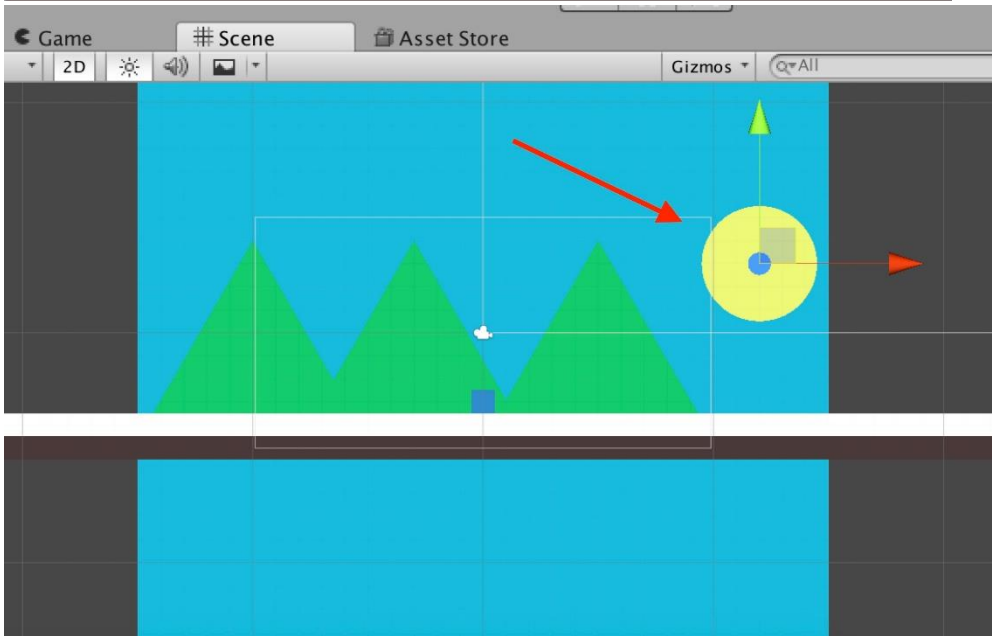
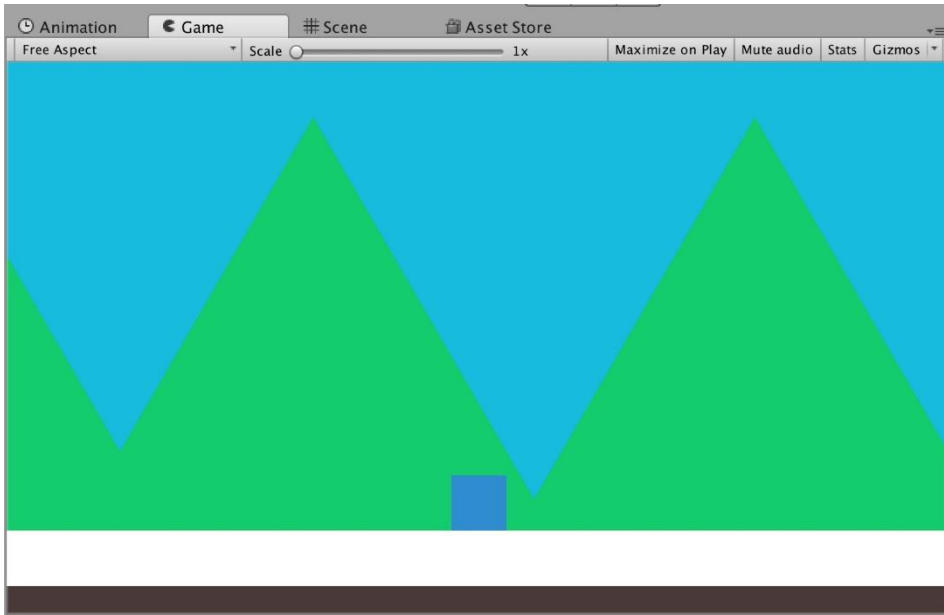
Used By Effector:

Offset: X 0 Y 0





Size: X 1 Y 1

An orange arrow points to the 'Box Collider 2D' header.





Inspector **Navigation**


 **cloud Import Settings**    **Open**

Texture Type Sprite (2D and UI) ▾




Texture Shape 2D ▾

Sprite Mode Polygon ▾

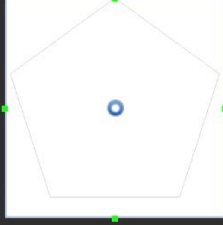
Pixels Per Unit 4

Extrude Edges  1

Sprite Editor

Sprite Editor **Change Shape** **Revert** **Apply**   

Sides 5 **Change**





Sprite

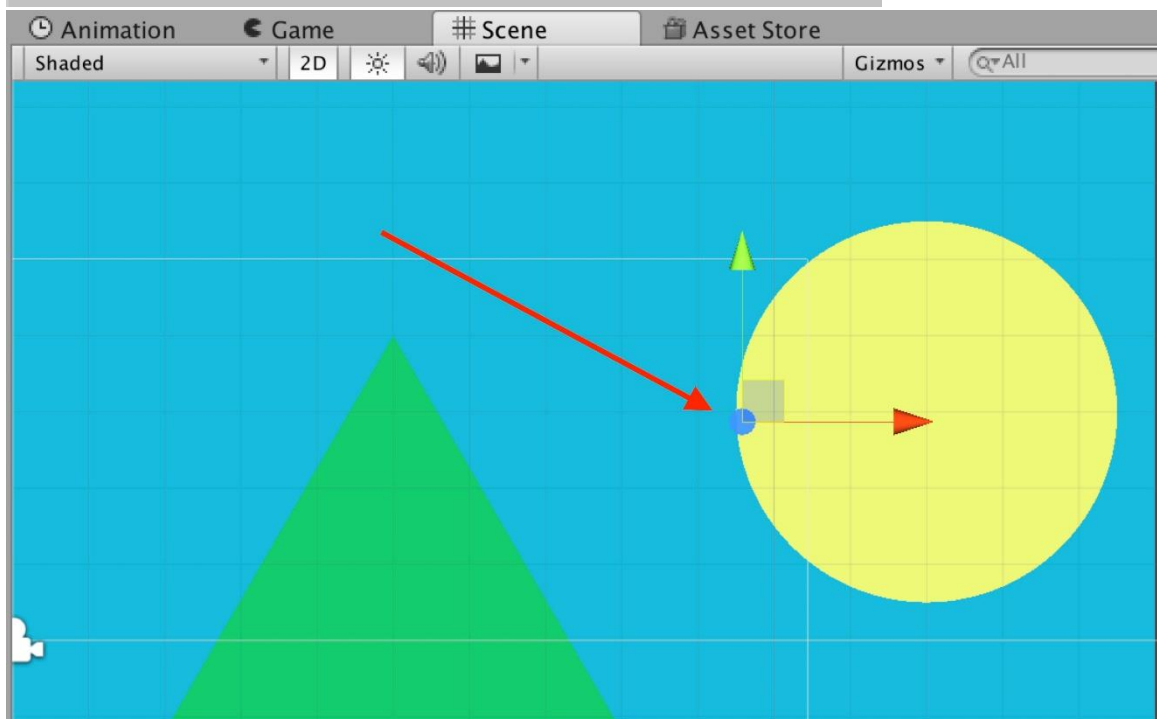
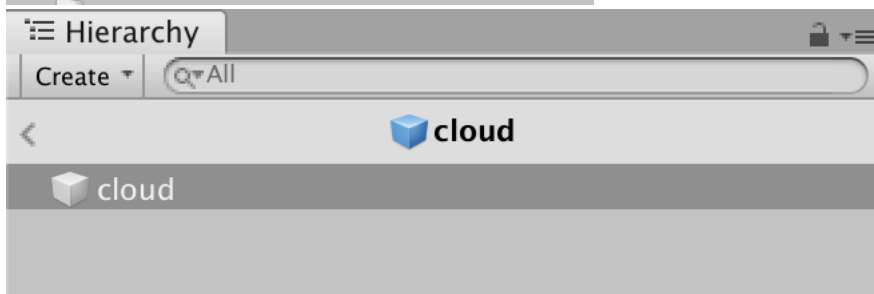
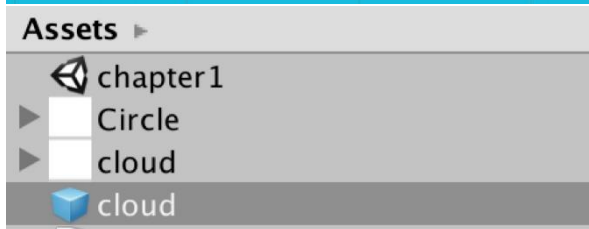
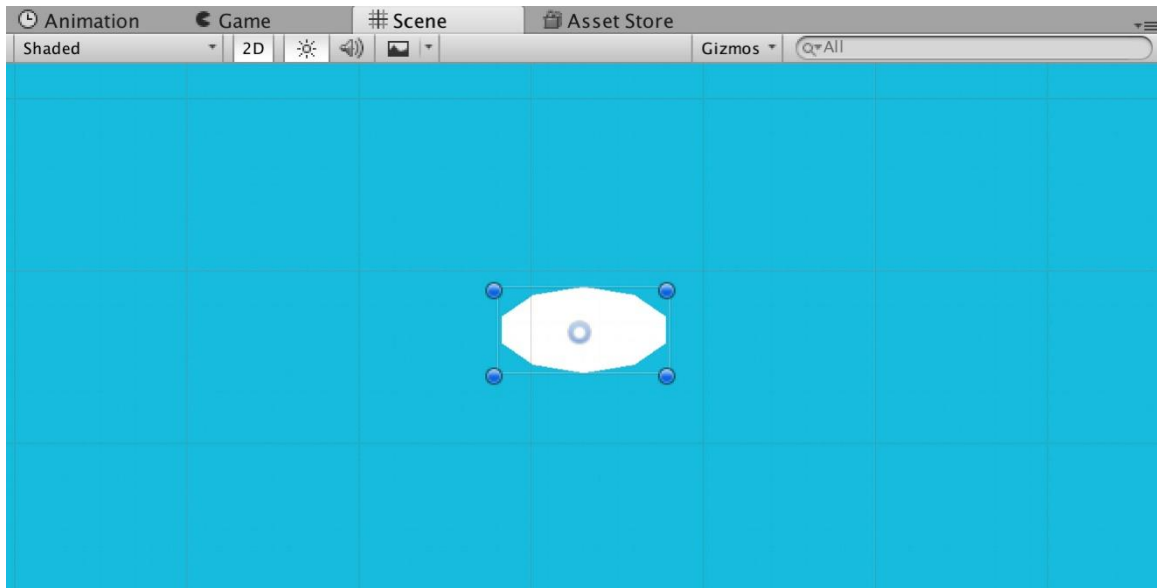
Name	cloud	
Position	X 0	Y 0
Border	W 4	H 4
	L 0	T 0
	R 0	B 0
Pivot	Center	
Custom Pivot	X 0.5	Y 0.5

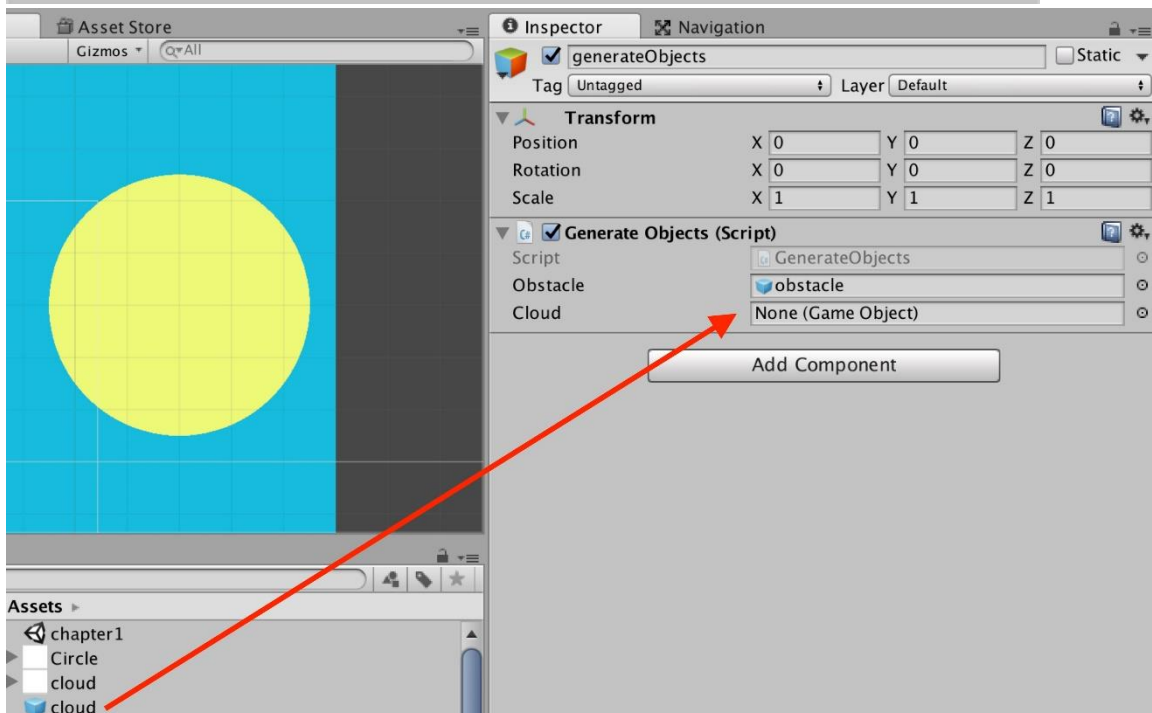
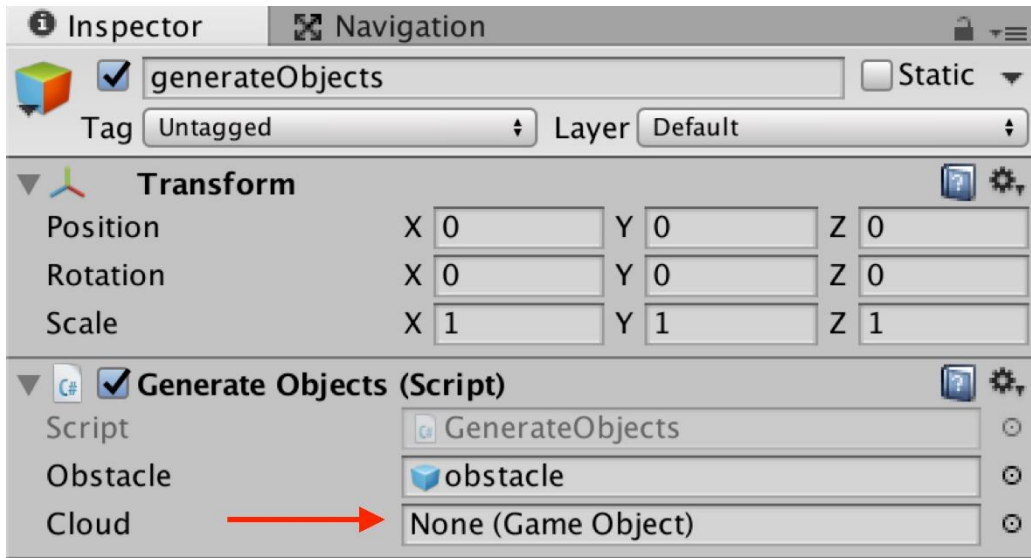
Sprite Editor **Change Shape**

