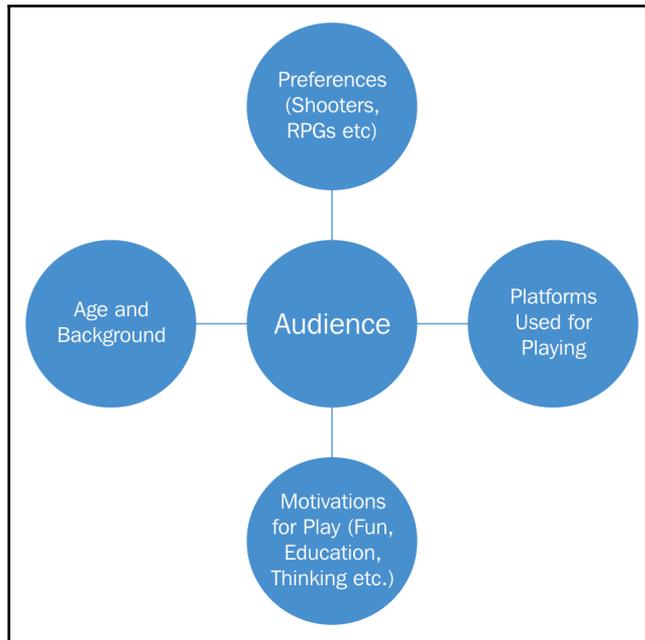
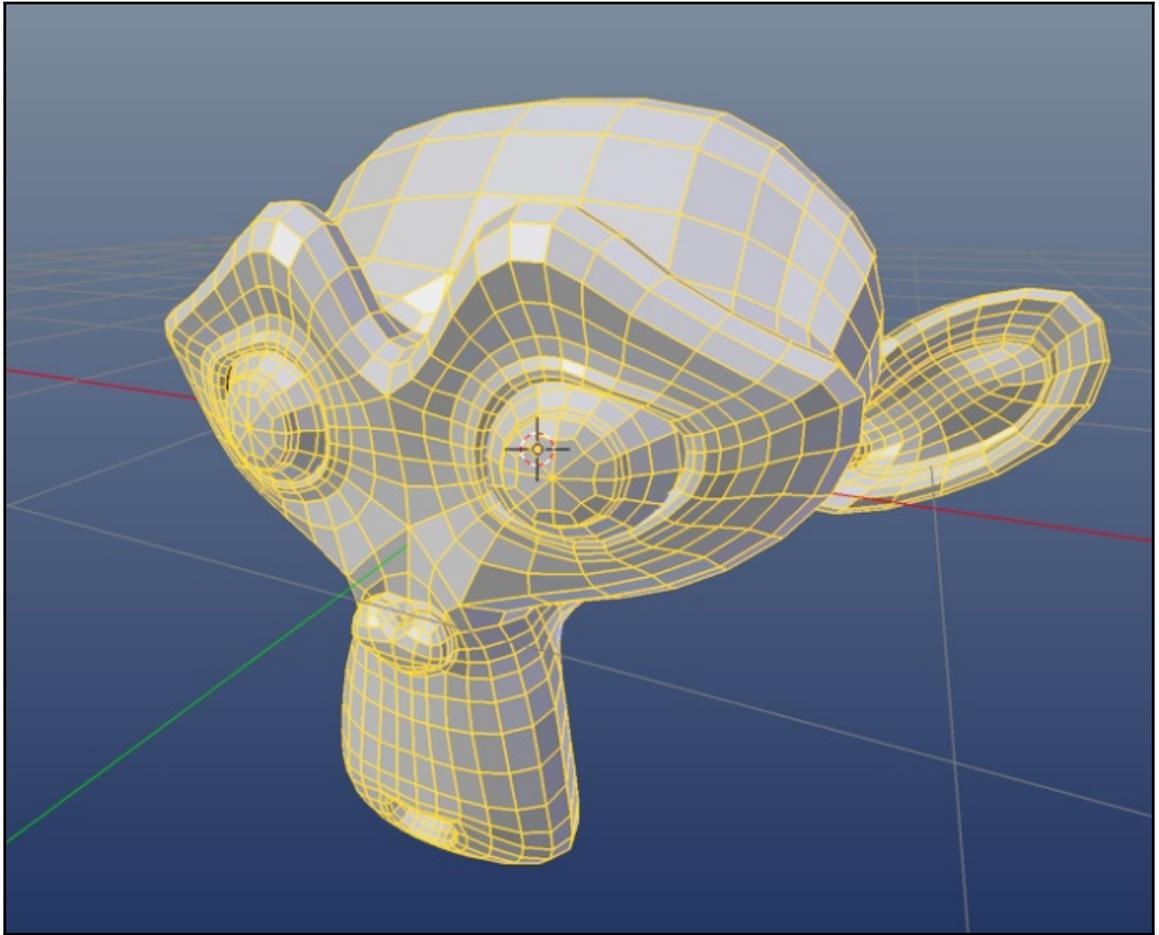
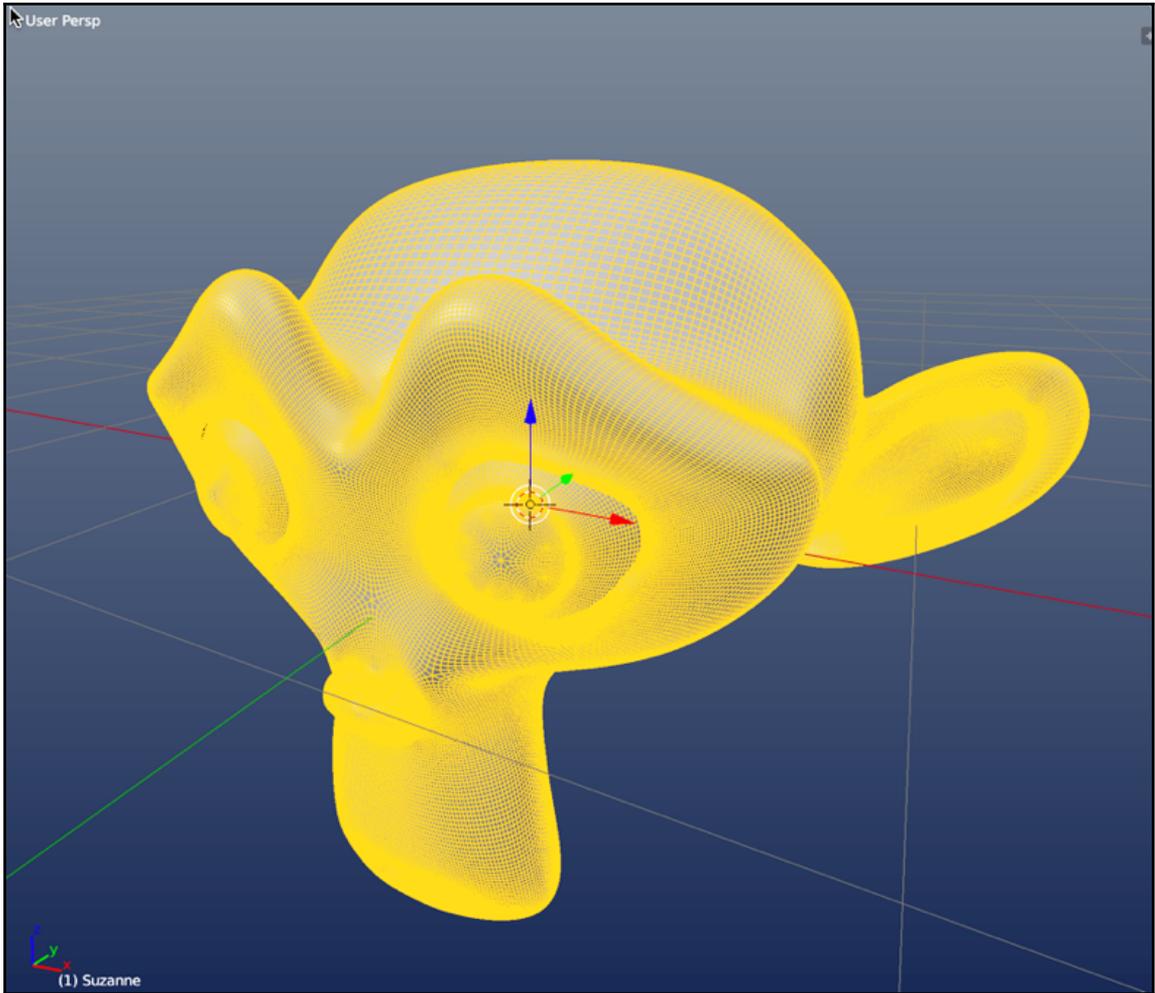


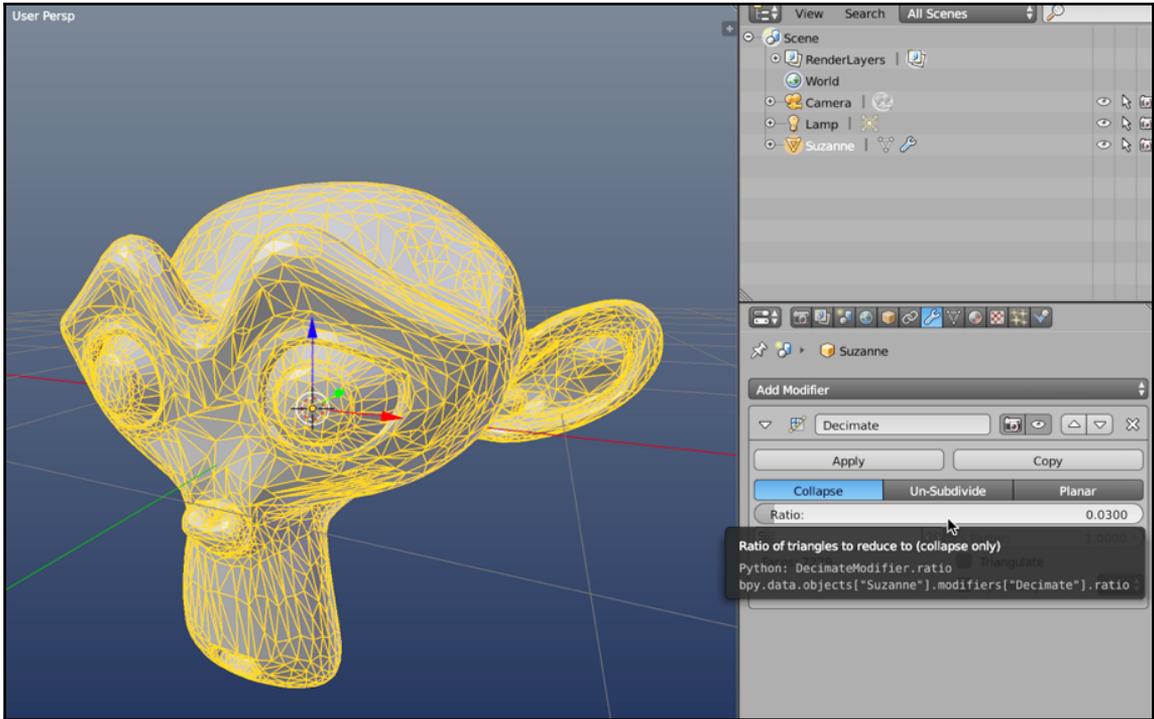
Preparation and Asset Configuring

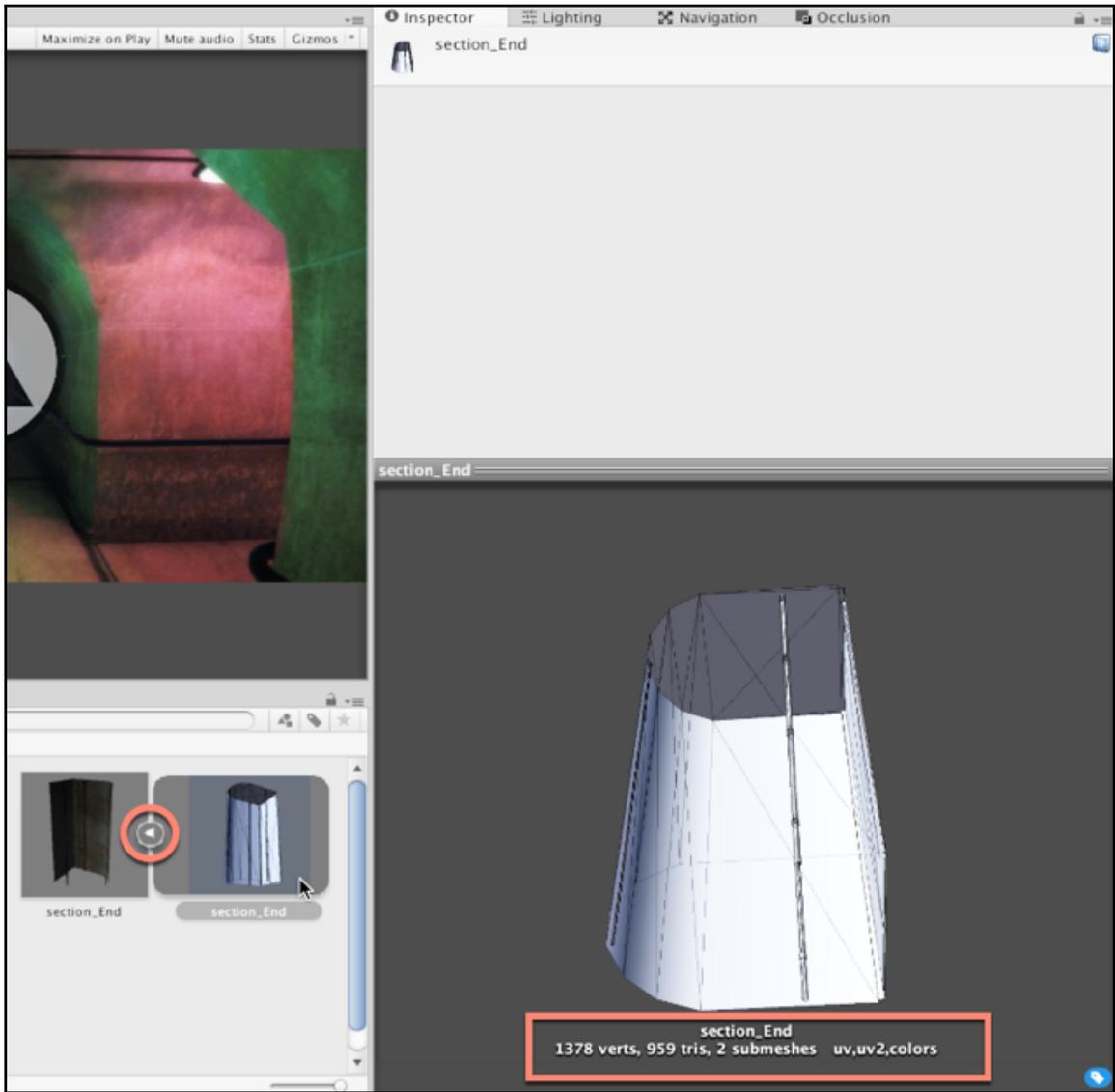


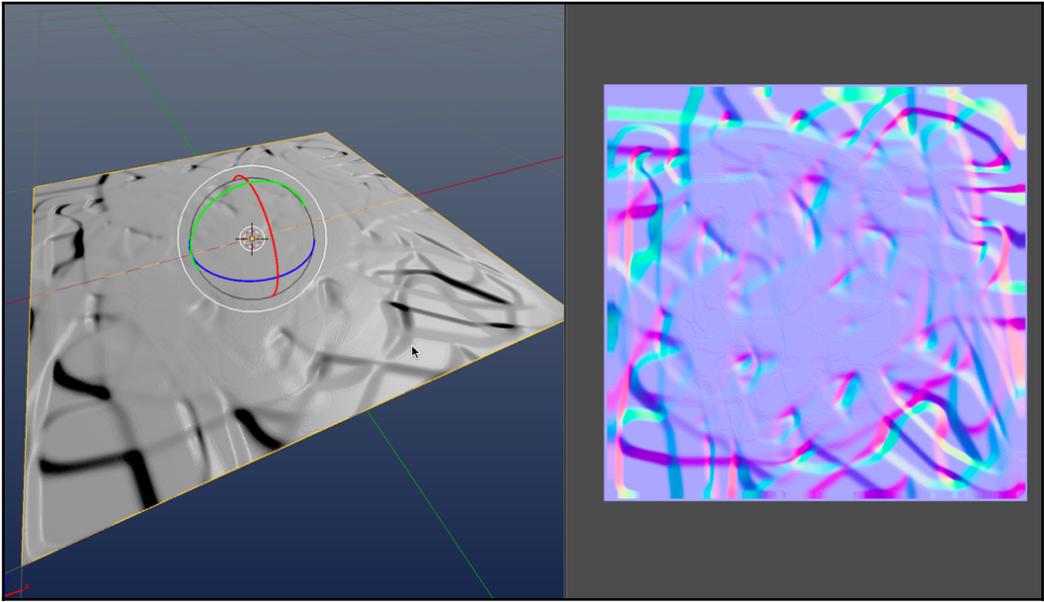


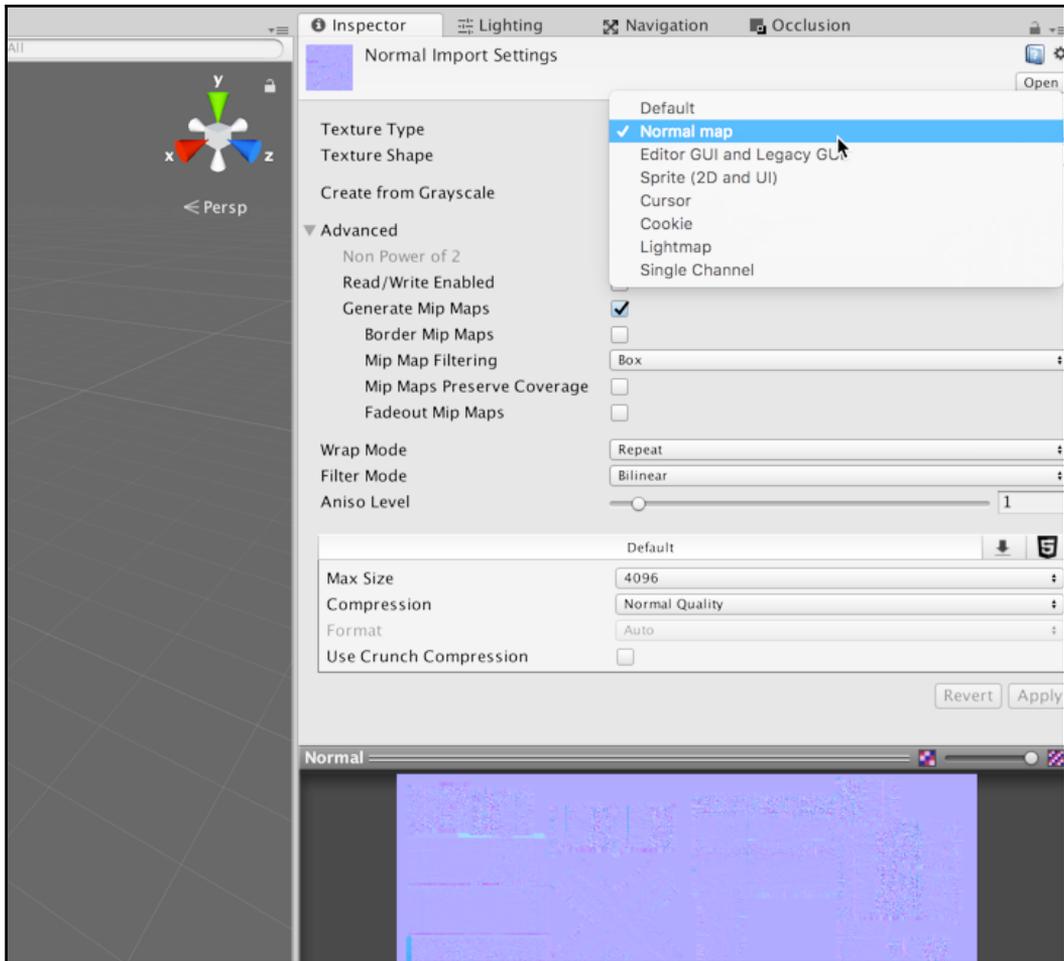


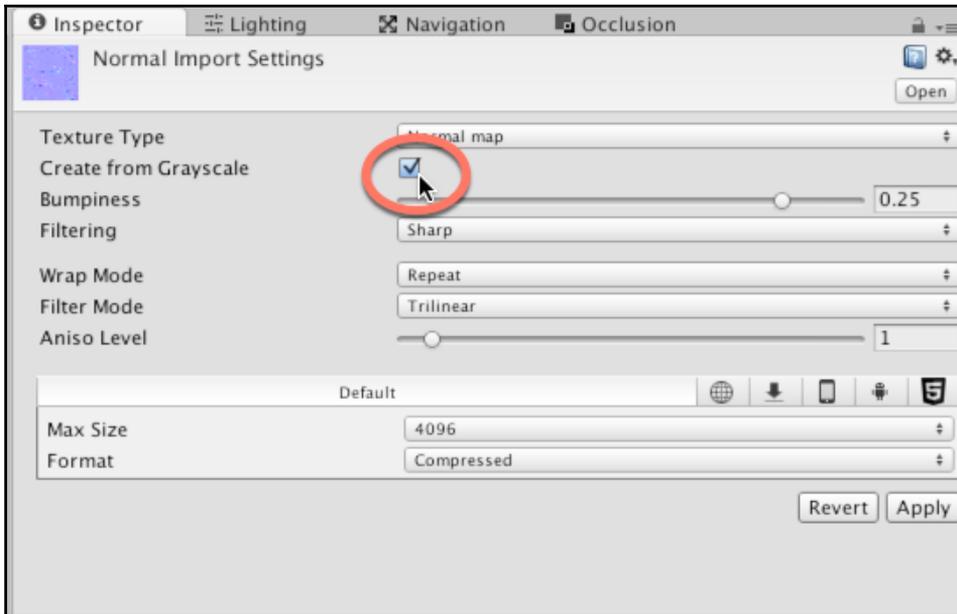


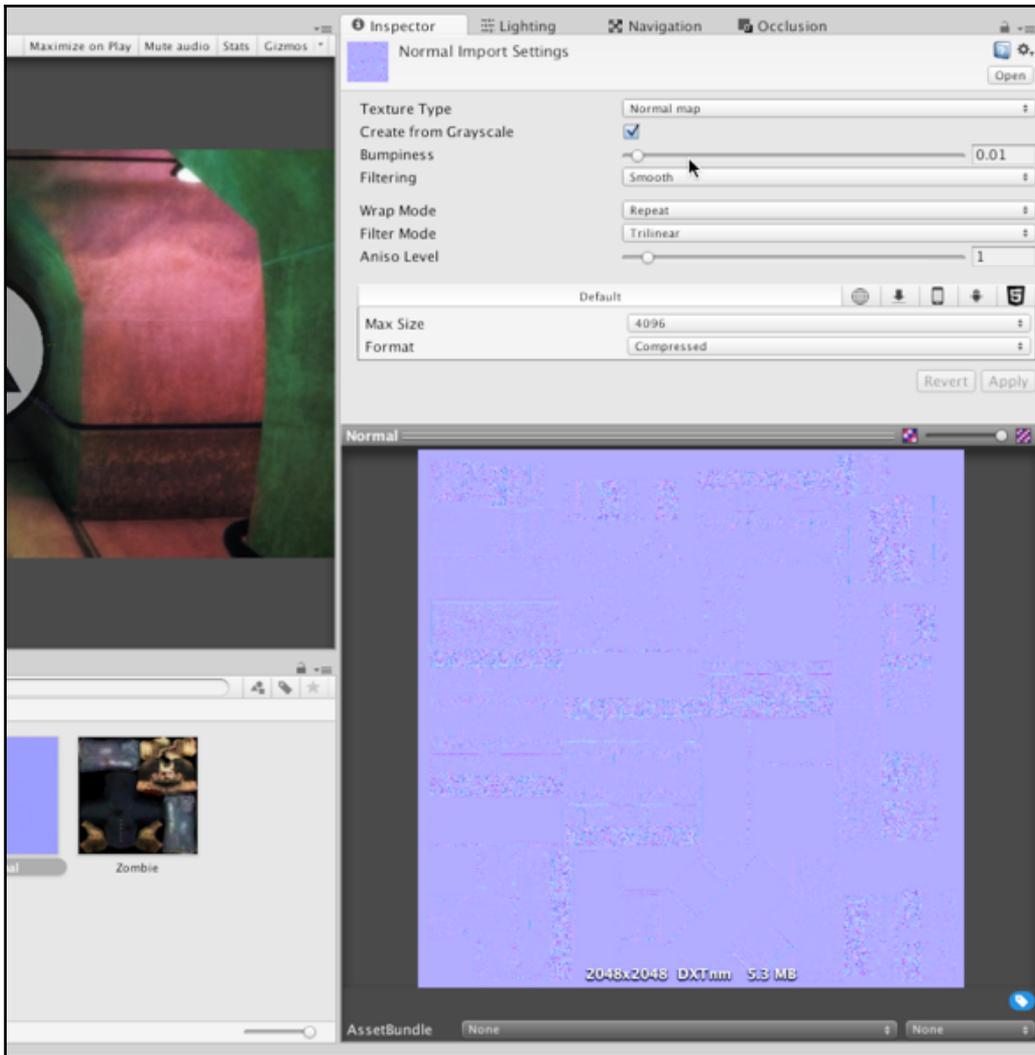


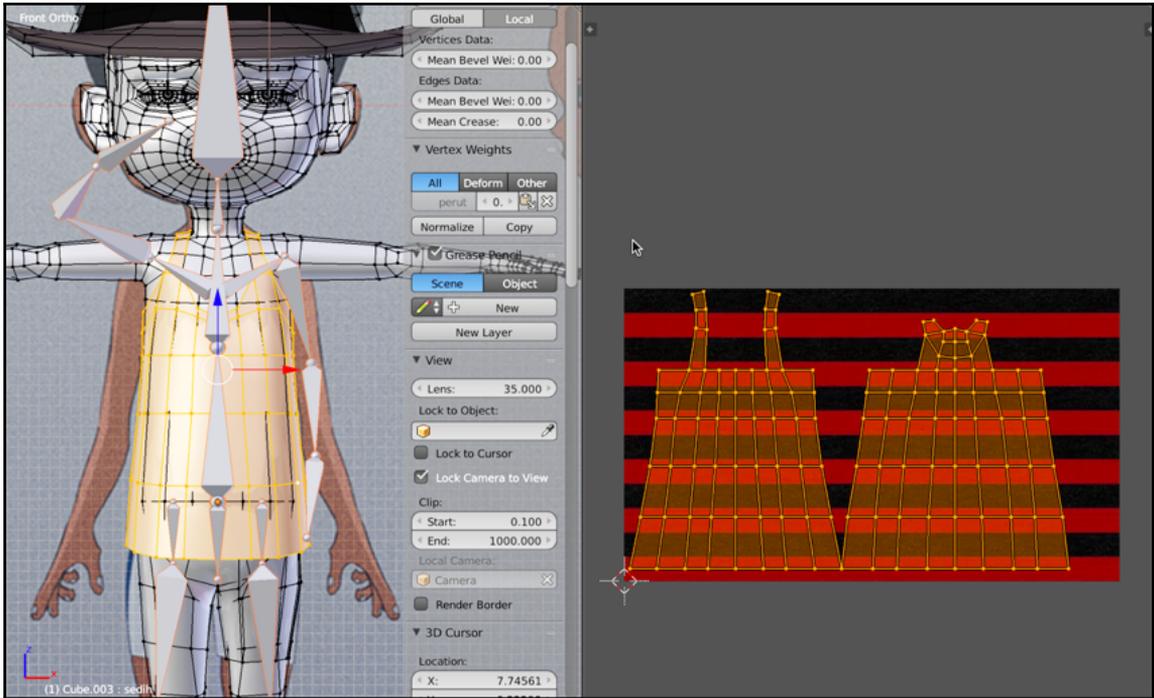


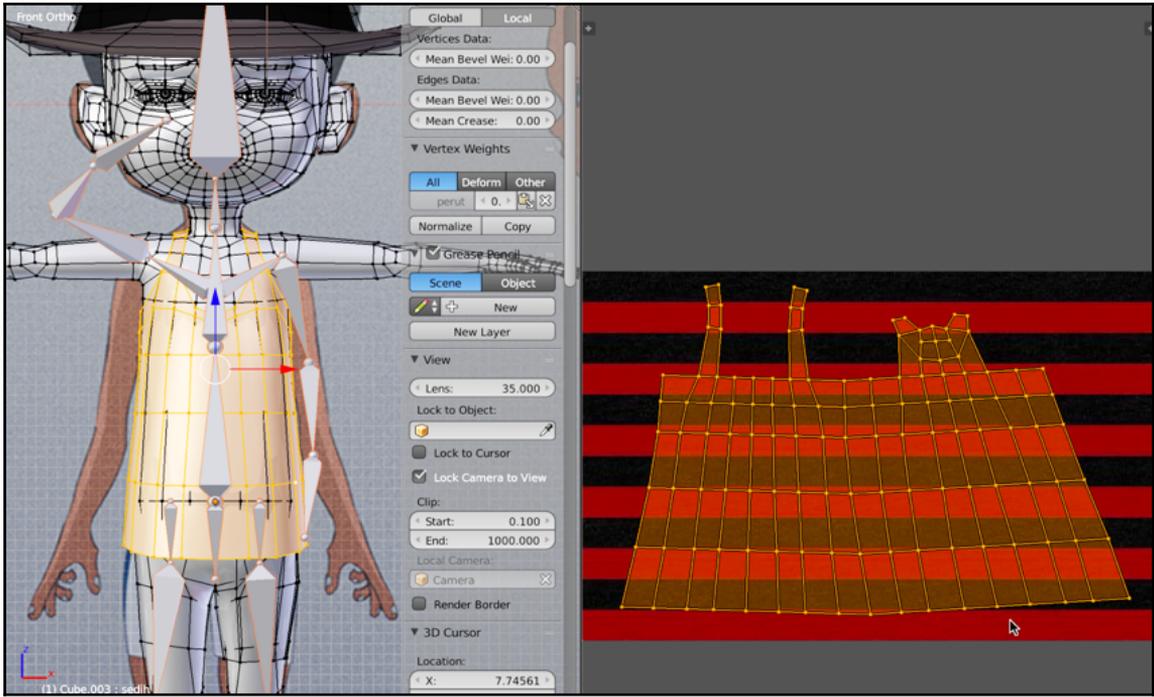


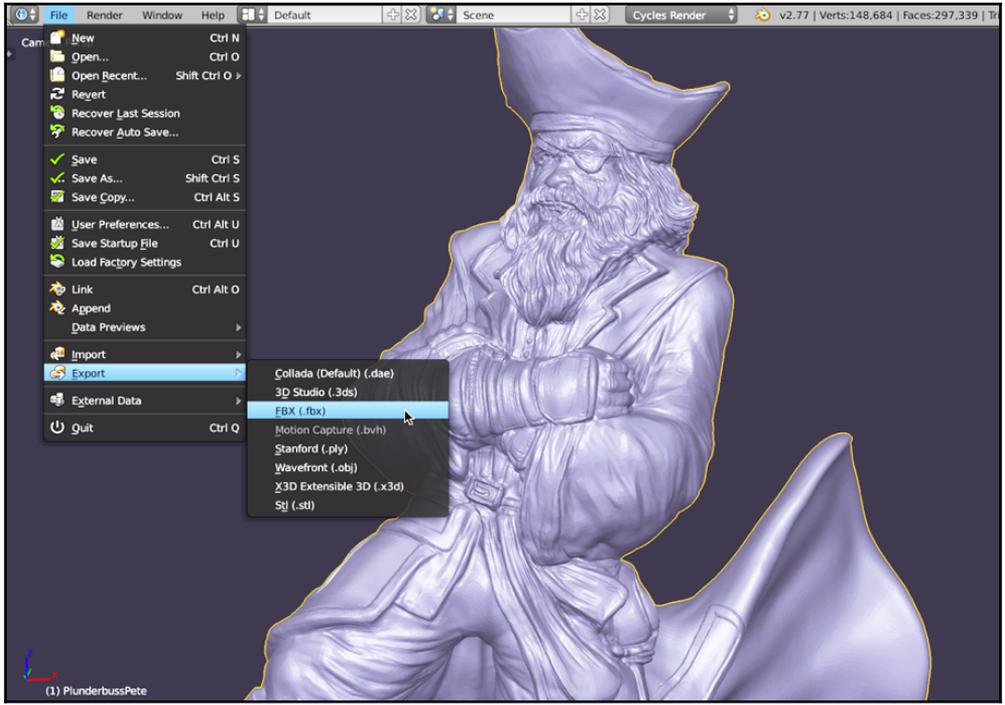


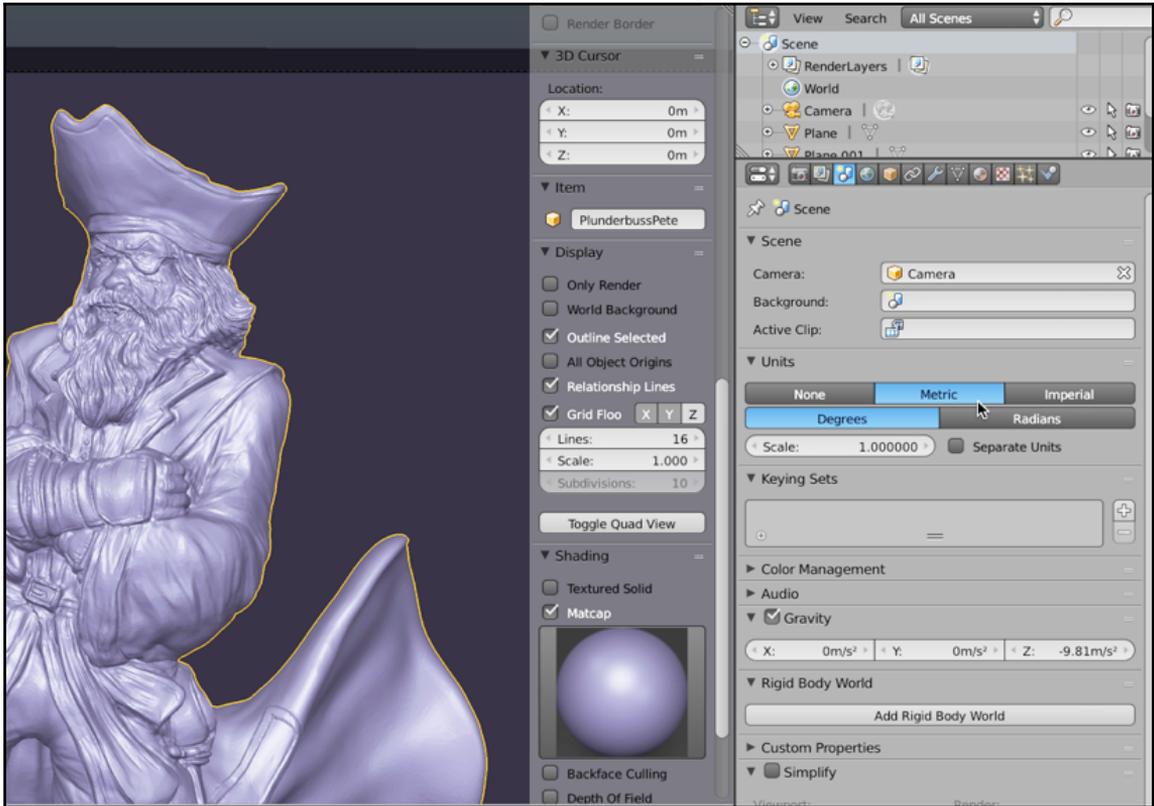


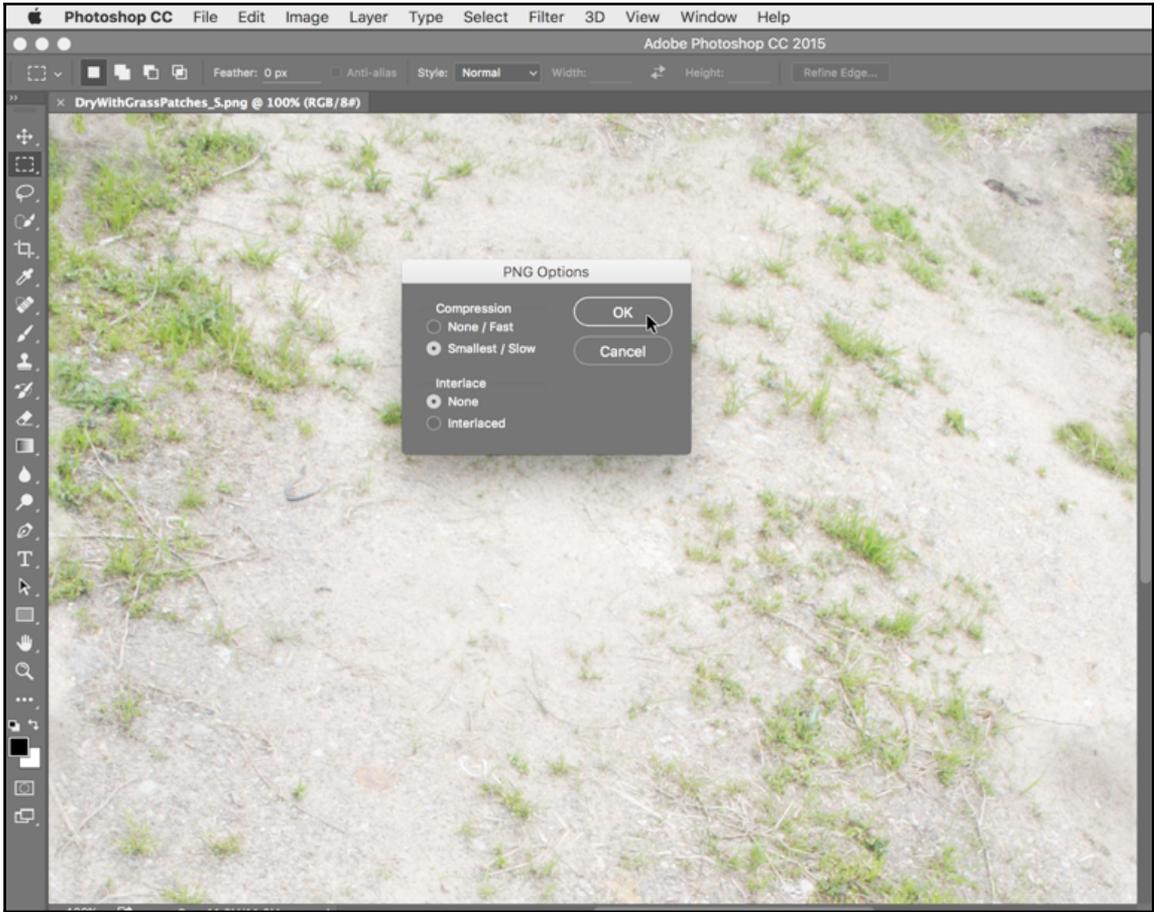


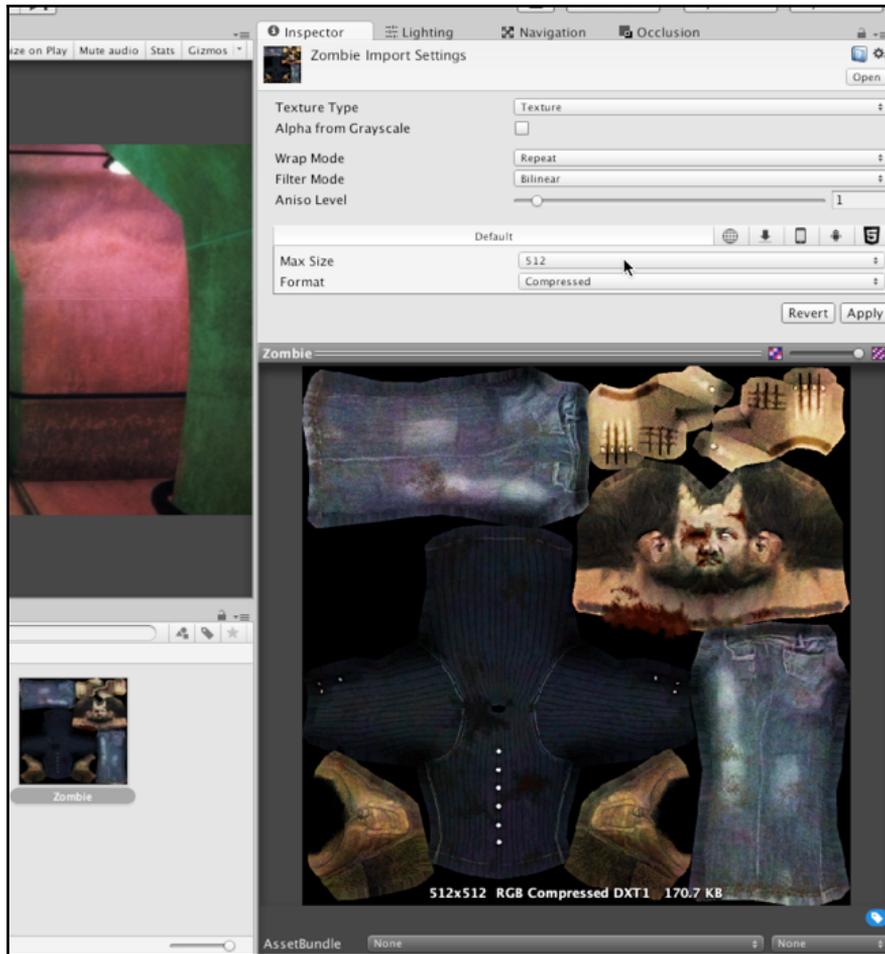


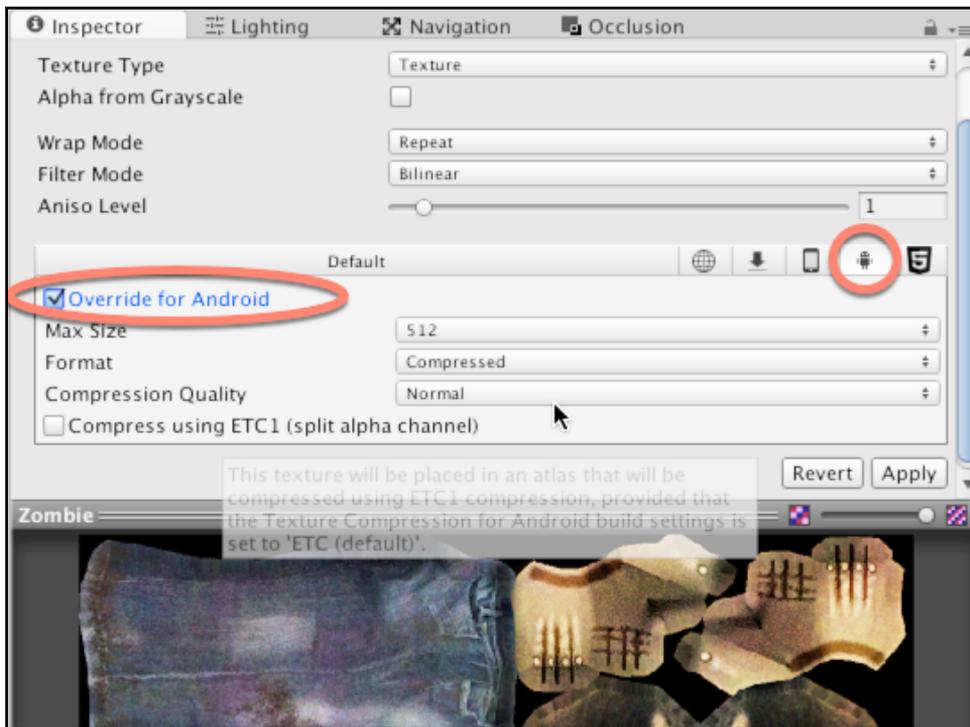


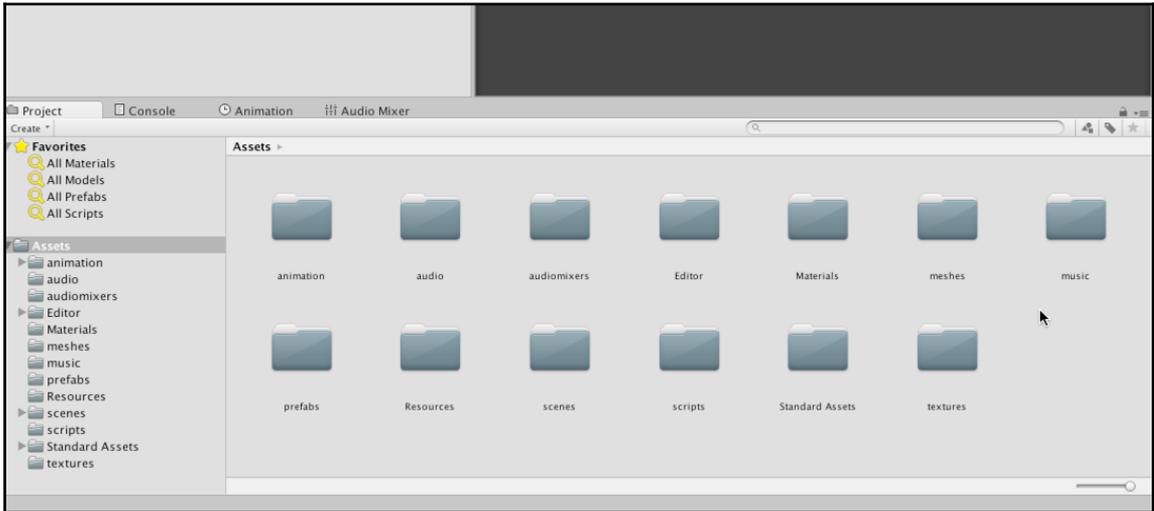
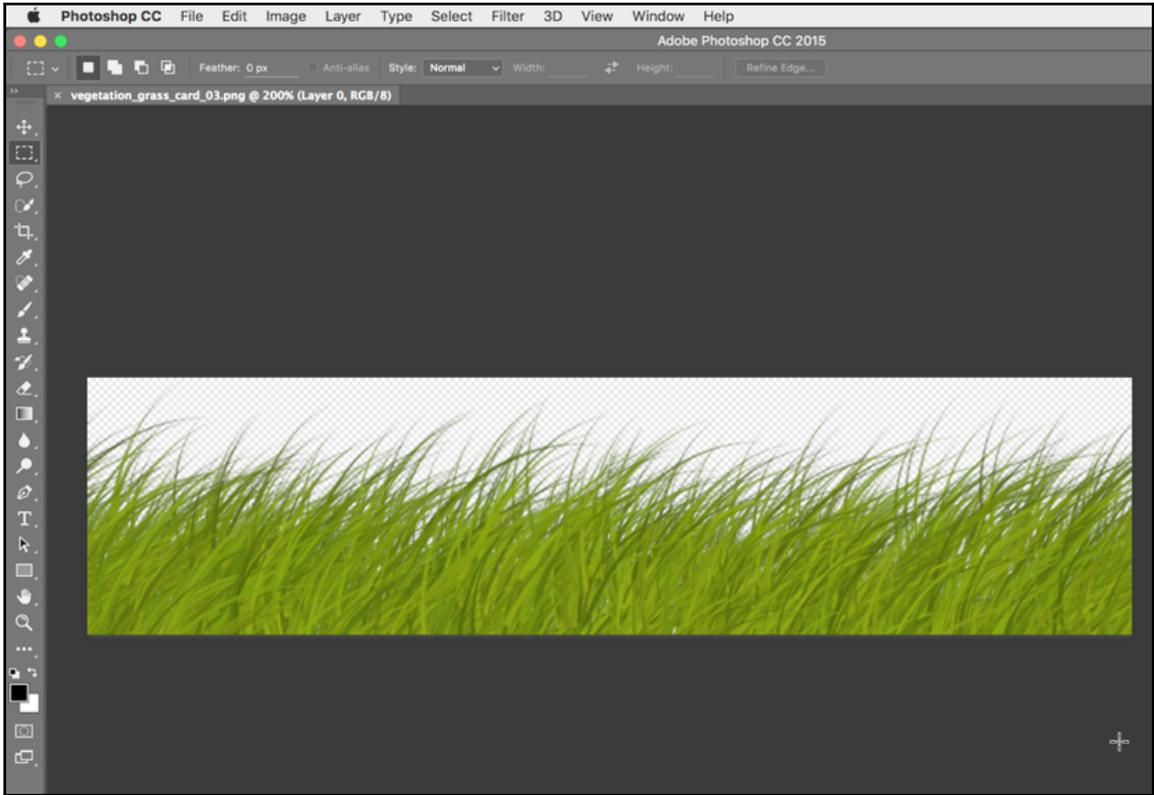


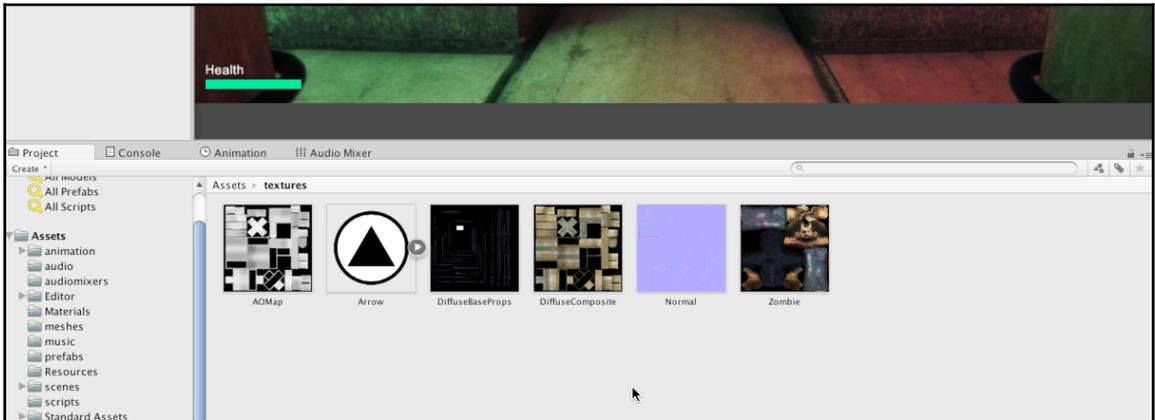
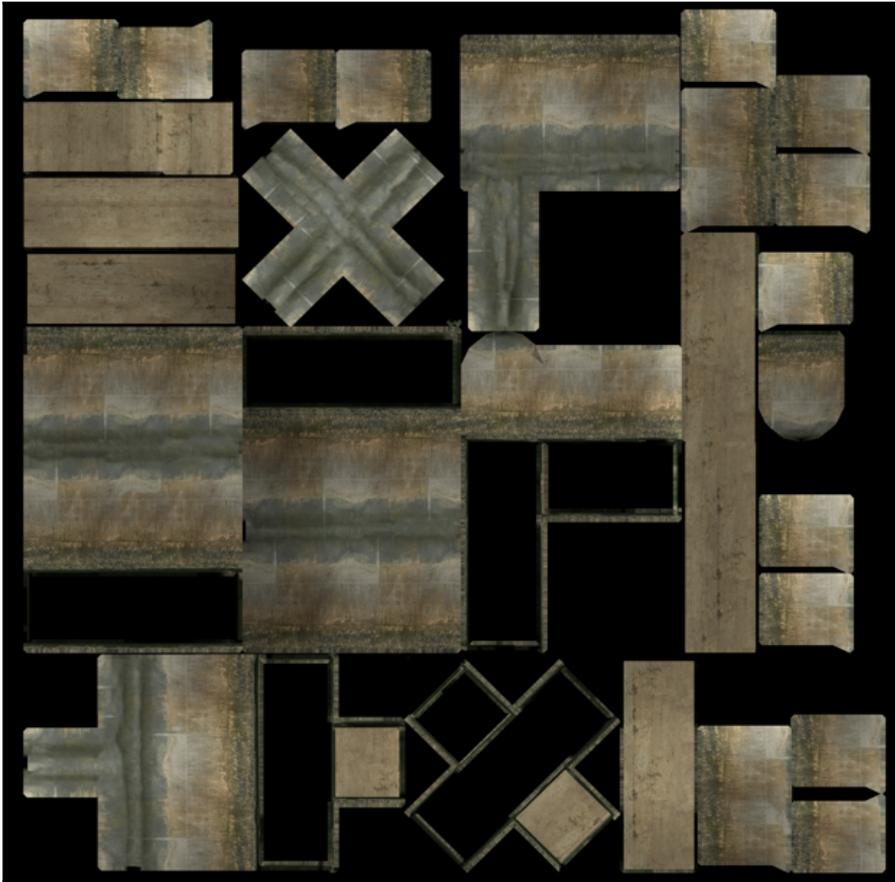


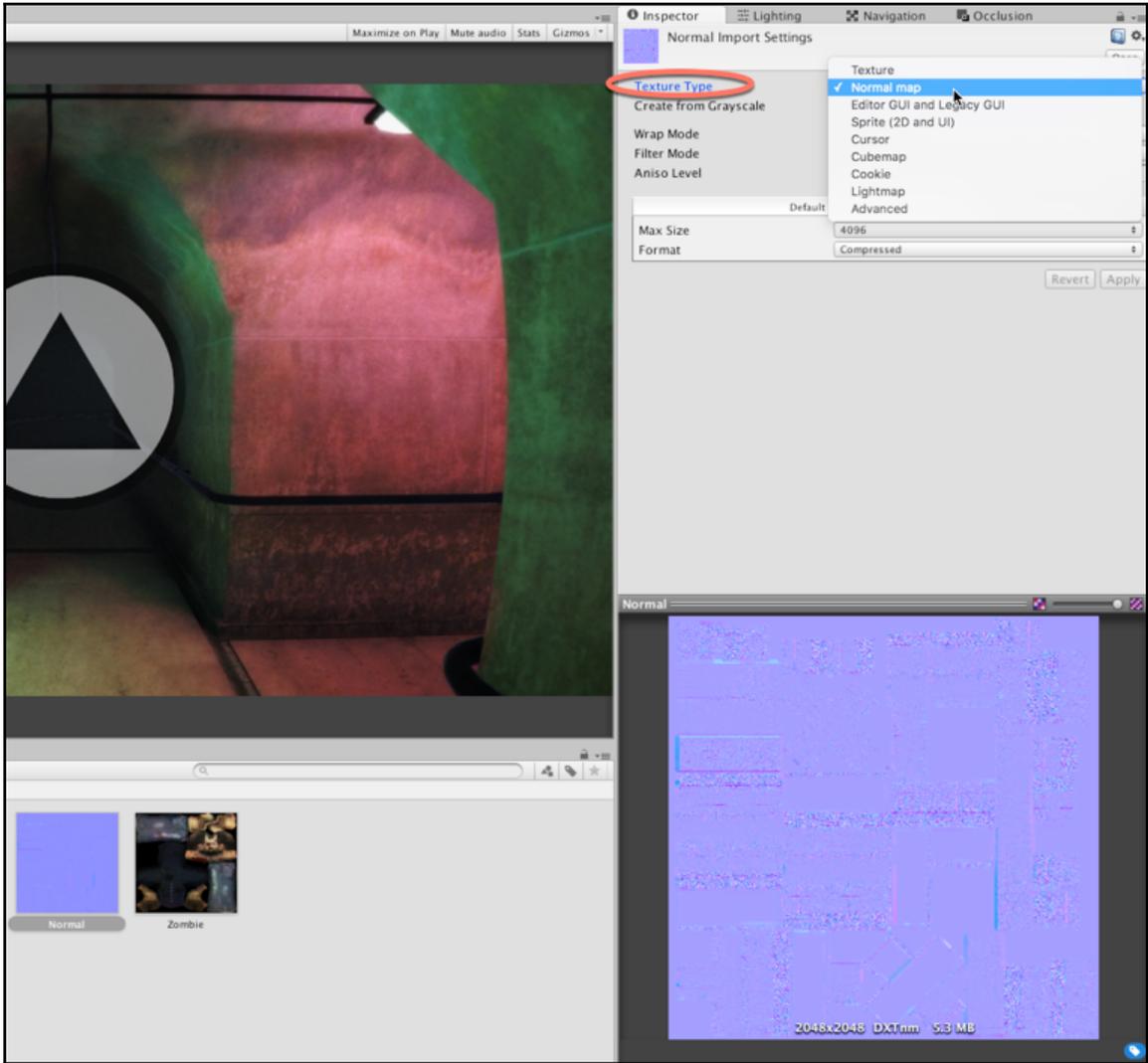


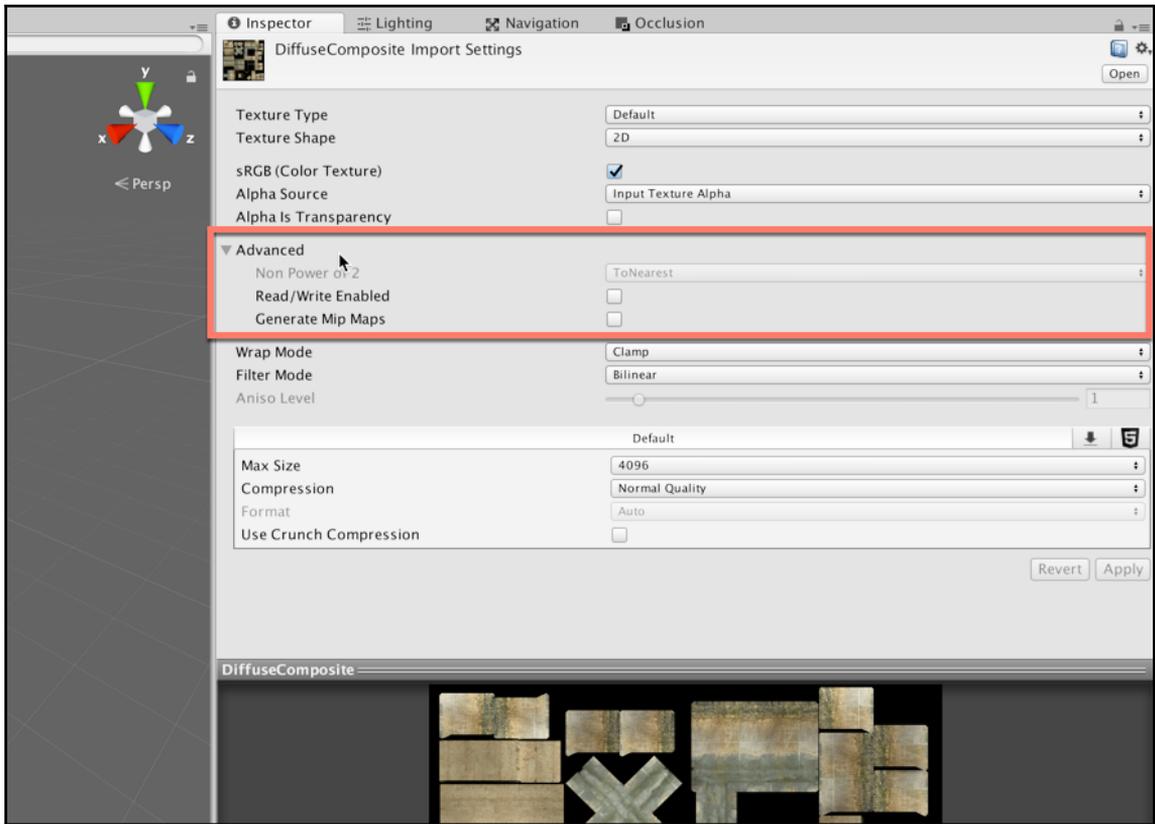


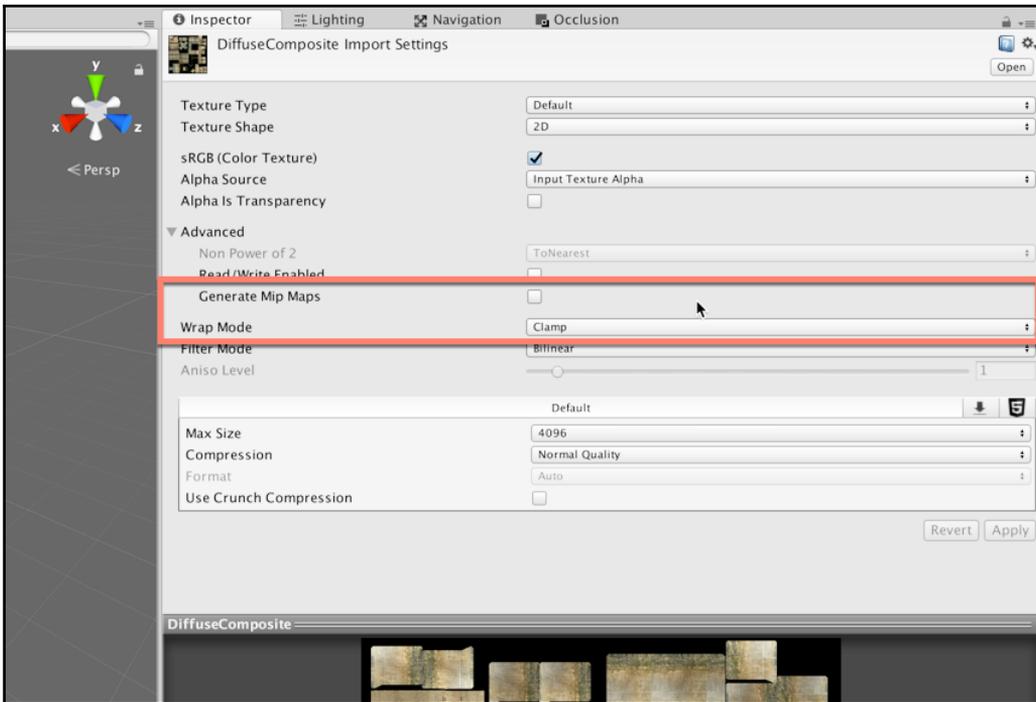


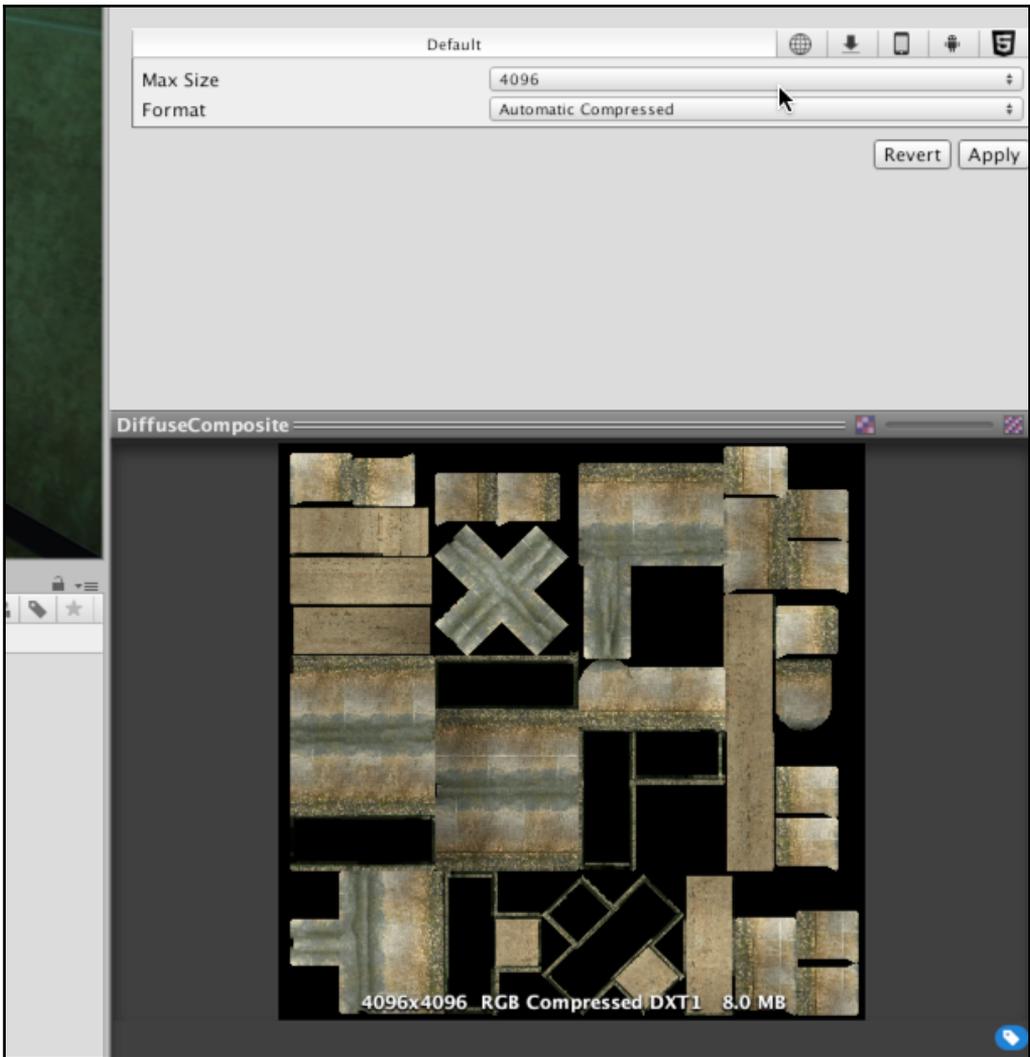


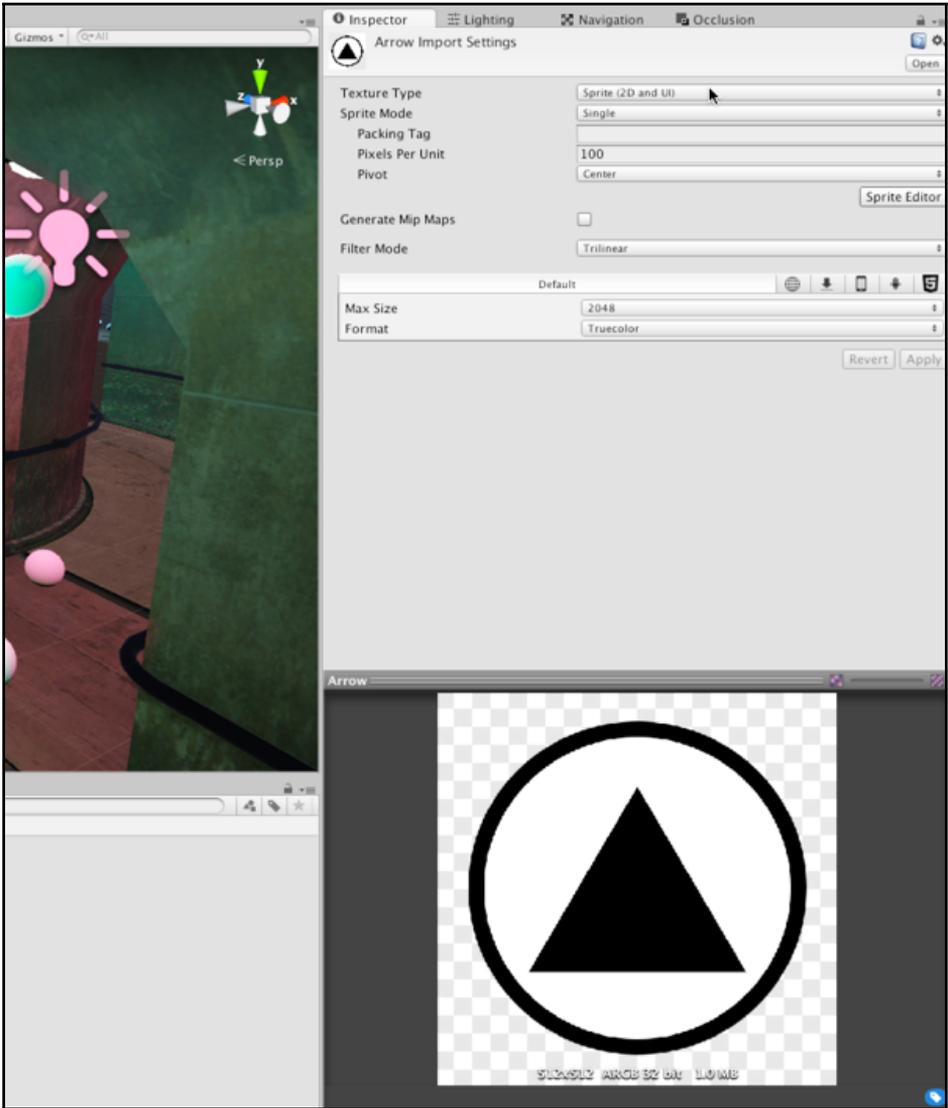


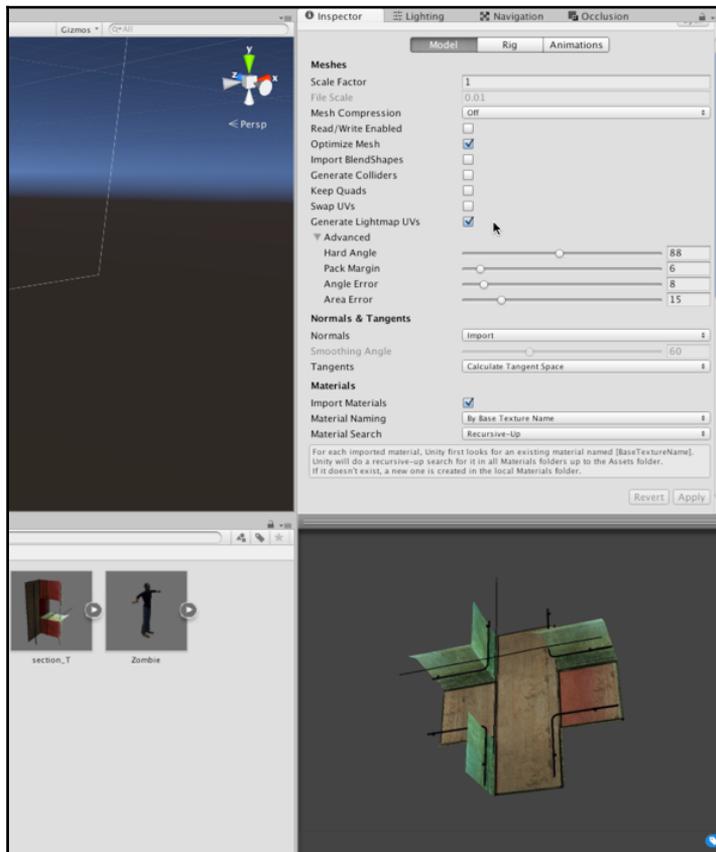
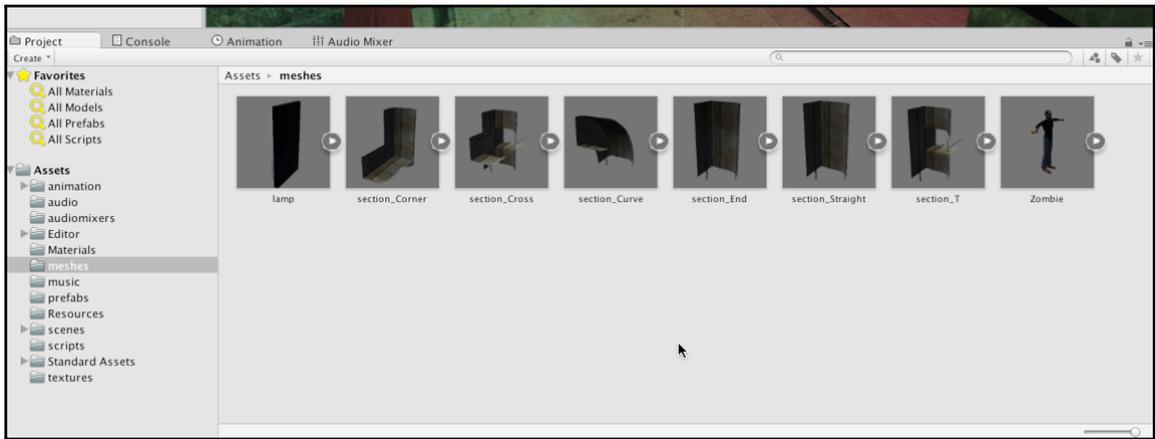


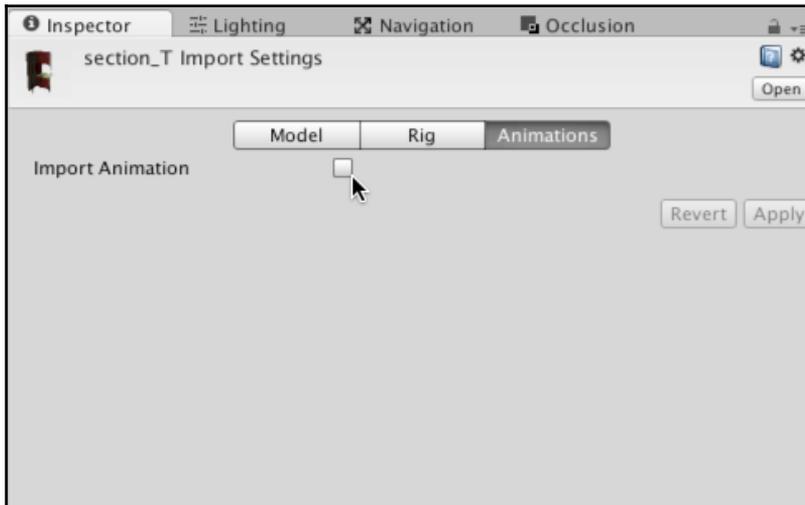
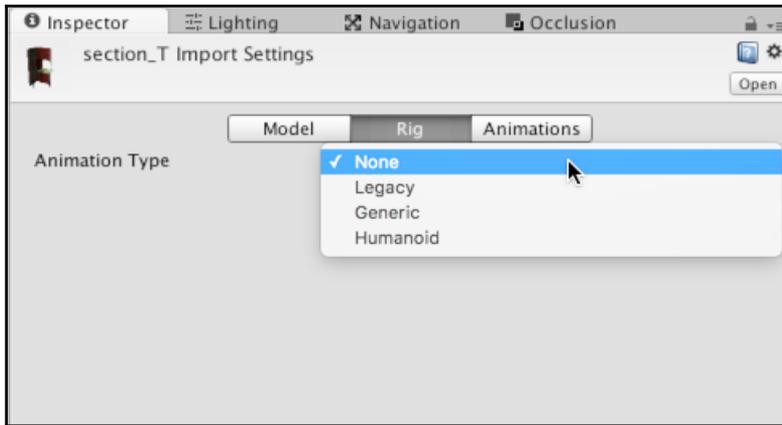


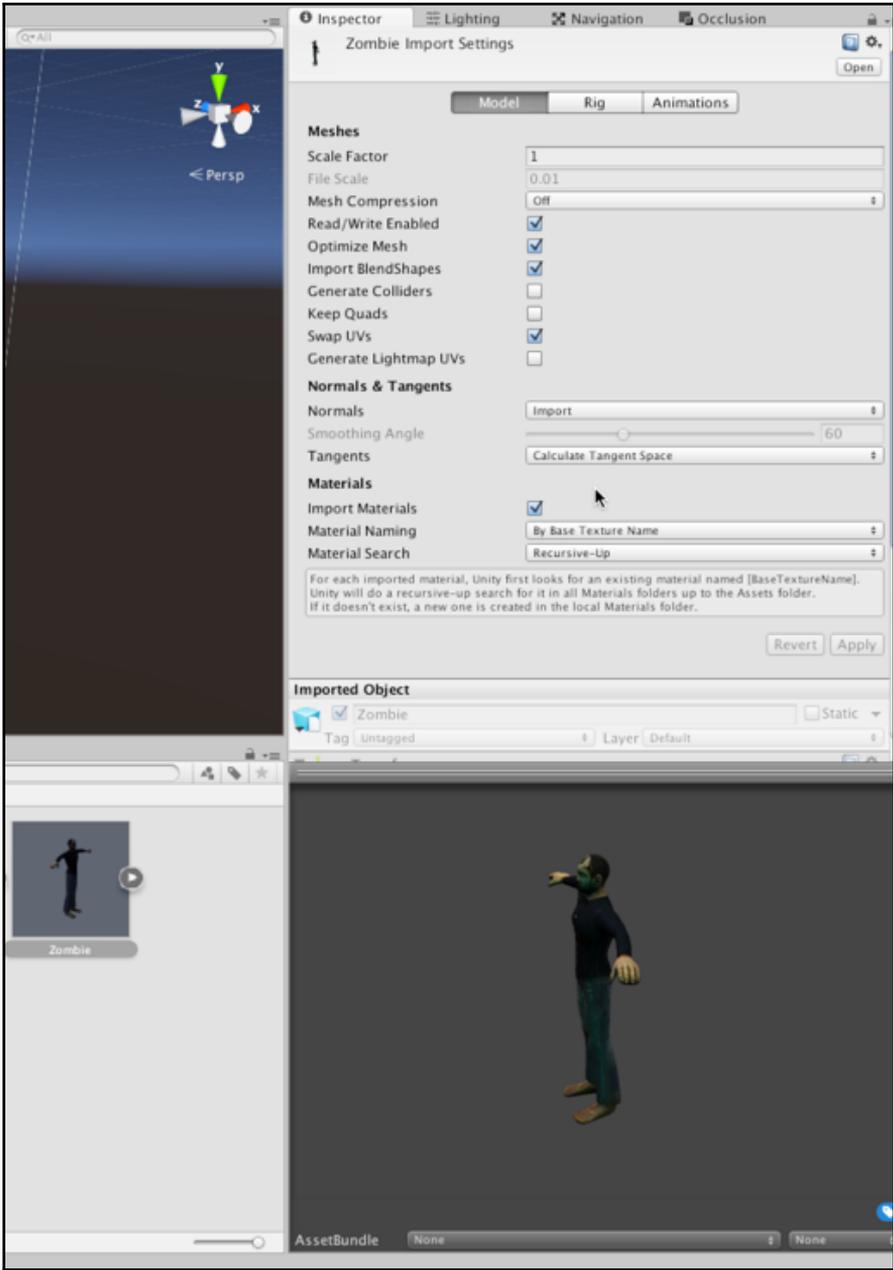


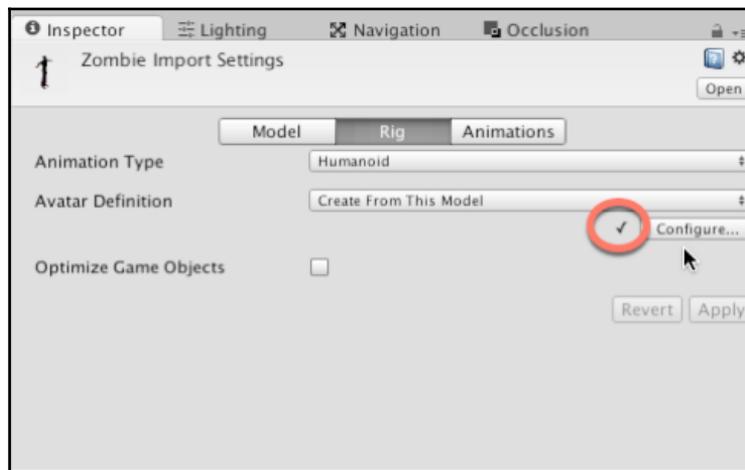
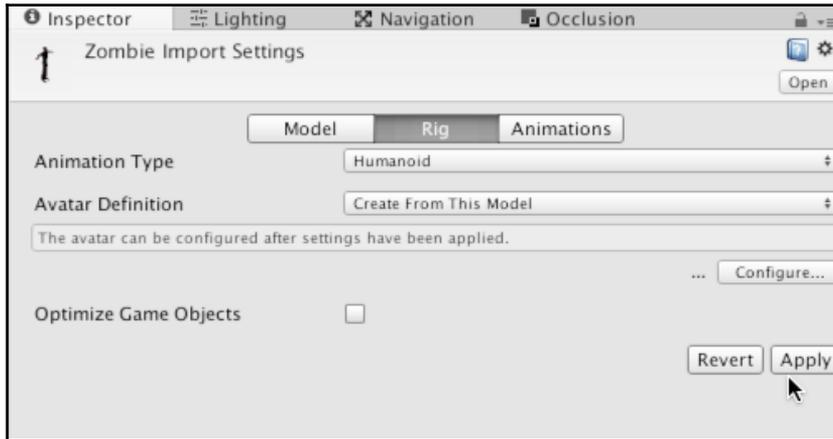
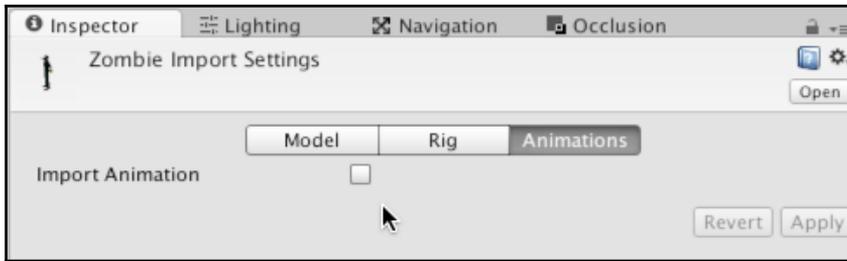




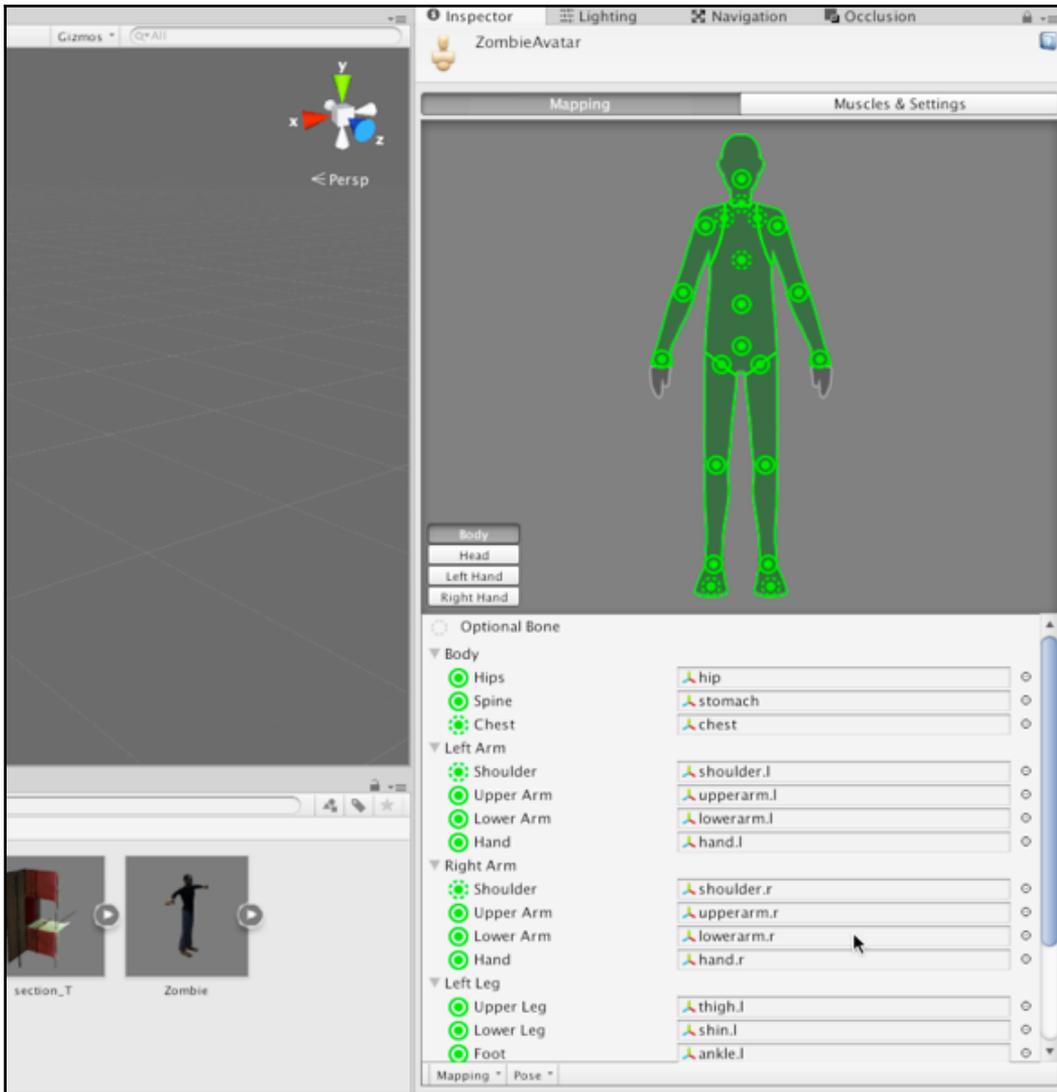


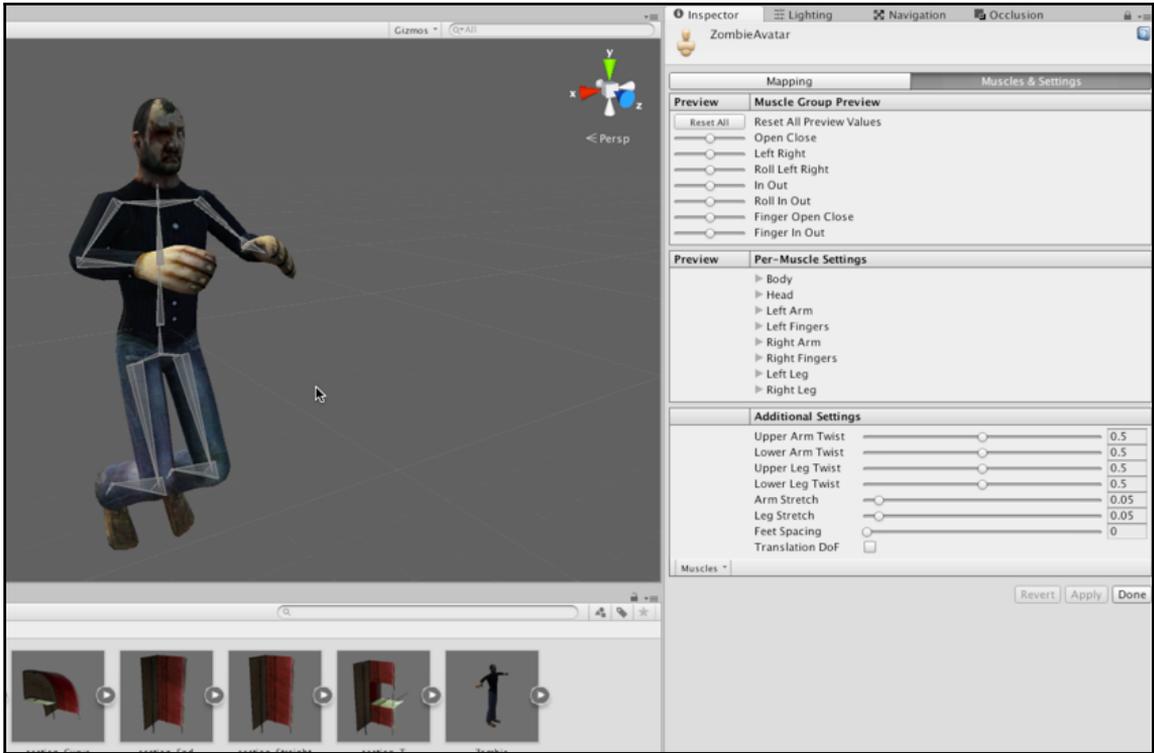


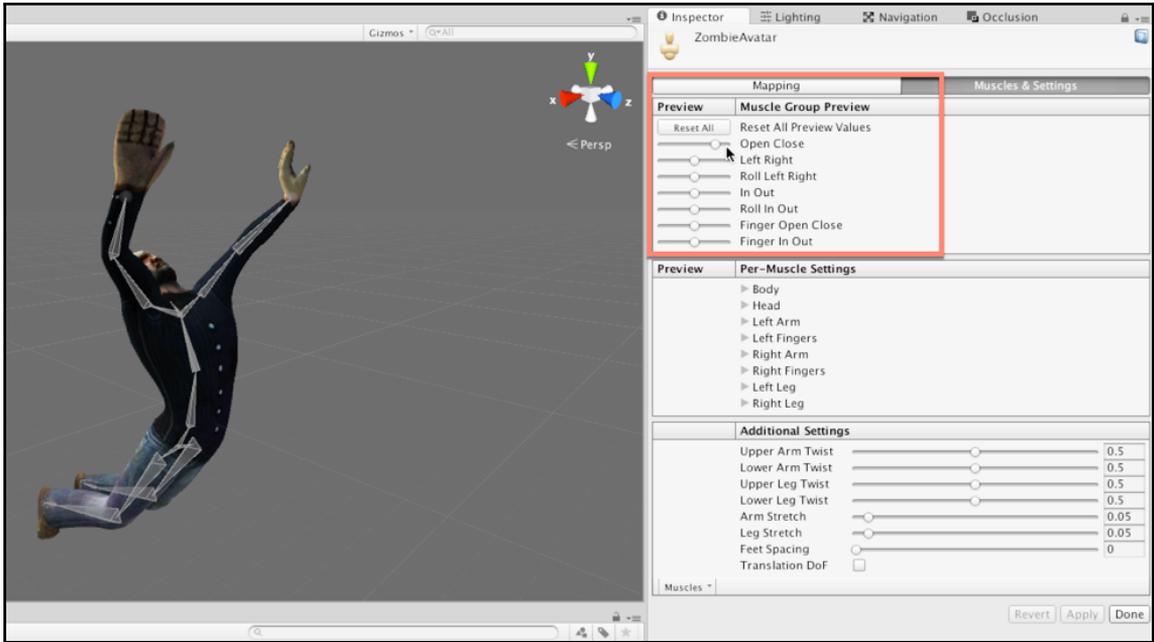


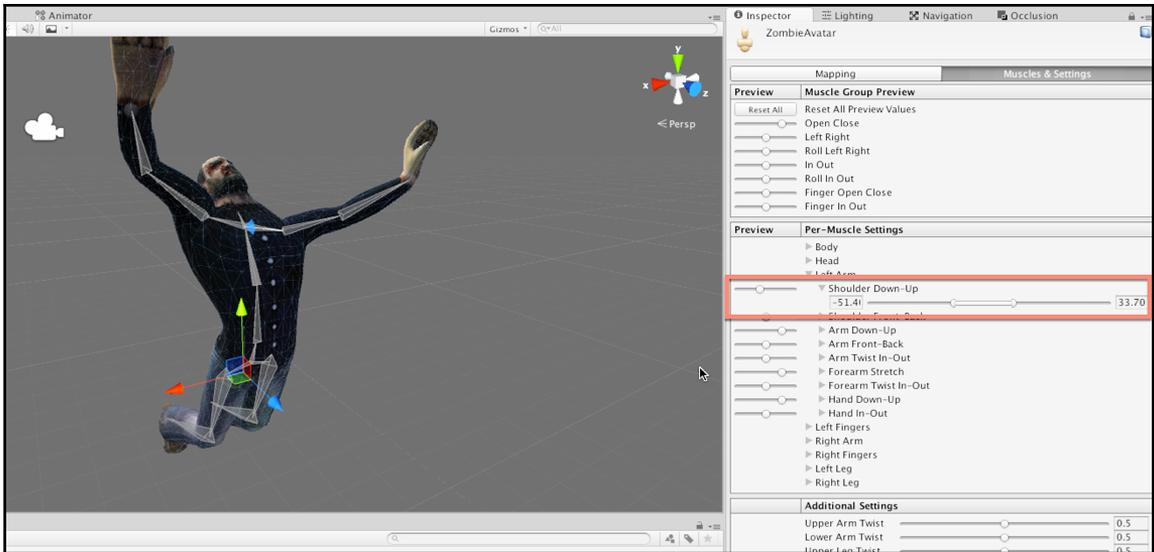
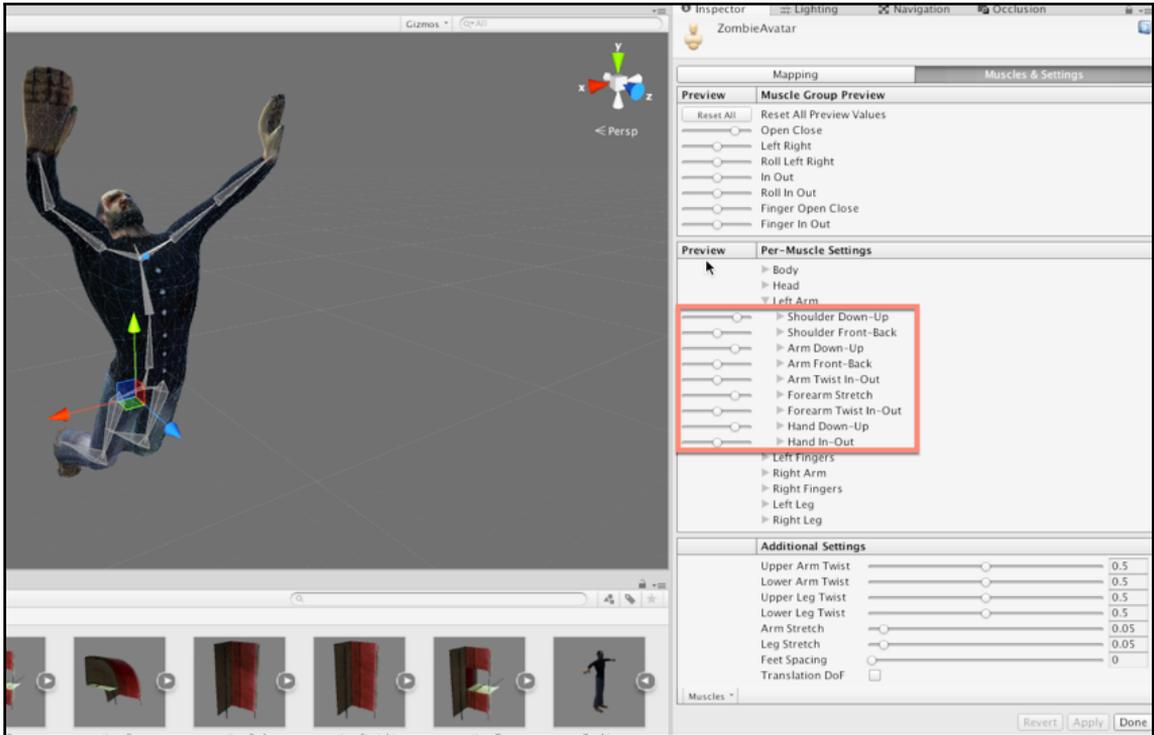