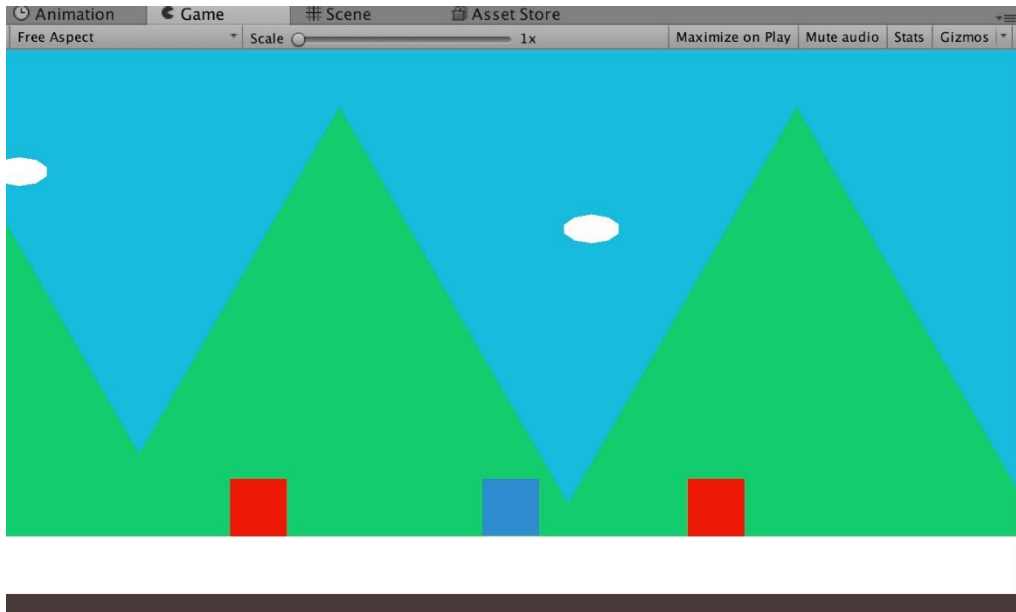
Sides 10 **Change**

Revert **Apply** 









Sprite Renderer

Sprite:

Color:

Flip: X Y

Material:

Sorting Layer:

Order in Layer:

Select Sprite

Assets | Scene

- None
- Circle
- cloud
- ground
- Triangle**
- Background
- Checkmark

Sprite Renderer

Sprite:

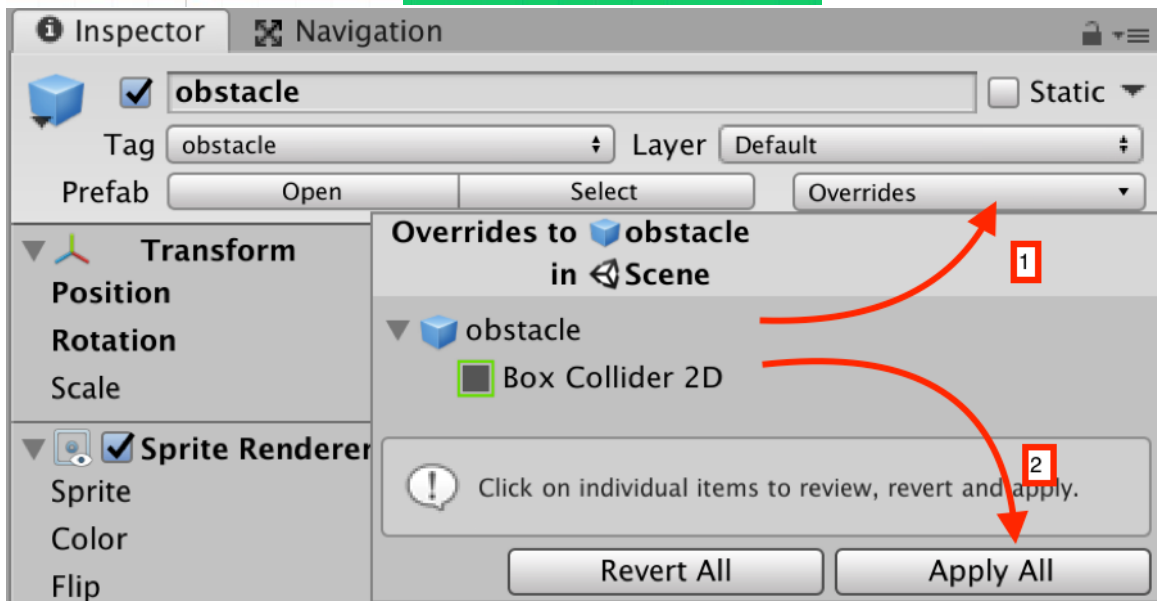
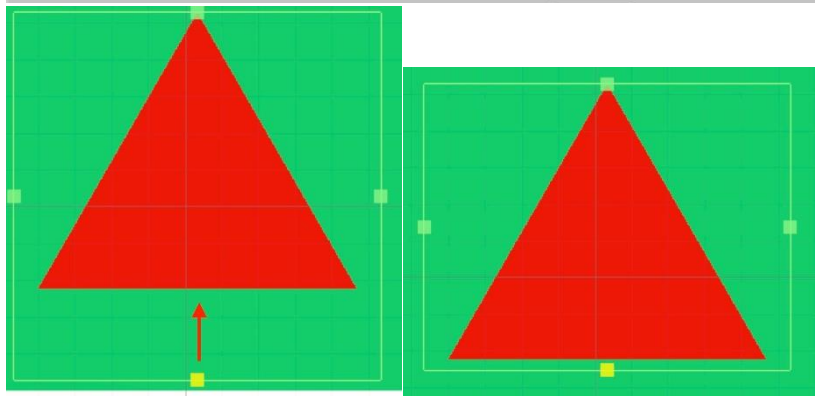
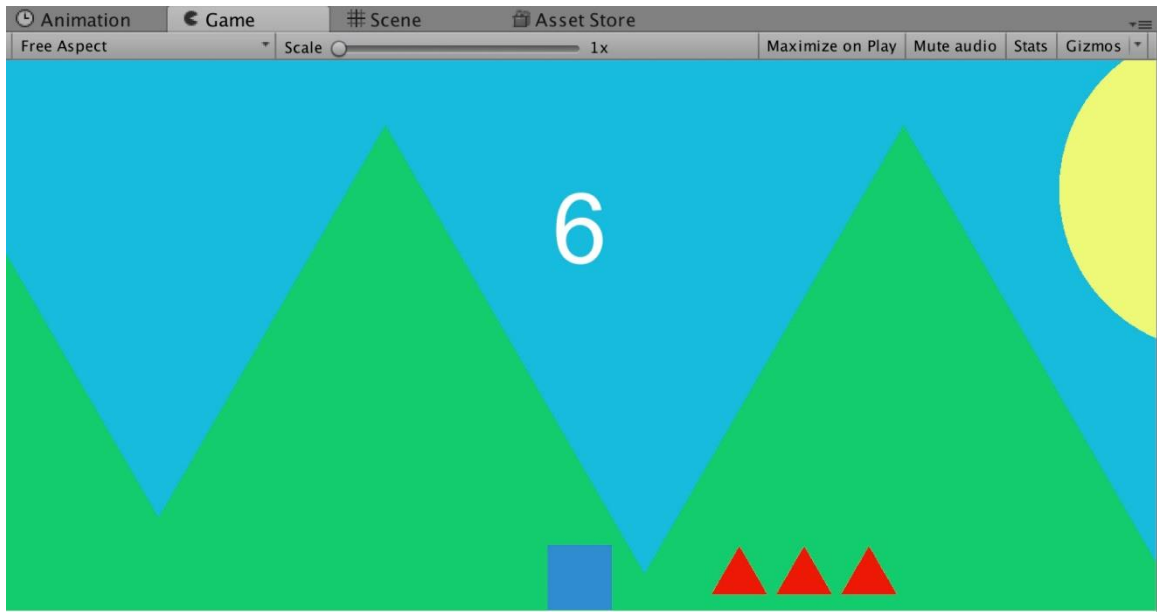
Color:

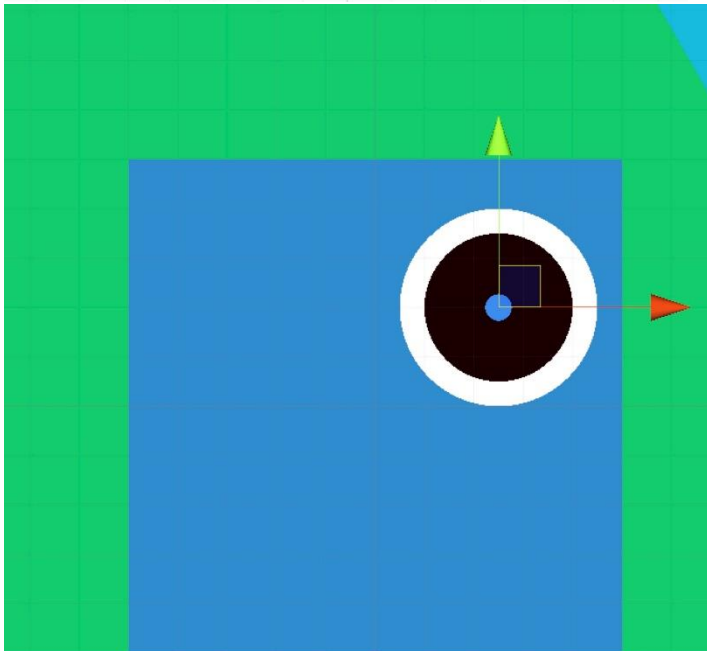
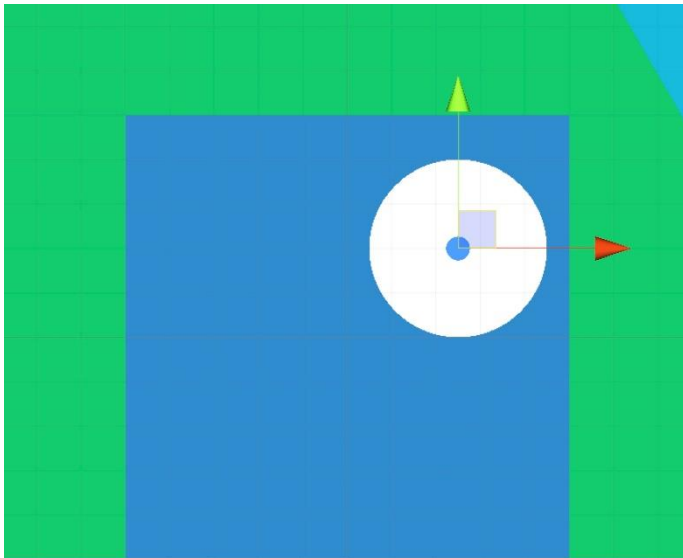
Flip: X Y



Material:



Sorting Layer:



Order in Layer:







▼ **Sprite Renderer**  

Sprite **Circle**  

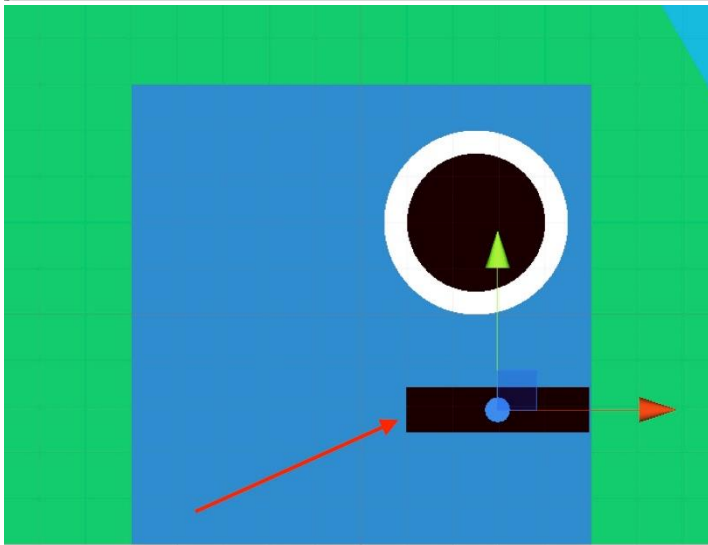
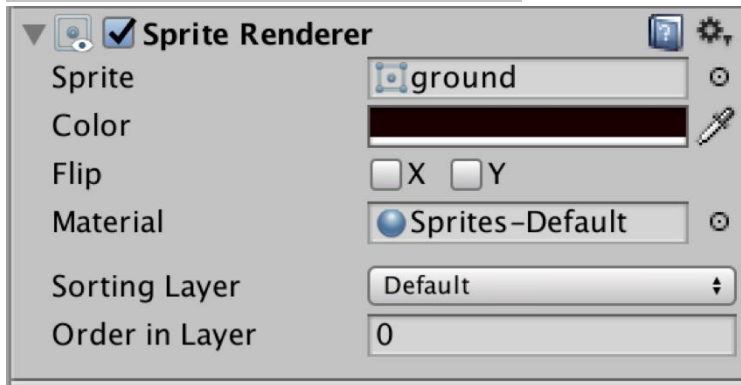
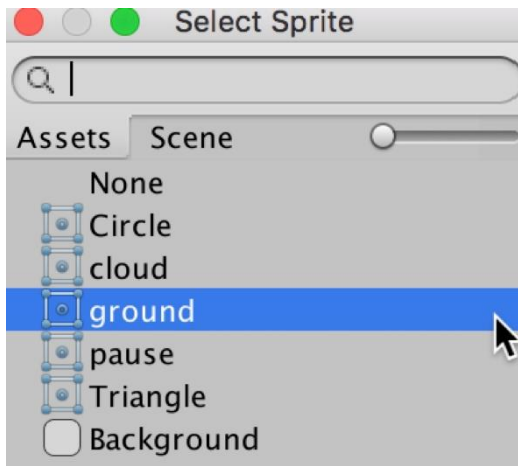
Color  

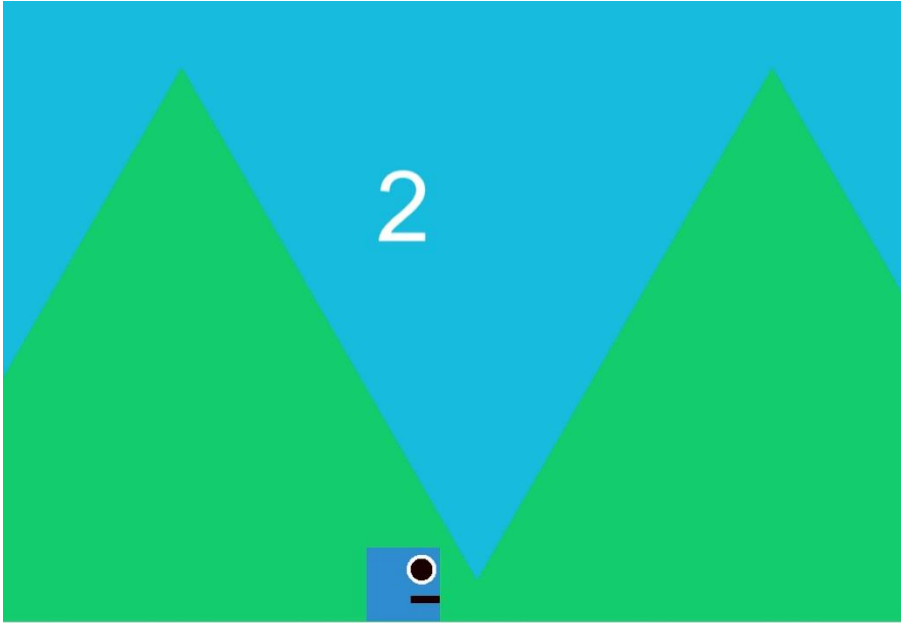
Flip X Y

Material **Sprites-Default** 

Sorting Layer 

Order in Layer



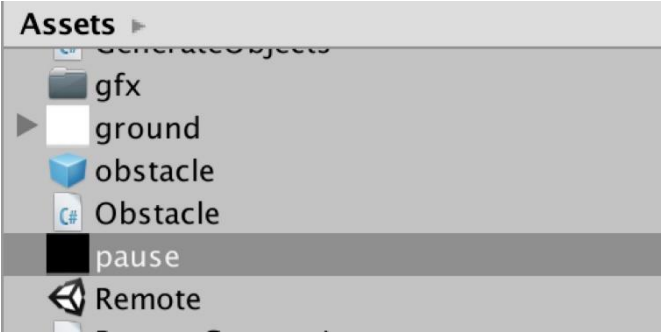


▼ resumeBt
Text

▼ **T** Text (Script)
Text
Resume

Resume

Exit



Inspector **Navigation**

pause Import Settings **Open**

Texture Type: Sprite (2D and UI)

Texture Shape: 2D

Sprite Mode: Single

 Pixels Per Unit: 100

 Mesh Type: Tight

Image (Script)

Source Image: UISprite

Color:

Material: None (Material)

Raycast Target:

Image Type: Sliced

Fill Center:

Revert **Apply**

Image (Script)

Source Image: UISprite

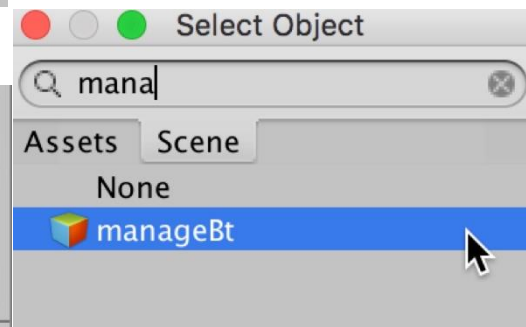
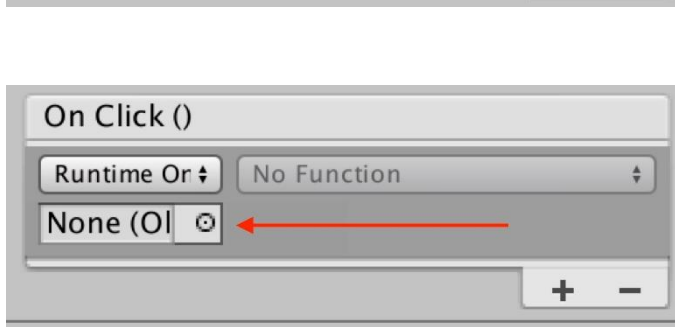
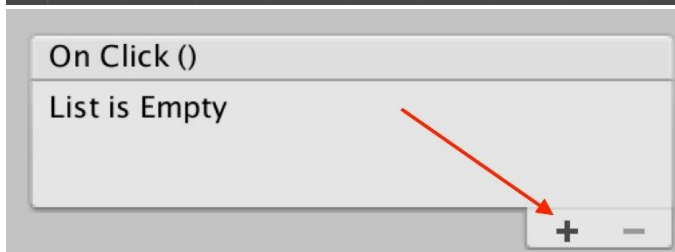
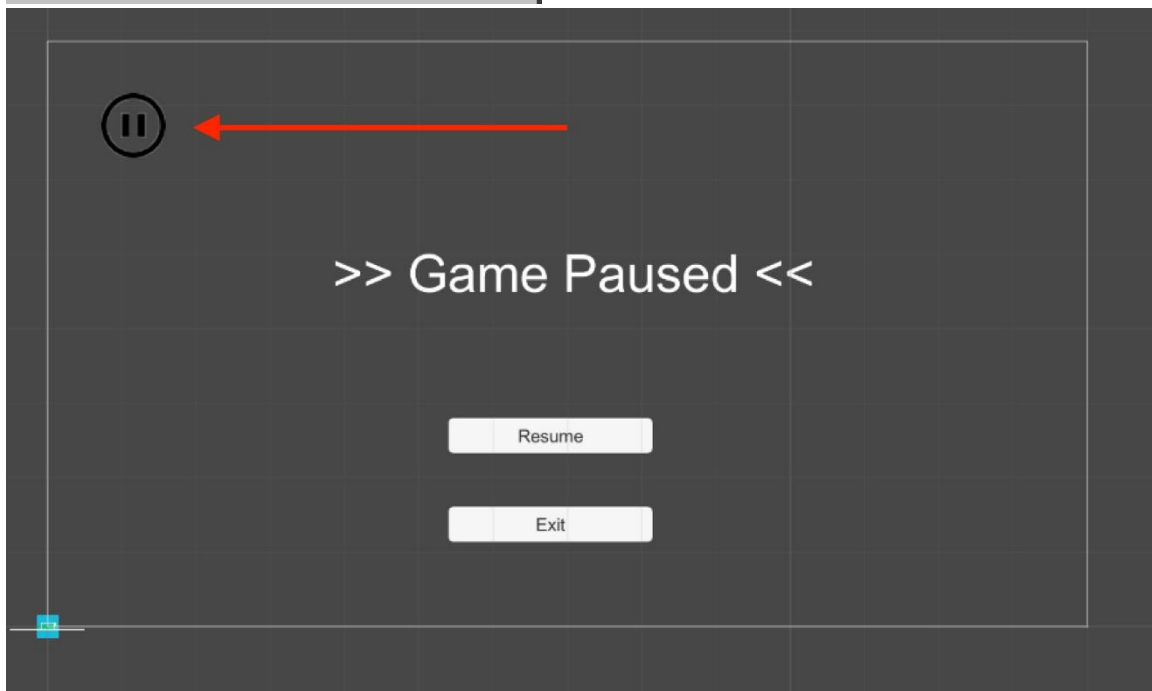
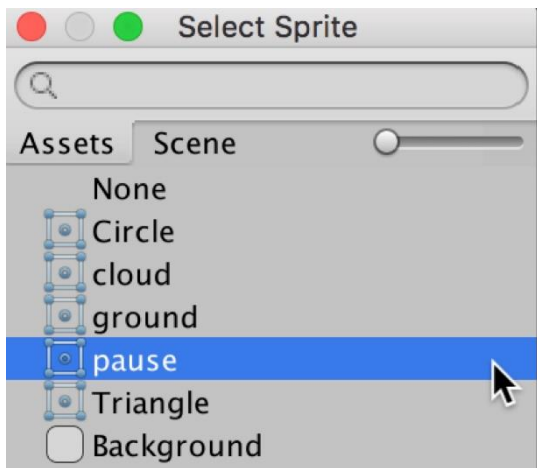
Color:

Material: None (Material)

Raycast Target:

Image Type: Sliced

Fill Center:



On Click ()

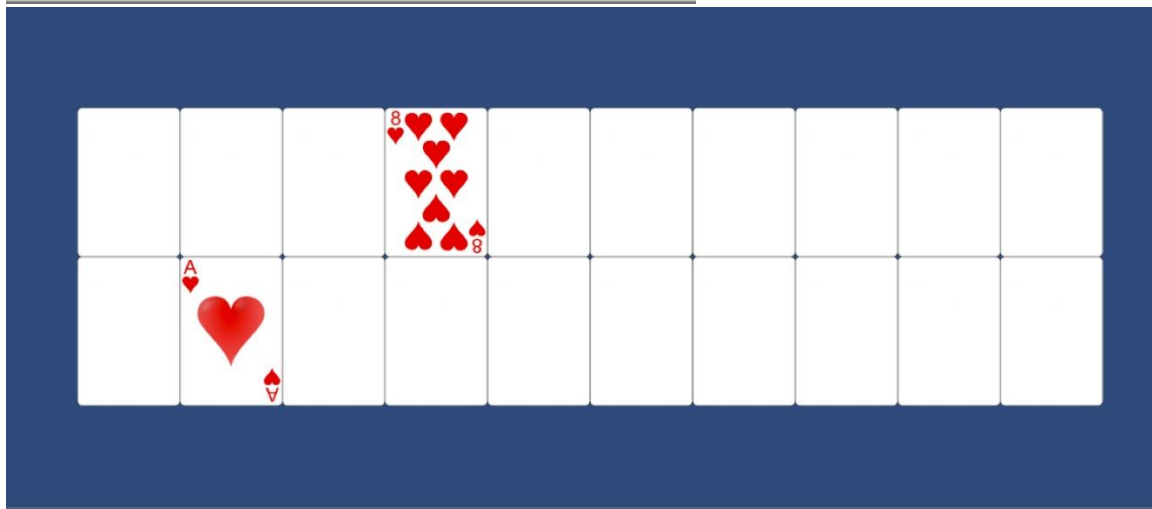
Runtime Or

manag

On Click ()