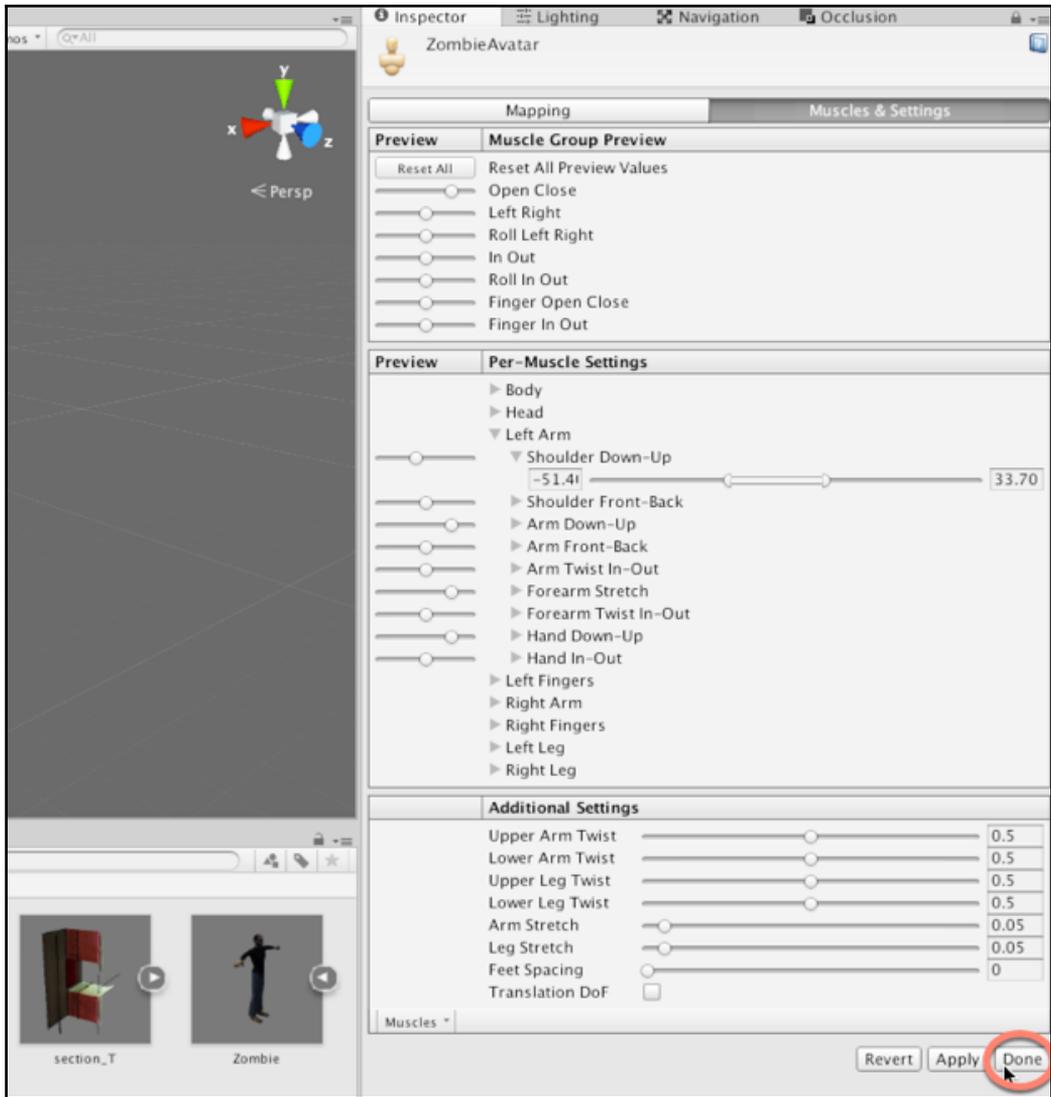


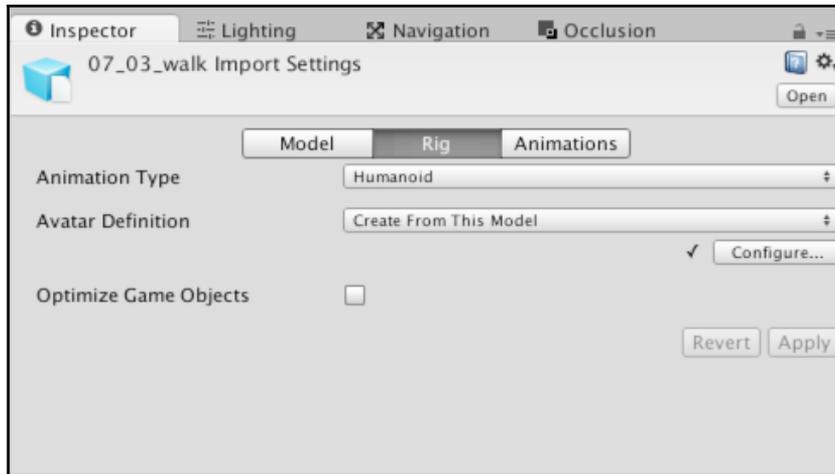


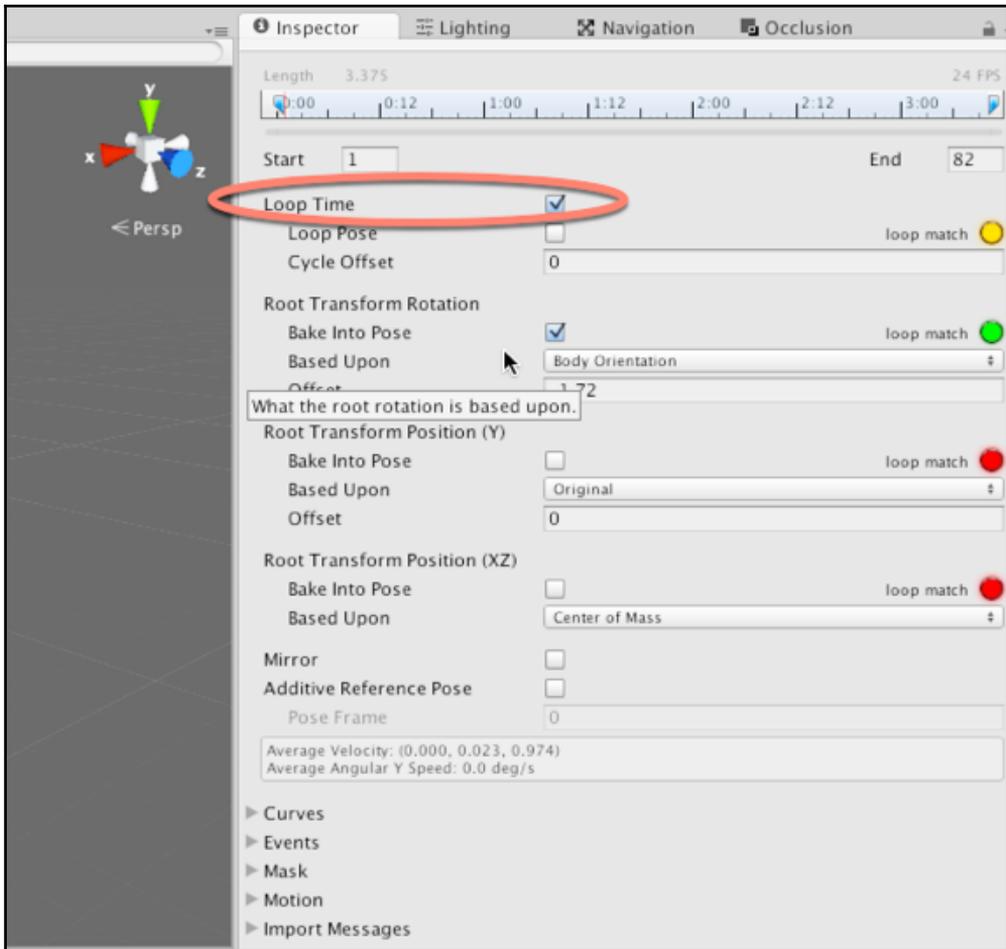


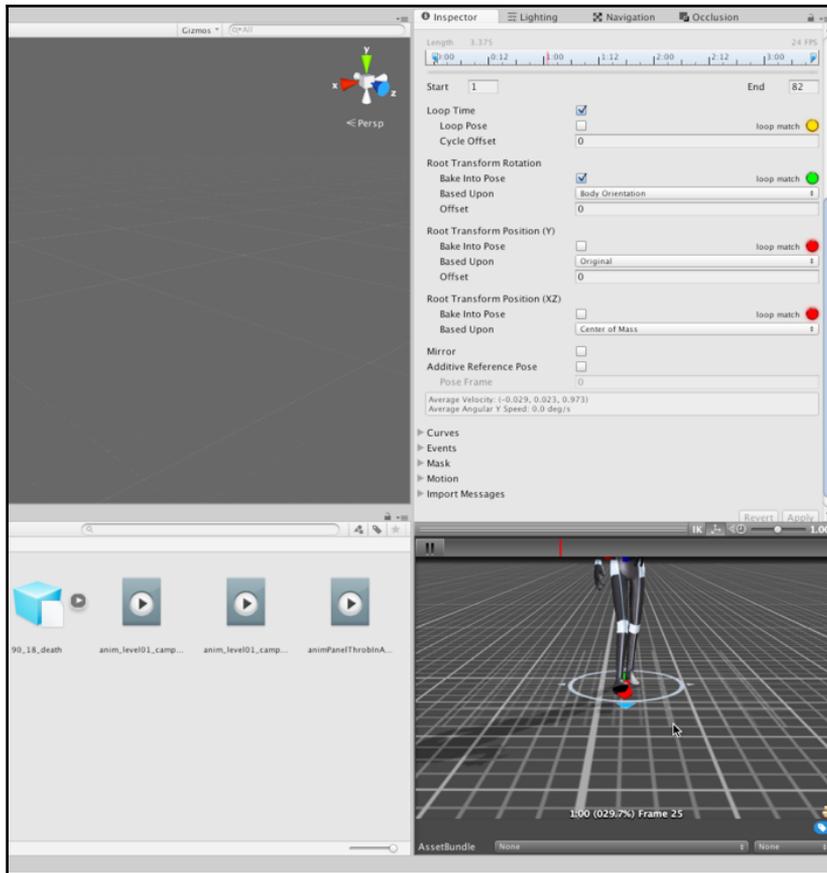


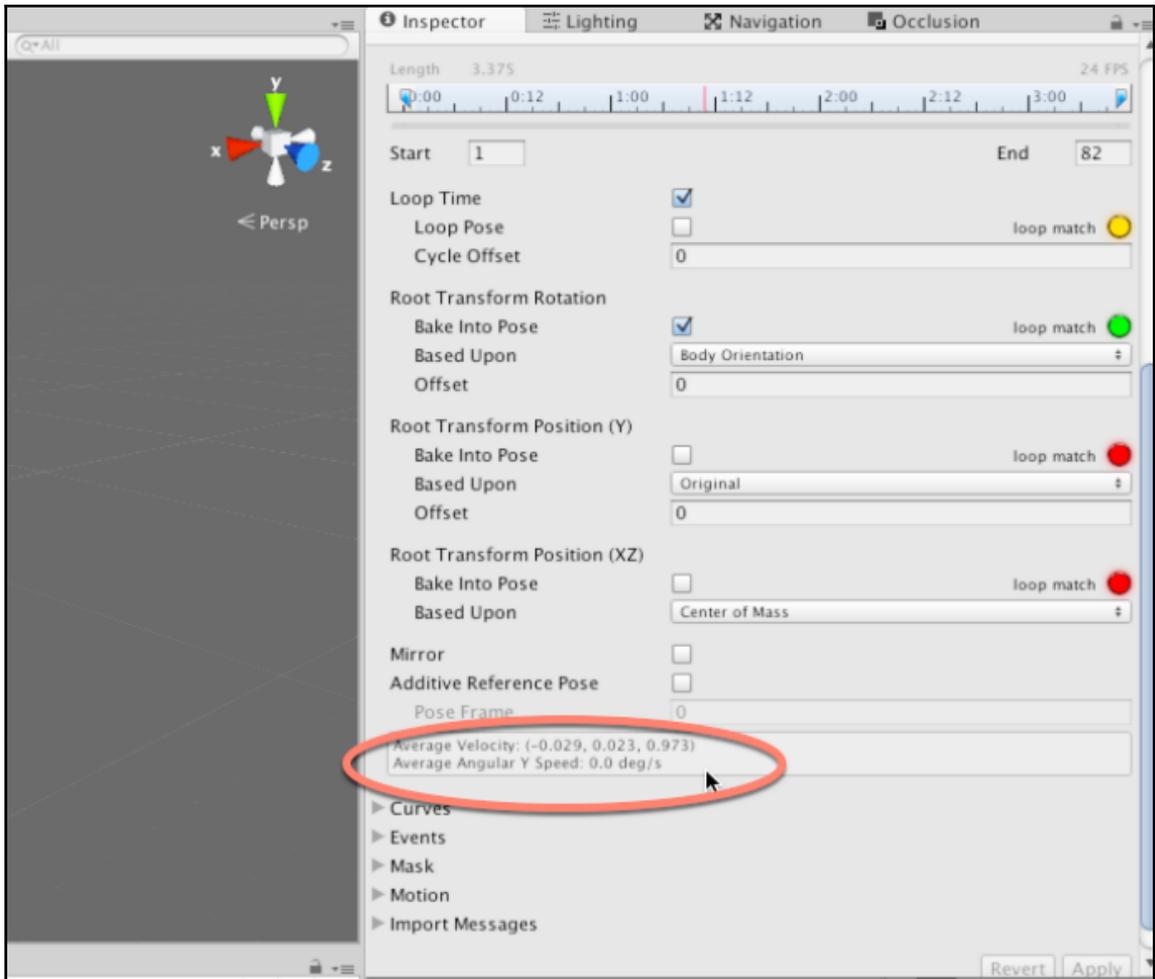


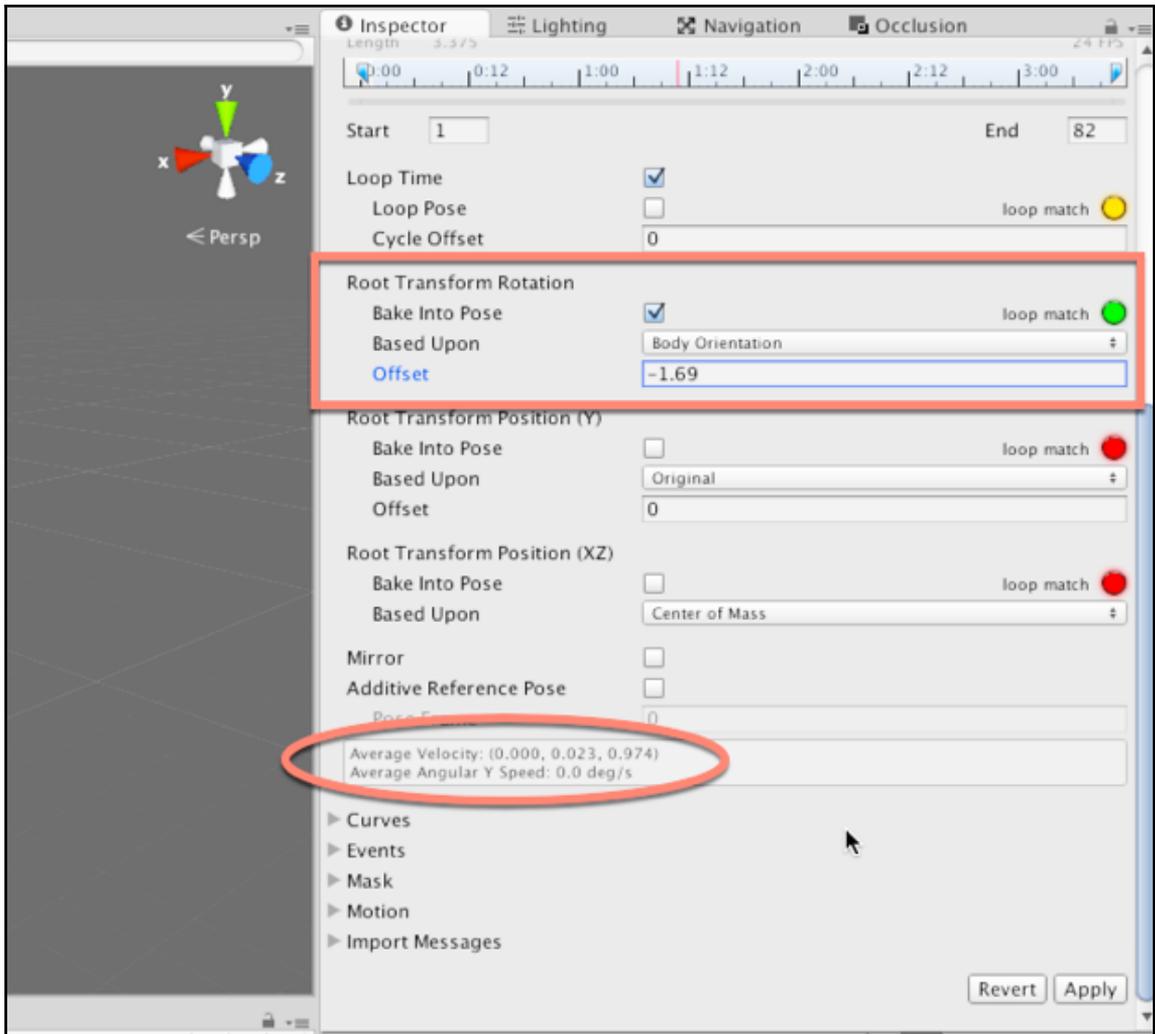


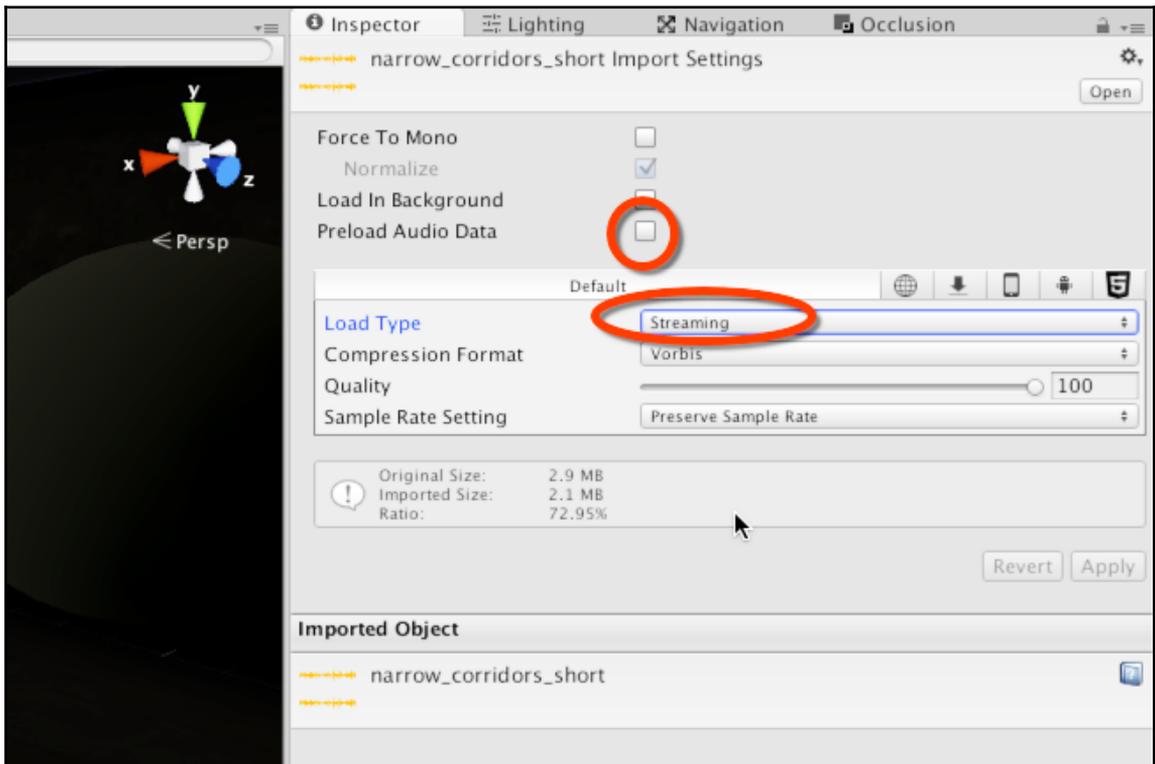
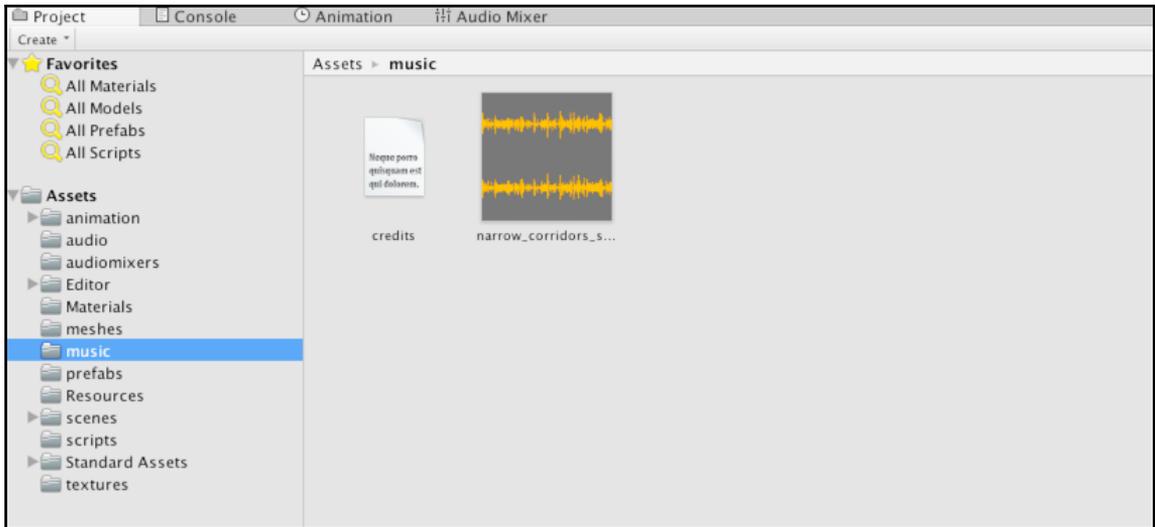


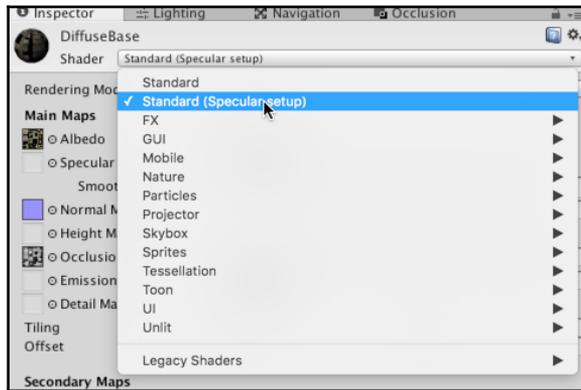
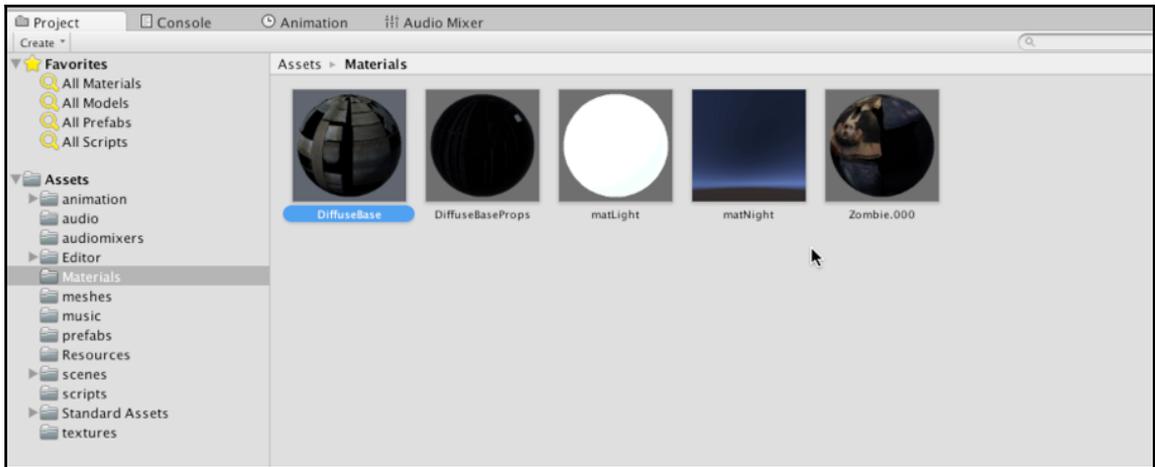


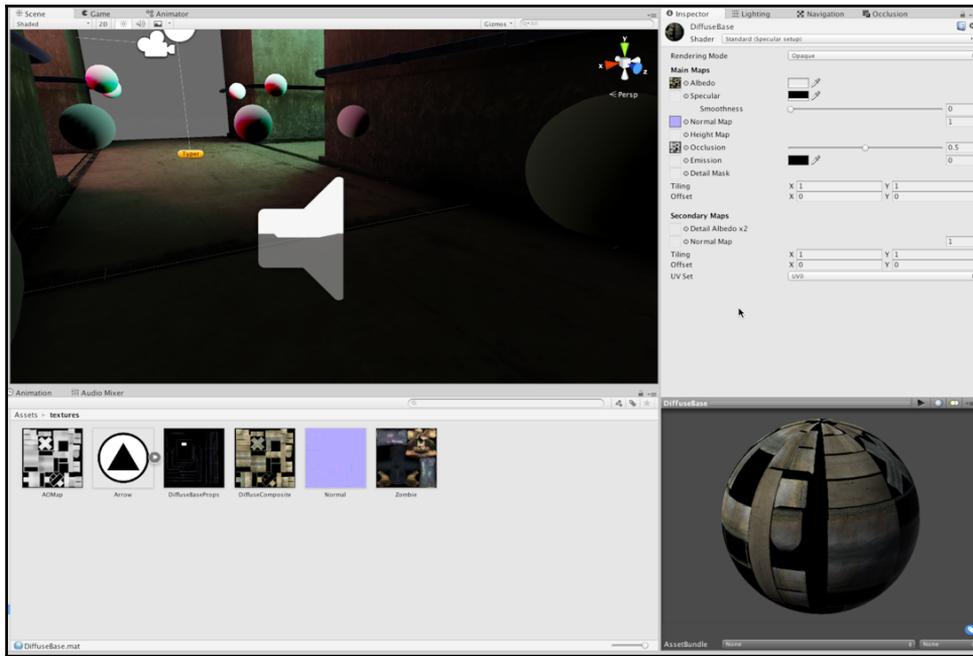




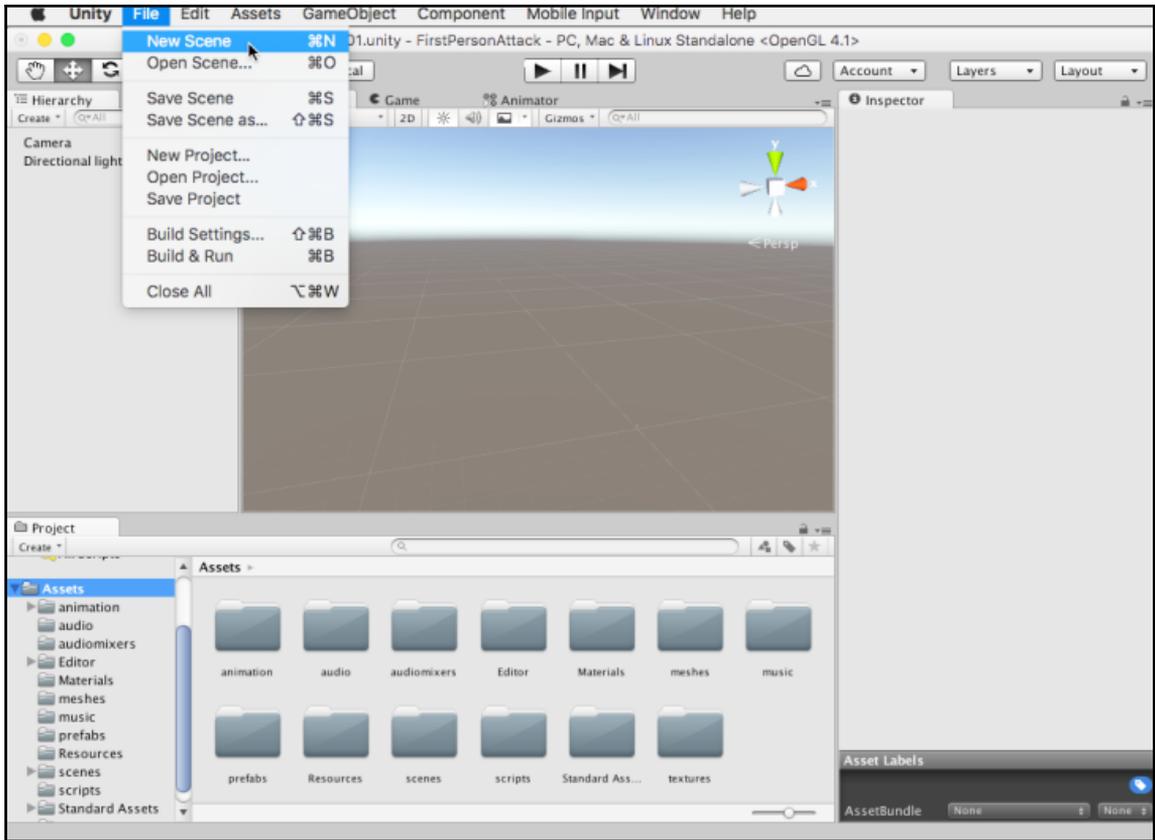


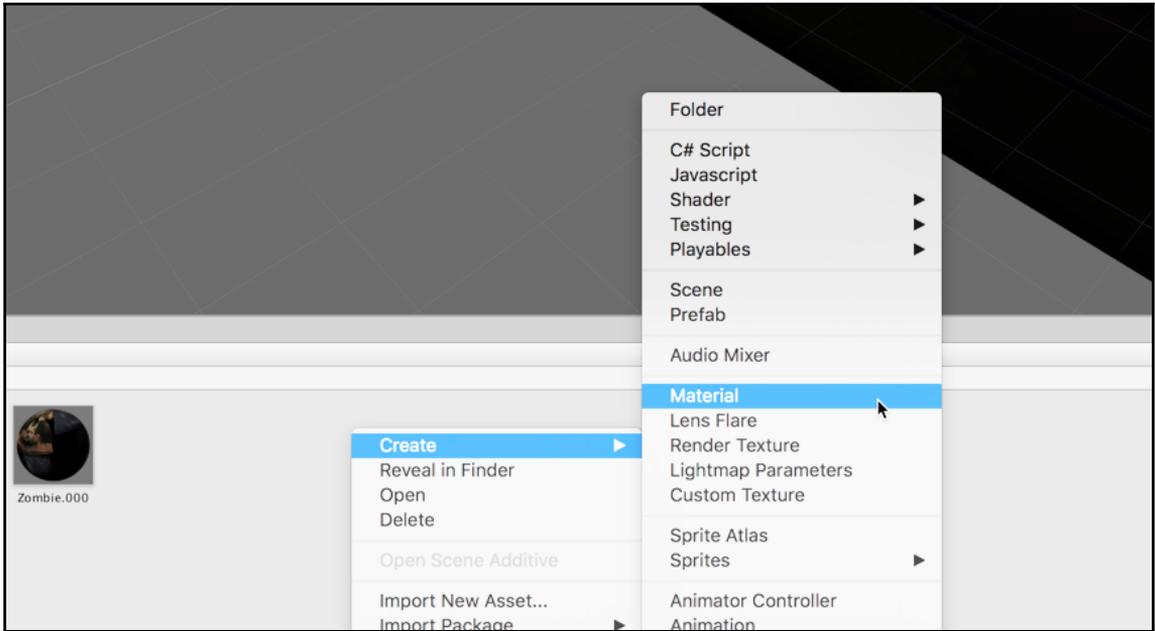


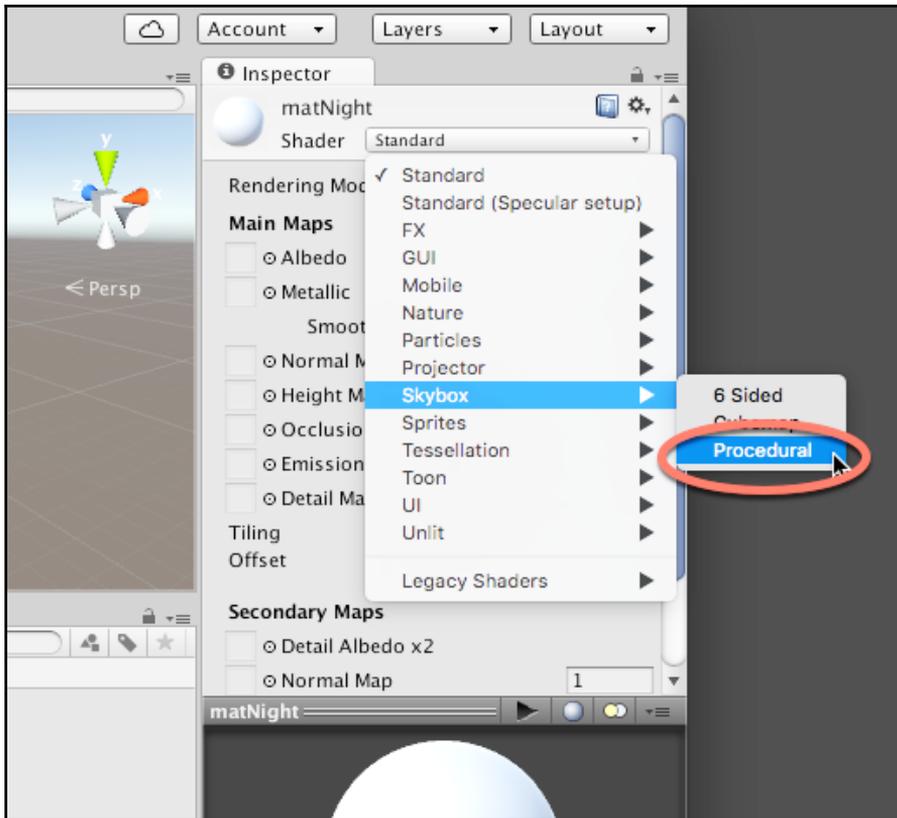


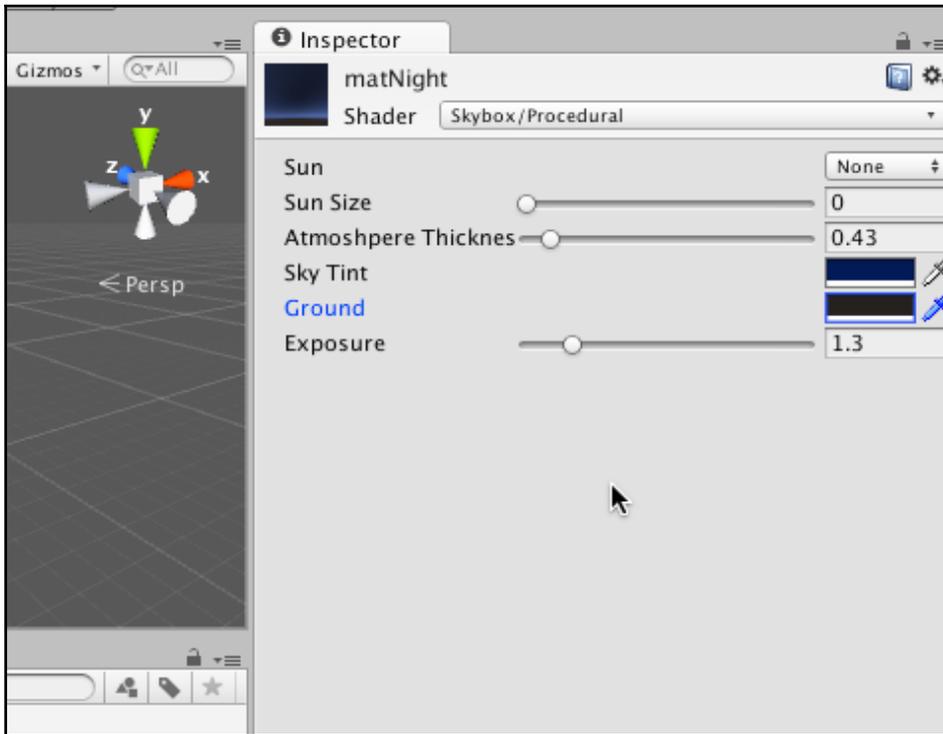


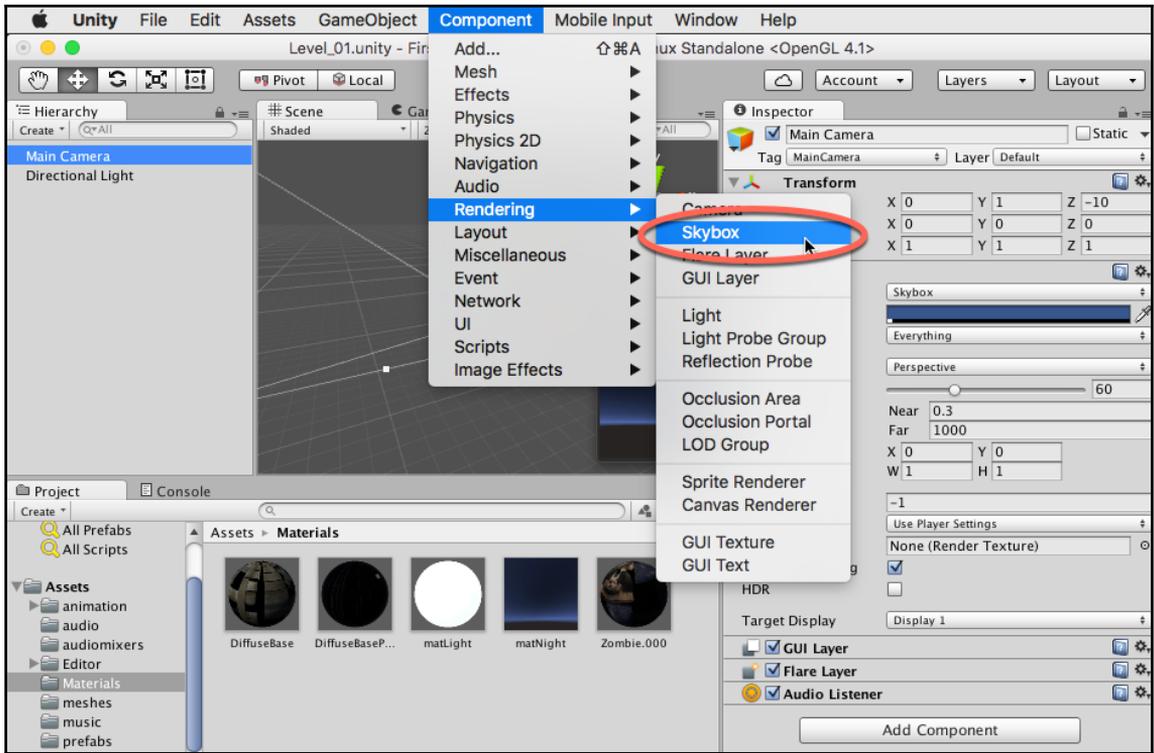
Level Design and Structure

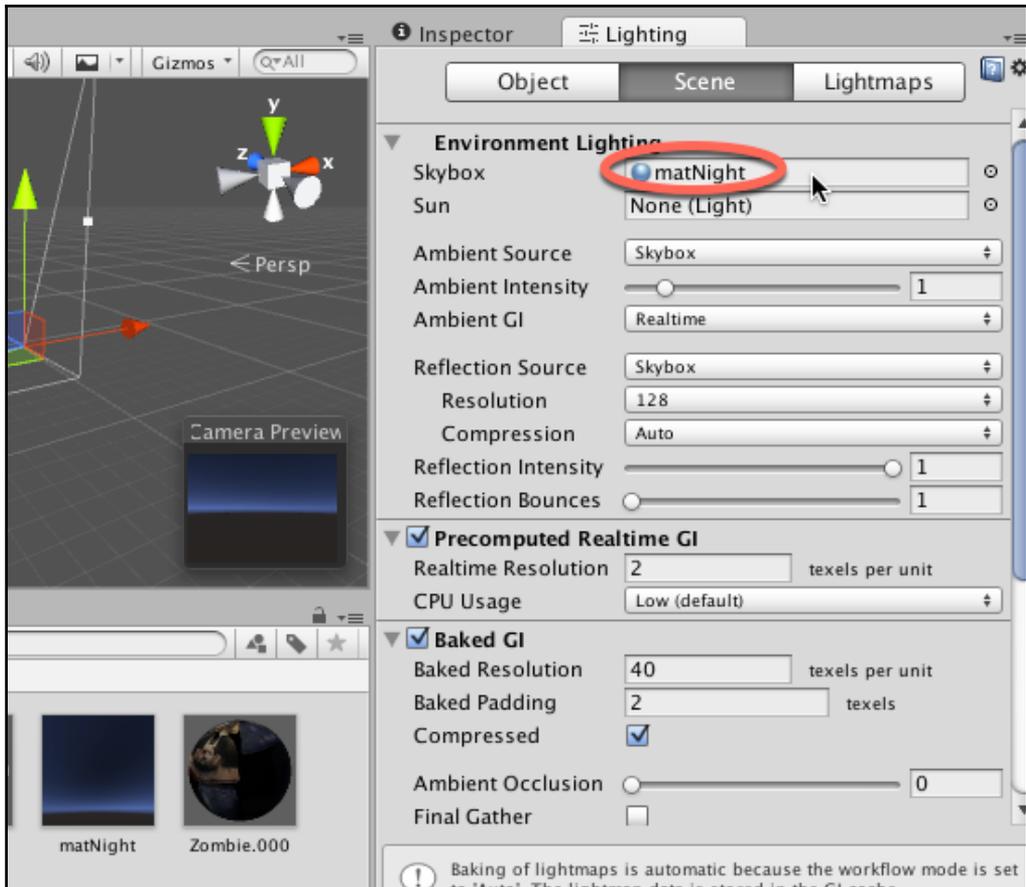


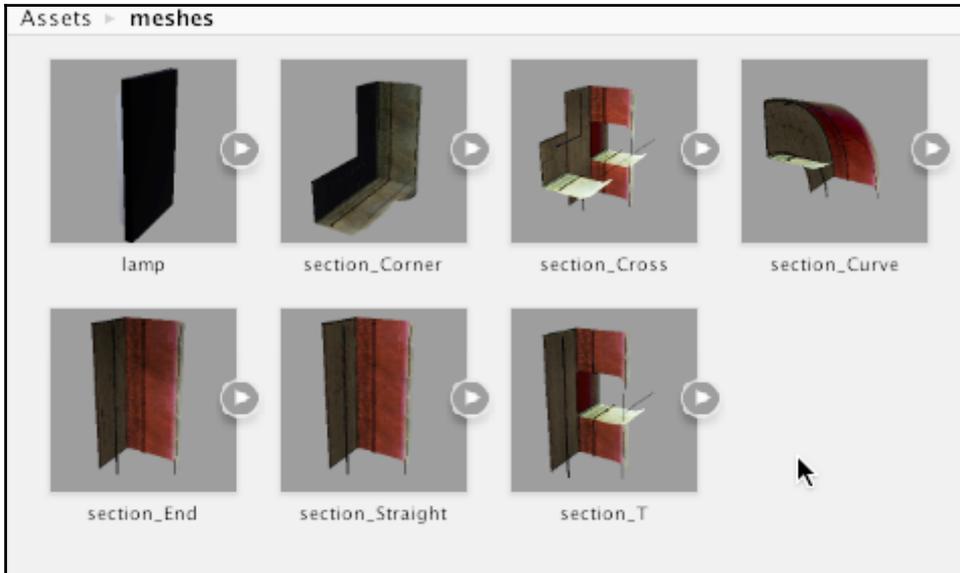
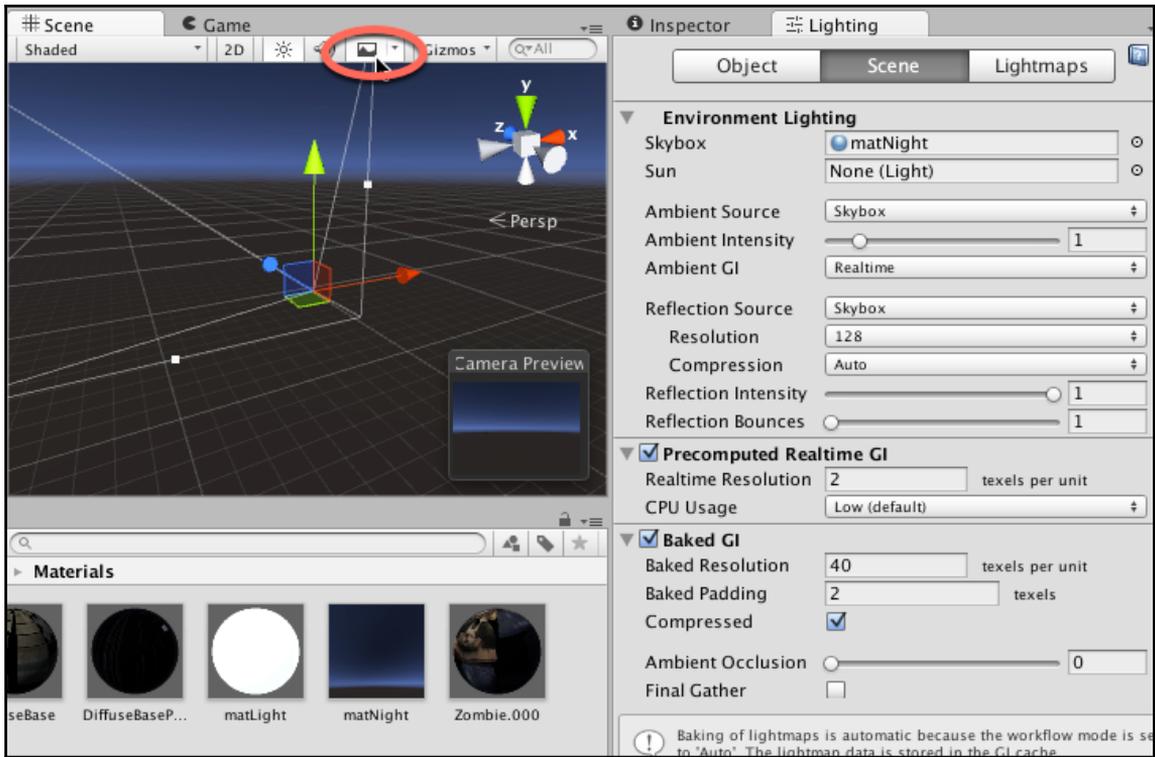


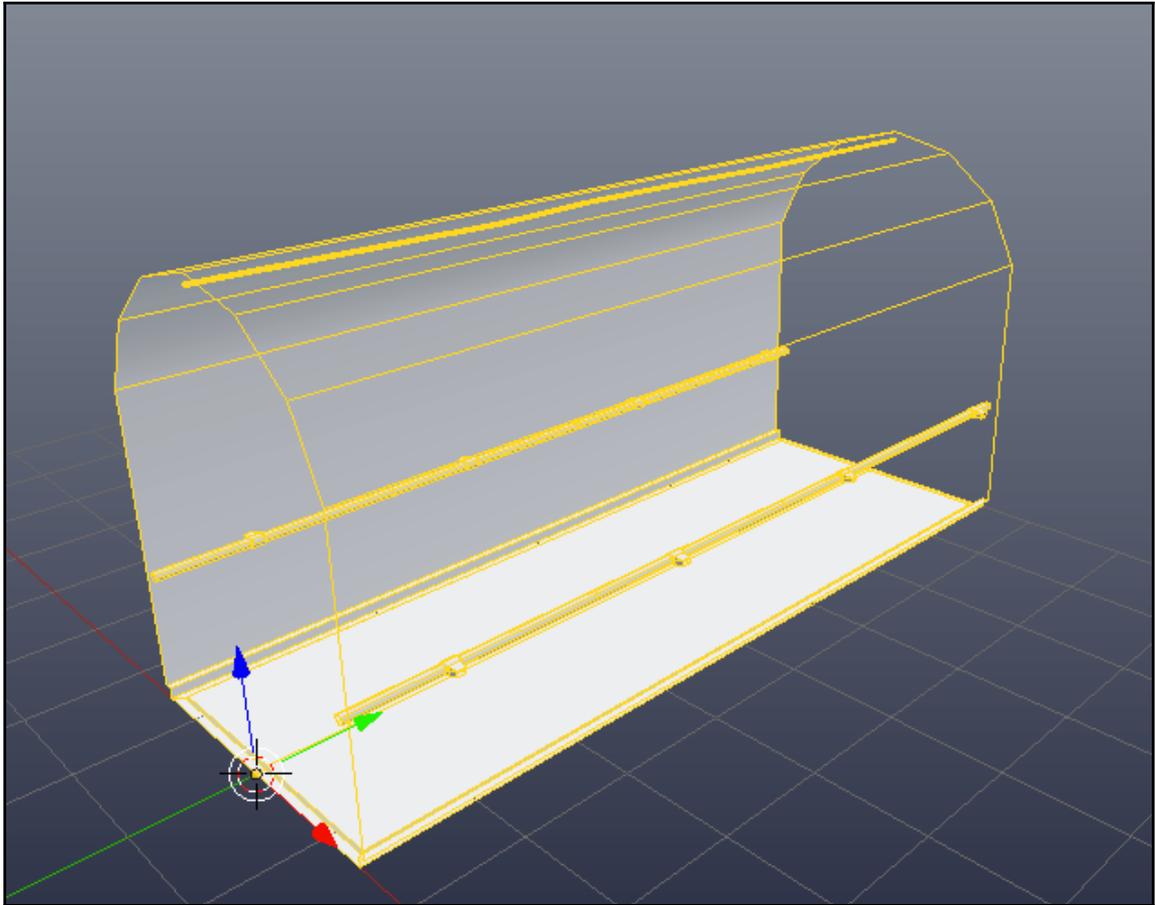


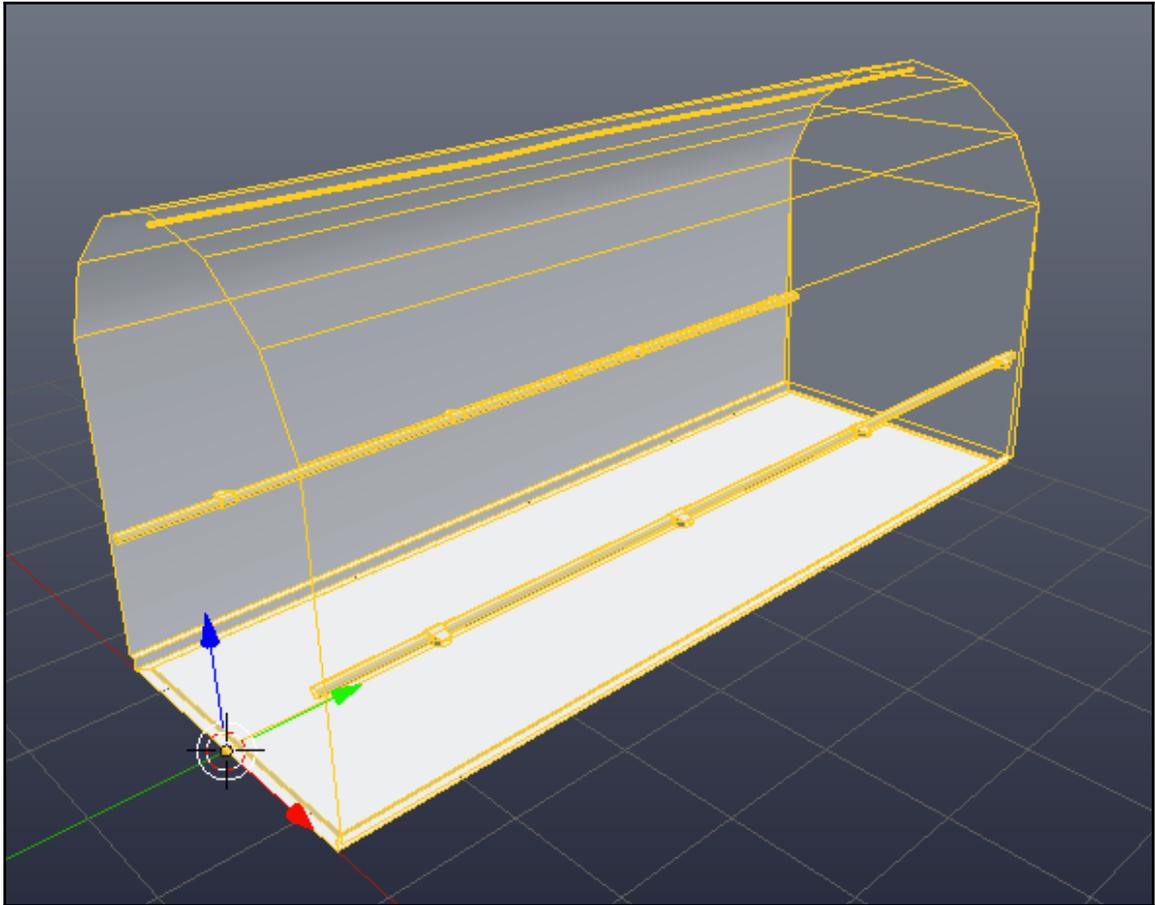


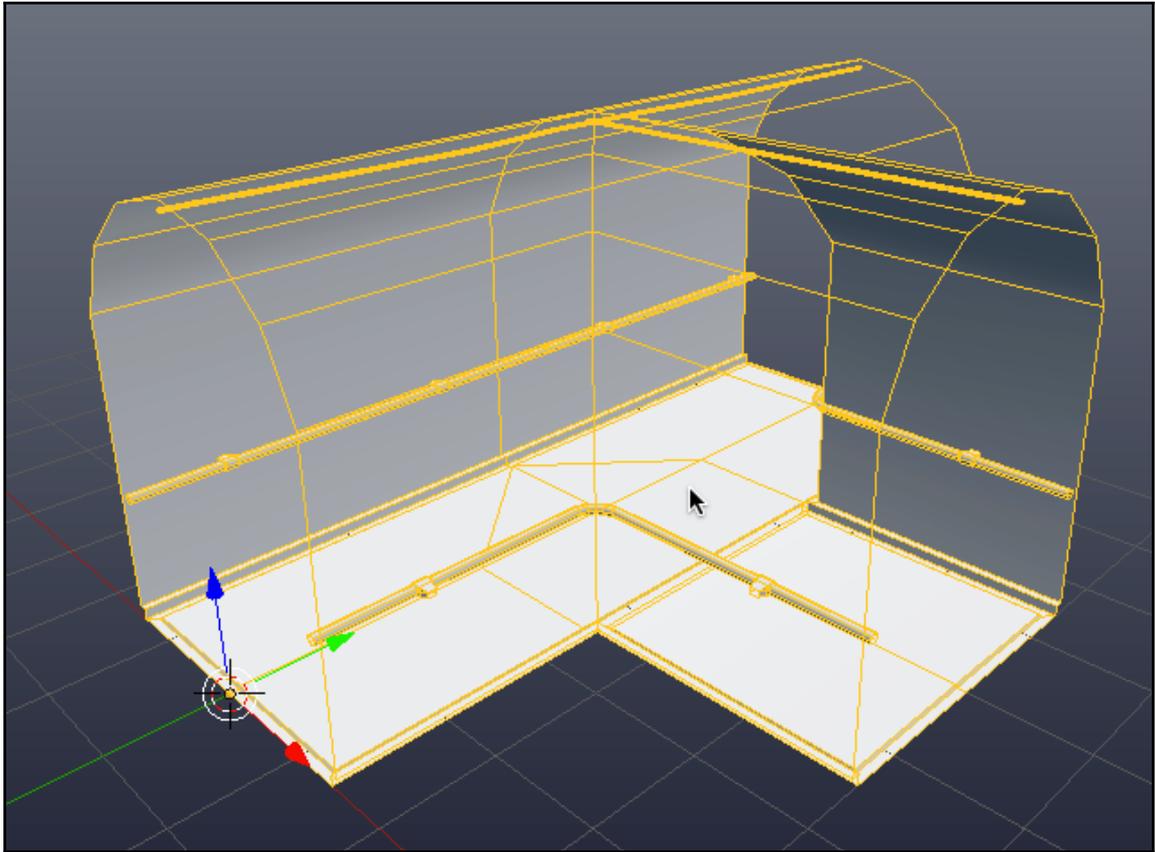


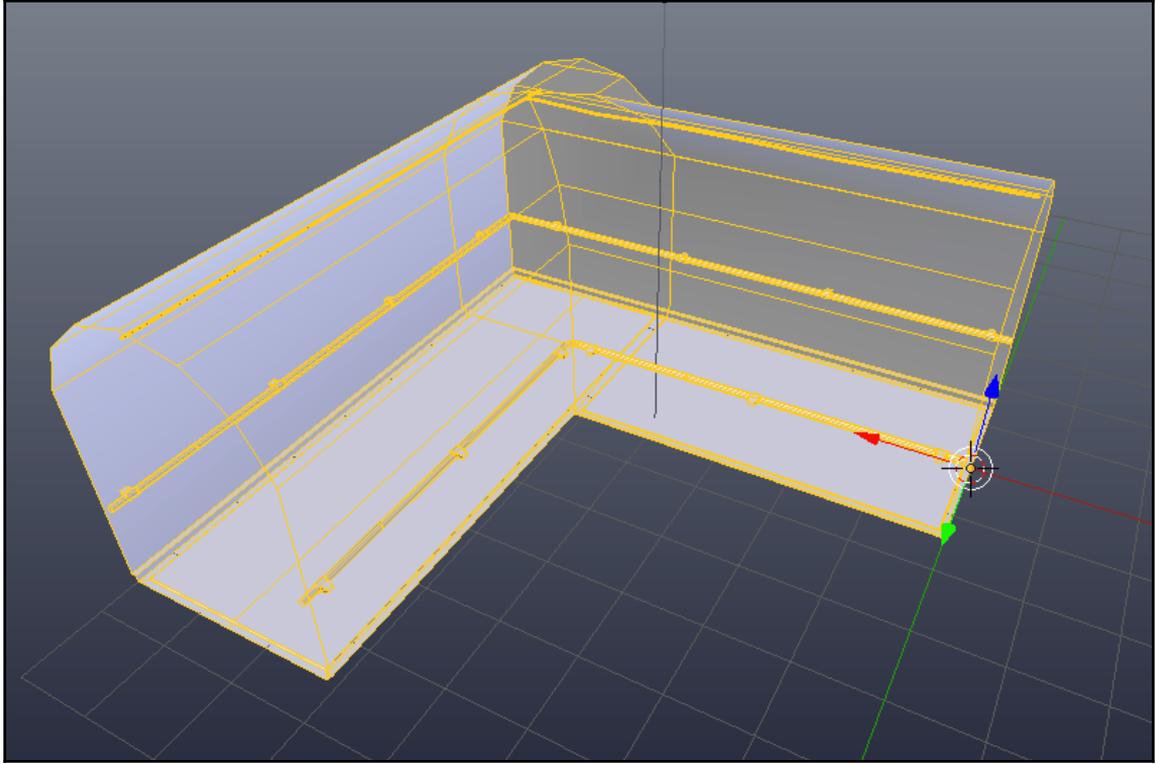


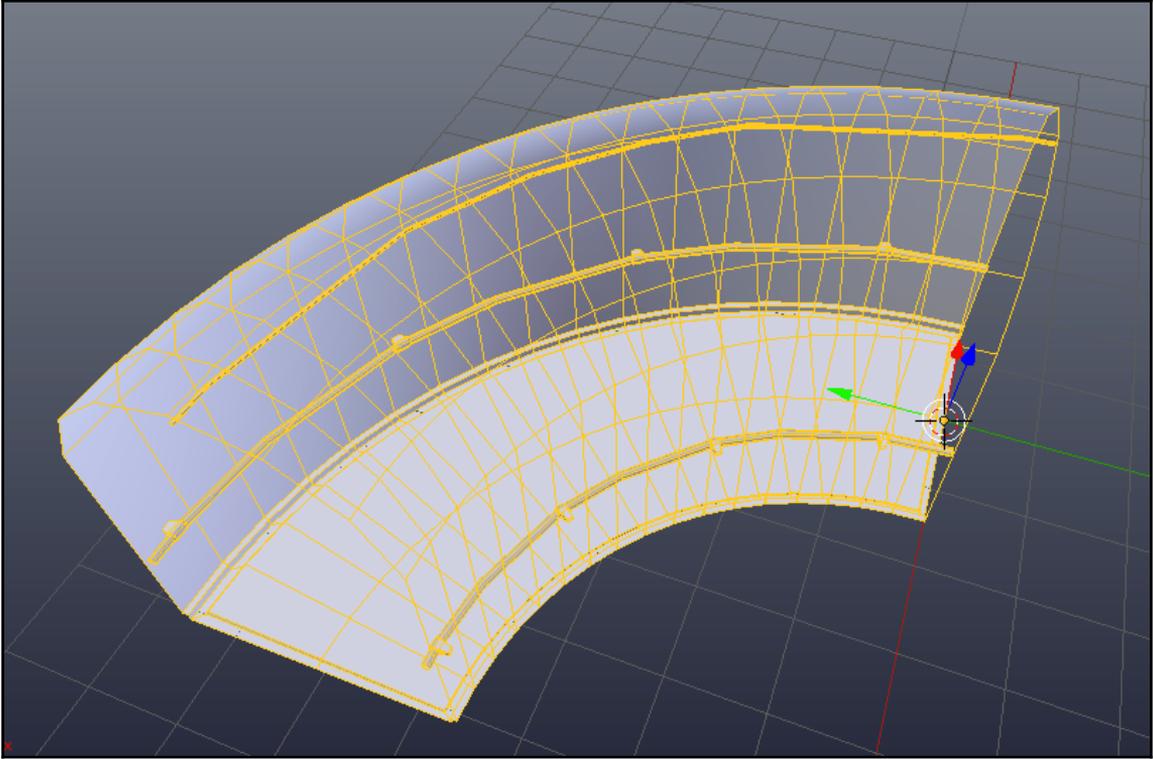


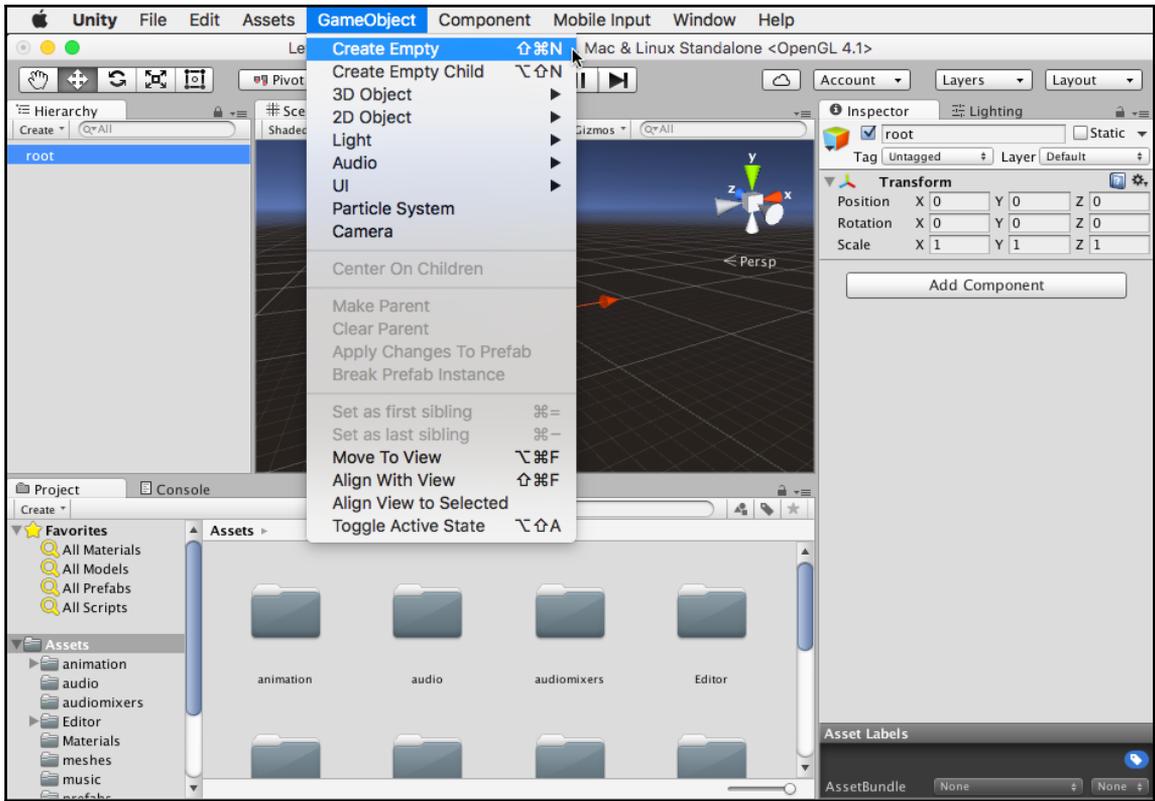


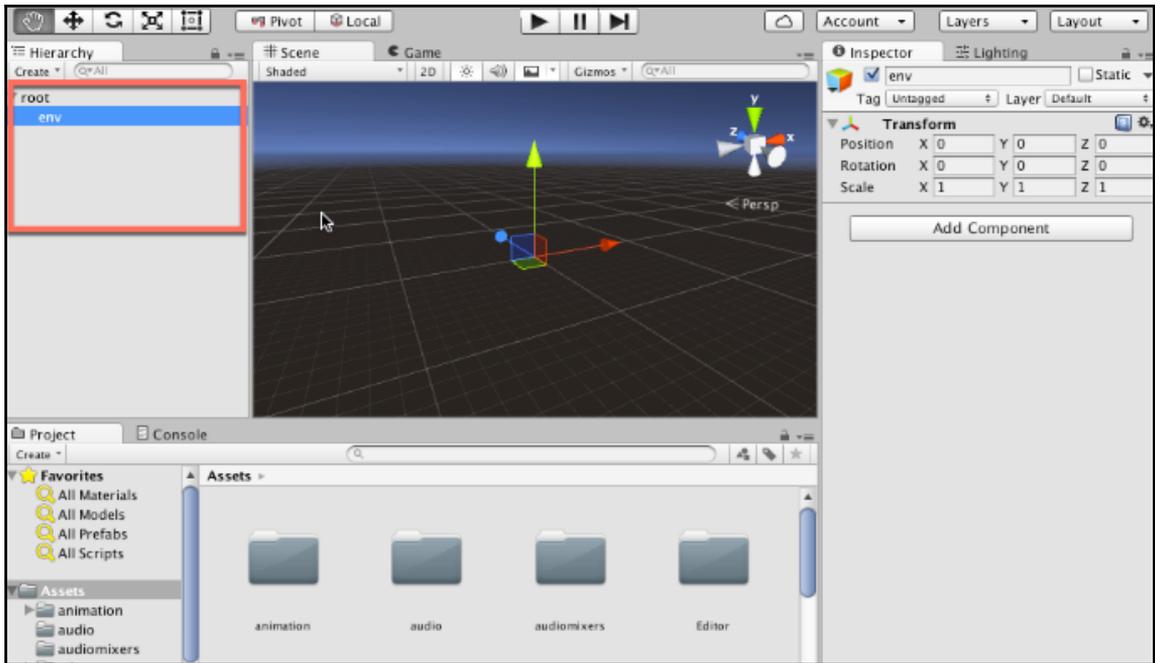


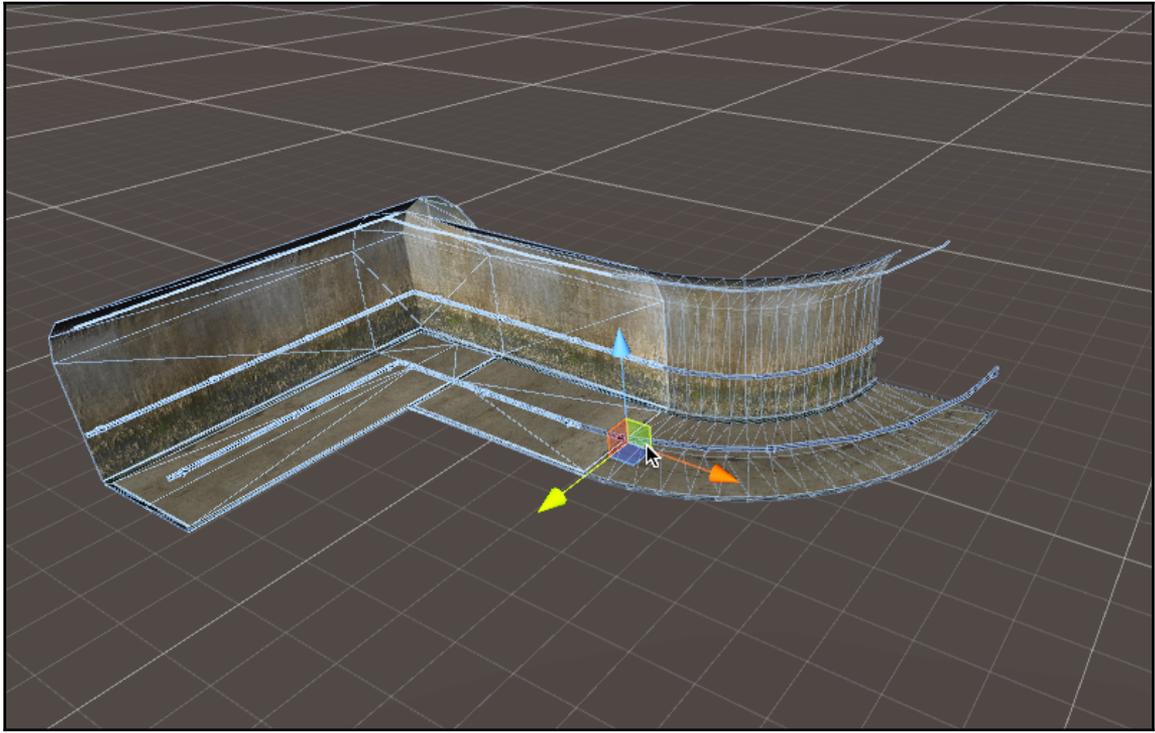


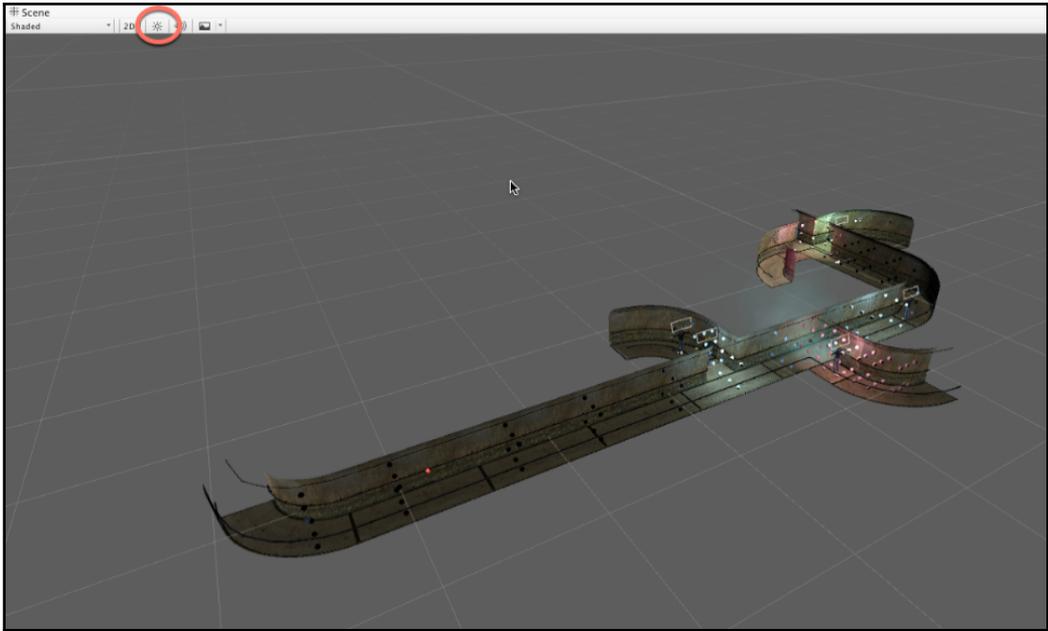


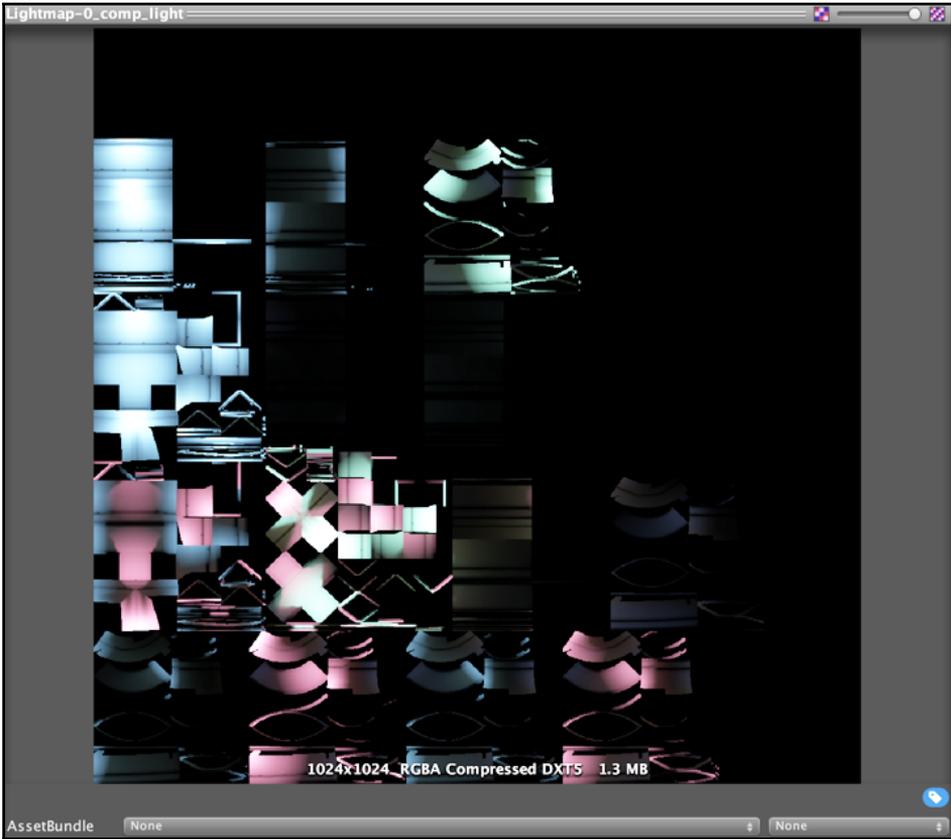


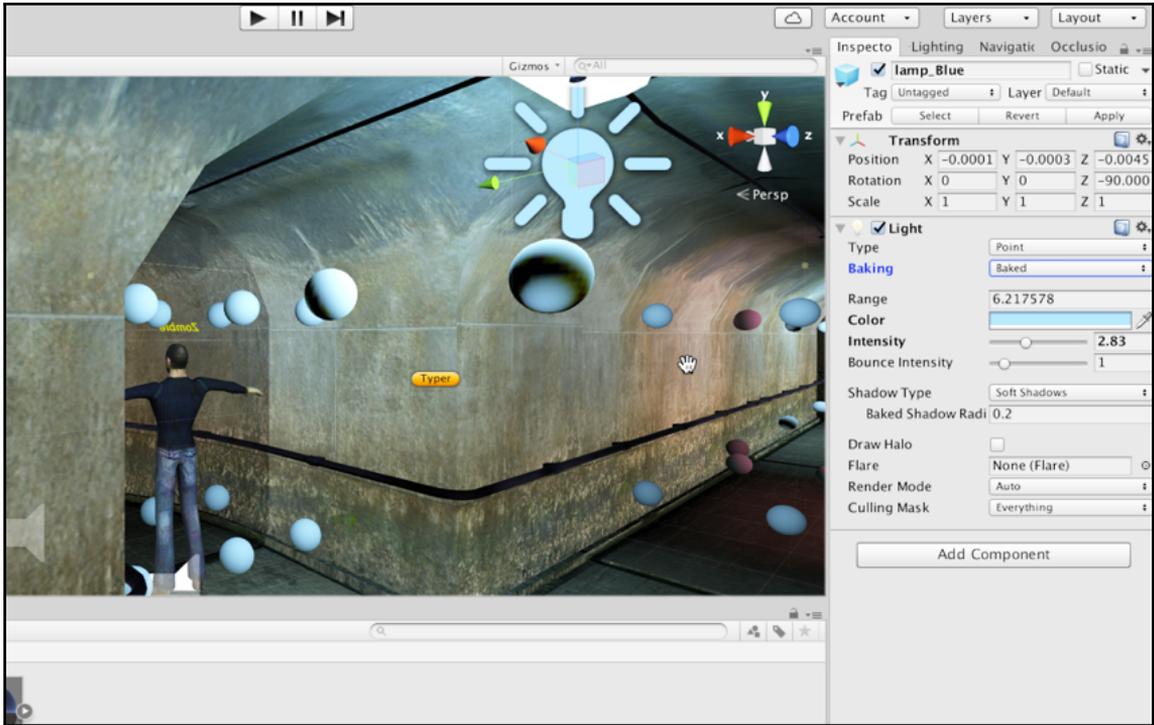


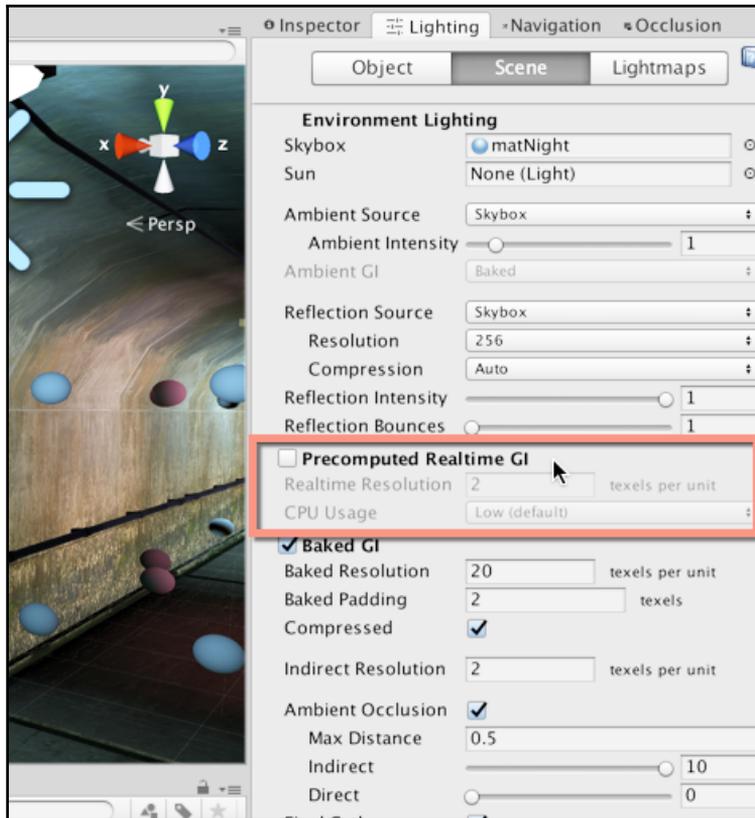


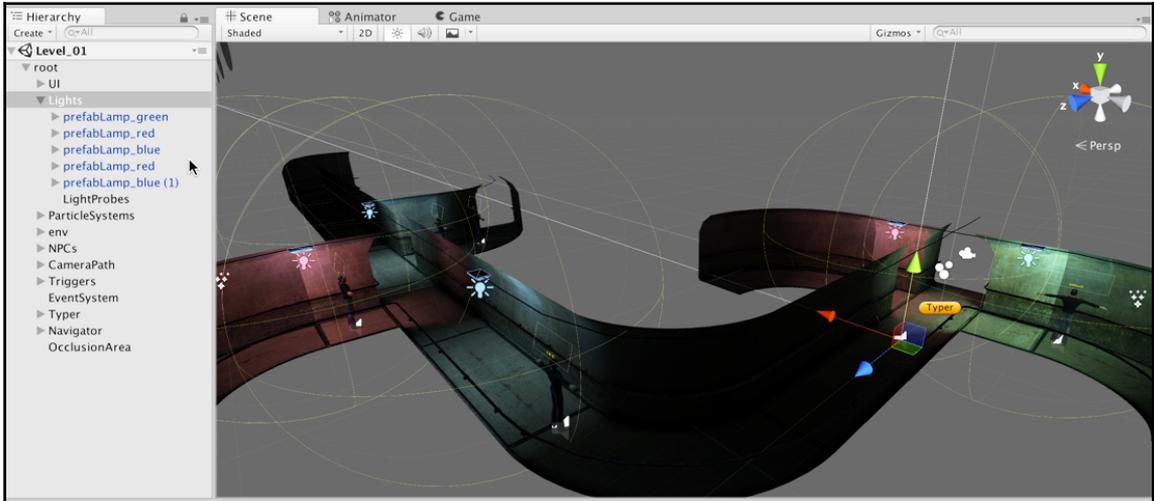
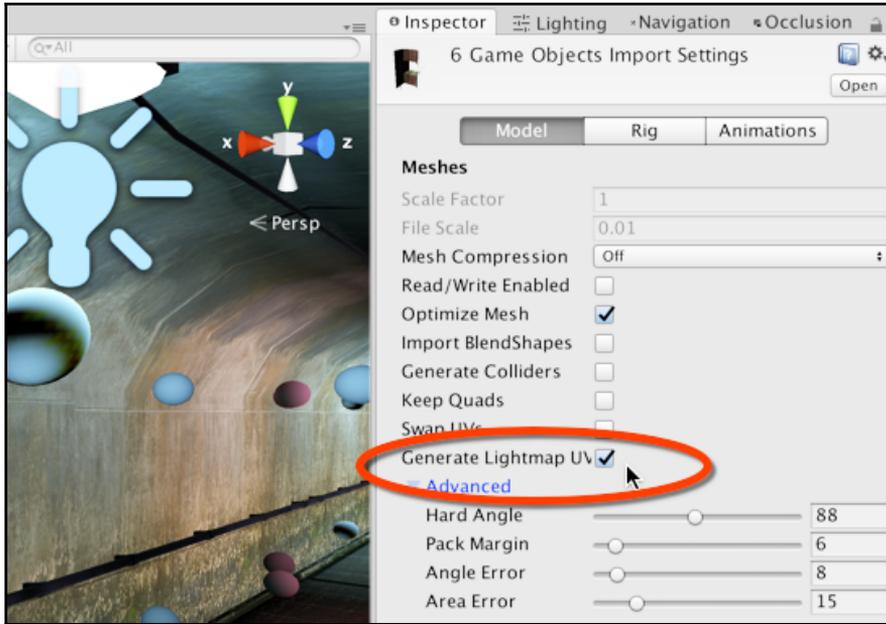


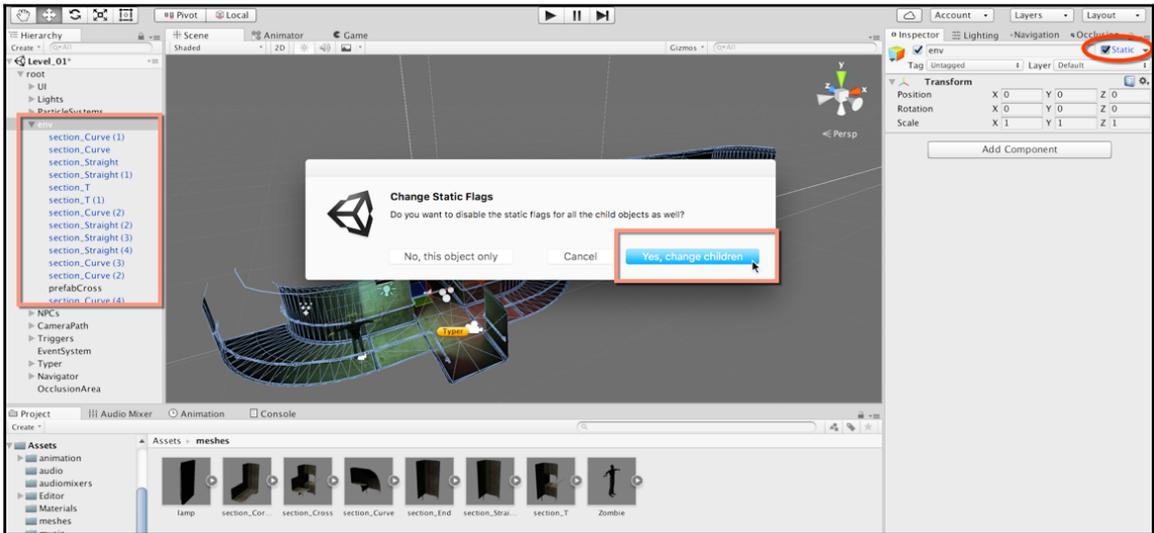
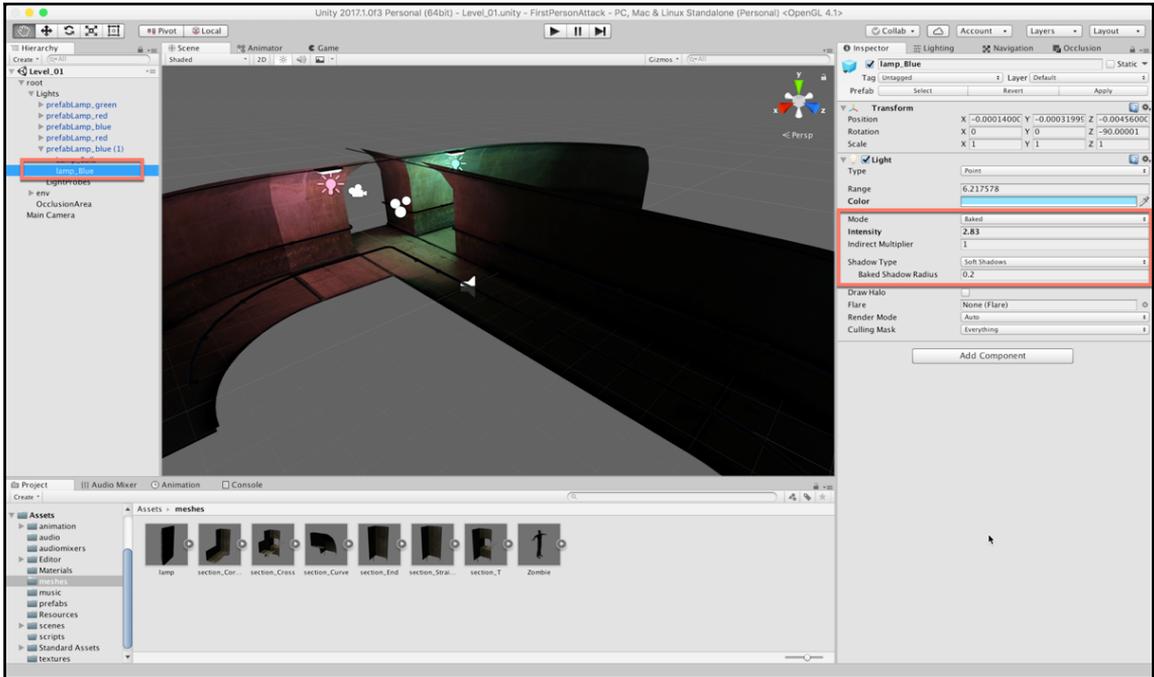


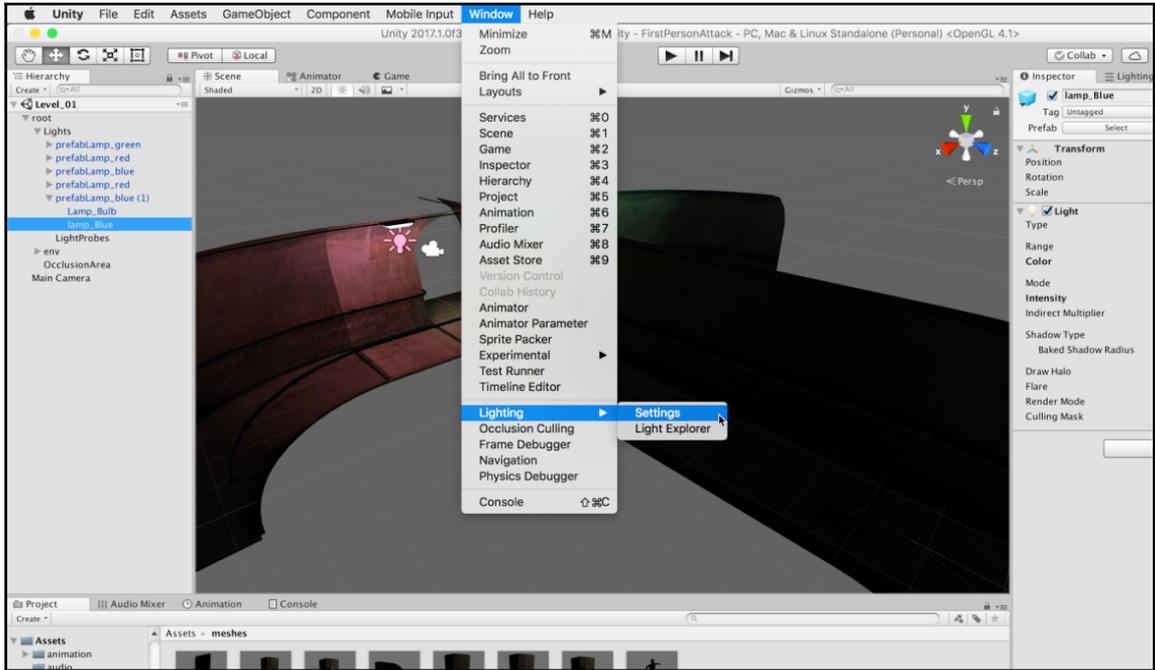


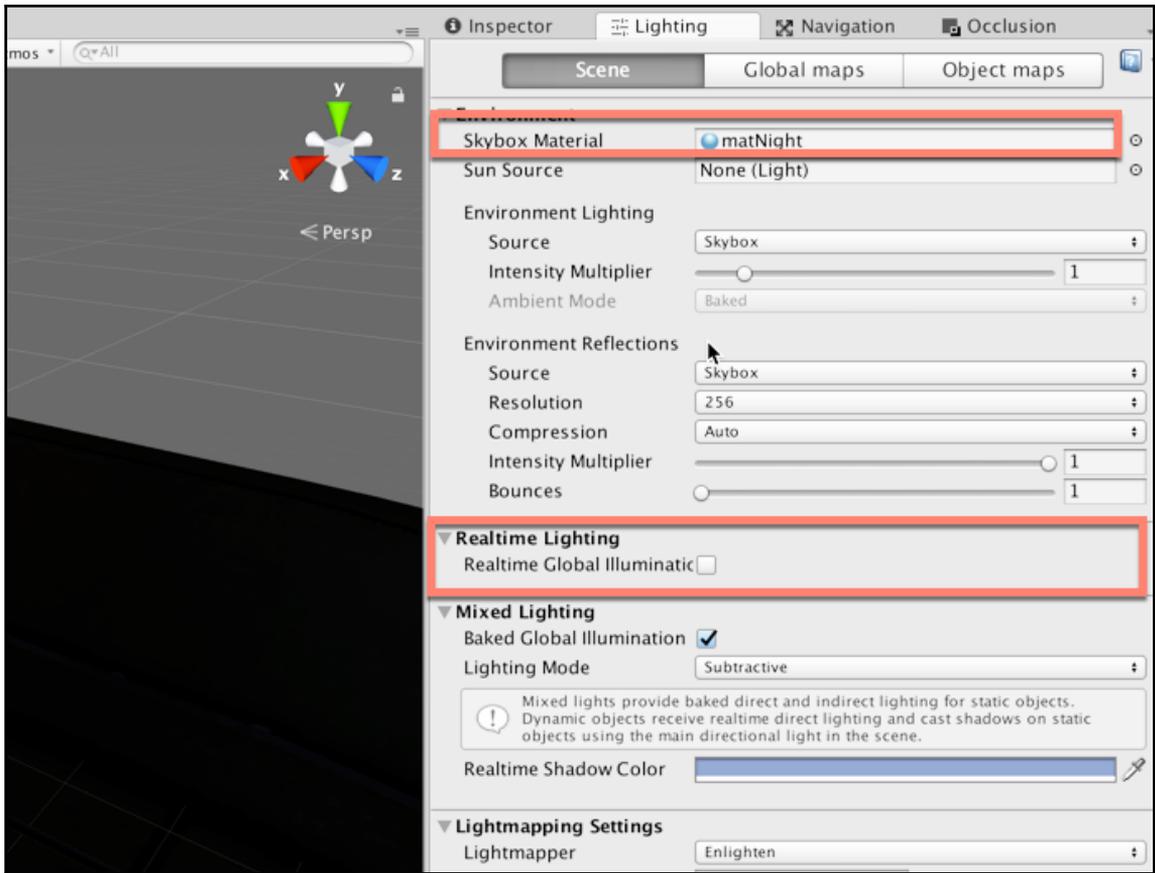


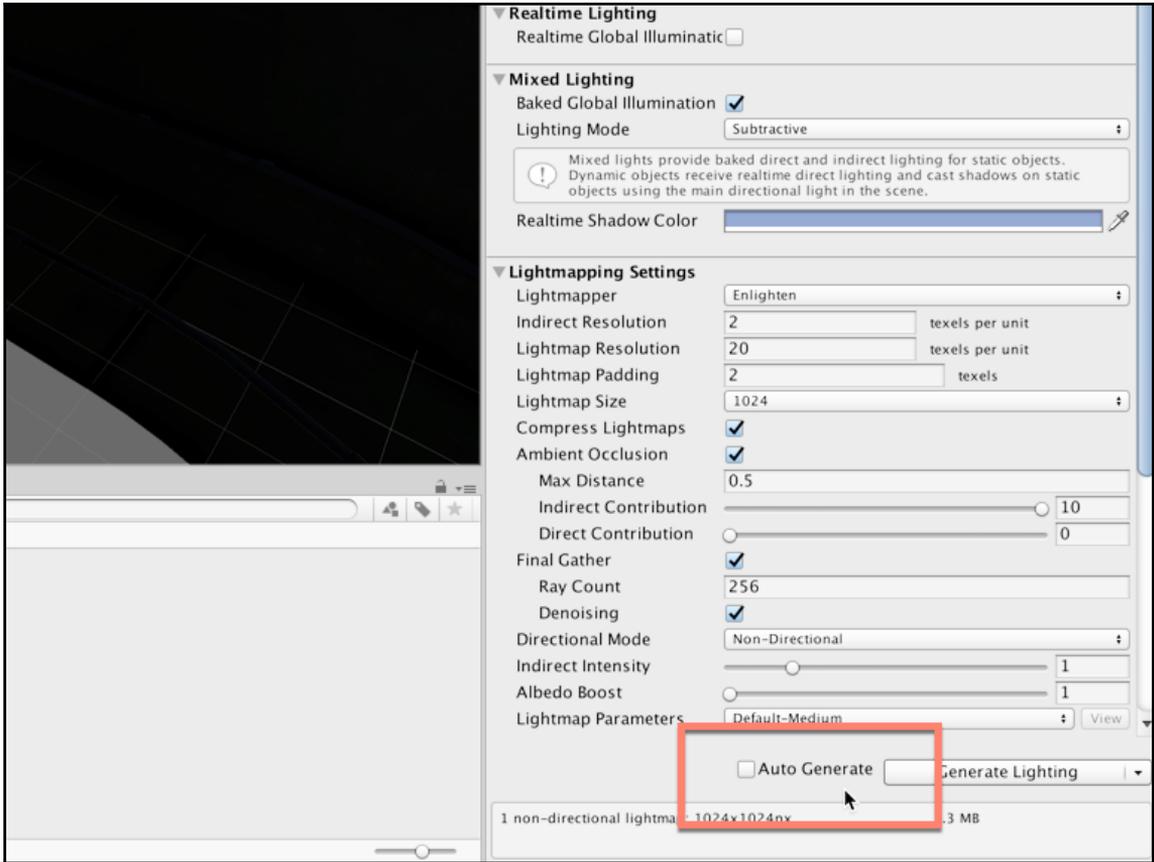


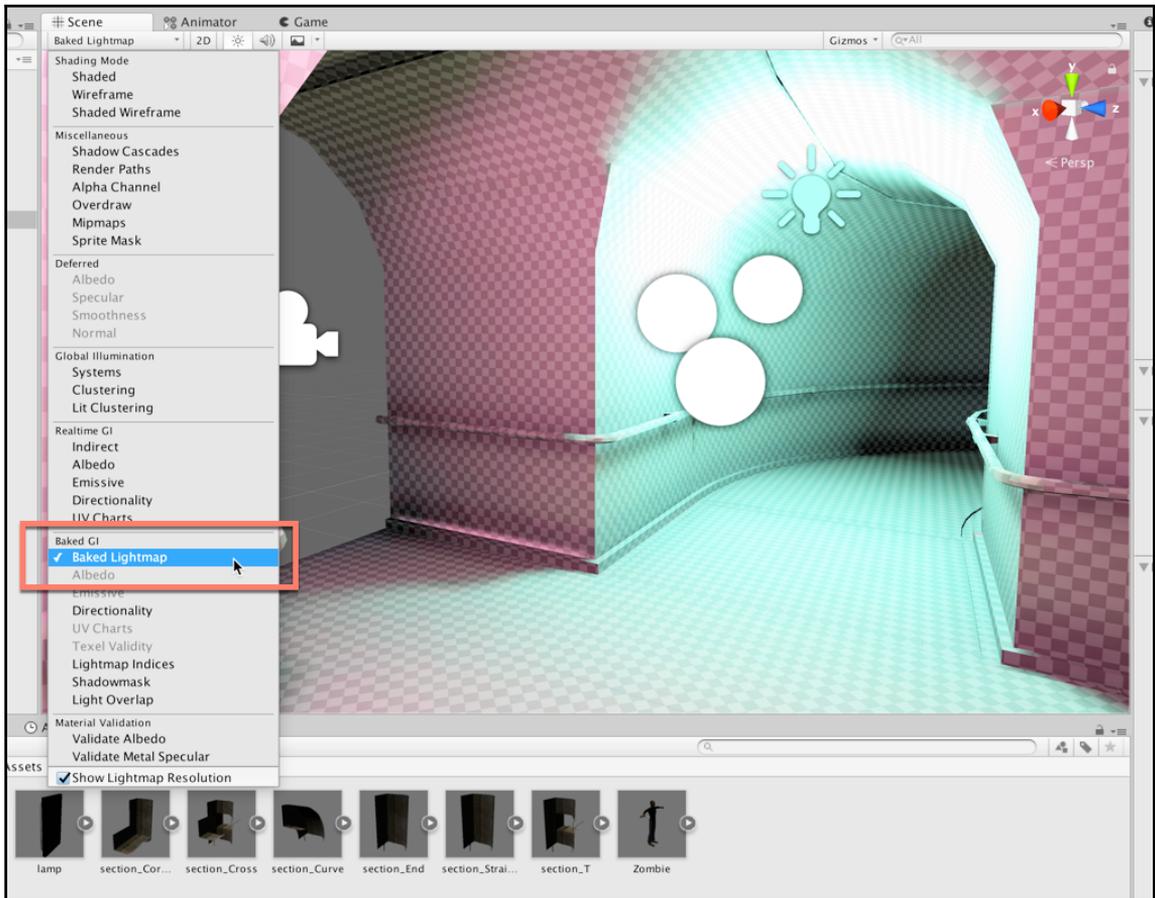


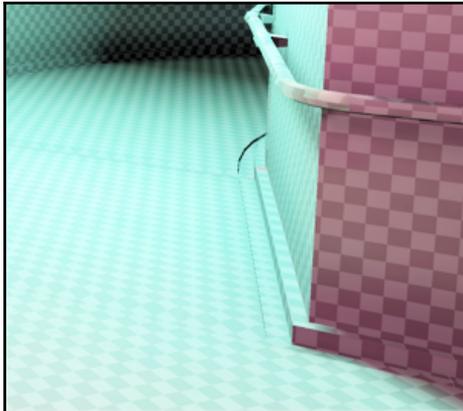












▼ Mixed Lighting

Baked Global Illumination

Lighting Mode

! Mixed lights provide baked direct and indirect lighting for static objects. Dynamic objects receive realtime direct lighting and cast shadows on static objects using the main directional light in the scene.

Realtime Shadow Color

▼ Lightmapping Settings

Lightmapper

Indirect Resolution

Lightmap Resolution texels per unit

Lightmap Padding

Lightmap Size

Compress Lightmaps

Ambient Occlusion

Max Distance

Indirect Contribution

Direct Contribution

Final Gather

Ray Count

Denoising

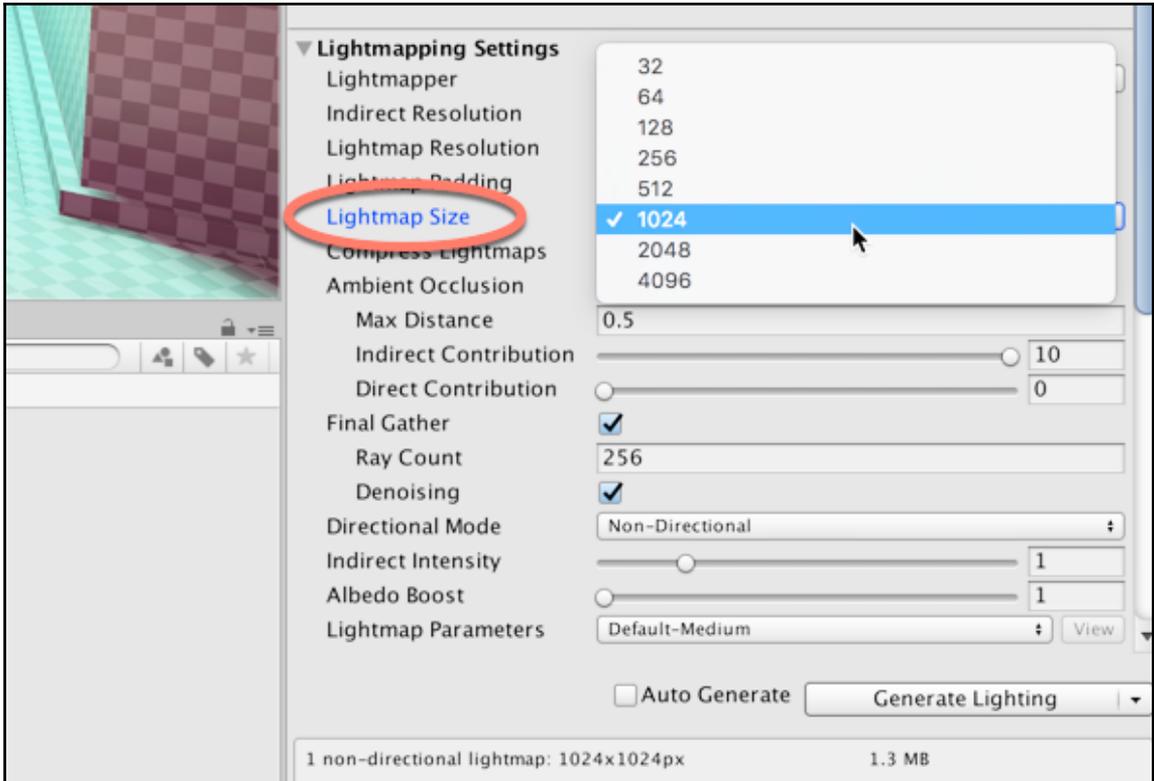
Directional Mode

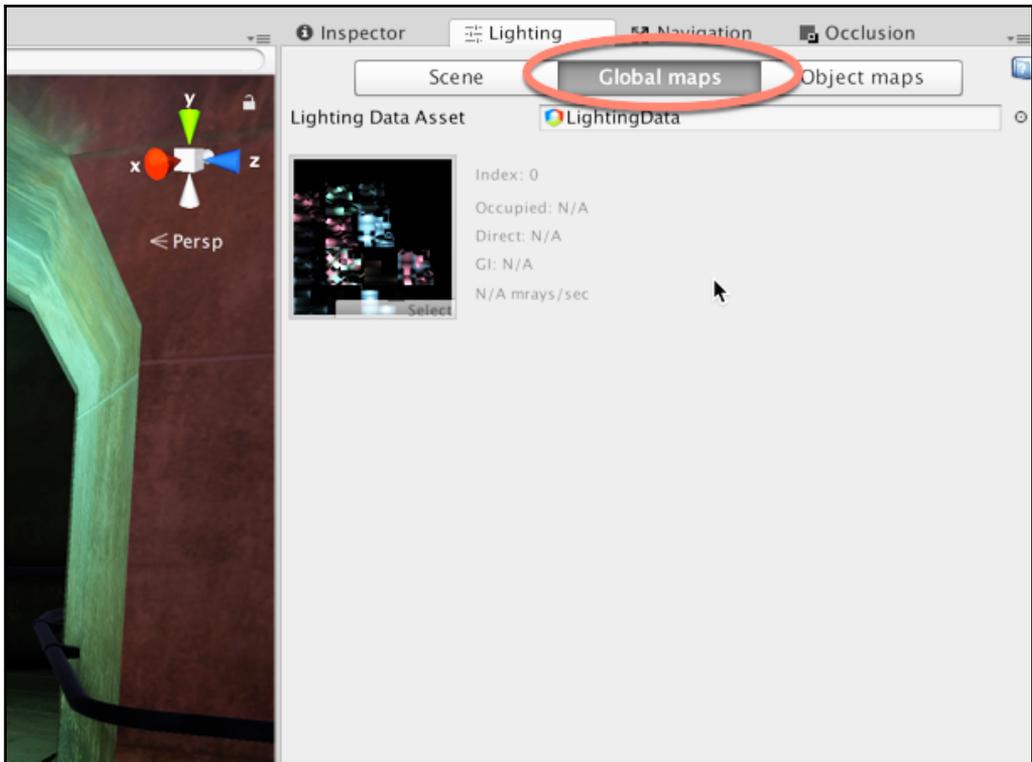
Indirect Intensity

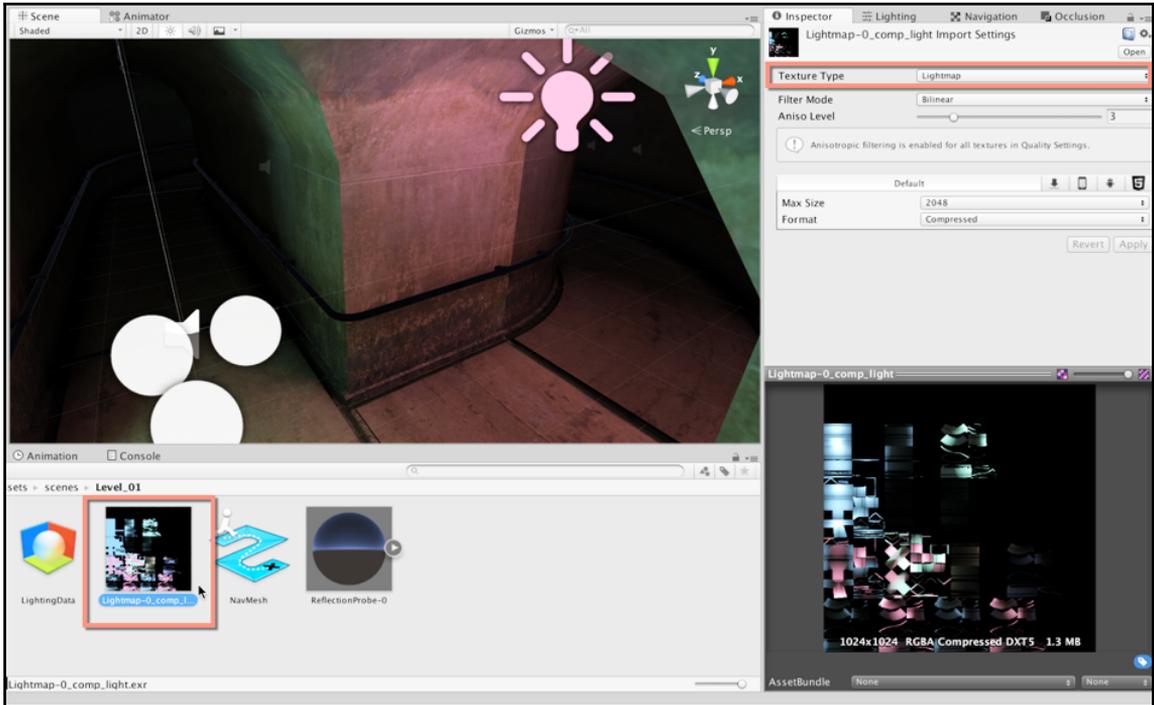
Albedo Boost

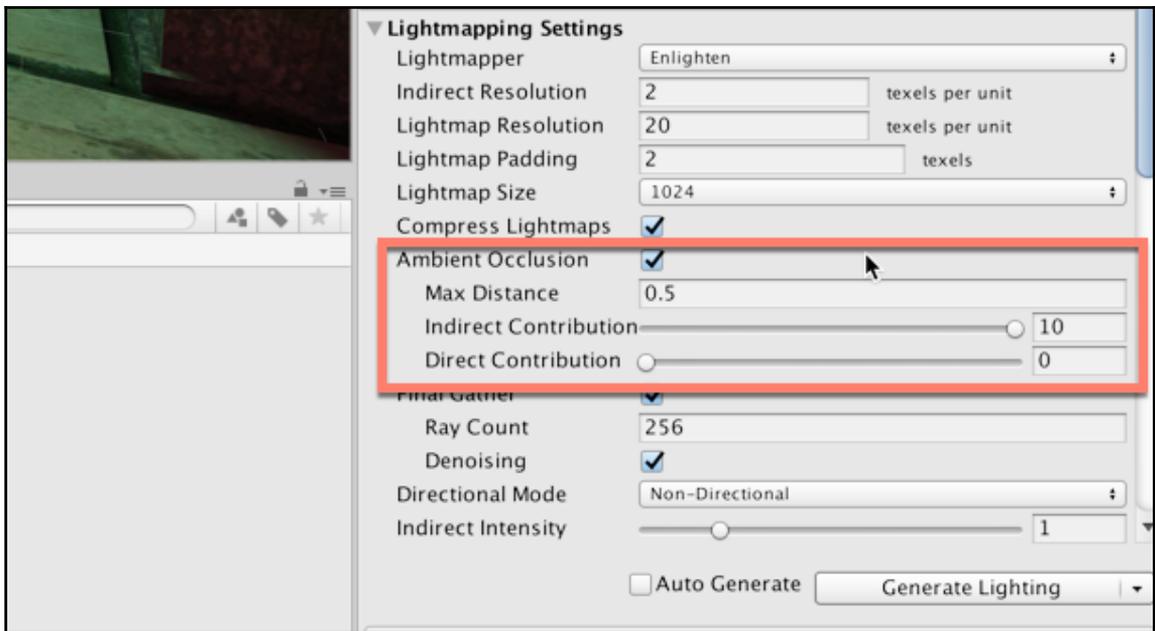
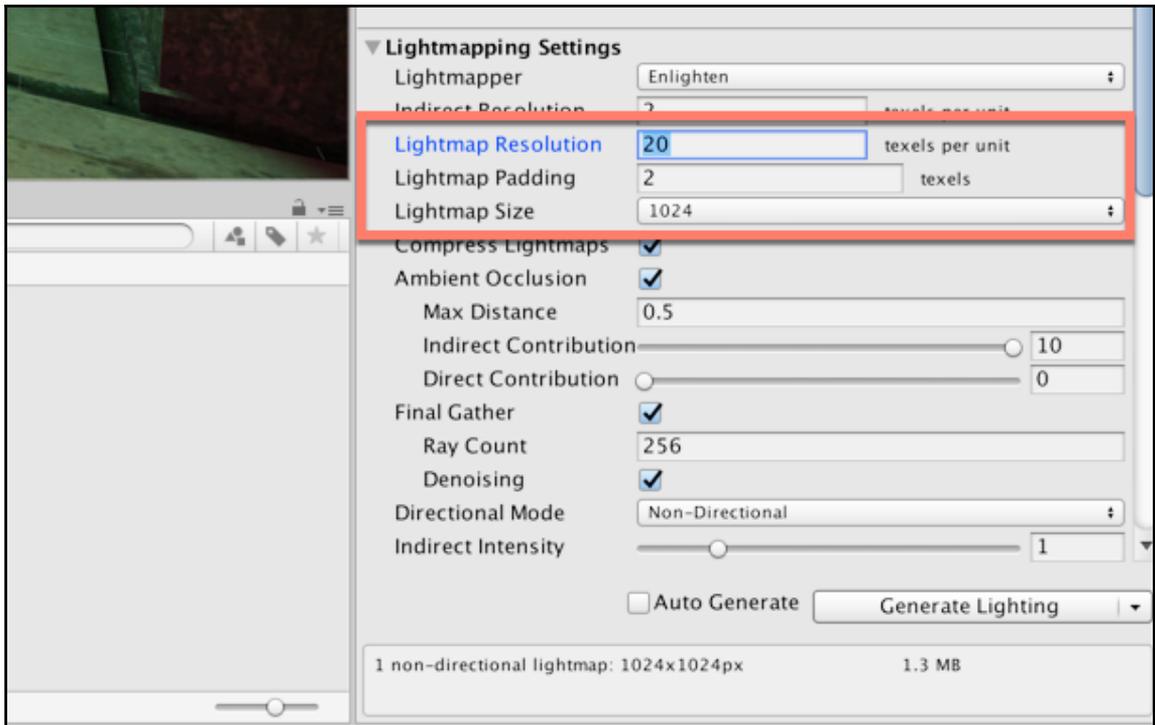
Lightmap Parameters

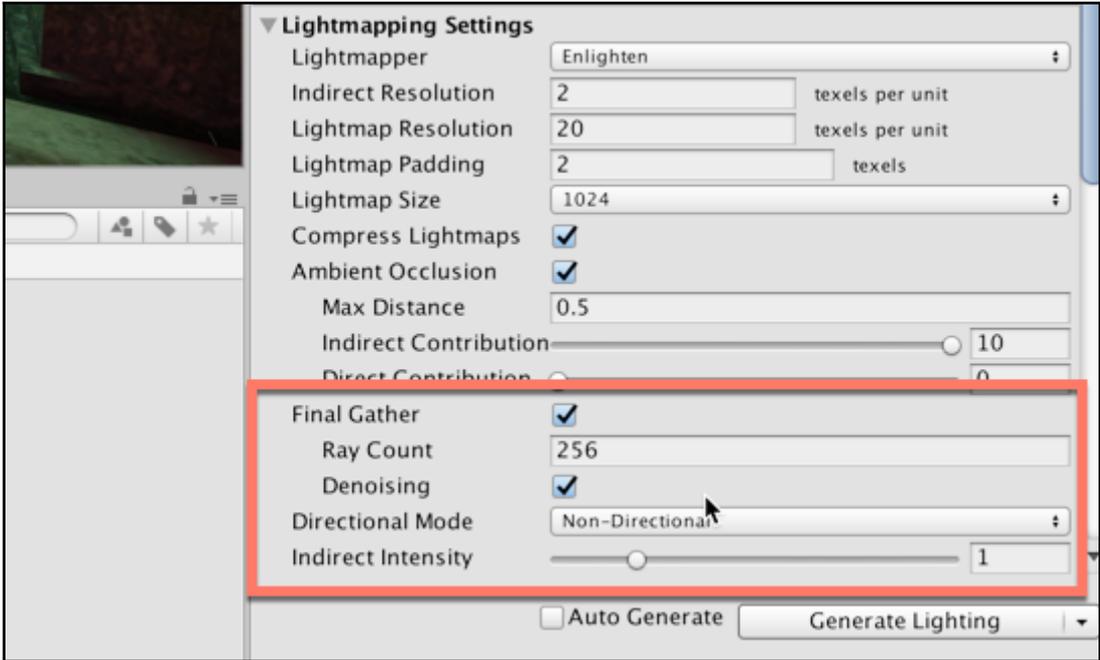
Auto Generate

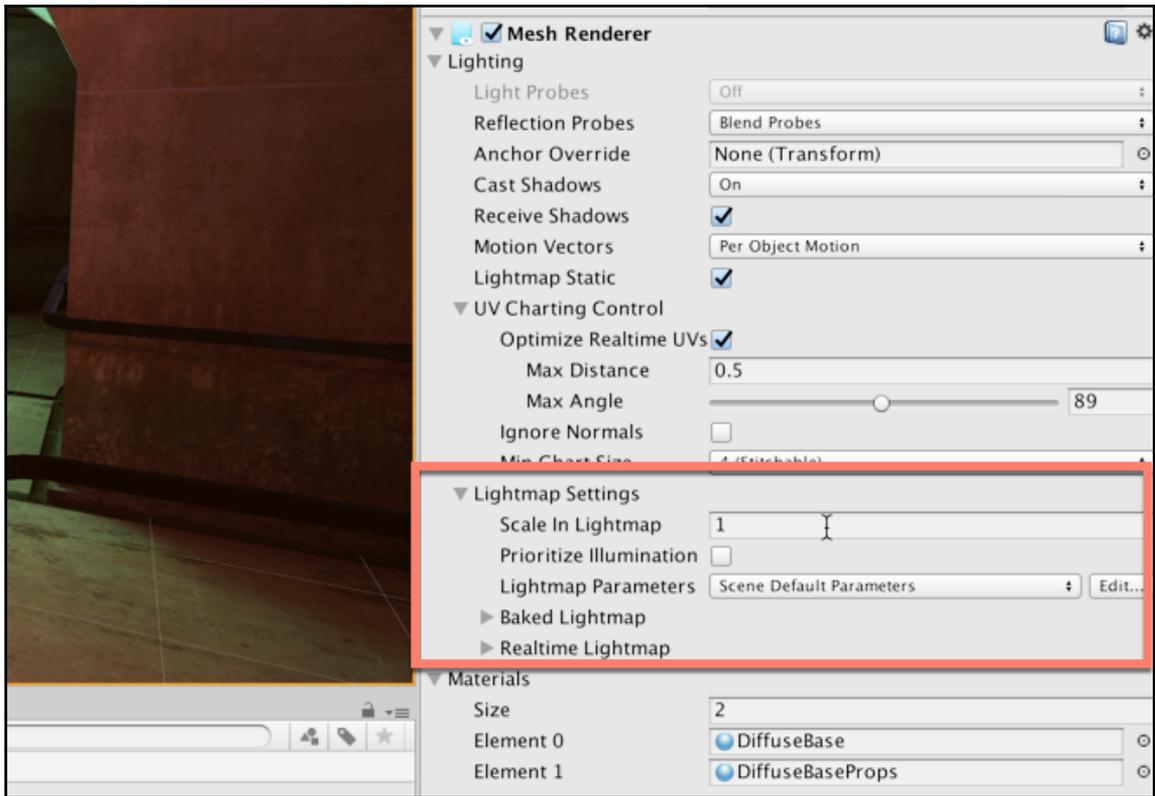












Lighting Mode Subtractive

Mixed lights provide baked direct and indirect lighting for static objects. Dynamic objects receive realtime direct lighting and cast shadows on static objects using the main directional light in the scene.

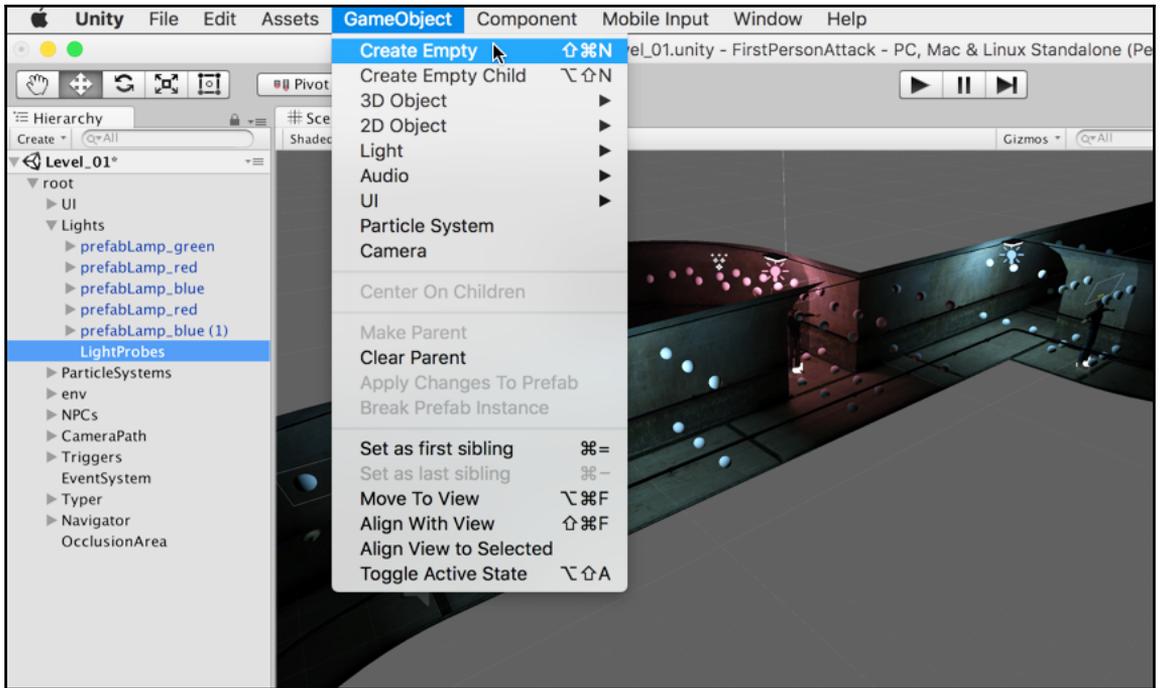
Realtime Shadow Color

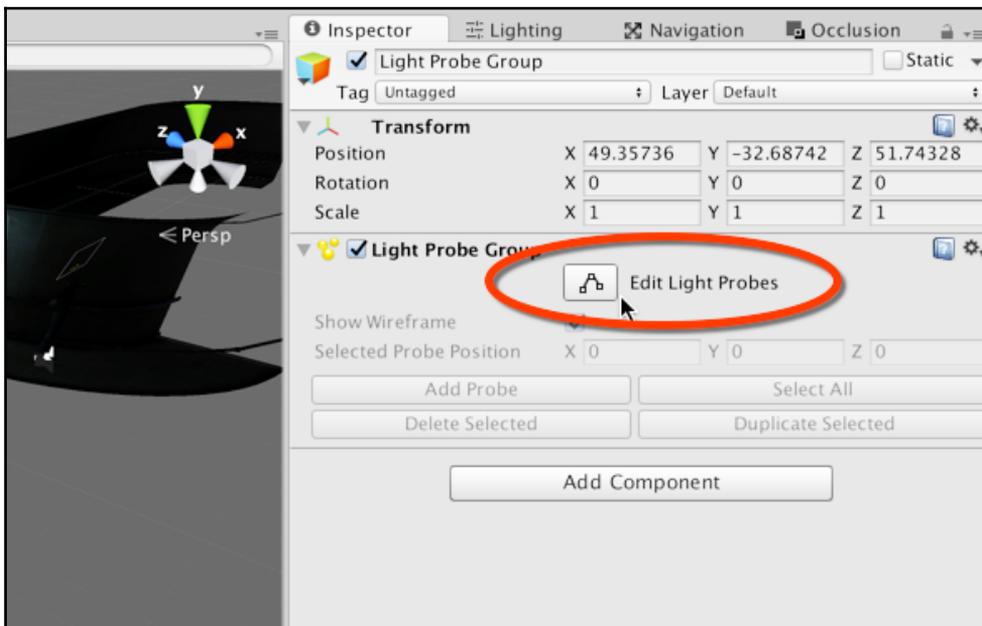
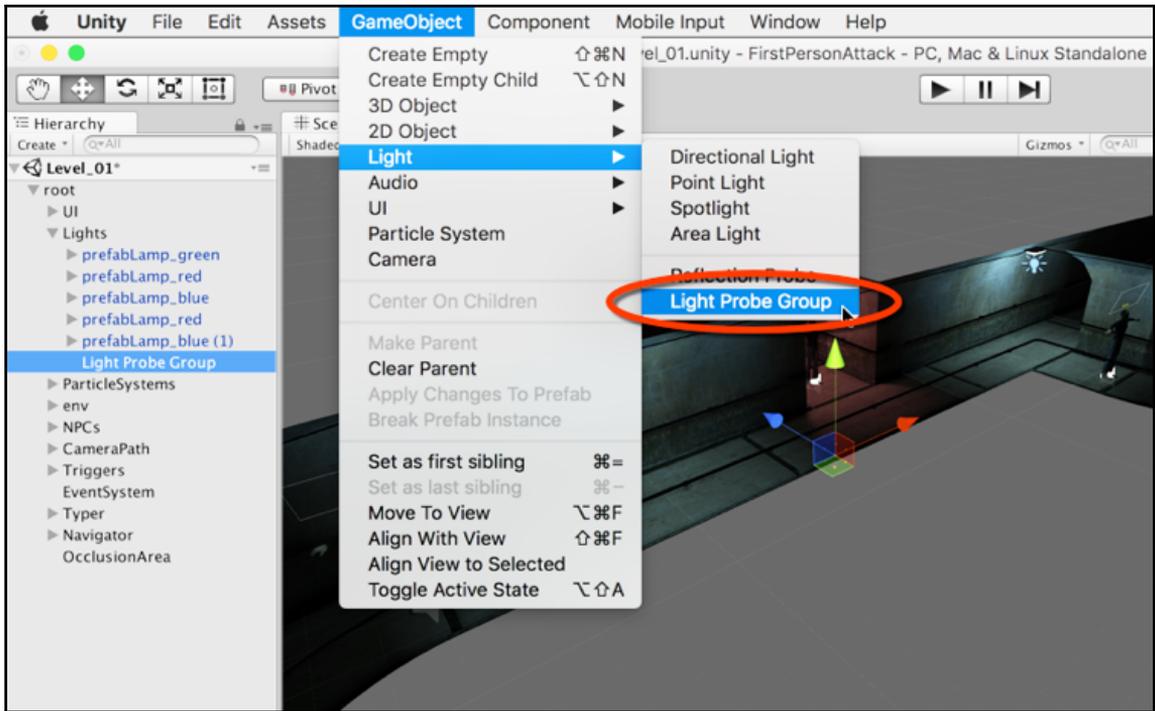
Lightmapping Settings

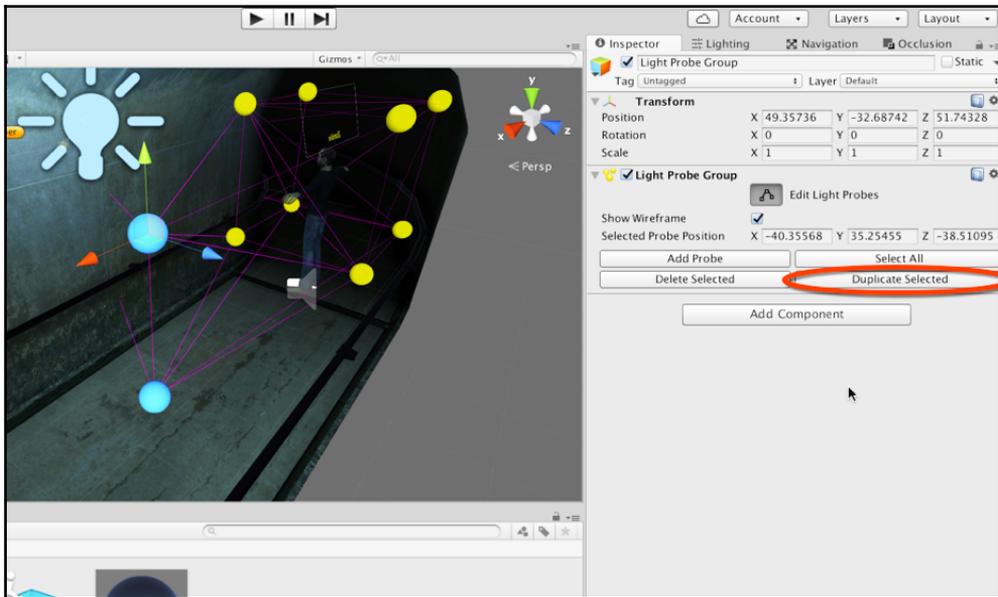
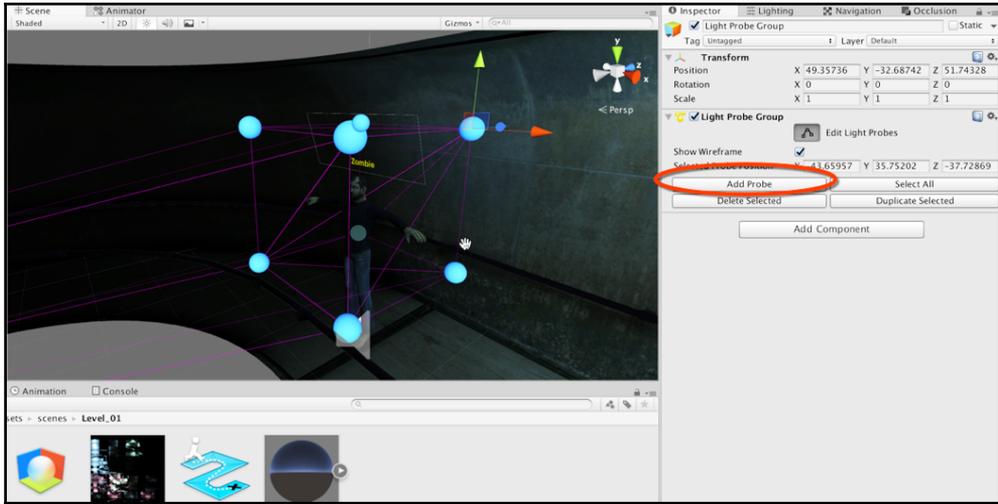
- Lightmapper: Enlighten
- Indirect Resolution: 2 texels per unit
- Lightmap Resolution: 20 texels per unit
- Lightmap Padding: 2 texels
- Lightmap Size: 1024
- Compress Lightmaps:
- Ambient Occlusion:
 - Max Distance: 0.5
- Indirect Contribution: 10
- Direct Contribution: 0
- Final Gather:
 - Ray Count: 256
- Denoising:
- Directional Mode: Non-Directional
- Indirect Intensity: 1

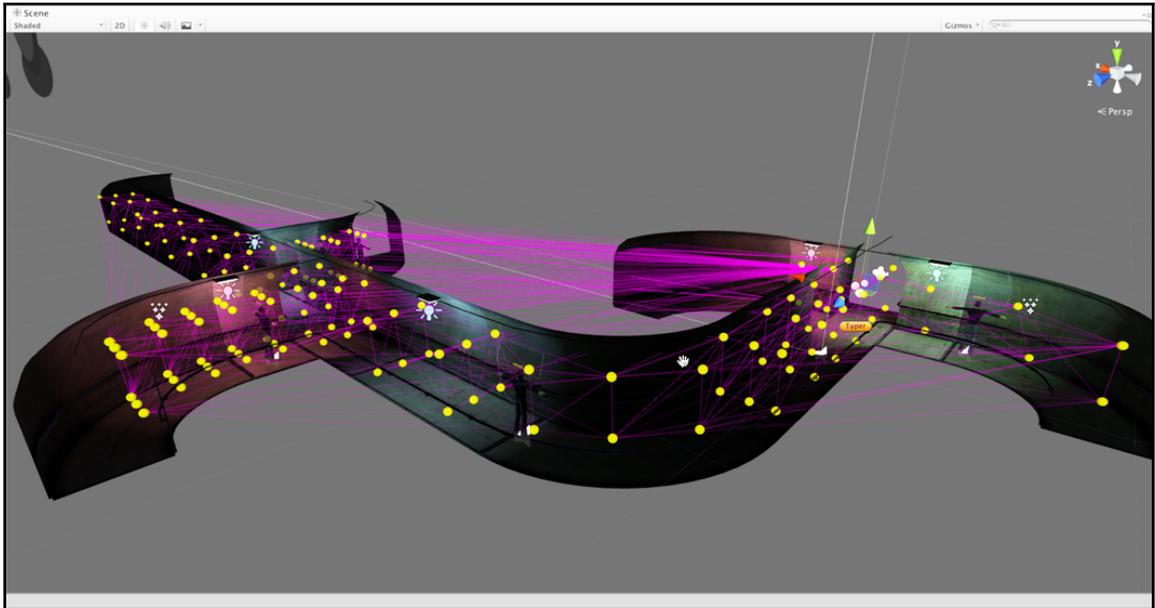
Auto Generate **Generate Lighting**

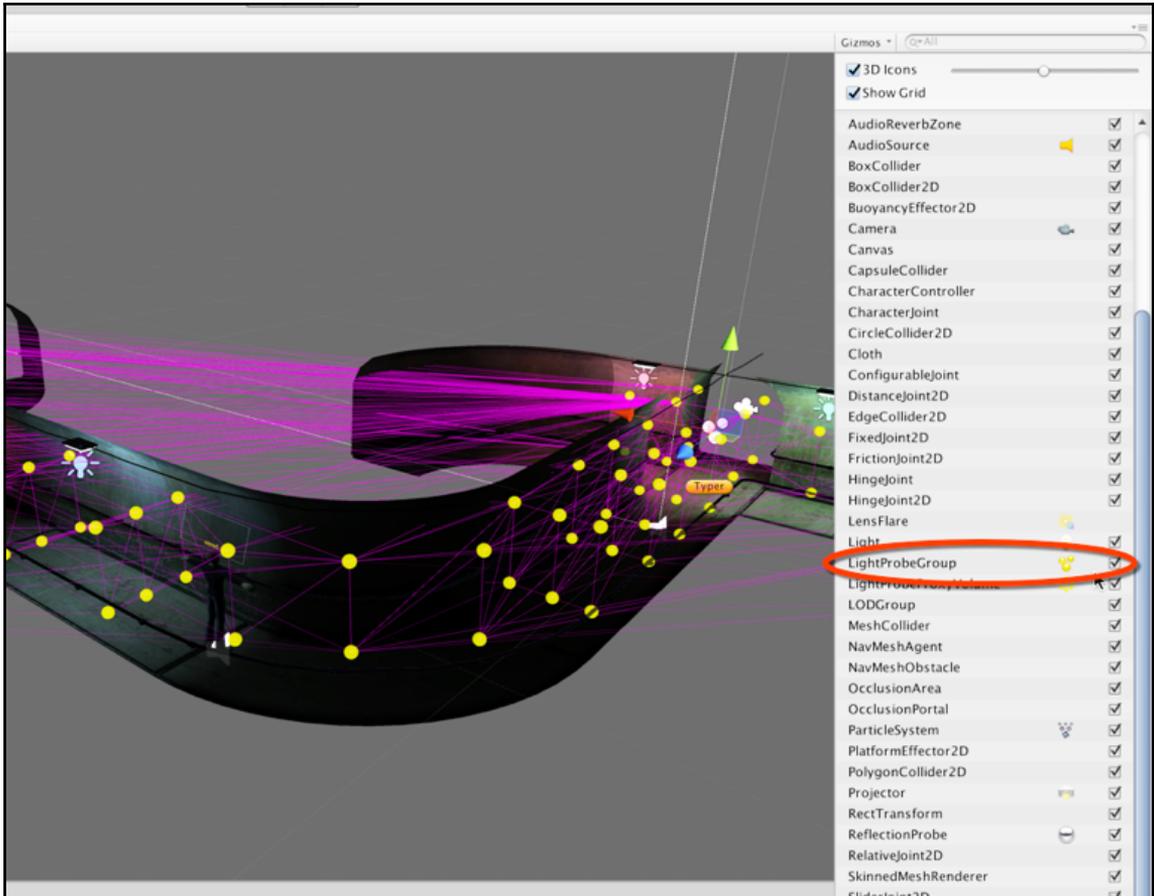
1 non-directional lightmap: 1024x1024px 1.3 MB

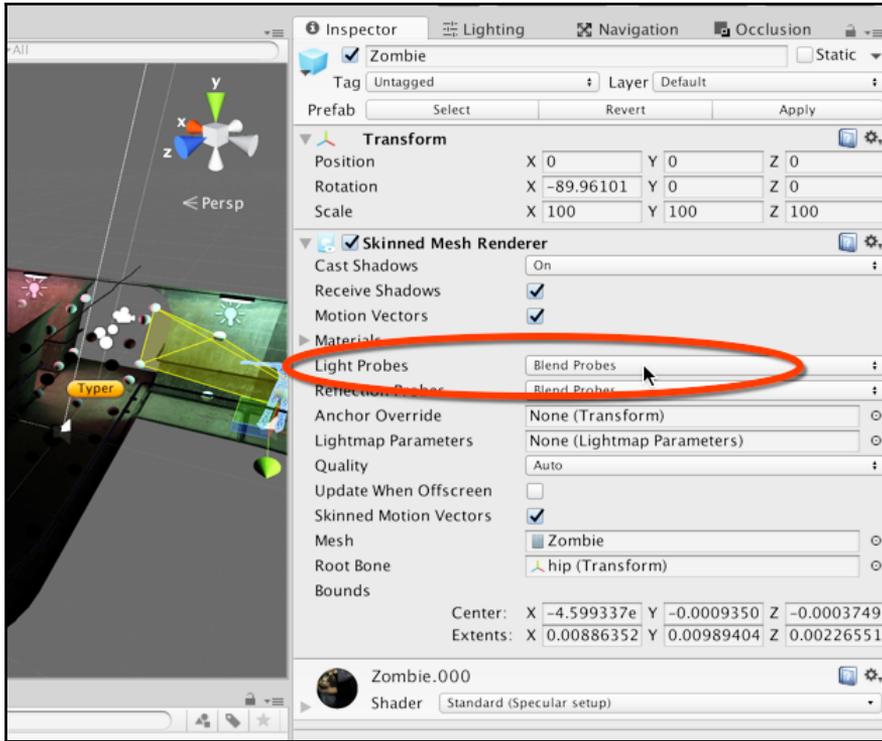


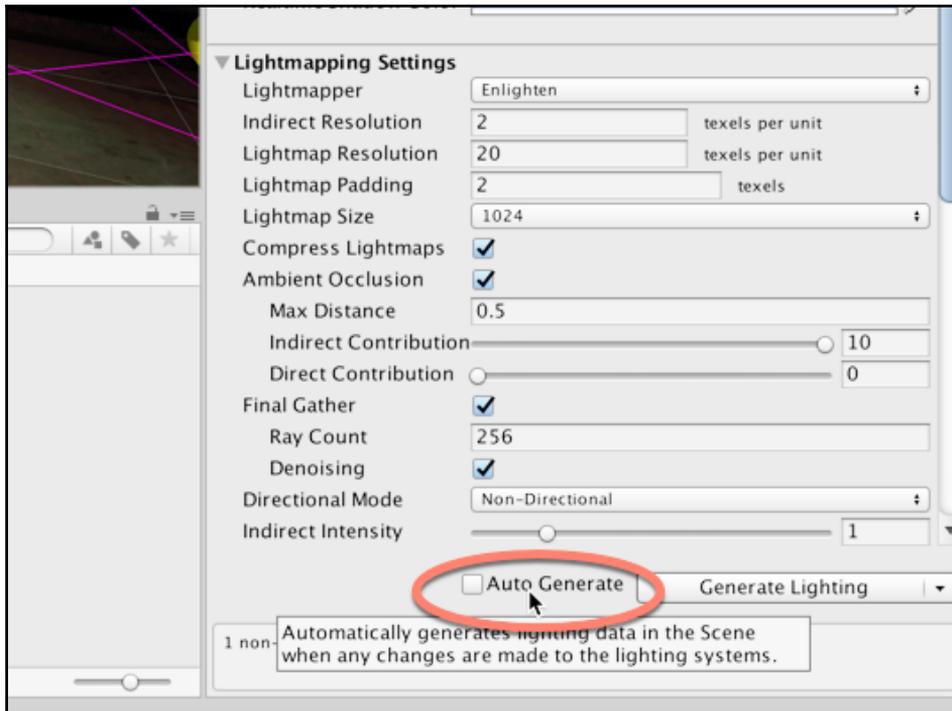


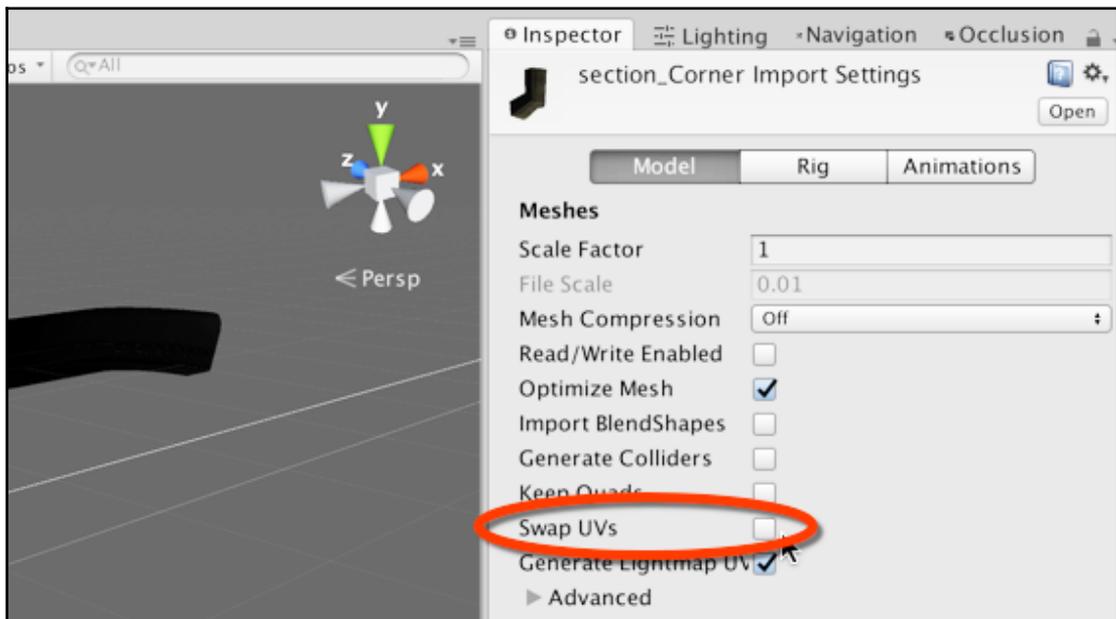
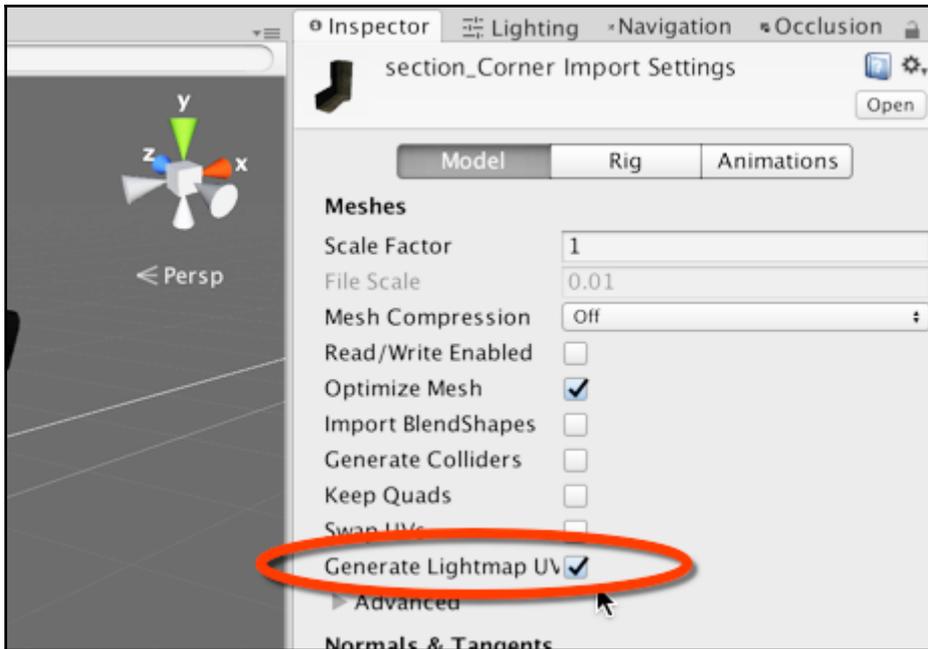


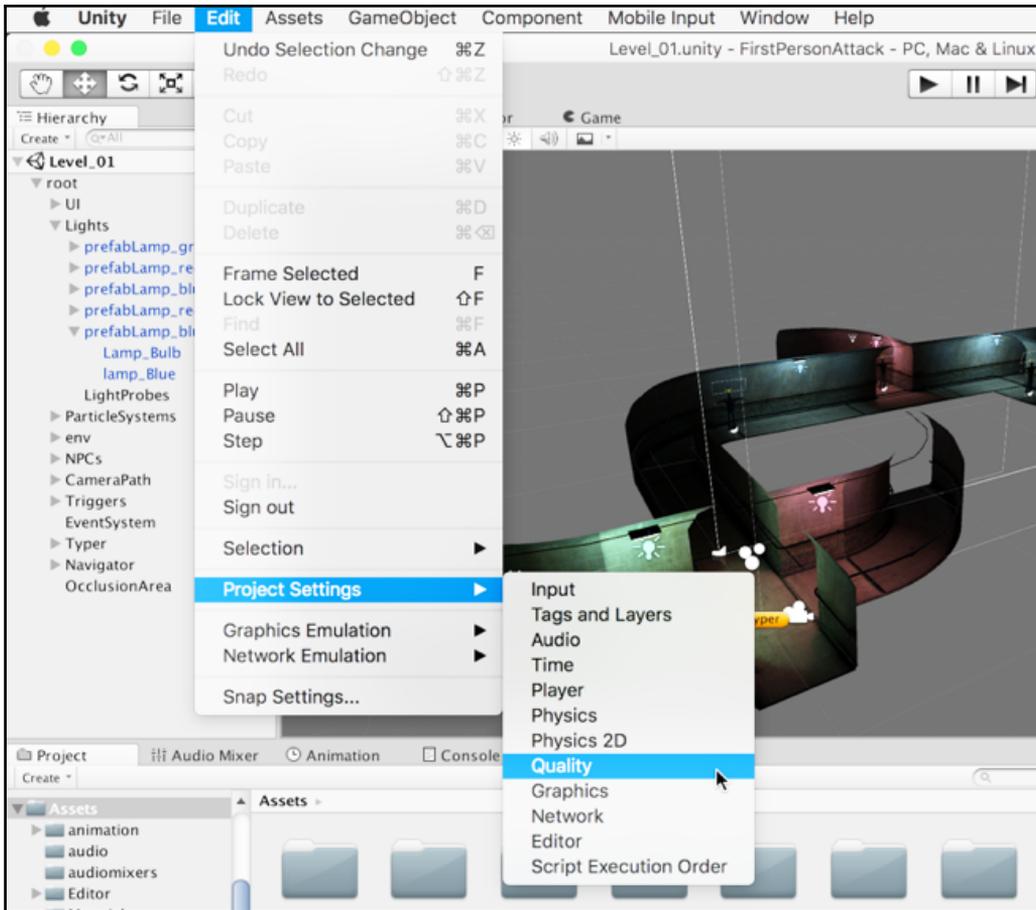


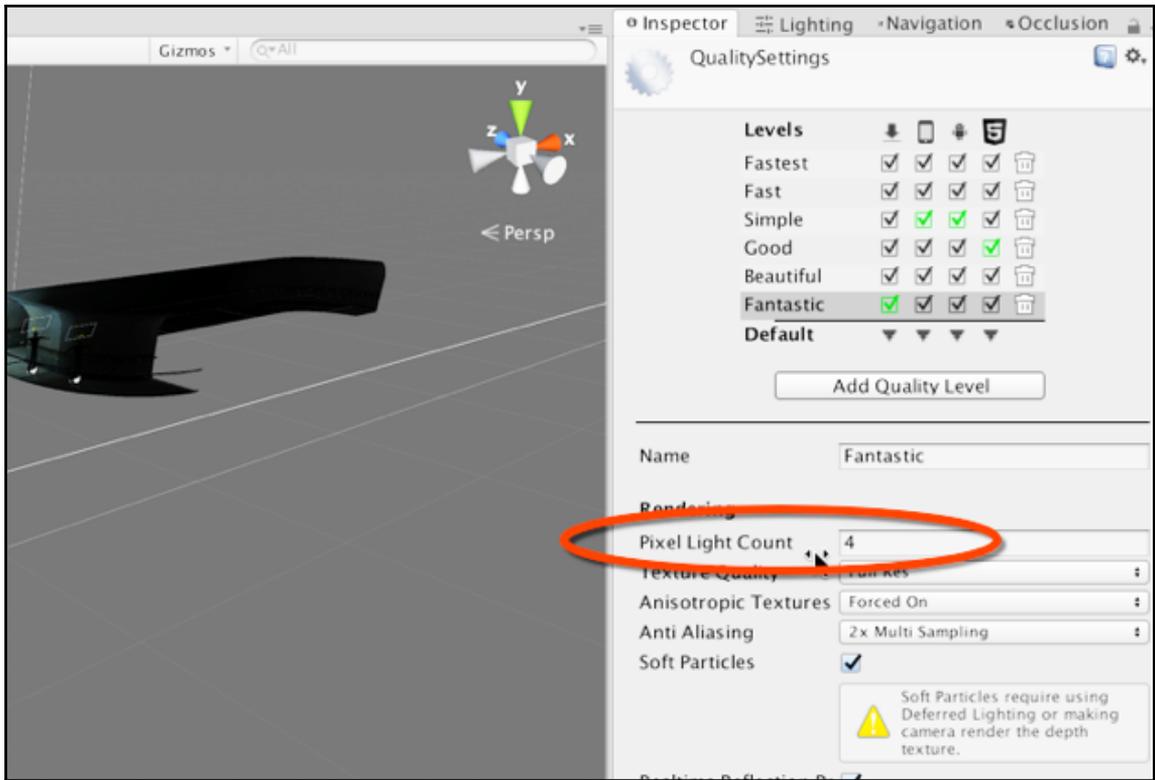


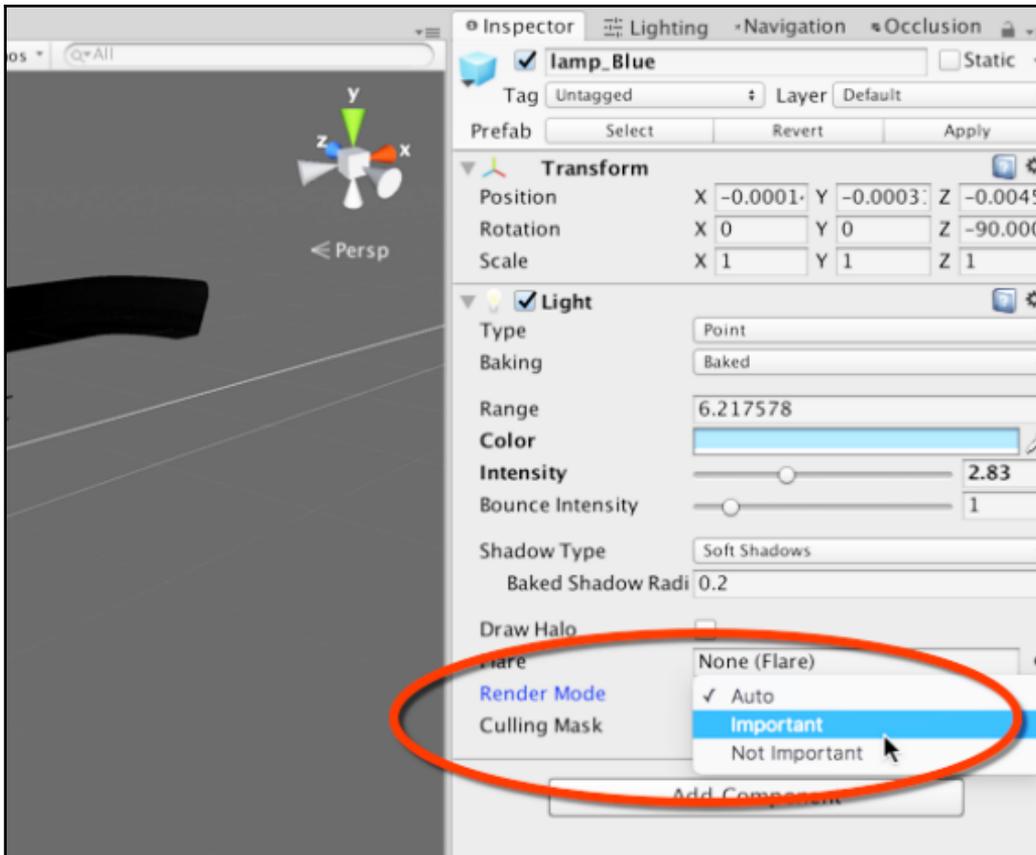


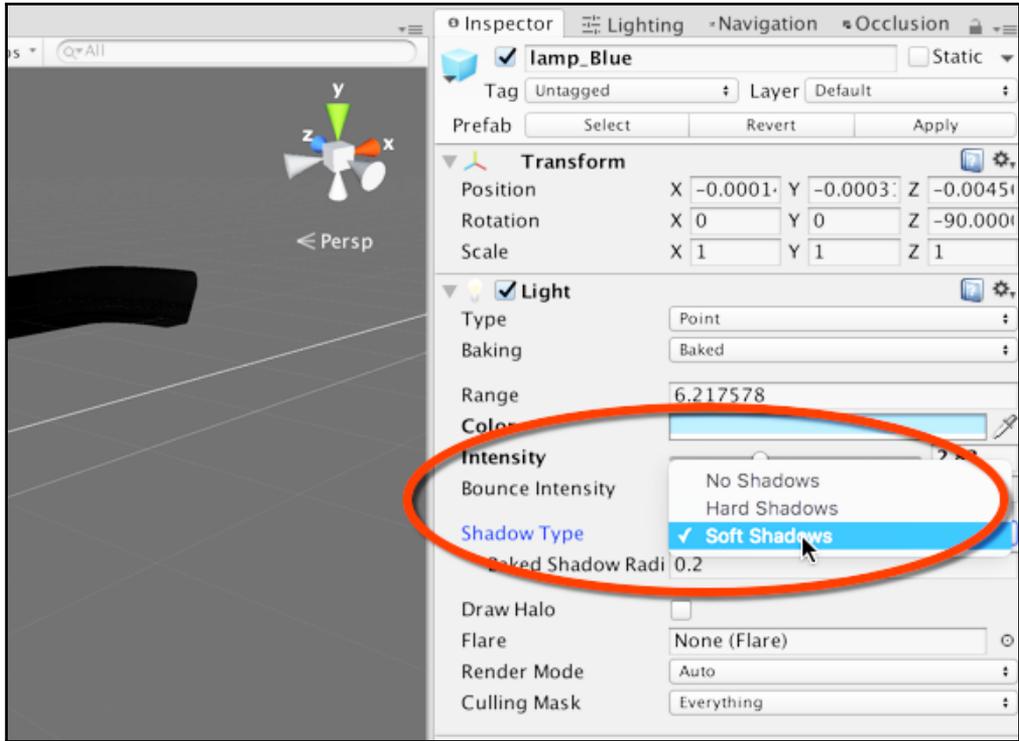


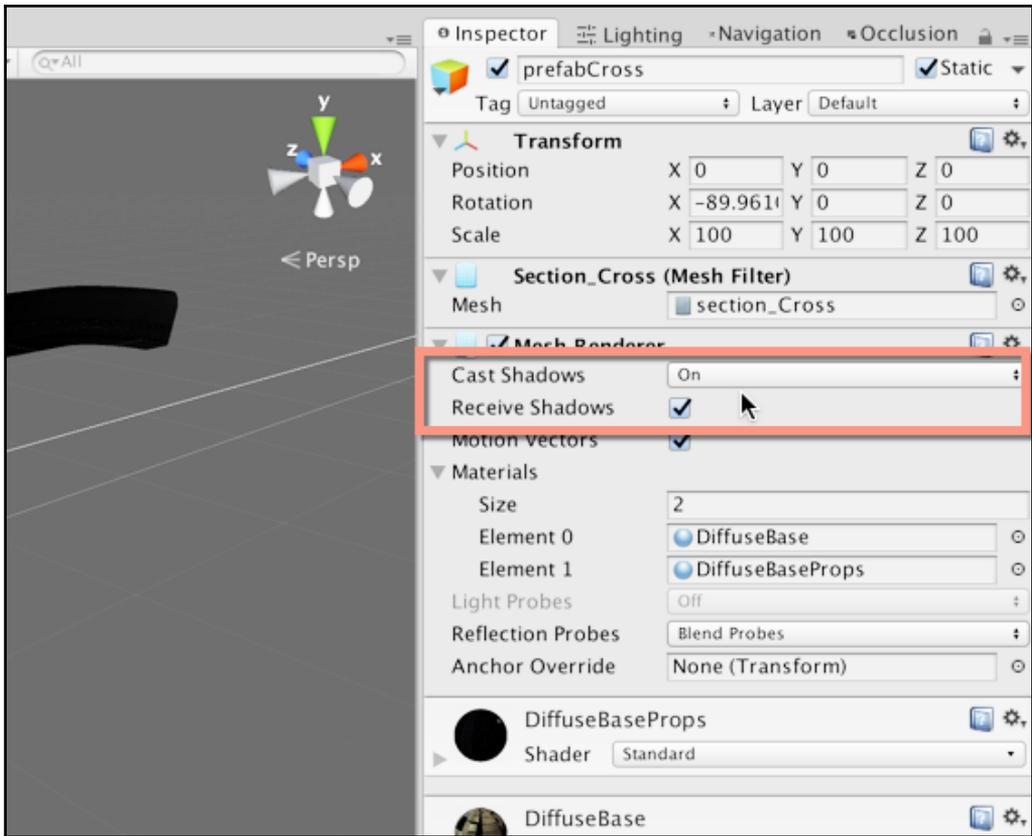


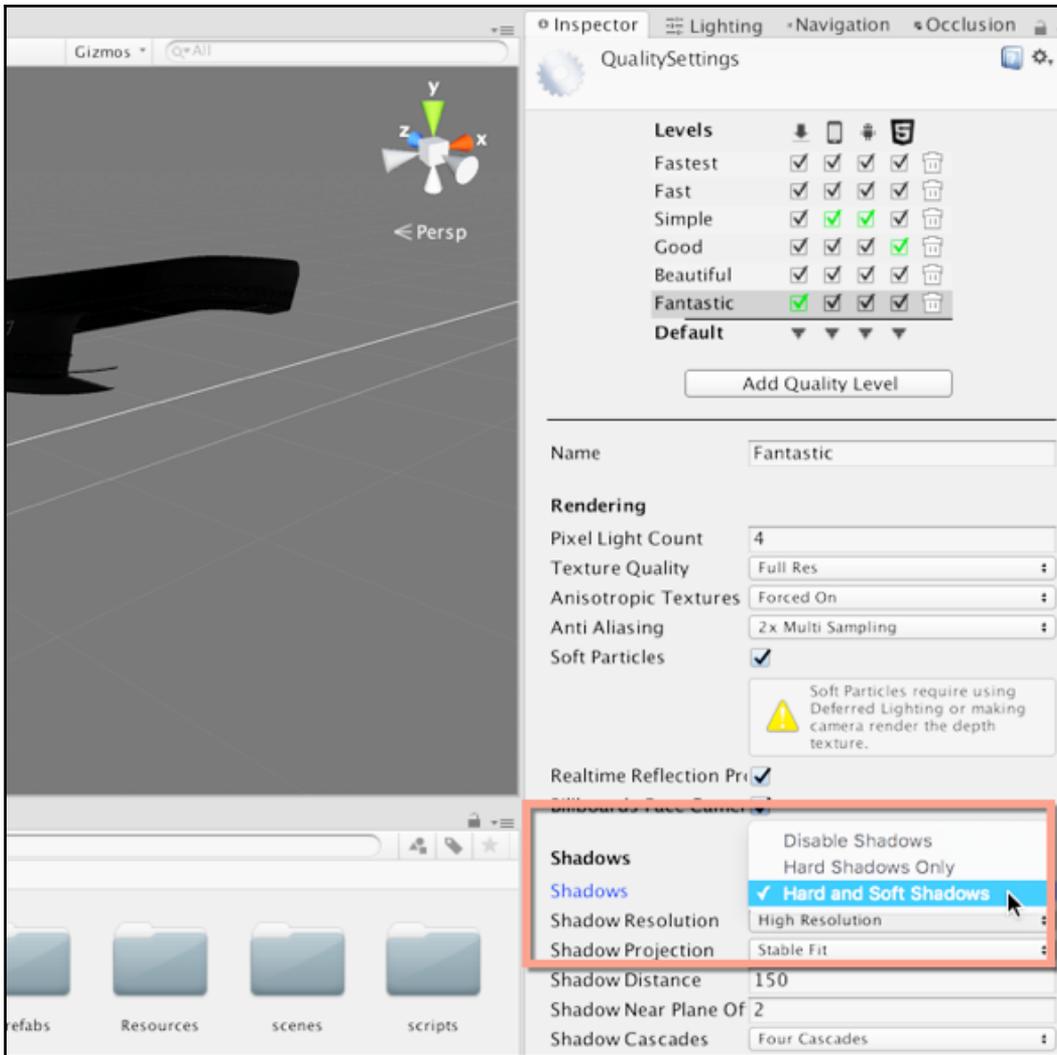


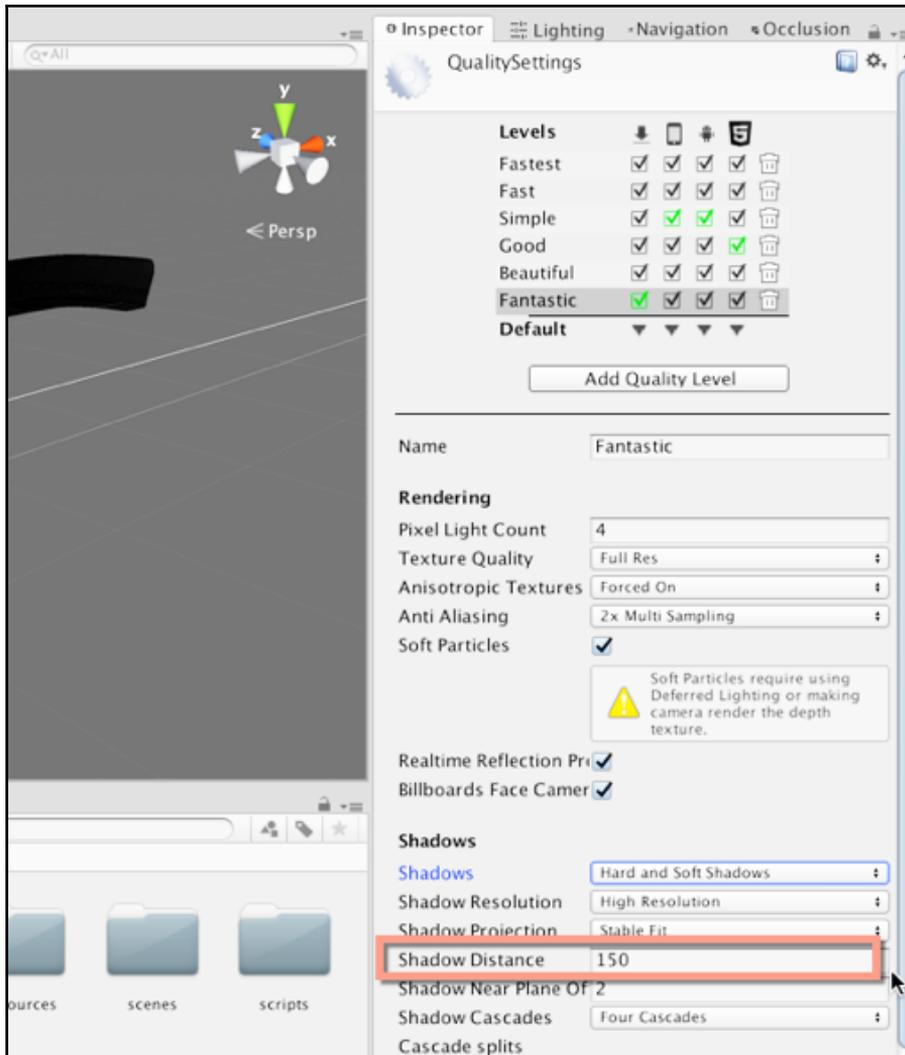


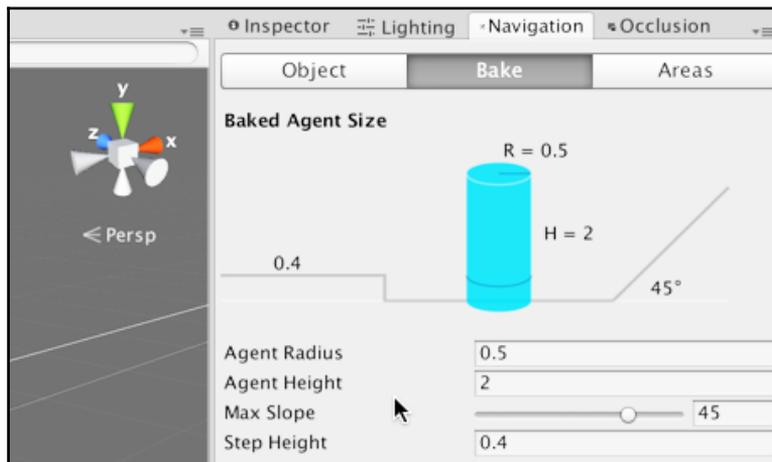
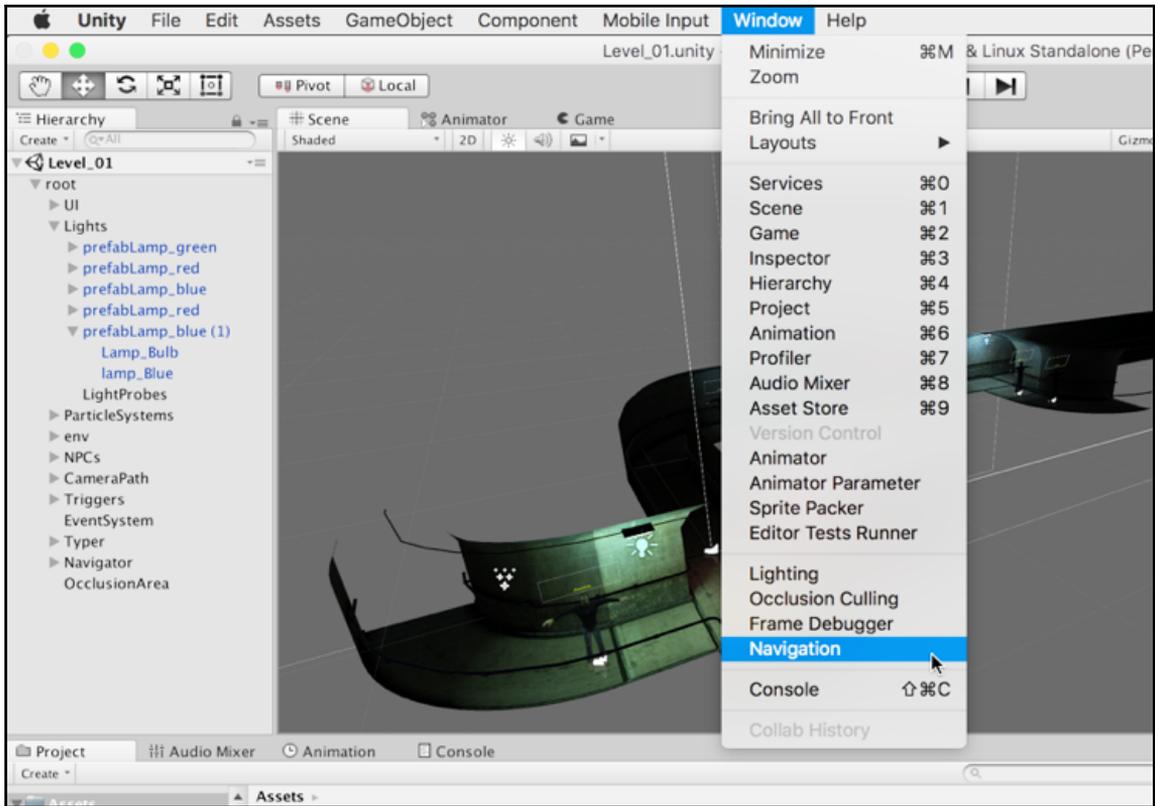


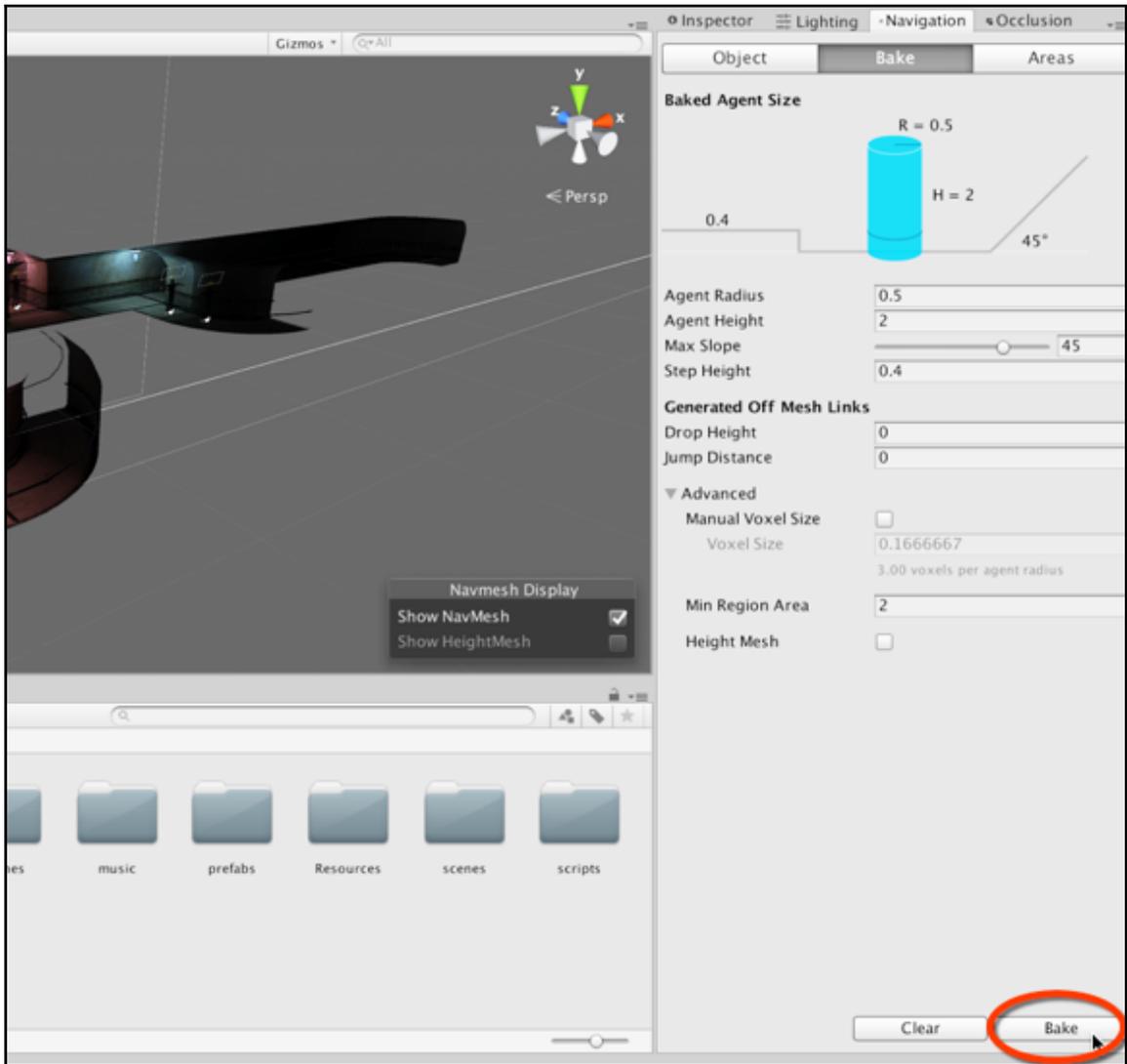


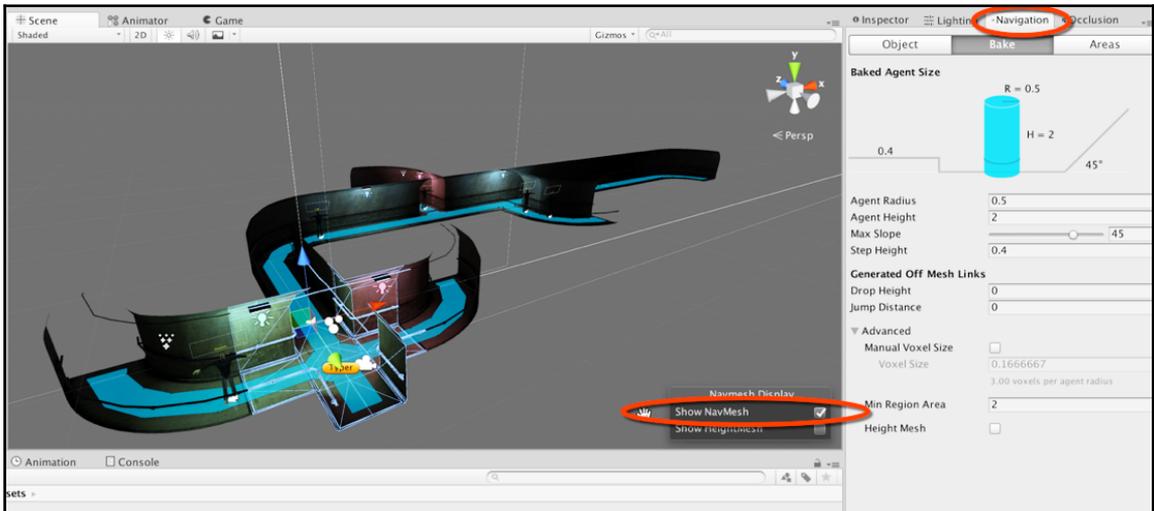
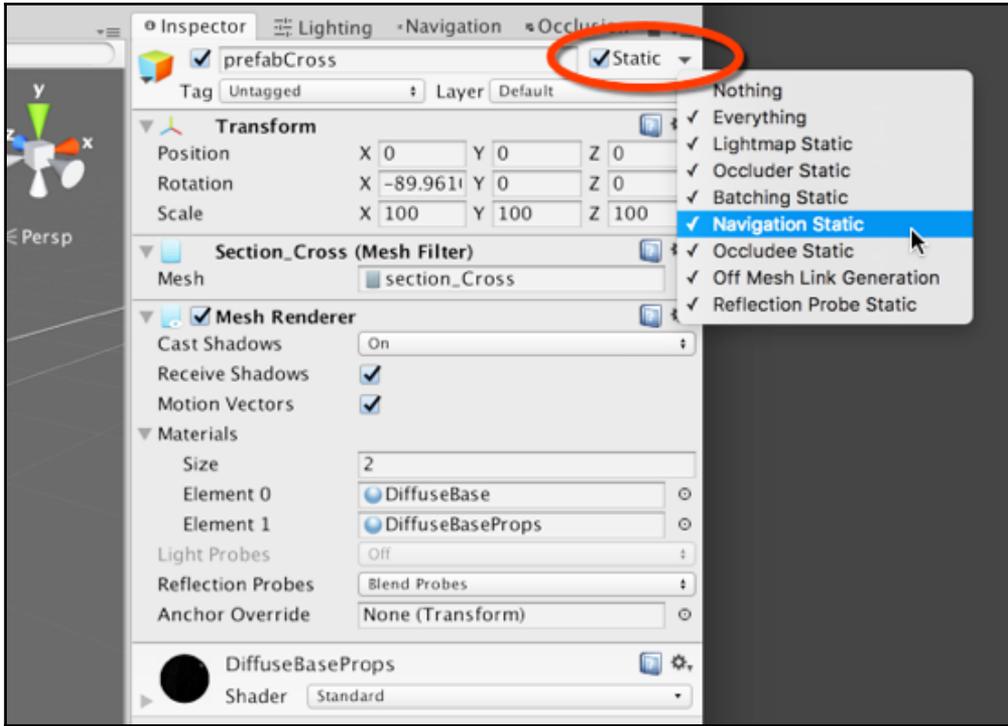


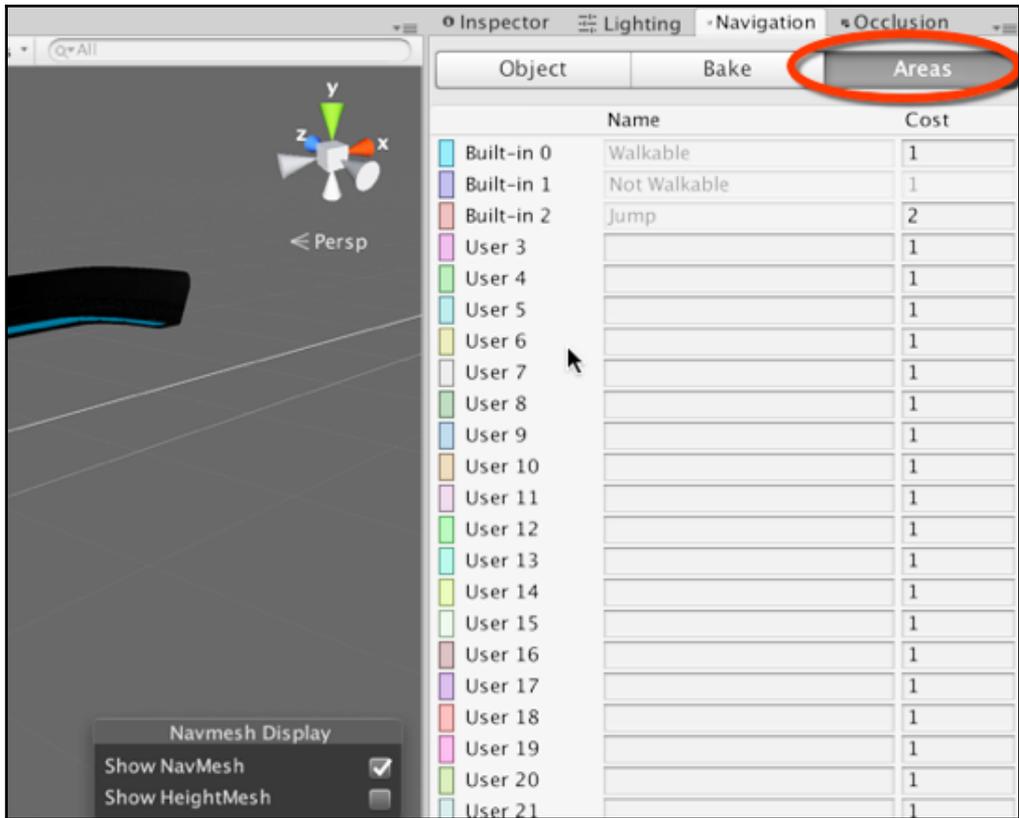


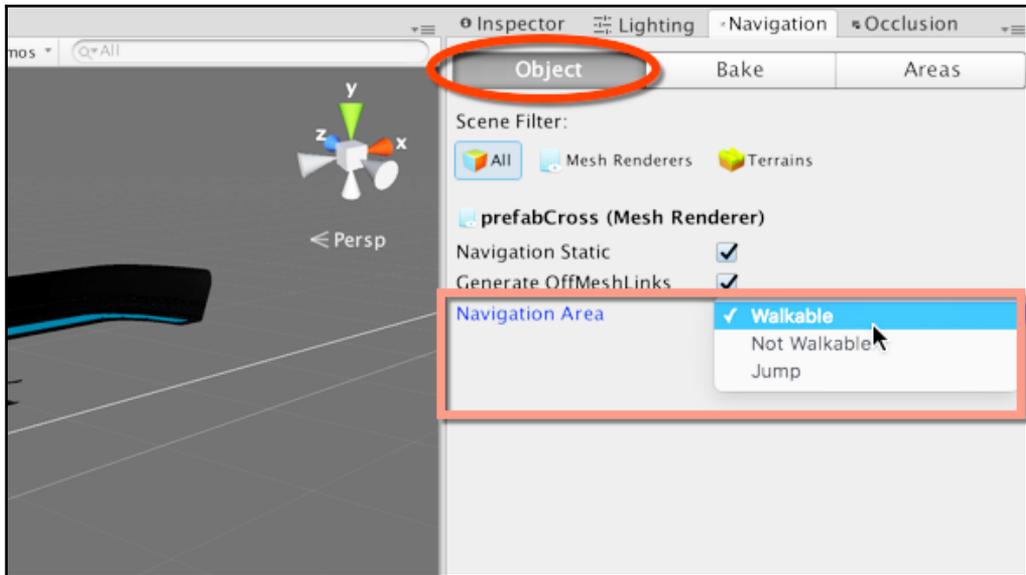


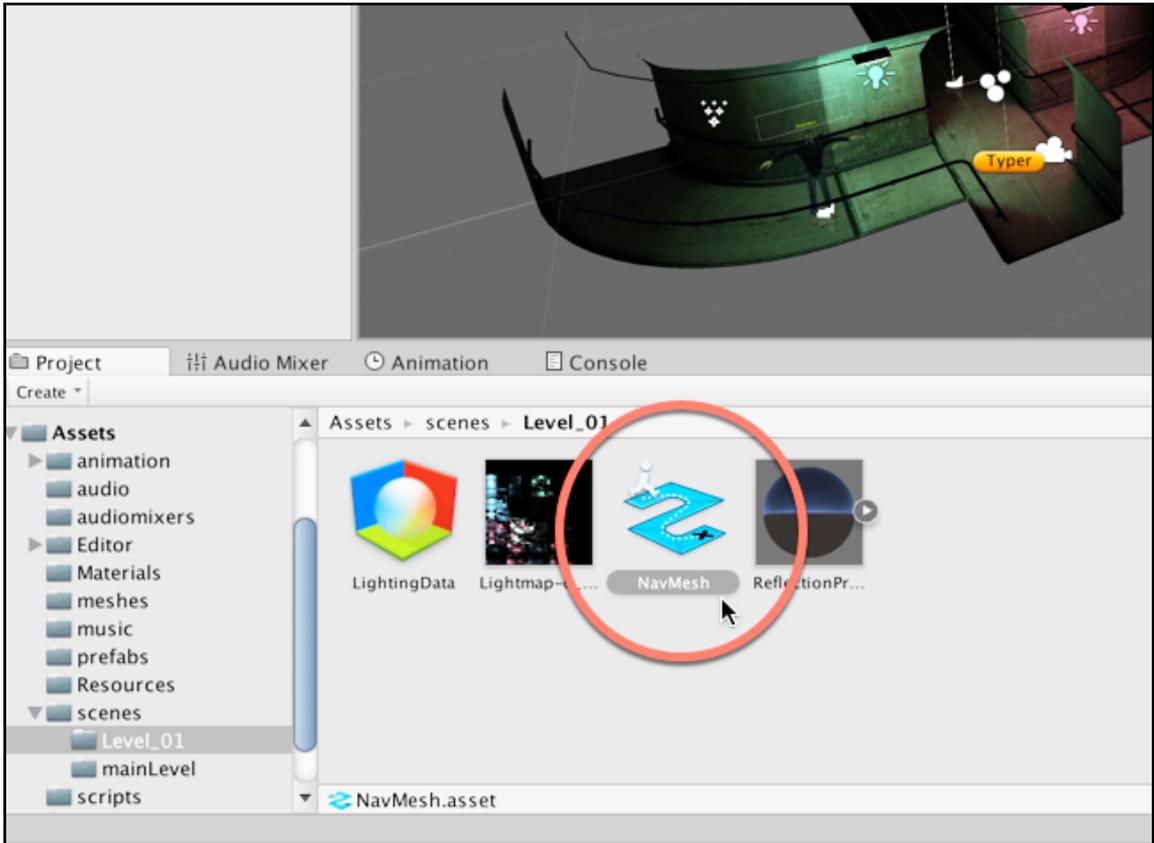


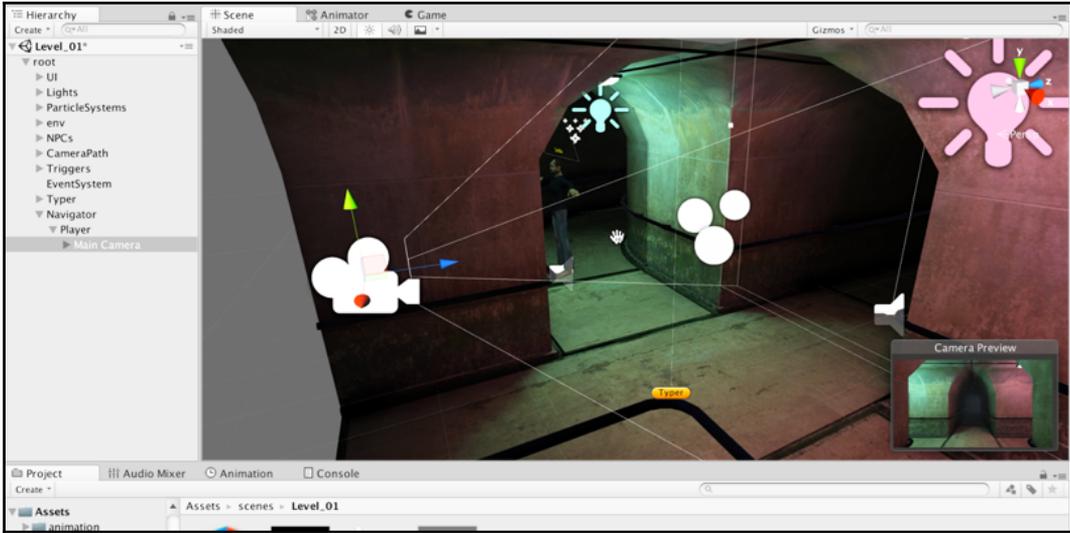


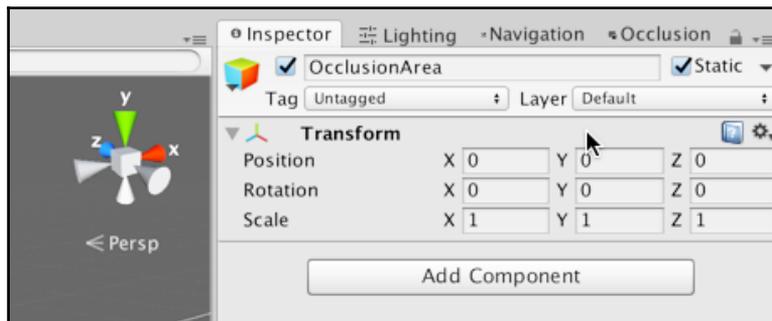
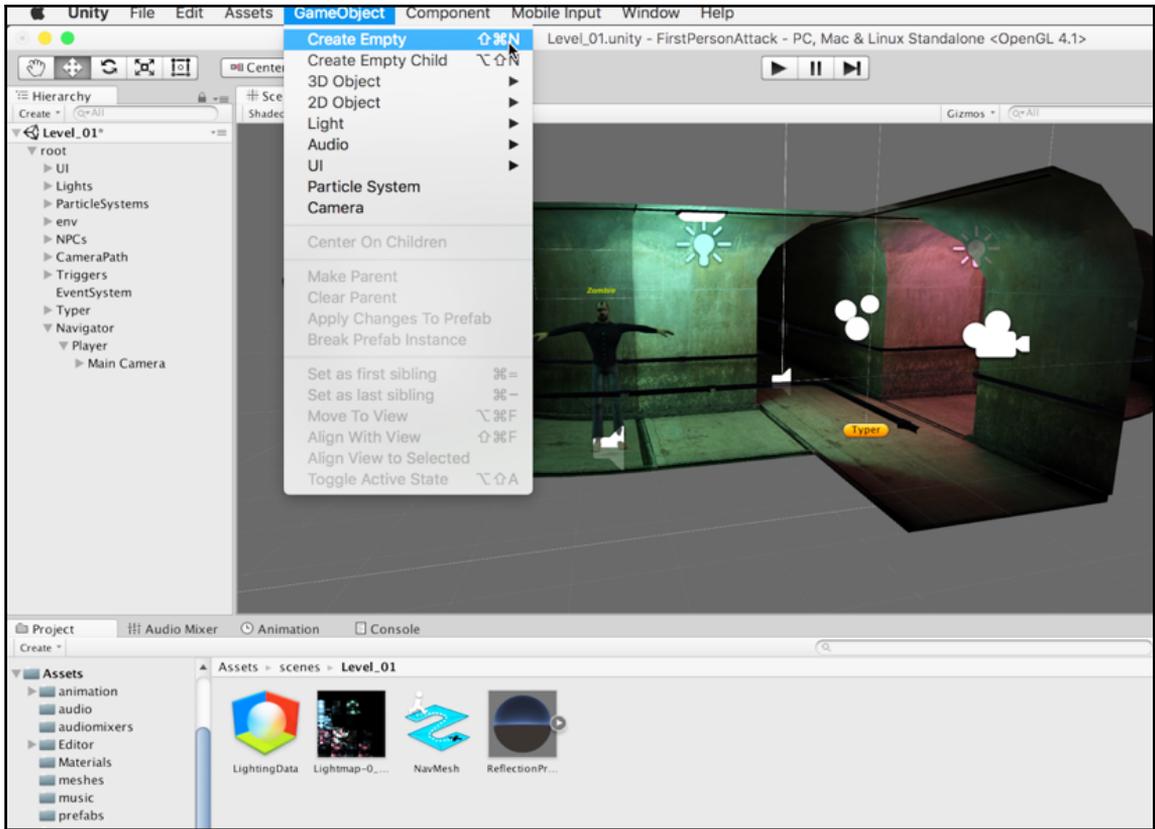