Runtime Or



manag




Assets ▶ chapter3 ▶ **cards**

- 2_of_clubs
- 2_of_diamonds
- 2_of_hearts
- 2_of_spades
- 3_of_clubs
- 3_of_diamonds
- 3_of_hearts
- 3_of_spades
- 4_of_clubs
- 4_of_diamonds
- 4_of_hearts

Inspector Navigation

68 Texture 2Ds Import Settings  

 Open


Texture Type Sprite (2D and UI) ▾

Sprite Mode Single ▾

Packing Tag

Pixels Per Unit 100

Pivot Center ▾

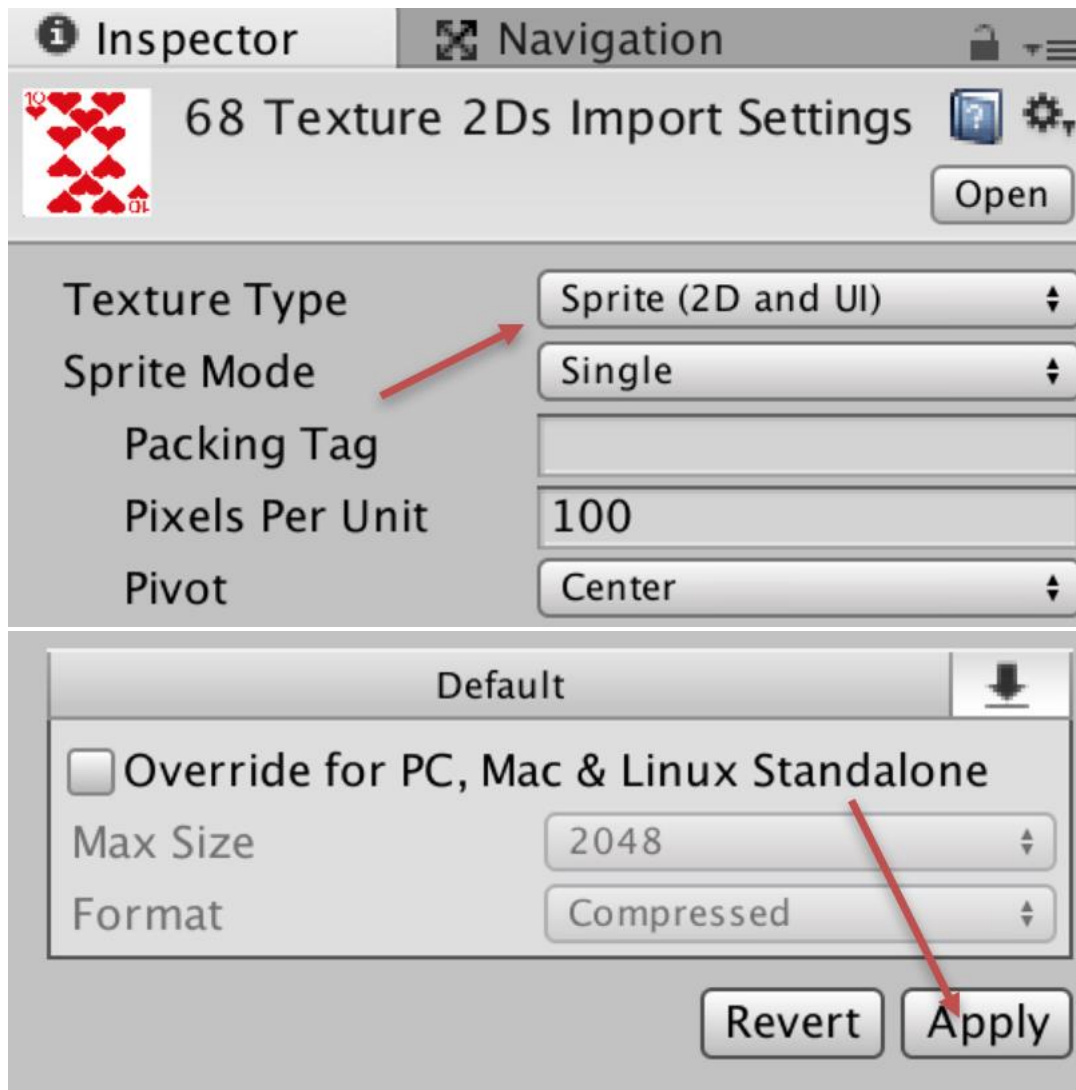
Default 

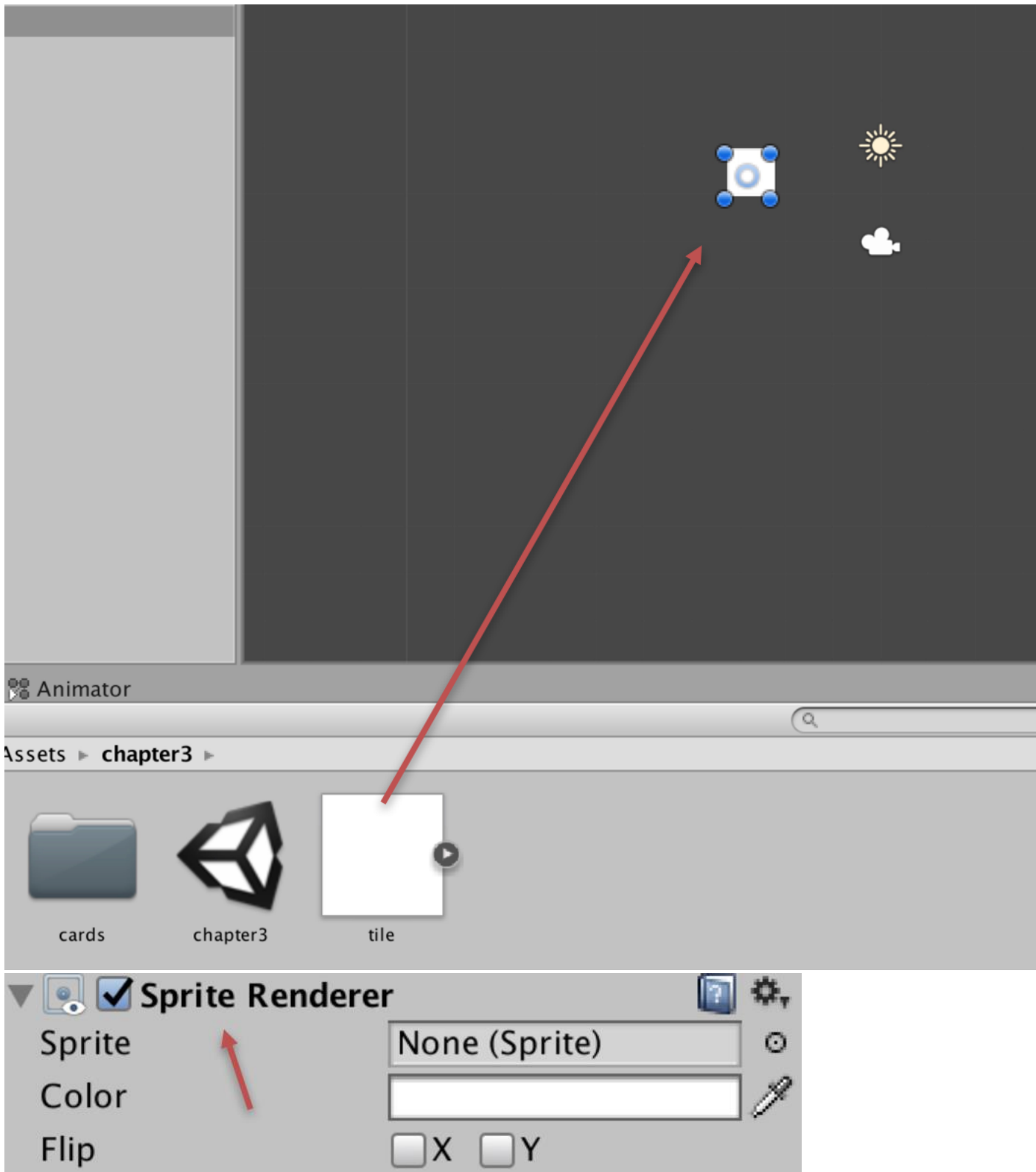
Override for PC, Mac & Linux Standalone

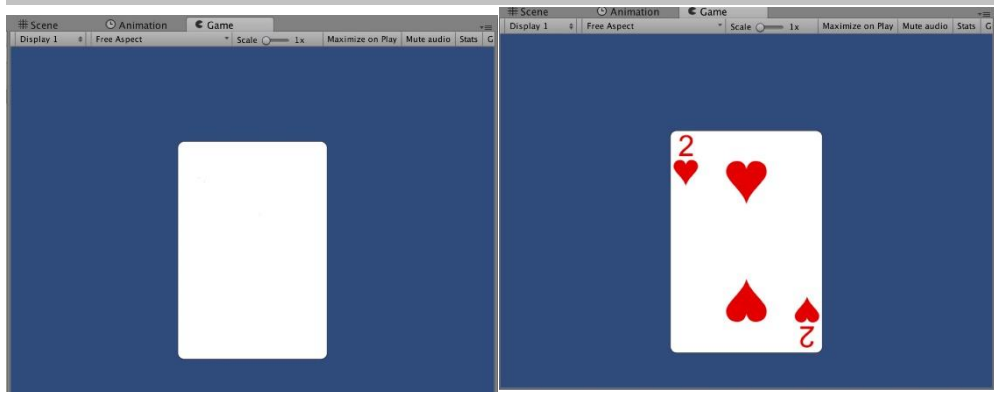
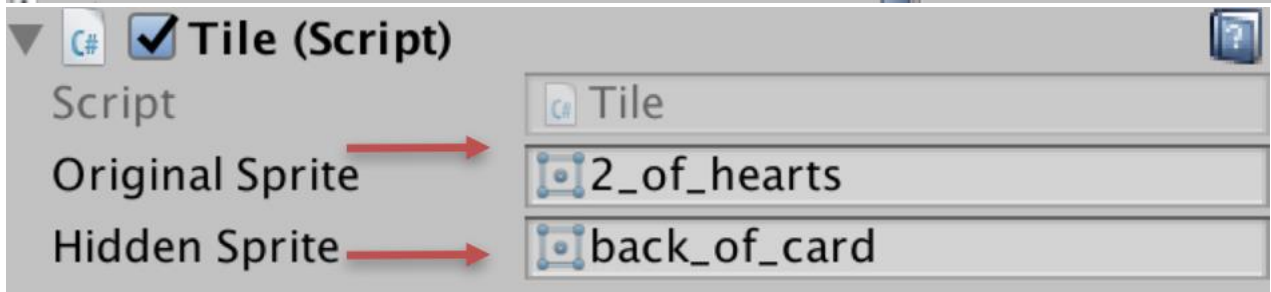
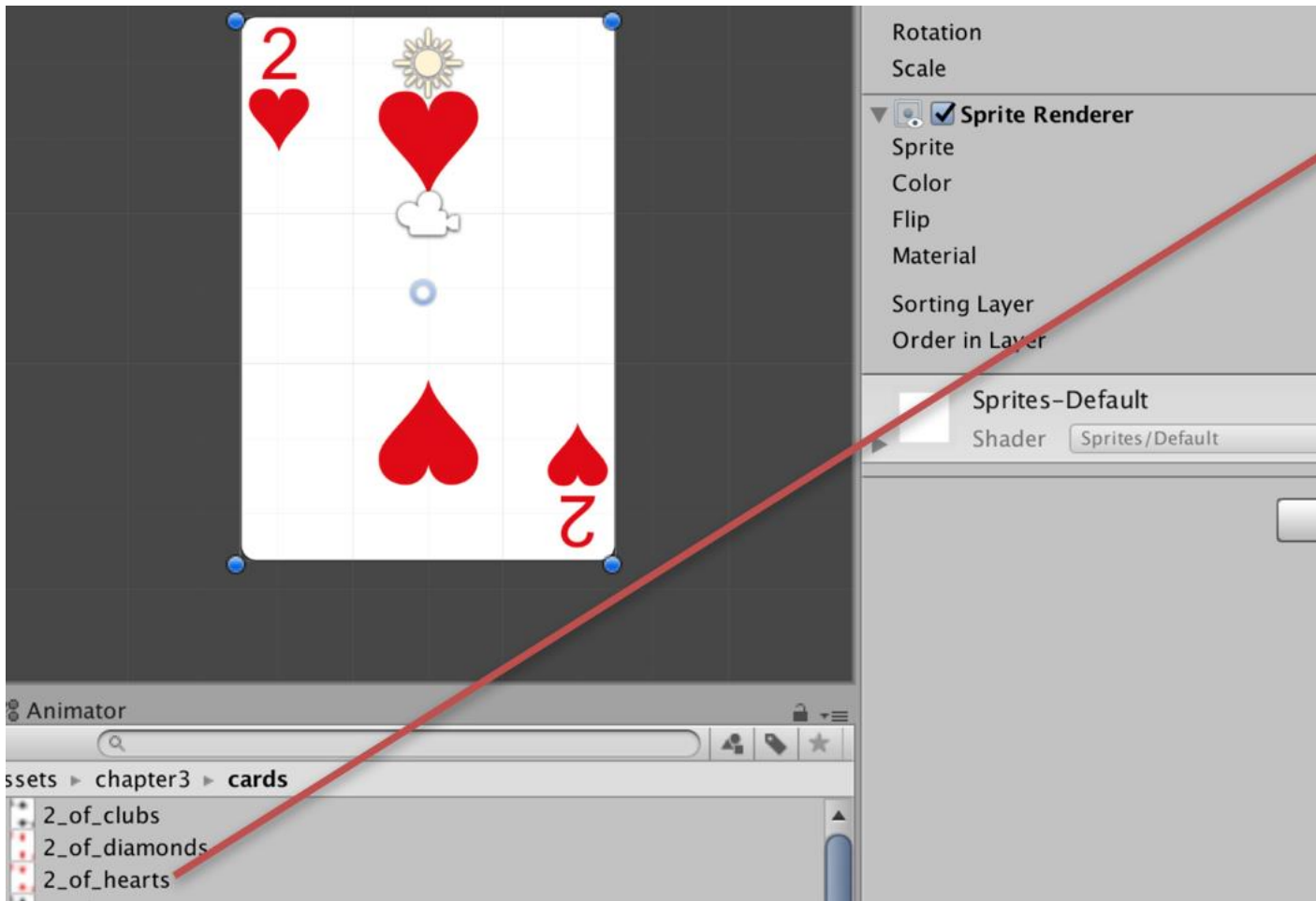
Max Size 2048 ▾