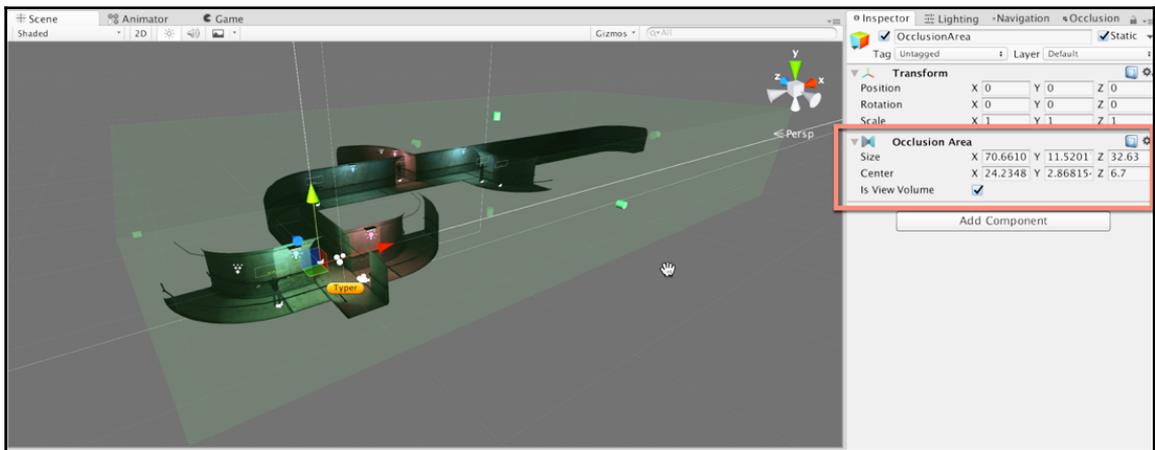
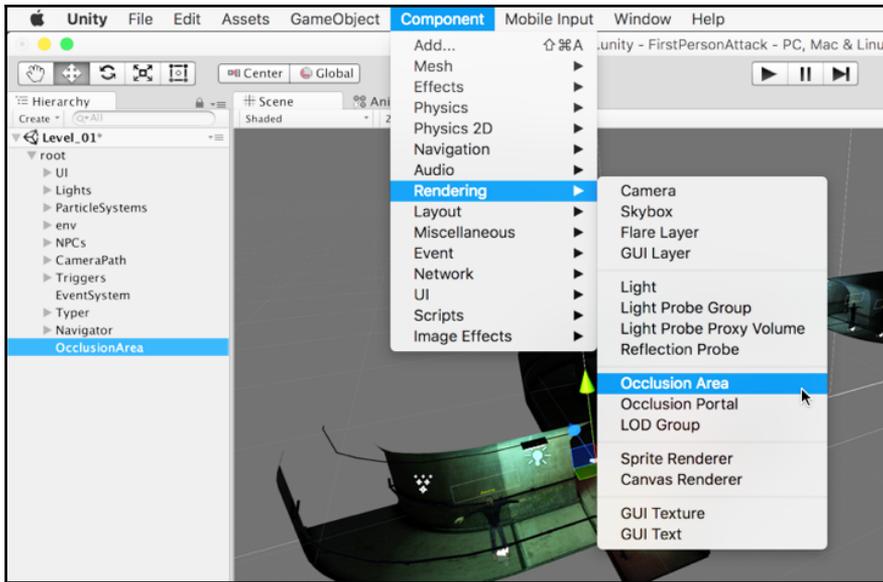


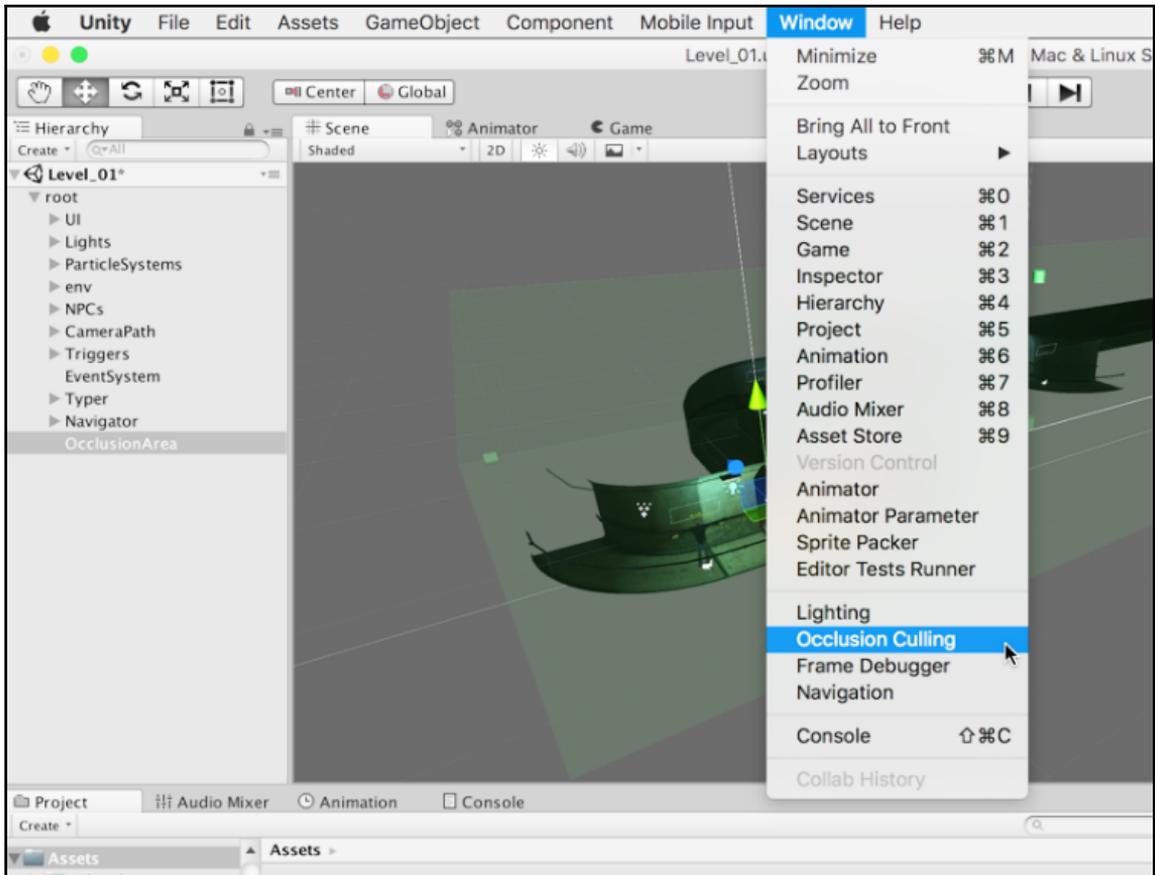


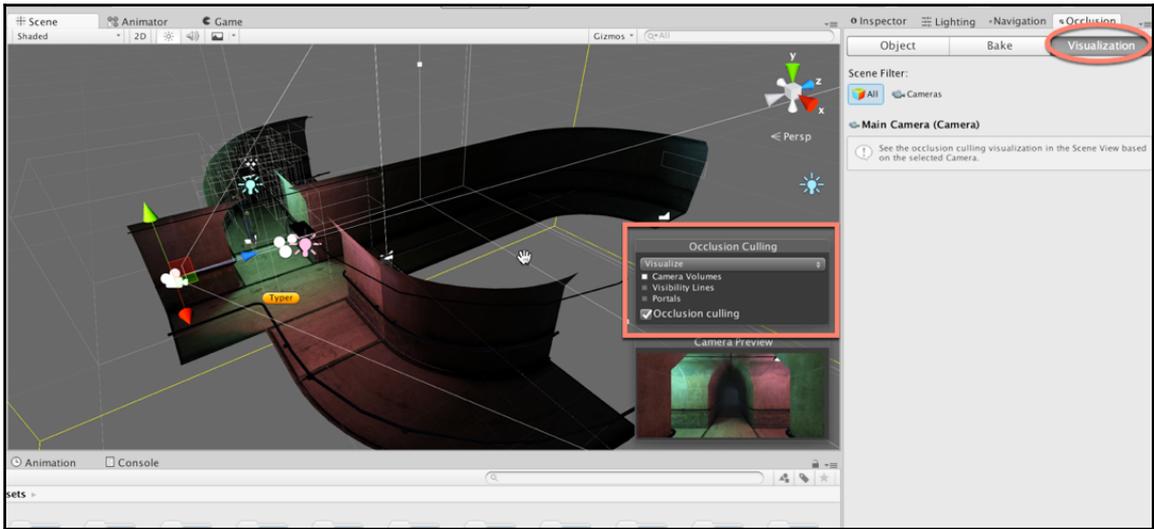
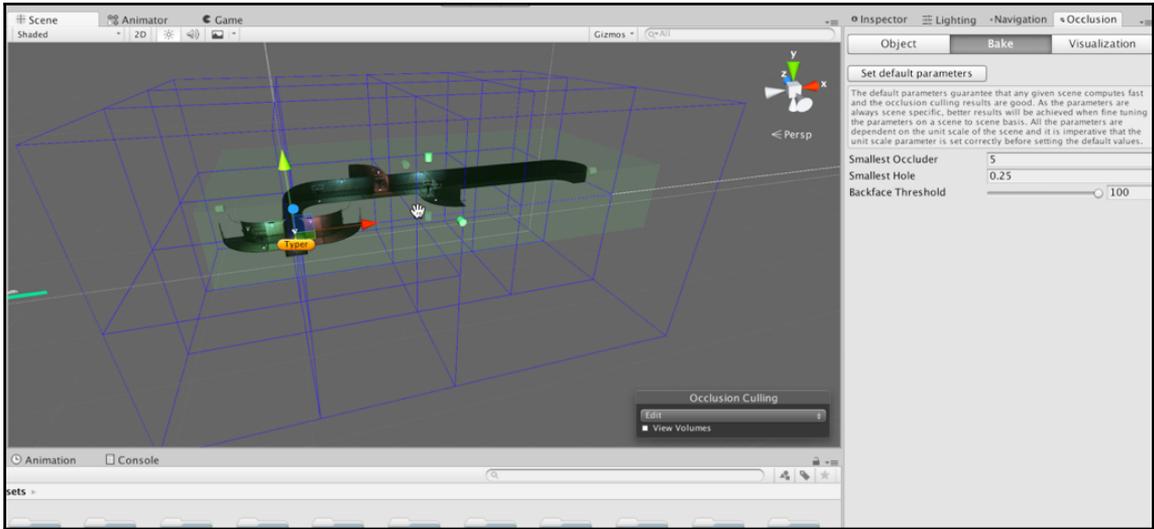


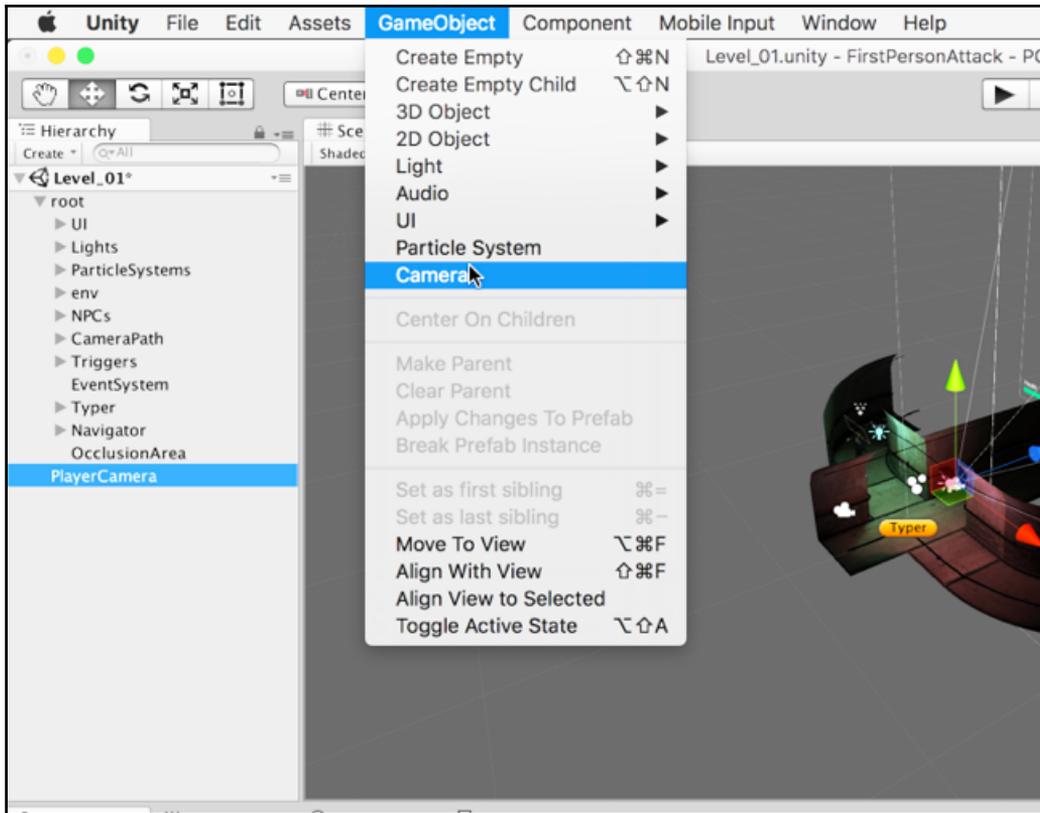


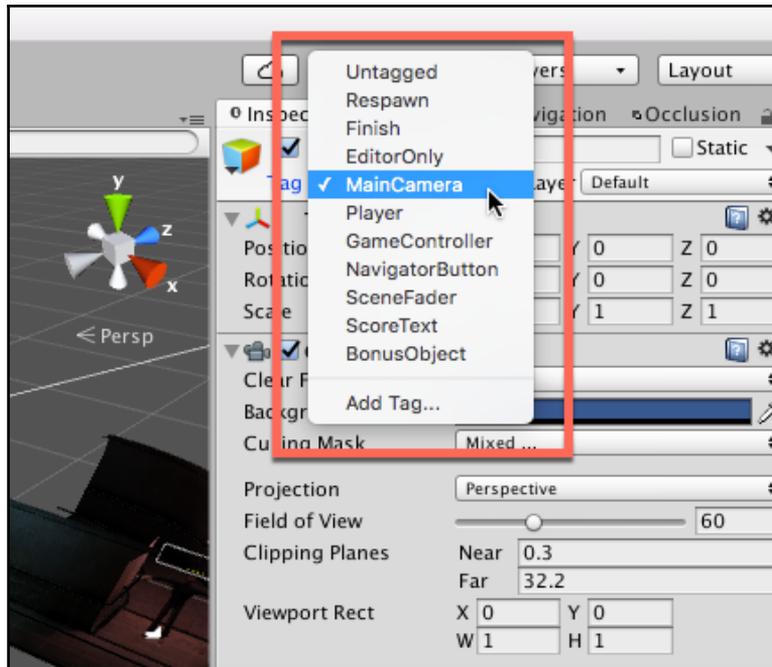


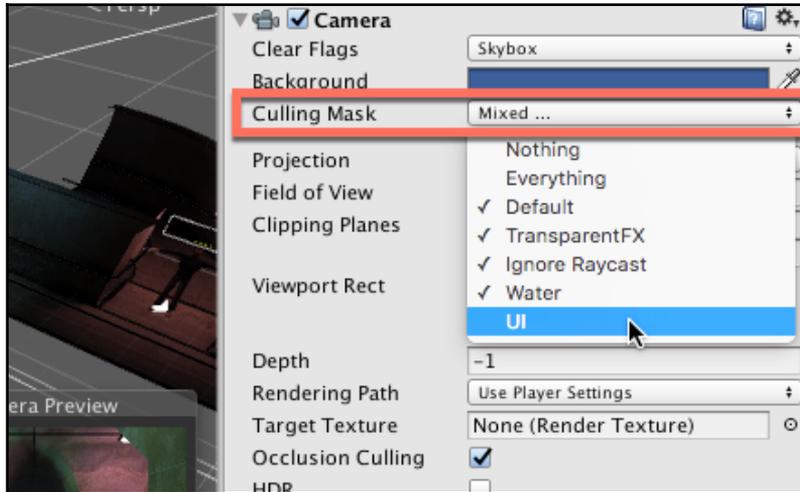
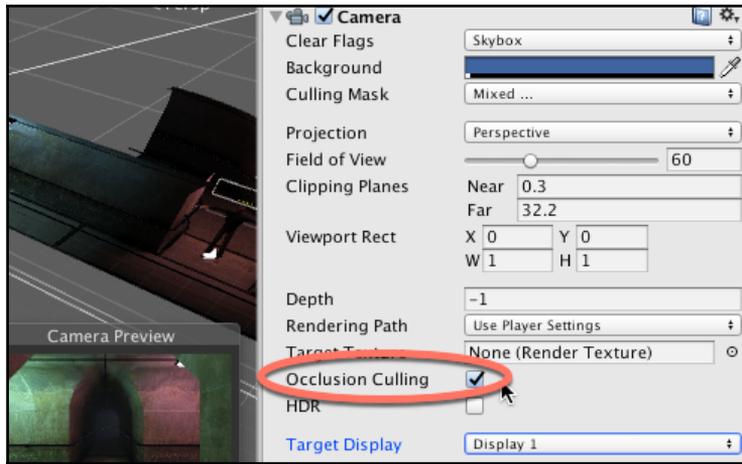


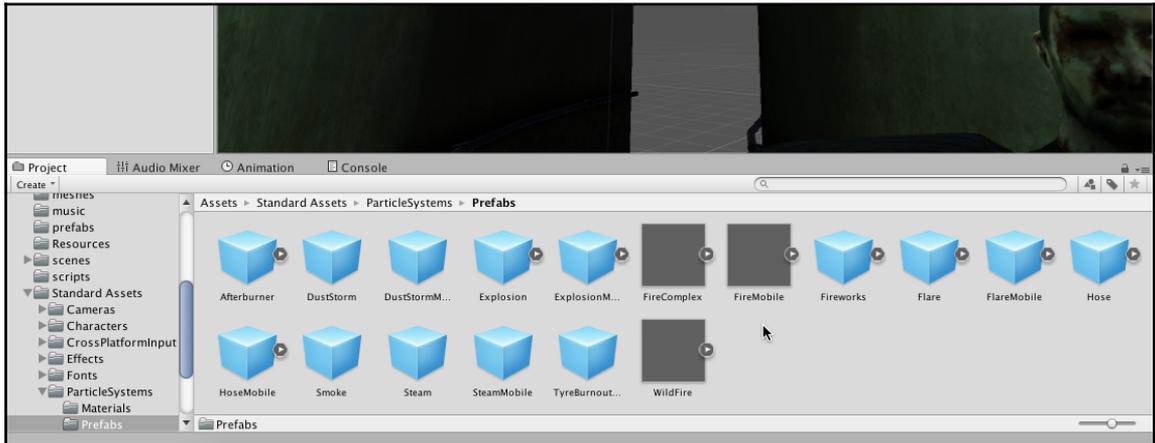
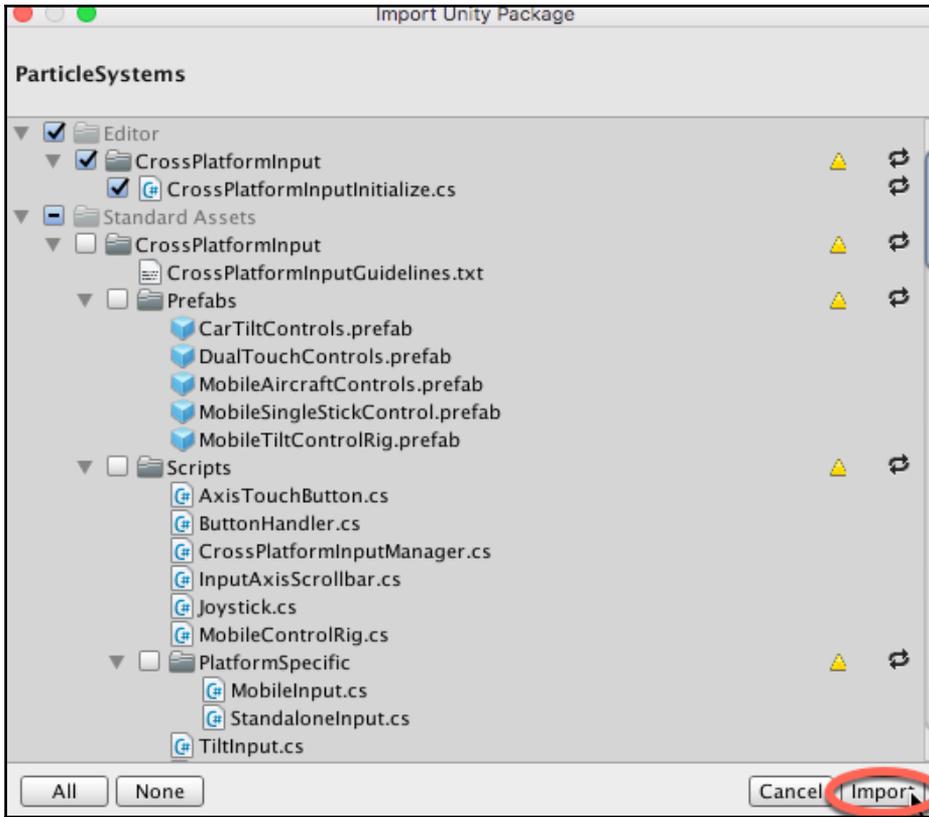


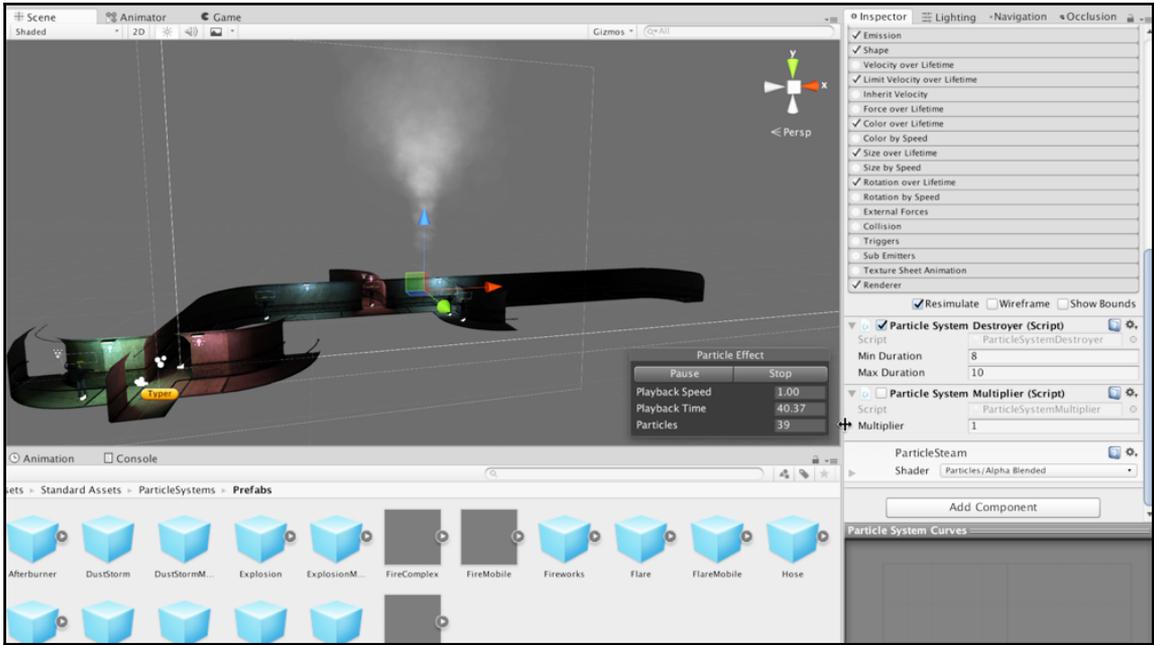


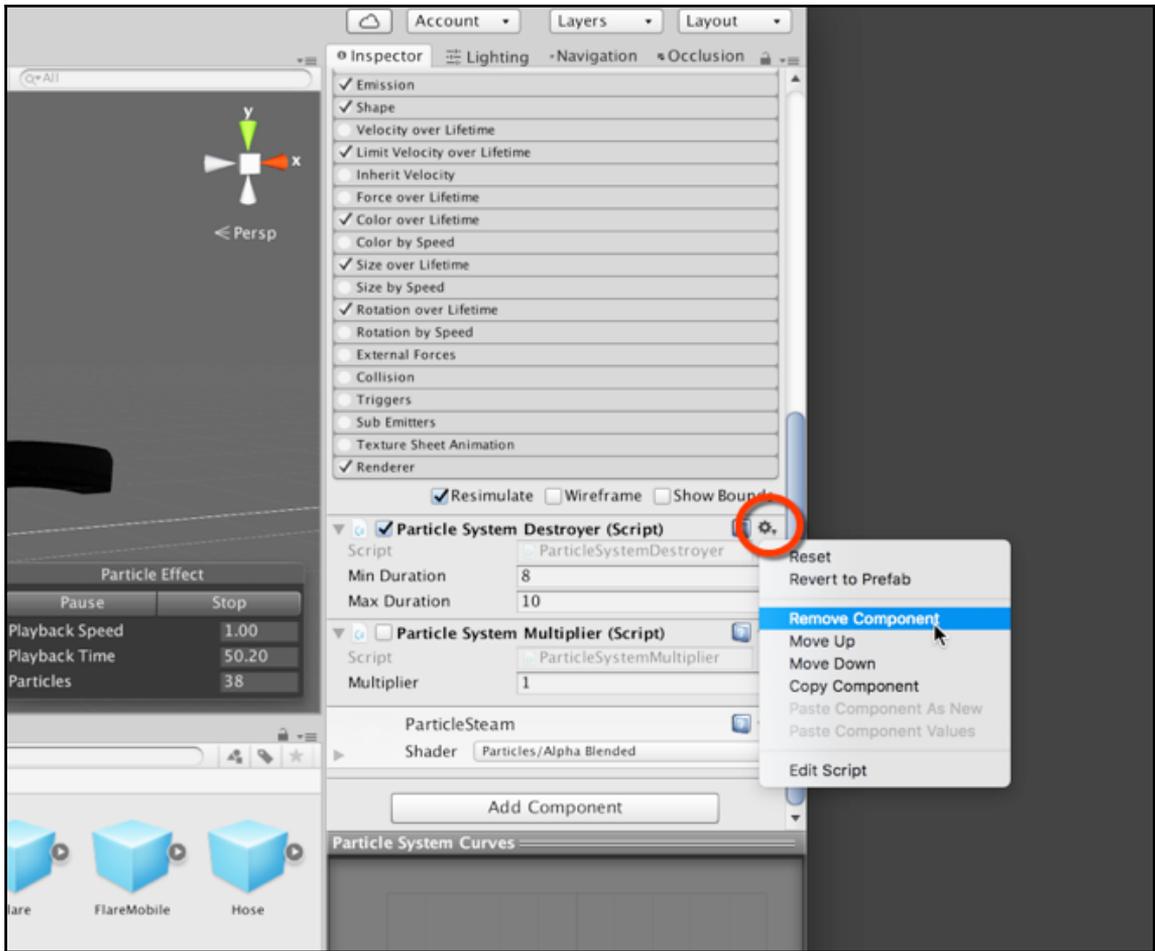


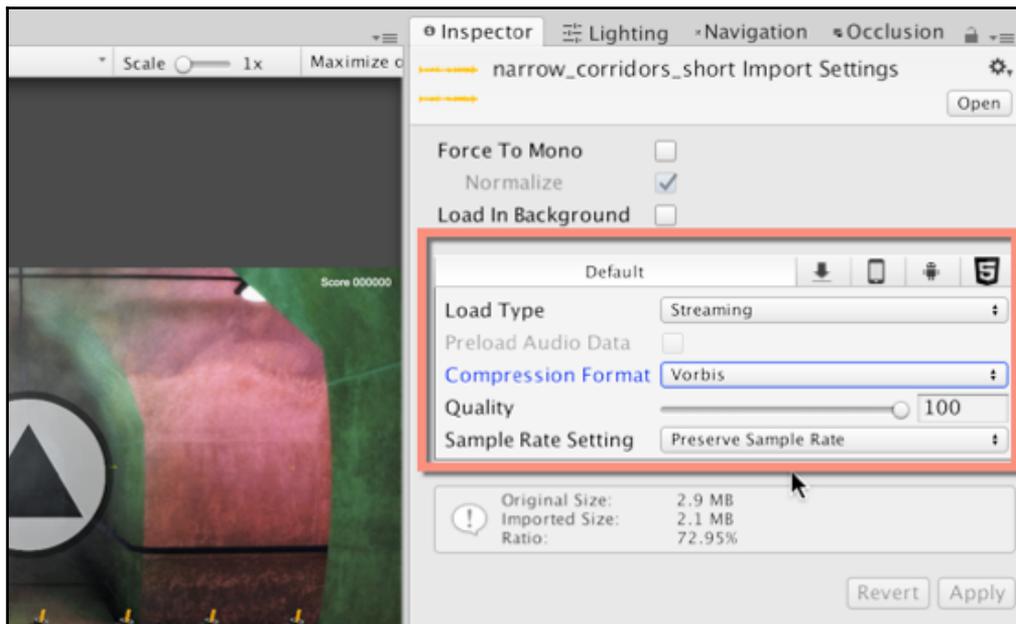
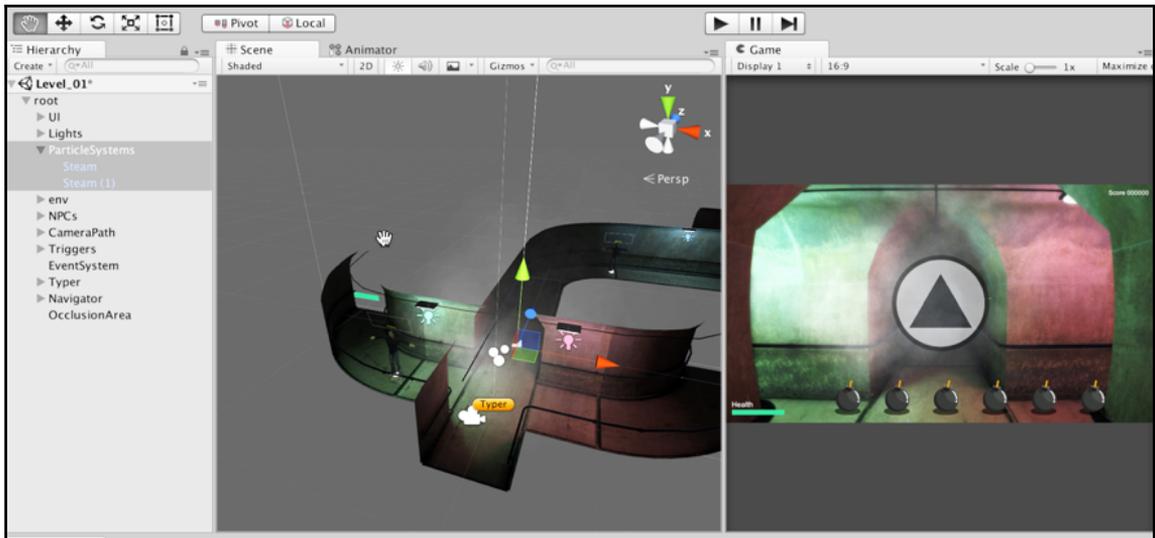


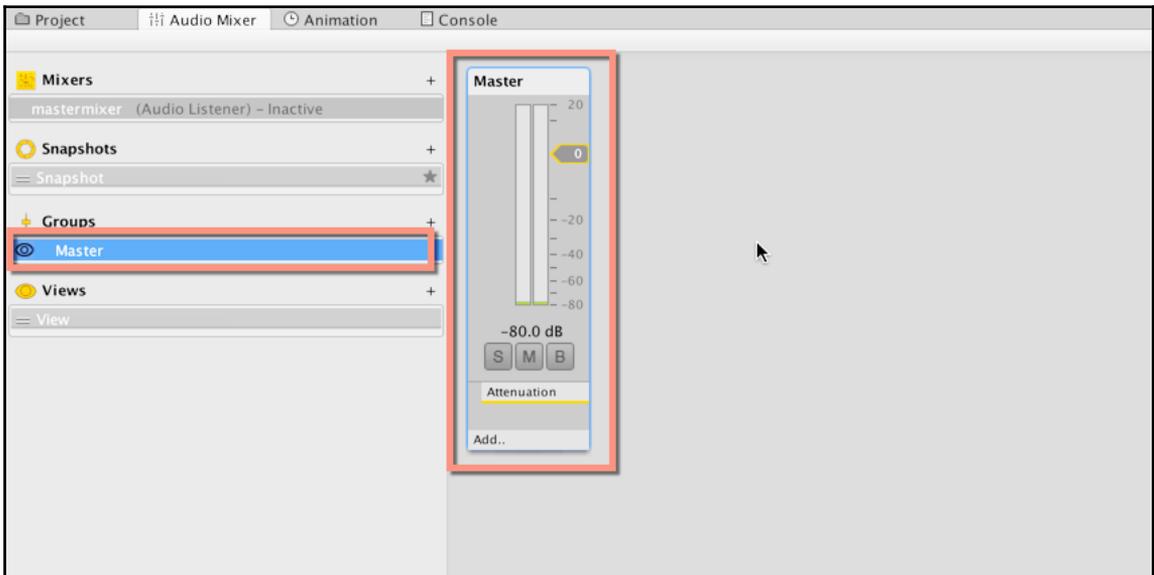
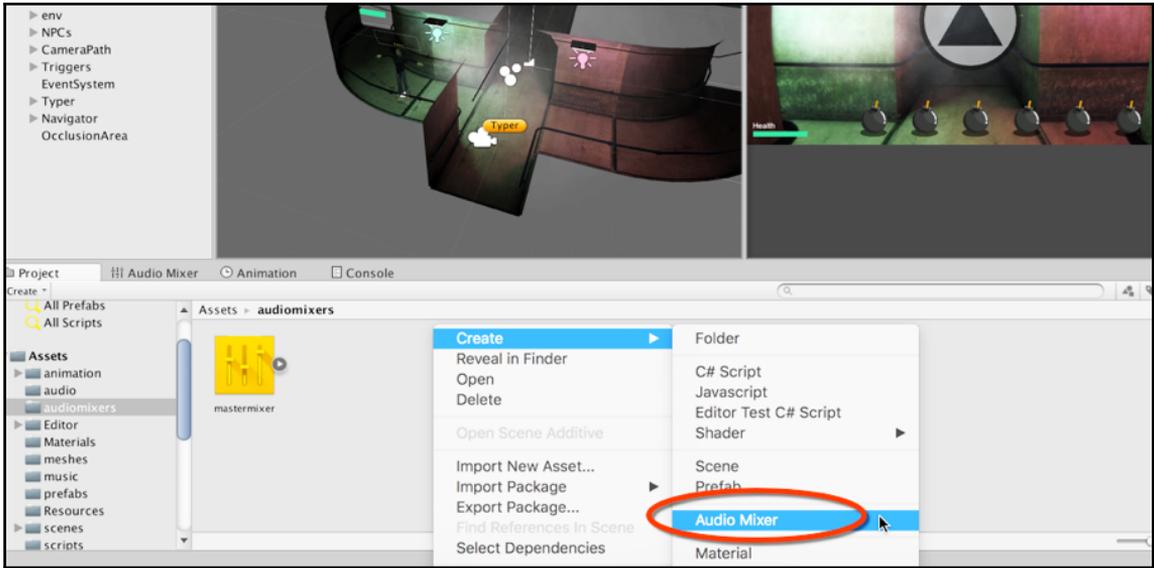


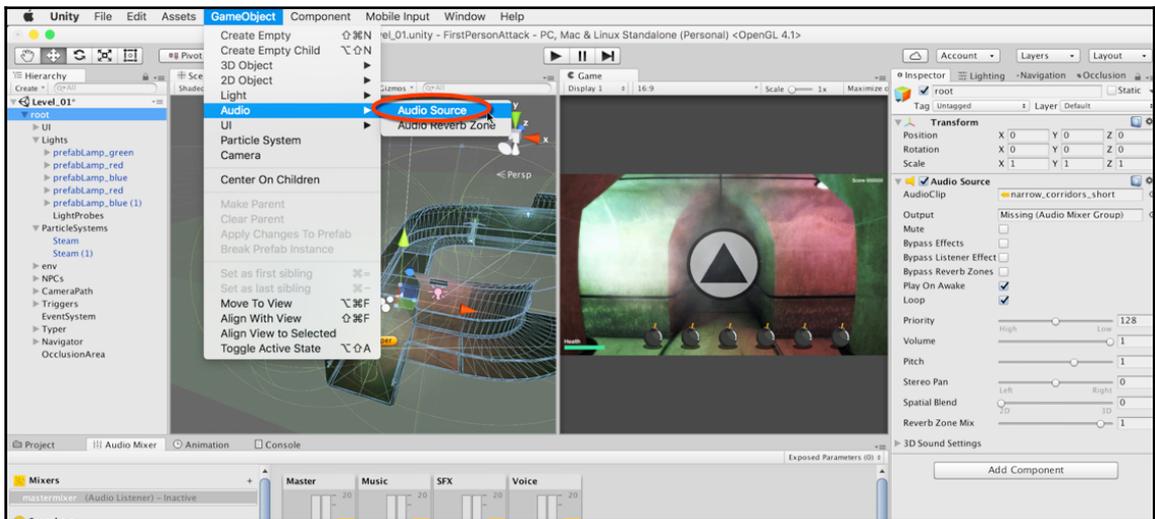
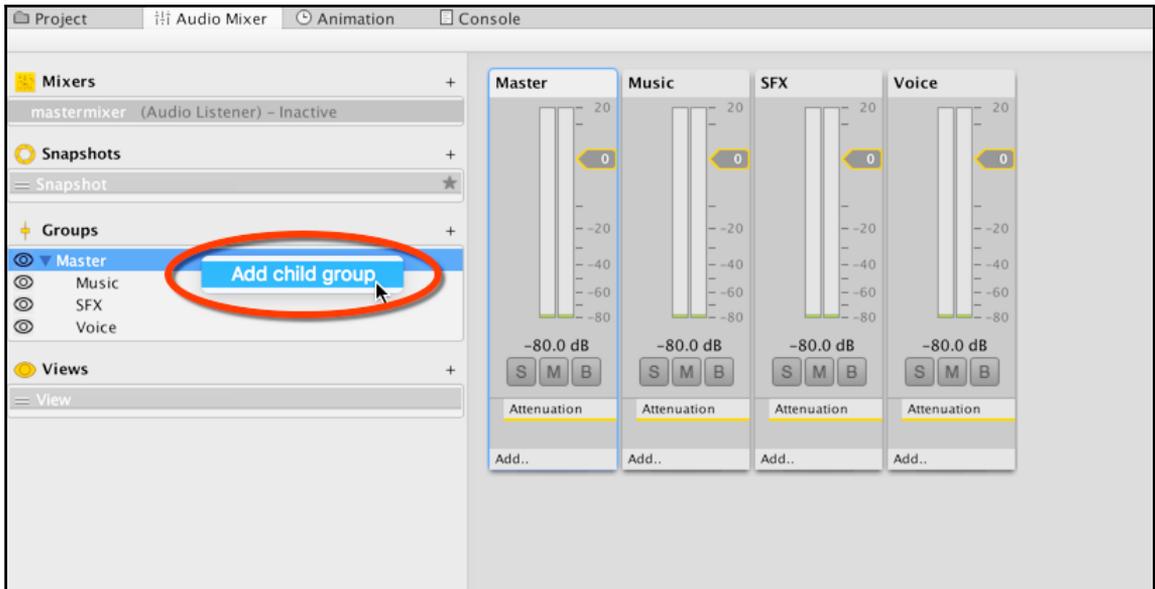


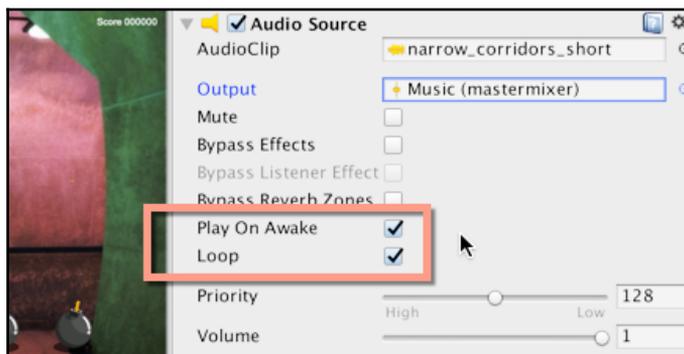
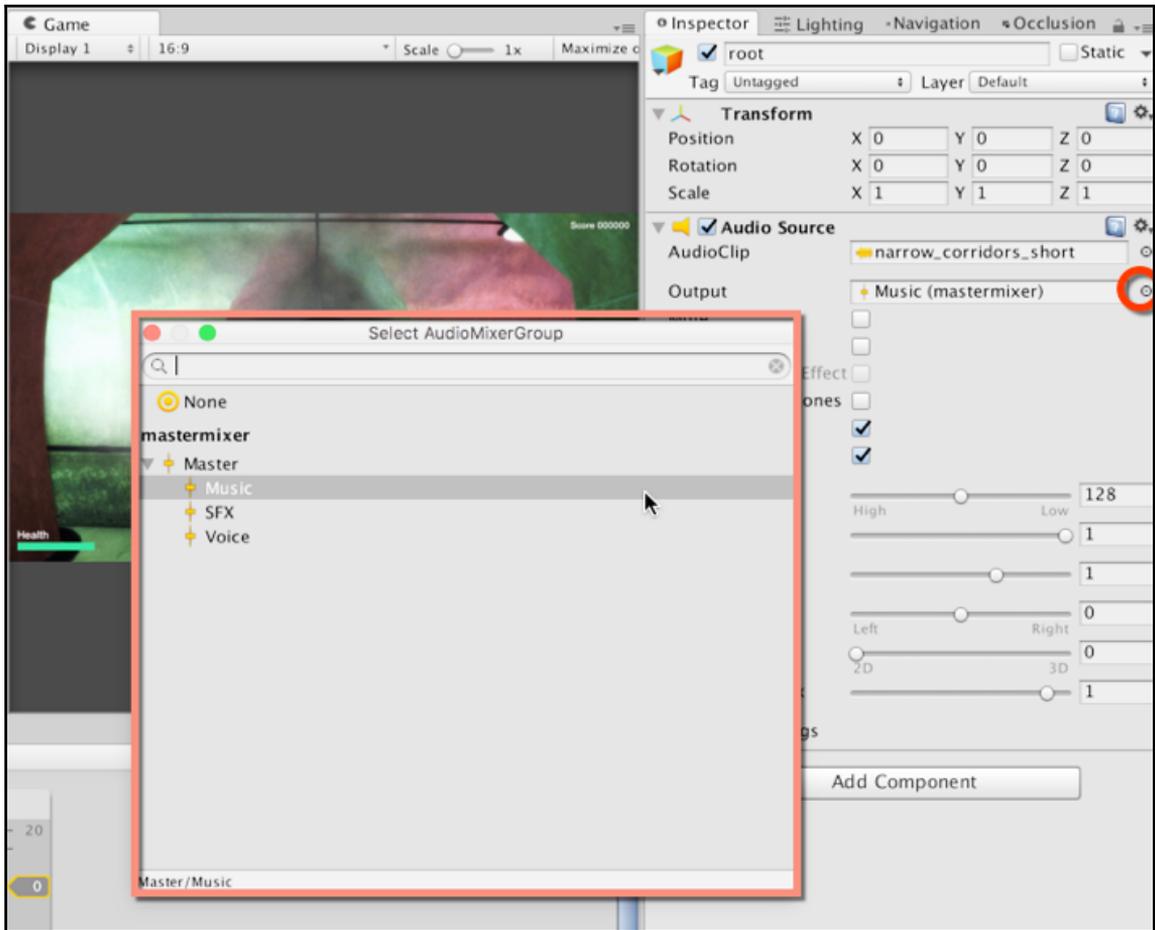


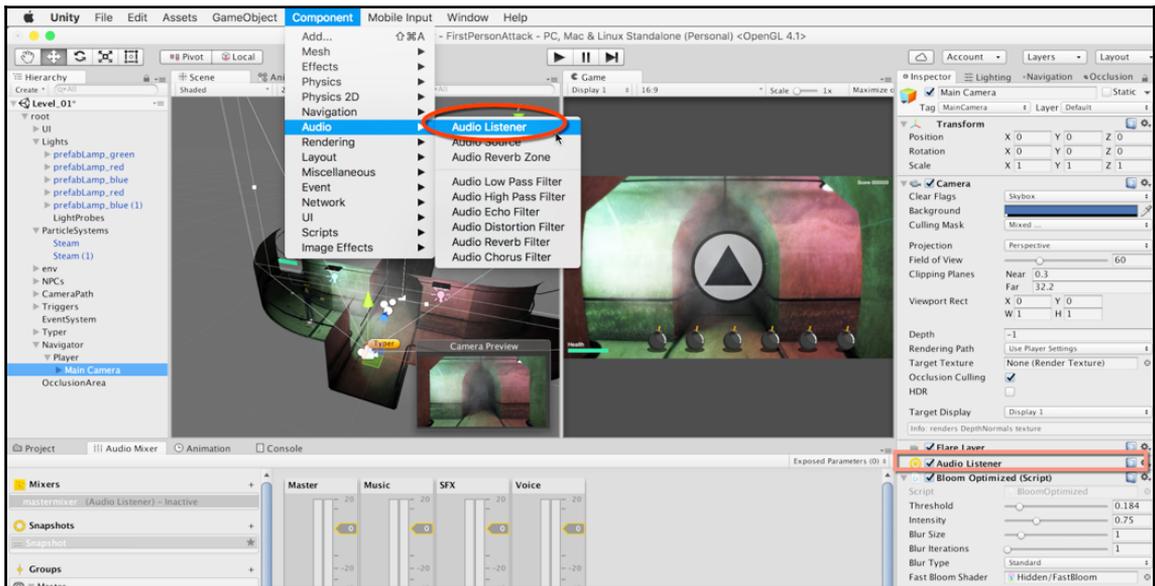
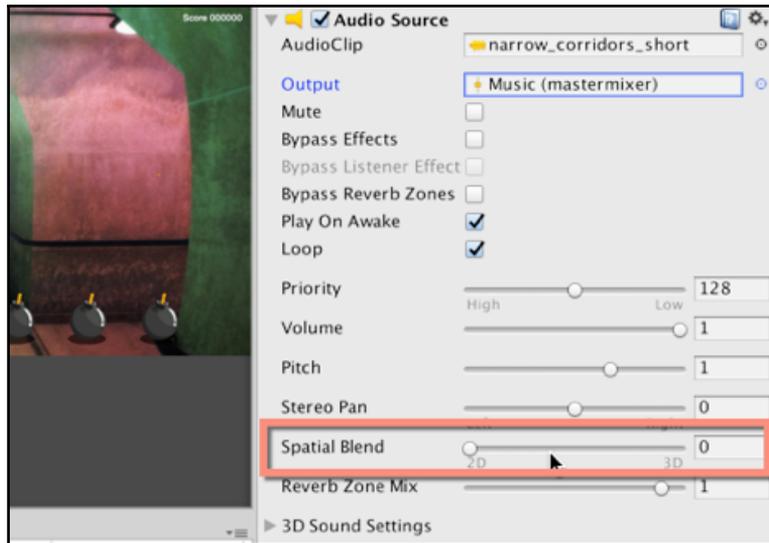






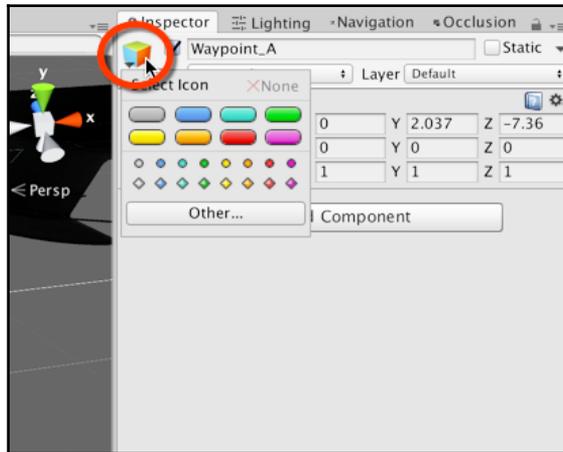
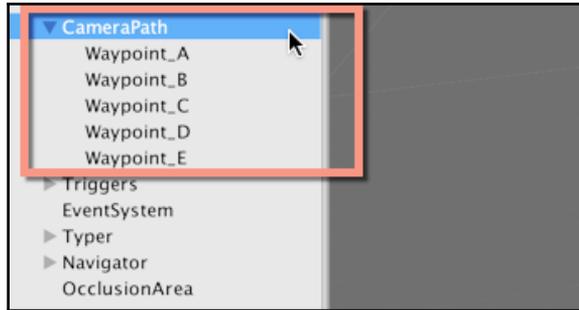


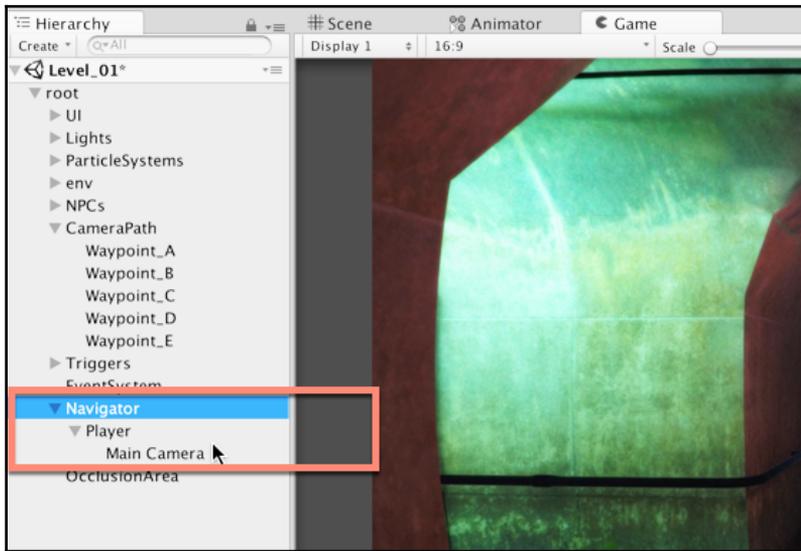
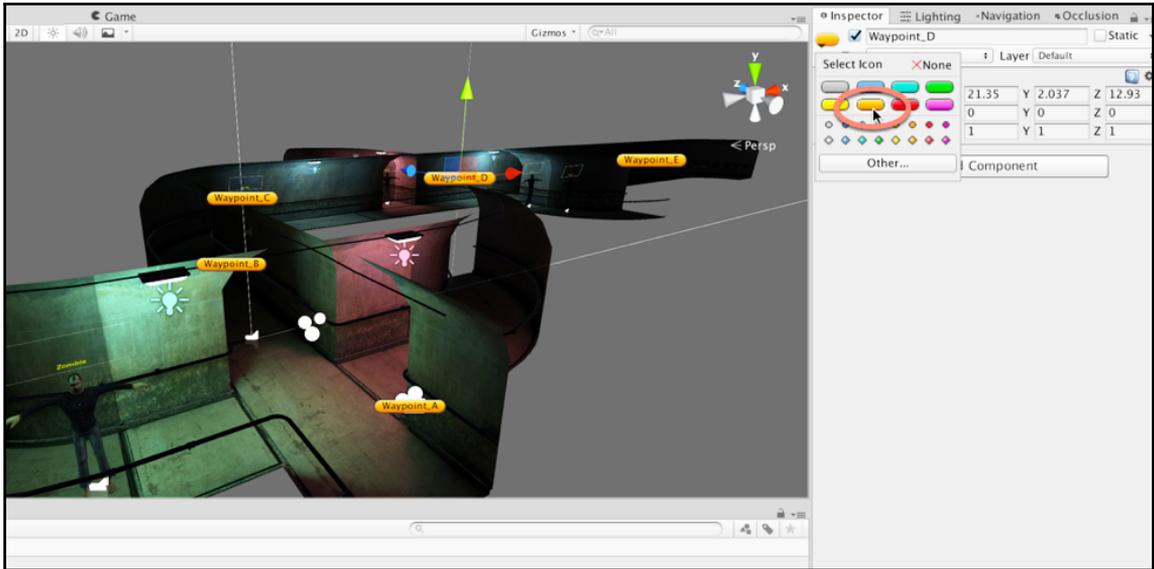


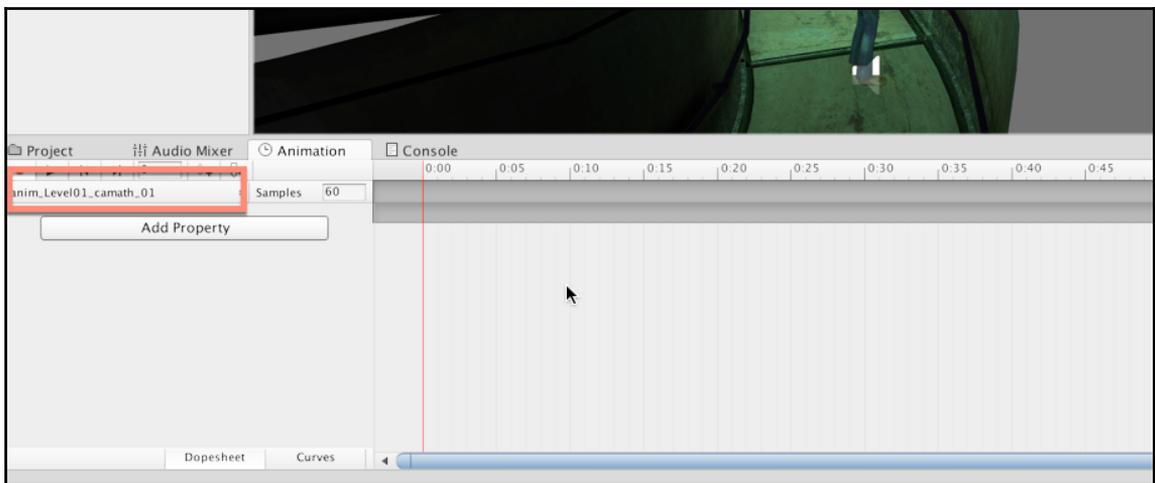
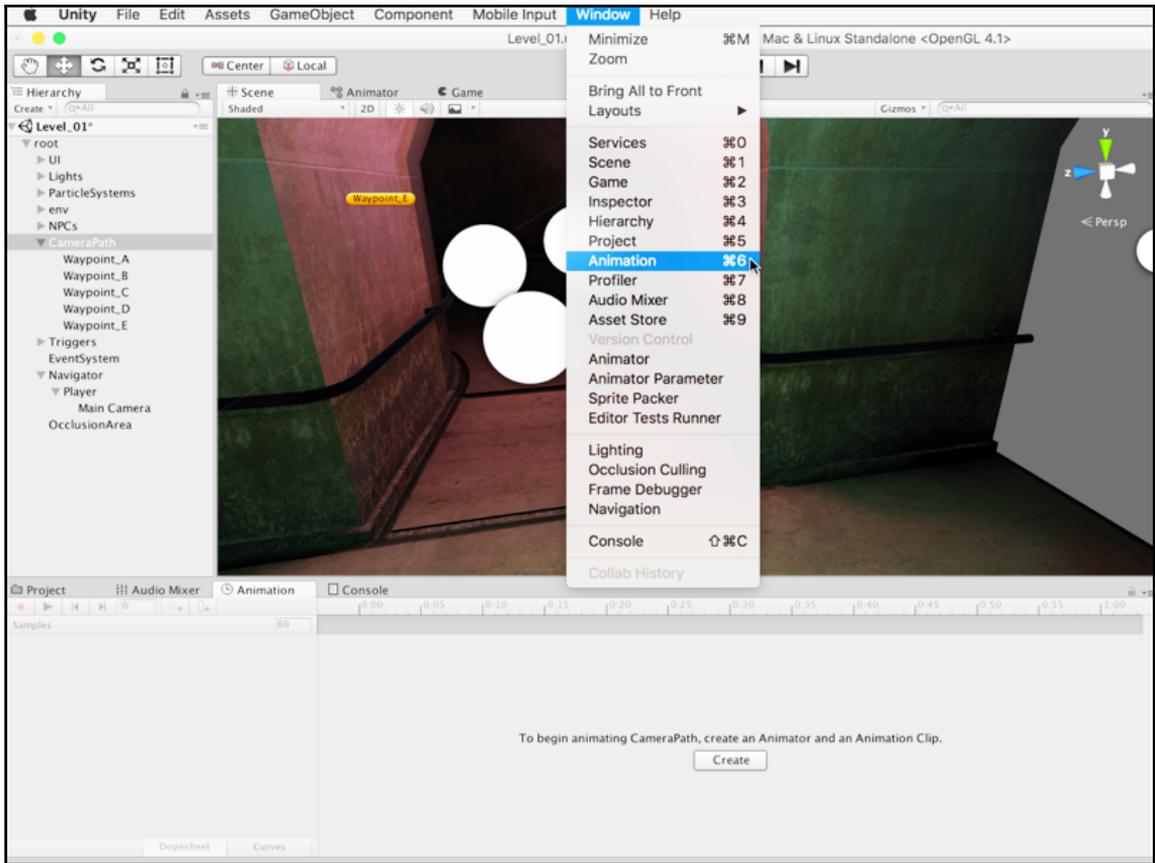


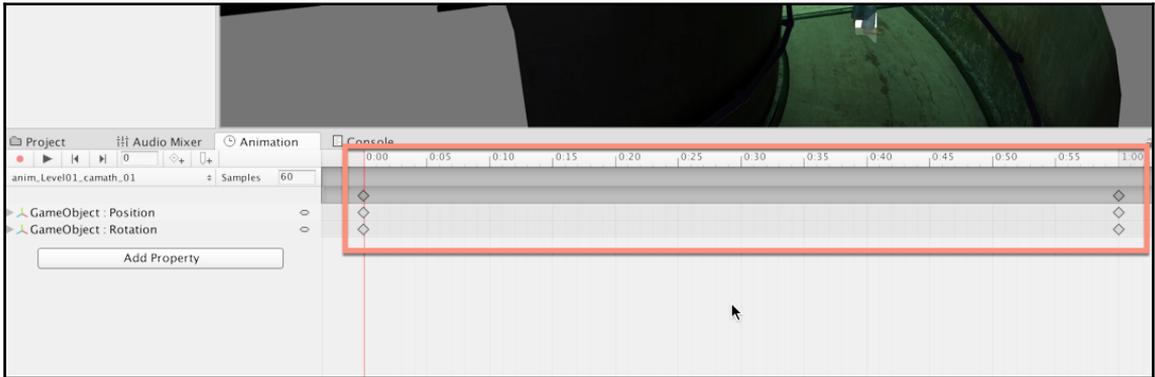
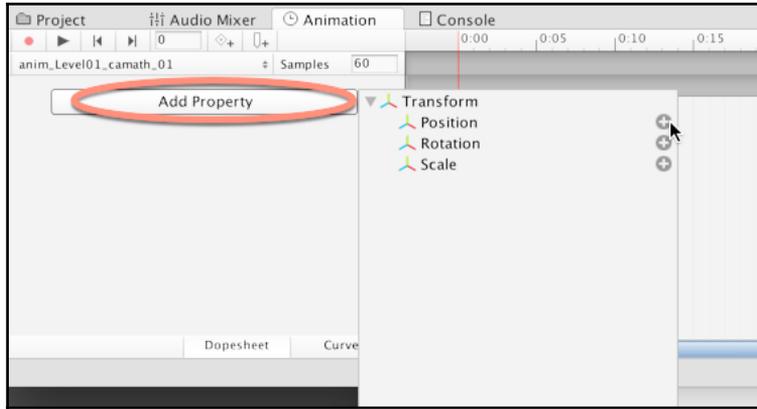
Player Controls - Movement

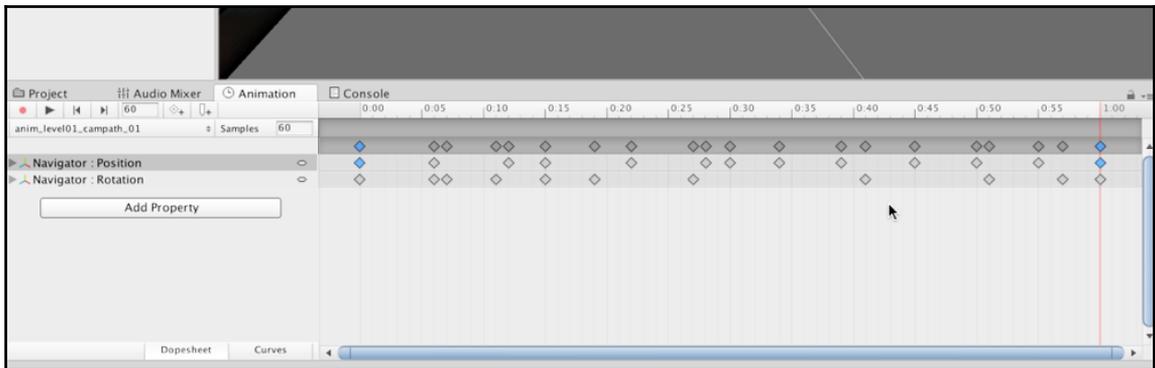
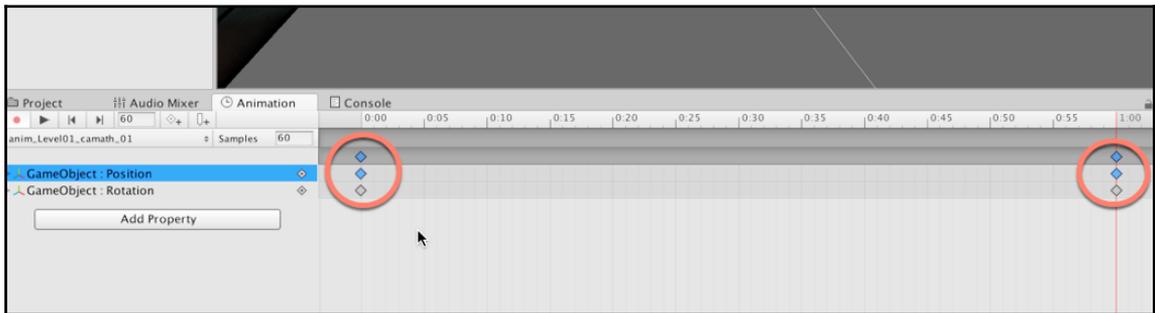
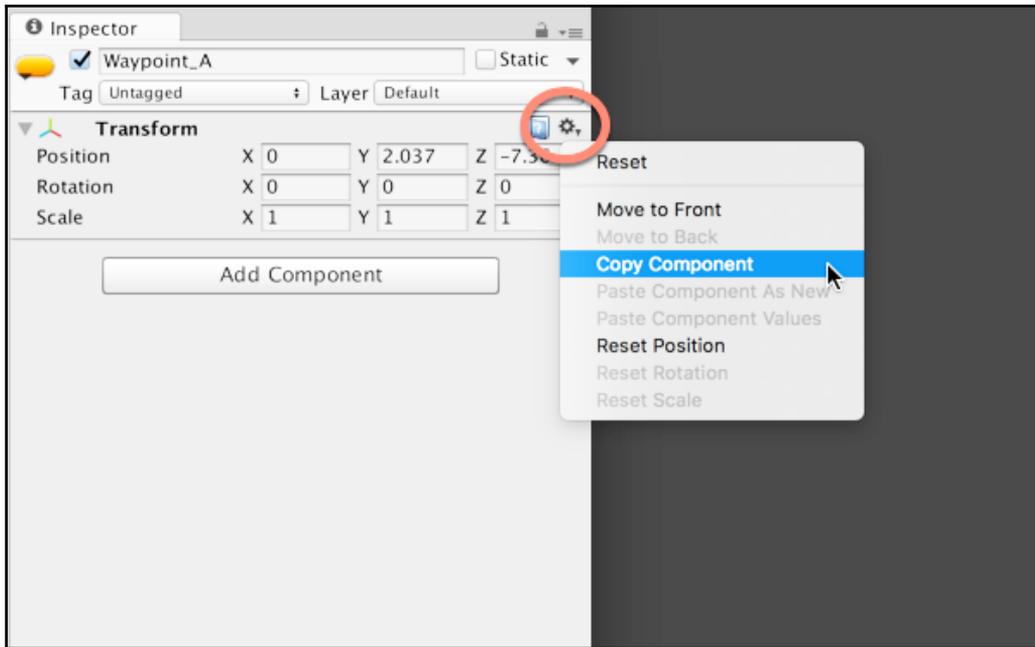


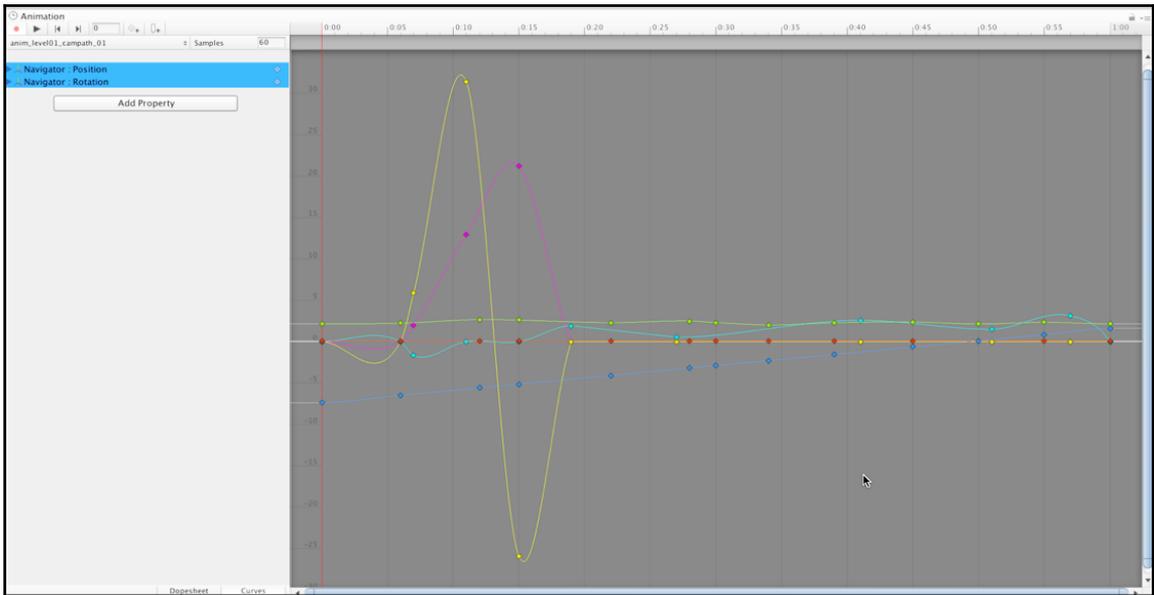
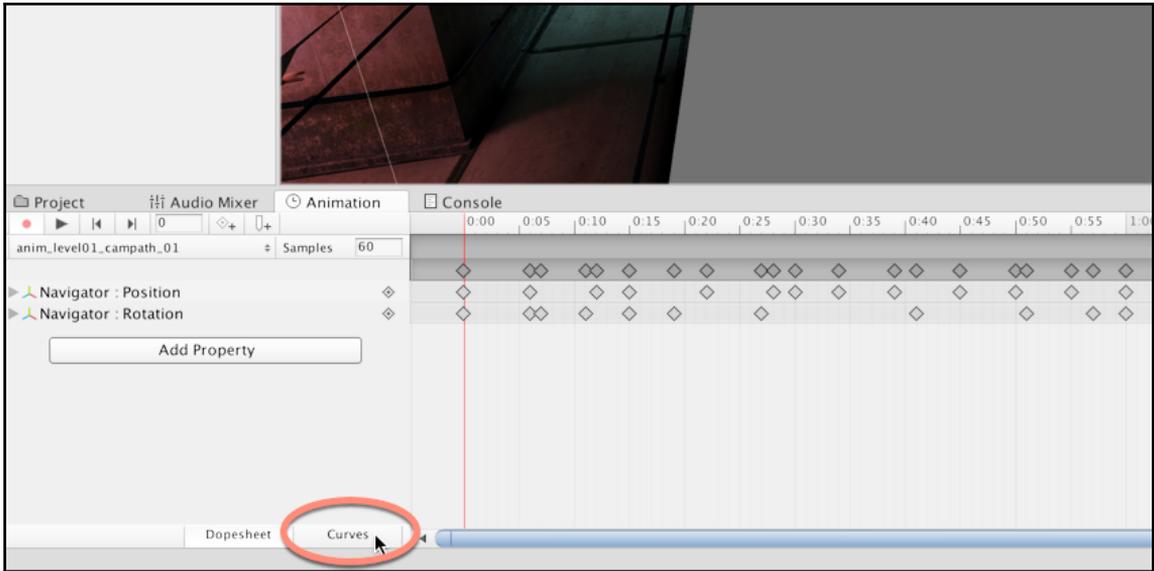


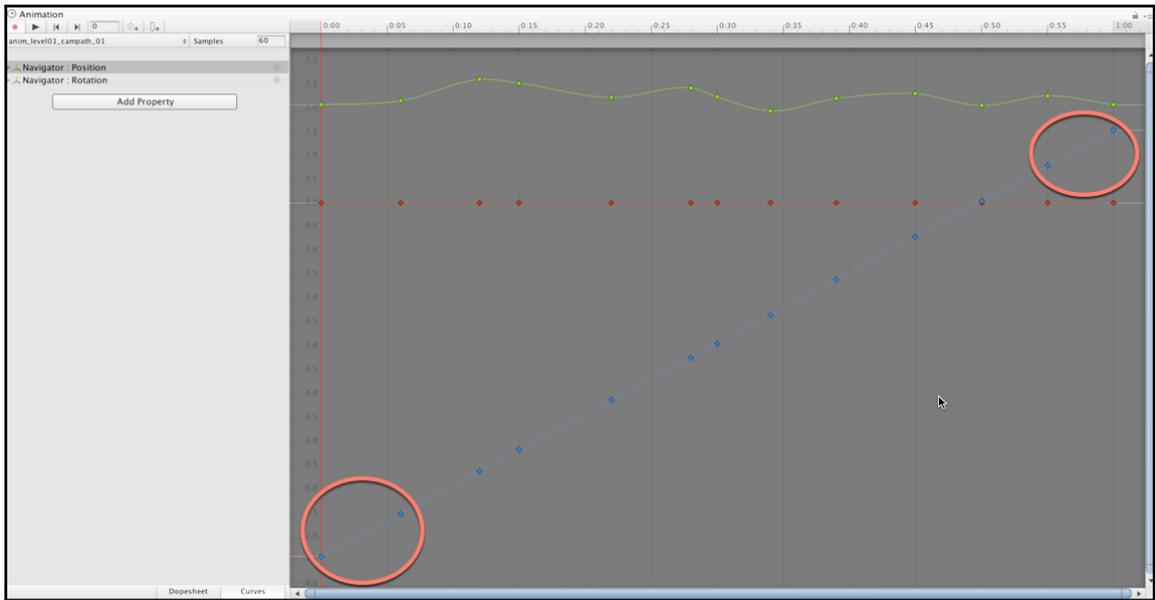


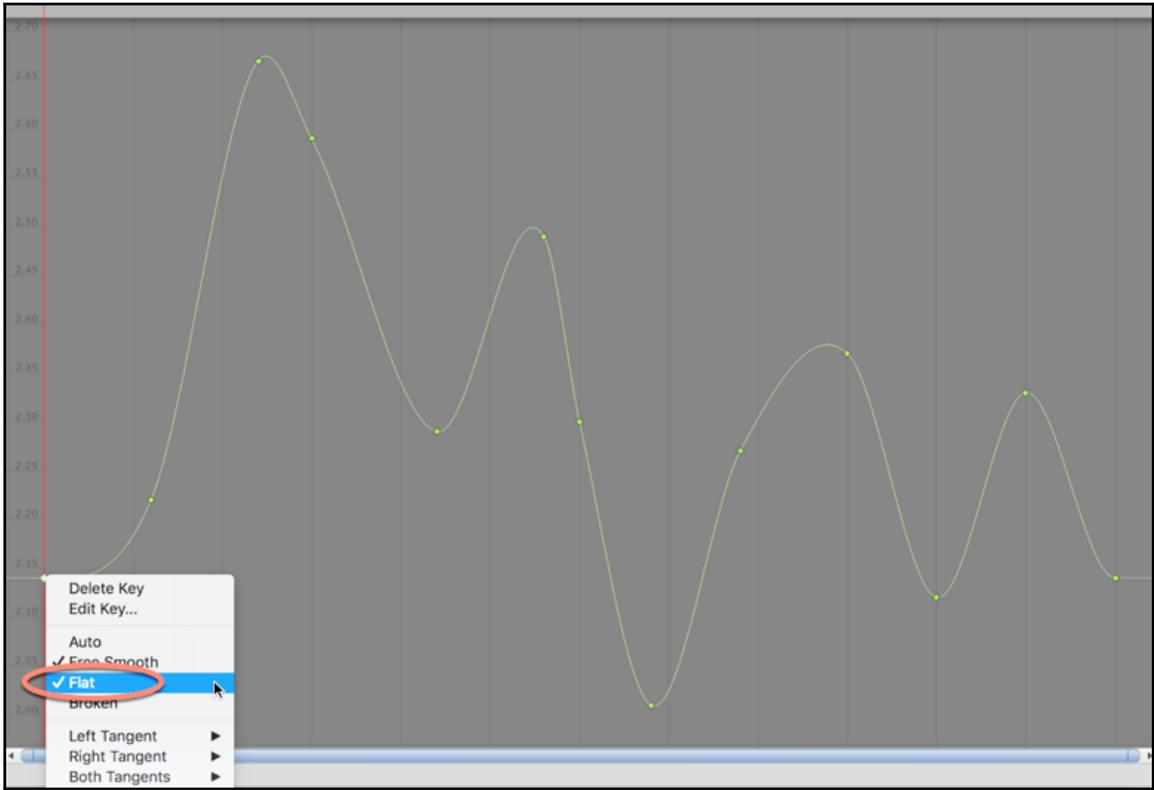


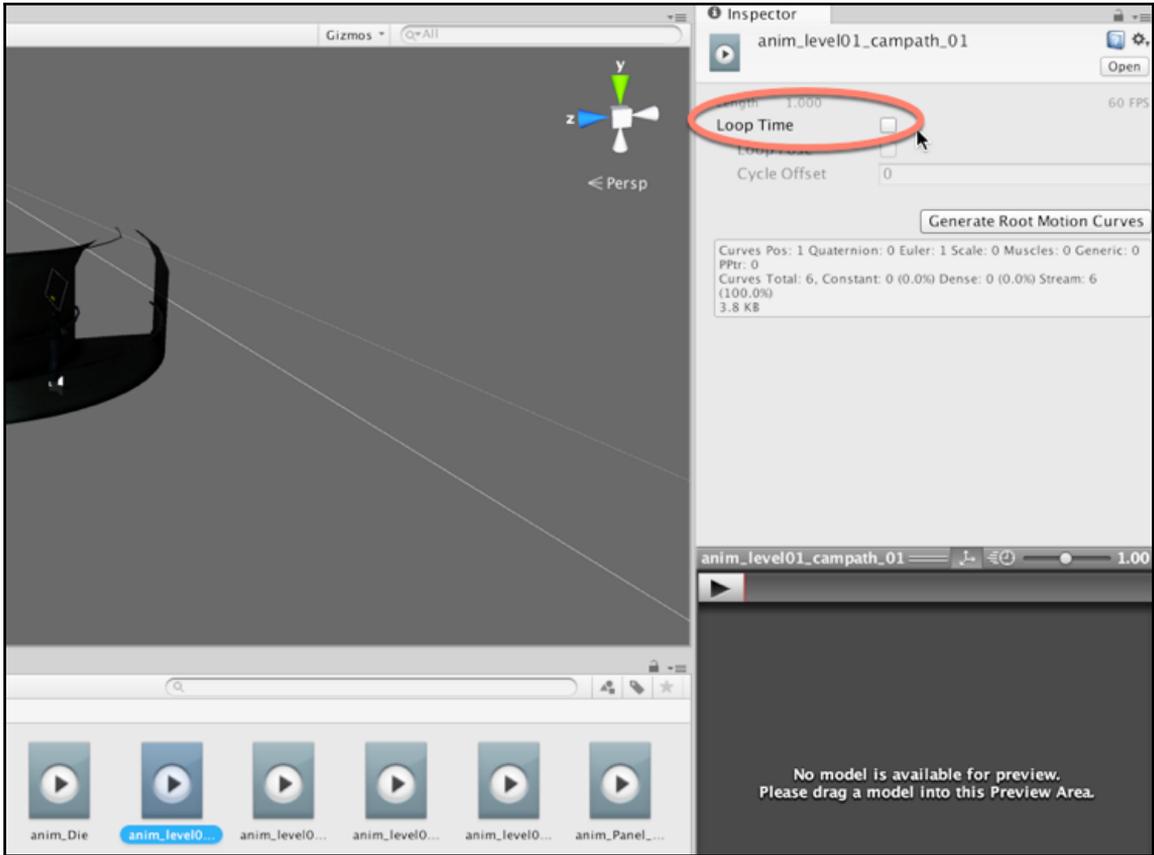


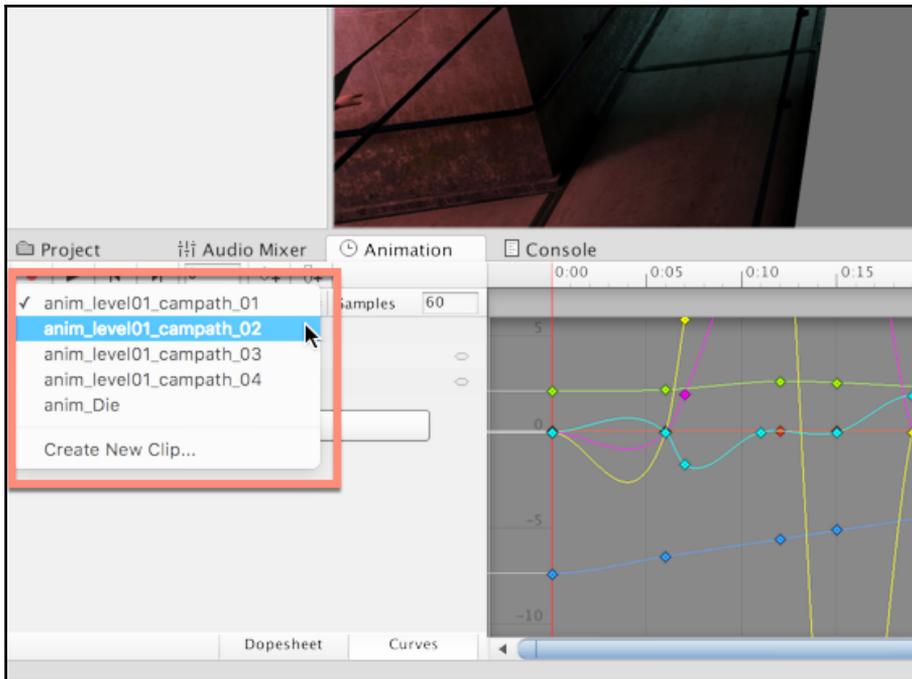


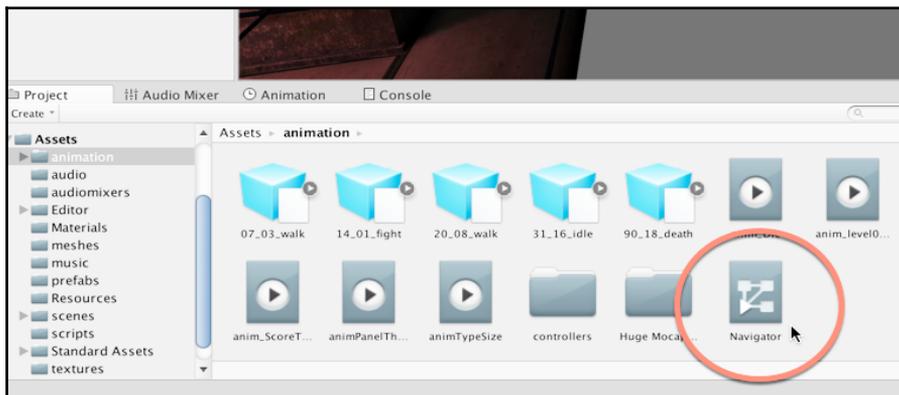
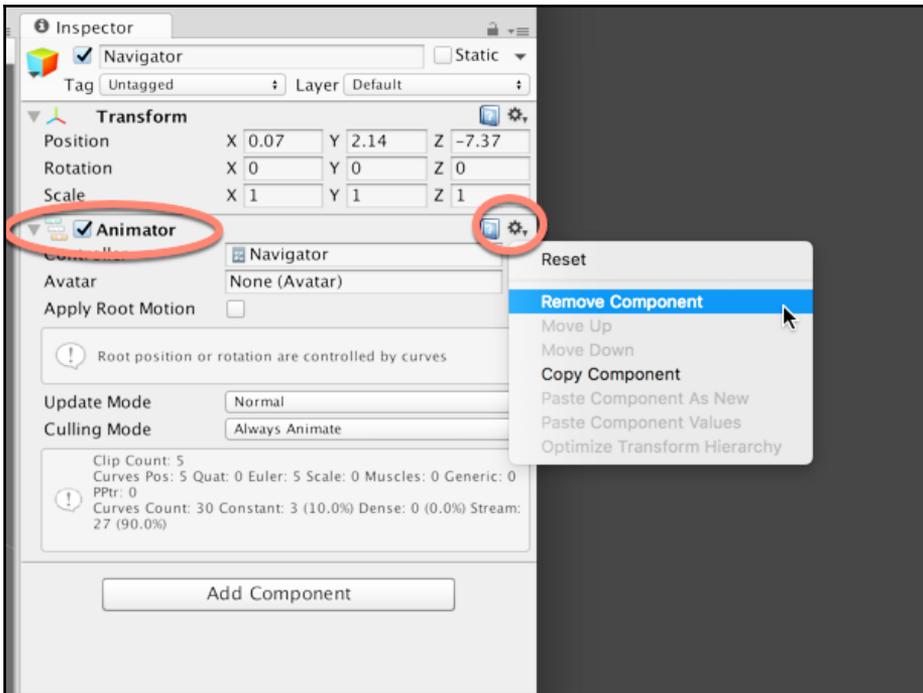


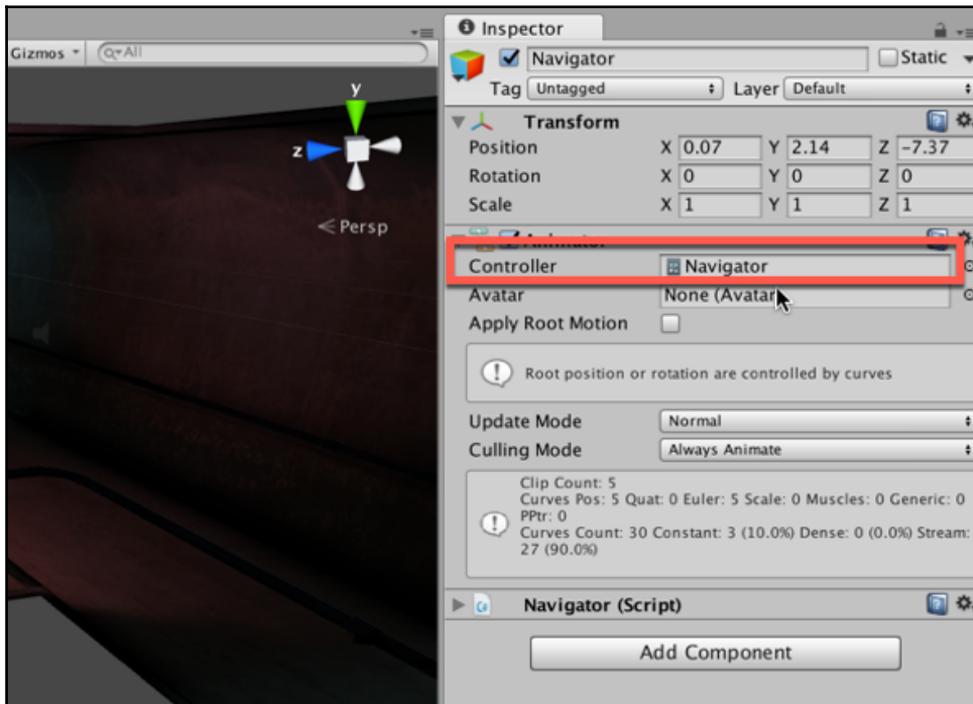
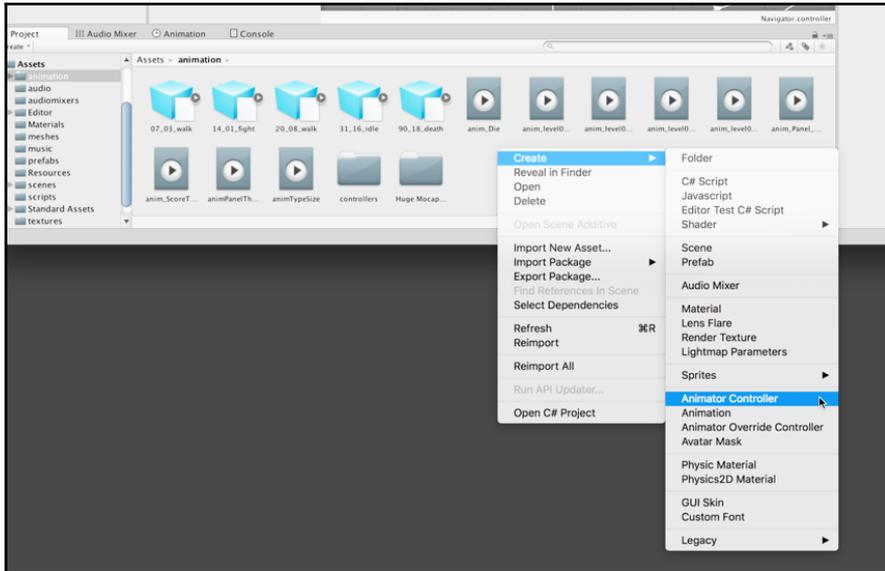


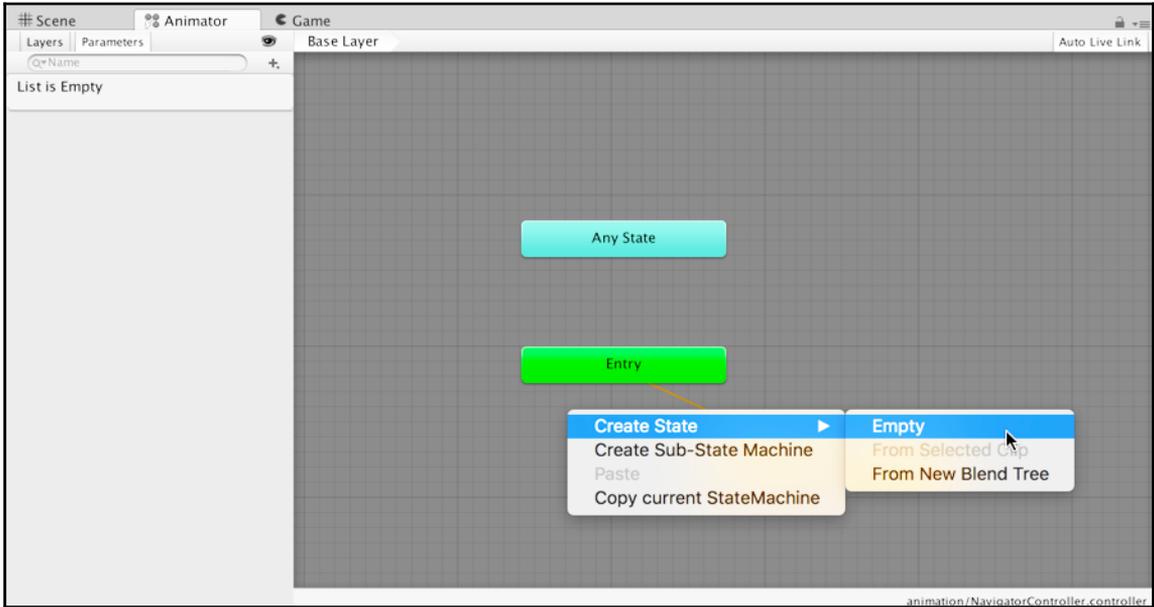
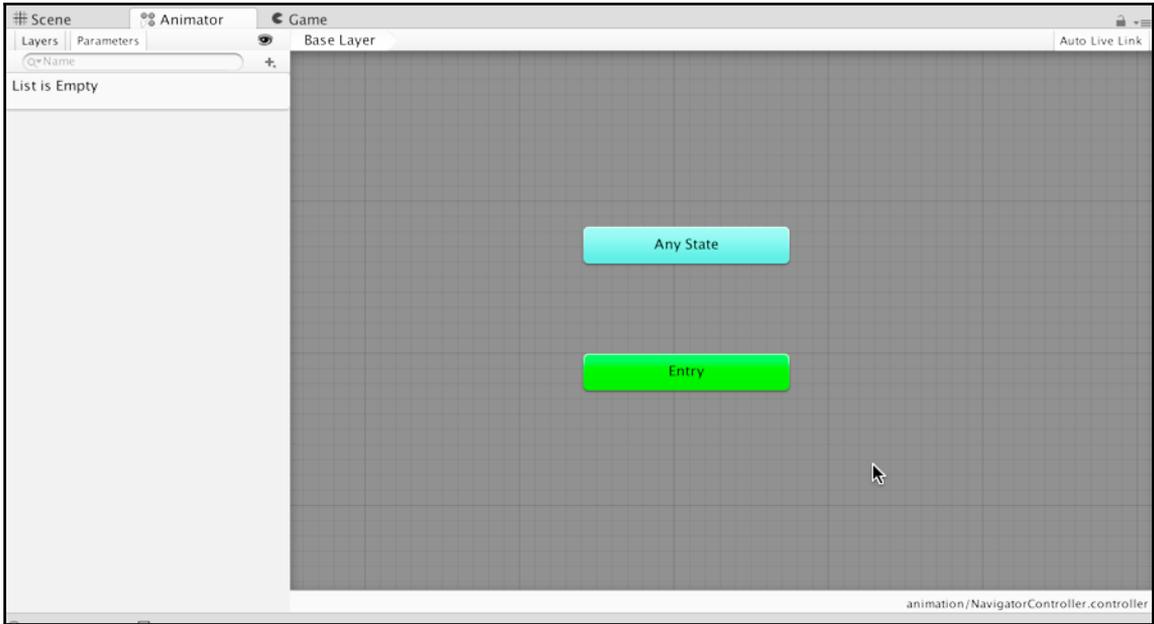