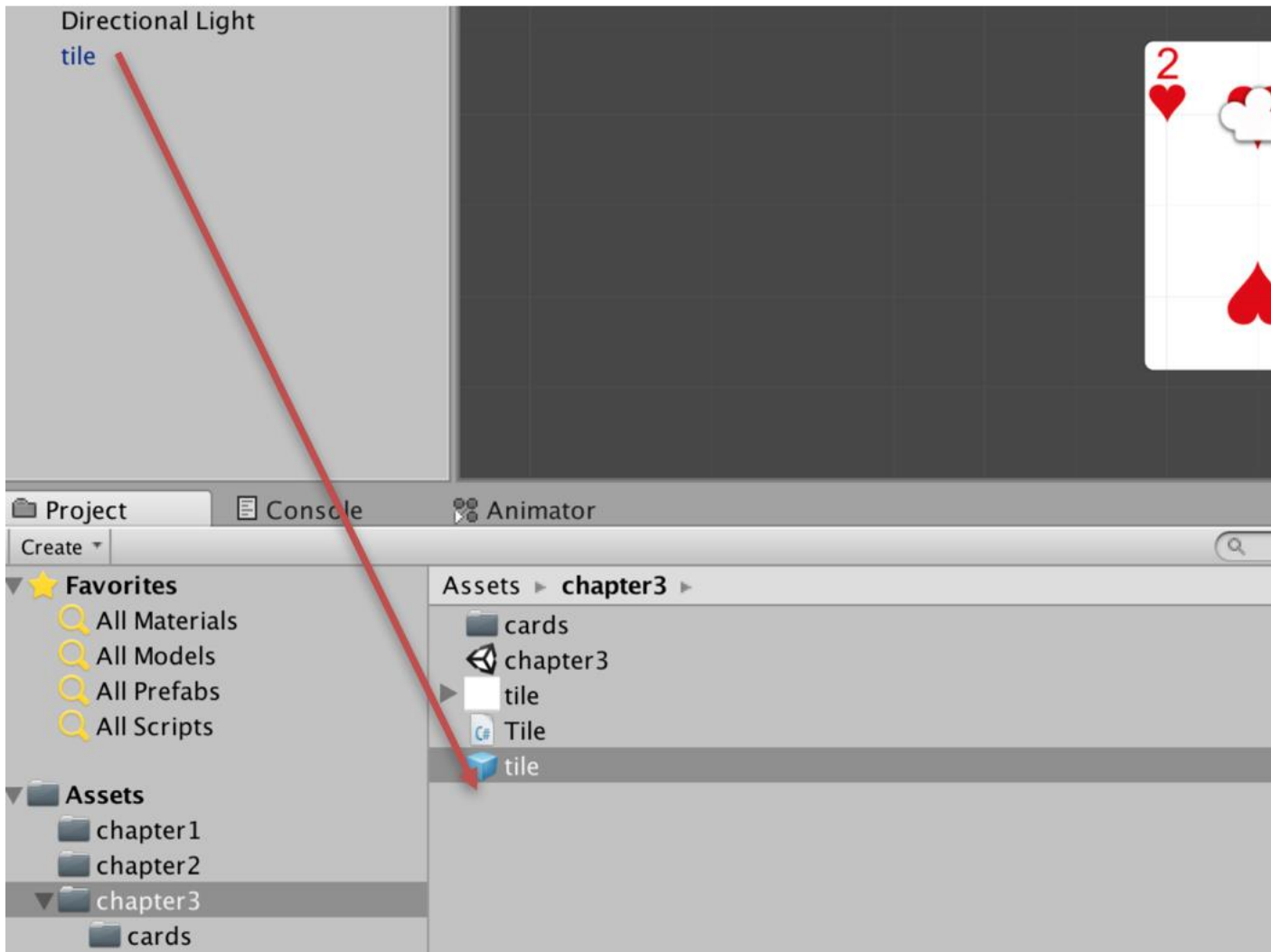
Format Compressed ▾

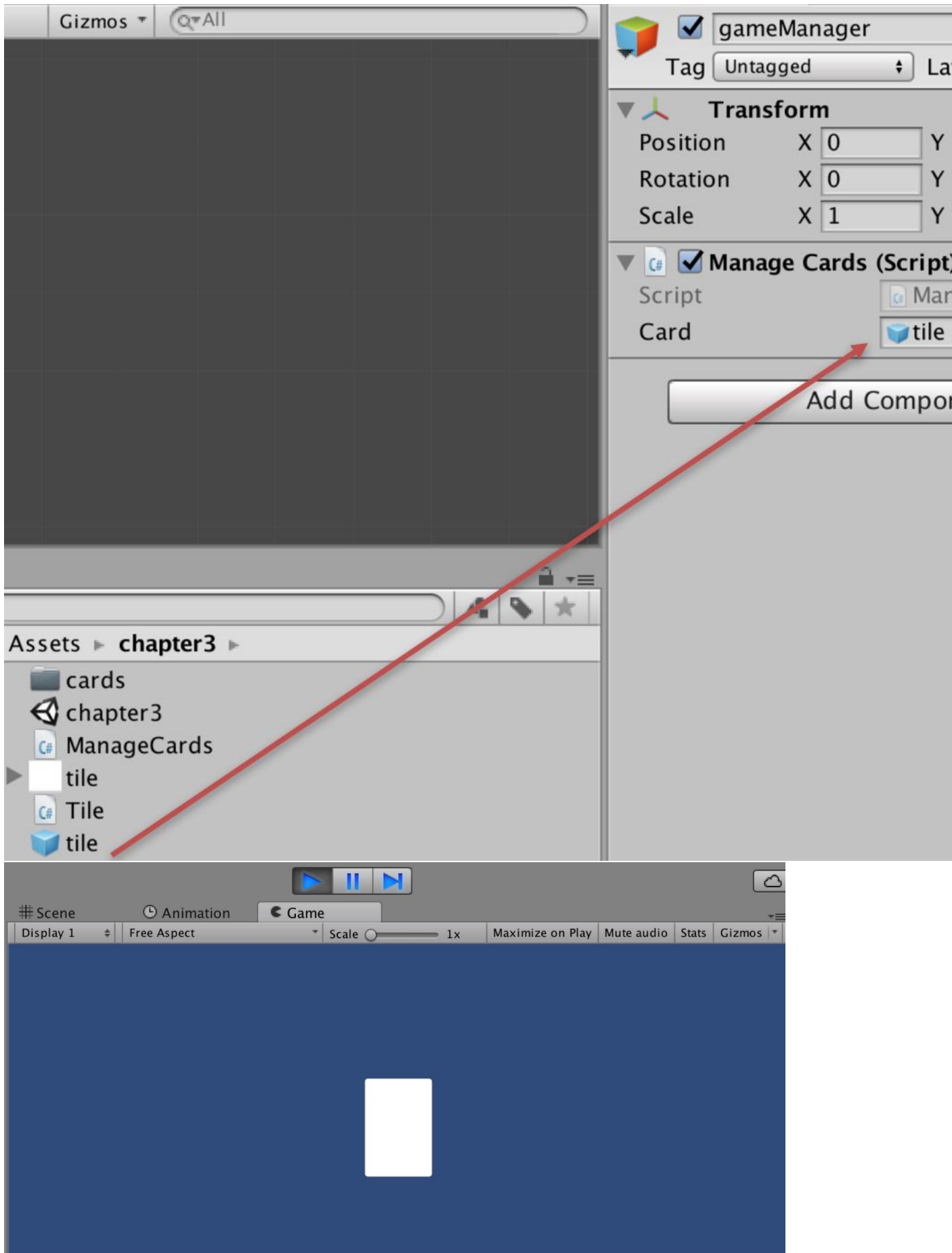
Revert Apply

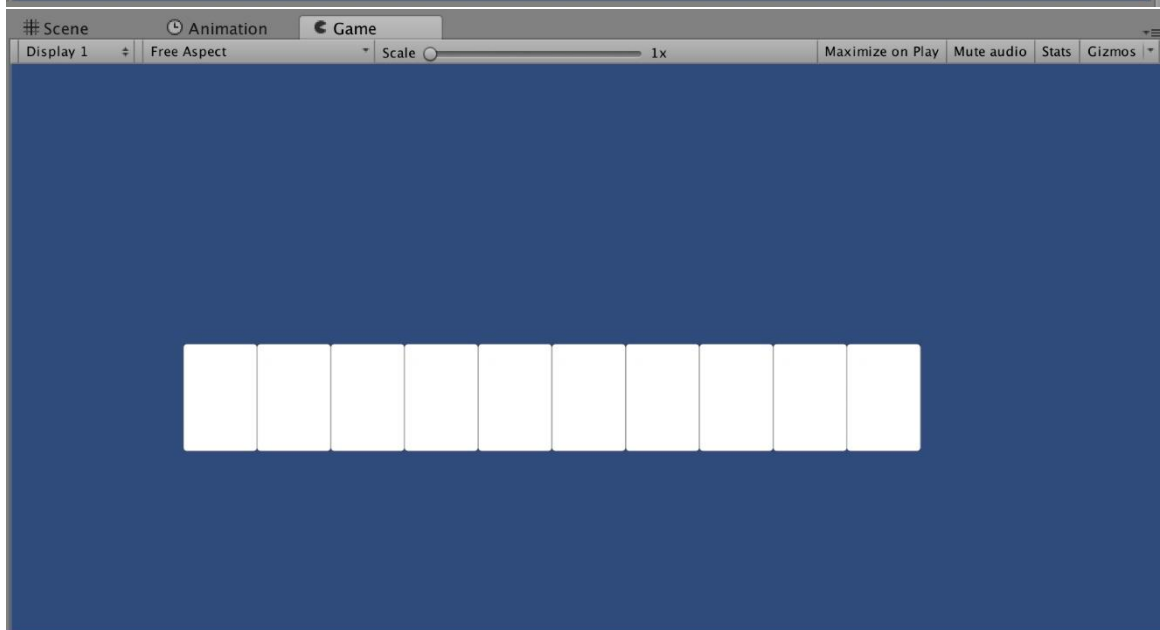
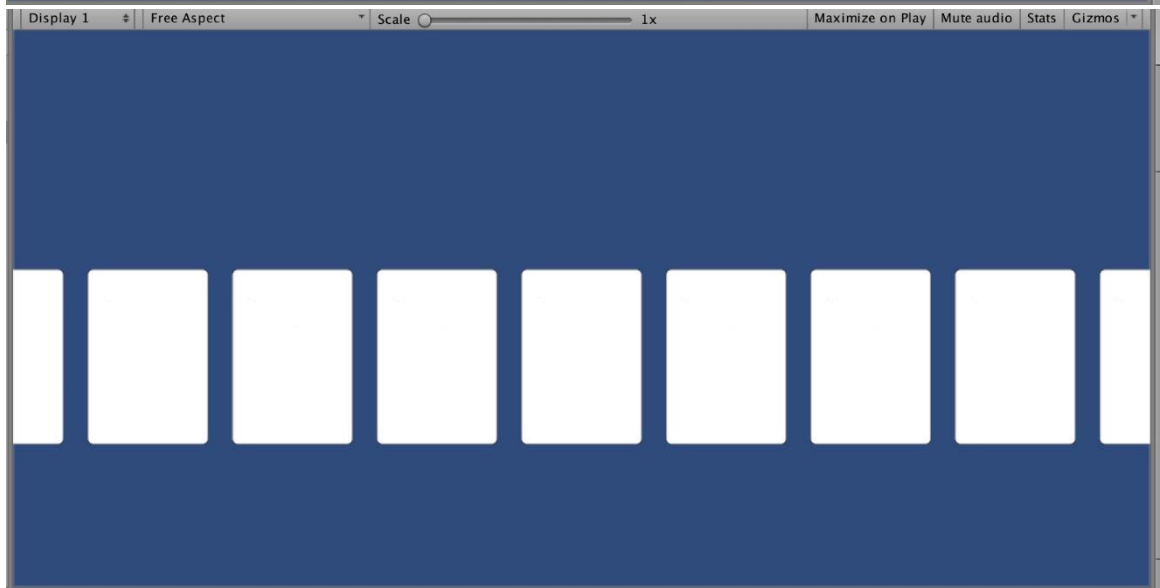
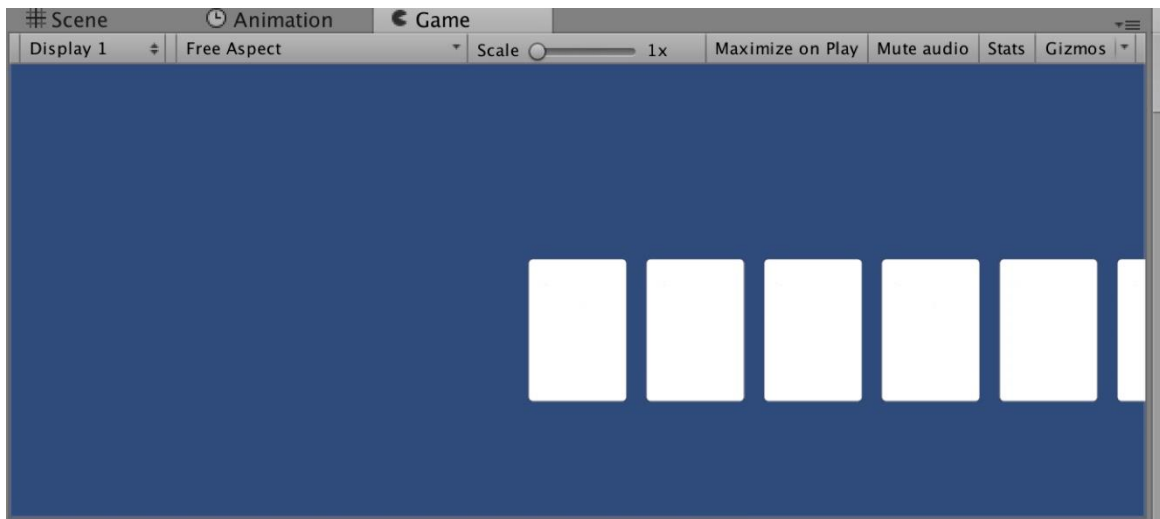


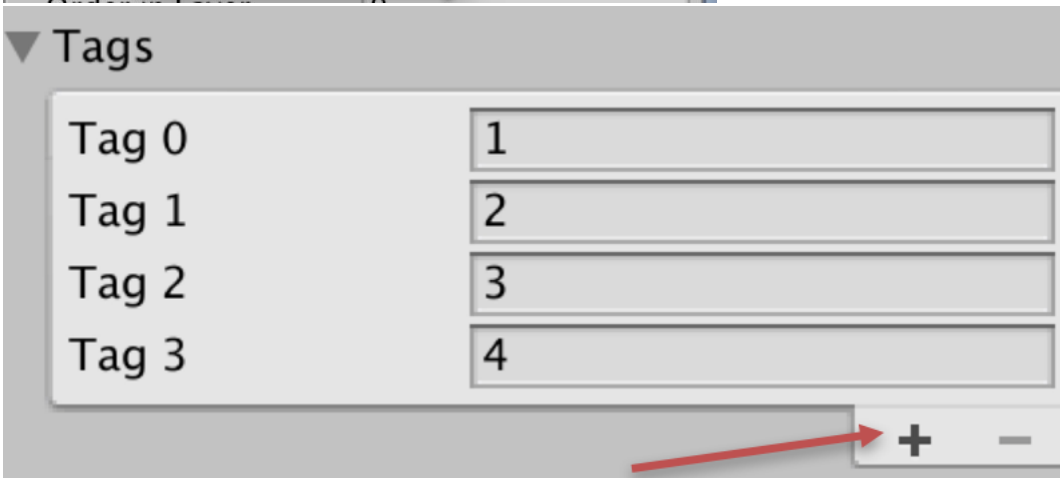
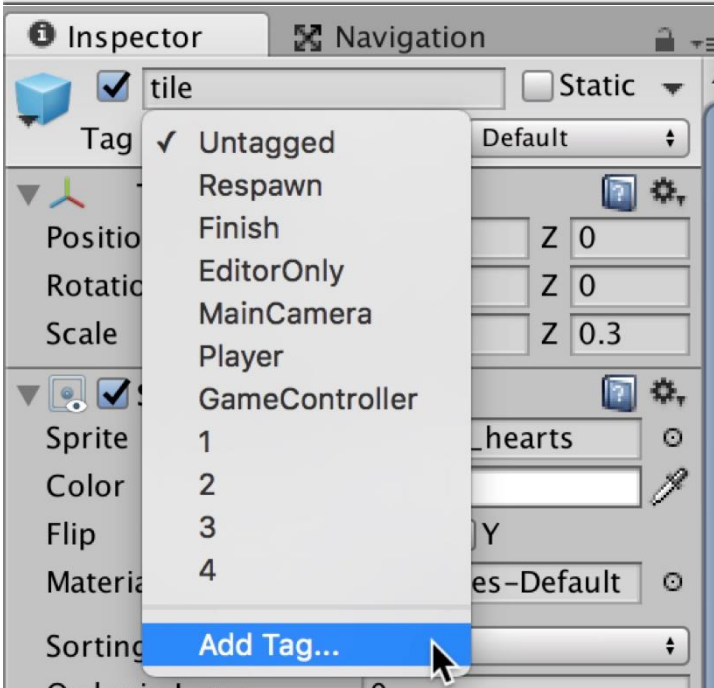
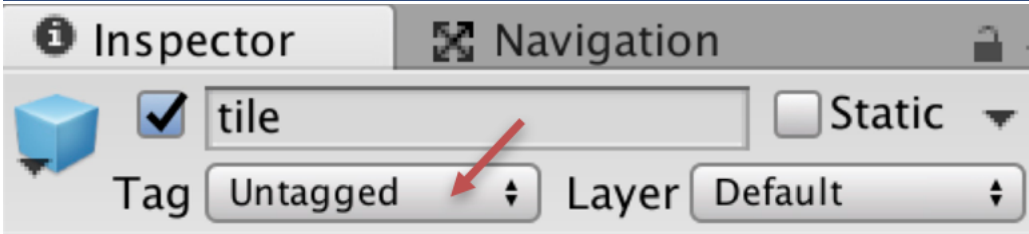
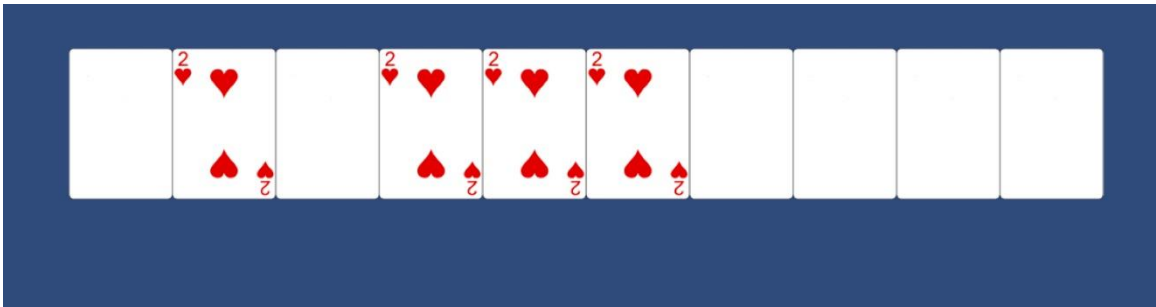












Inspector Navigation

Tags & Layers

▼ Tags

Tag 0	1
Tag 1	2
Tag 2	3
Tag 3	4
Tag 4	5
Tag 5	6
Tag 6	7
Tag 7	8
Tag 8	9
Tag 9	10
Tag 10	0

+ -

Inspector Navigation

tile(Clone) Static

Tag 0 Layer Default

Assets

- chapter1
- chapter2
- chapter3
- Resources

Project Console

Create

Folder

Assets

- chapter1
- chapter2
- chapter3
- Resources

Create ▾

★ Favorites

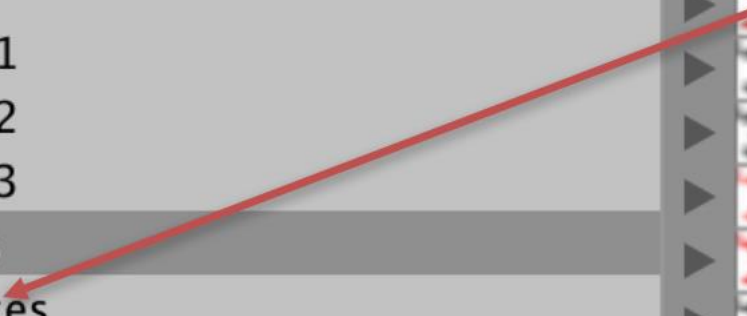
- All Materials
- All Models
- All Prefabs
- All Scripts

Assets

- chapter1
- chapter2
- chapter3
- cards
- Resources

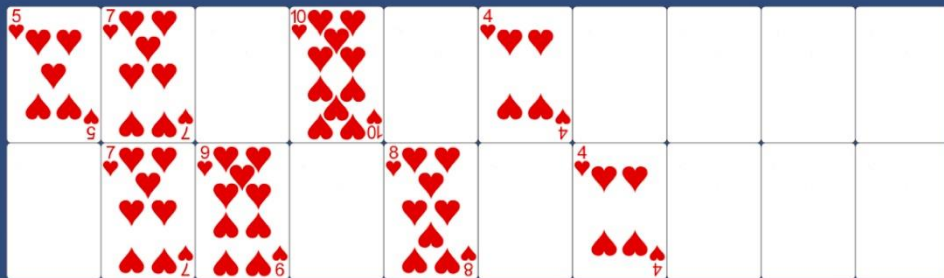
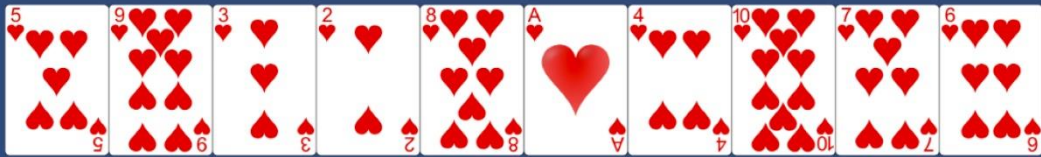
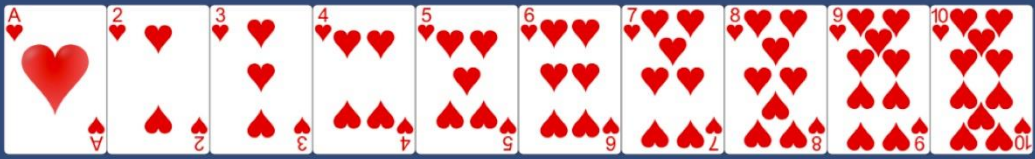
Assets ▶ chapter3