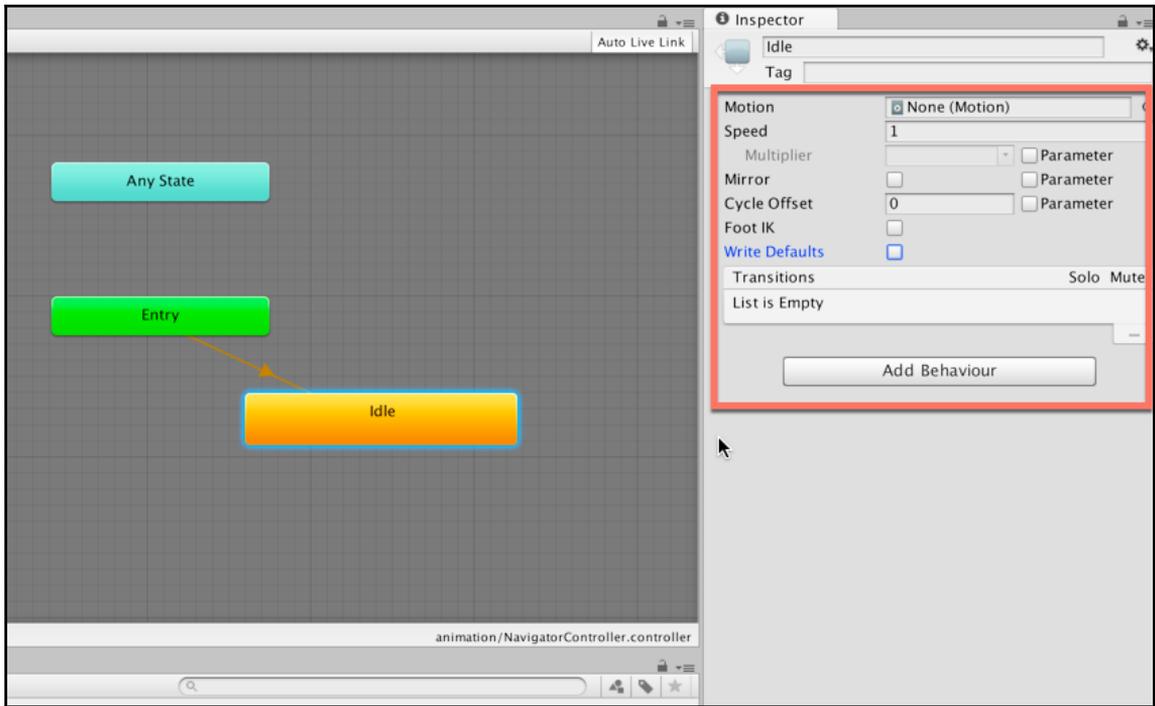


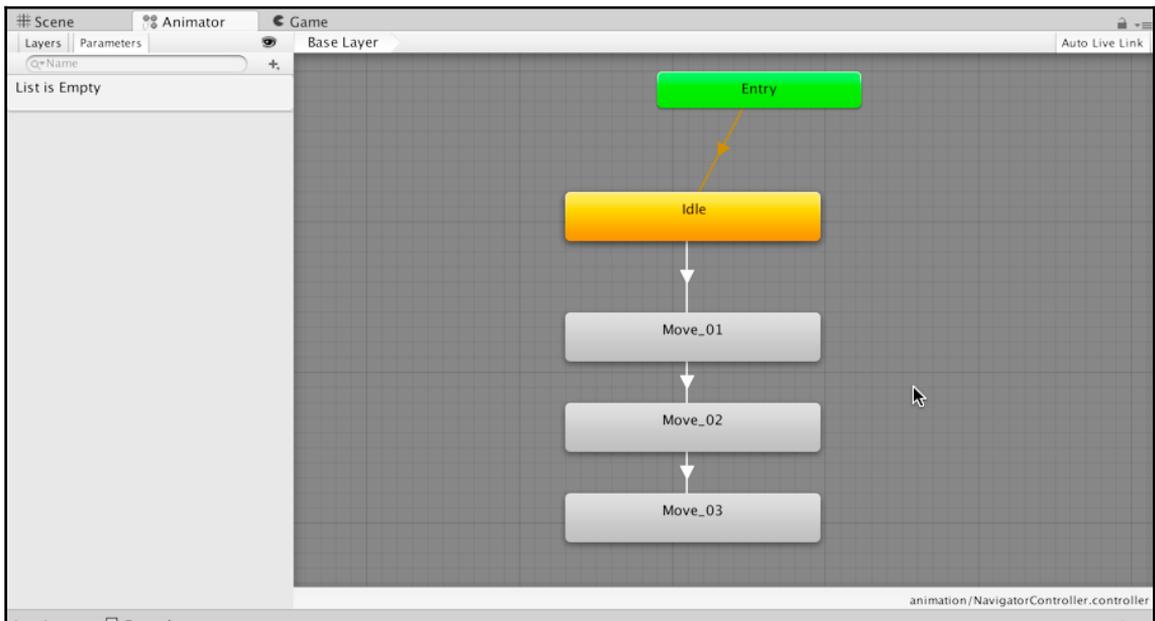
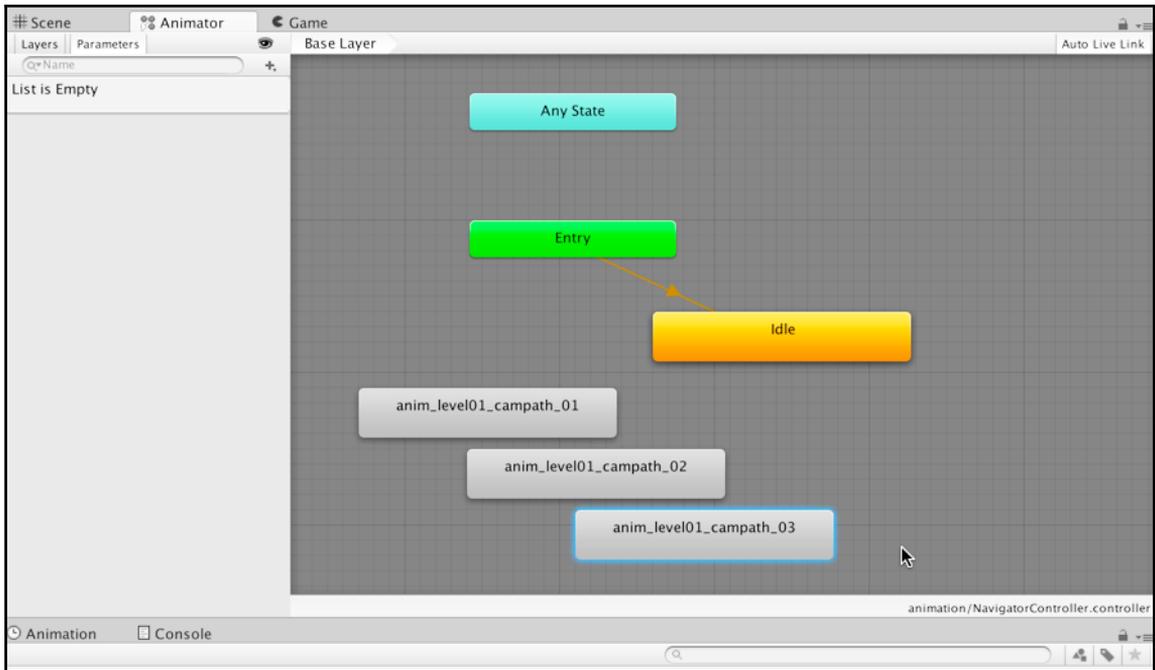


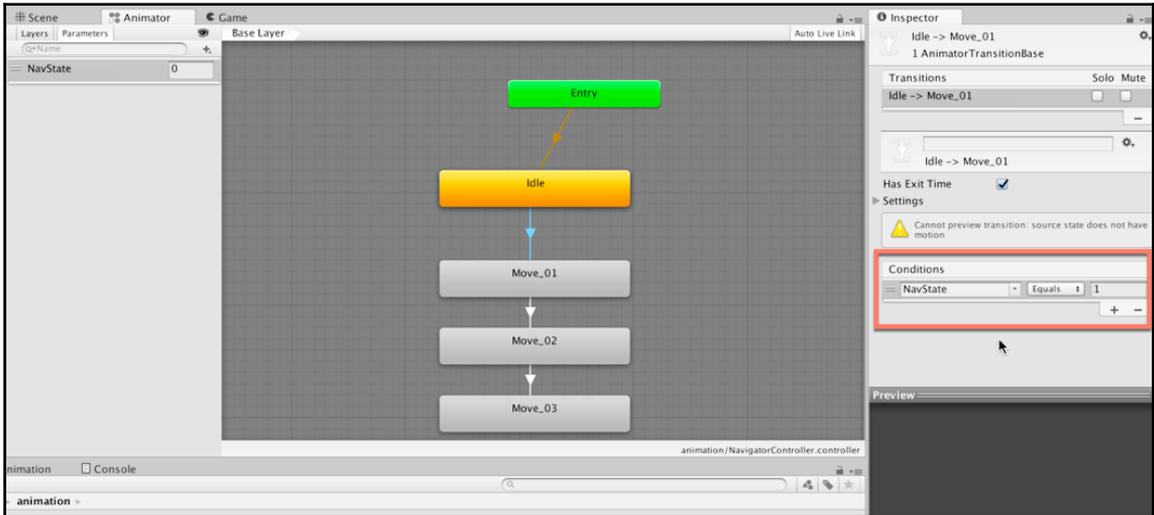
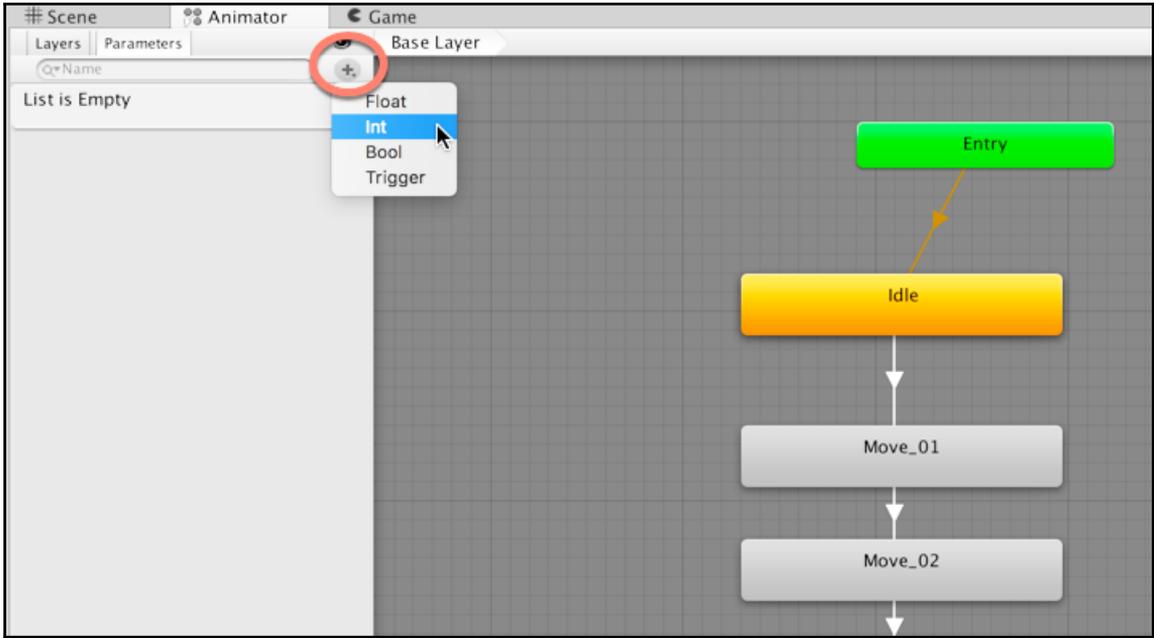


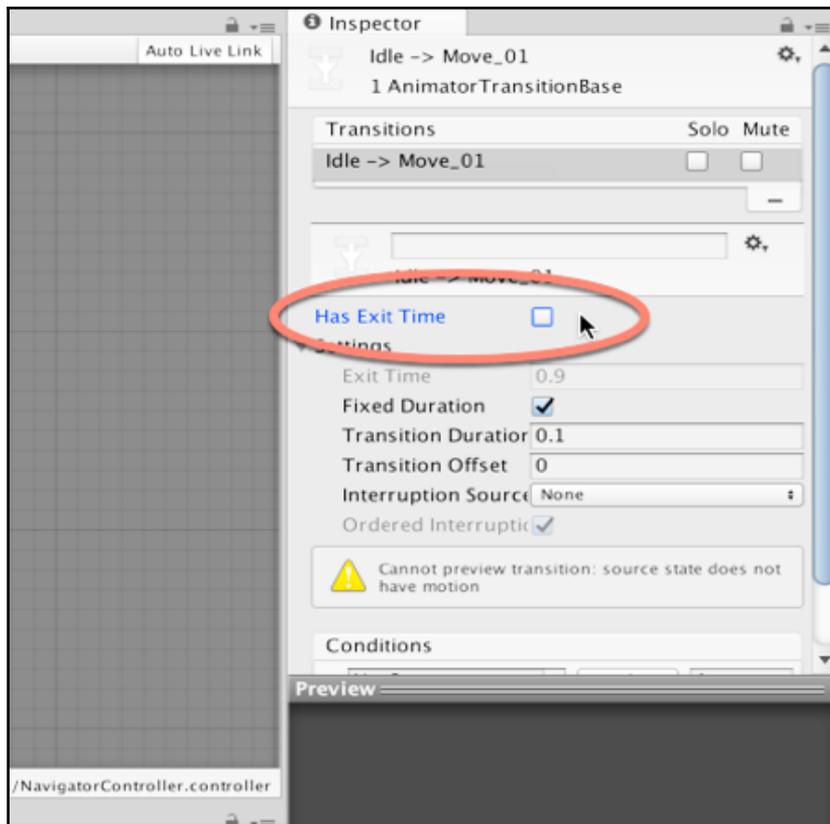


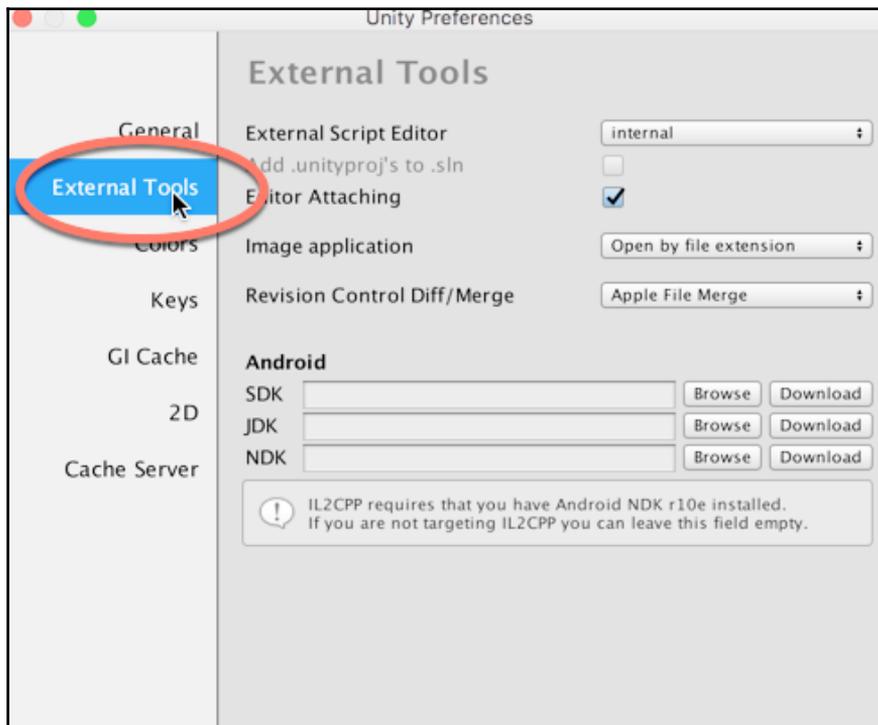
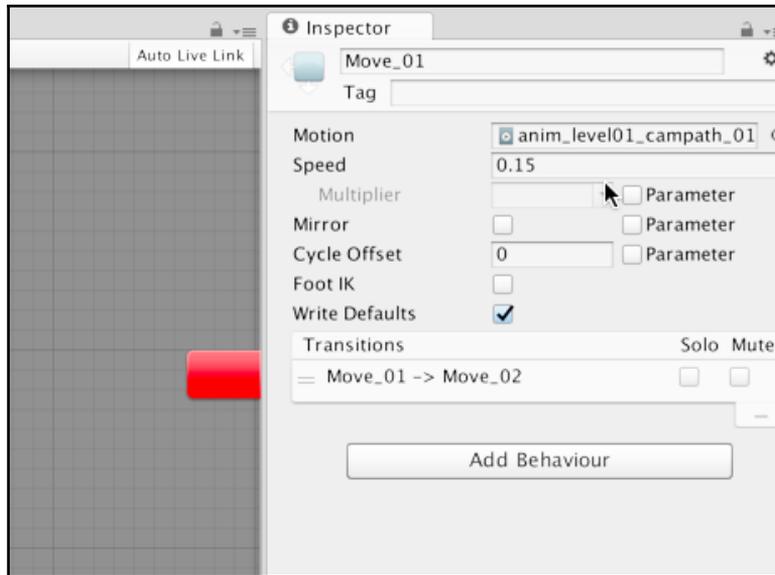


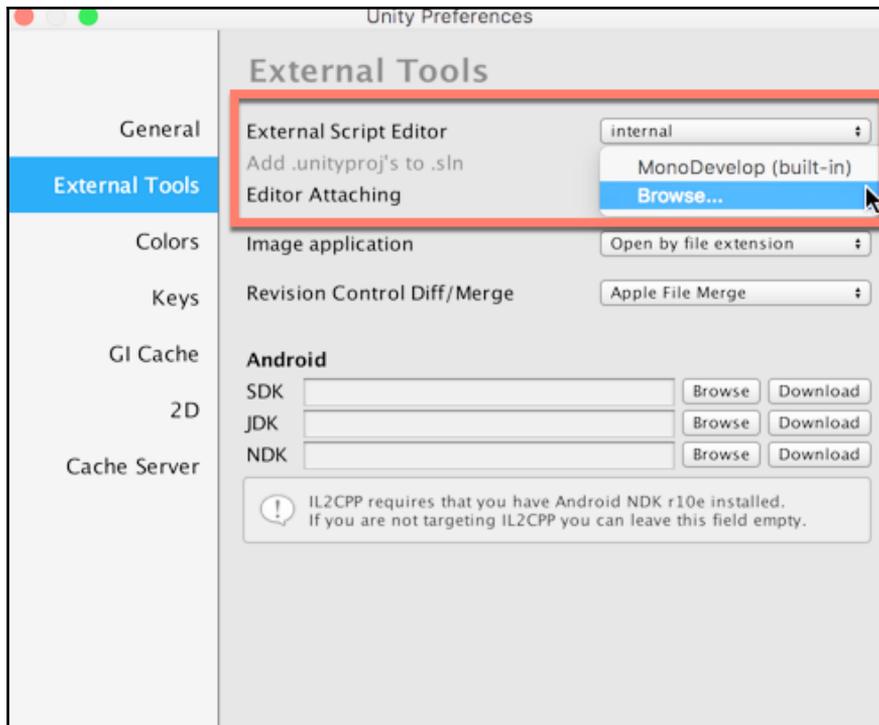












MonoDevelop-Unity File Edit View Search Project Build Run Version Control Tools Window Help

Debug > Unity Editor MonoDevelop-Unity Search

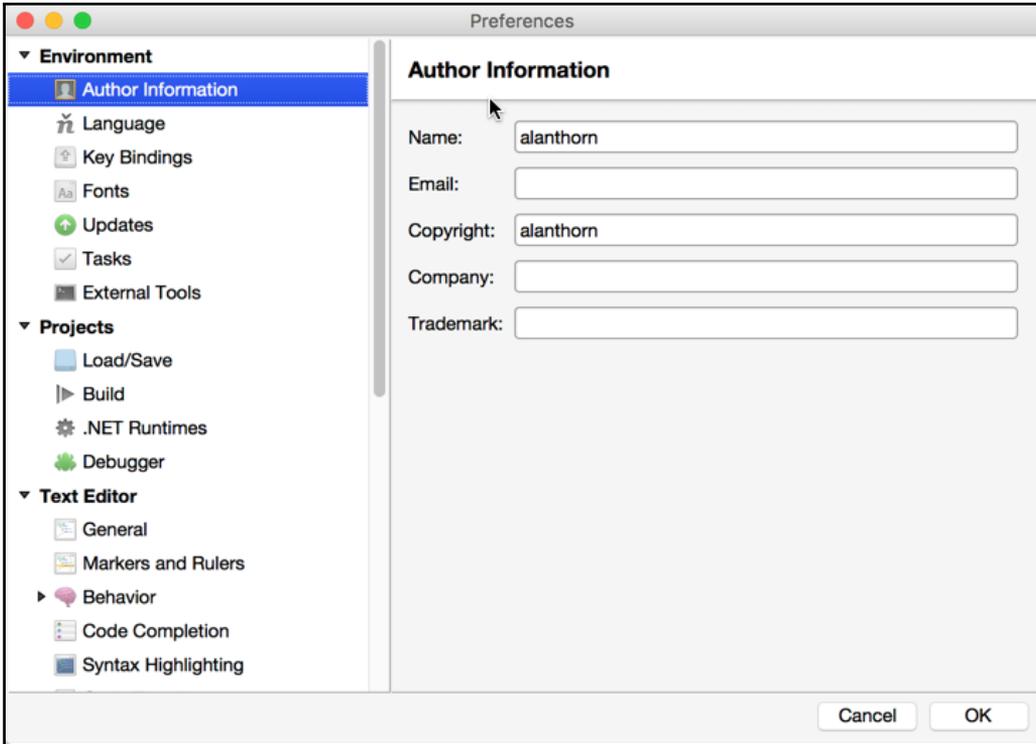
Navigator.c x GameMan: x KeyPressE: x UIScore.cs x UIFader.cs x UIHealth.cs x Typer.cs x UIBonus.cs x AIEnergy.c x NewBehav

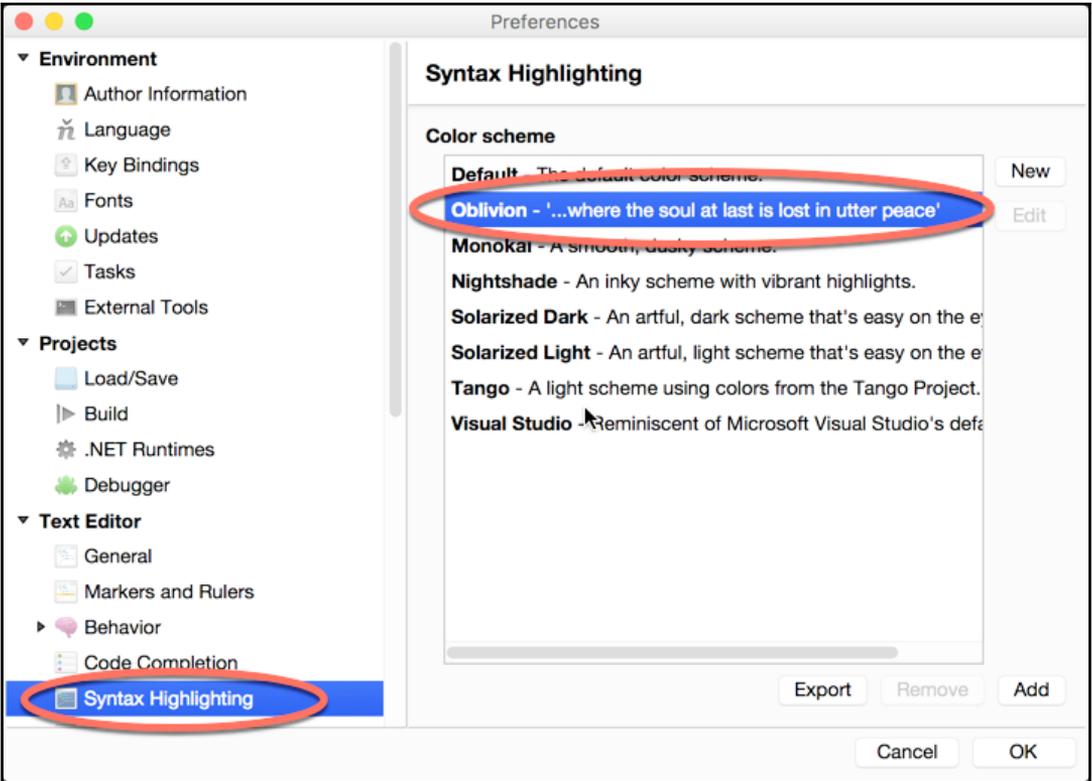
No selection

```
44         return;
45     }
46 }
47
48     //If new, then create new singleton 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 (AIEnergy.ActiveEnemies);
85 }
86 }
```

Errors Tasks

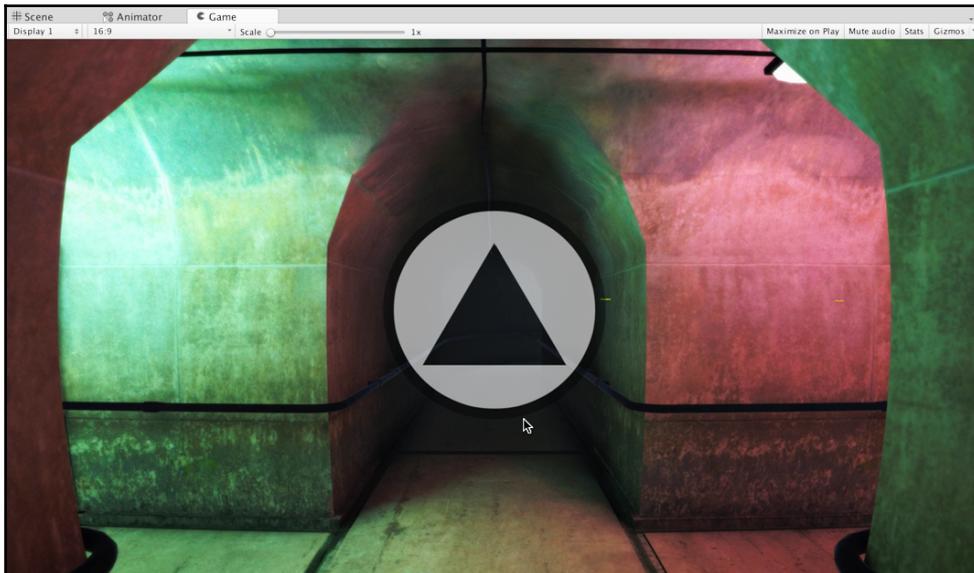
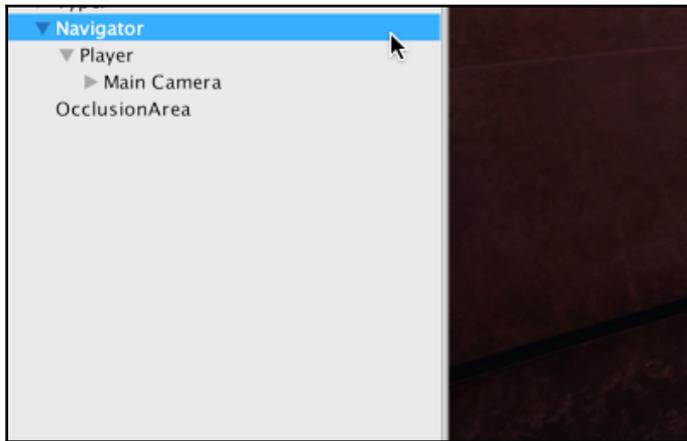
Toolbox Properties Document Outline Unit Tests

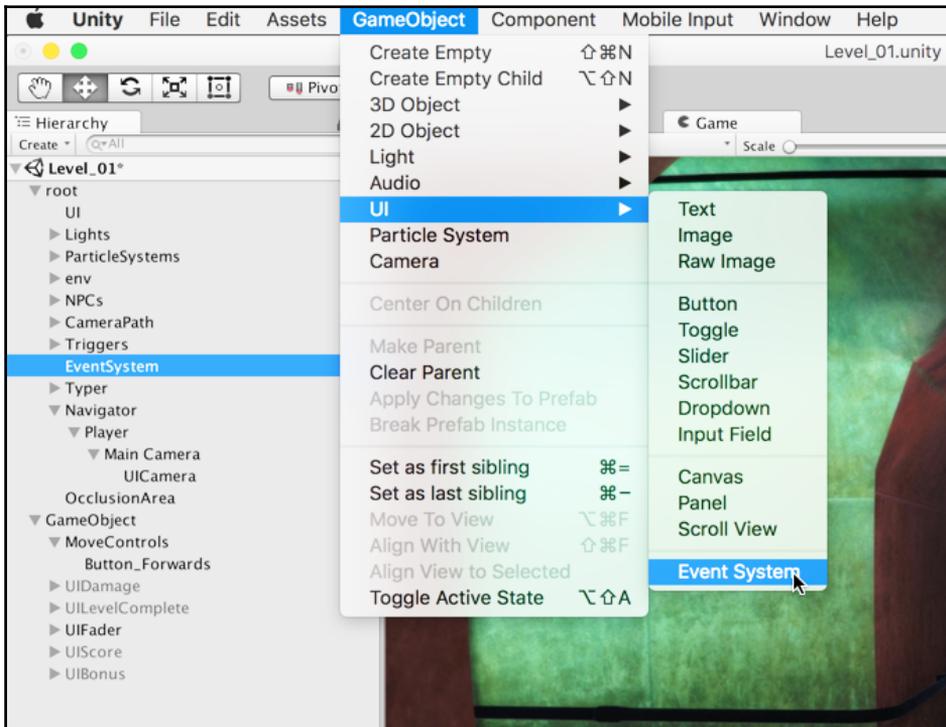
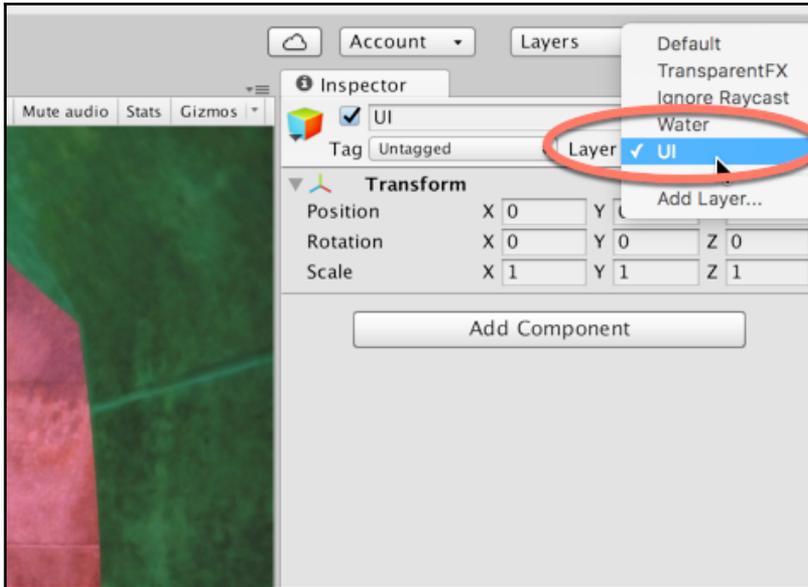


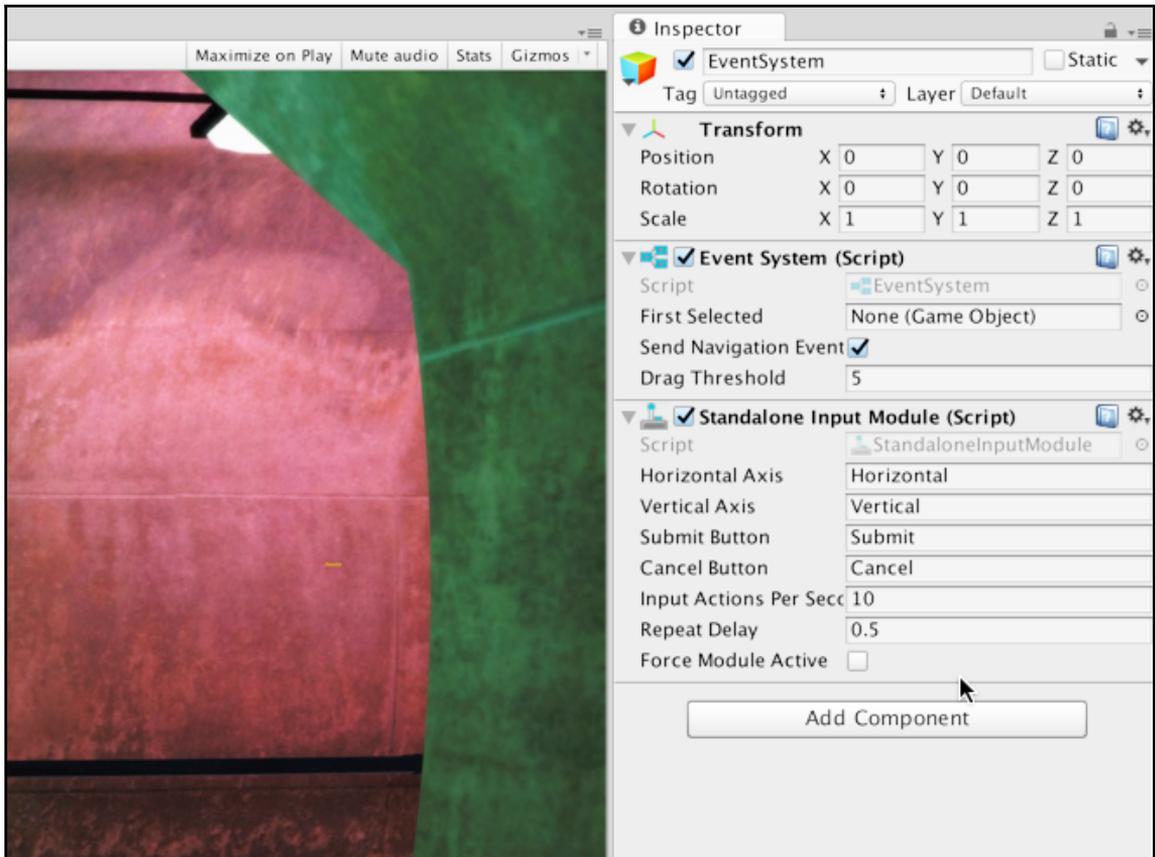


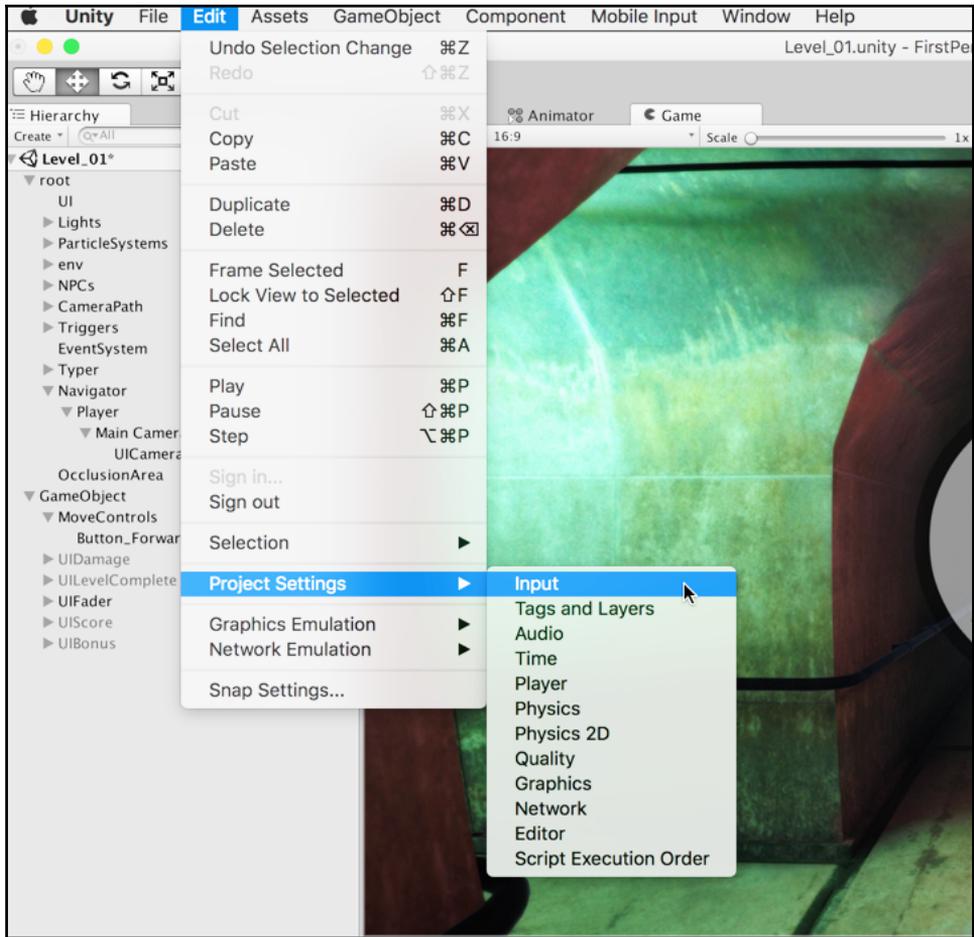
The image shows a screenshot of the MonoDevelop-Unity IDE. The main window displays a C# script named 'Navigator.cs'. The code implements a singleton pattern for a 'Navigator' class that inherits from 'MonoBehaviour'. It includes several using statements for Unity and System namespaces. The class has private fields for 'CurrentNode', 'ThisAnimator', and 'AnimStateHash', and a public 'UnityEvent' for 'EnemyDie'. It also has a private field for 'NavigatorButton'. The core logic is in the 'ThisInstance' property, which uses a 'get' method to create and return a singleton instance of 'Navigator' if it doesn't exist, and a 'set' method to handle duplicate instances by destroying them.

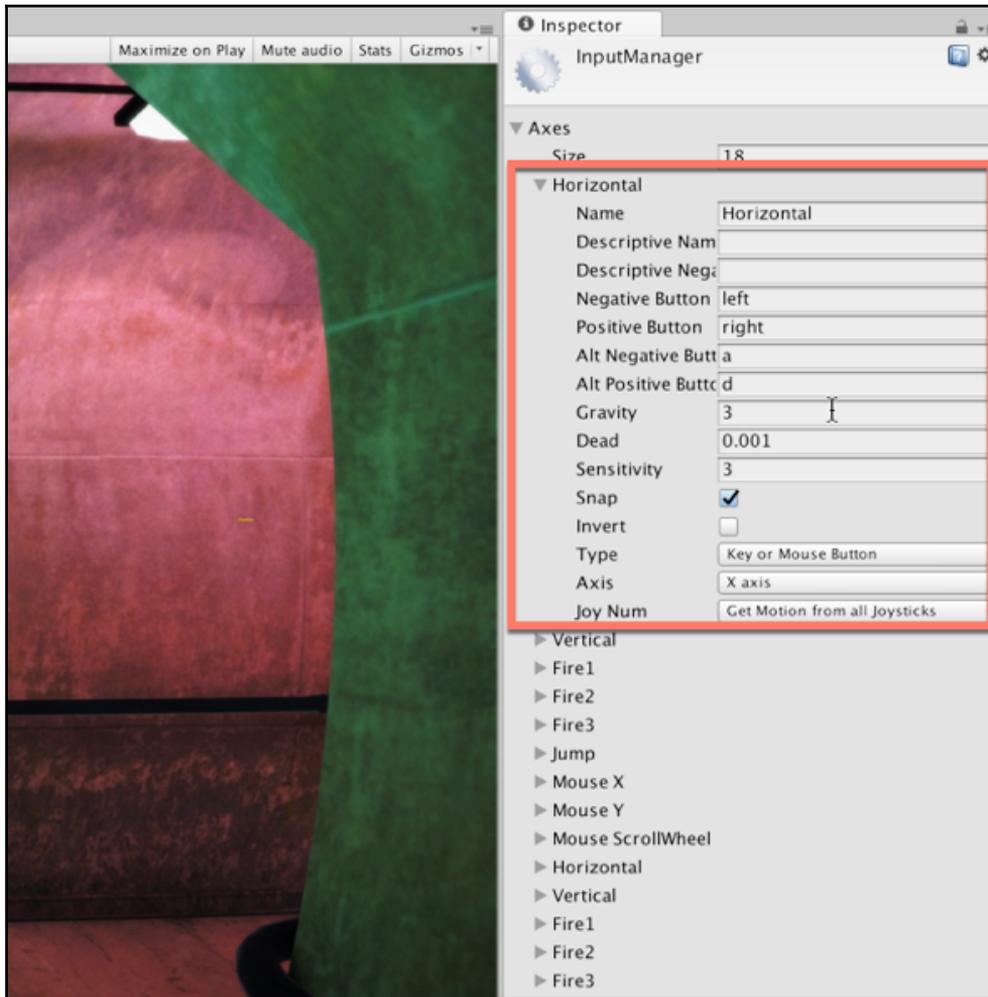
```
1 //
2 using UnityEngine;
3 using System.Collections;
4 using UnityEngine.UI;
5 using UnityEngine.EventSystems;
6 using UnityEngine.Events;
7 //
8 public class Navigator : MonoBehaviour
9 {
10     //-----
11     public int CurrentNode = 0;
12     private Animator ThisAnimator = null;
13     private int AnimStateHash = Animator.StringToHash("NavState");
14
15     //Reference to NPC die event
16     public UnityEvent EnemyDie;
17
18     //Reference to navigator button
19     private Button NavigatorButton = null;
20
21     //Reference to singleton instance
22     public static Navigator ThisInstance
23     {
24         get
25         {
26             //Get or create singleton instance
27             if (mThisInstance == null)
28             {
29                 GameObject GO = new GameObject ("Navigator");
30                 mThisInstance = GO.AddComponent<Navigator> ();
31             }
32
33             return mThisInstance;
34         }
35         set
36         {
37             //If not null then we already have instance
38             if (mThisInstance != null)
39             {
40                 //If different, then remove duplicate immediately
41                 if(mThisInstance.GetInstanceID() != value.GetInstanceID())
42                     DestroyImmediate (value.gameObject);
43             }
44         }
45     }
46 }
```

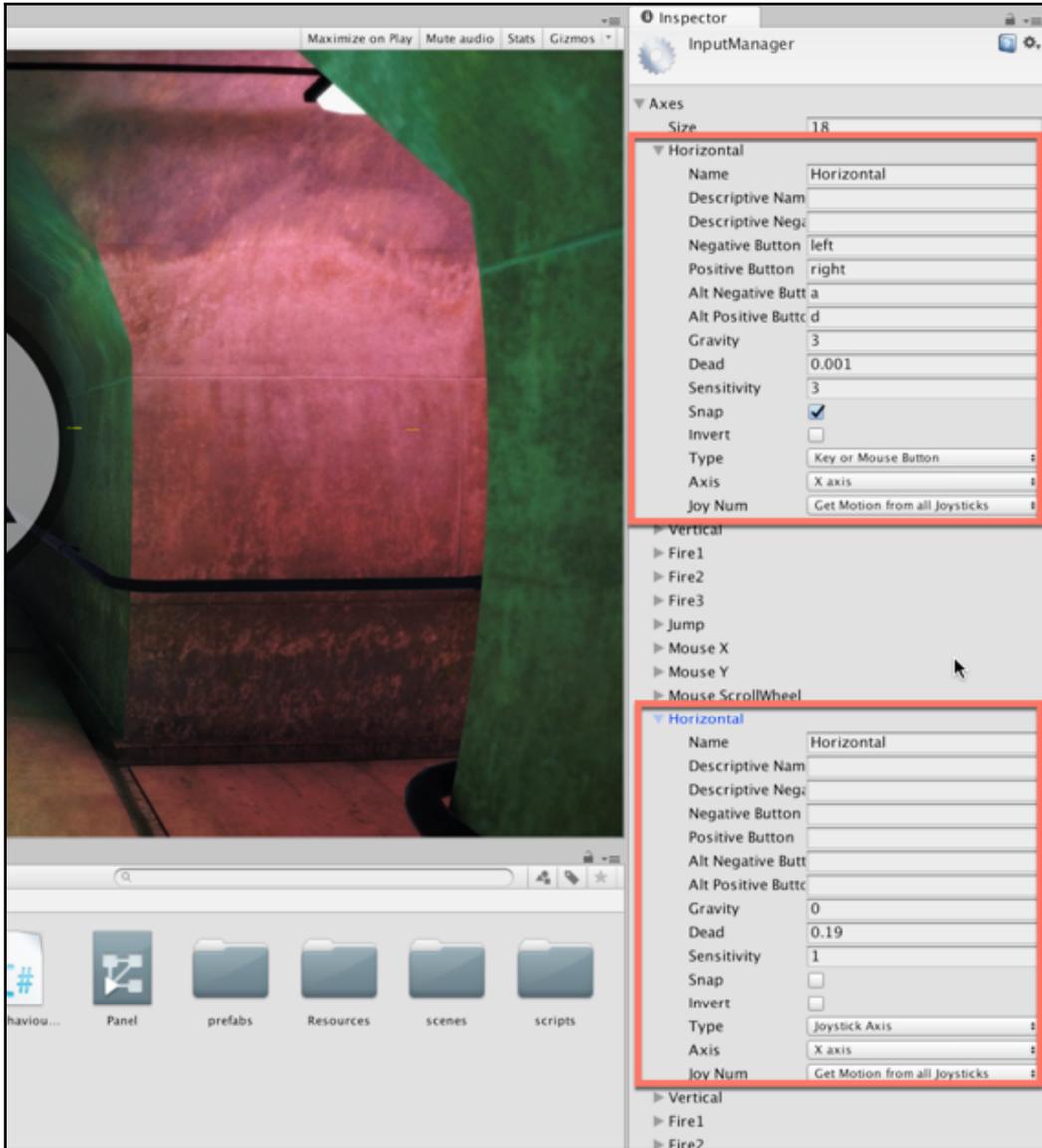


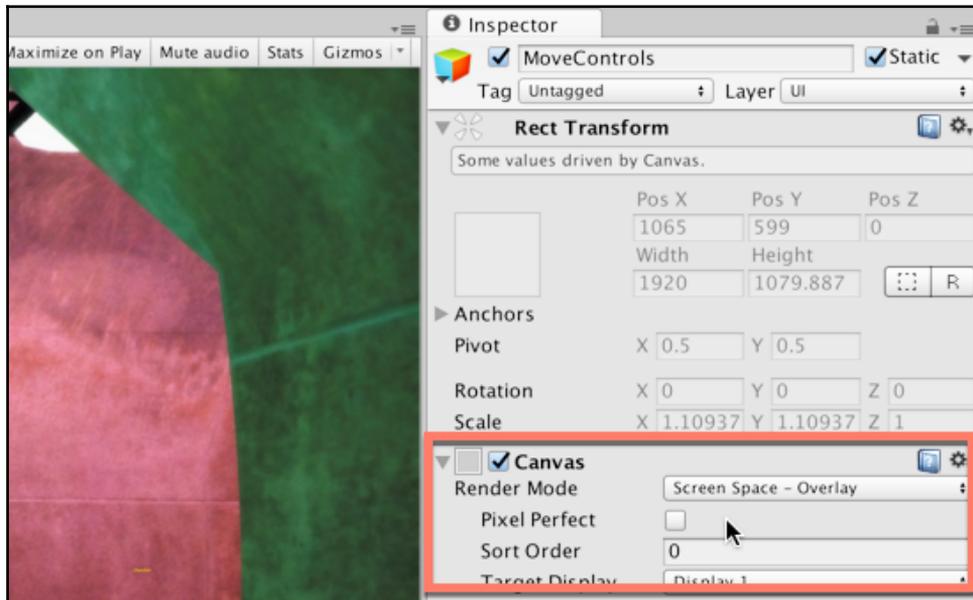
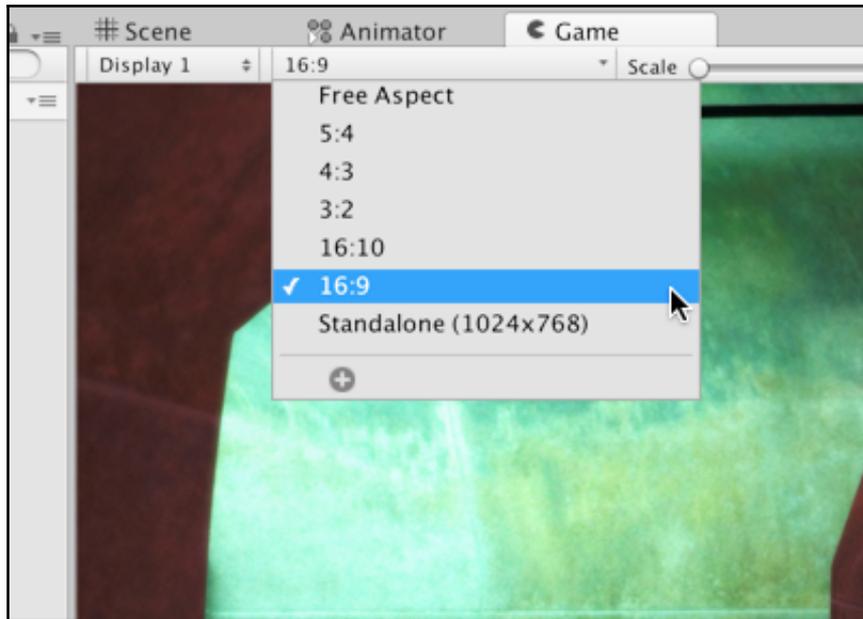


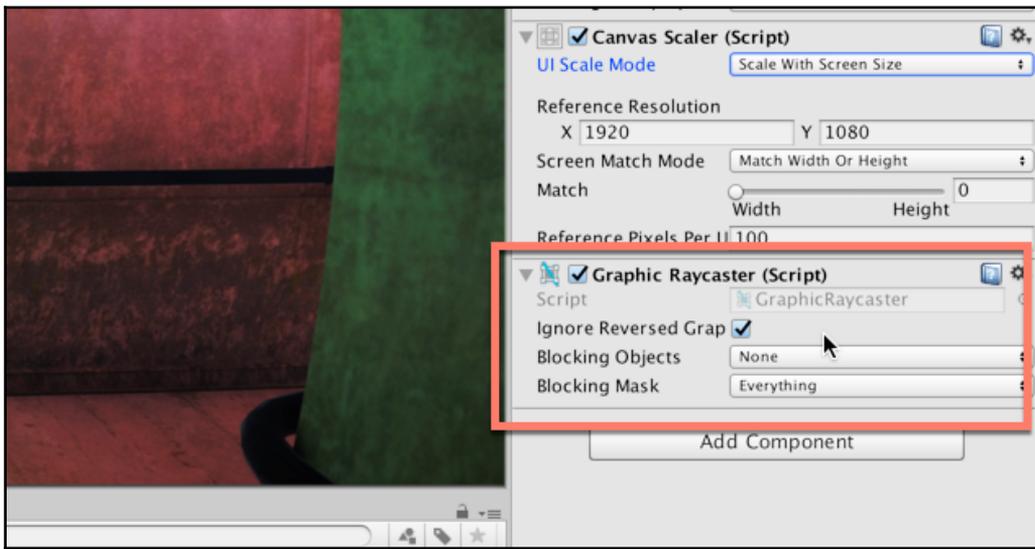
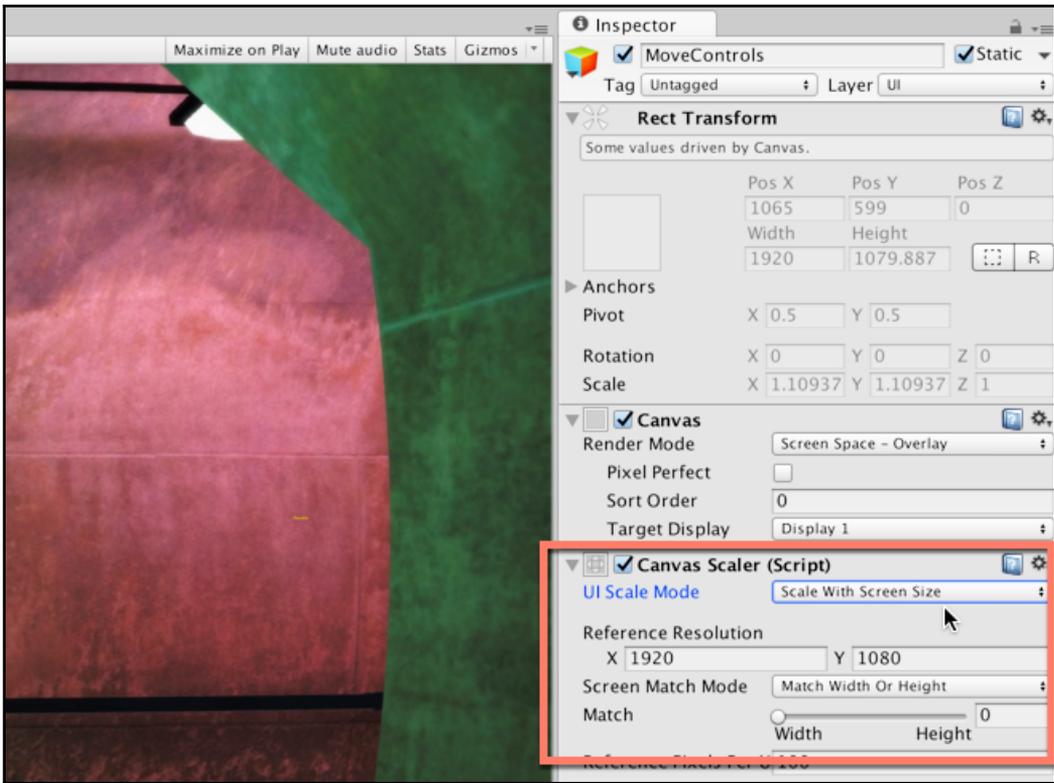


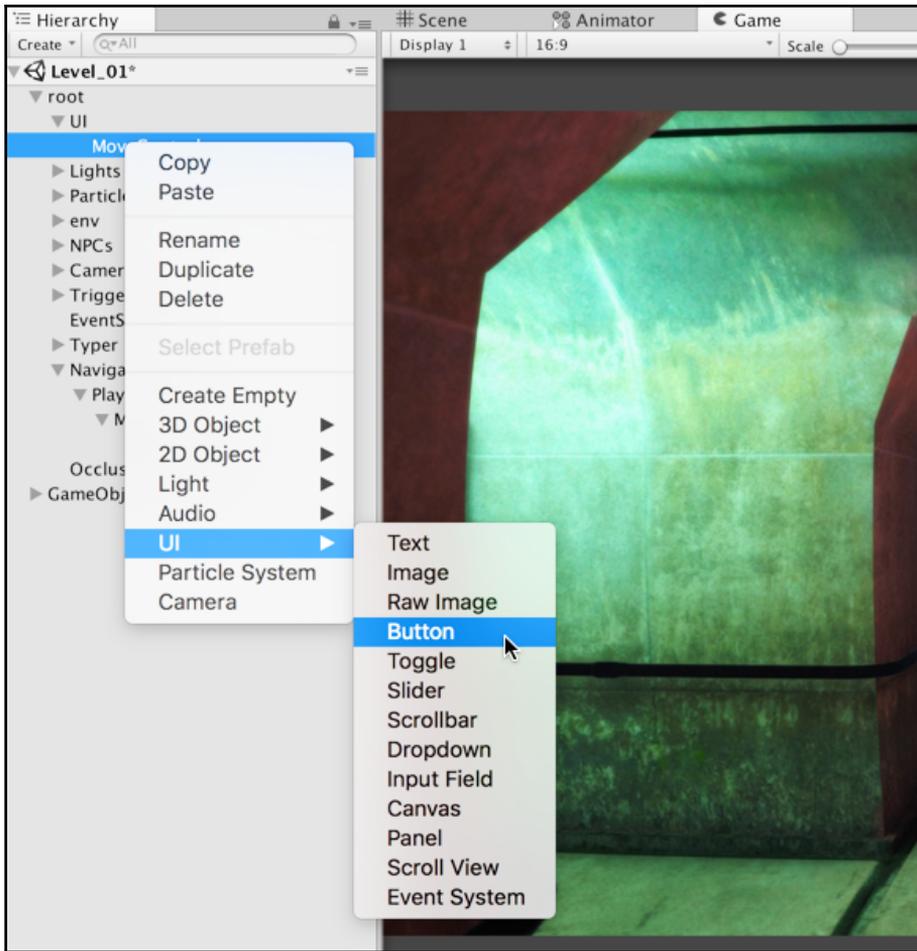


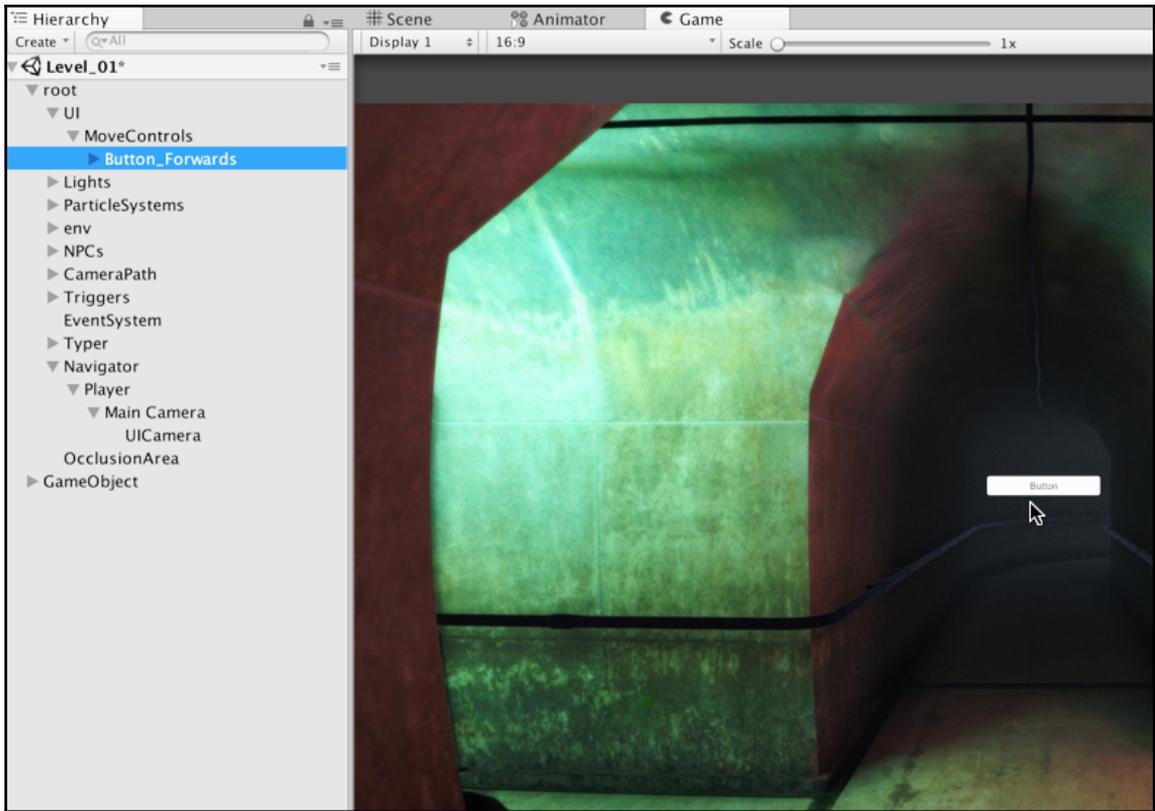


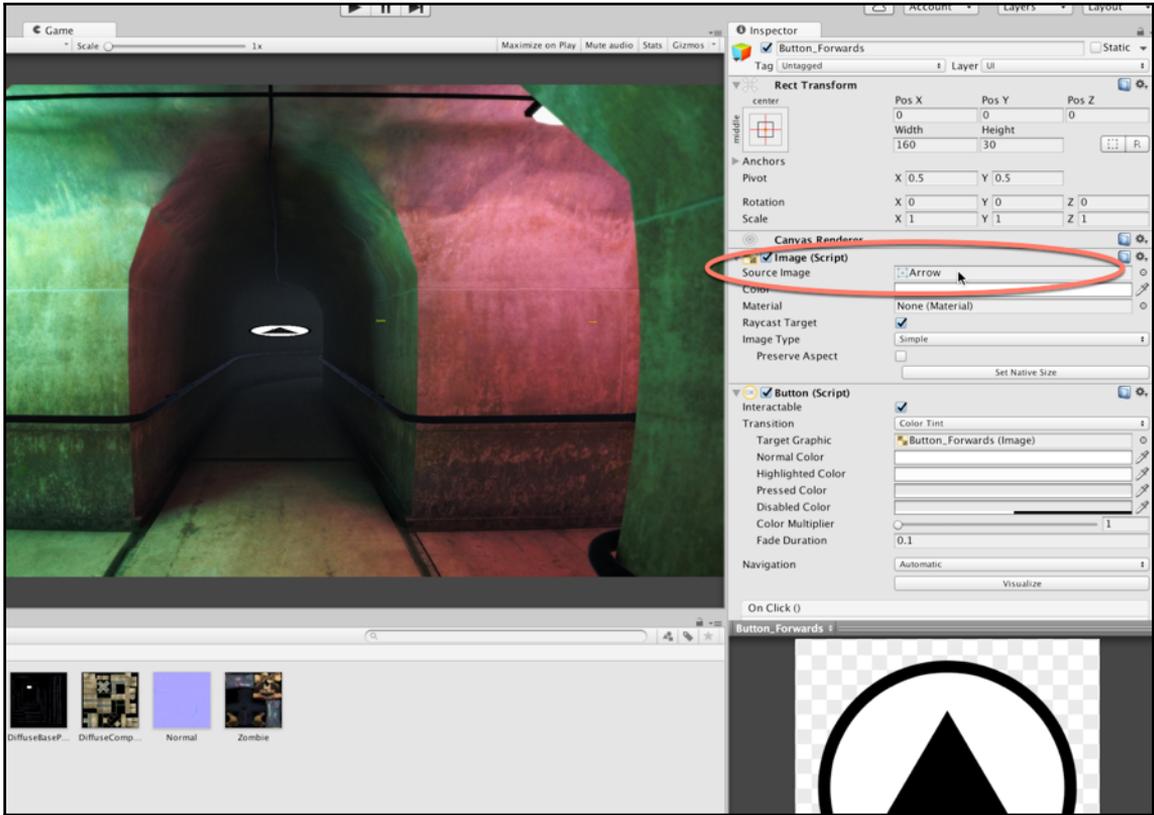


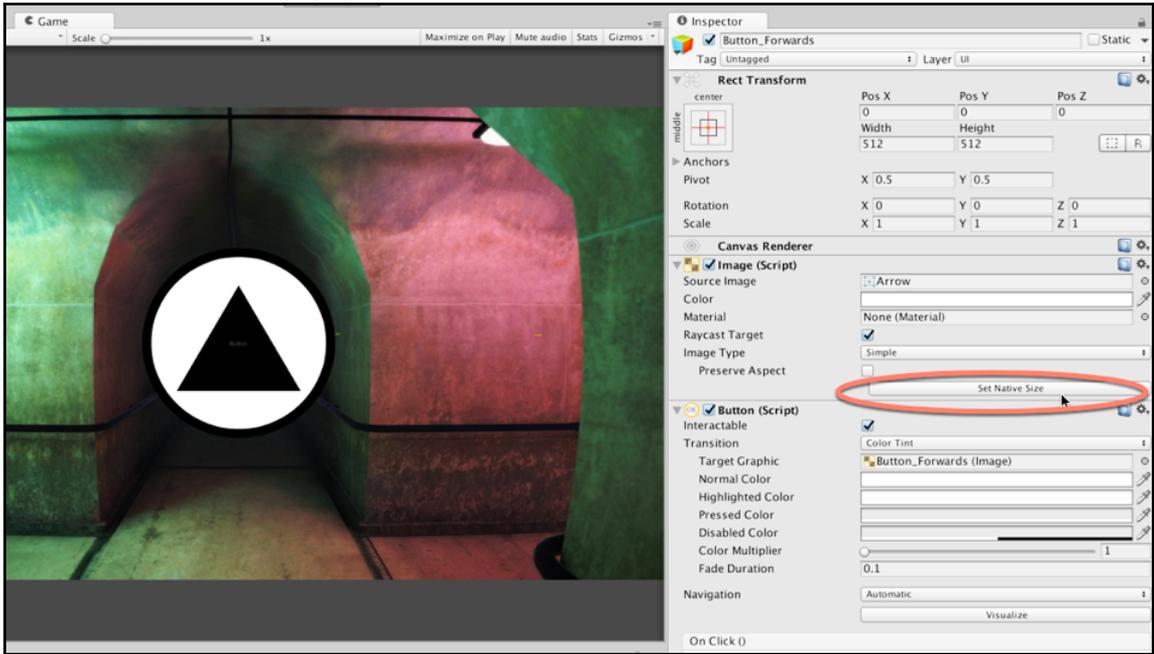


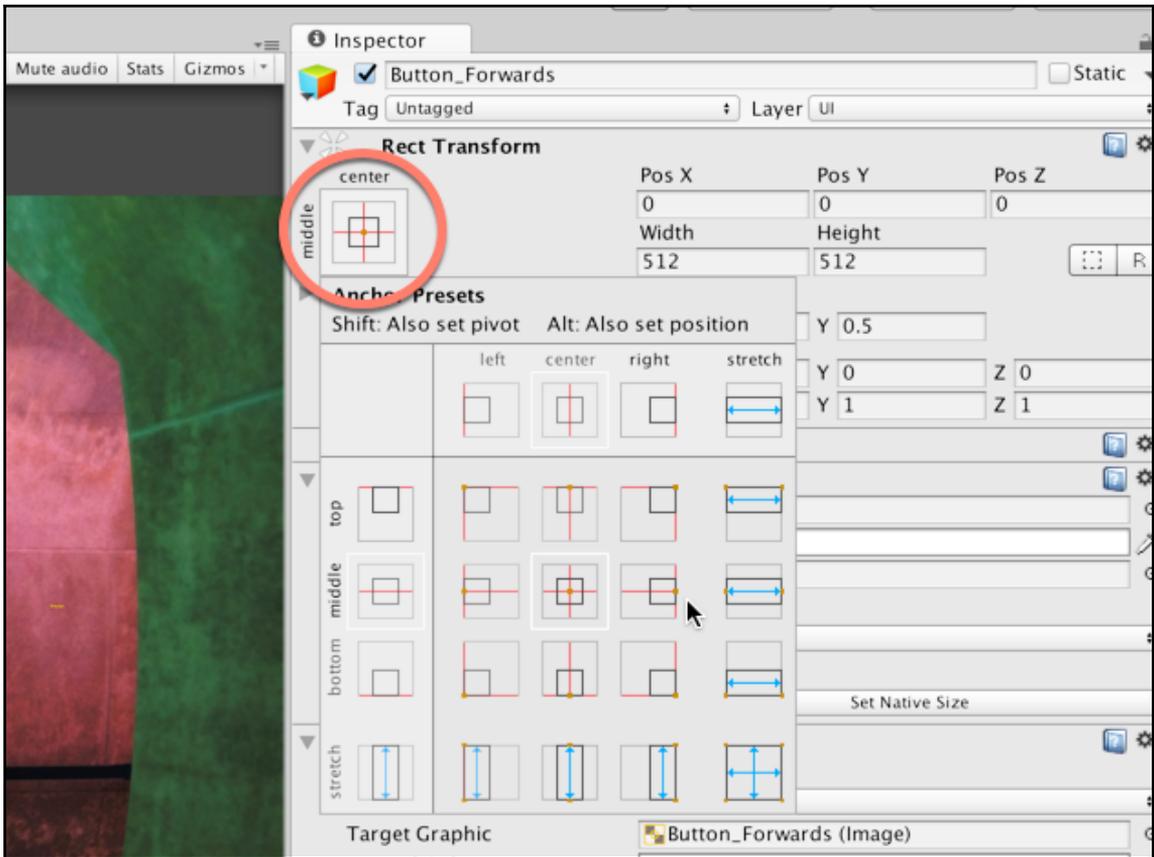


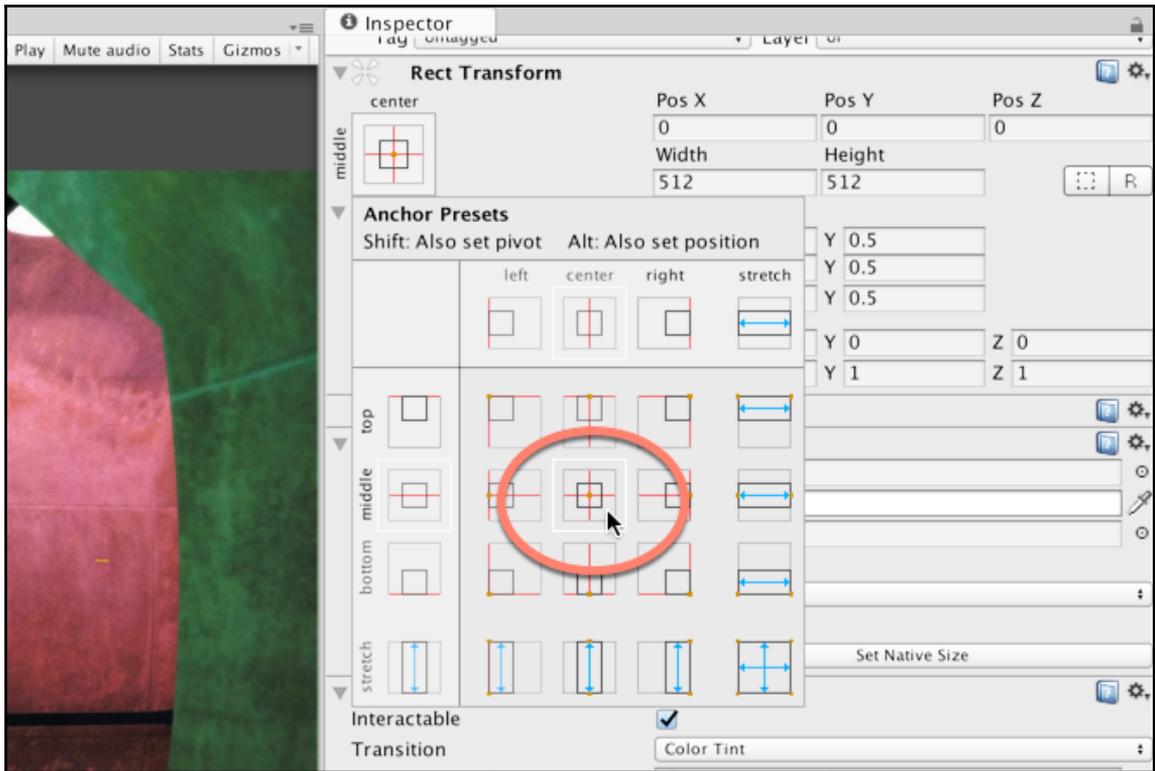


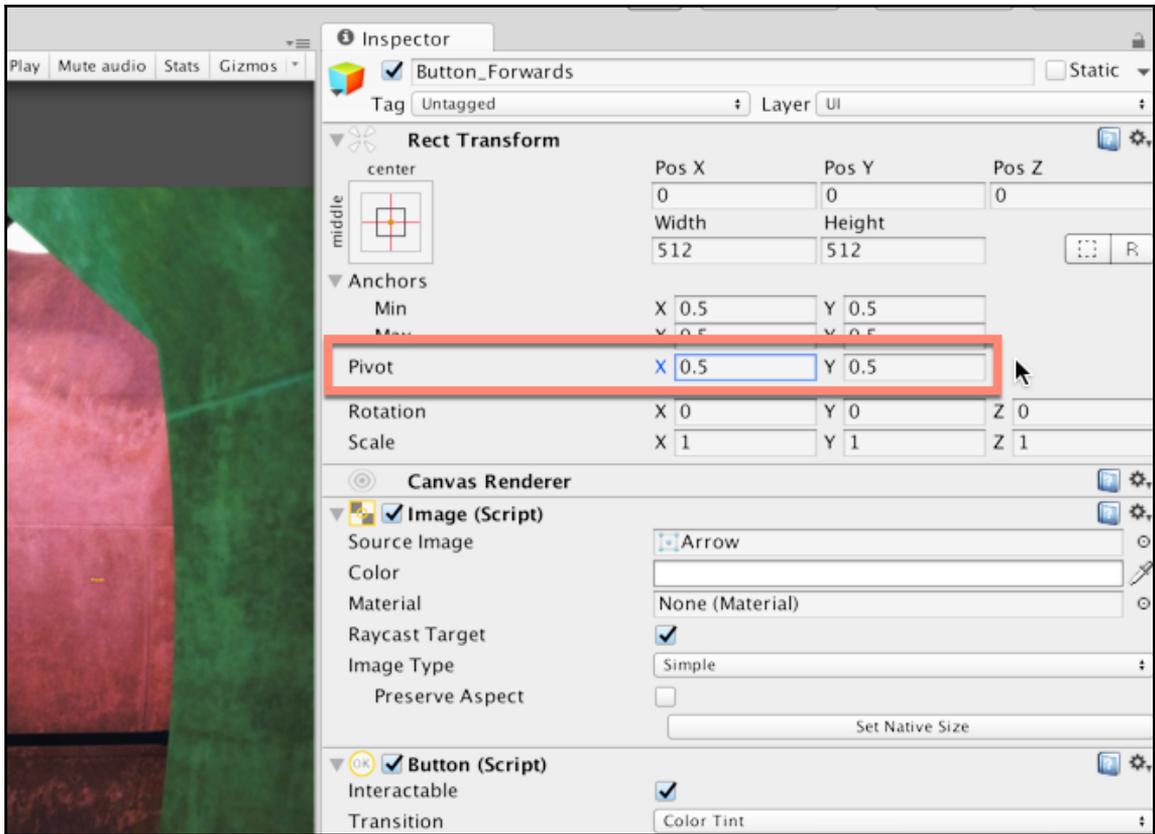


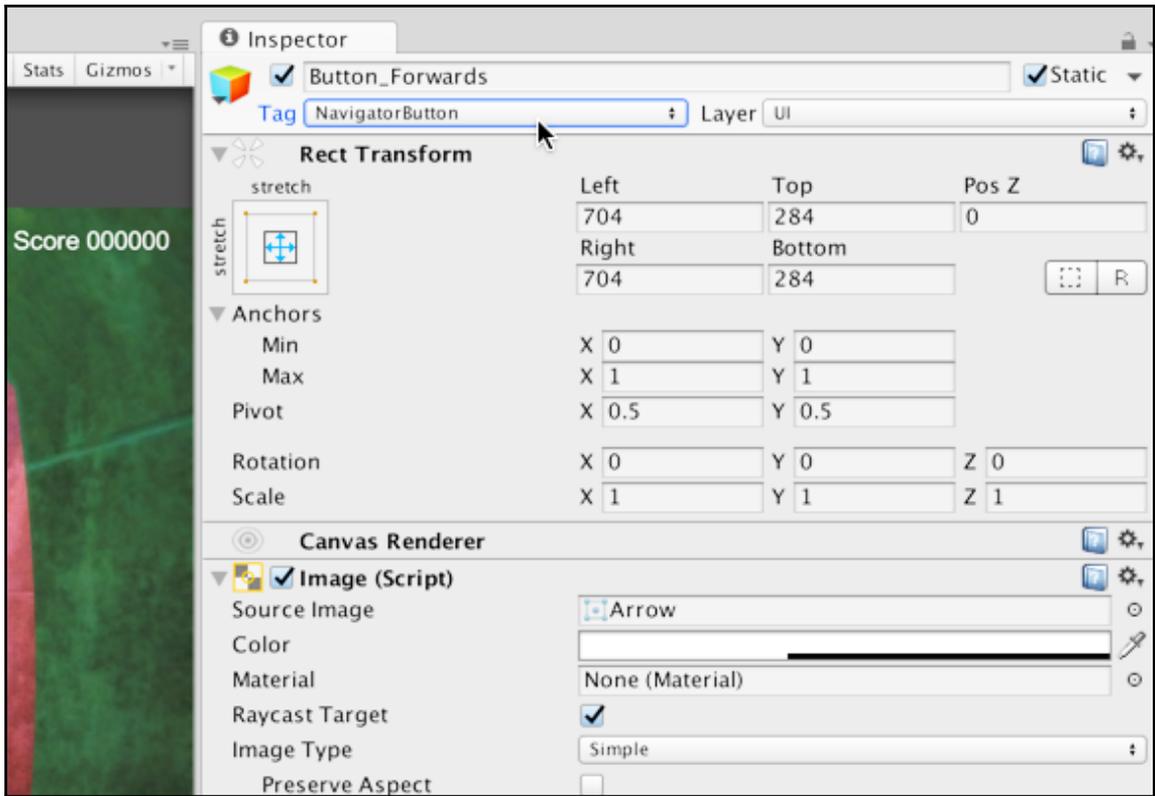


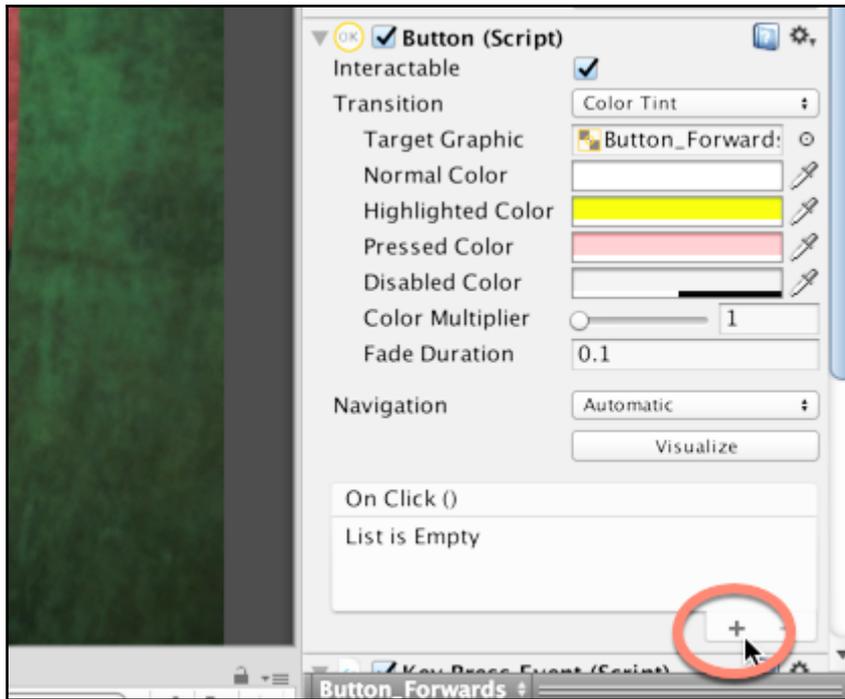


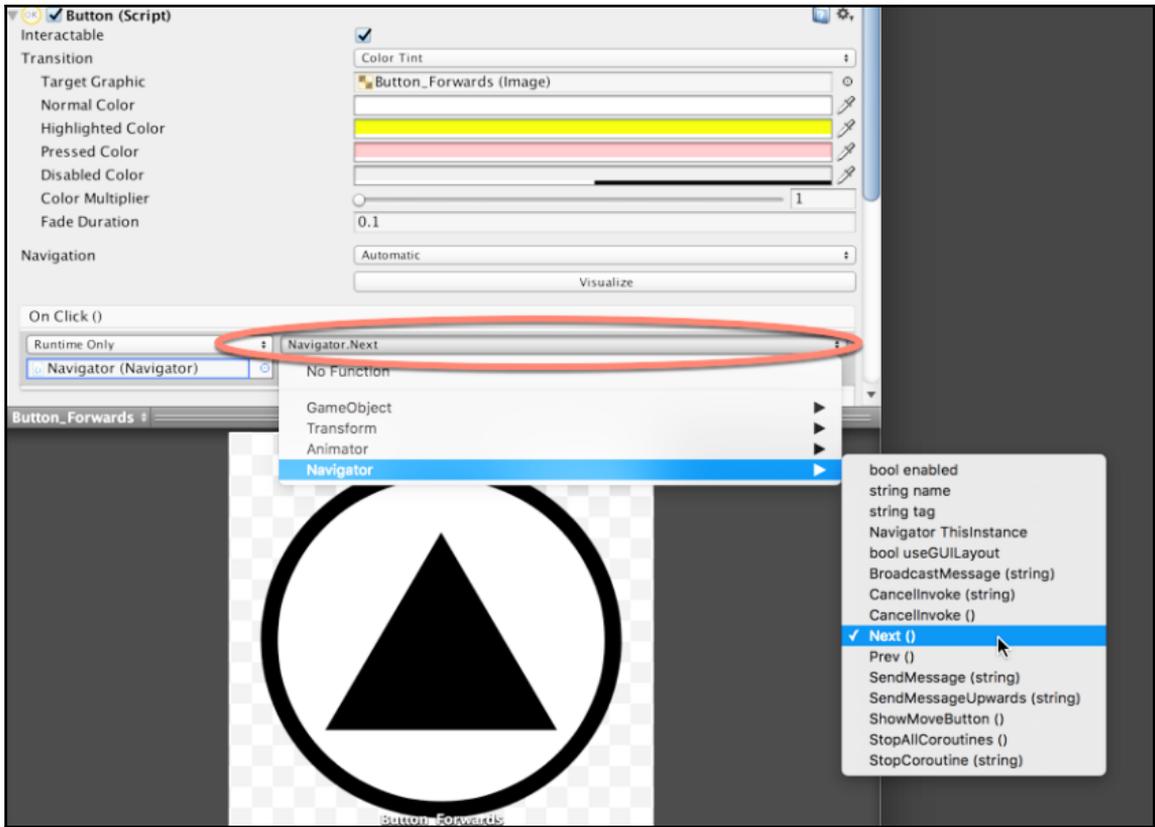


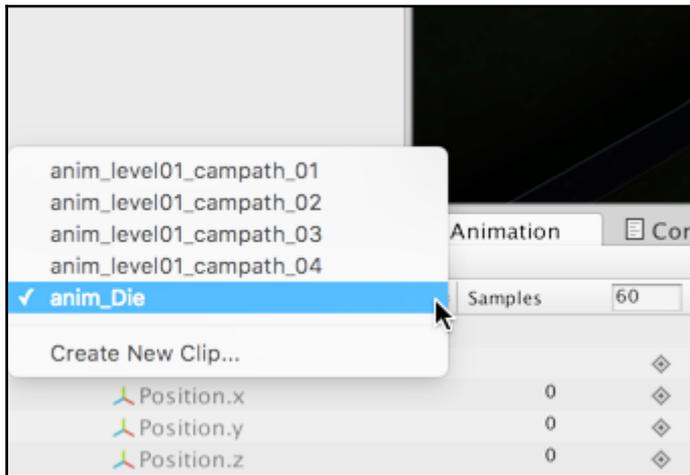
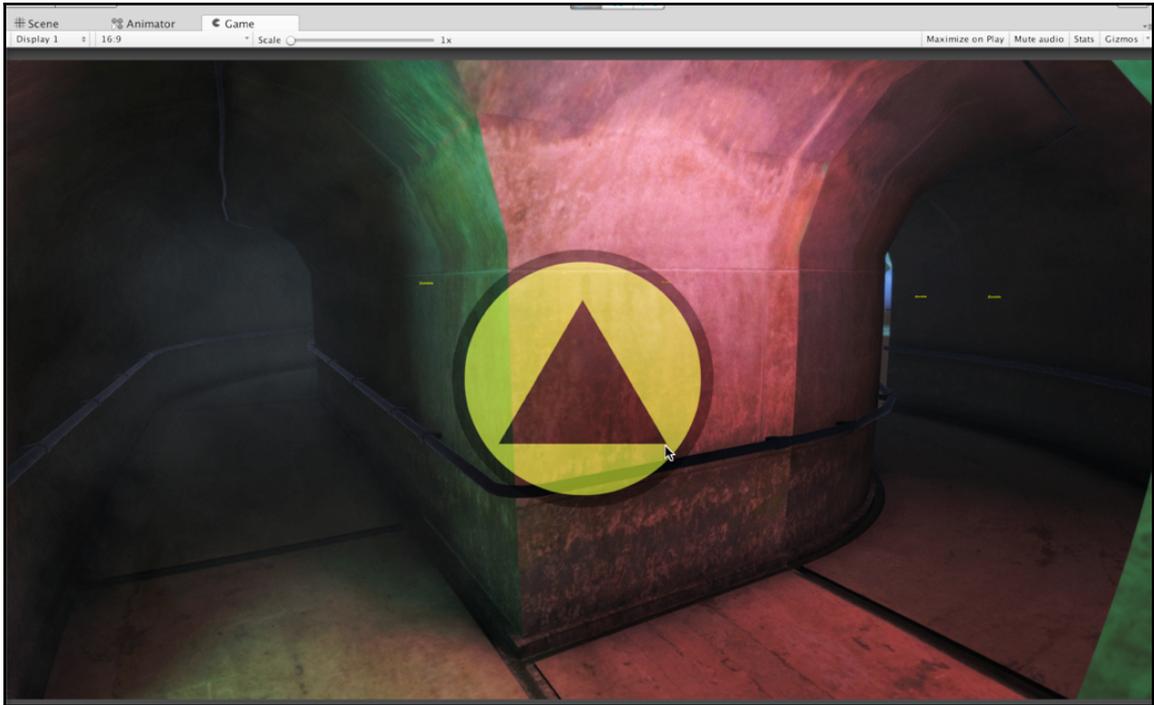


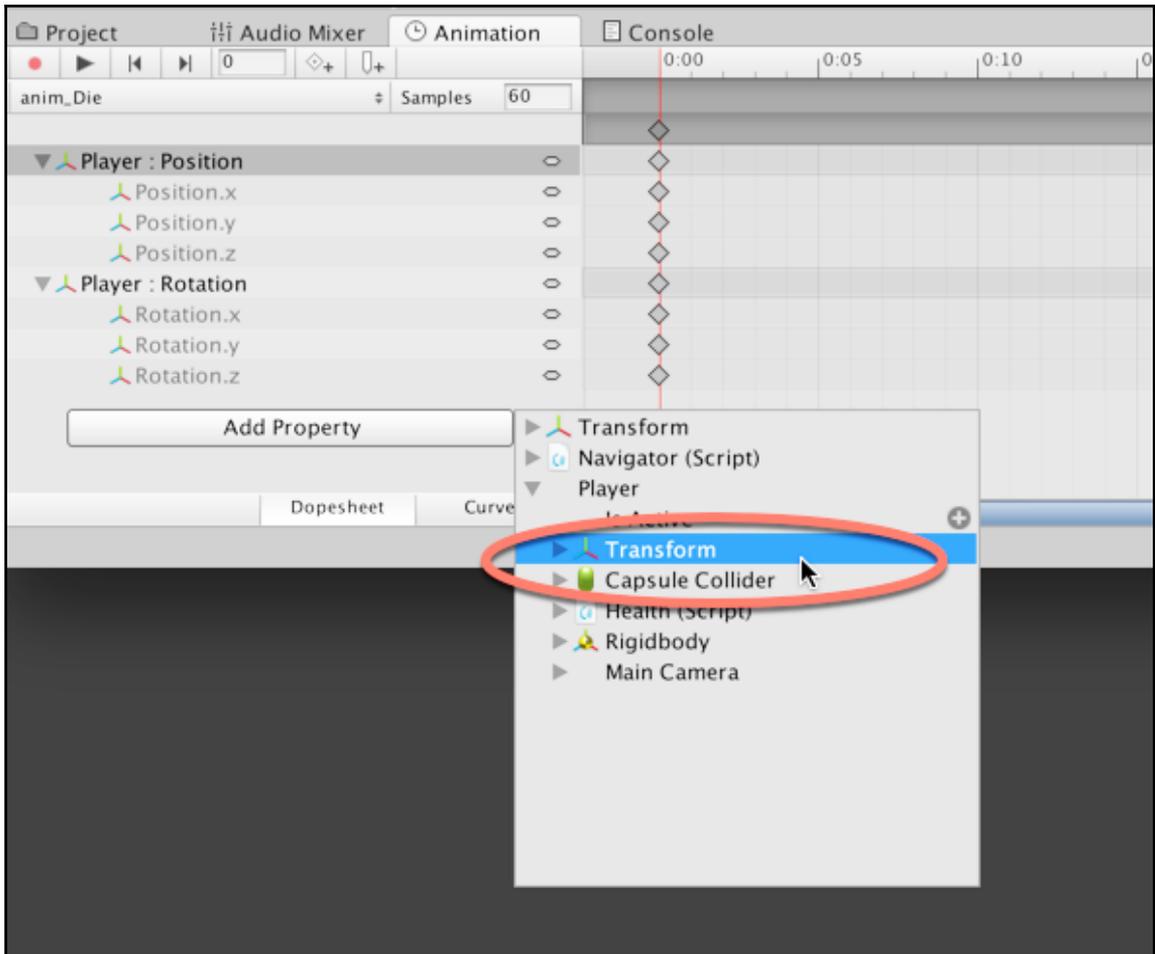


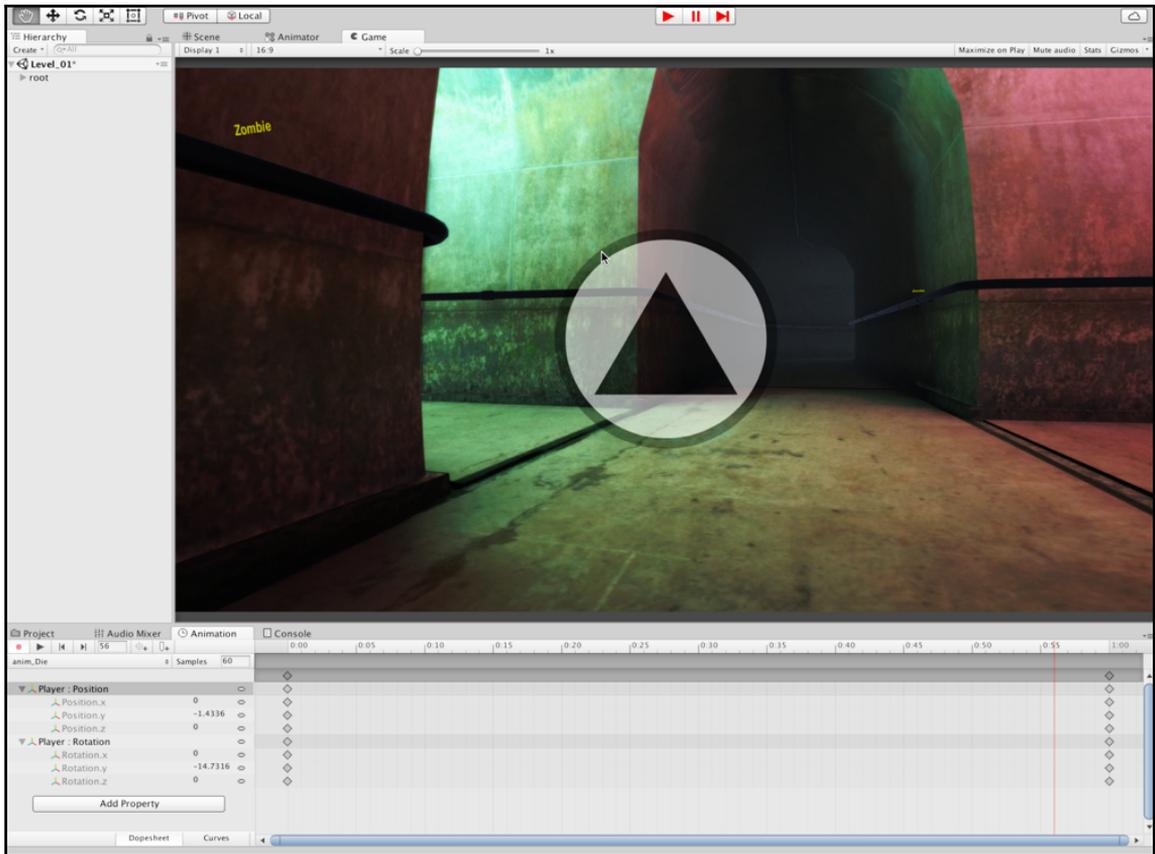


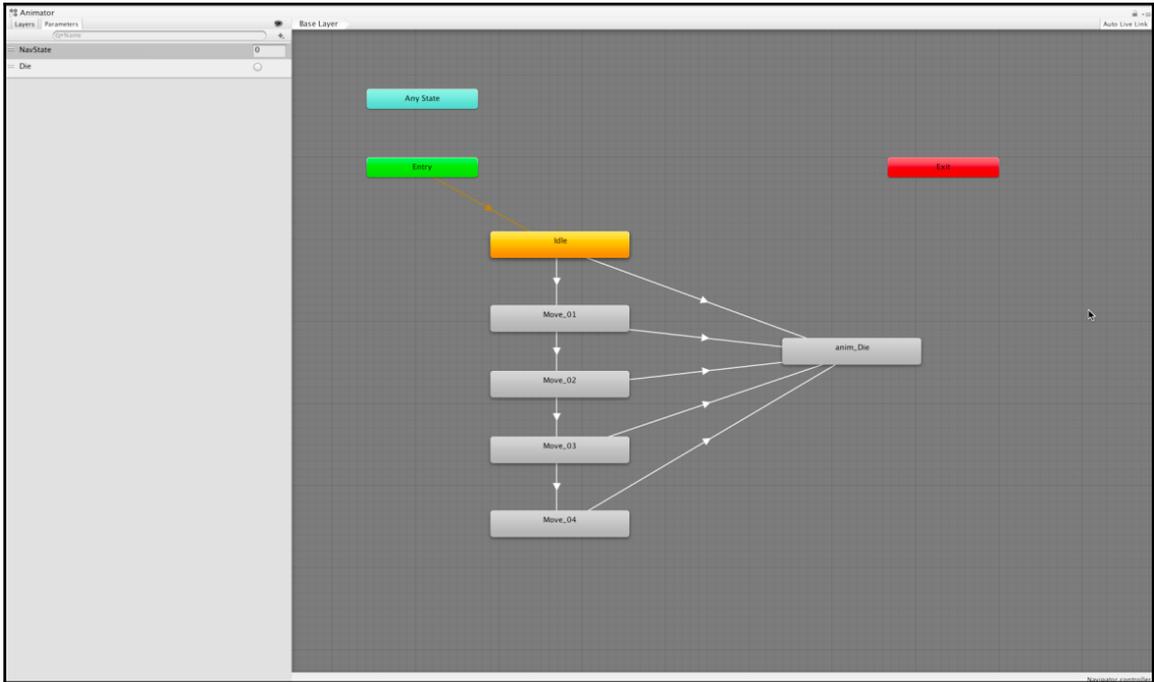






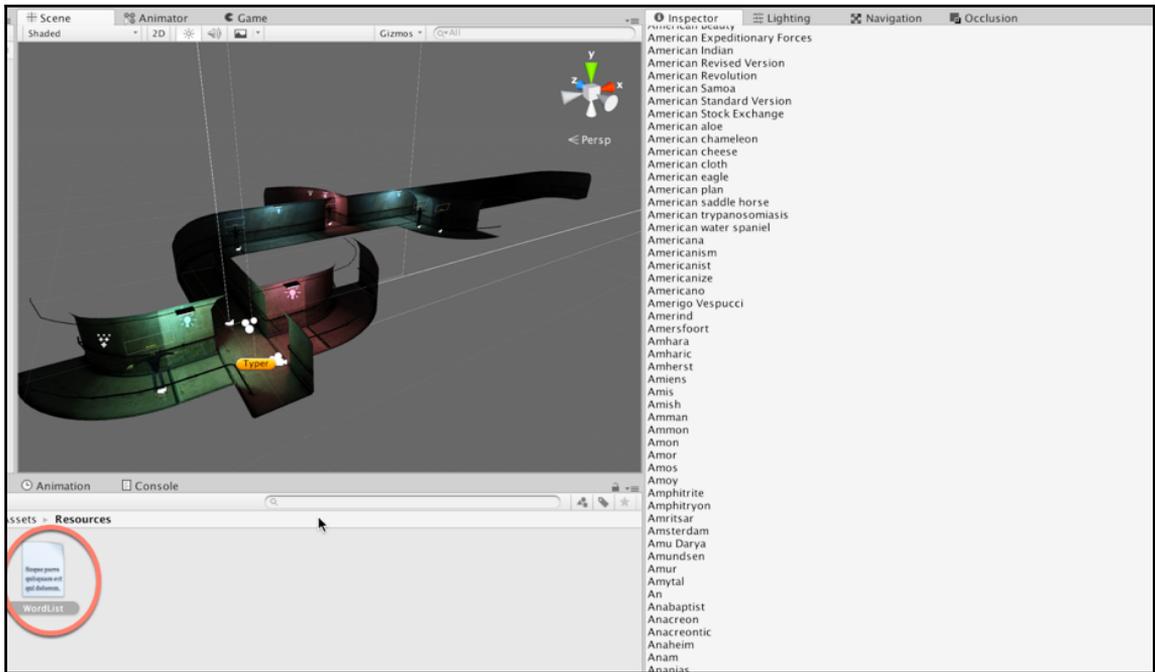






Player Controls - Typing and Health

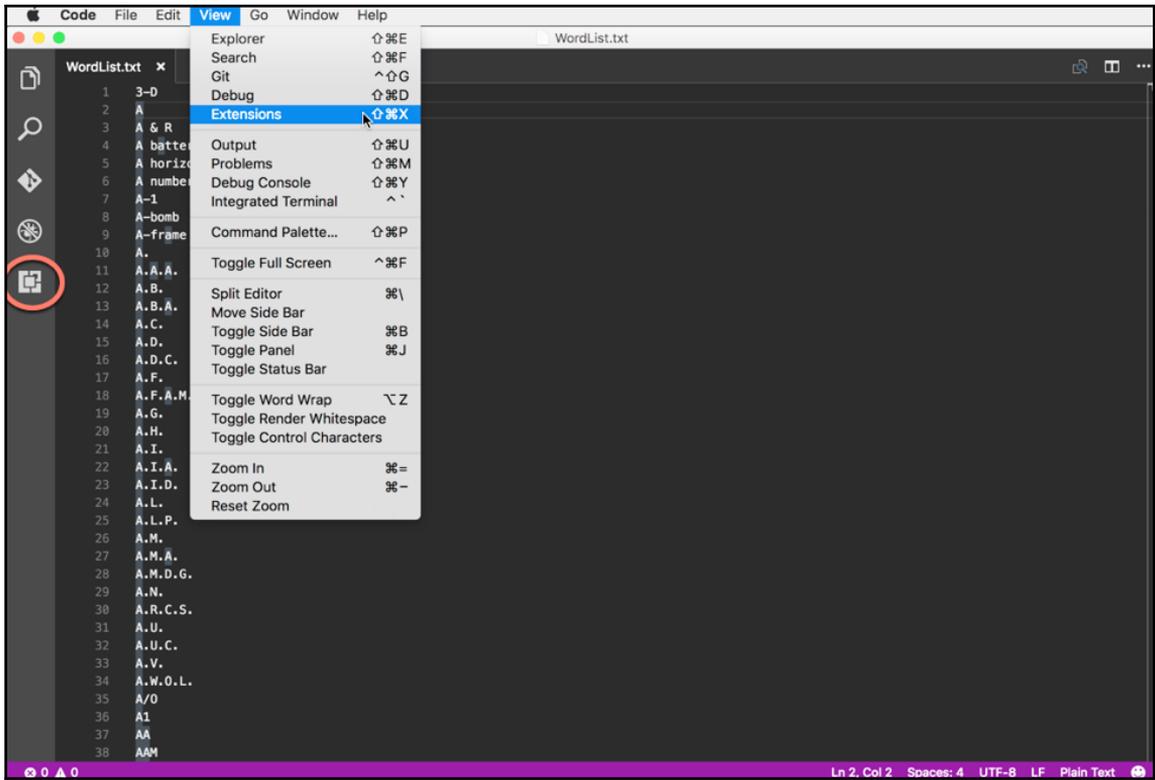


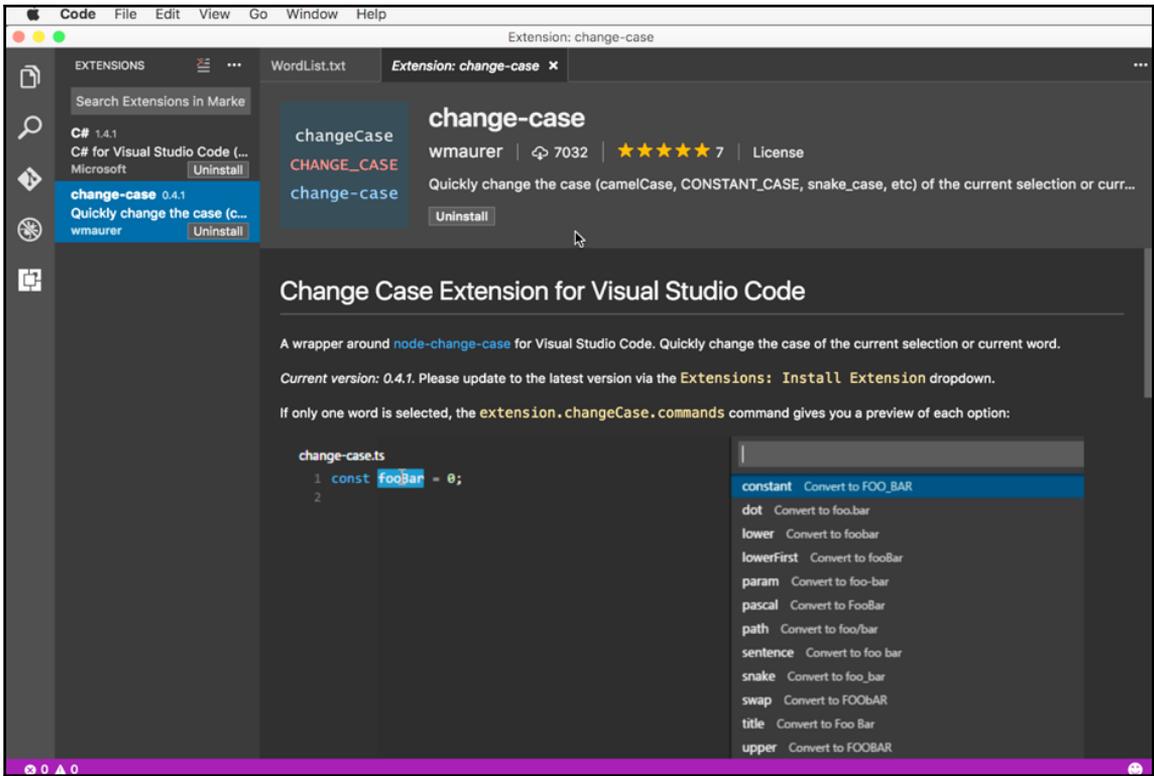


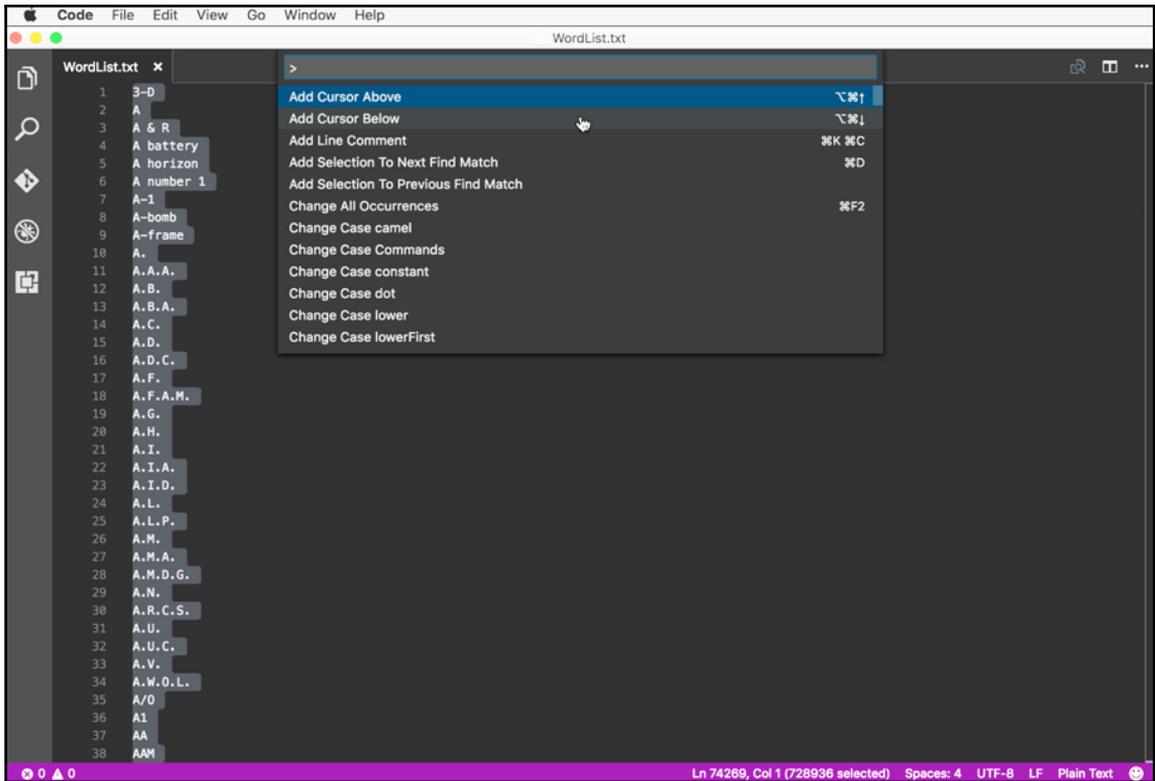
The image shows a screenshot of the Visual Studio Code editor interface. The title bar at the top reads "Code" and includes standard menu items: File, Edit, View, Go, Window, and Help. The active file is "WordList.txt". On the left side, there is a sidebar with a search and replace panel. The search input contains the character "&" and the replace input is empty. The main editor area displays the following text:

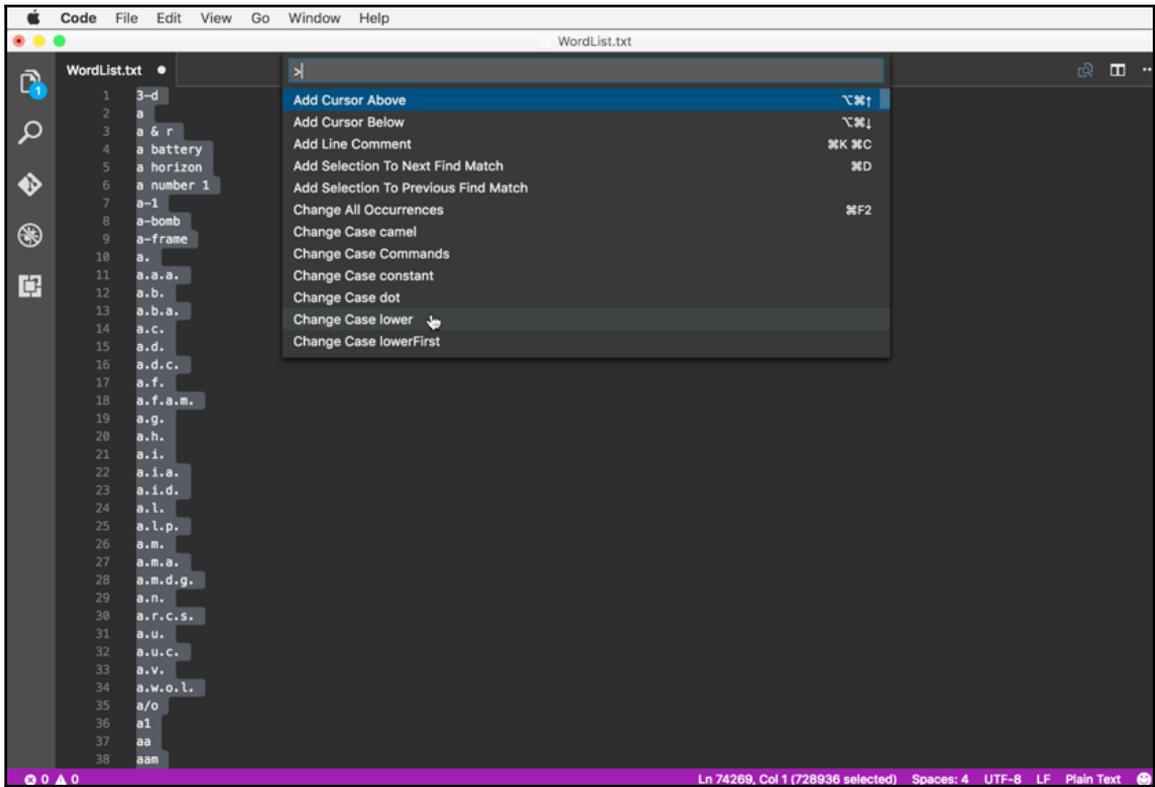
```
4 A battery
5 A horizon
6 A number 1
7 A-1
8 A-bomb
9 A-frame
10 A.
11 A.A.A.
12 A.B.
13 A.B.A.
14 A.C.
15 A.D.
16 A.D.C.
17 A.F.
18 A.F.A.M.
19 A.G.
20 A.H.
21 A.I.
22 A.I.A.
23 A.I.D.
24 A.L.
25 A.L.P.
26 A.M.
27 A.M.A.
28 A.M.D.G.
29 A.N.
30 A.R.C.S.
31 A.U.
32 A.U.C.
33 A.V.
34 A.W.O.L.
35 A/O
36 A1
37 AA
38 AAM
39 AB
40 ABC
41 ABM
```

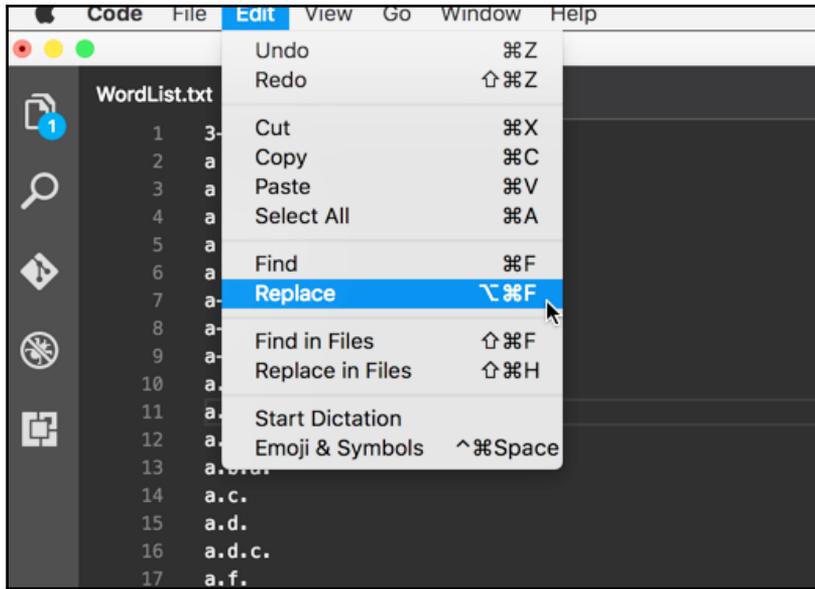
The status bar at the bottom indicates the current cursor position: "Ln 1, Col 1", the number of spaces: "Spaces: 4", the encoding: "UTF-8", the line ending: "LF", and the text type: "Plain Text".