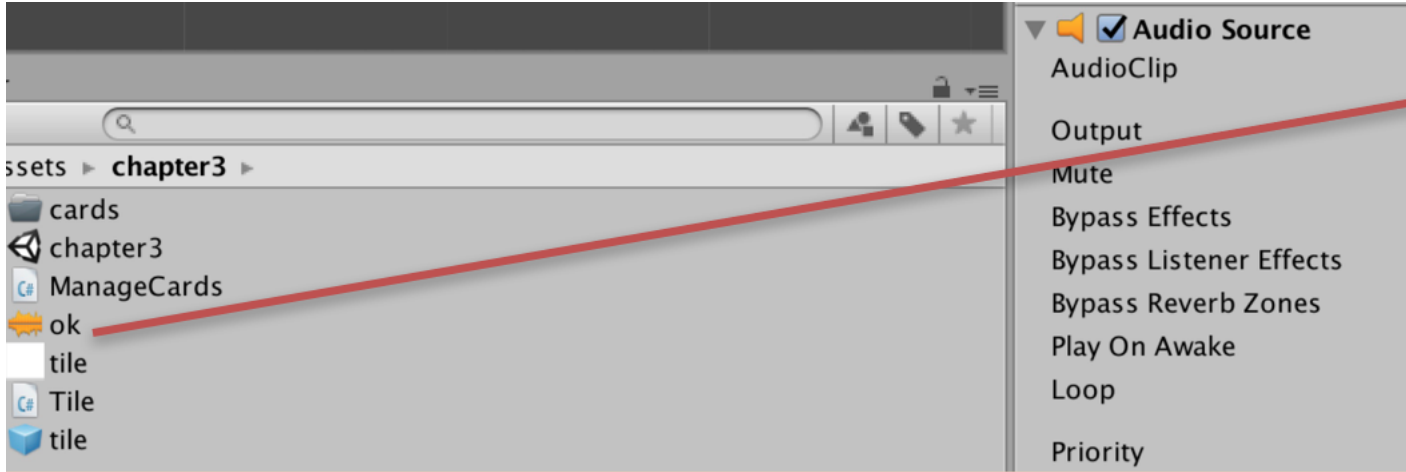
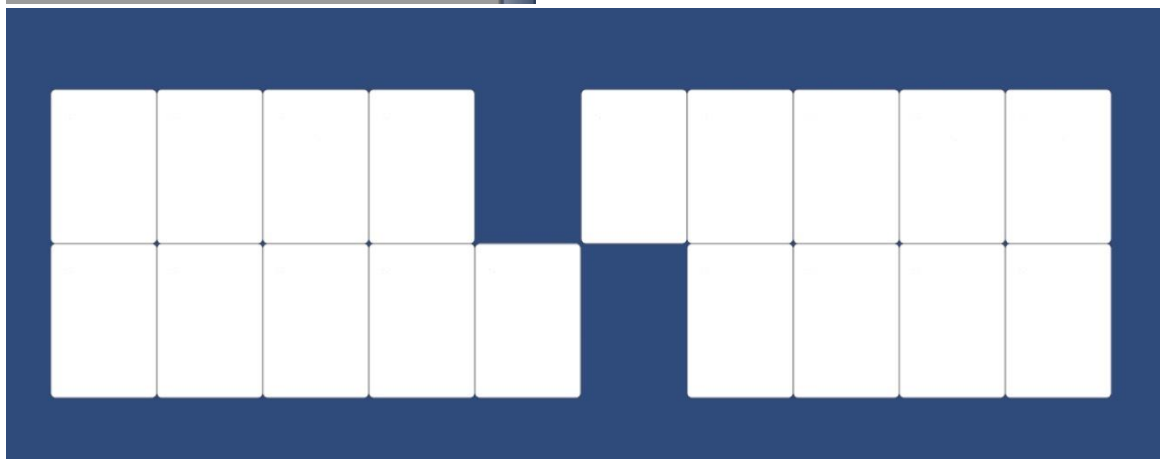
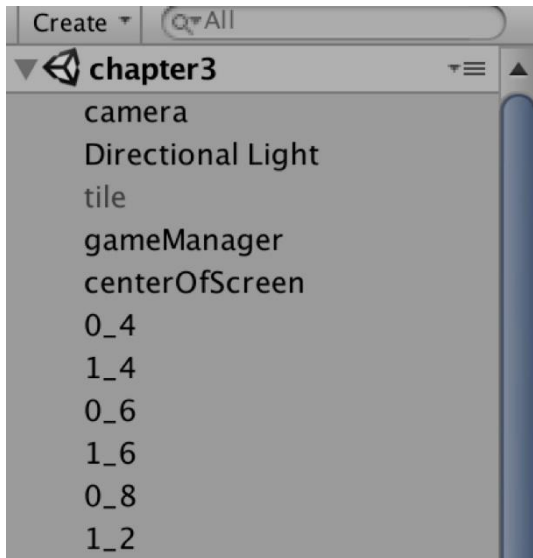
- 3_of_diamonds
- 3_of_hearts
- 3_of_spades
- 4_of_clubs
- 4_of_diamonds
- 4_of_hearts
- 4_of_spades
- 5_of_clubs
- 5_of_diamonds
- 5_of_hearts
- 5_of_spades
- 6_of_clubs





Assets ▶ Resources

- 2_of_clubs
- 2_of_diamonds
- 2_of_hearts
- 2_of_spades
- 3_of_clubs
- 3_of_diamonds
- 3_of_hearts
- 3_of_spades
- 4_of_clubs
- 4_of_diamonds
- 4_of_hearts





▼  **Audio Source**

AudioClip 

Output None (Aud

Mute

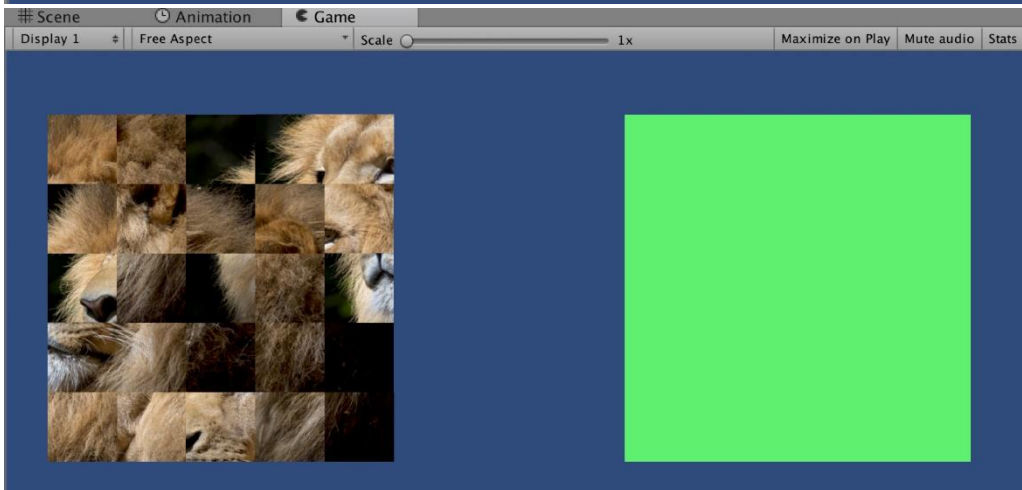
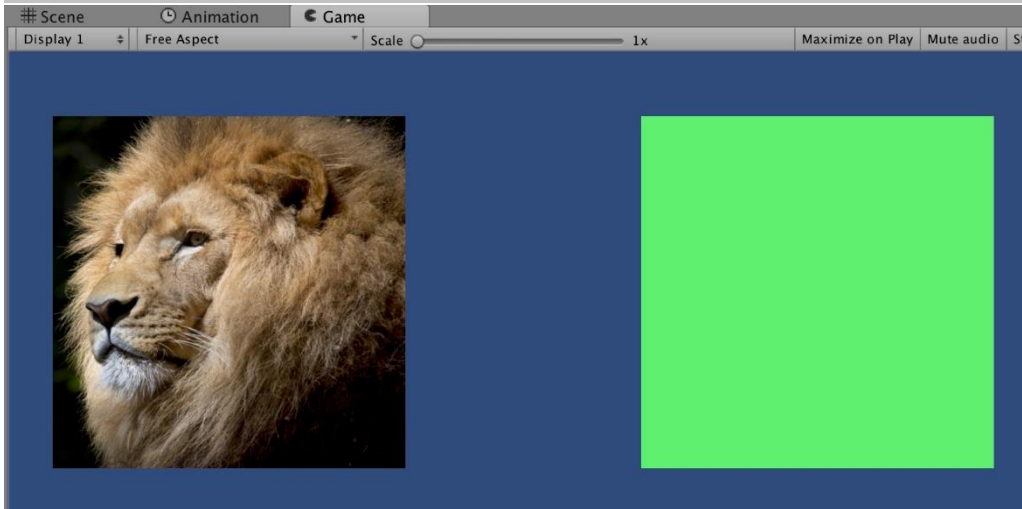
Bypass Effects

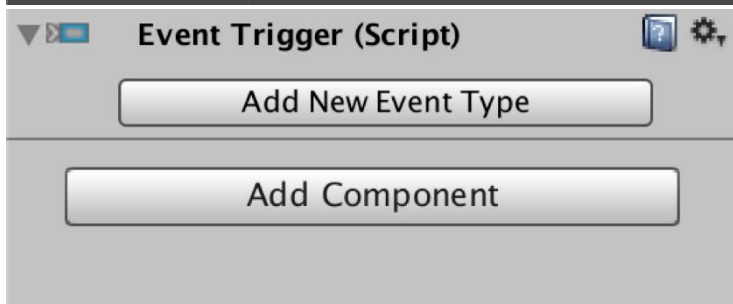
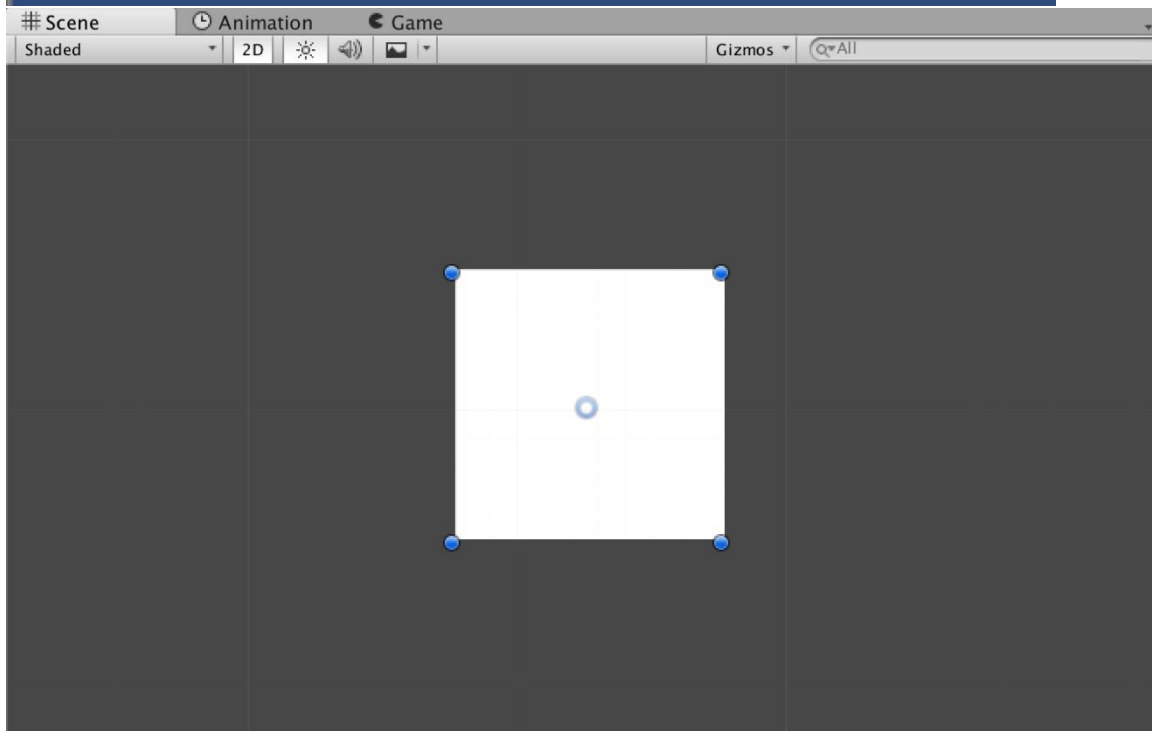
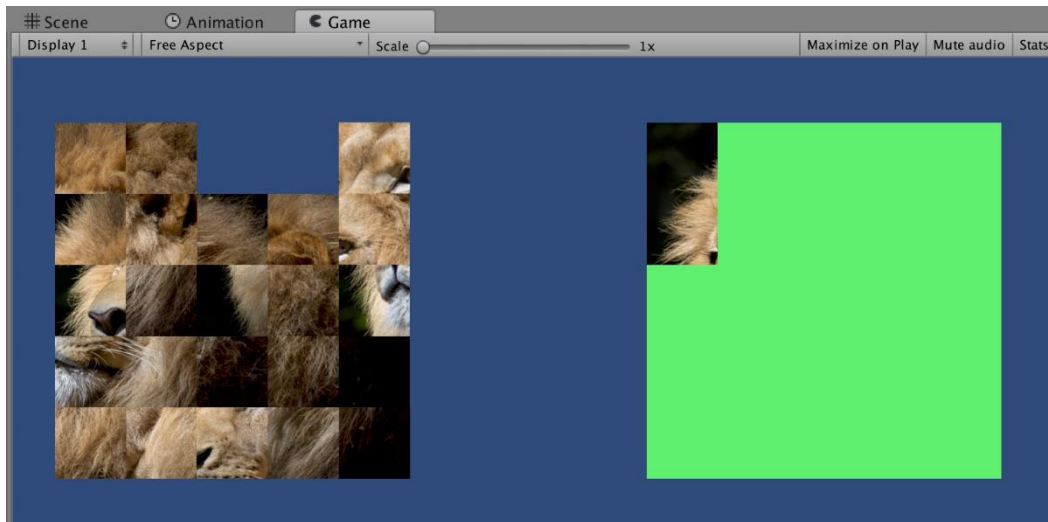
Bypass Listener Effects




Bypass Reverb Zones


Play On Awake →

Loop








▼  **Event Trigger (Script)**  

Add New Event Type 


Add Component




▼  **Event Trigger (Script)**  

Drag (BaseEventData) -

List is Empty



+ -



▼  **Event Trigger (Script)**  

Drag (BaseEventData) -

Runtime Or No Function

None (O)  

+ -

▼ **Event Trigger (Script)**

Drag (BaseEventData) —

Runtime On No Function

image

+ -

Add New Event Type

▼ **Event Trigger (Script)**

Drag (BaseEventData) —

Runtime On No Function

image

+ -

Add New Event Type

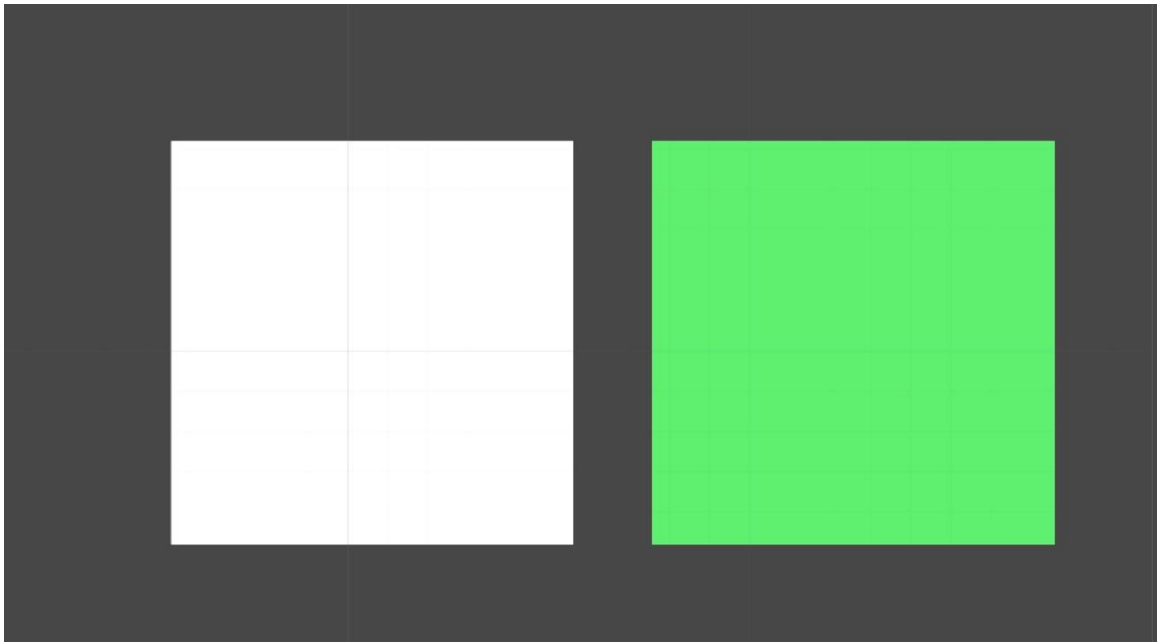
▼ **Event Trigger (Script)**

Drag (BaseEventData) —

Runtime On DragAndDrop.Drag

image

+ -



Event Trigger (Script)

Drag (BaseEventData)

Runtime Or \updownarrow DragAndDrop.Drag \updownarrow

image

+ -

Add New Event Type

A red arrow points from the "Add New Event Type" button to the "End Drag (BaseEventData)" event type below.