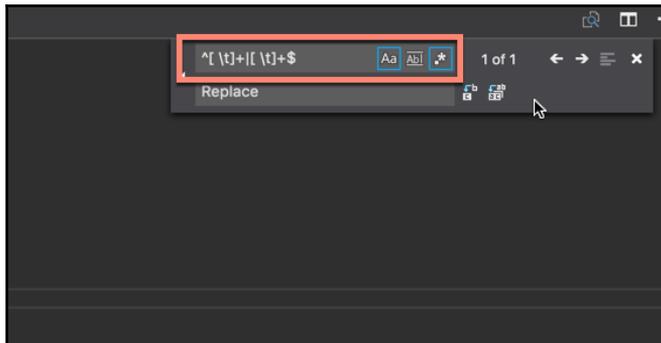
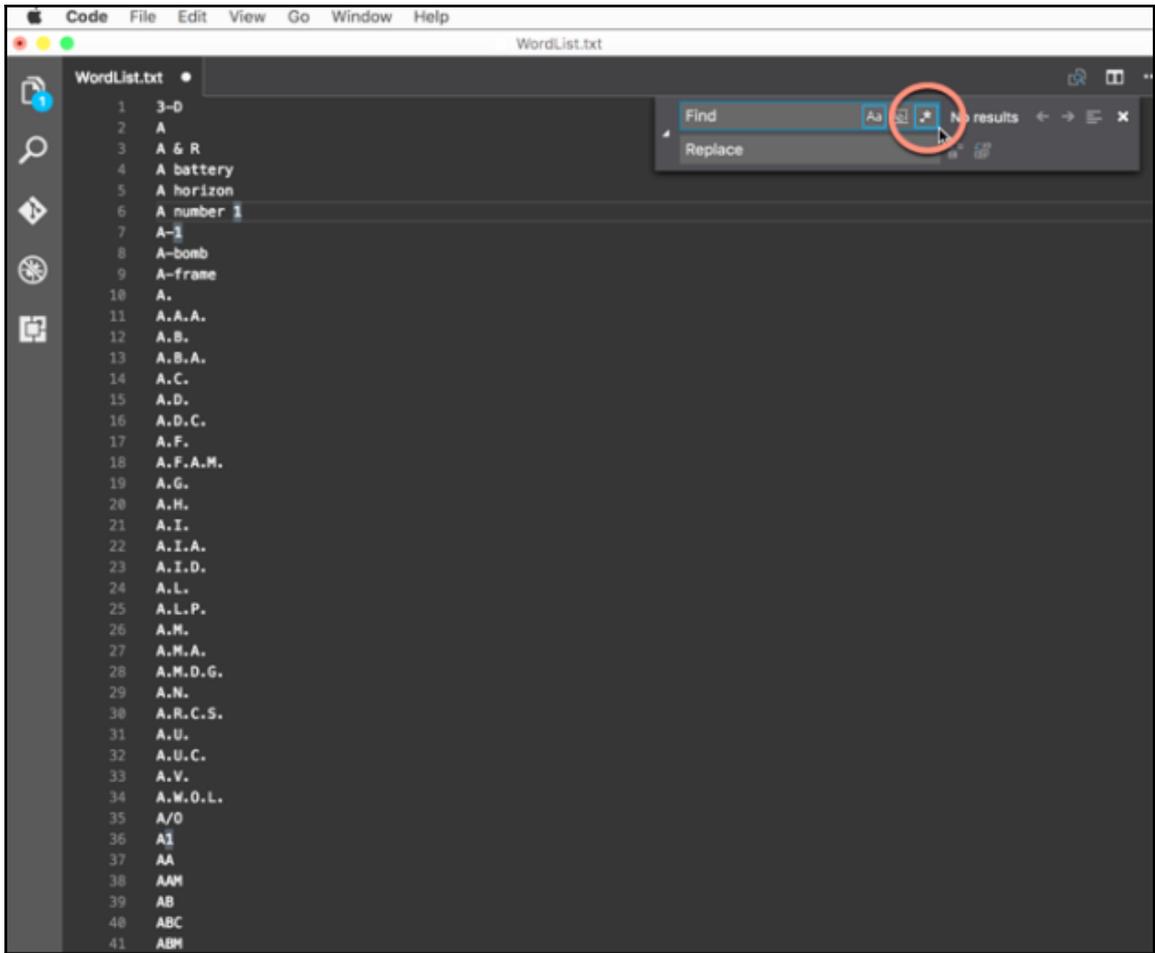






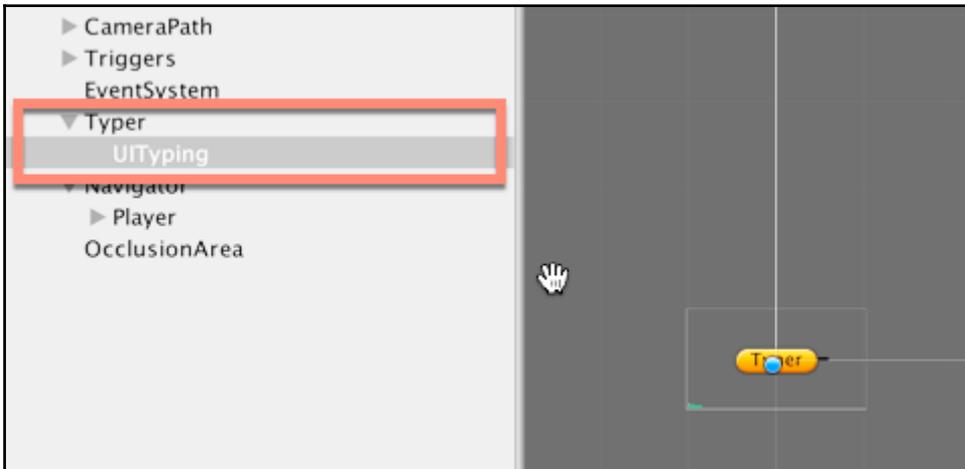
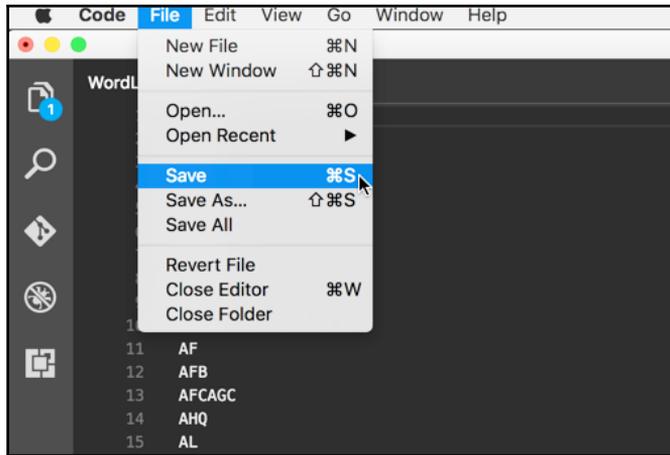


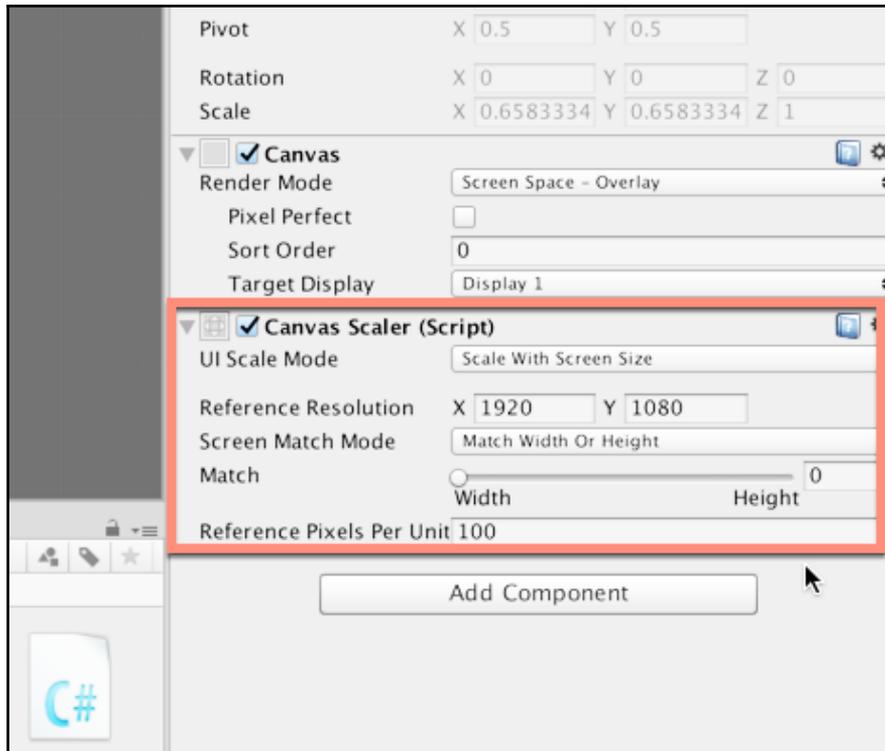


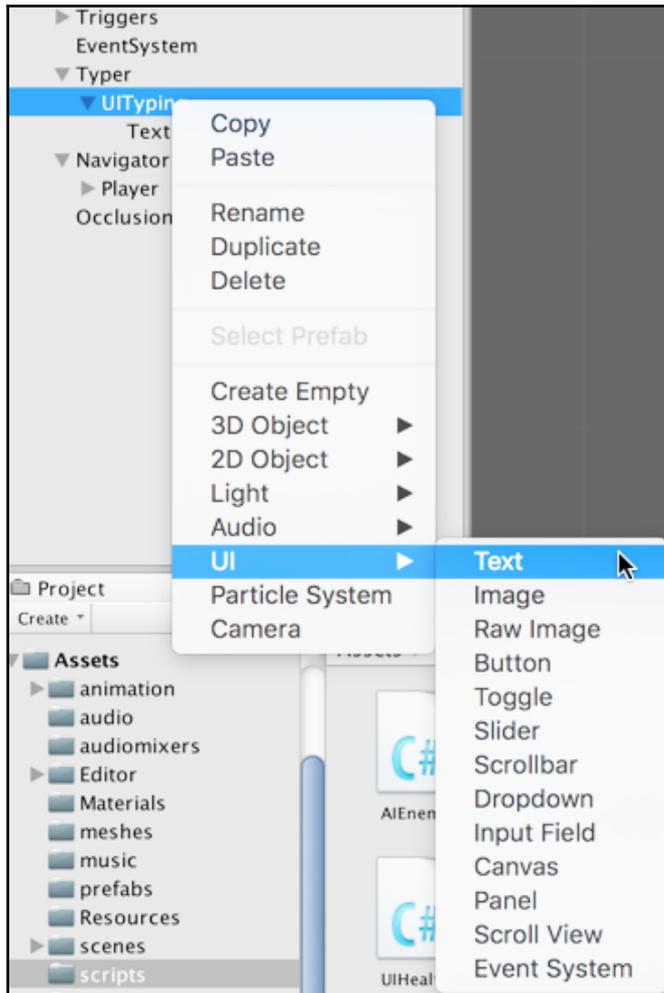


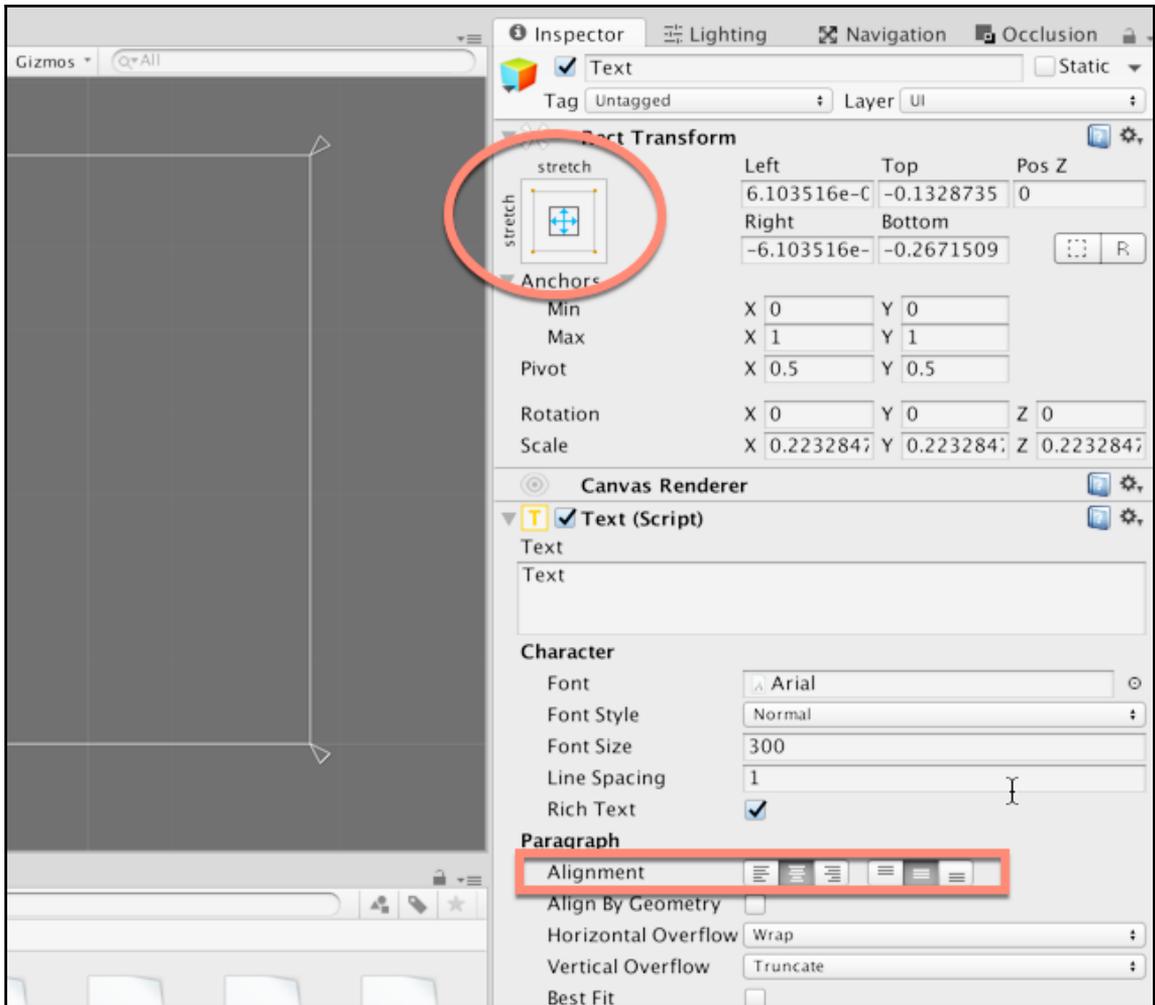
A screenshot of a code editor window titled 'WordList.txt'. The editor contains a list of words from line 1 to 39. The words are: 1 3-D, 2 A, 3 A & R, 4 A battery, 5 A horizon, 6 A number 1, 7 A-1, 8 A-bomb, 9 A-frame, 10 A, 11 A.A.A., 12 A.B., 13 A.S.A., 14 A.C., 15 A.D., 16 A.O.C., 17 A.F., 18 A.F.A.M., 19 A.G., 20 A.H., 21 A.I., 22 A.I.A., 23 A.I.B., 24 A.L., 25 A.L.P., 26 A.M., 27 A.R.A., 28 A.R.D.S., 29 A.N., 30 A.R.C.S., 31 A.W., 32 A.W.C., 33 A.V., 34 A.W.O.L.L., 35 A.Q., 36 A1, 37 AA, 38 AM, 39 AB. A search bar is visible in the top right corner with the text 'Replace' and '15 of 999'.

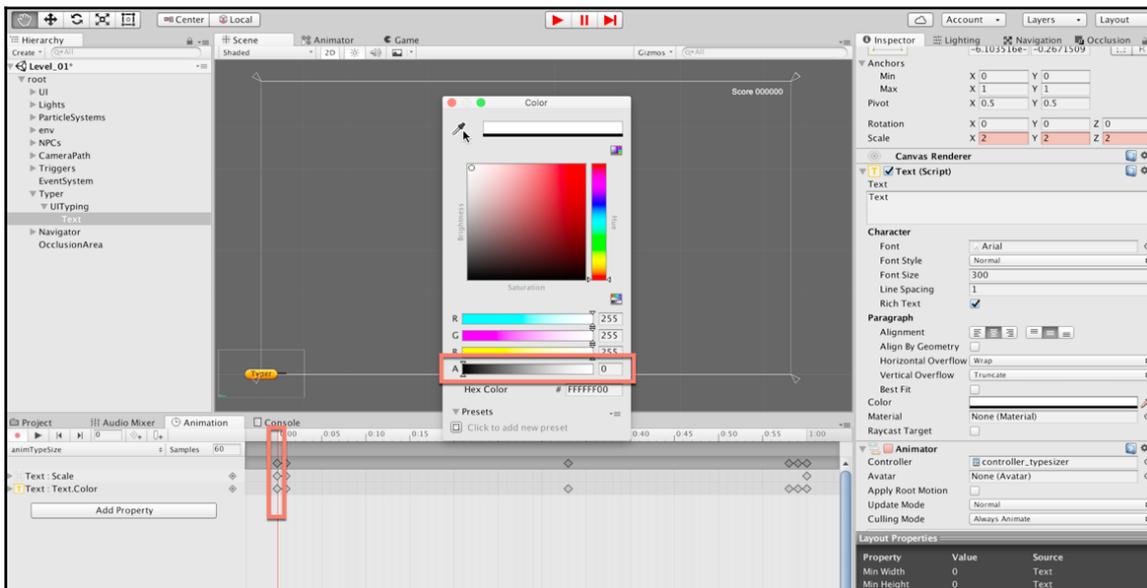
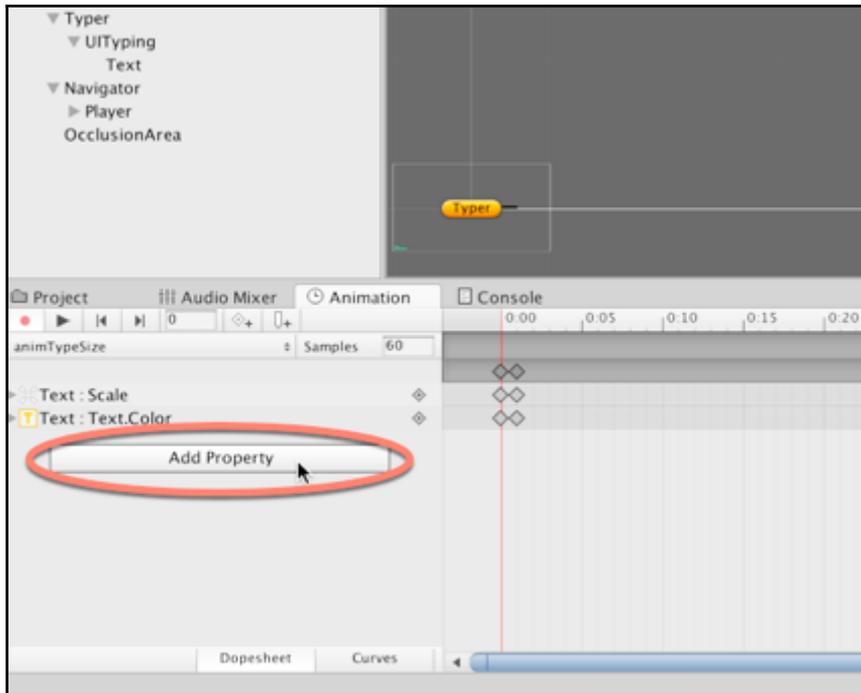
A screenshot of a code editor window titled 'WordList.txt'. The editor contains a list of words from line 10 to 43. The words are: 10 AUP, 11 AEC, 12 AF, 13 AFB, 14 AFCAGC, 15 AHQ, 16 AL, 17 ALGOL, 18 AM, 19 AMP, 20 ANZUS, 21 AP, 22 APC, 23 AQ, 24 AS, 25 ASSR, 26 ATC, 27 ATP, 28 ATS, 29 Aachen, 30 Aalborg, 31 Aalesund, 32 Aalst, 33 Aalto, 34 Aarau, 35 Aargau, 36 Aarhus, 37 AaronAaronic, 38 Ab, 39 Abadan, 40 Abaddon, 41 Abba, 42 AbbevillianAbdiasAbednego, 43 Abel. A search bar is visible in the top right corner with the text 'No results' and 'Replace'.

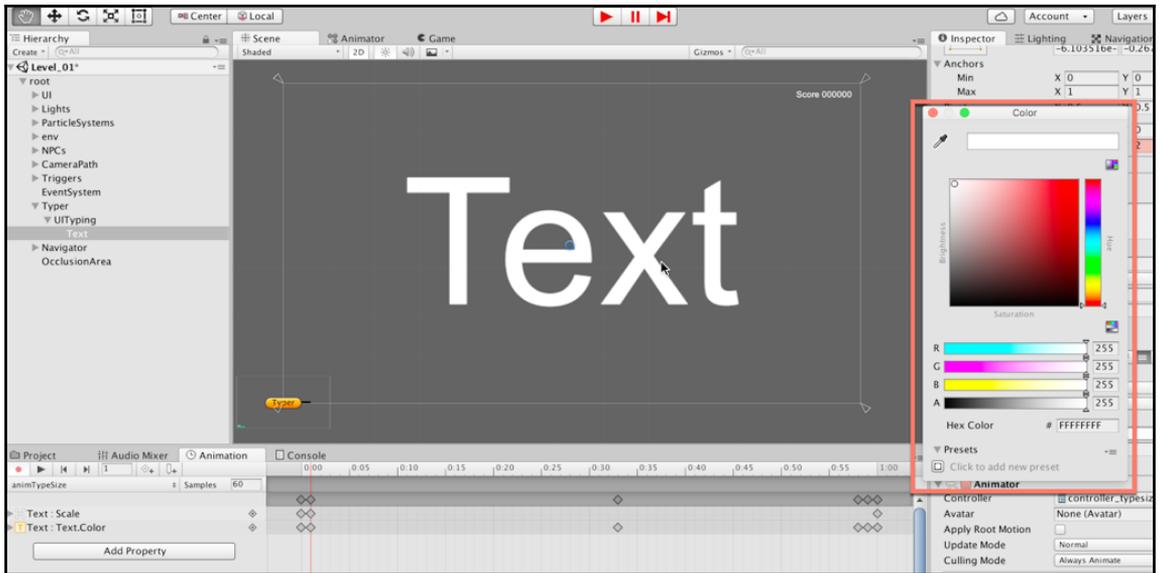












Gizmos

Brightness

Saturation

R

G

B

A

Hex Color #

Presets

0:35 | 0:40 | 0:45 | 0:50 | 0:55 | 1:00

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

Character

Font

Font Style

Font Size

Line Spacing

Rich Text

Paragraph

Alignment

Align By Geometry

Horizontal Overflow

Vertical Overflow

Best Fit

Color

Material

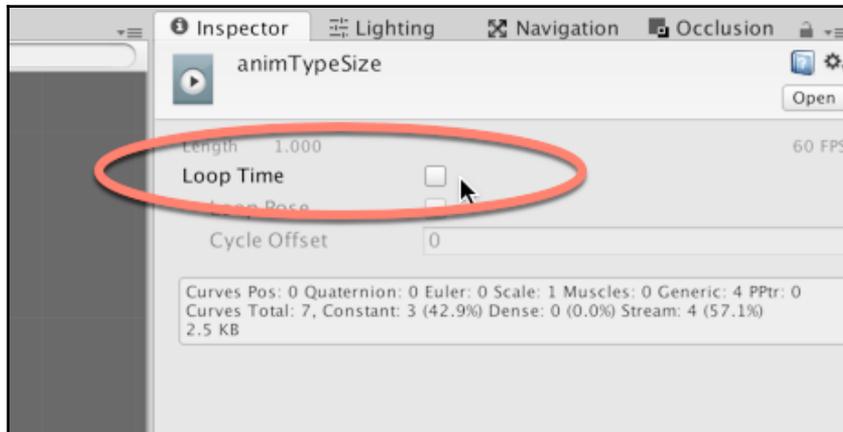
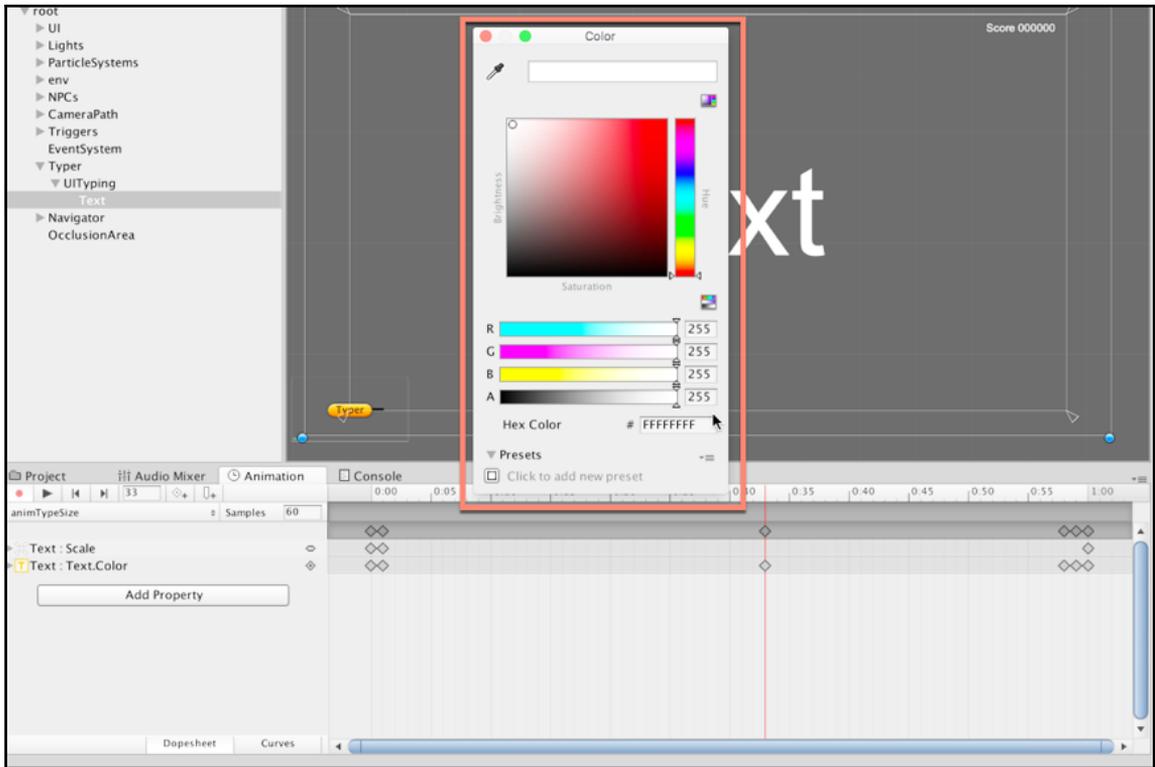
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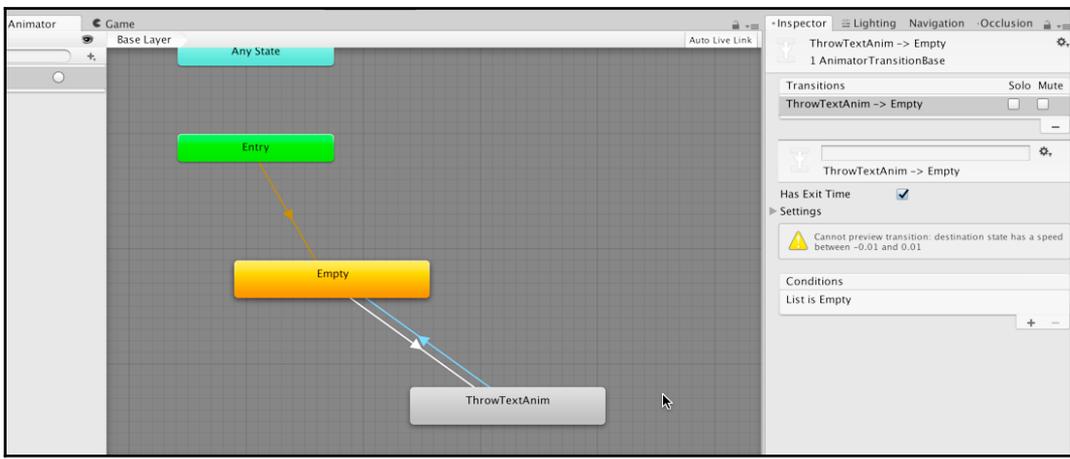
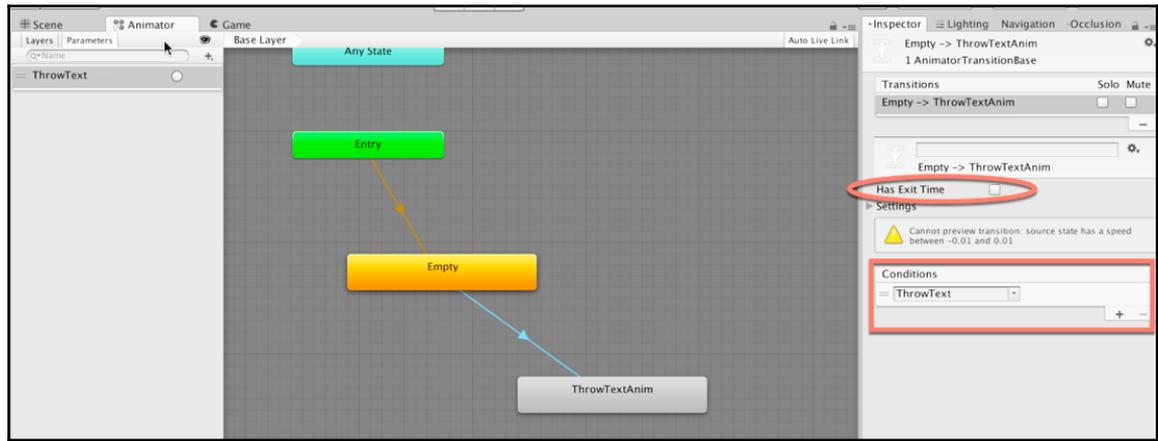
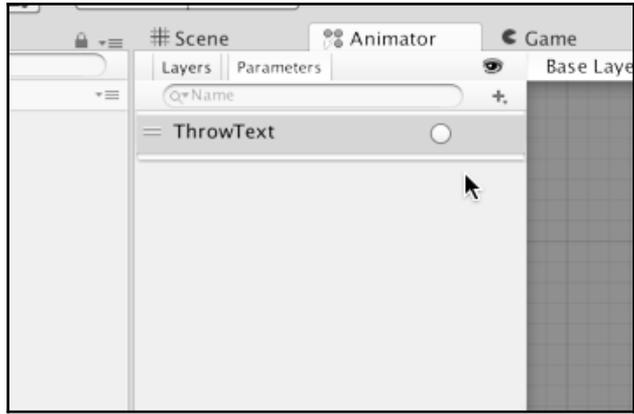
▼ Animator

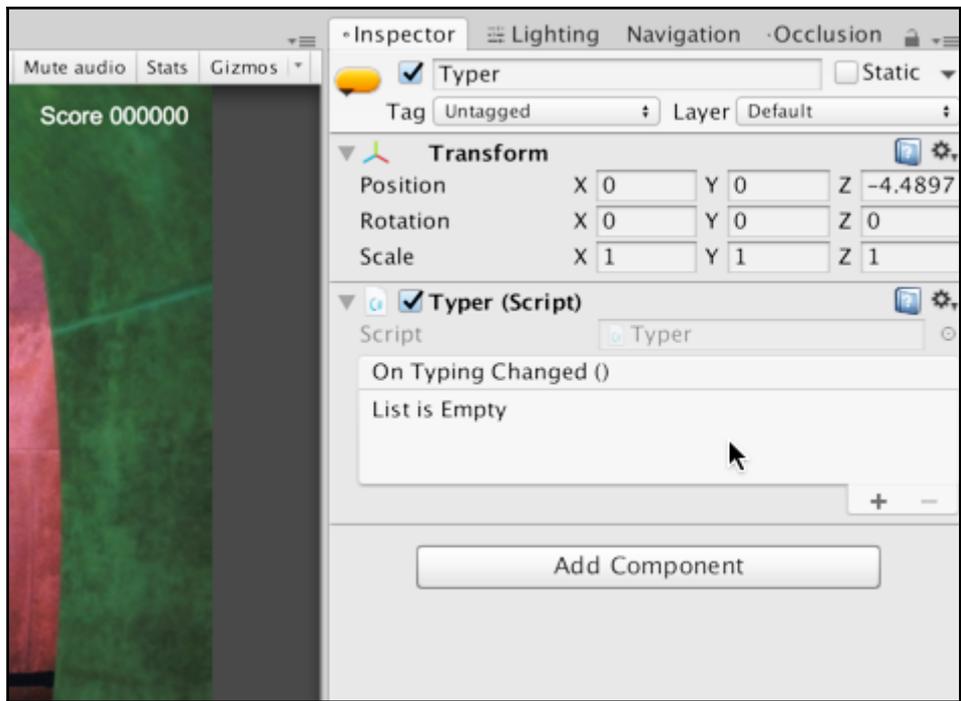
Controller

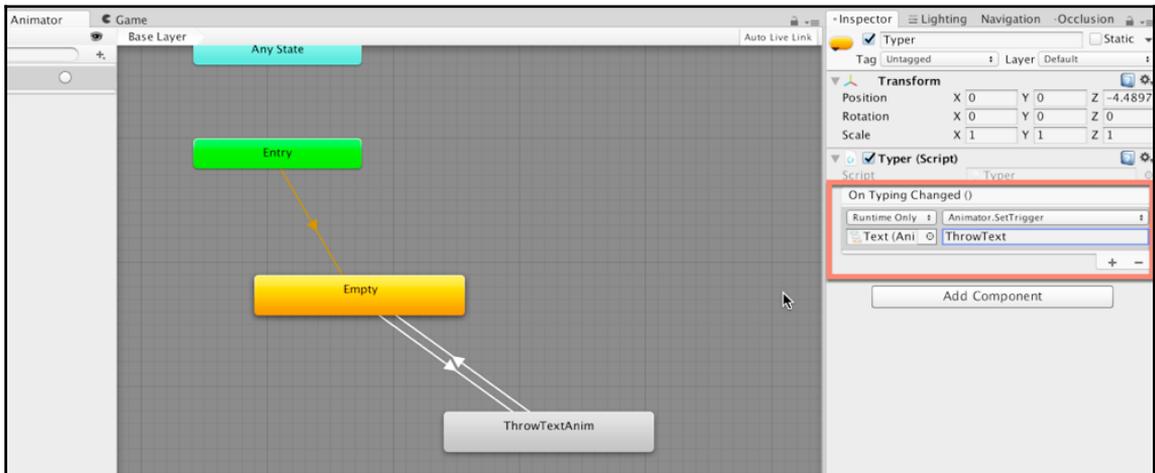
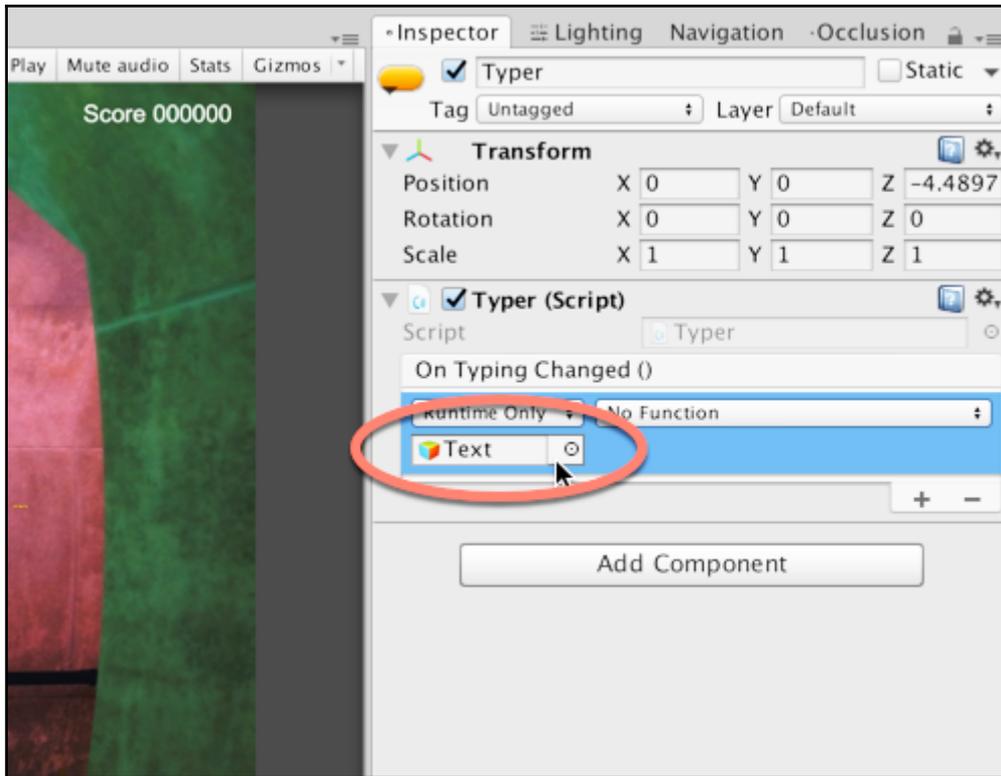
Avatar

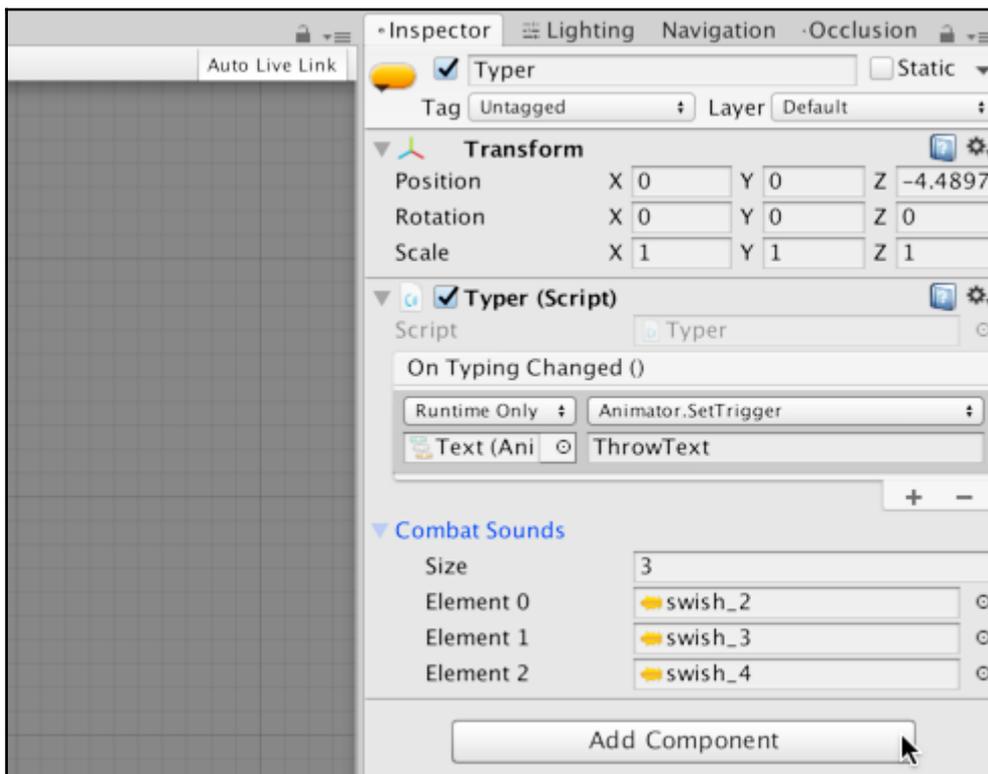
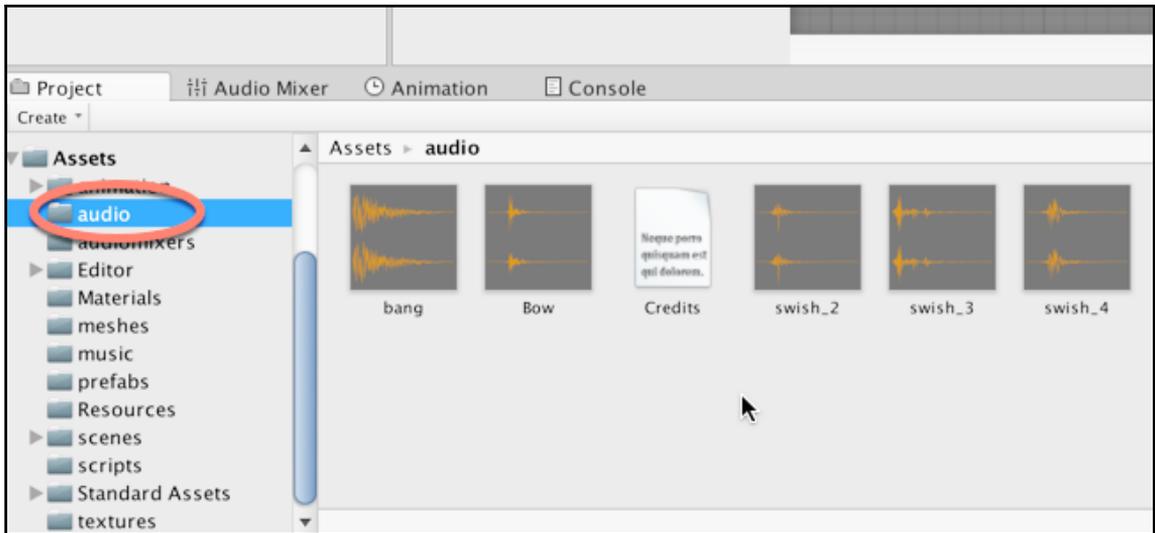
Apply Root Motion

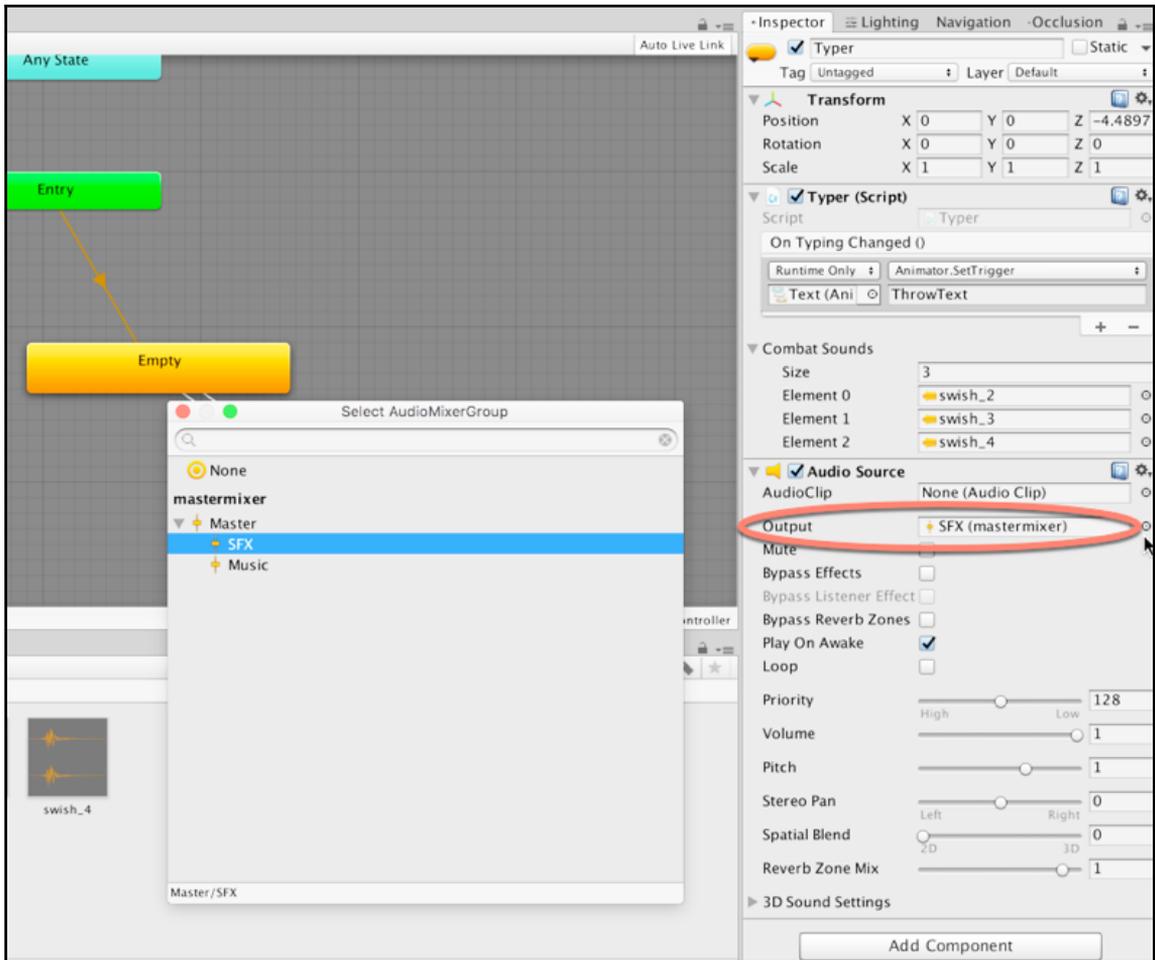




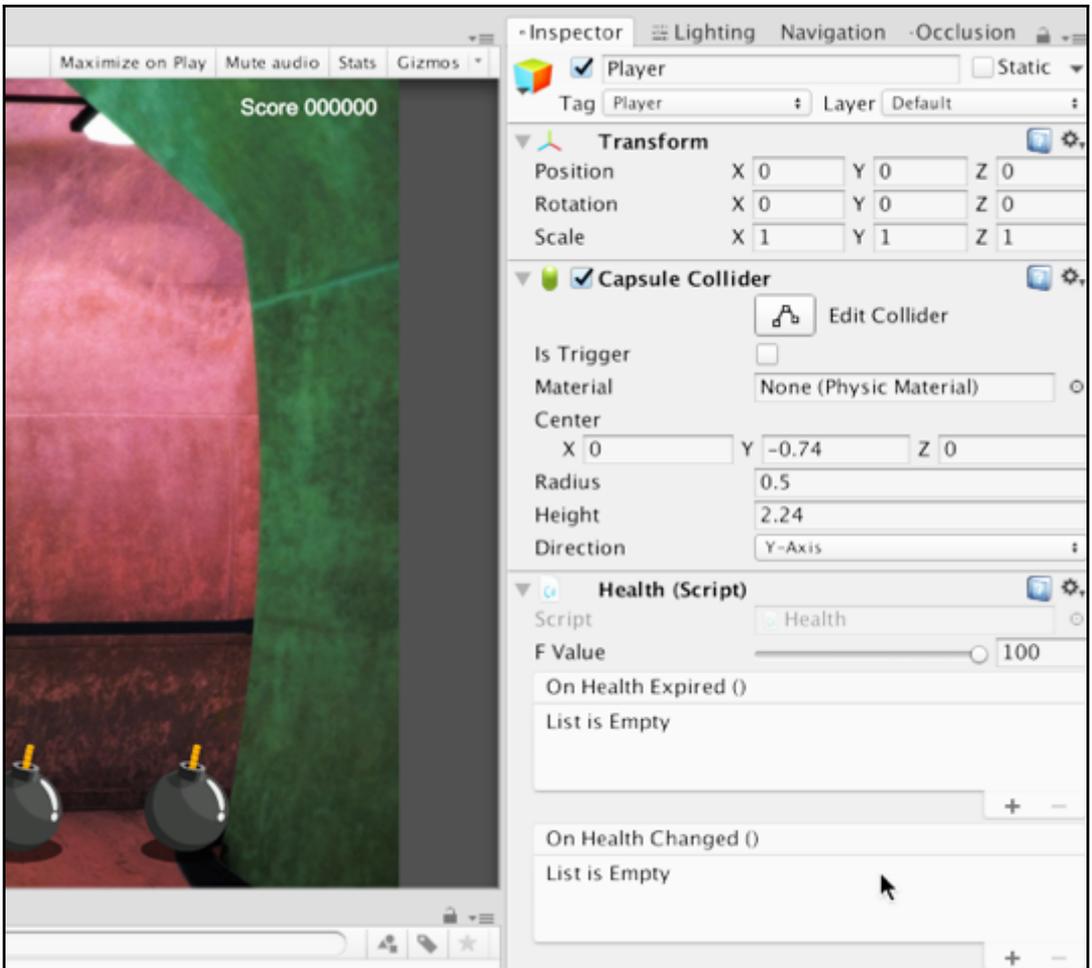


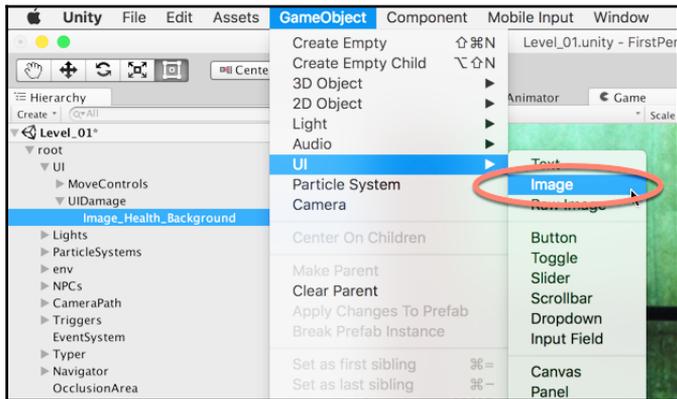
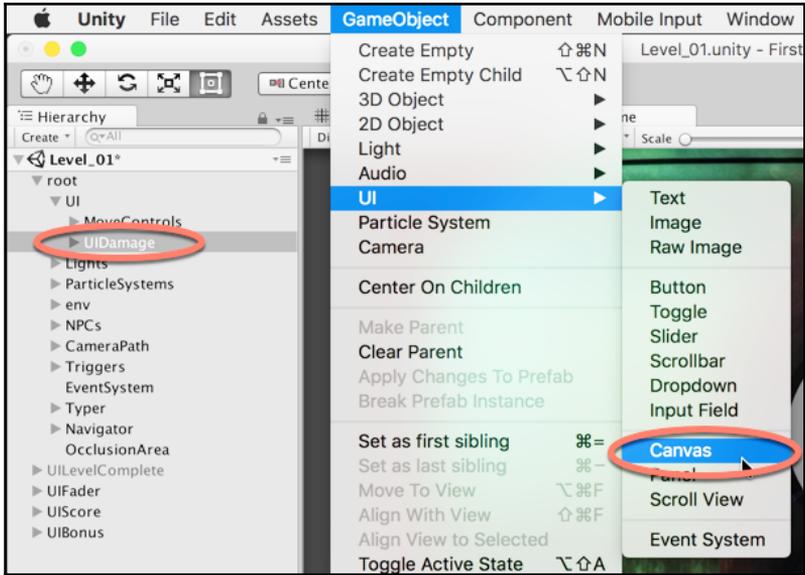


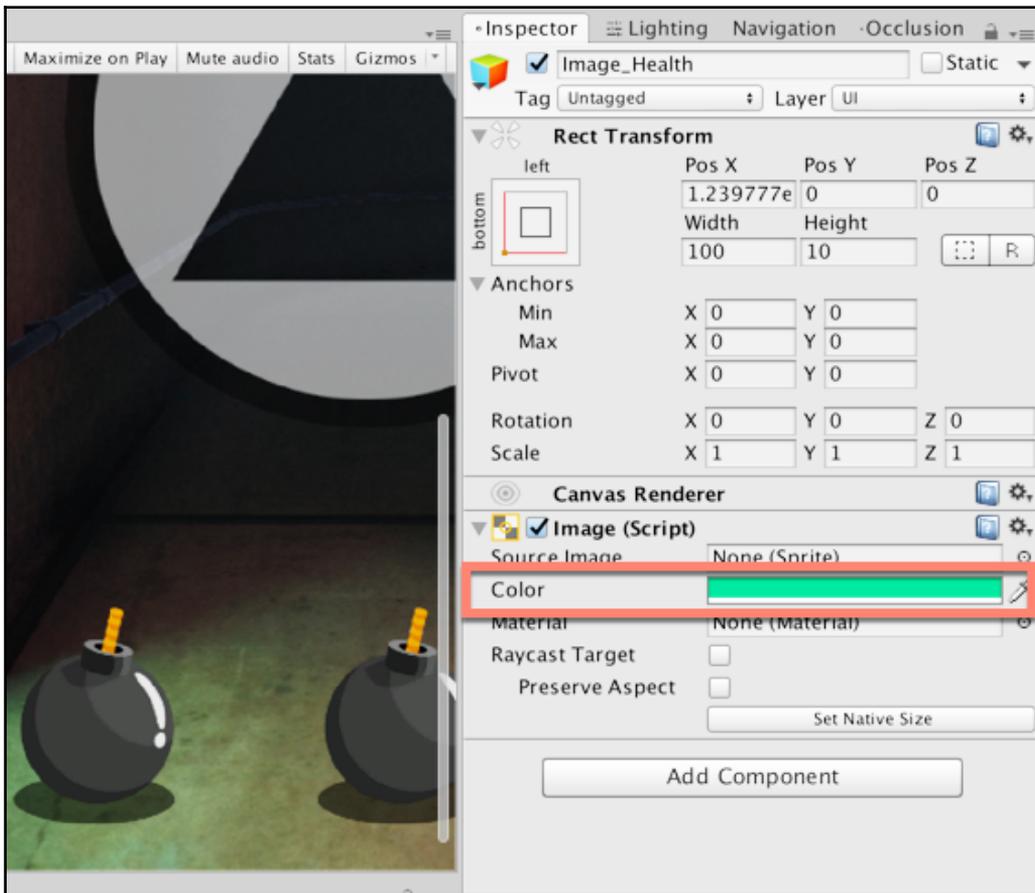
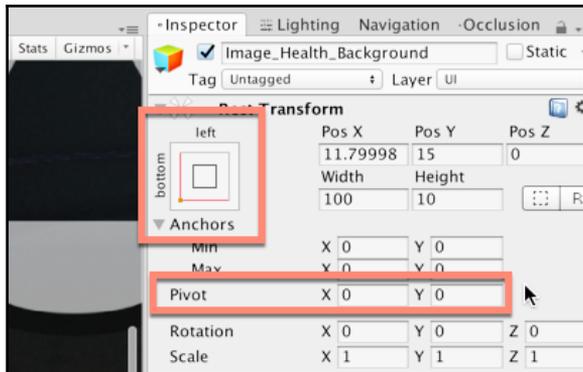




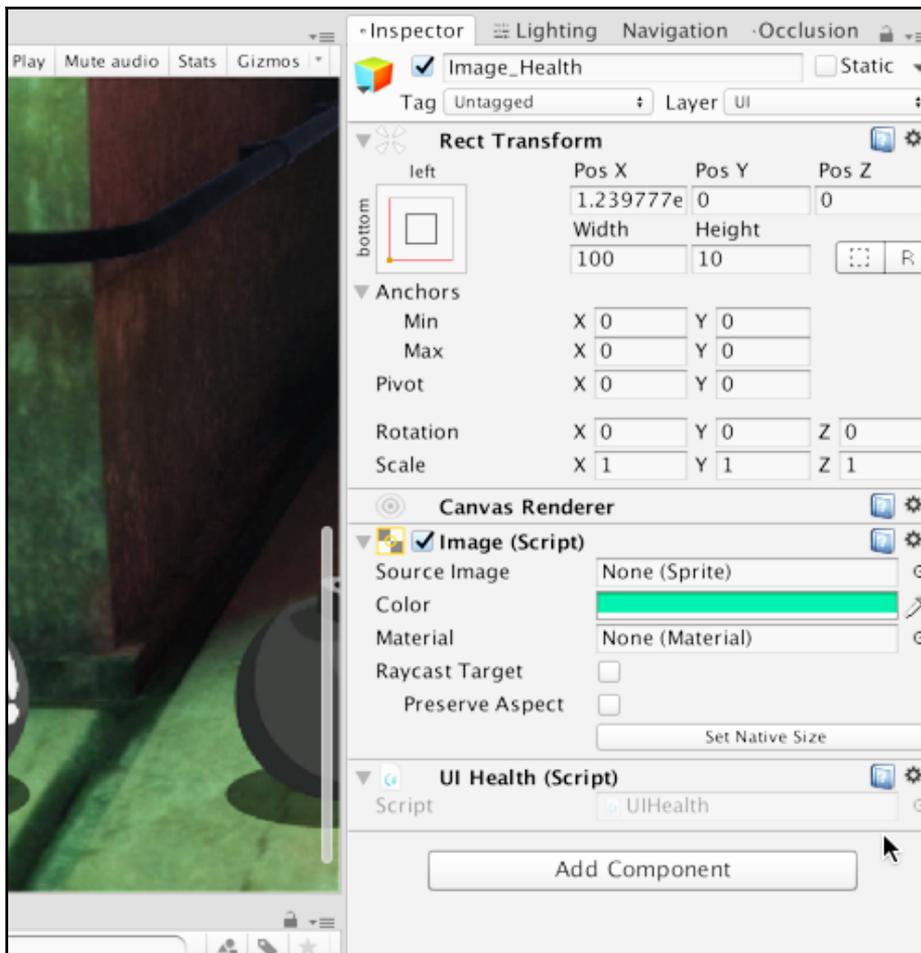


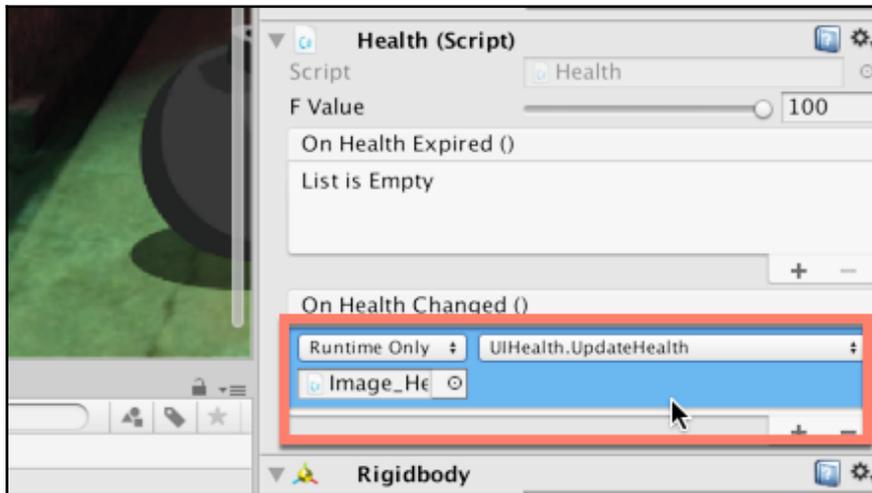
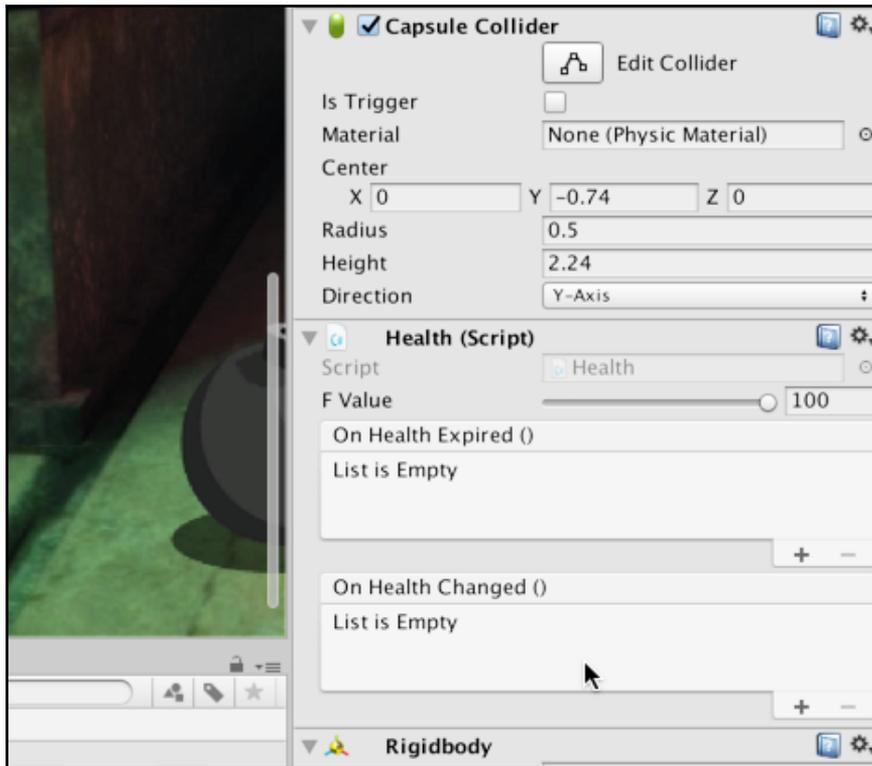


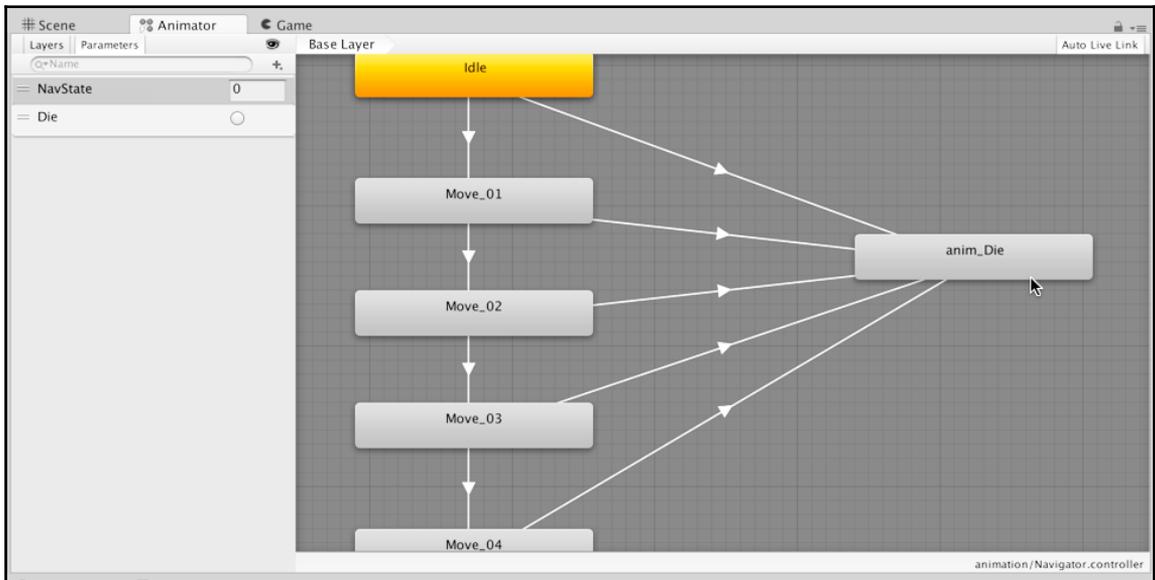
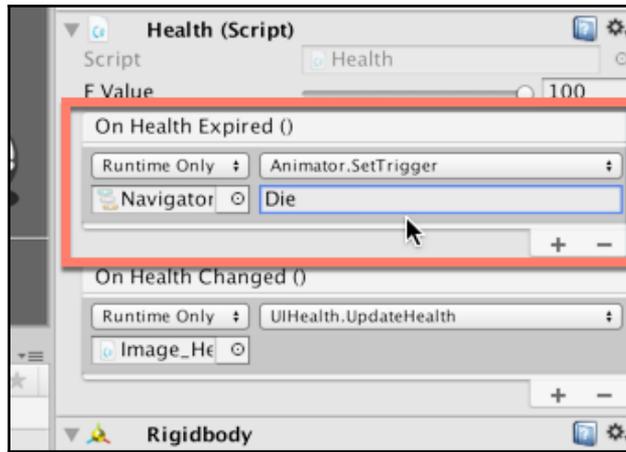


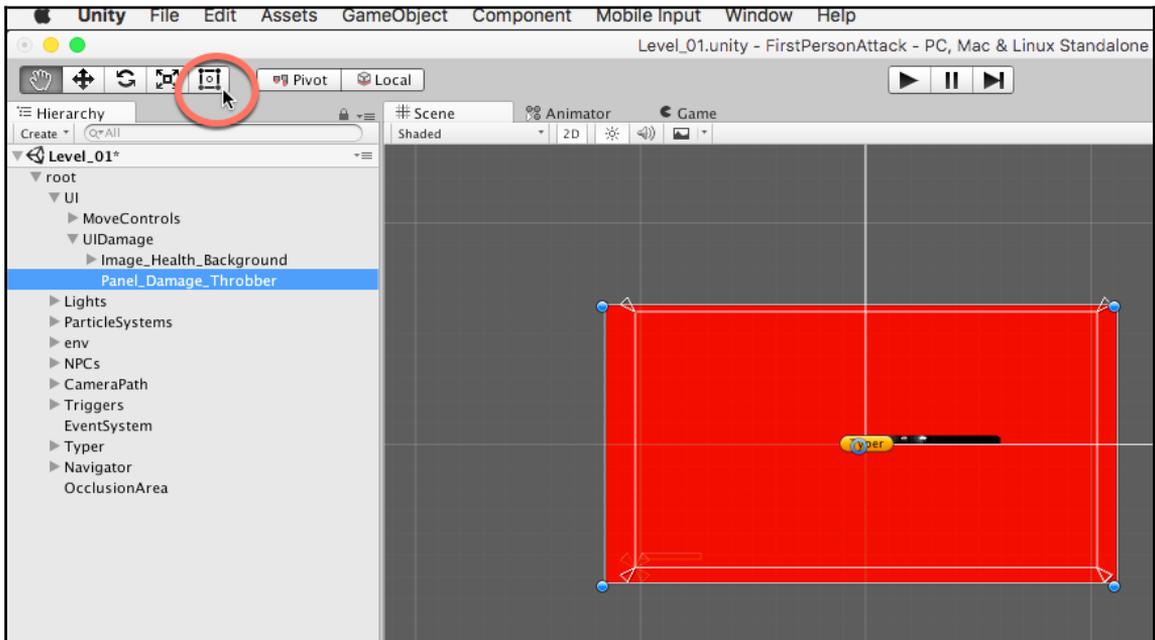
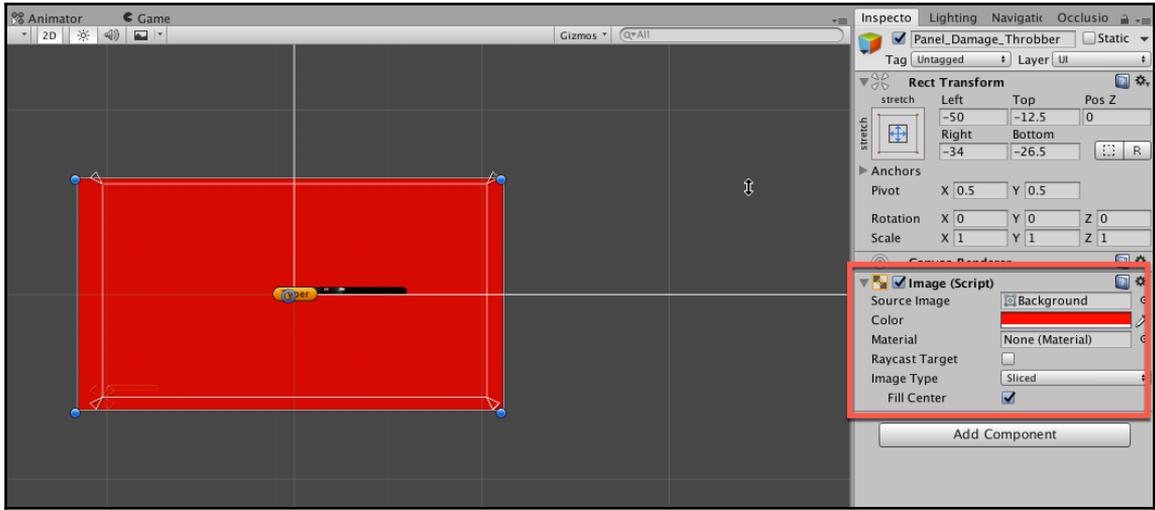


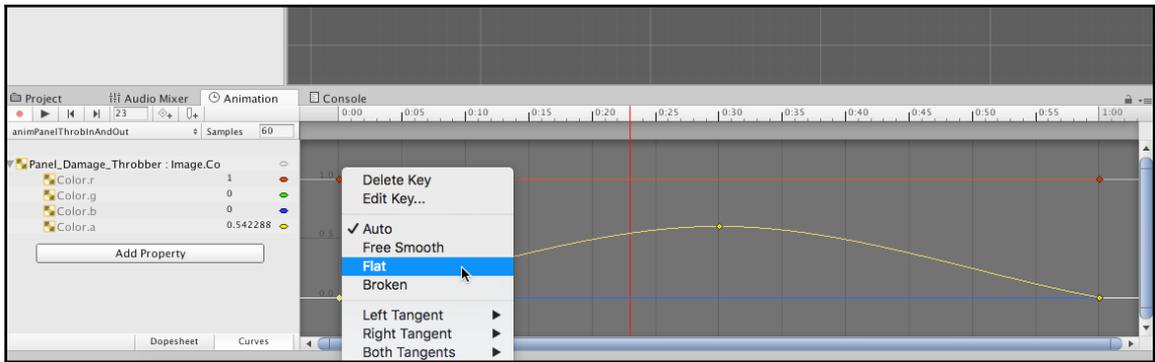
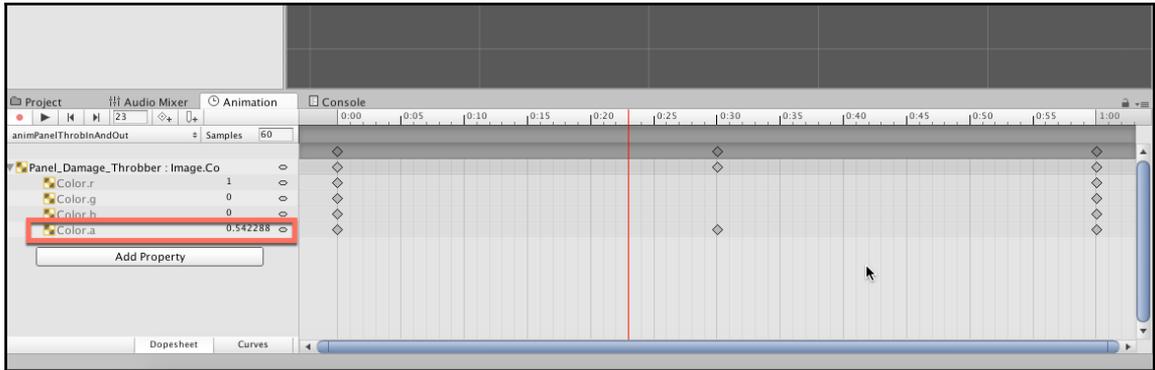


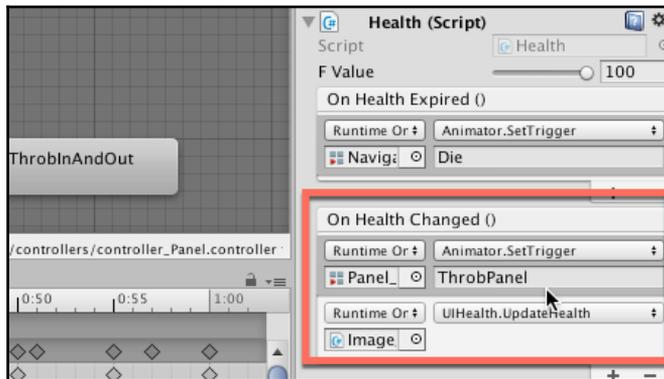
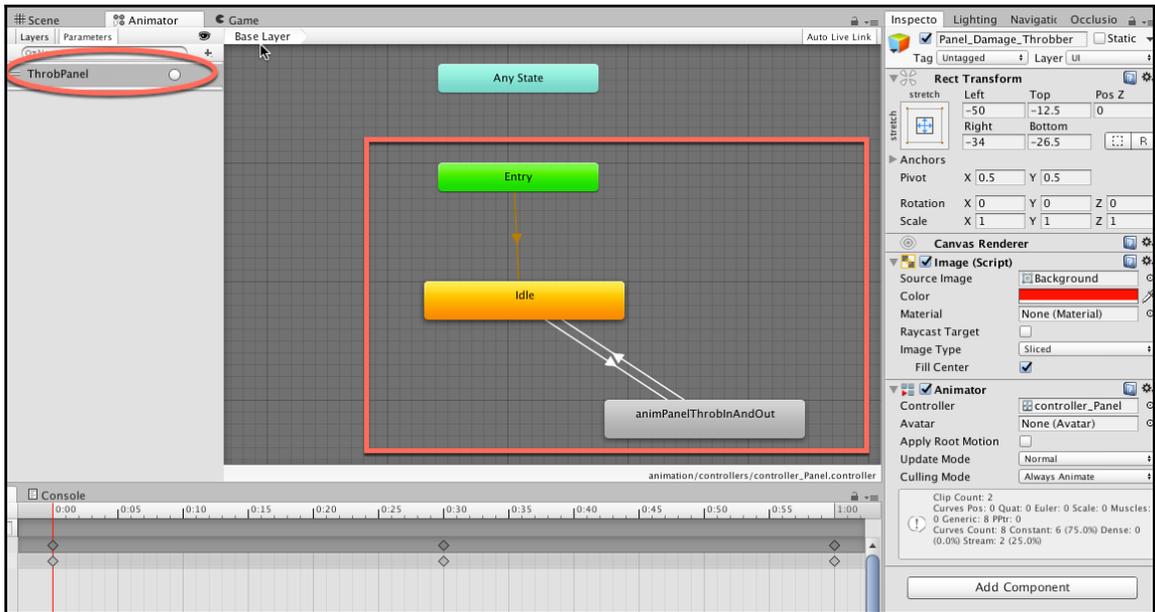


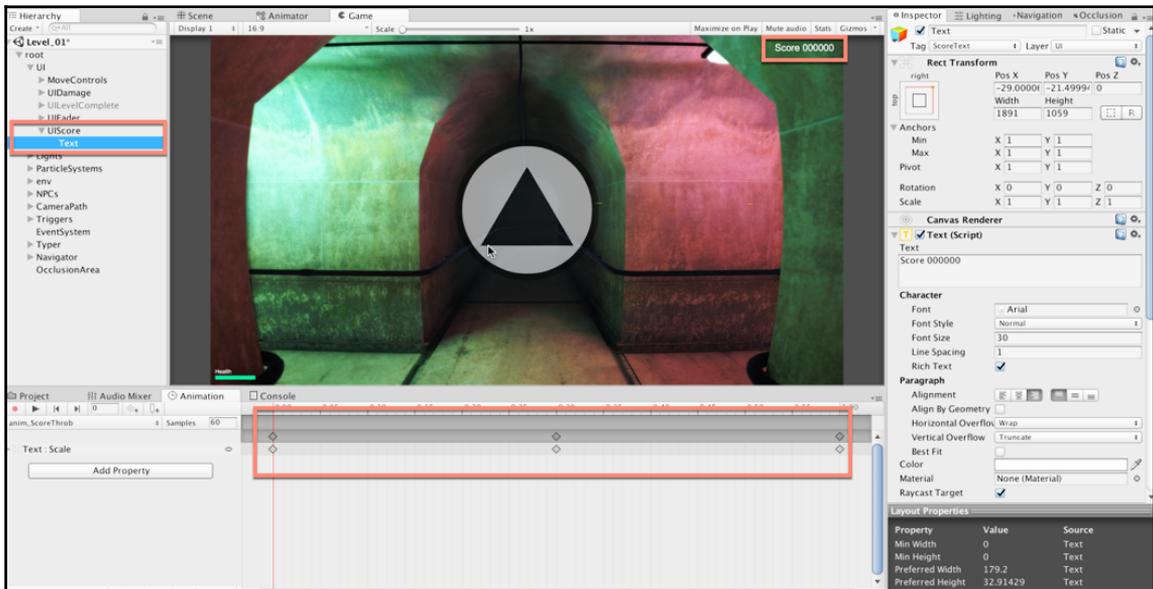
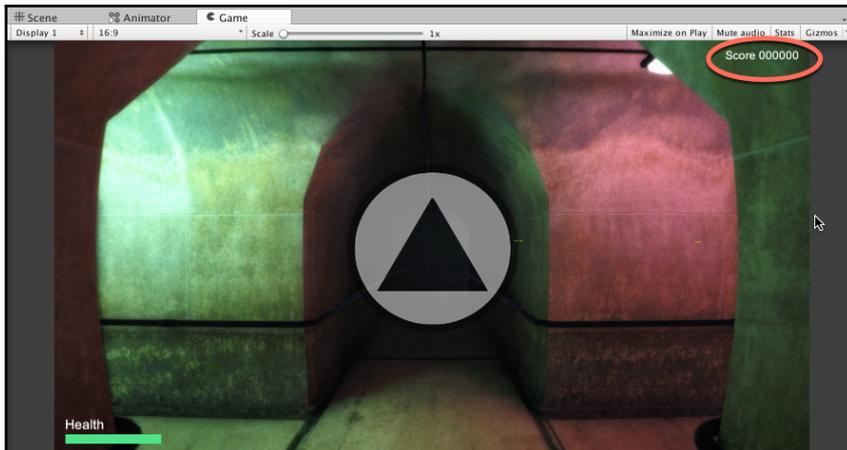


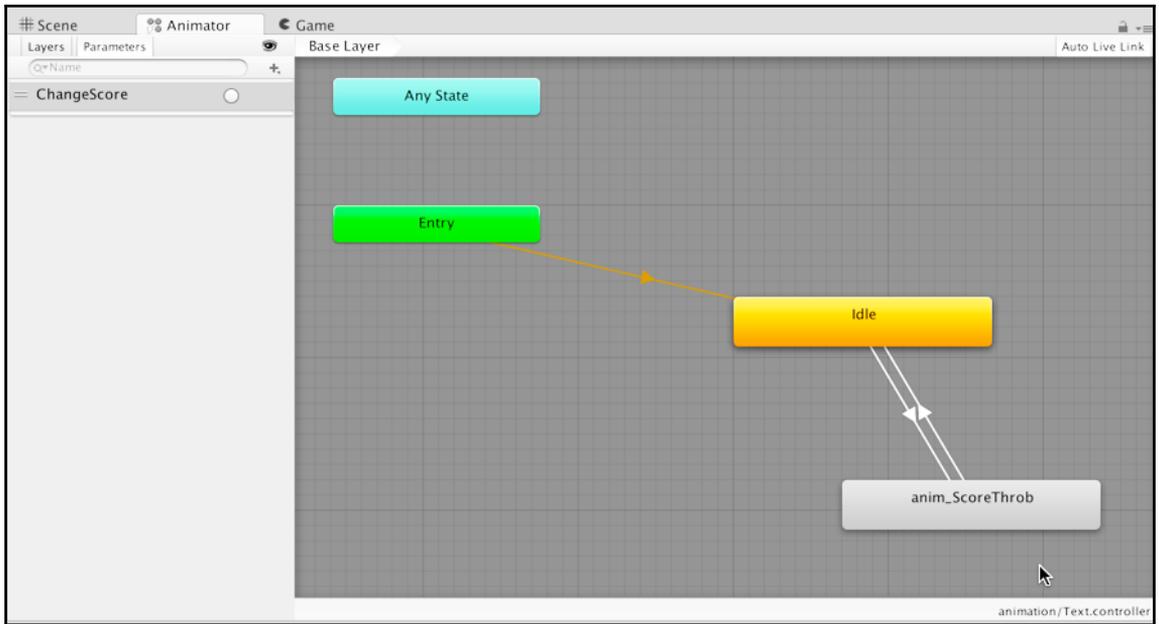


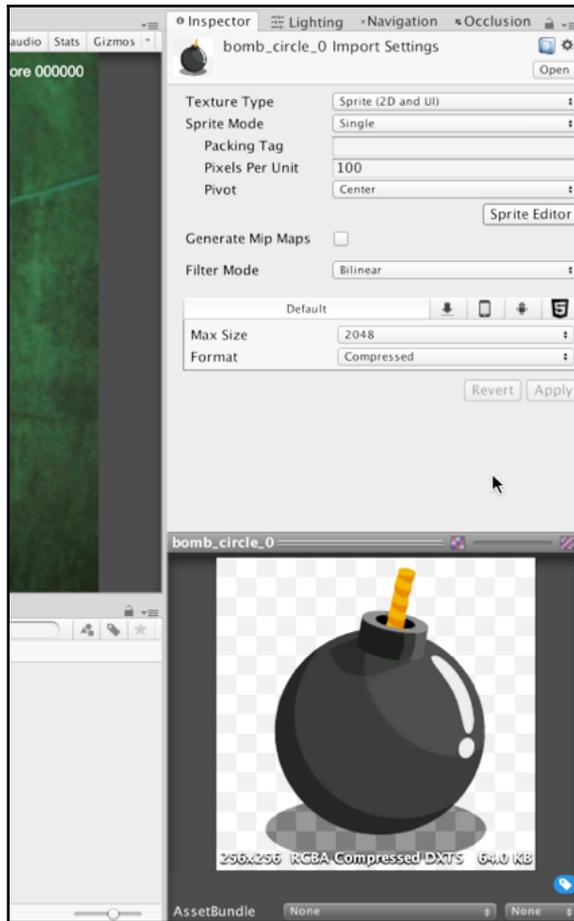


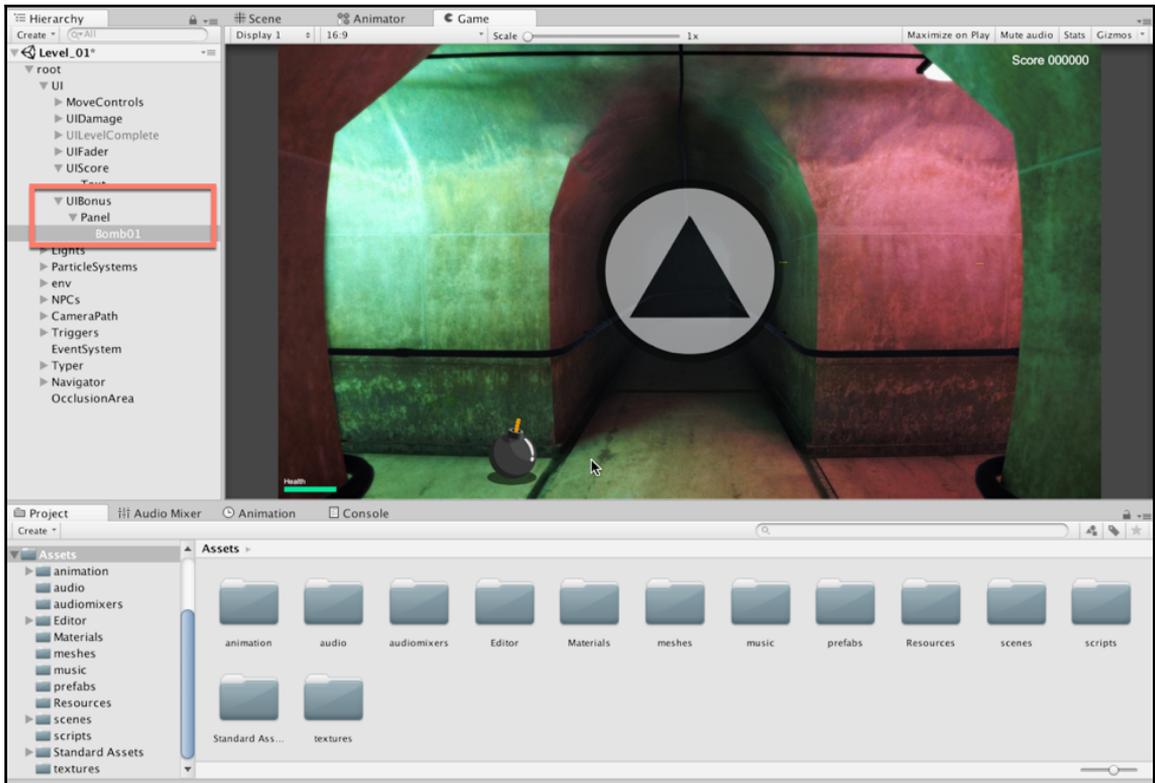


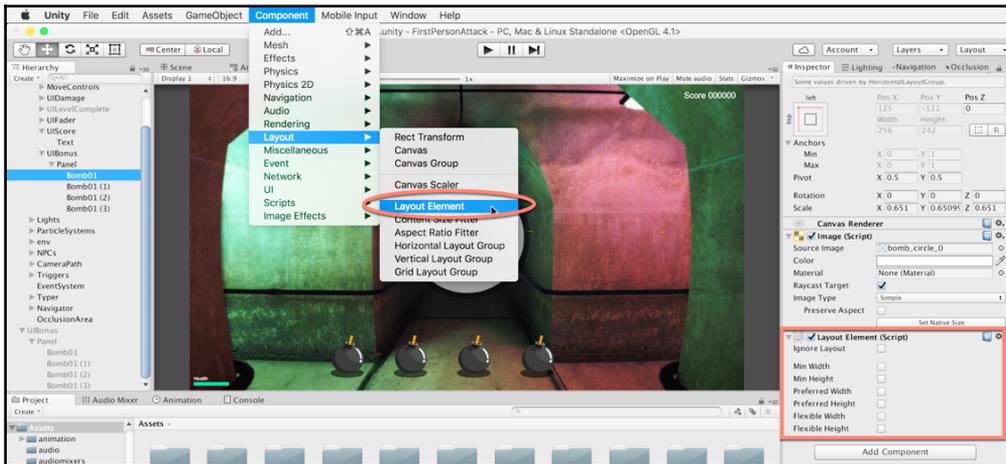
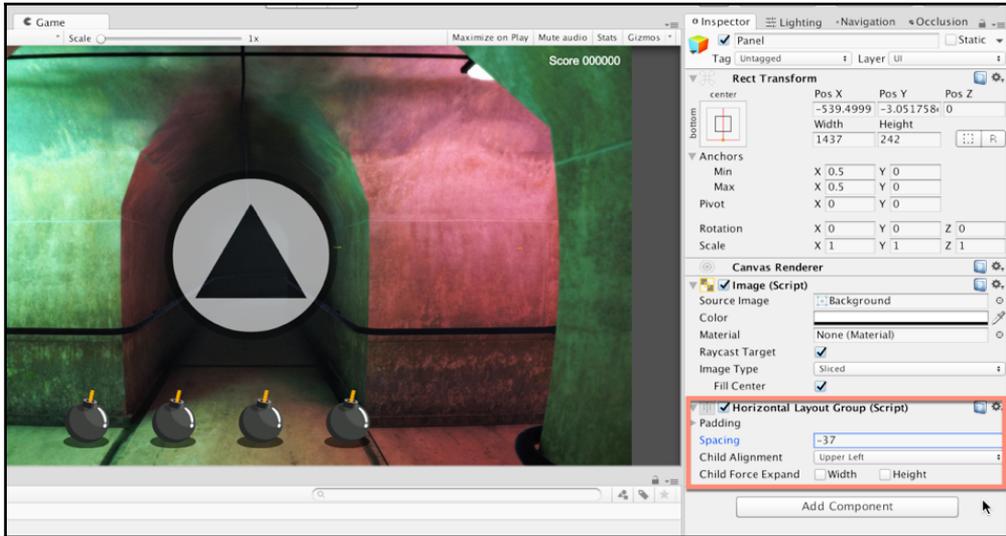


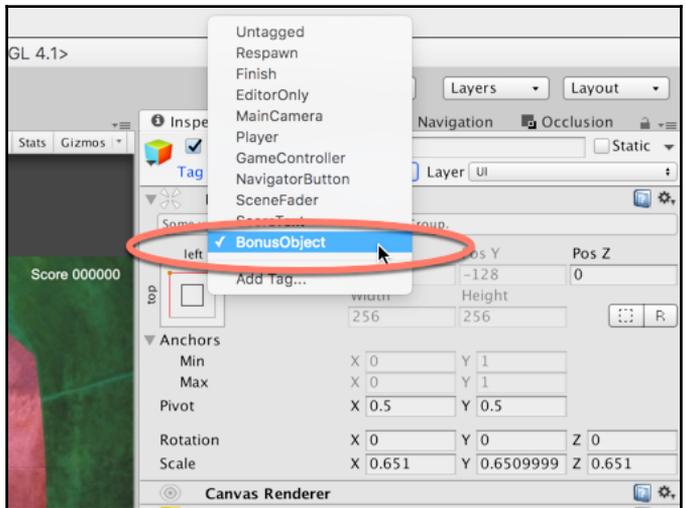
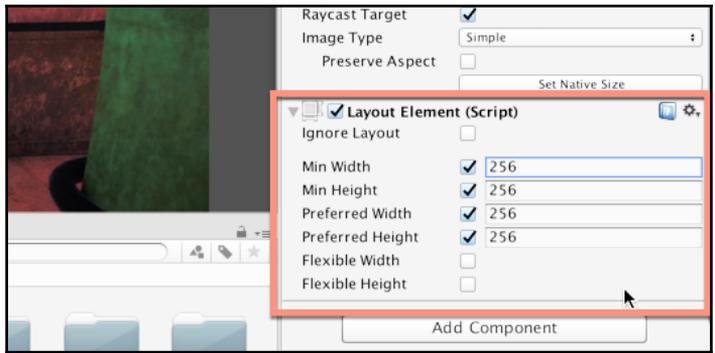




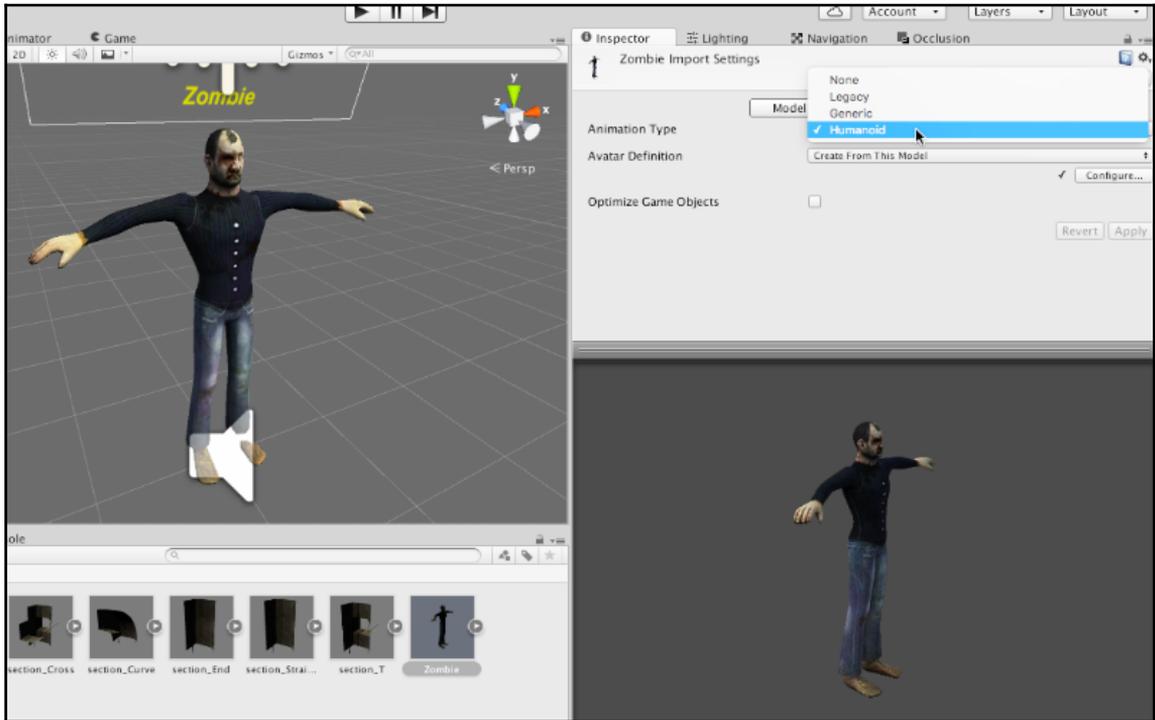


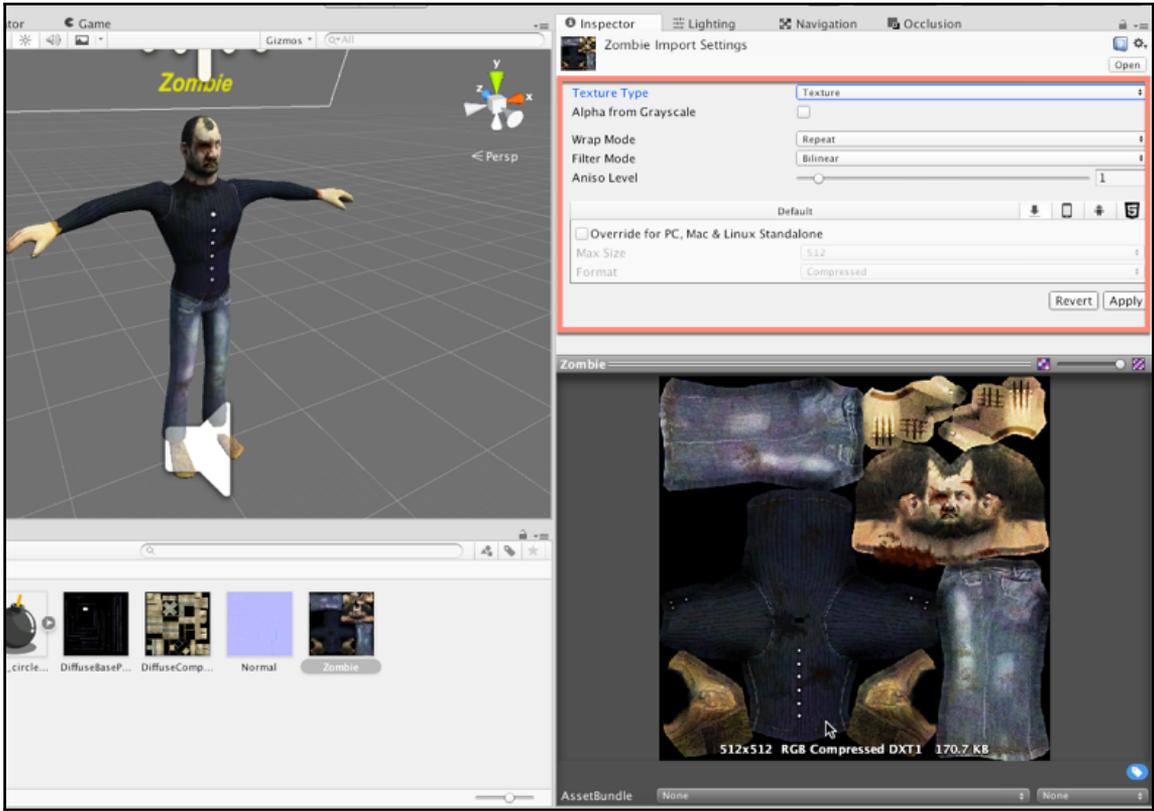


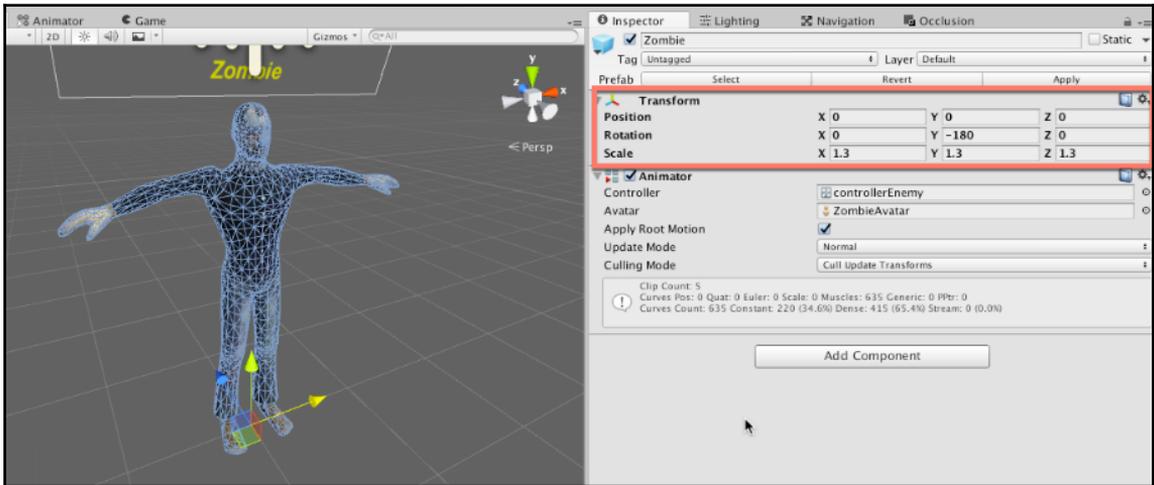
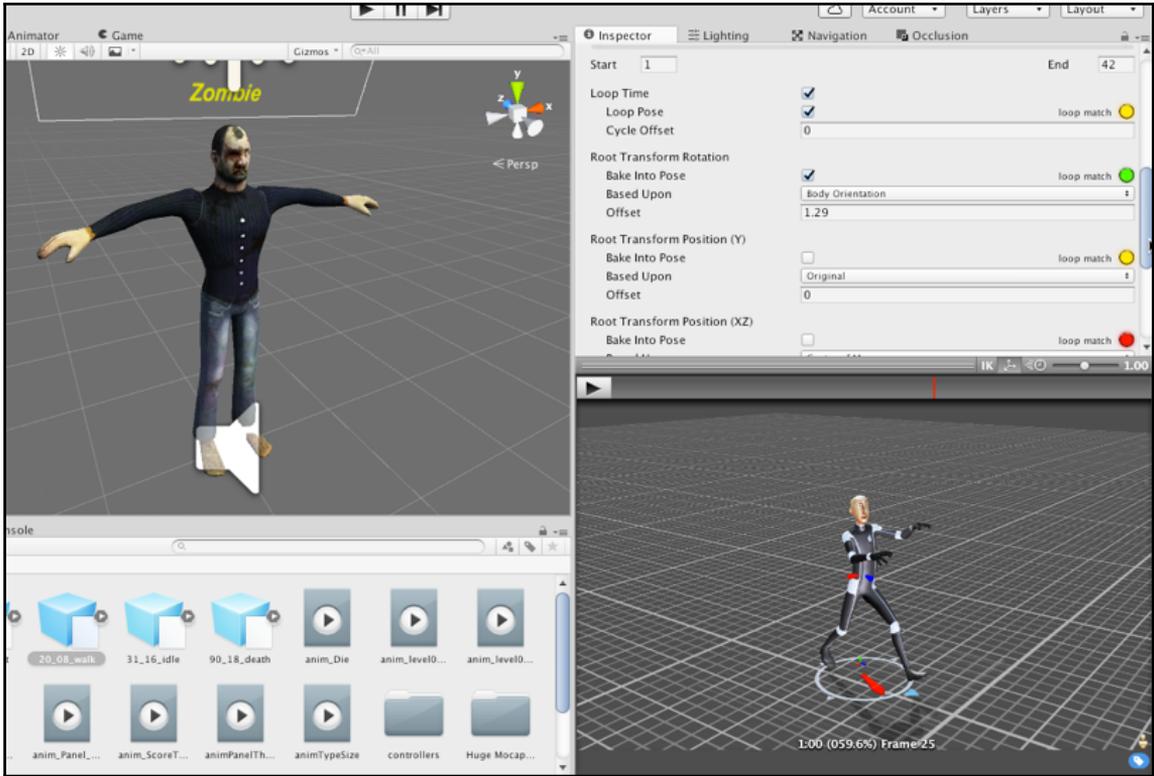


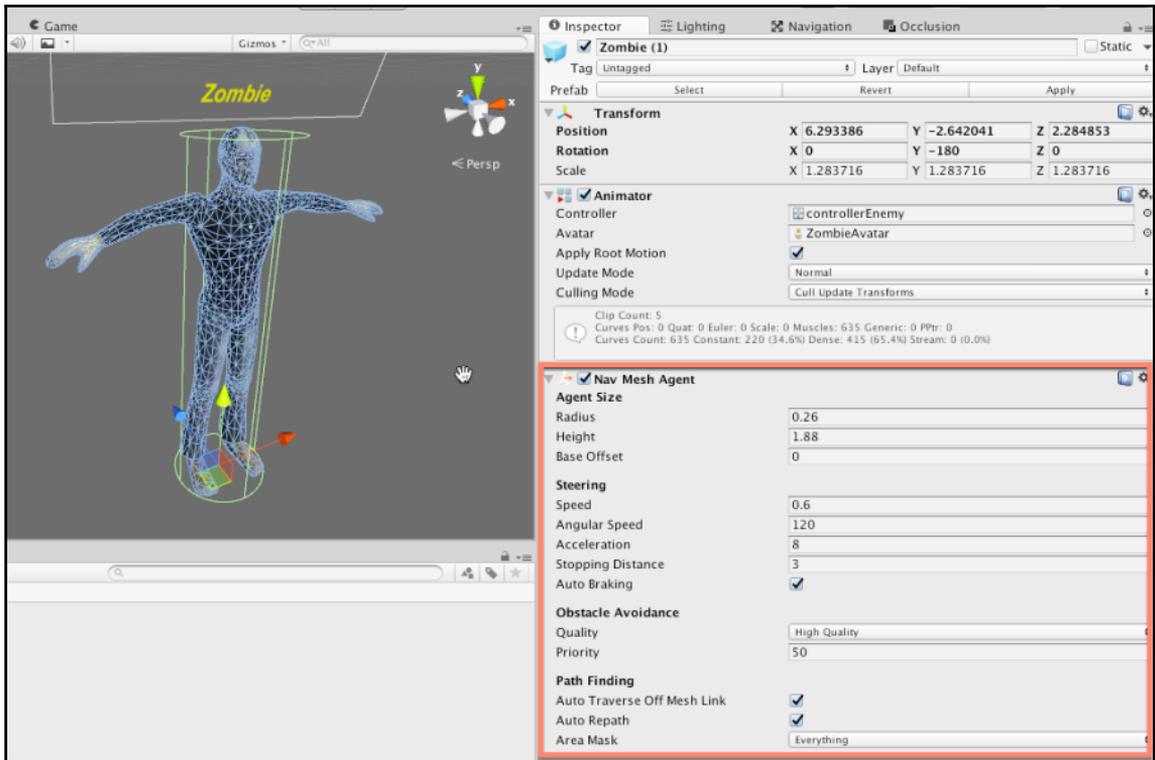


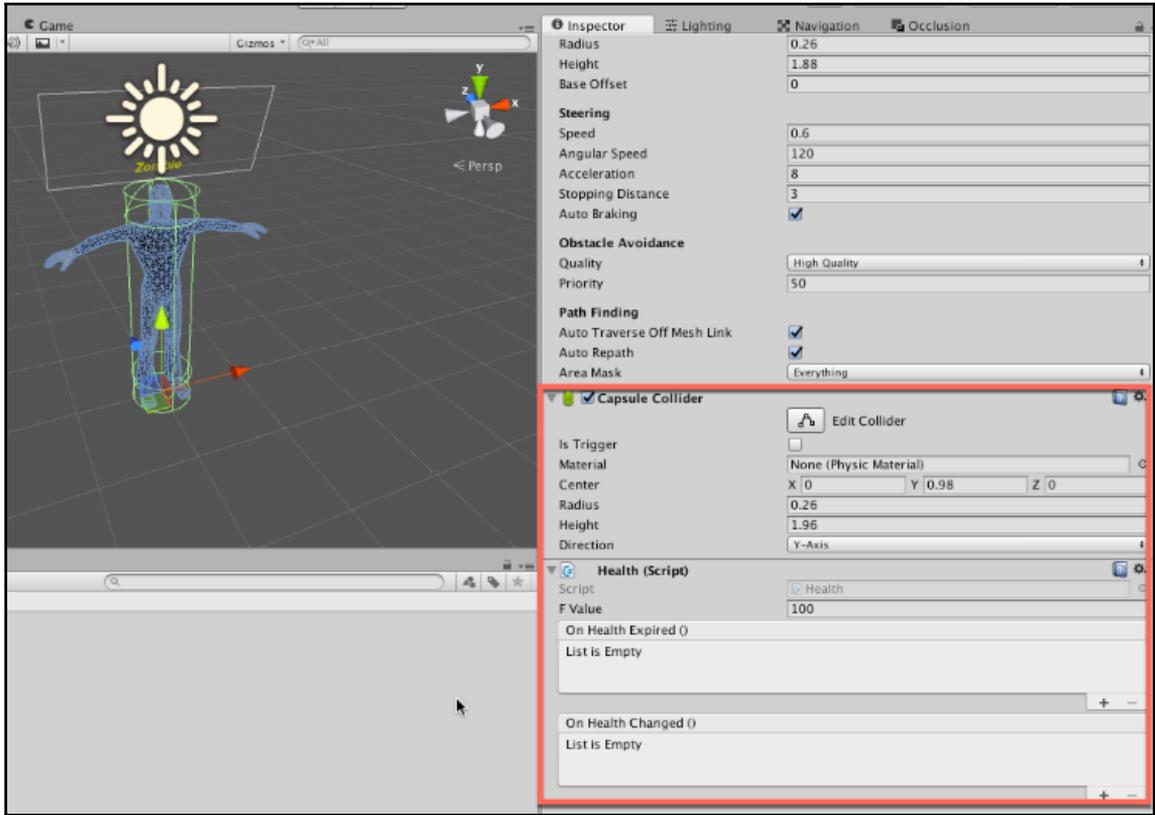
Enemies and Artificial Intelligence



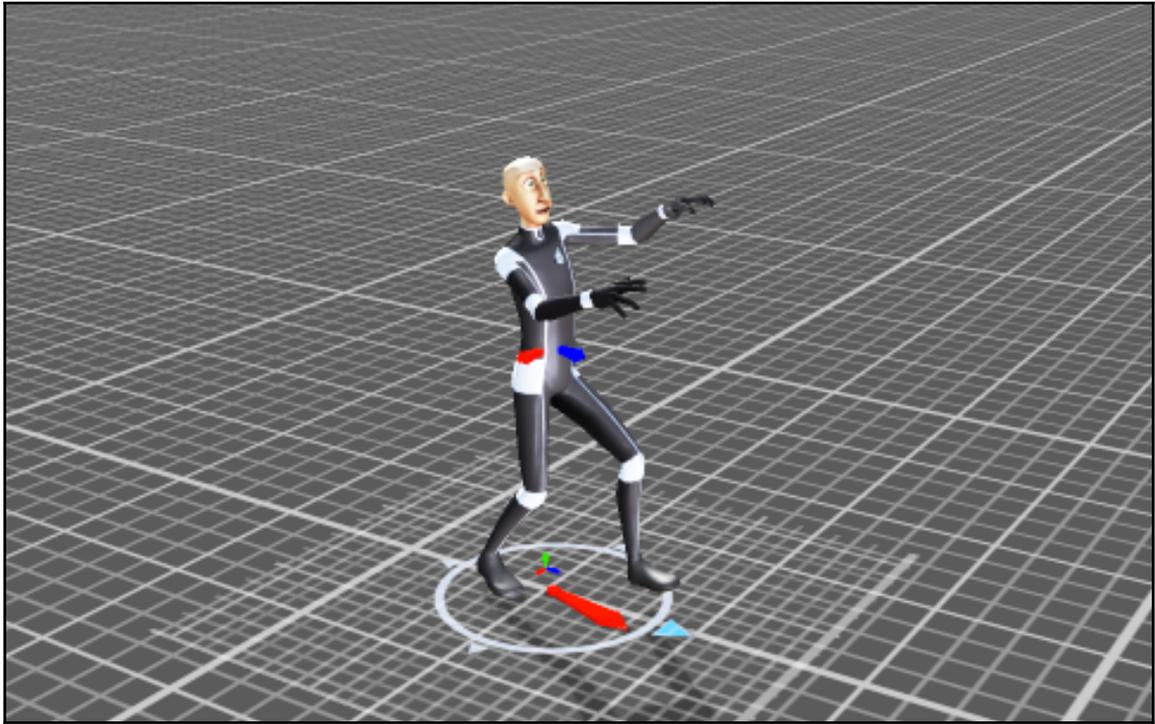


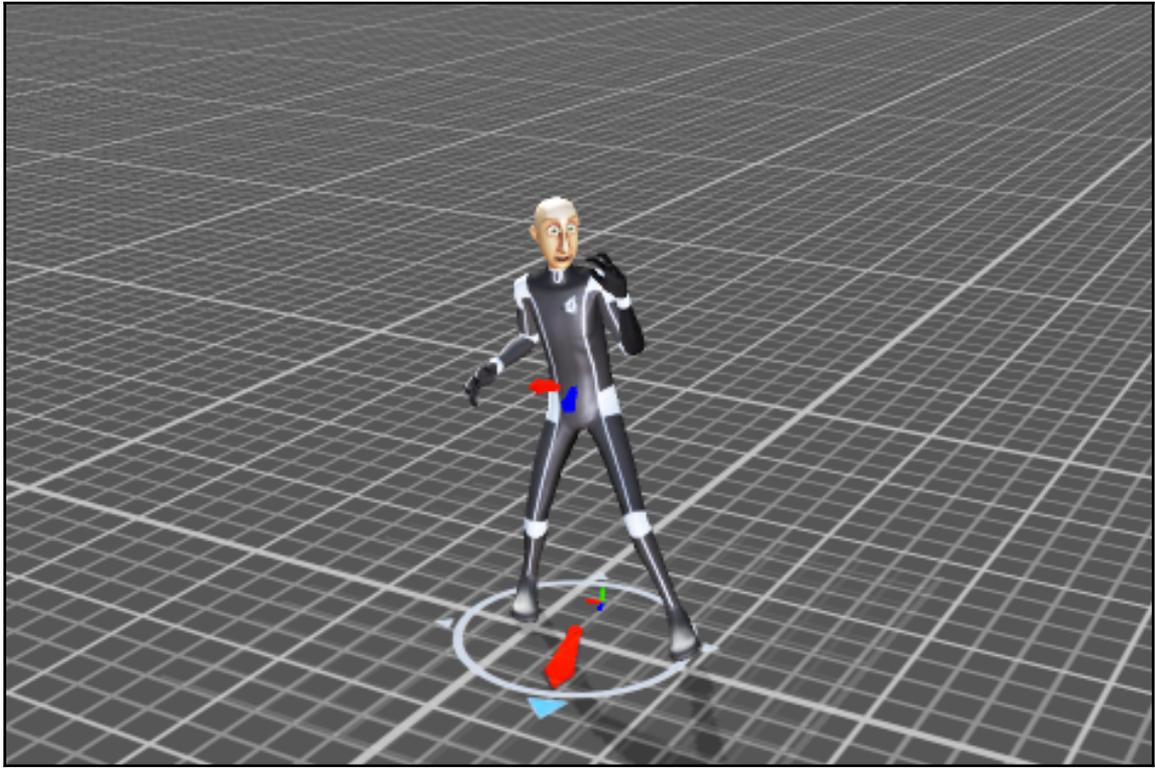


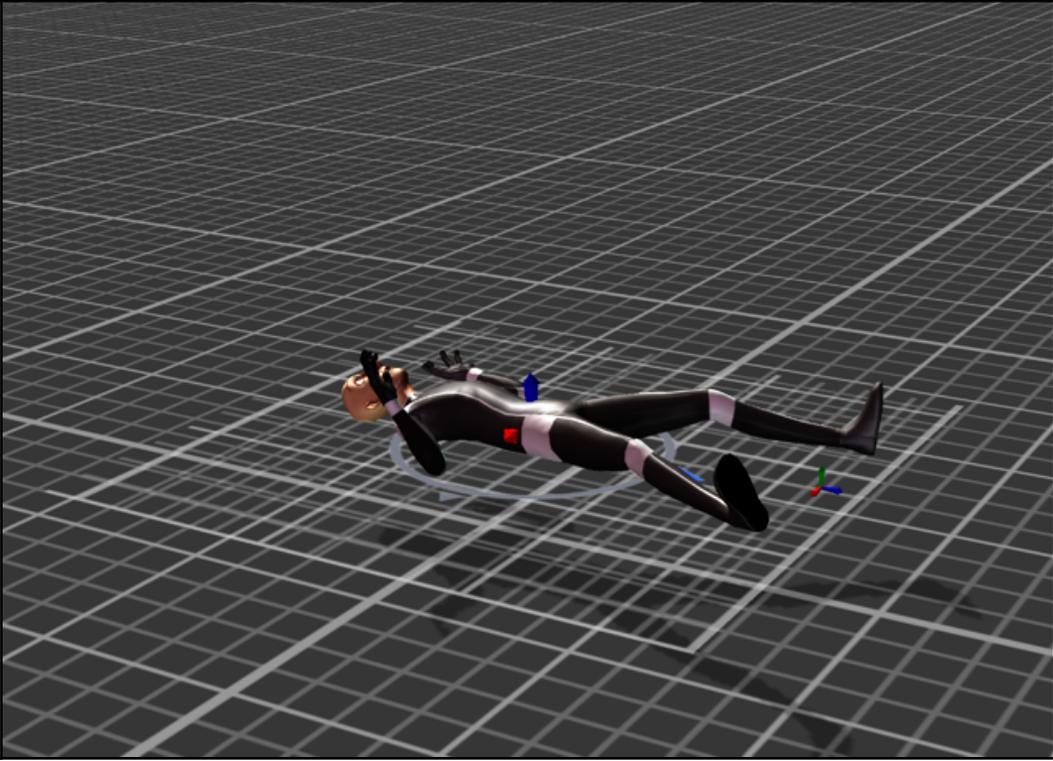


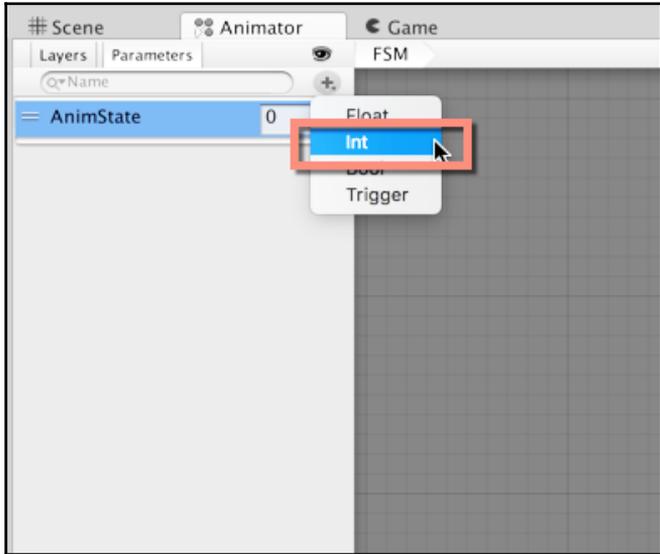
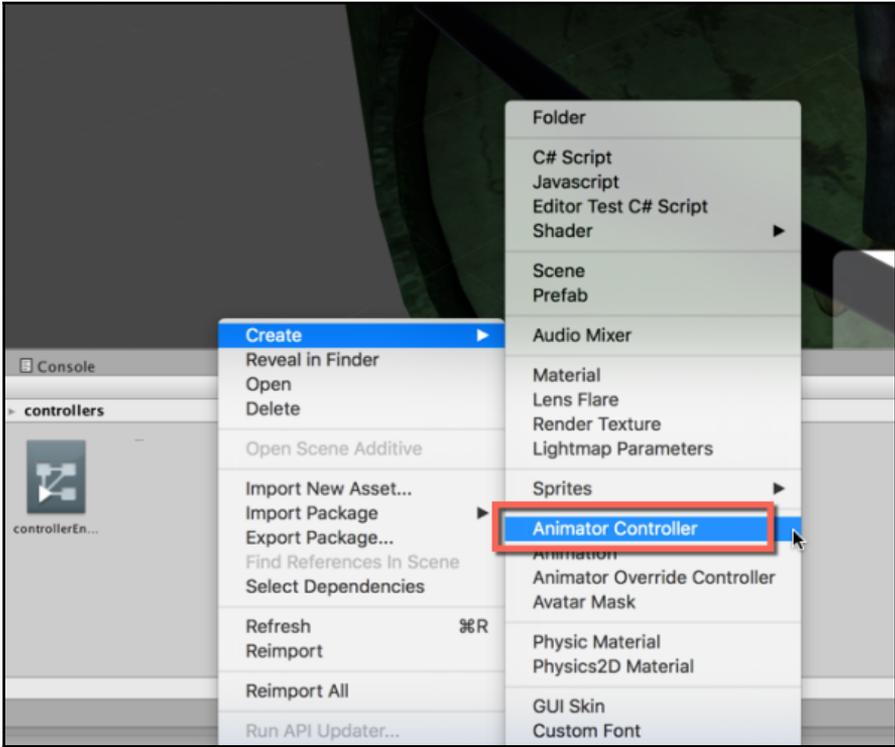


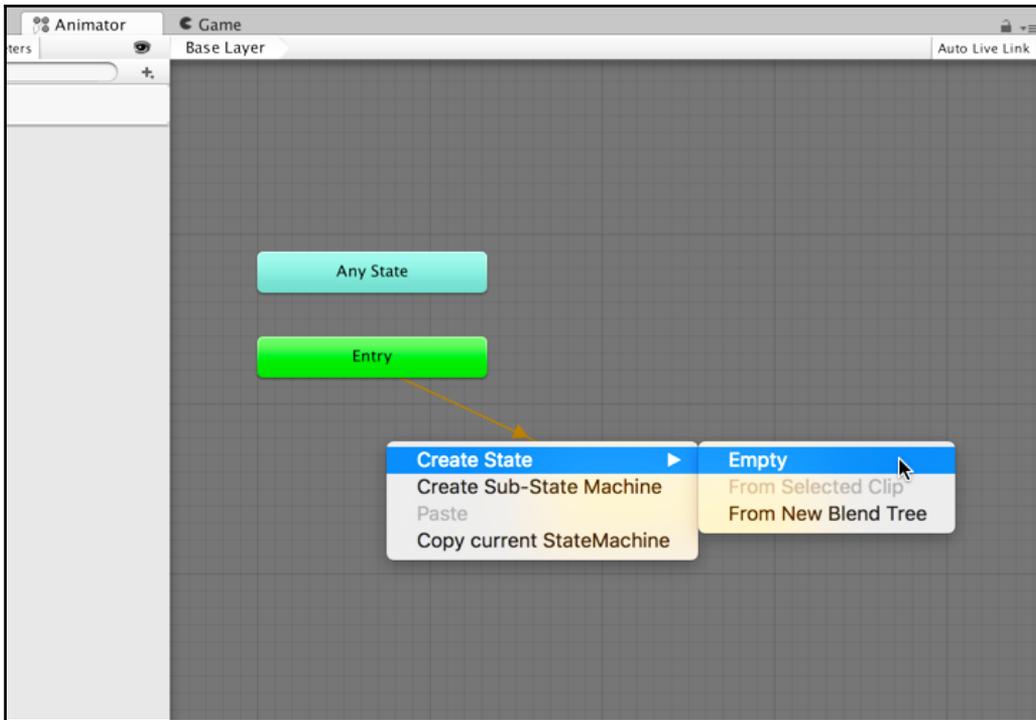


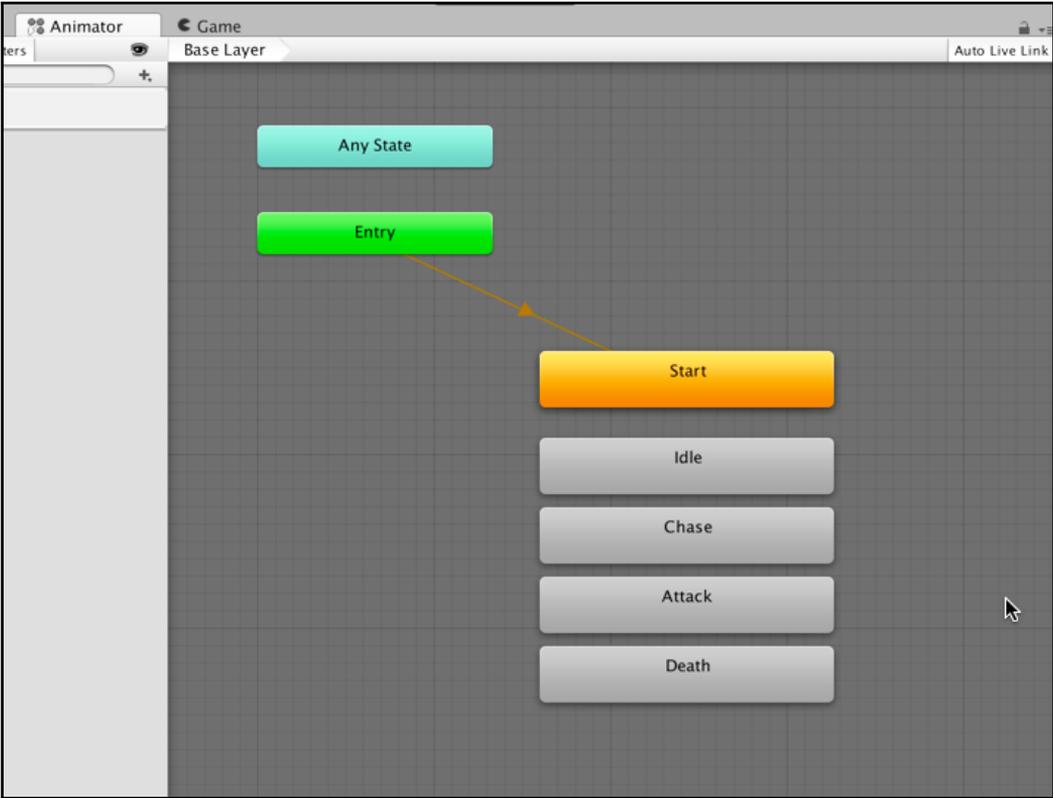


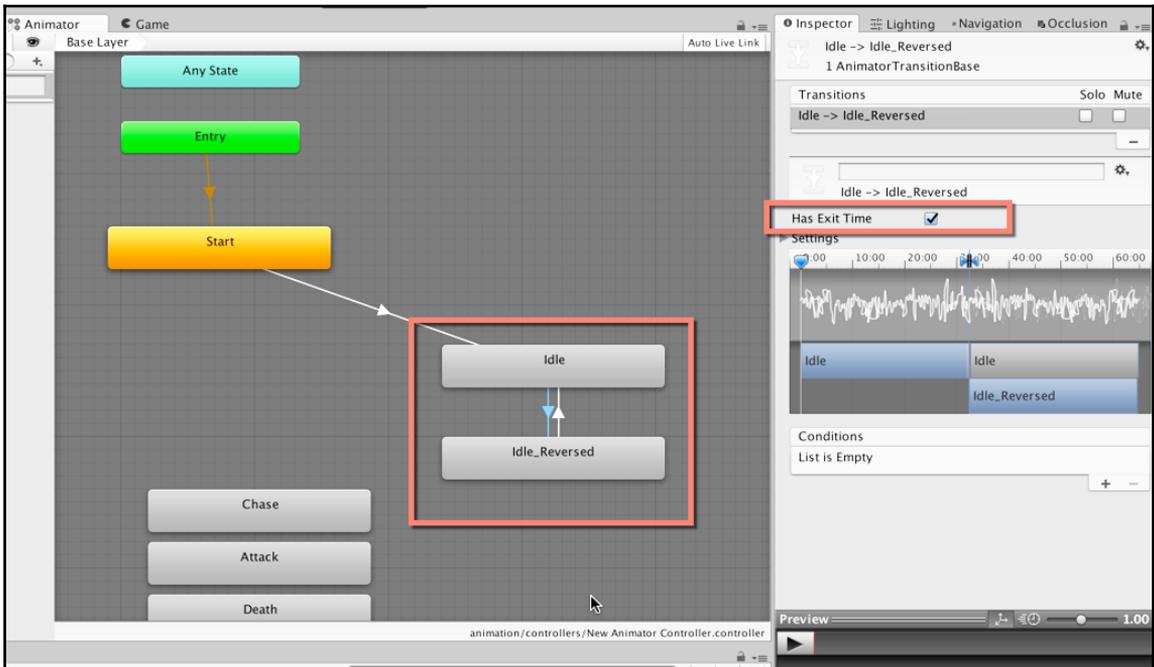
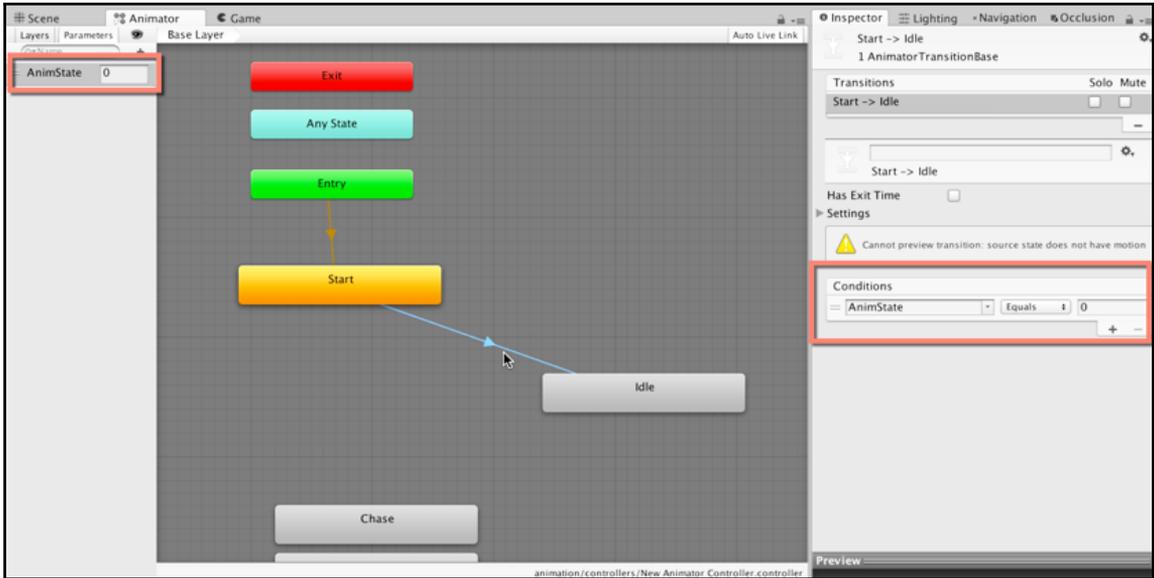


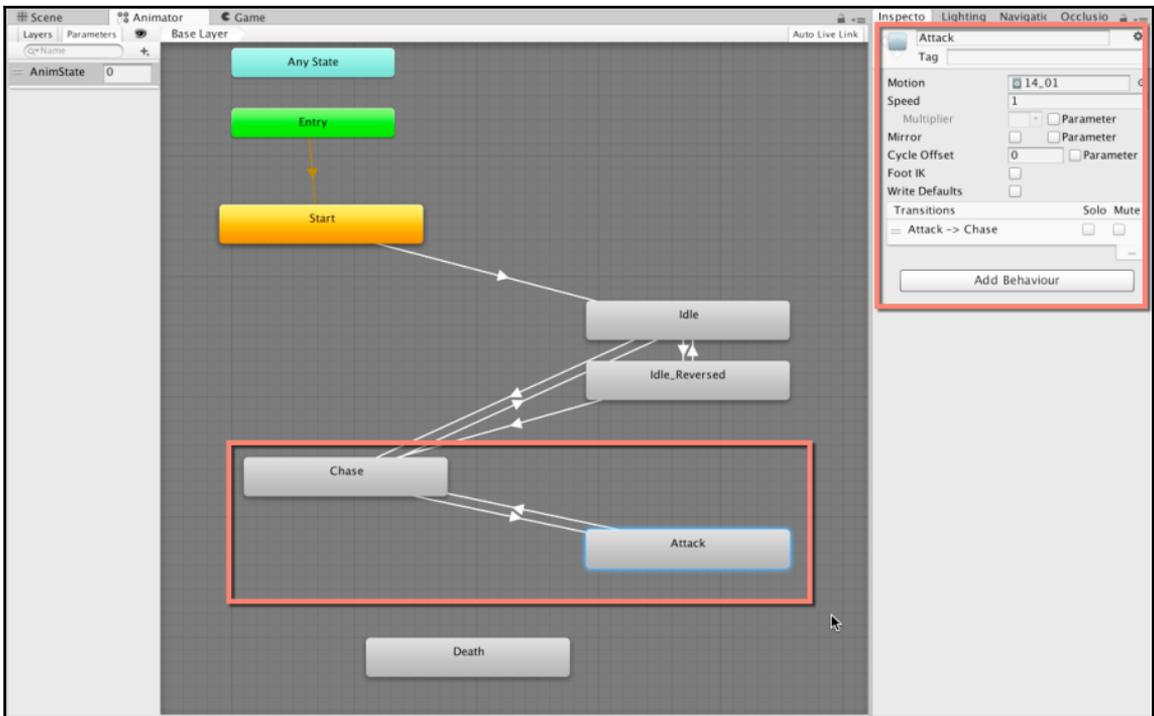
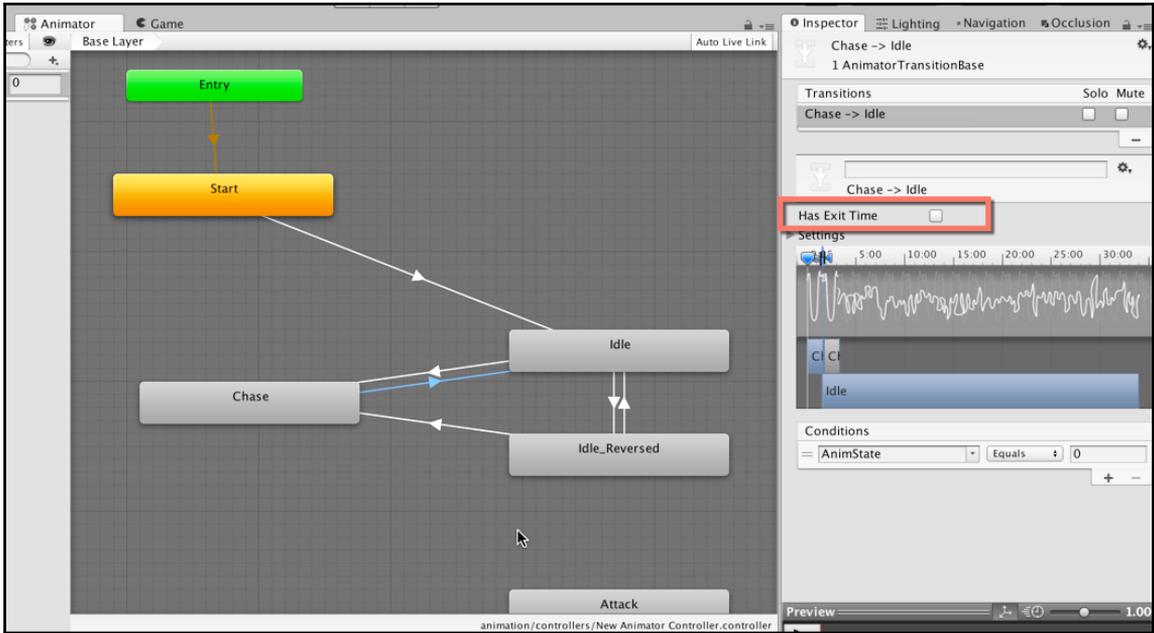


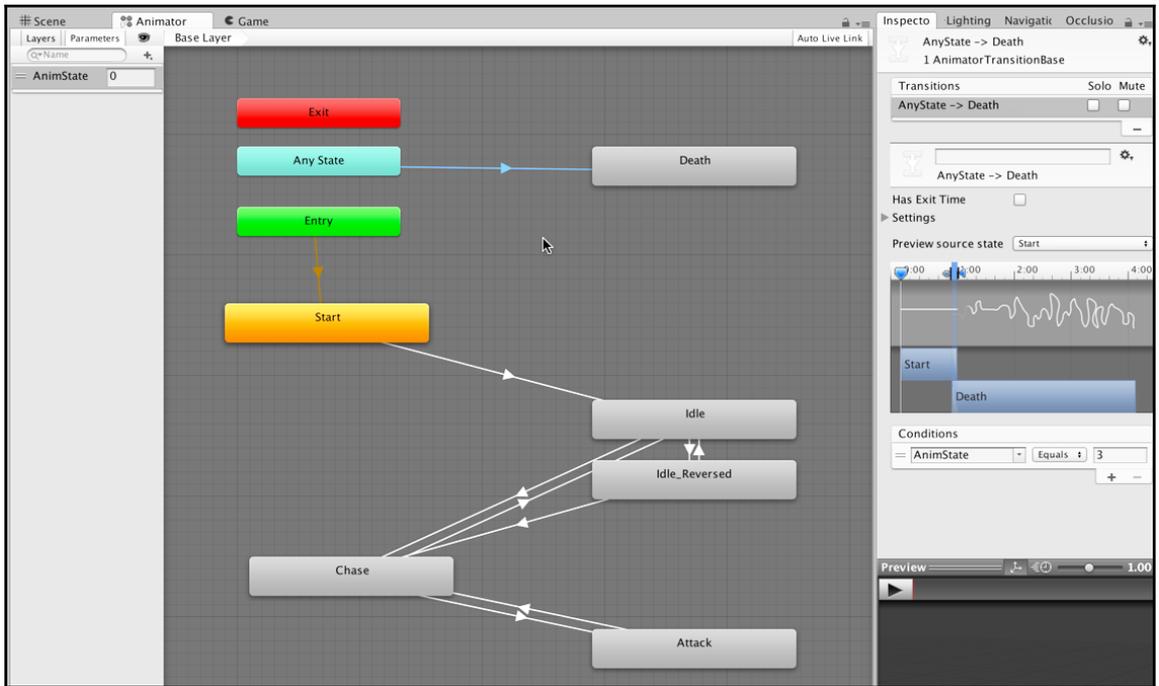


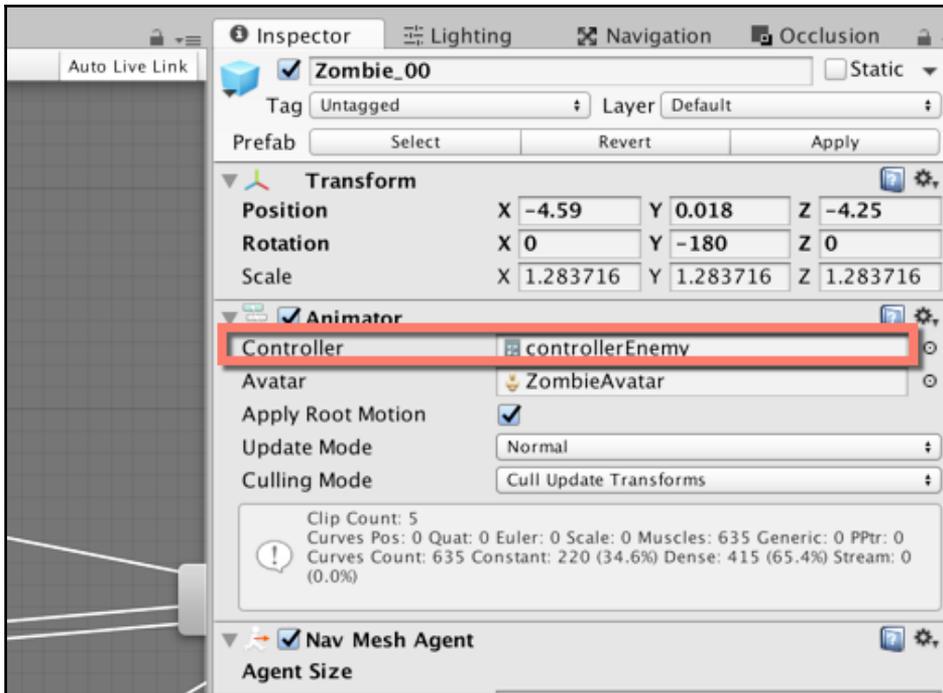




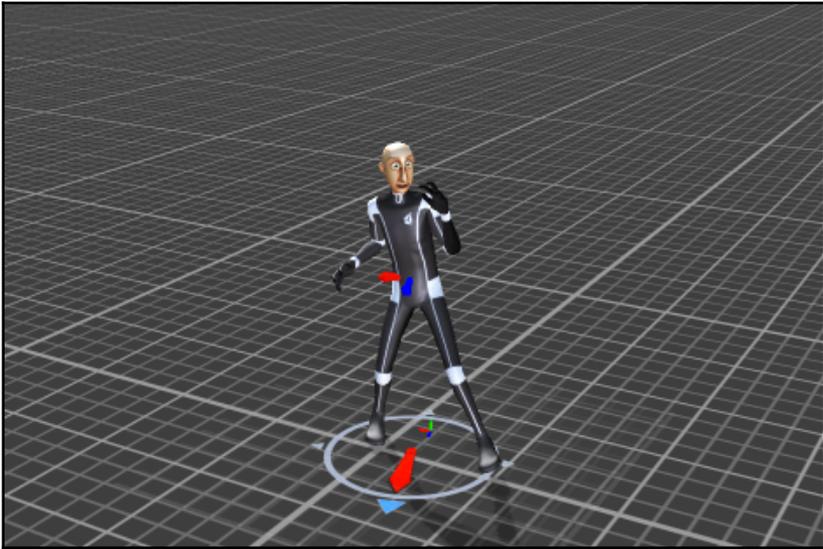
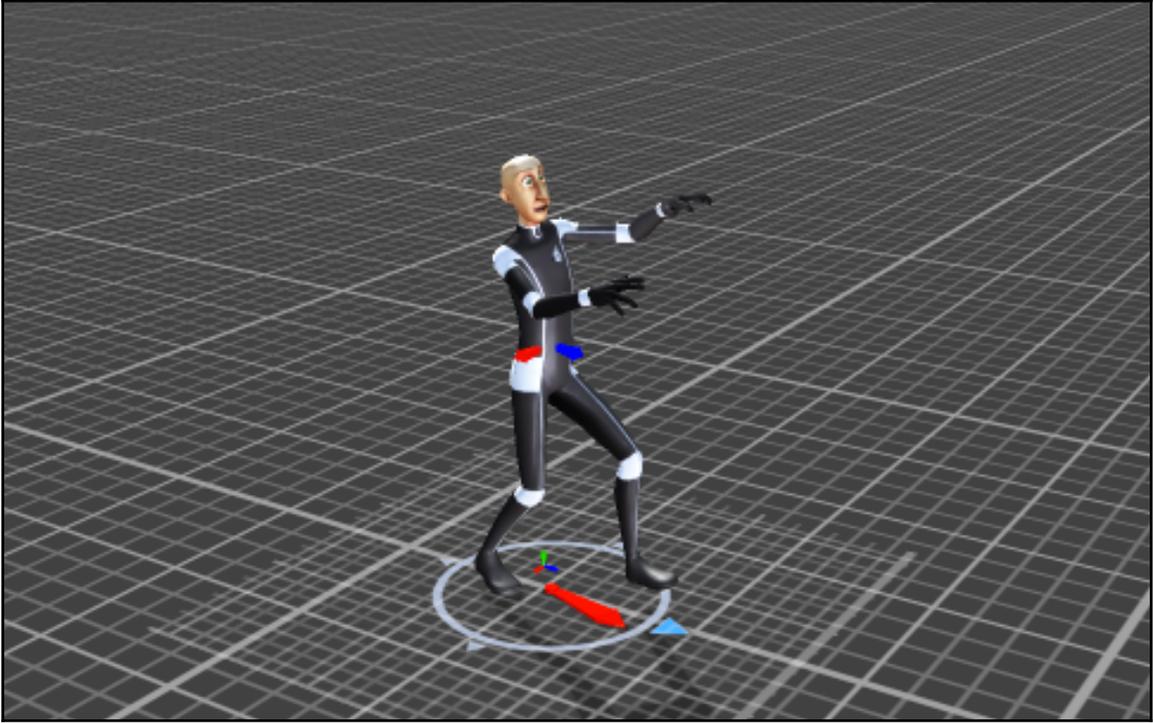


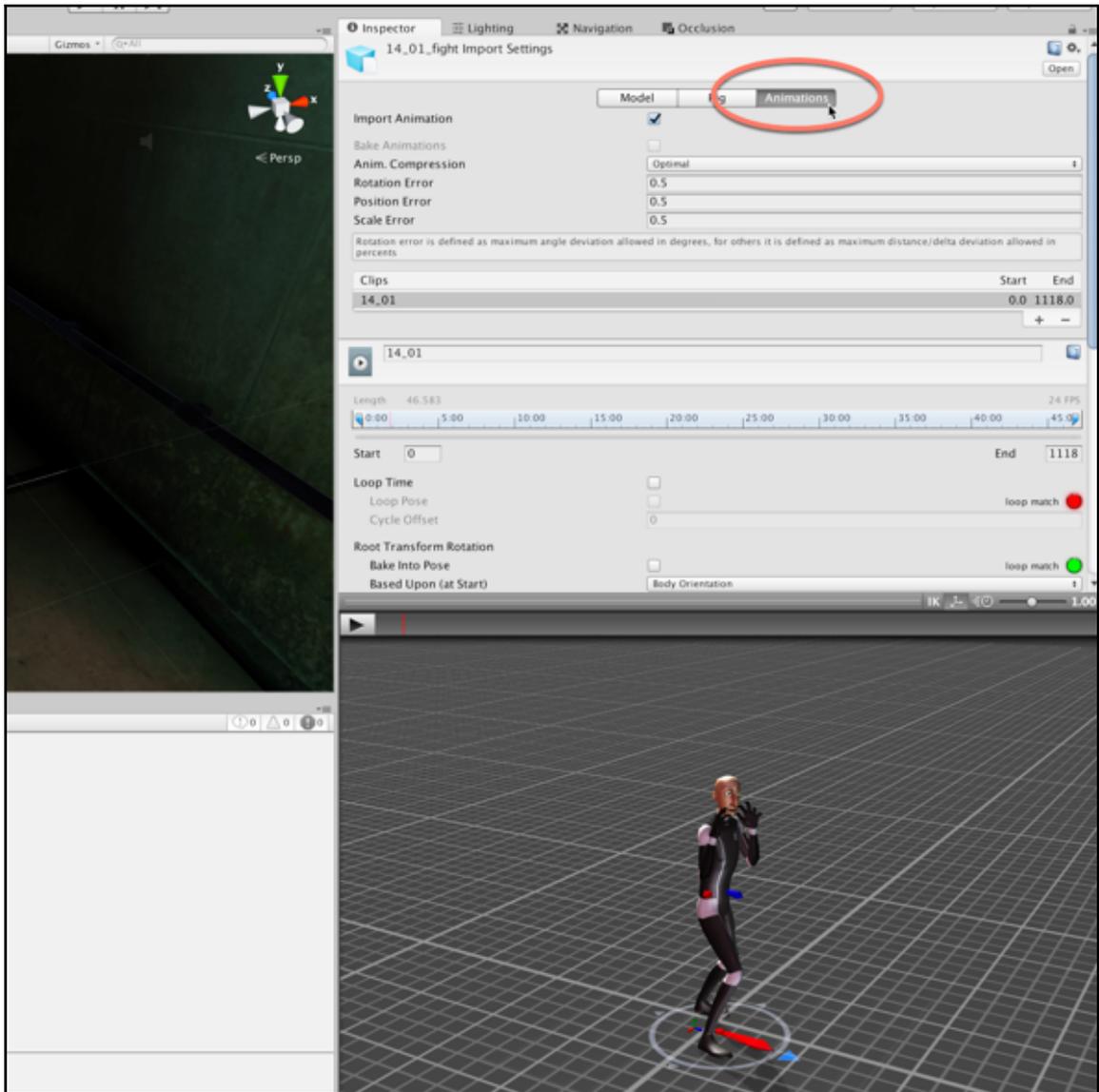


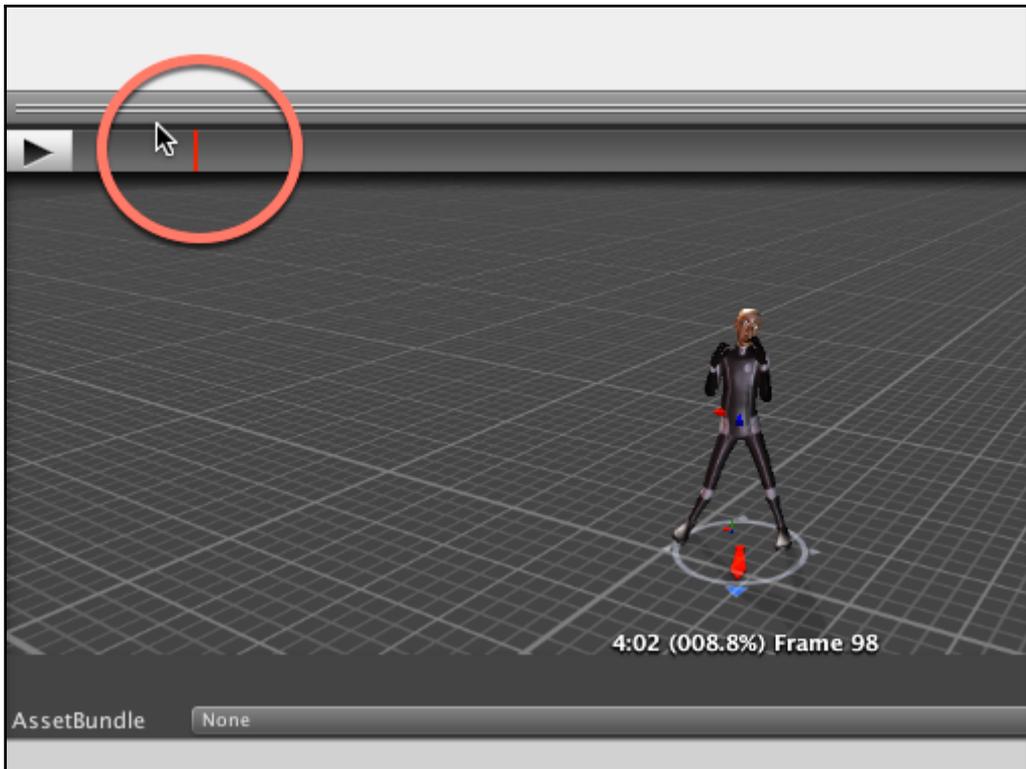


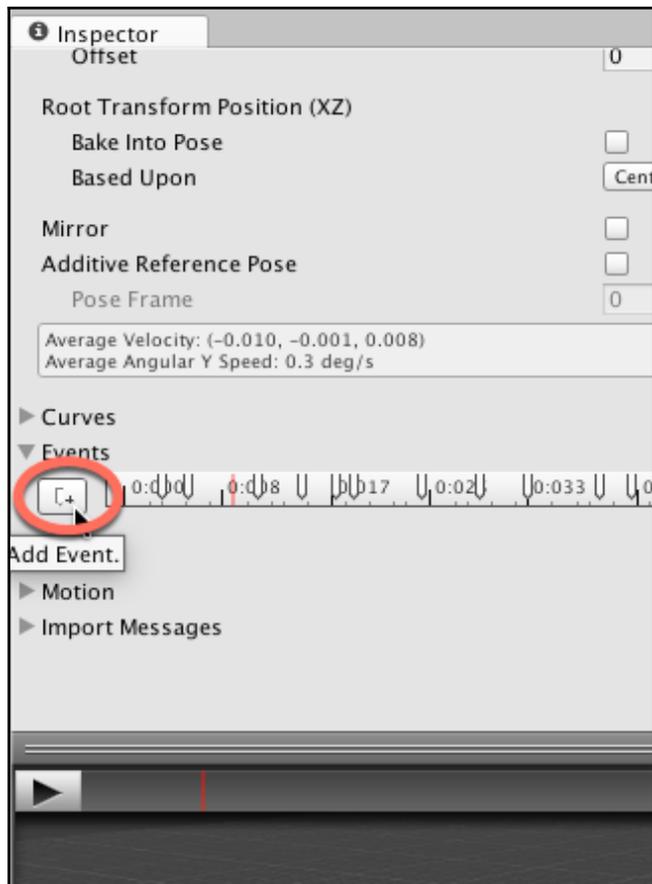


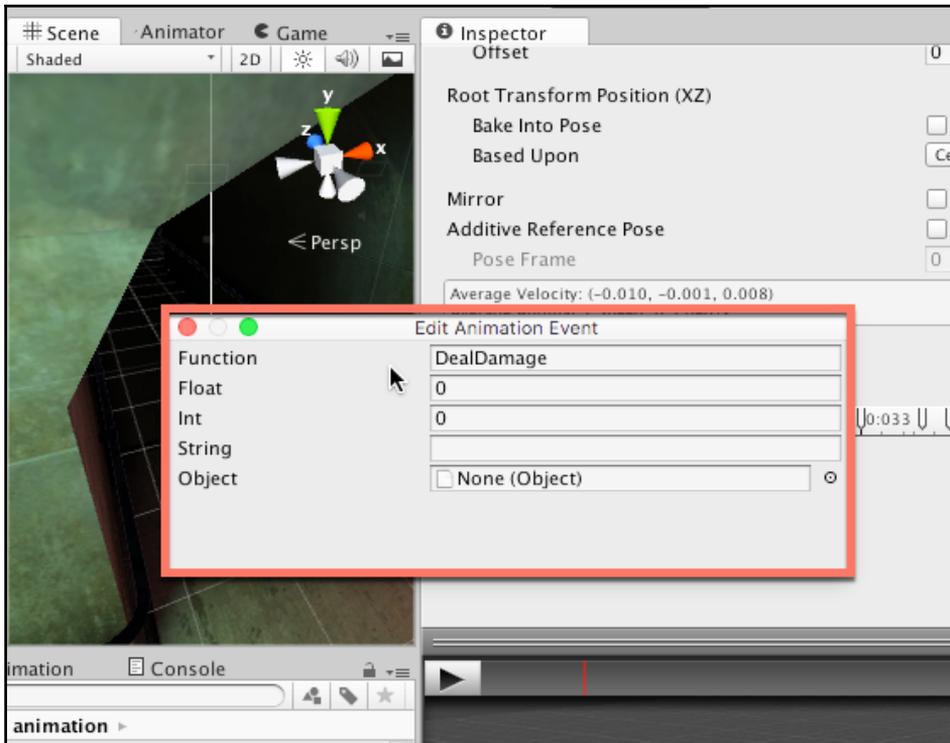


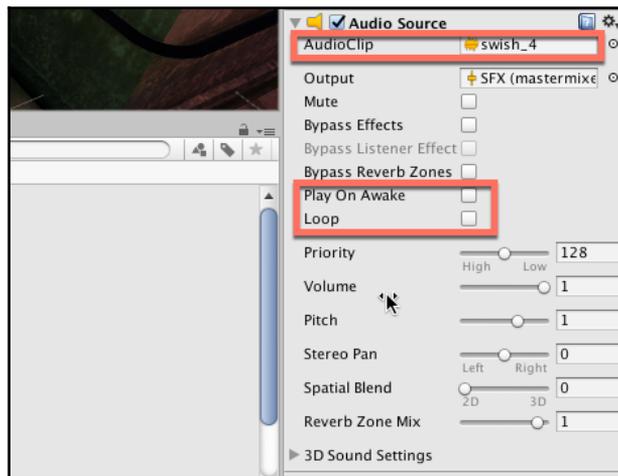
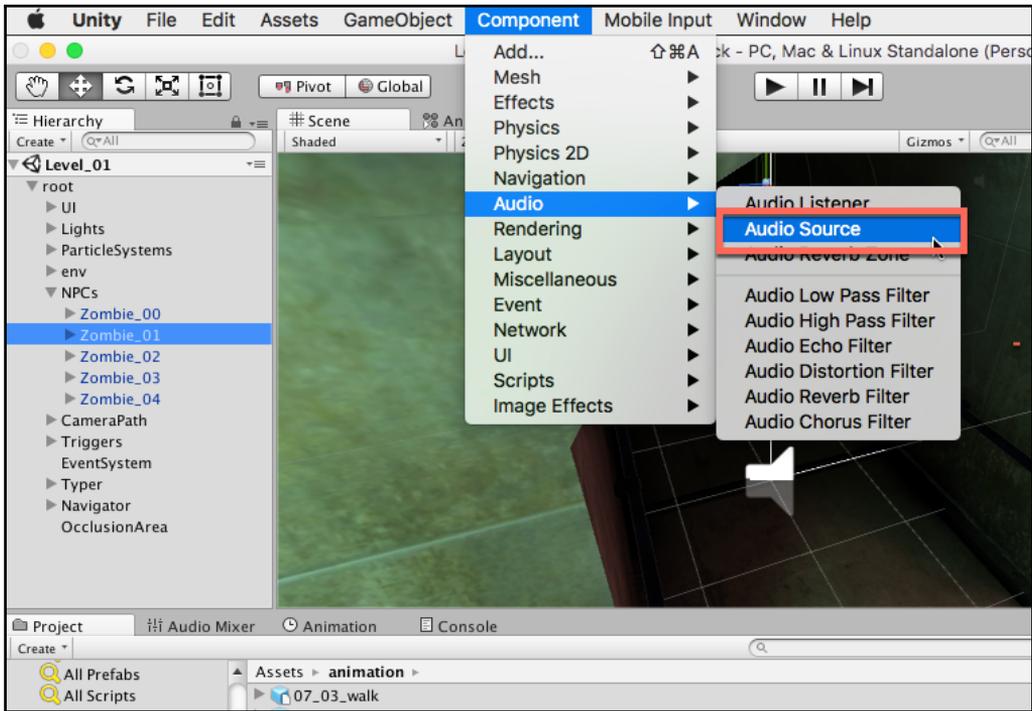


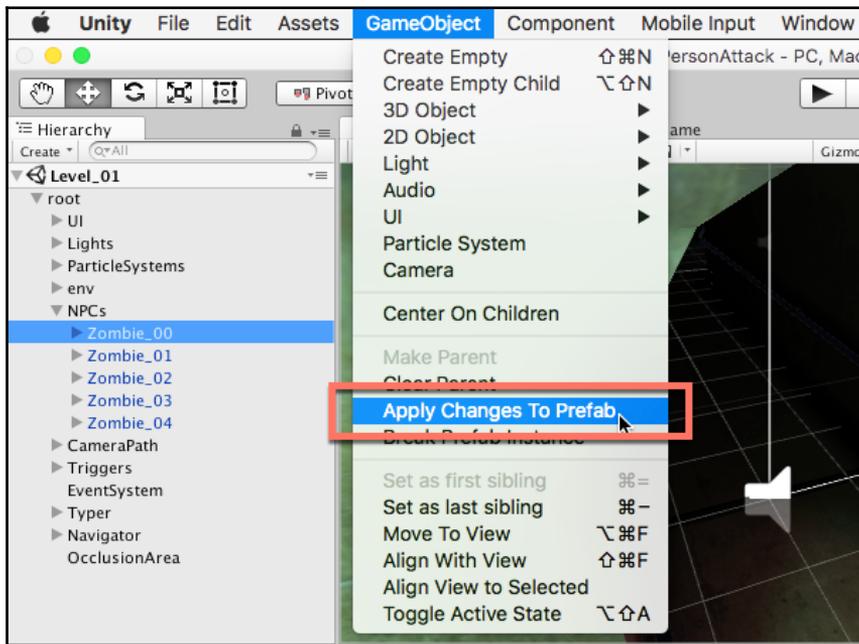
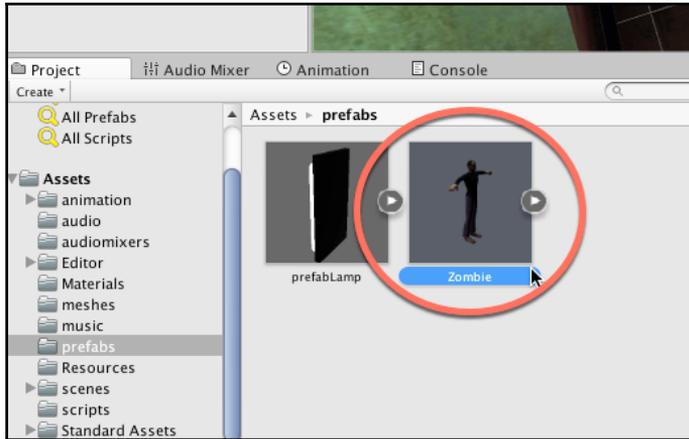


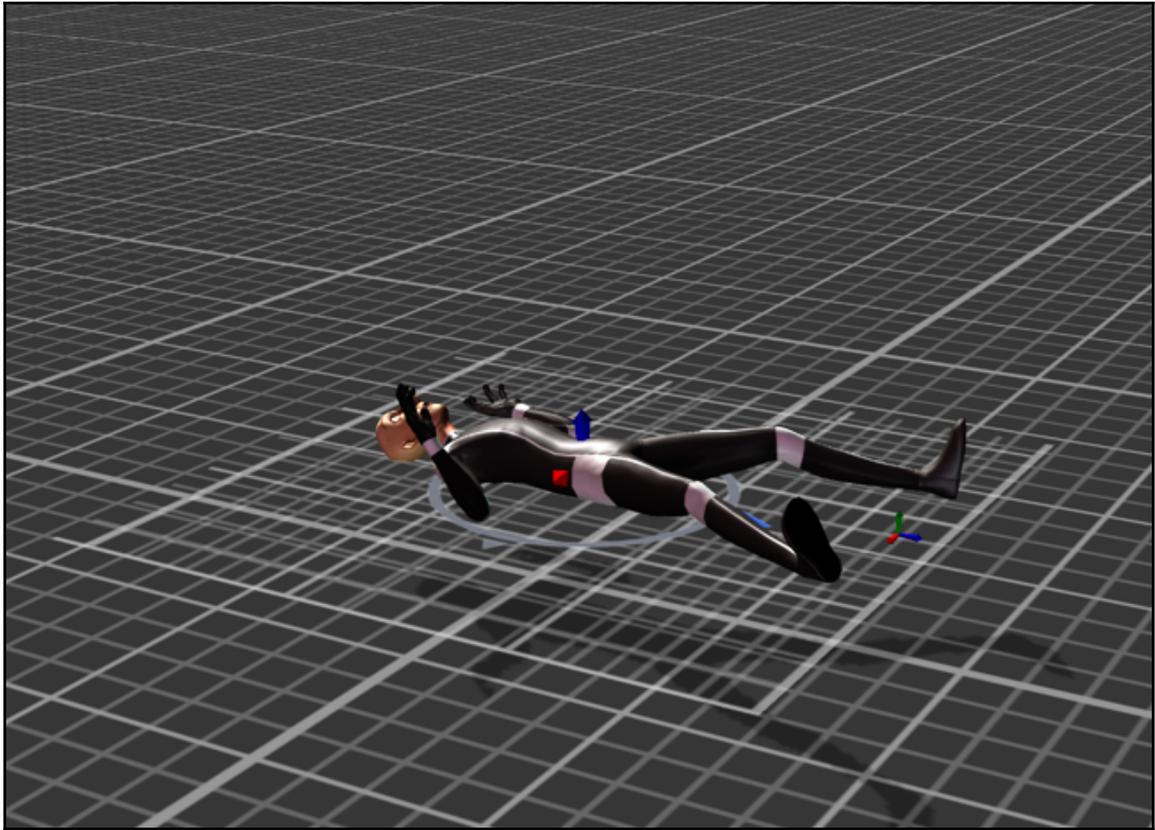




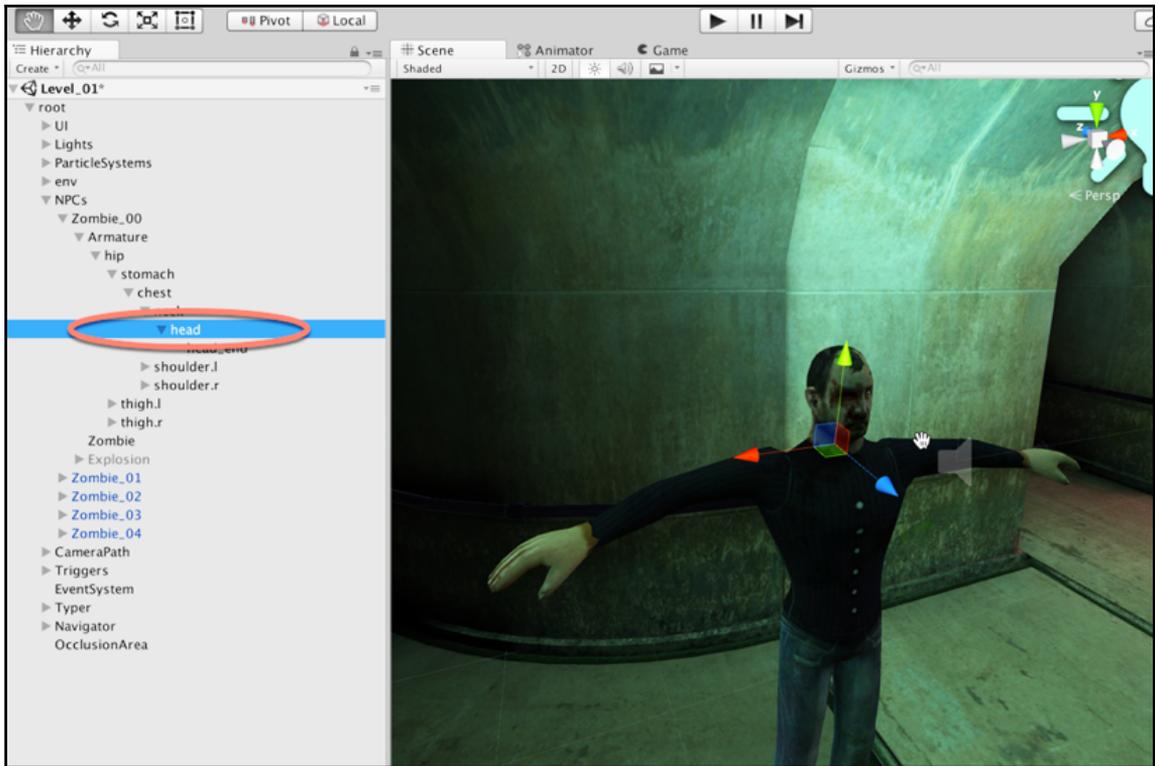


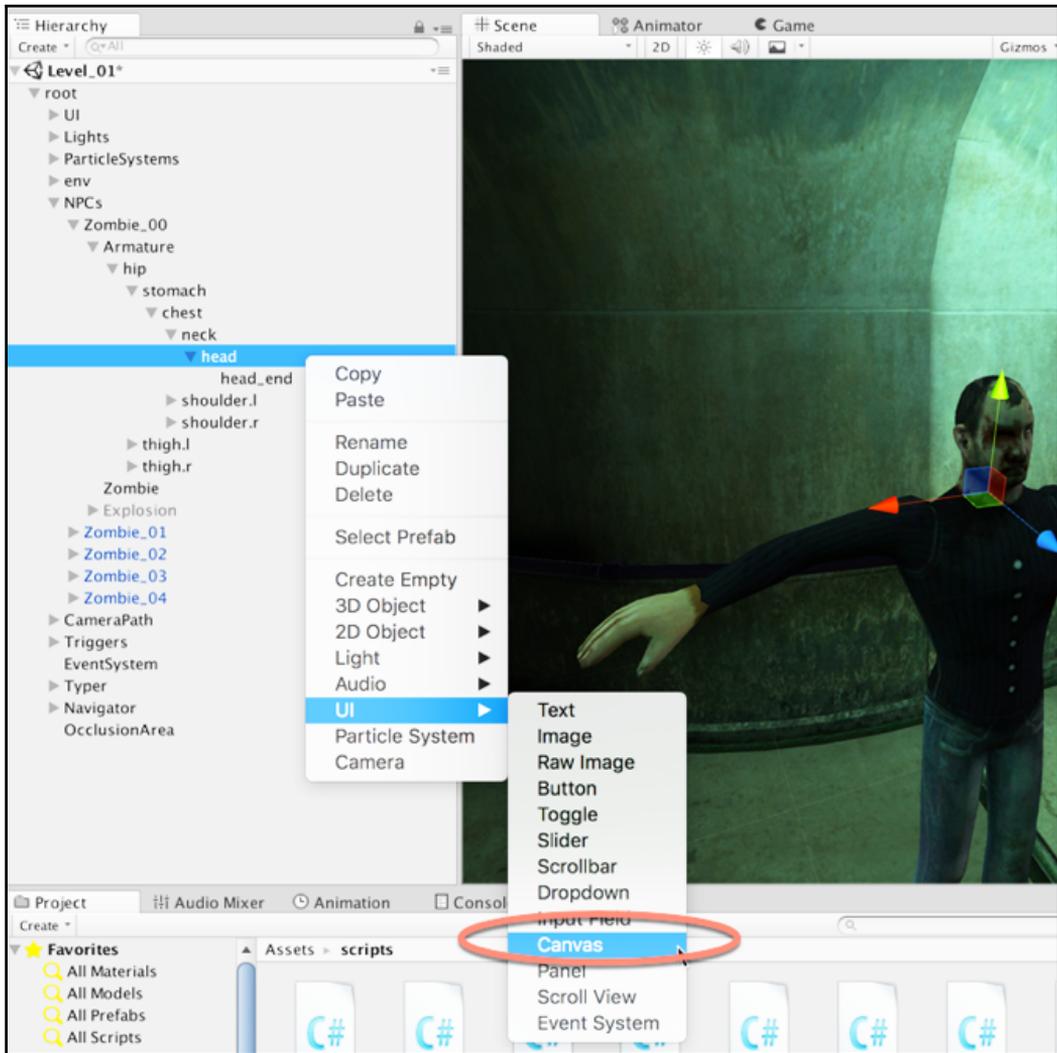


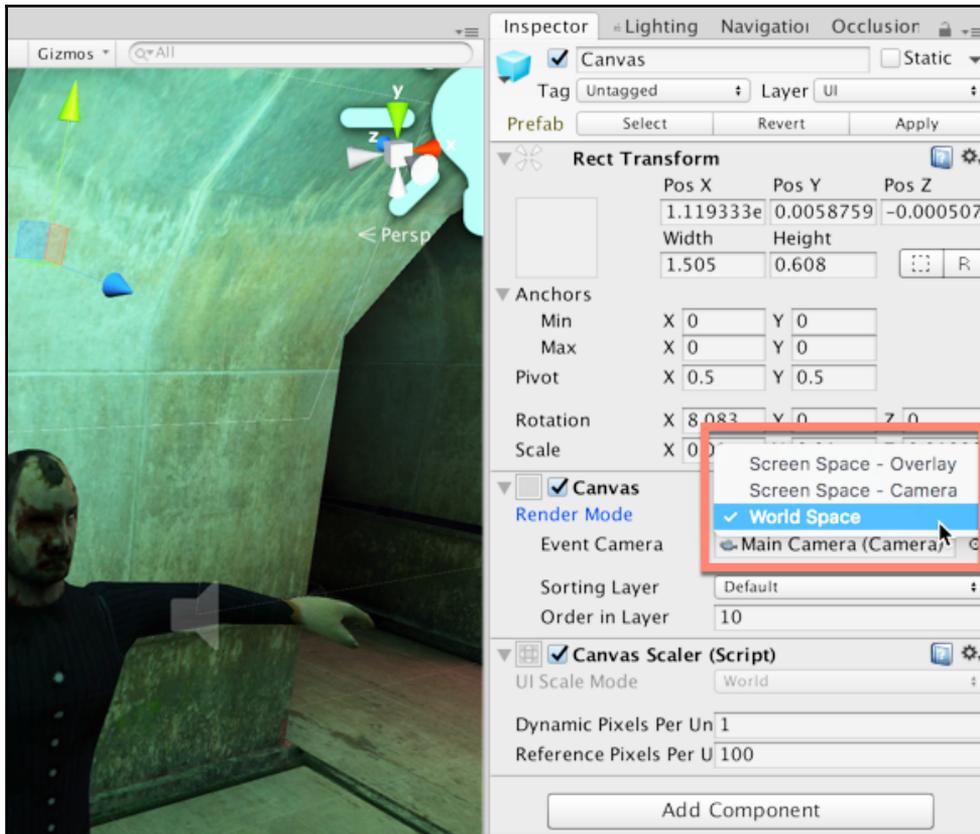


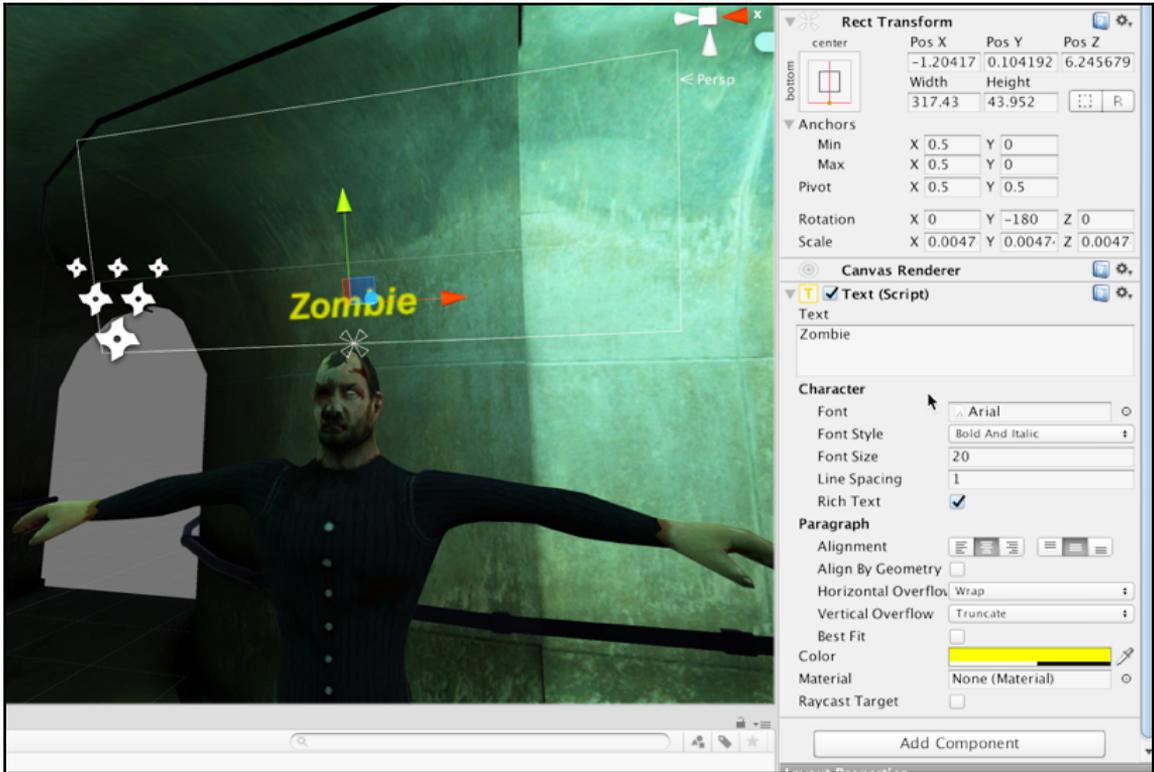


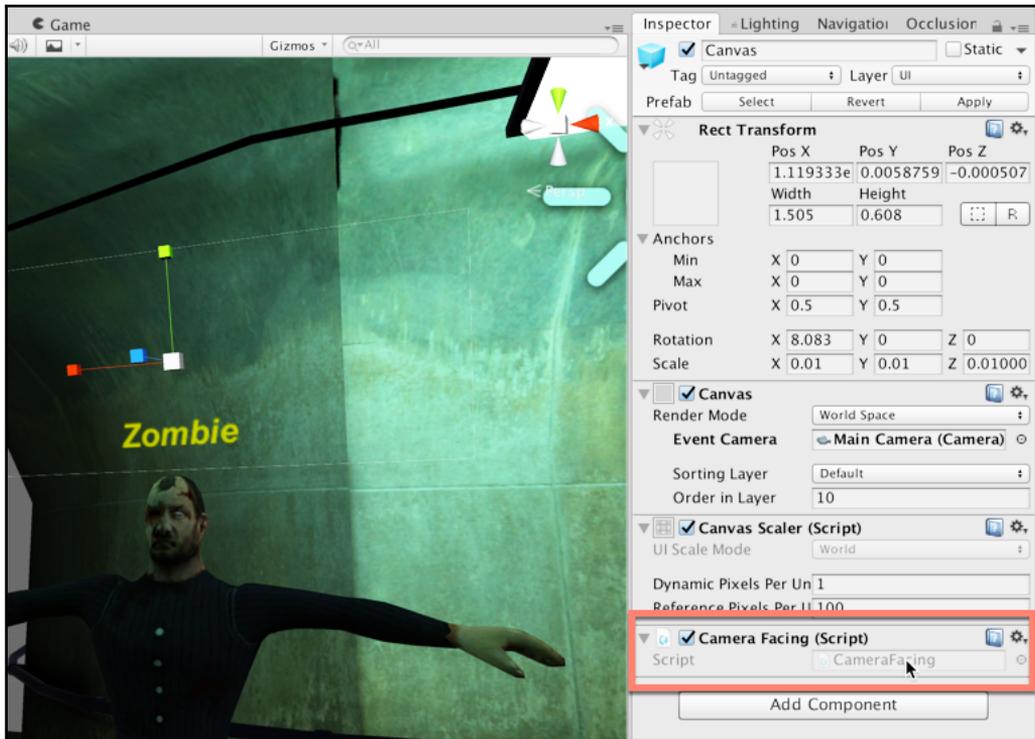


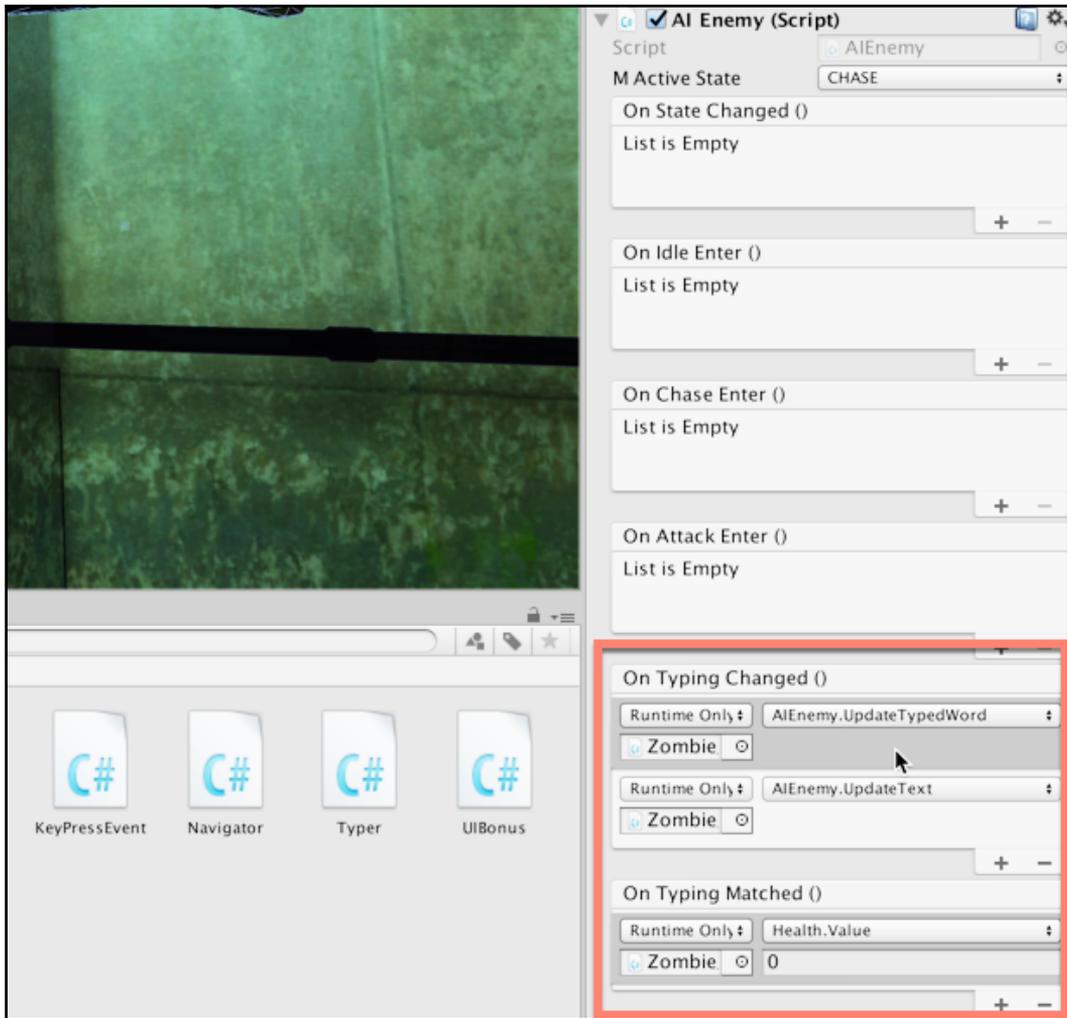


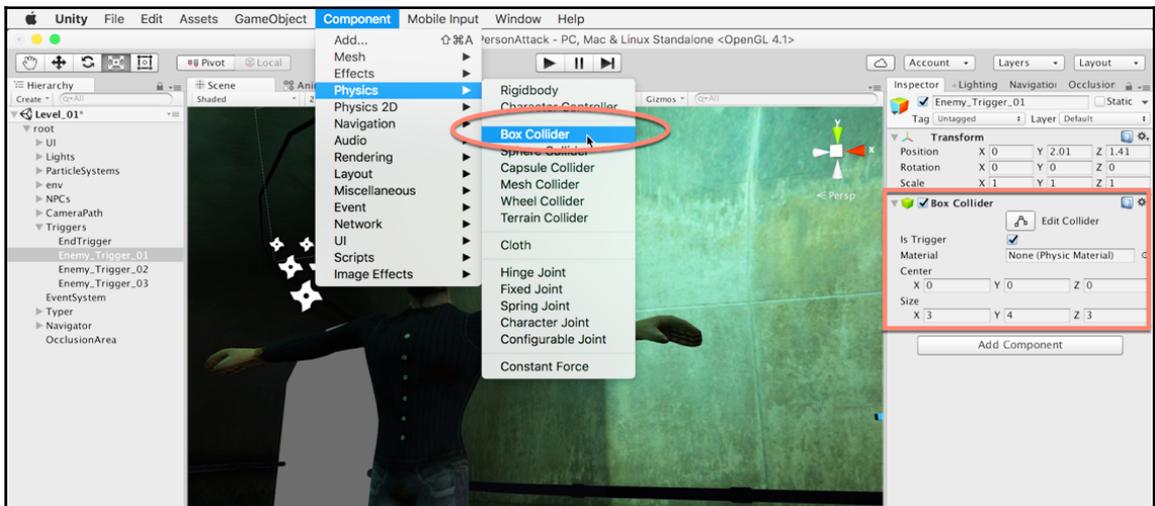
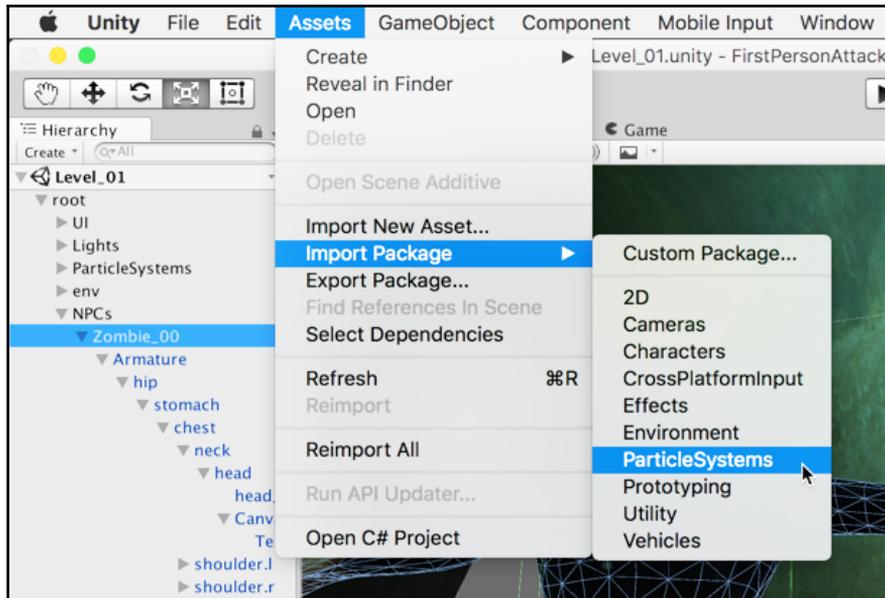