End Drag (BaseEventData)

Runtime Or \updownarrow DragAndDrop.Drag \updownarrow

image

A red arrow points from the "Add New Event Type" button in the previous block to the "End Drag (BaseEventData)" event type.

End Drag (BaseEventData)

Runtime Or \updownarrow DragAndDrop.Drag \updownarrow

image

A red arrow points from the "Add New Event Type" button in the previous block to the "DragAndDrop.Drag" dropdown menu.

Event Trigger (Script)

Drag (BaseEventData) —

Runtime Or ▾ DragAndDrop.Drag ▾

image

+

—

End Drag (BaseEventData) —

Runtime Or ▾ DragAndDrop.Drop ▾

image

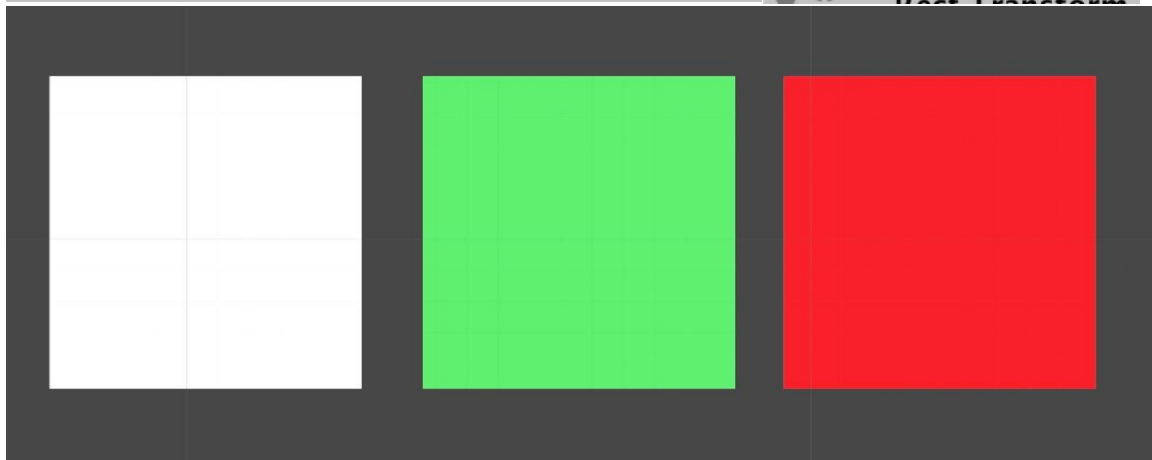
Inspector

image

Tag 1

Best Transform

Canvas
PH1
image



Assets ▶ **chapter4**


chapter4

DragAndDrop

lion ←

Canvas
PH1
PH2
image

Inspector | **Navigation**

 **lion Import Settings** Open

Texture Type	Sprite (2D and UI)
Sprite Mode	Multiple
Packing Tag	
Pixels Per Unit	1000

Sprite Editor

Revert Apply

Texture Type	Sprite (2D and UI)
Sprite Mode	Multiple
Packing Tag	
Pixels Per Unit	1000

Sprite Editor

Sprite Editor

Slice Trim

Type


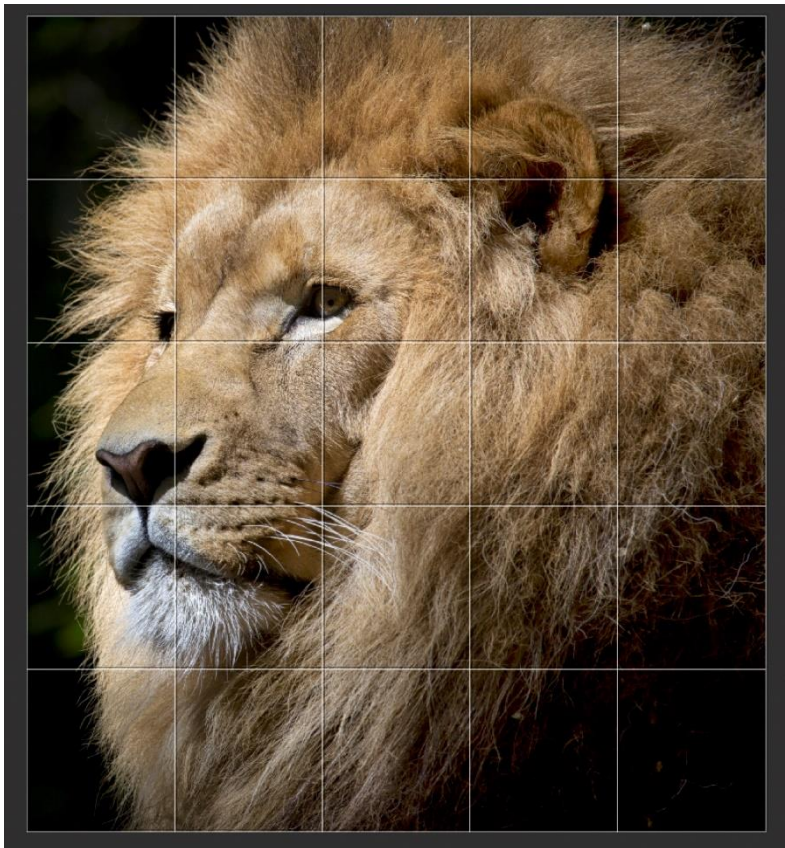
Column & Row C R

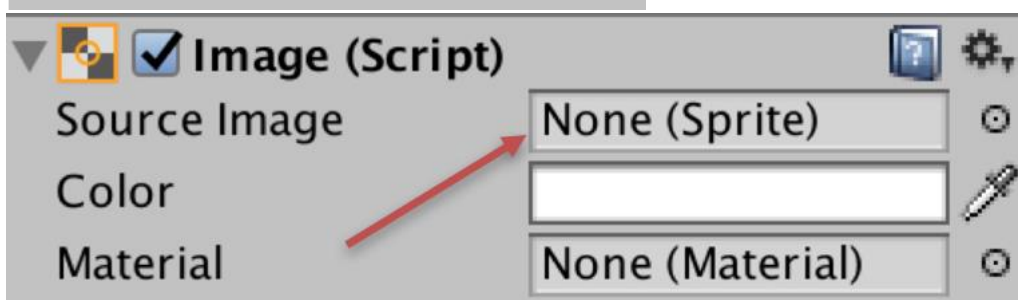
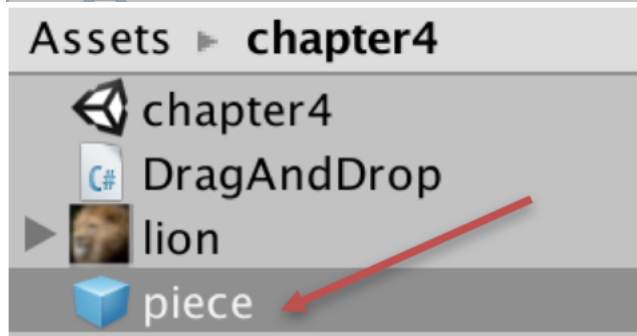
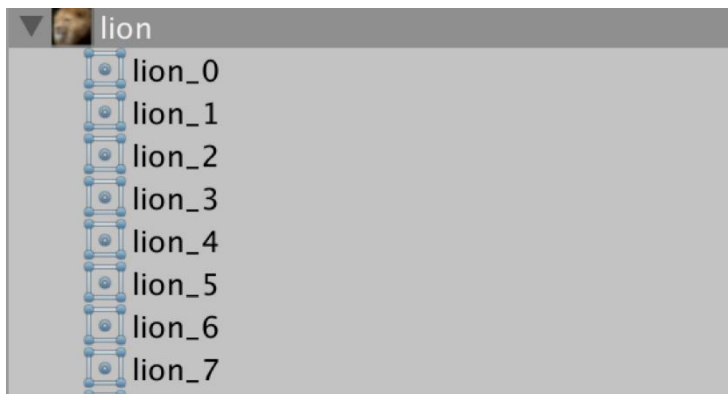
Offset X Y

Padding X Y

Pivot

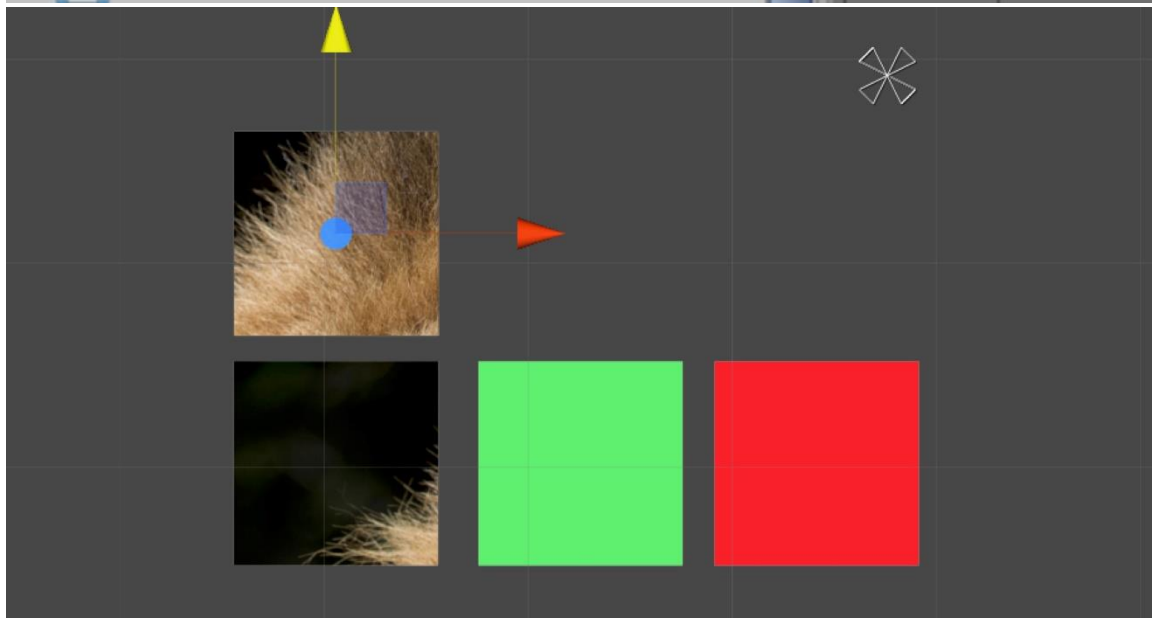
Custom Pivot X Y





This screenshot shows the Unity Inspector for a red square object. The **Image (Script)** component is active, with **Source Image** set to **None**, **Color** set to white, and **Material** set to **None**. The **Raycast Target** checkbox is checked, and **Preserve Aspect** is unchecked. Below it, the **Drag And Drop (Script)** component is active, with the **Script** field set to **DragAndDrop.D**. Under the **Event Trigger (Script)** component, the **Drag (BaseEventData)** event is configured with **Runtime Or** set to **DragAndDrop.D** and the **piece** asset selected. The **End Drag (BaseEventData)** event is also visible.

This screenshot shows the Unity Hierarchy panel. The root is **Assets**, followed by **chapter4**. Under **chapter4**, there are three objects: **chapter4** (a cube), **DragAndDrop** (a script), and **lion** (a lion image). Under **lion**, there are two sub-objects: **lion_0** and **lion_1**, both represented by blue cube icons. A red arrow points from the **piece** asset in the Inspector to the **lion_0** object in the Hierarchy.



Inspector Navigation

centerOfTheScreen Static

Tag Untagged Layer UI

Rect Transform

center Pos X Pos Y Pos Z

0 0 0

Width Height

160 30

middle