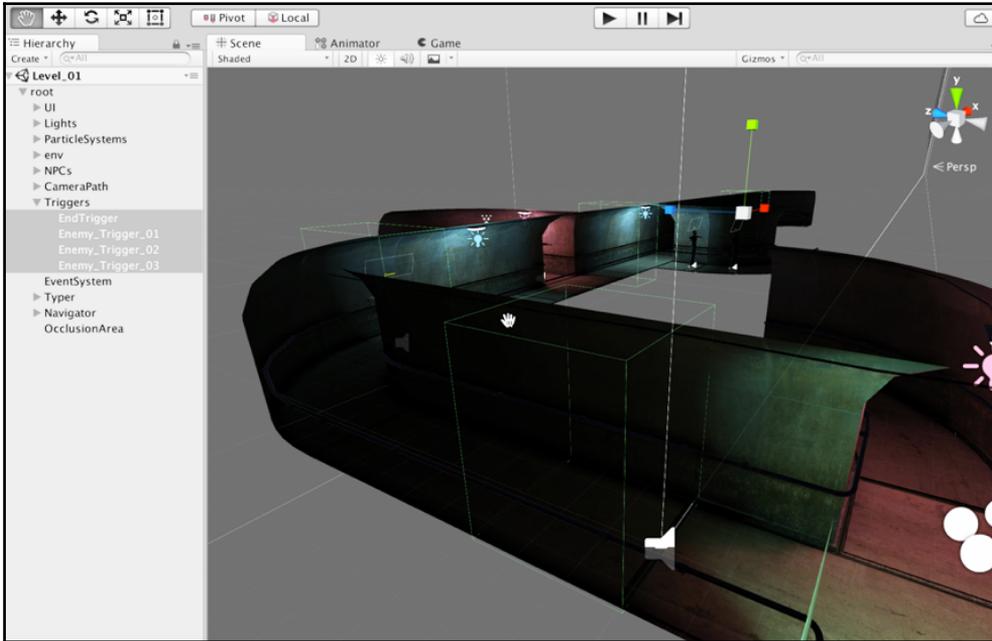
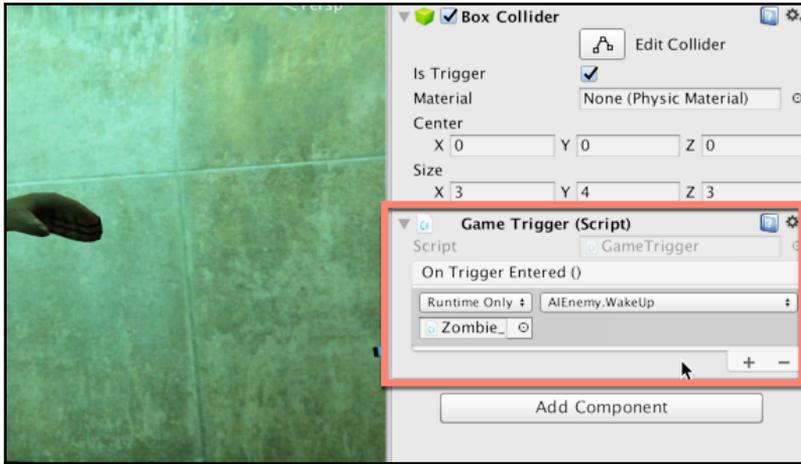


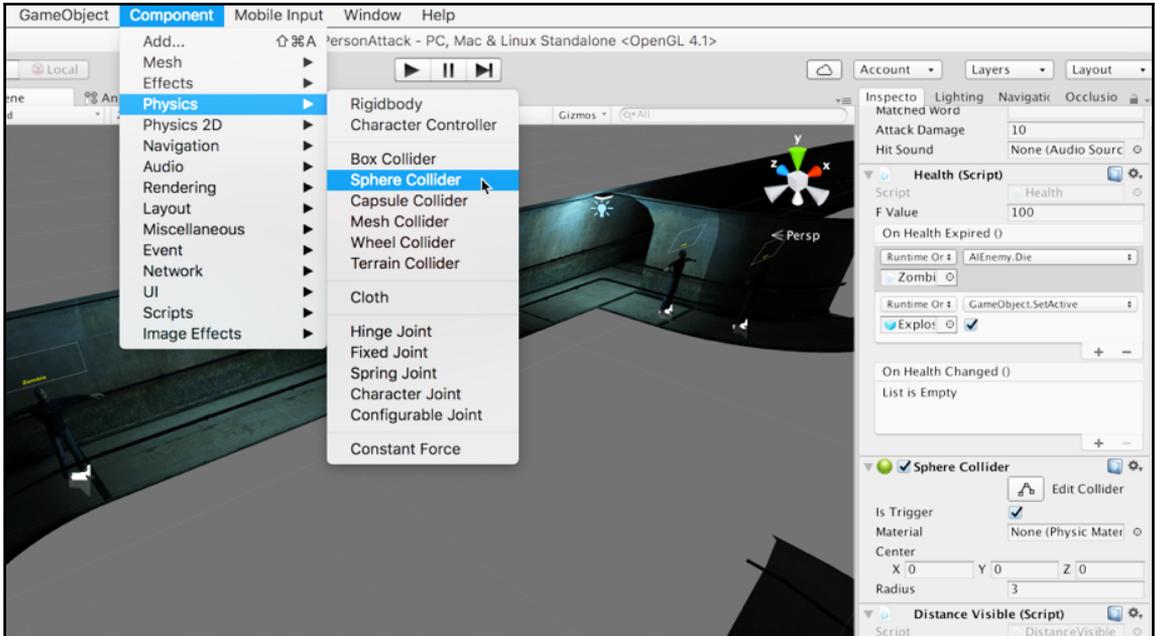
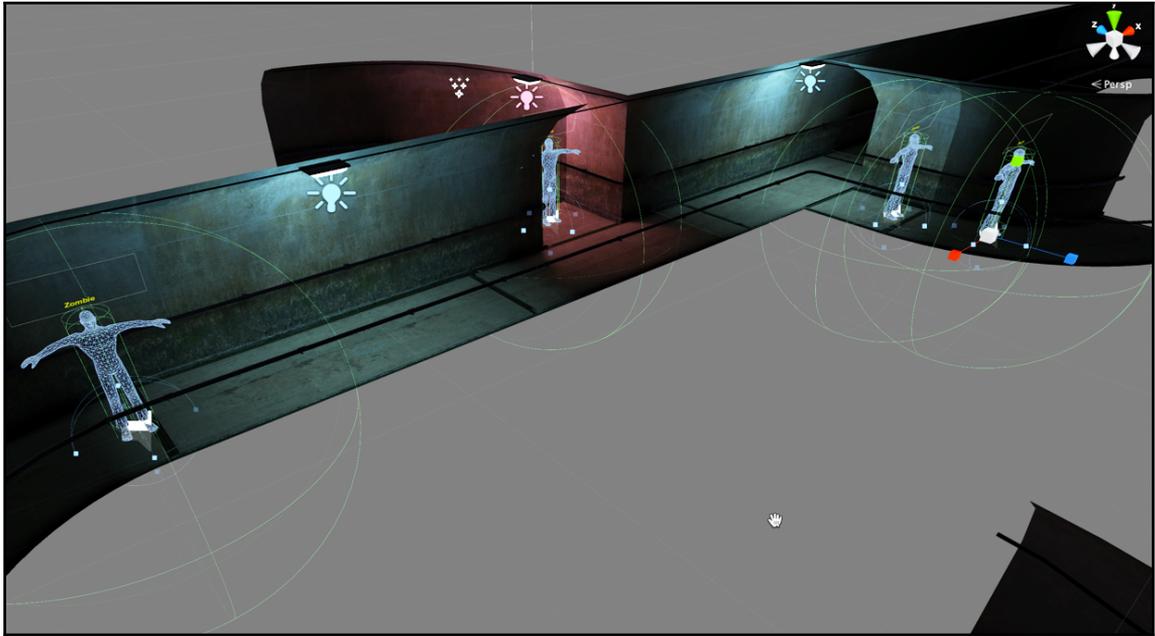


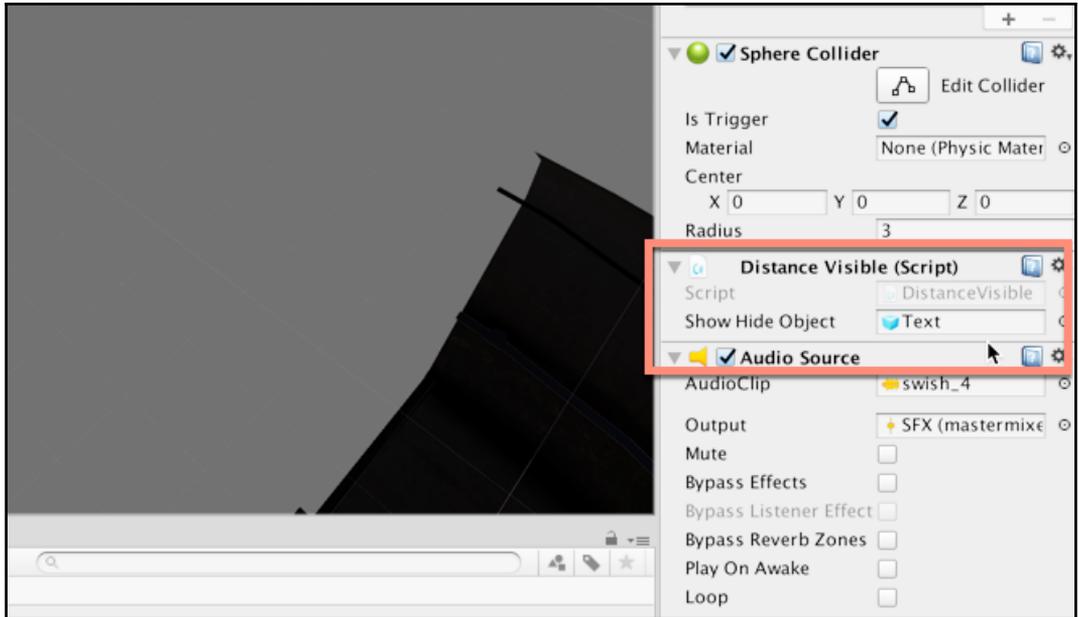


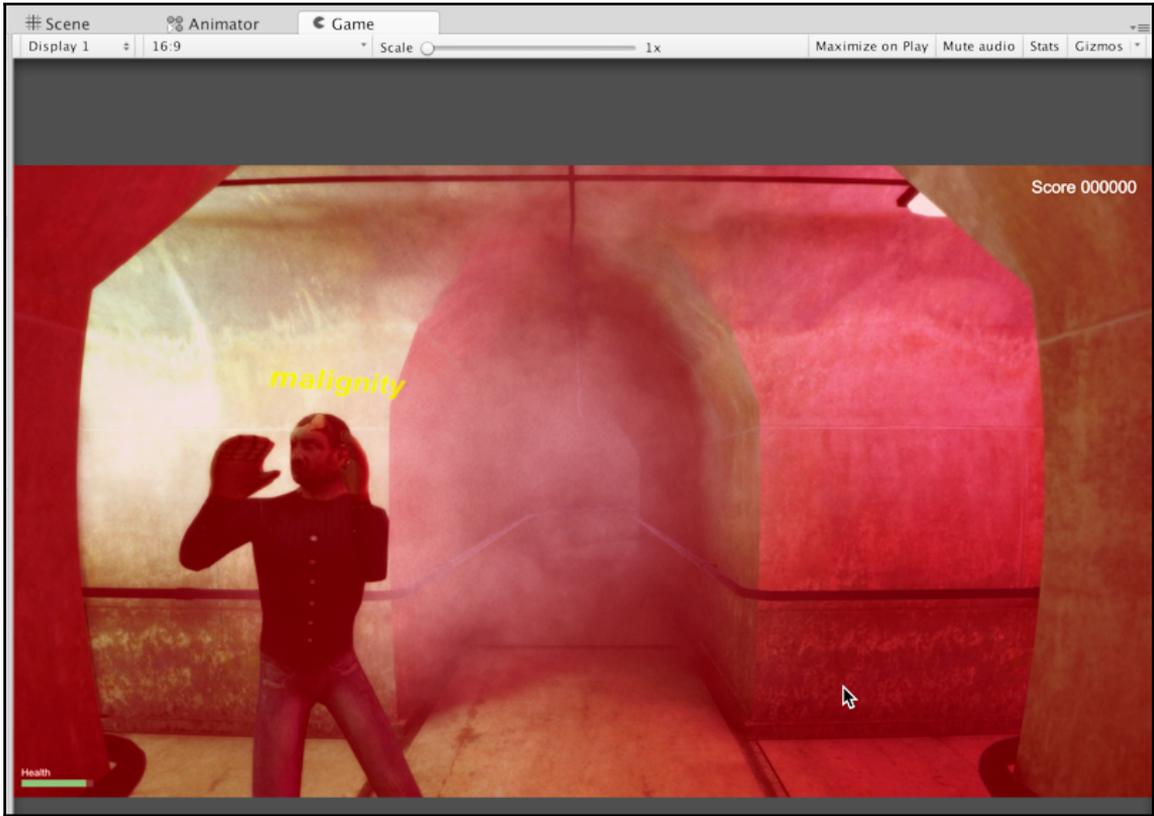


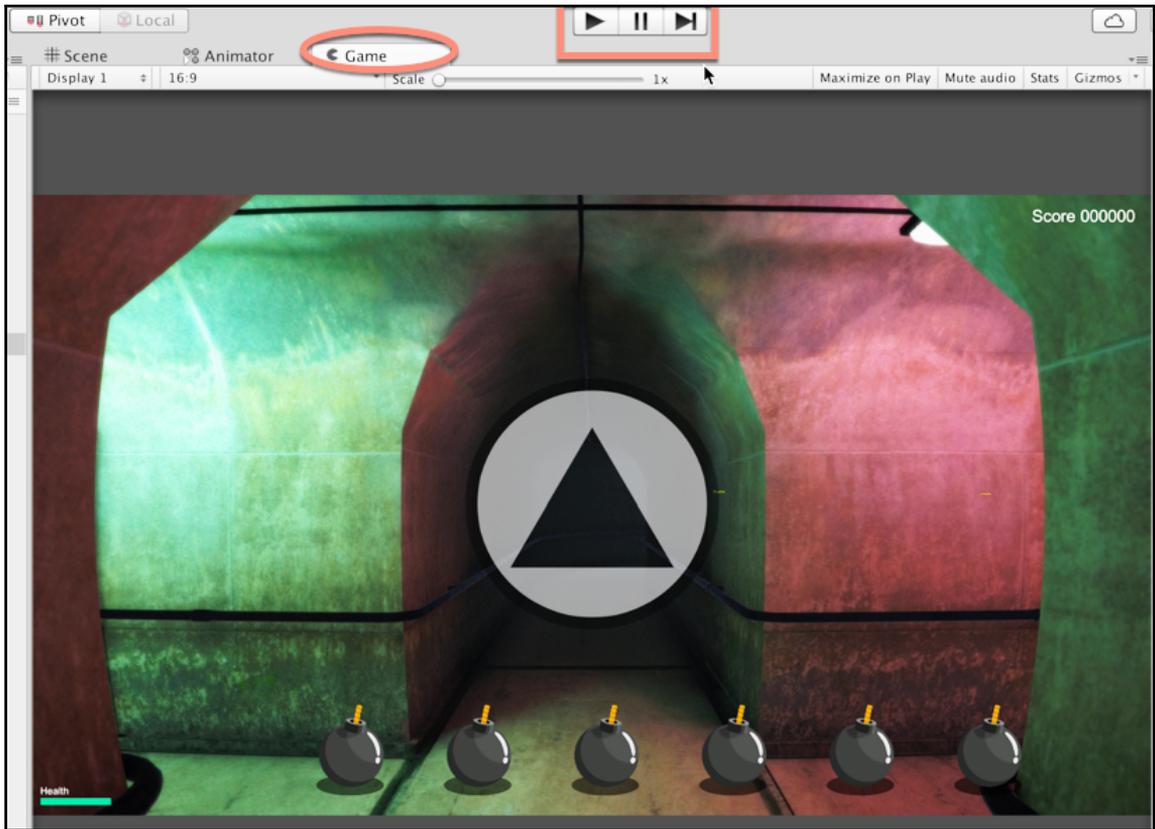


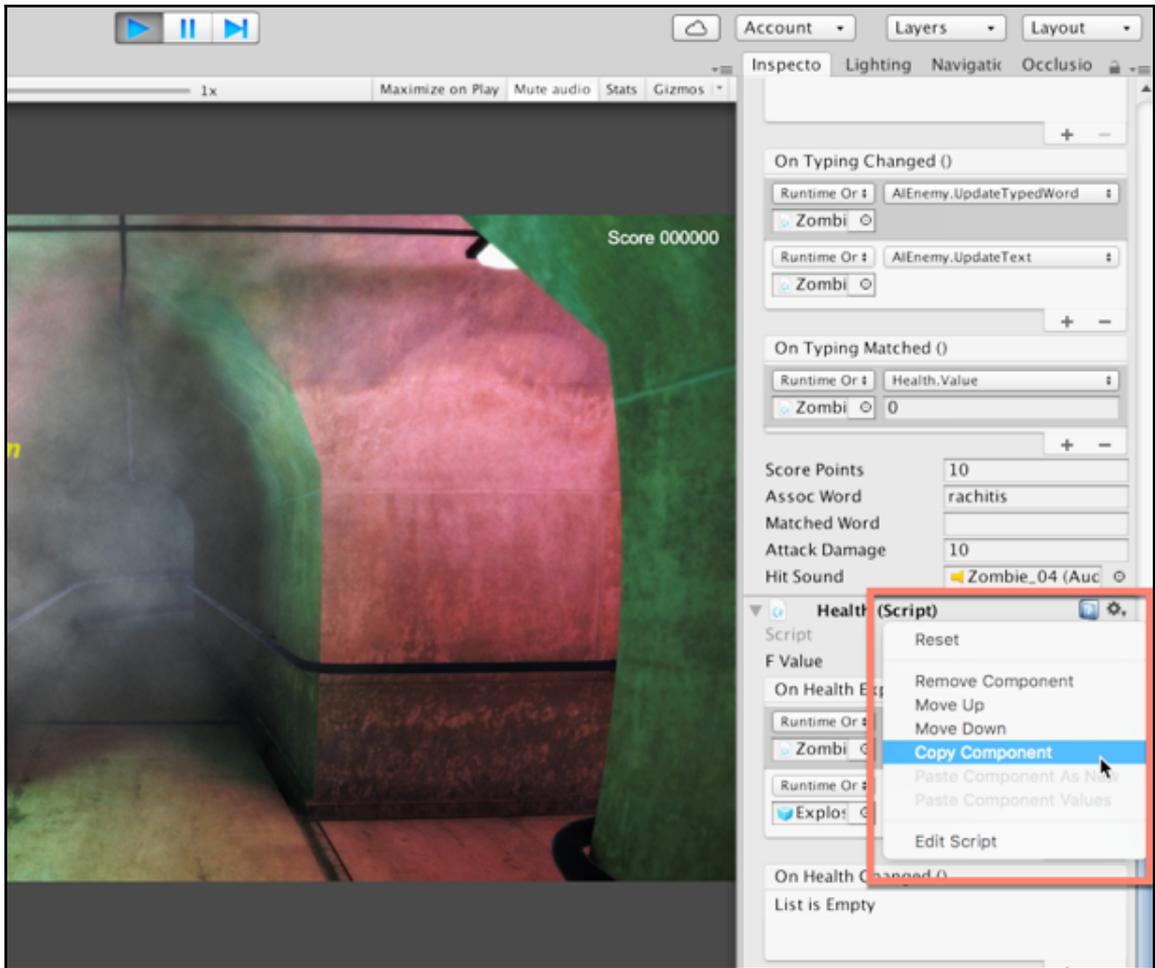


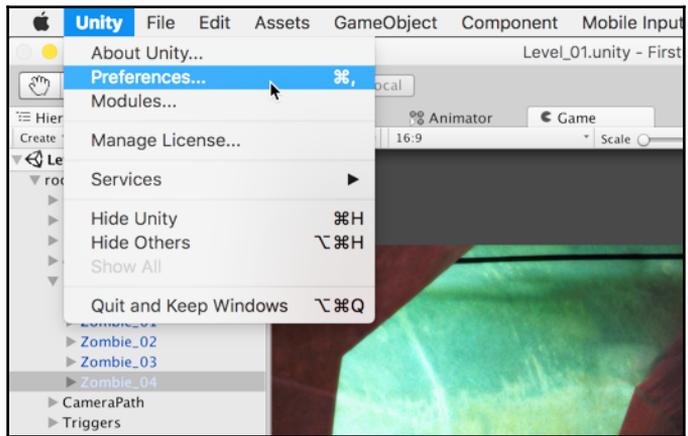
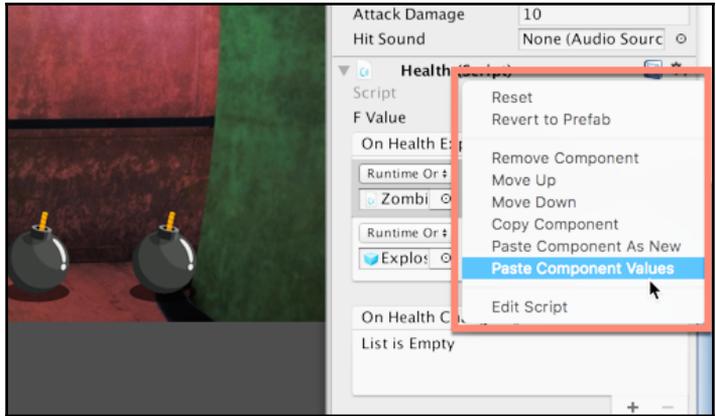


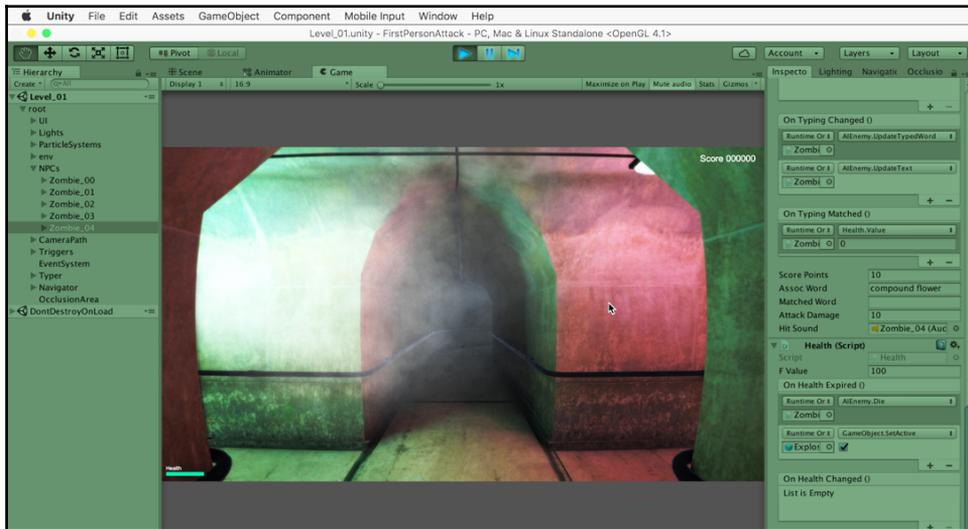
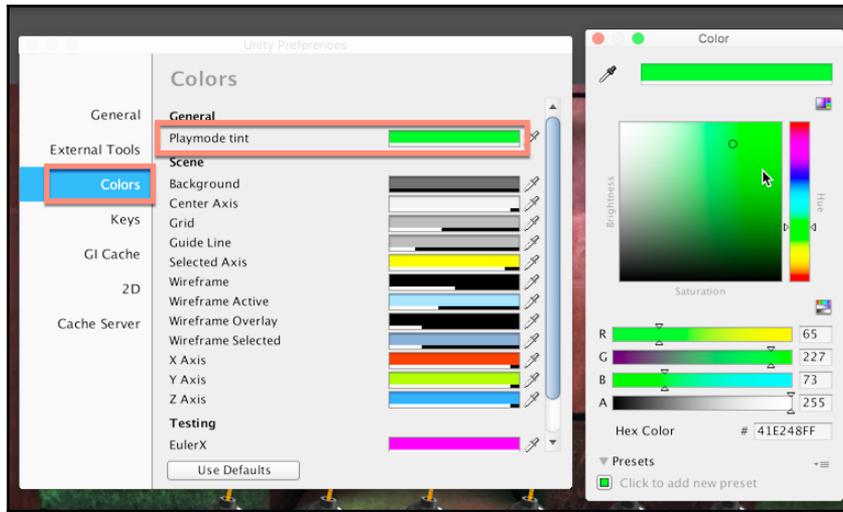




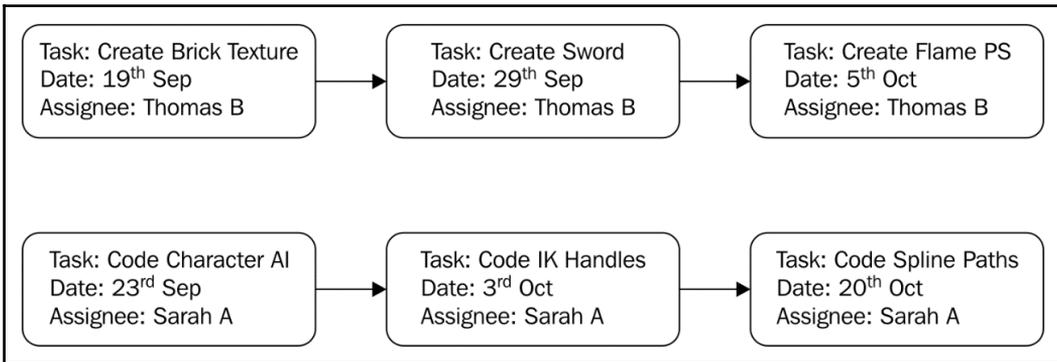
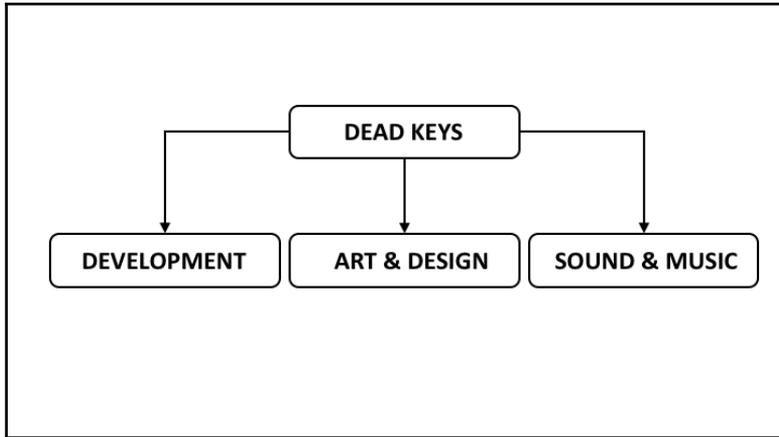


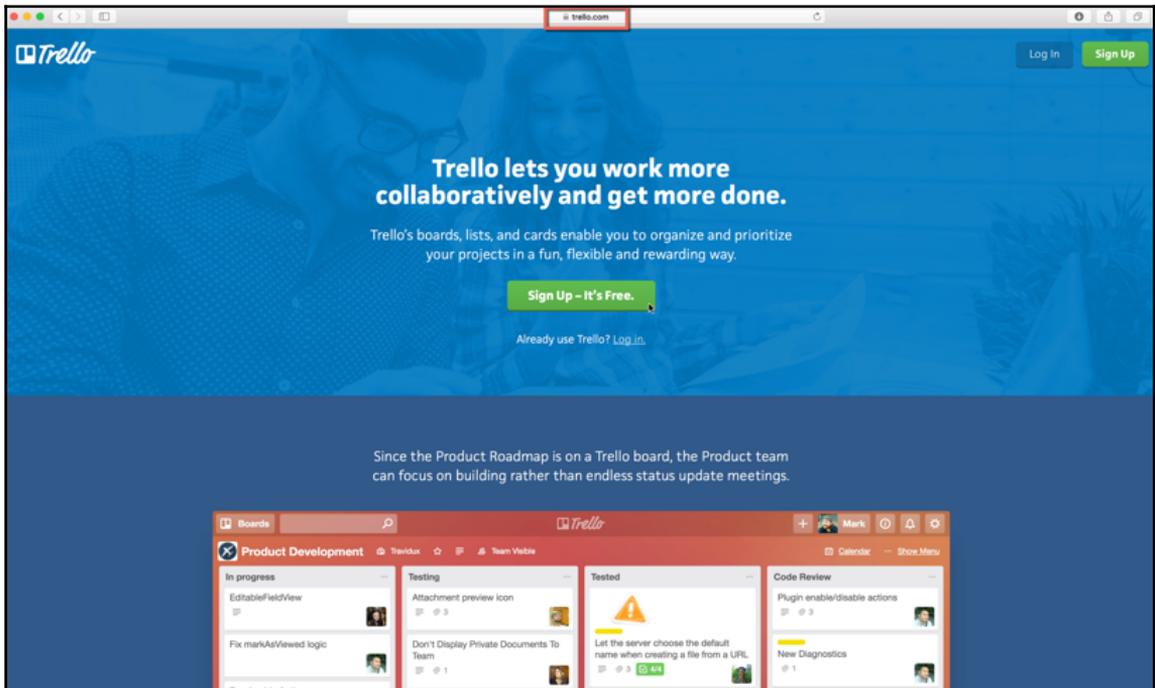
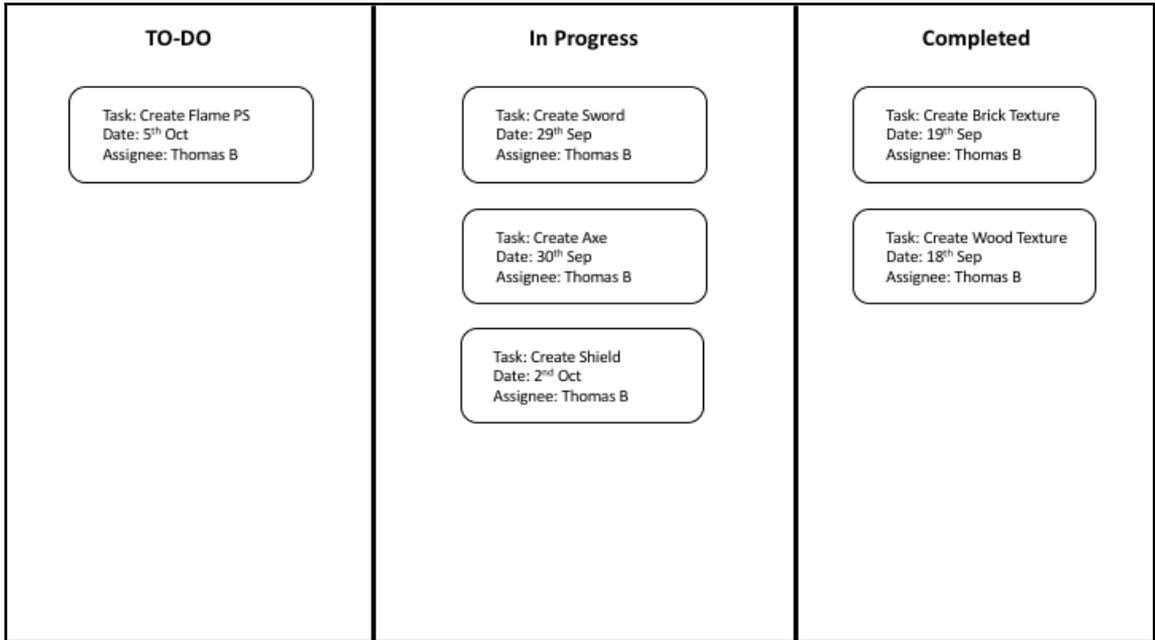


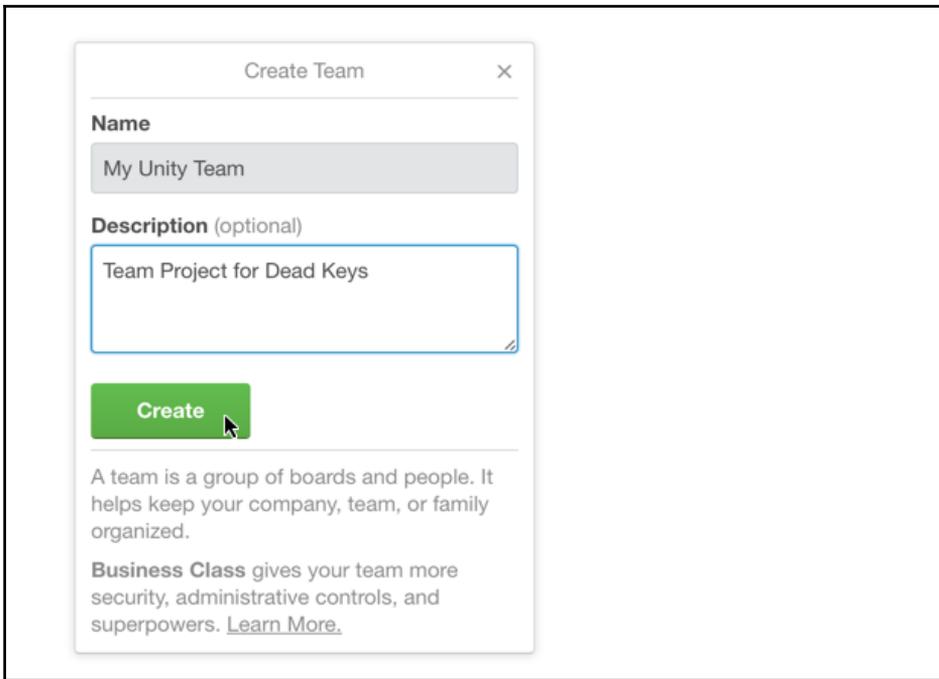
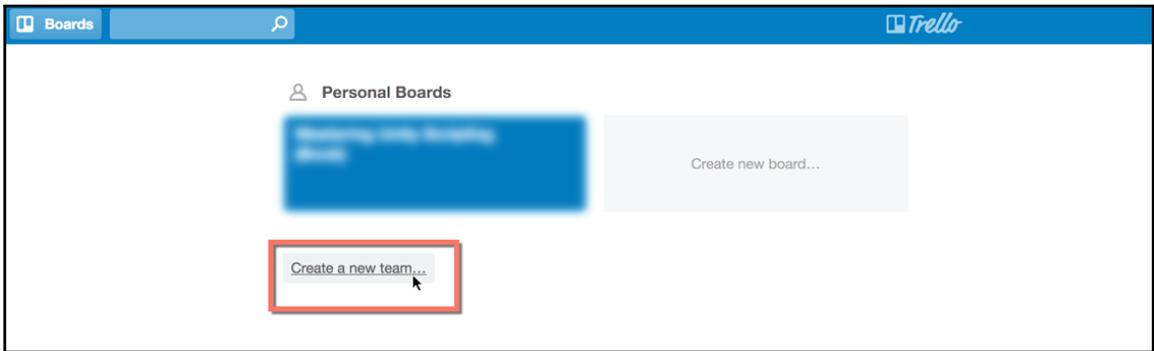


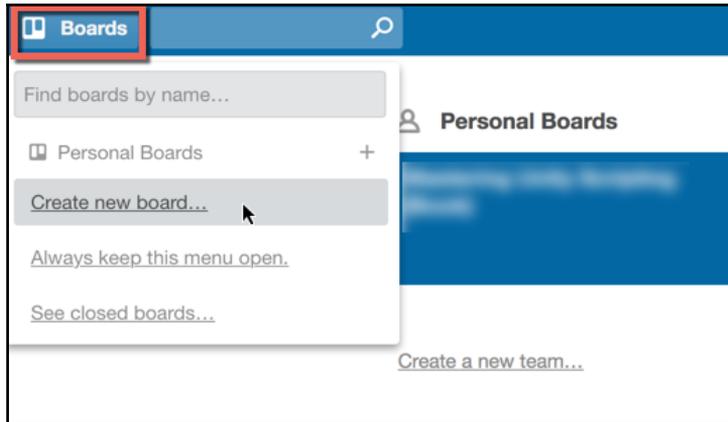
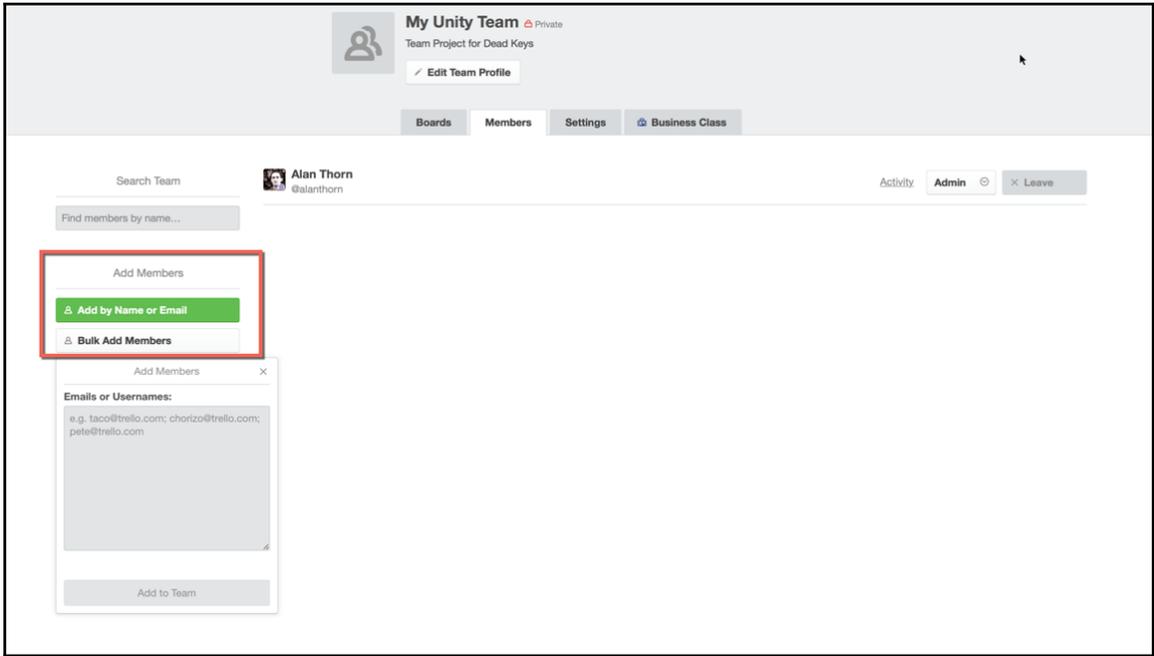


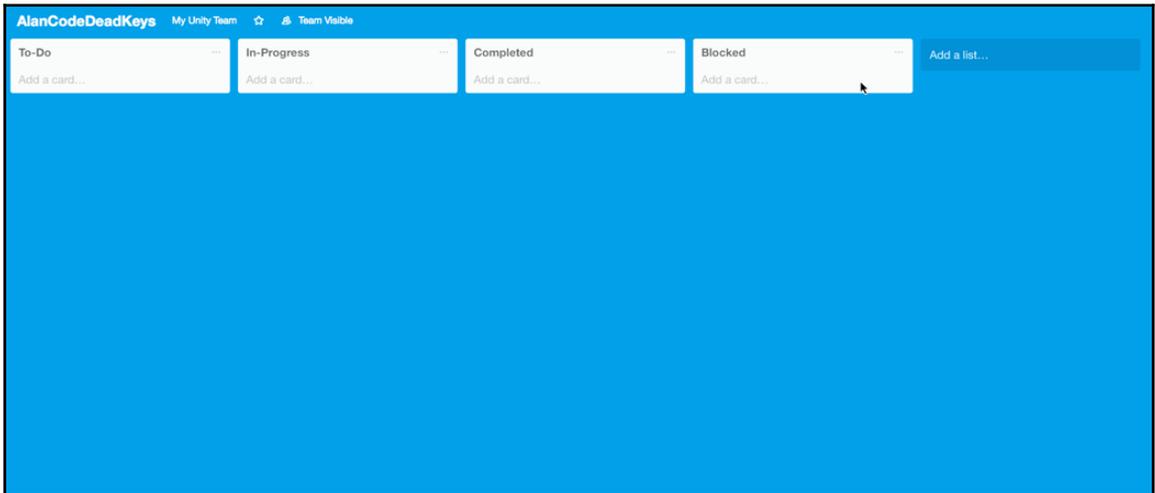
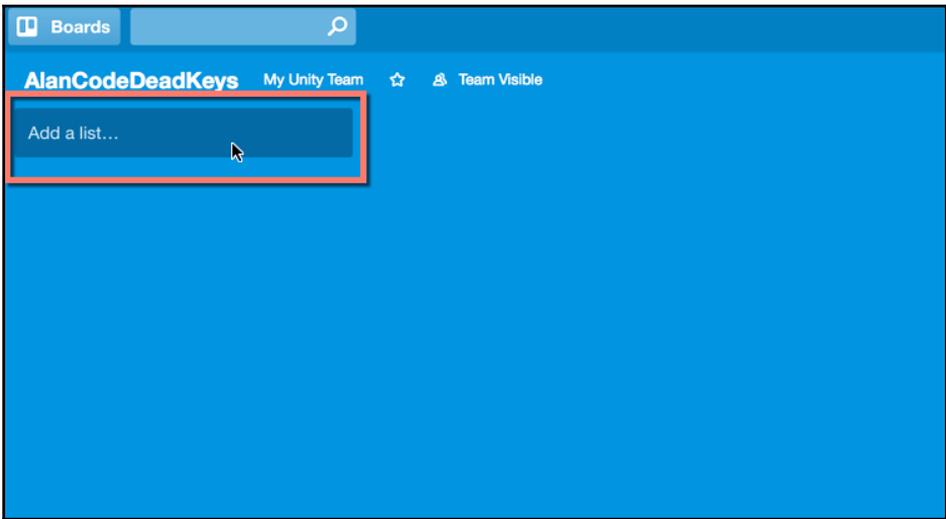
Project Management and Version Control

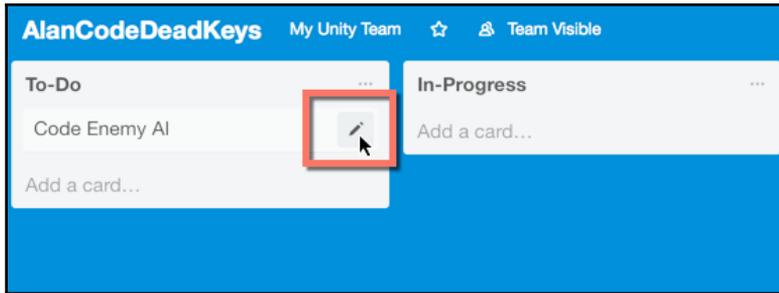
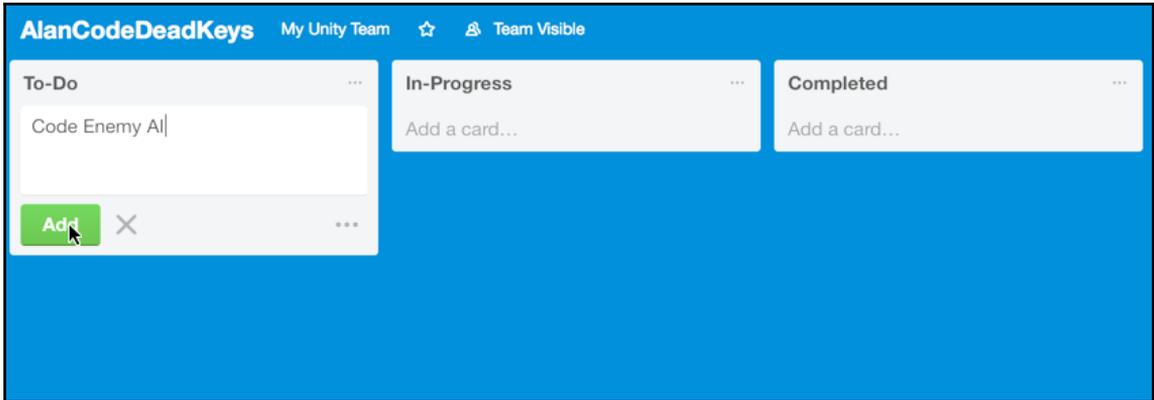












To-Do ...
Code Enemy AI

Save

In-Progress ...
Edit Labels
Change Members
Move
Copy

Completed ...
Add a card...

Blocked ...
Add a card...

Change Due Date

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!

To-Do



Code Enemy AI

Save

In-Progress

Edit Labels

Labels



Search labels...



[Create a new label](#)

[Enable color blind friendly mode.](#)

Completed

Add a card...

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](#) [X](#) ...

Add 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



[Share and more...](#)

Add

-  **Members**
-  **Labels**
- Checklist**
-  **Due Date**
-  **Attachment**

Actions

-  **Move**
-  **Copy**
-  **Subscribe**
-  **Archive**

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...



Activity [Hide Details](#) [Share and more...](#)

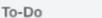
Add

-
-
-
-
-

Actions

-
-
-
-

AlanCodeDeadKeys My Unity Team   Team Visible

To-Do	In-Progress	Completed	Blocked
 Code Enemy AI   3/4 Add a card...	Code Camera System Create Walk Animation Add a card...	Design UI Code Typing Functions Add a card...	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.](#)

The diagram illustrates the concept of unified storage by showing a variety of external services and protocols being aggregated into a single system. On the right side, several colorful arrows point towards a central point, representing the unification process. On the left side, there are icons for various services and protocols, including:

- Amazon (a)
- Dropbox
- Box
- OneDrive
- Google Drive
- Nextcloud
- SugarSync
- 4EVER
- OneDrive
- SFTP
- S3
- Fire
- Equalizer
- FTP
- SFTP
- DAV
- Facebook (f)
- Instagram
- Gmail (M)

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](#).



Mac GUIs



Tarballs



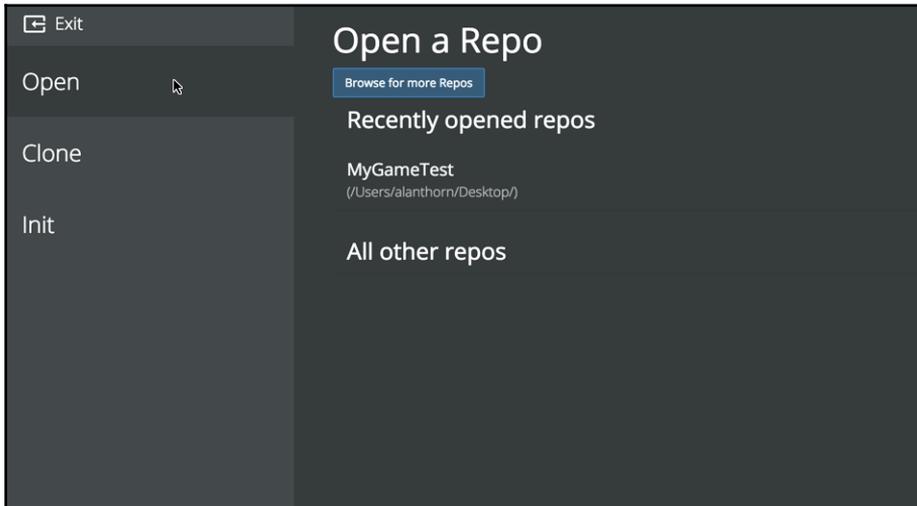
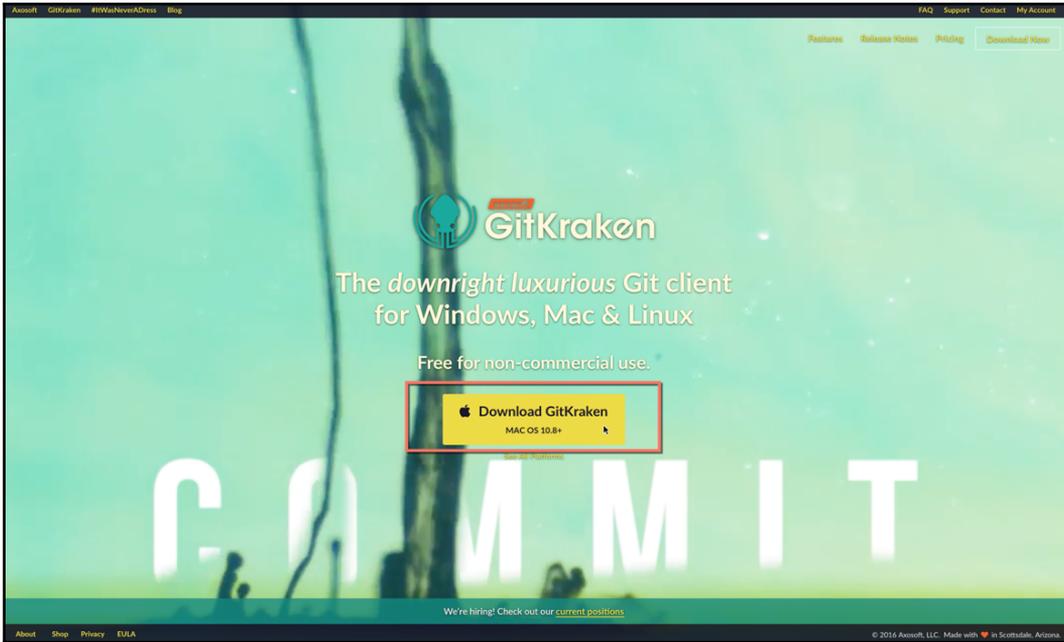
Windows Build

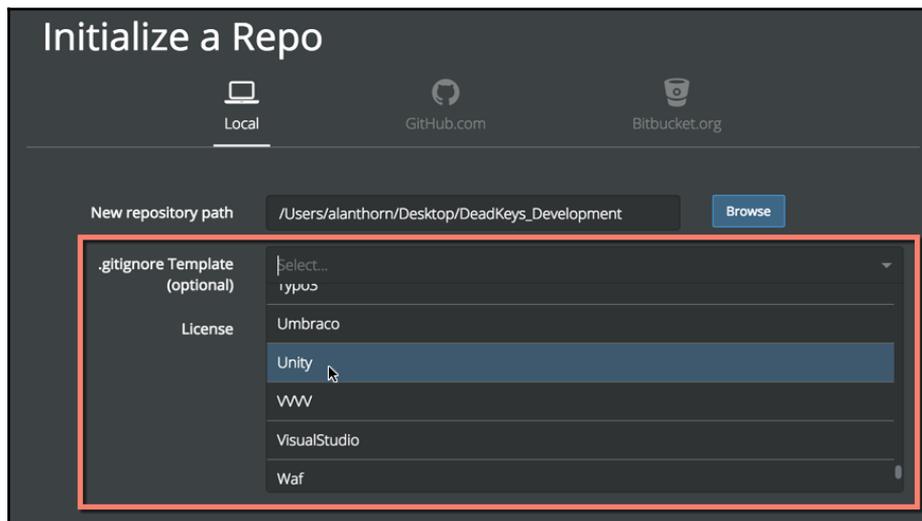
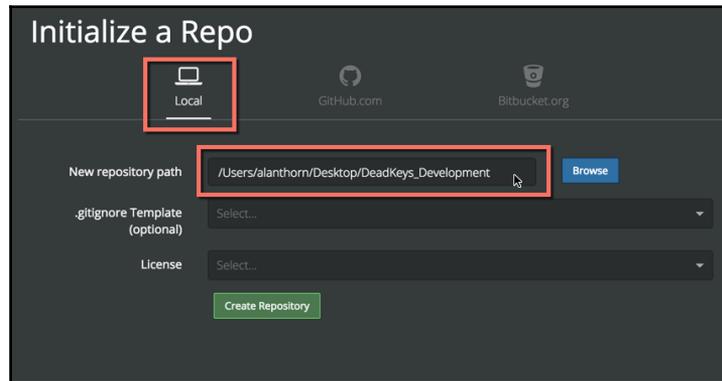
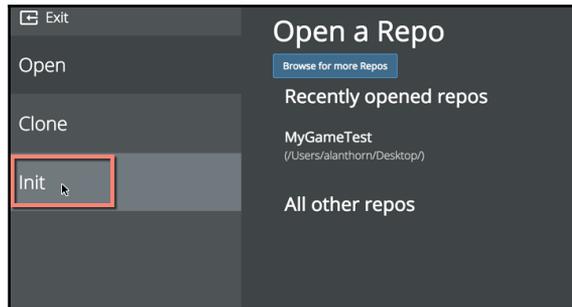


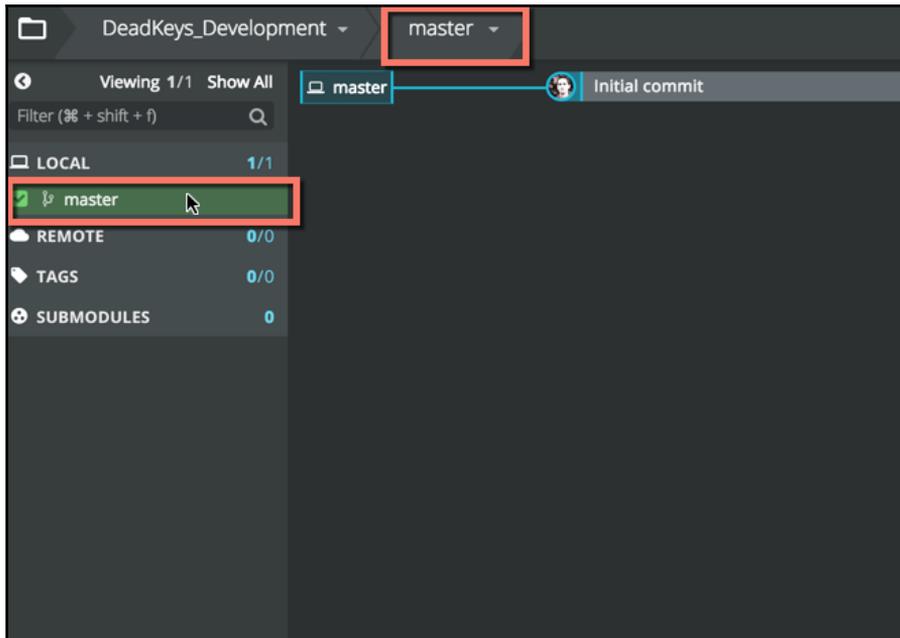
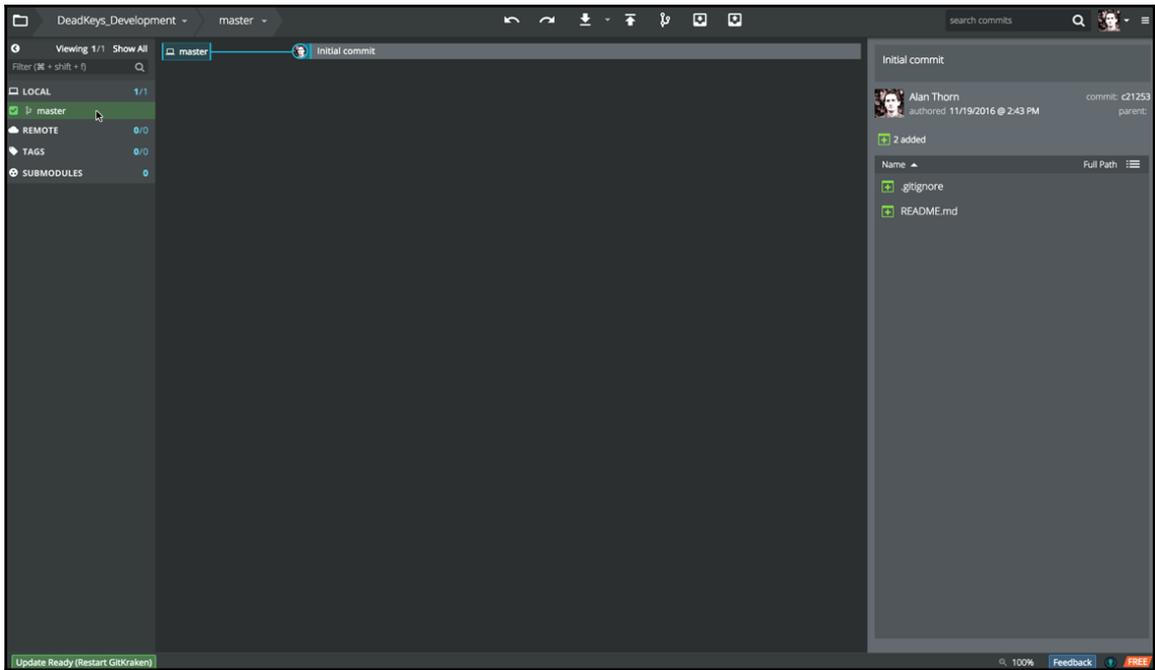
Source Code

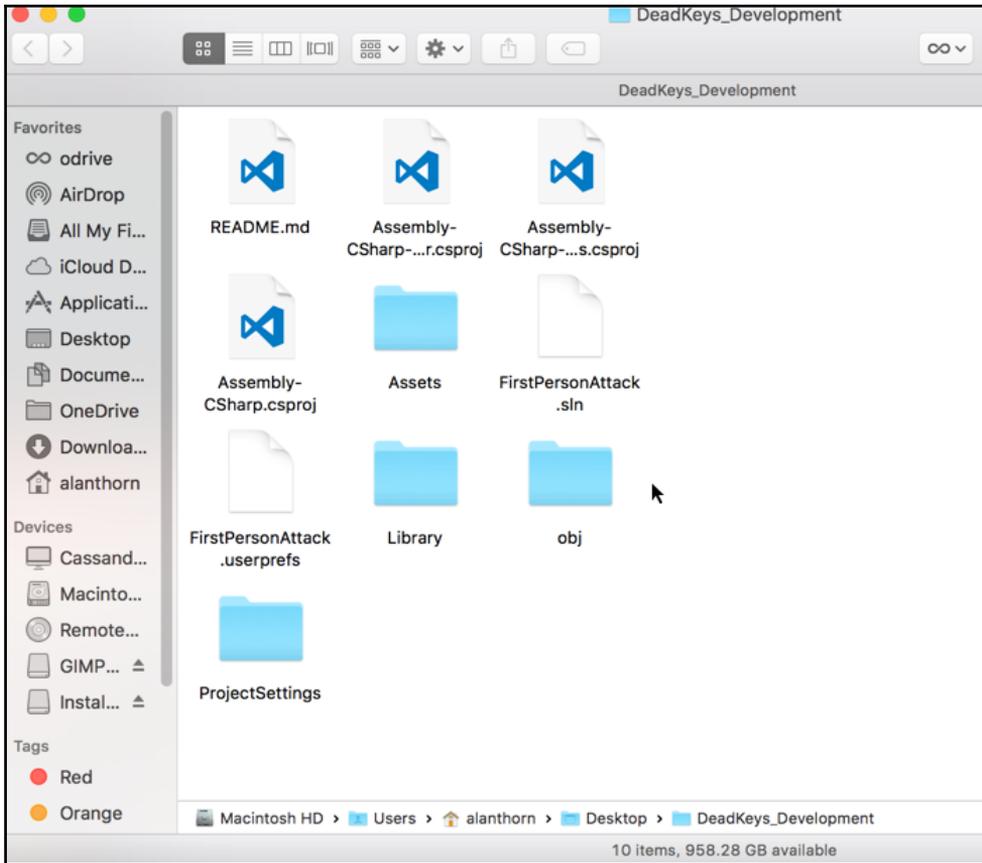
Companies & Projects Using Git

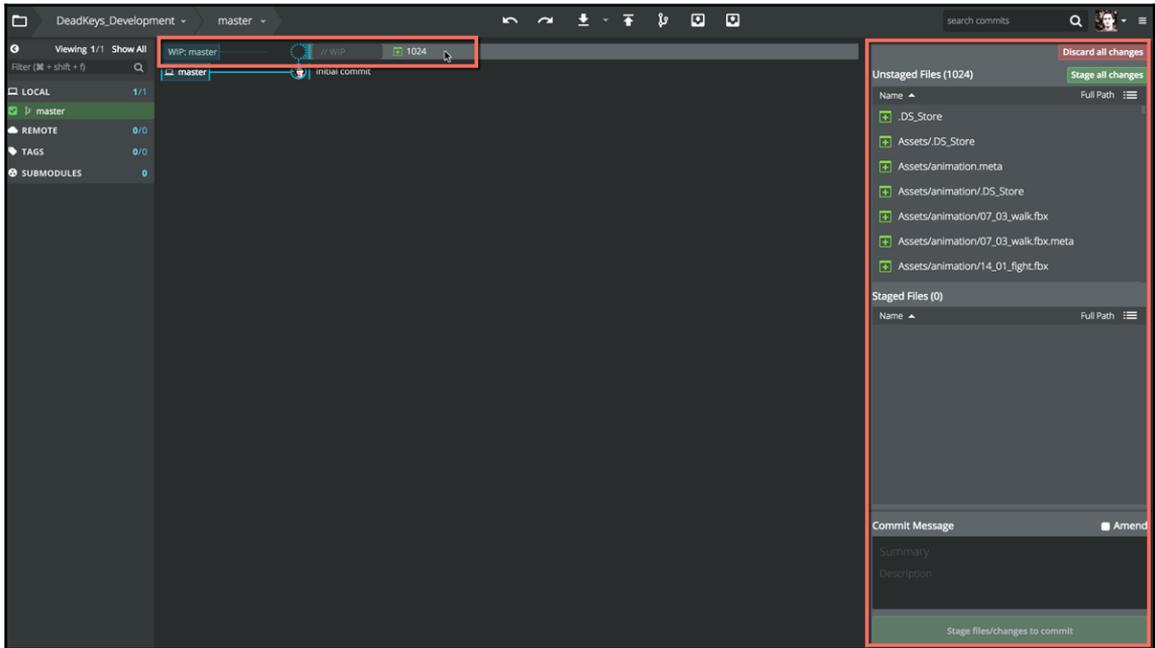
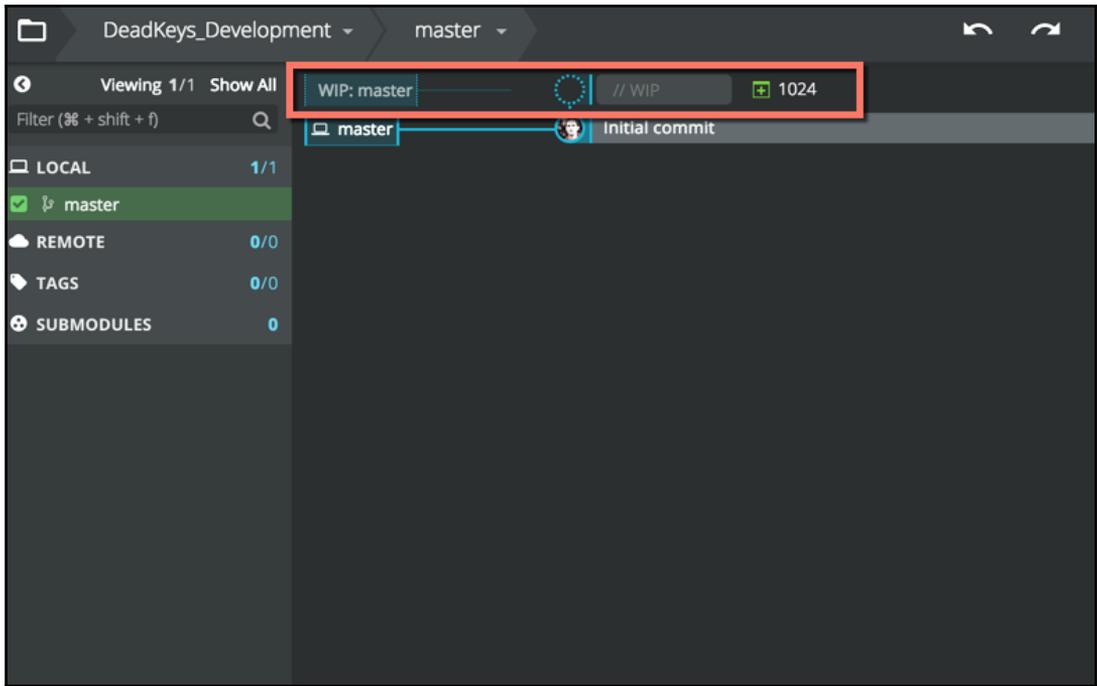


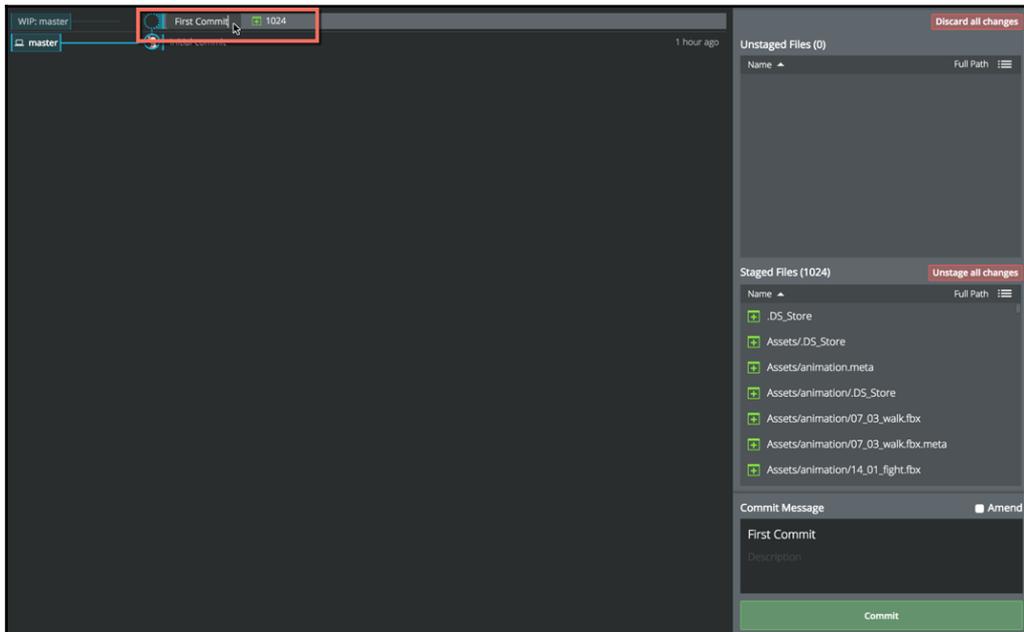
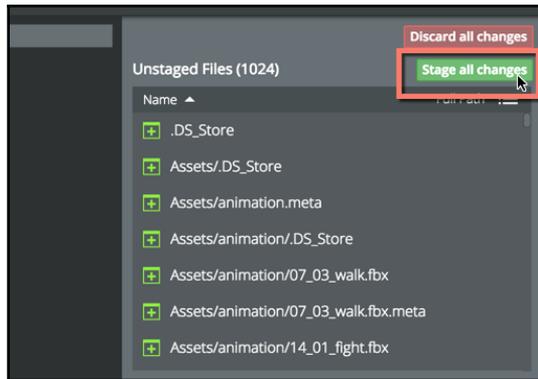












Staged Files (1024) Unstage all changes

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

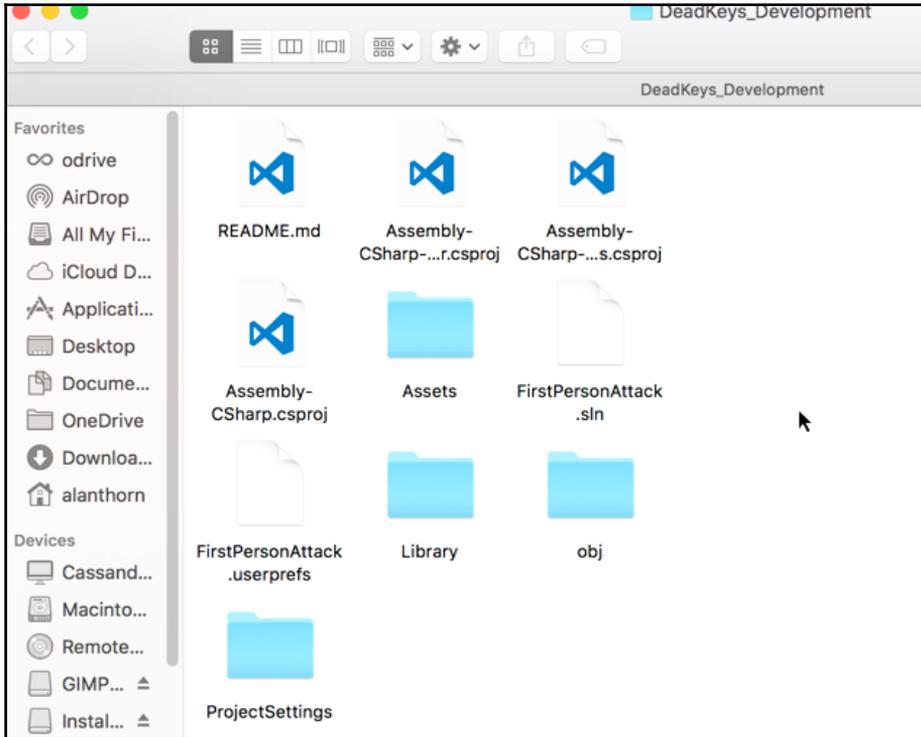
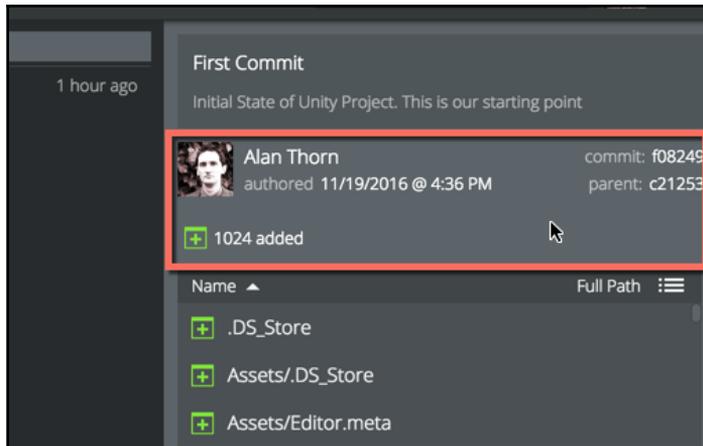
Commit Message Amend

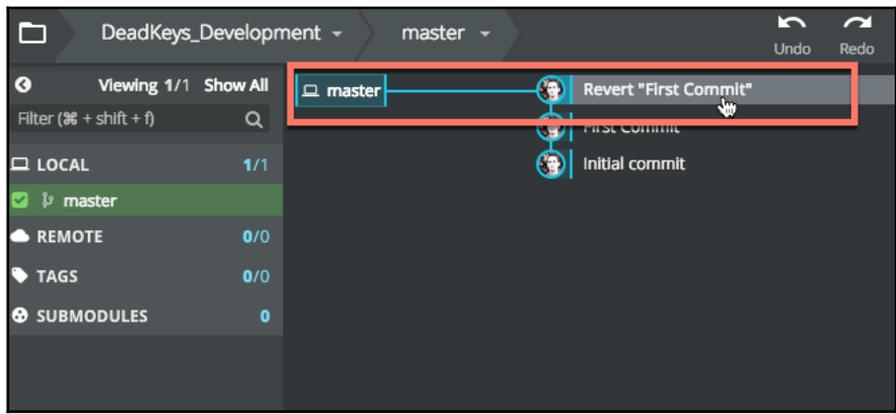
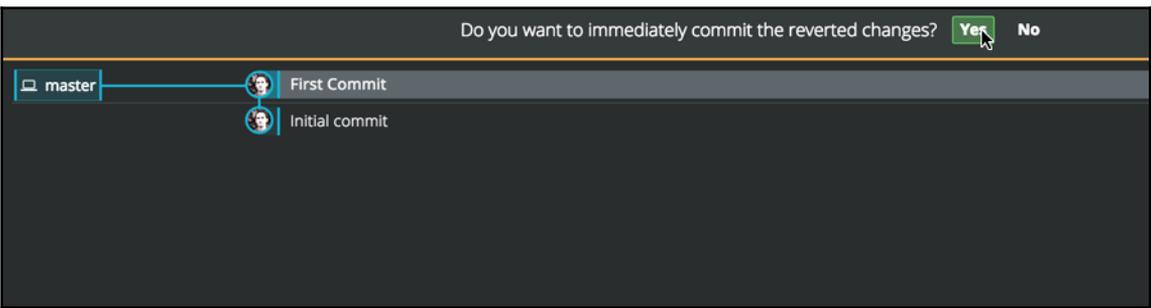
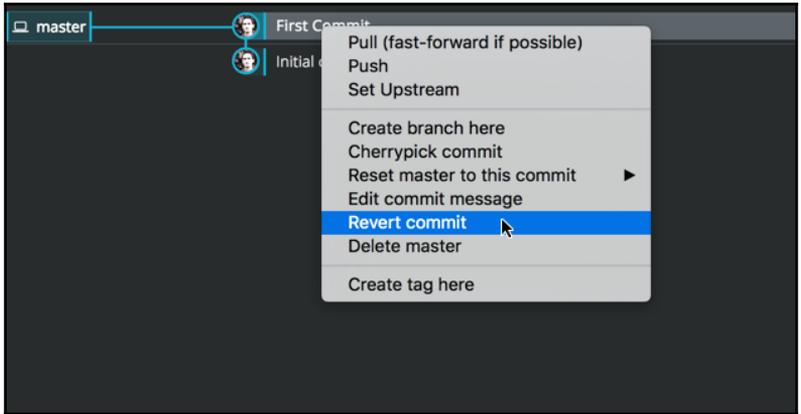
First Commit
Initial State of Unity Project. This is our starting point

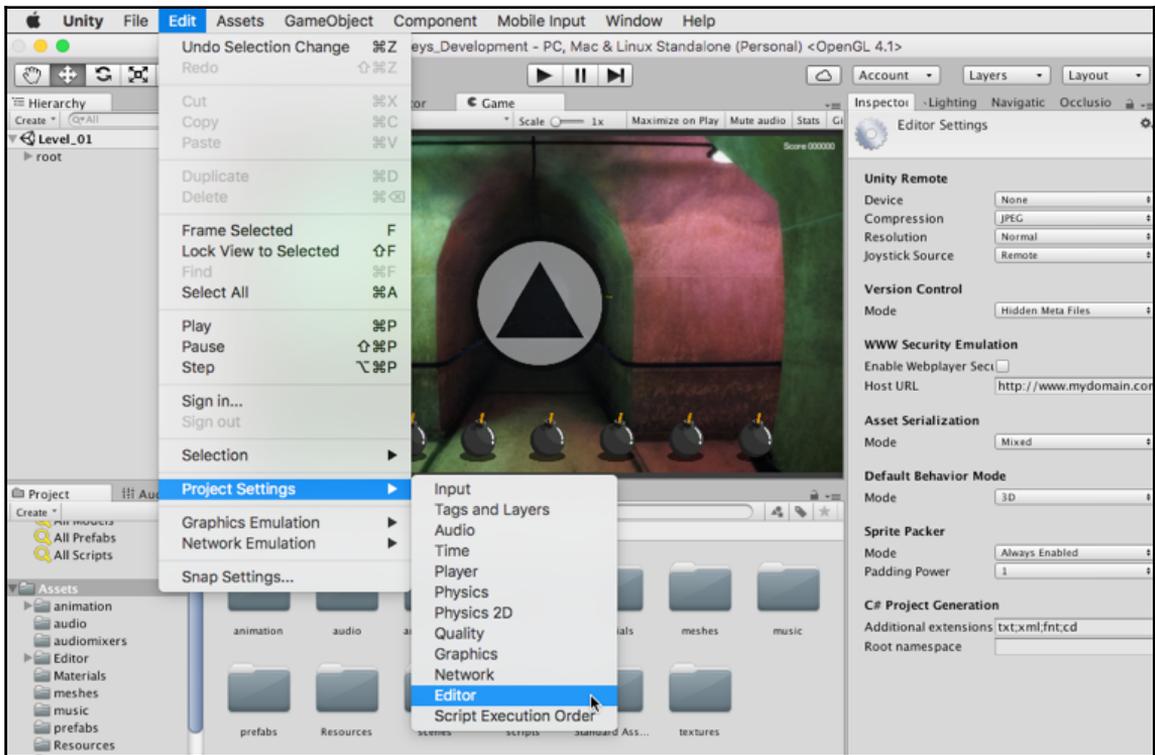
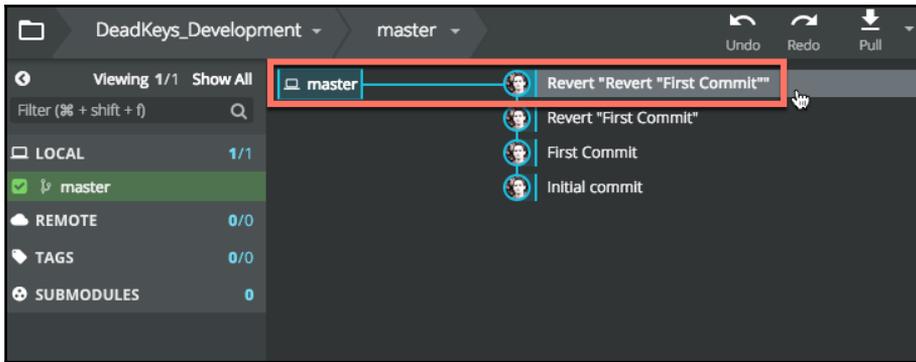
Commit

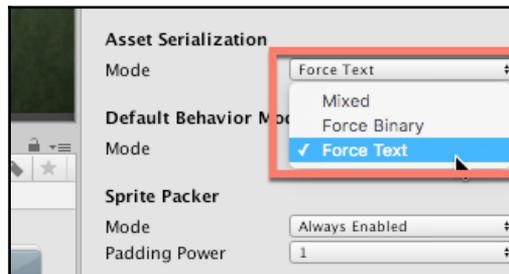
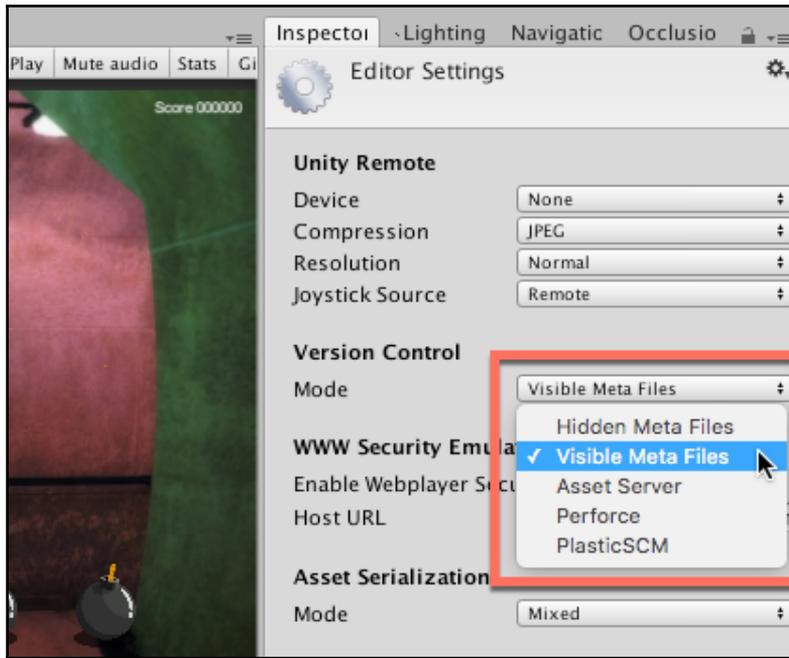
master

- First Commit
- Initial commit

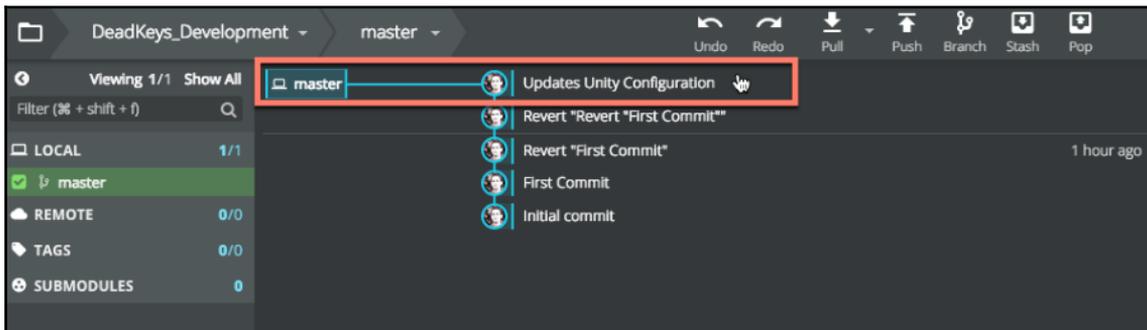


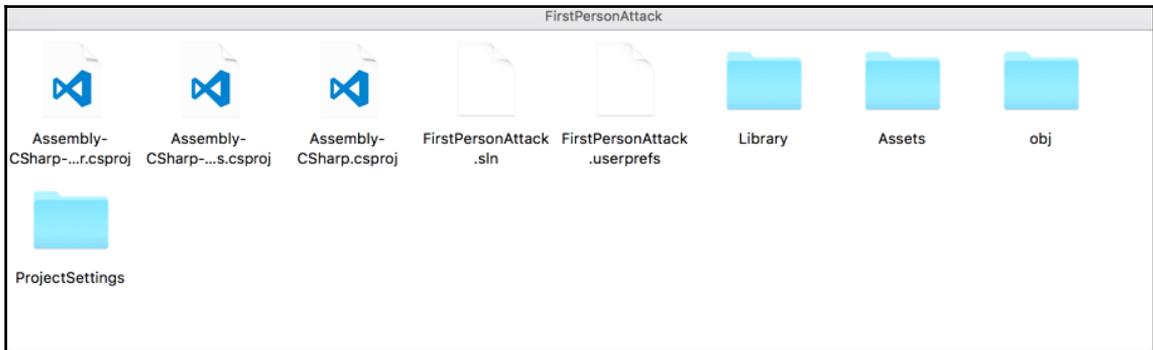
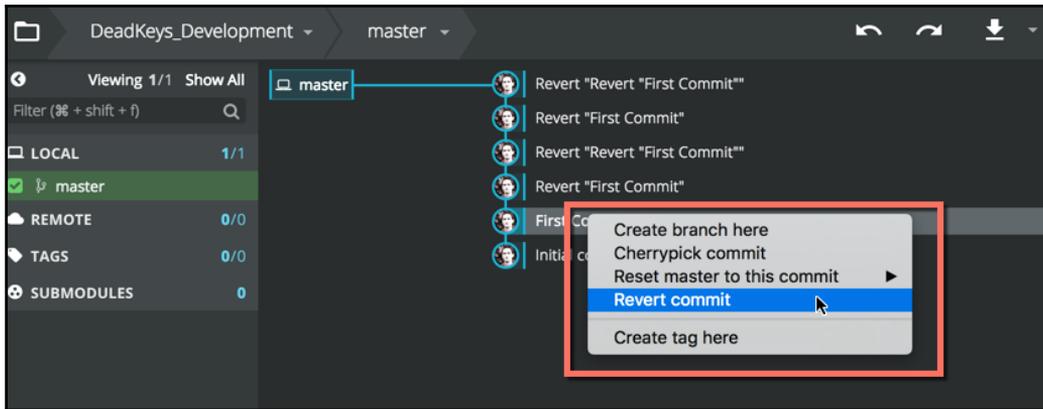


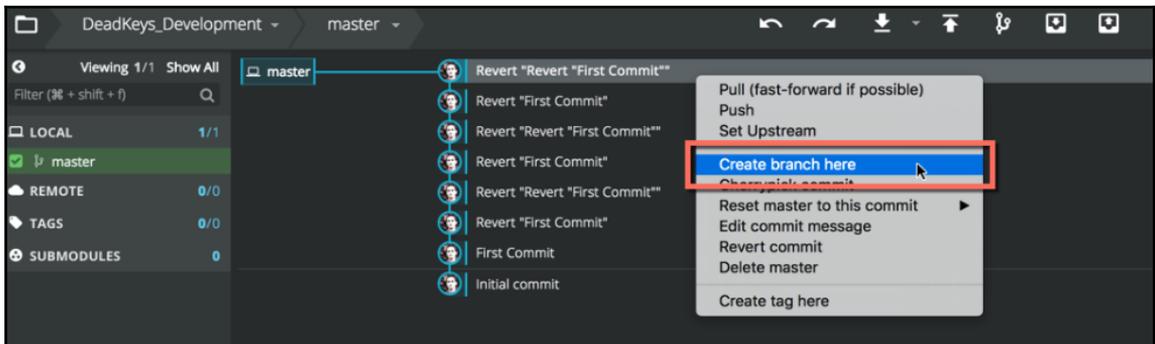
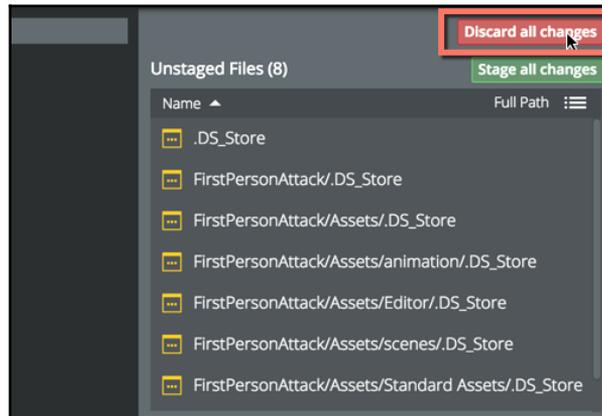
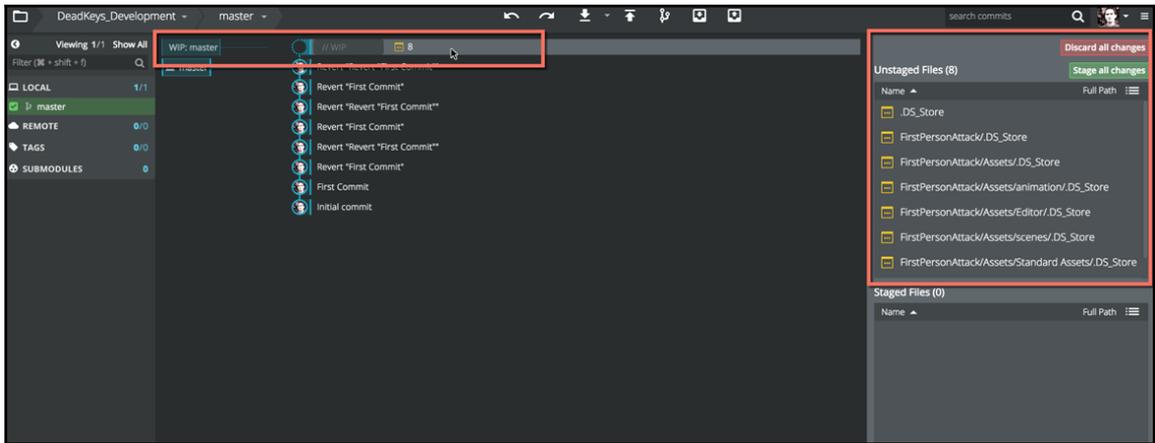


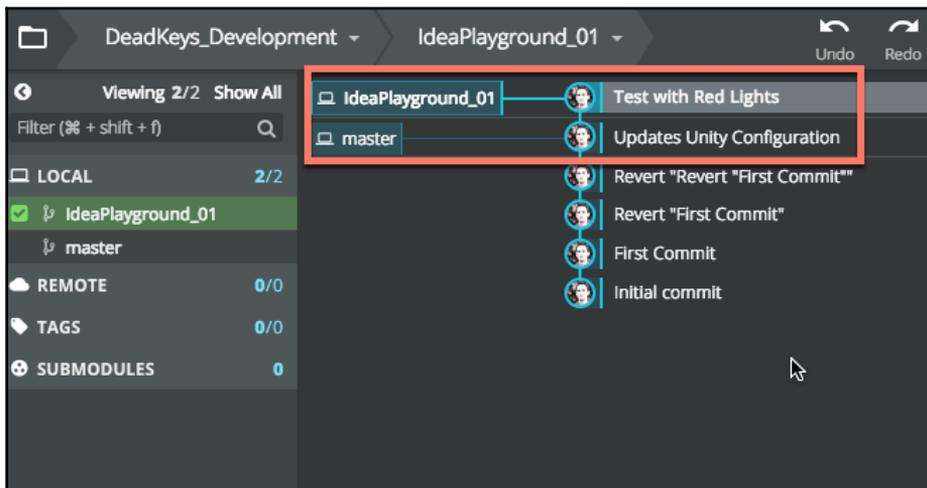
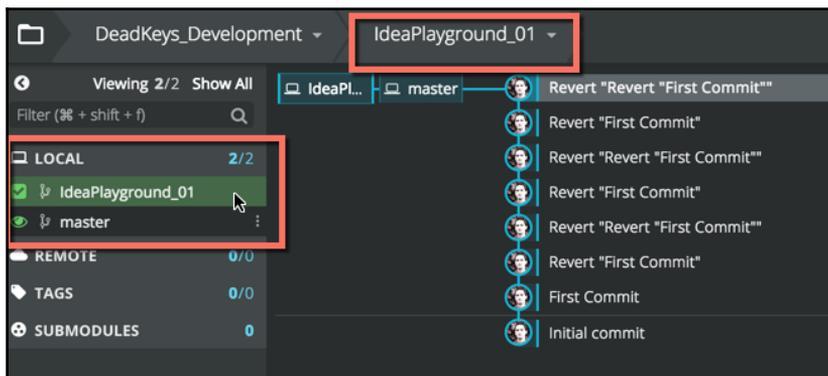
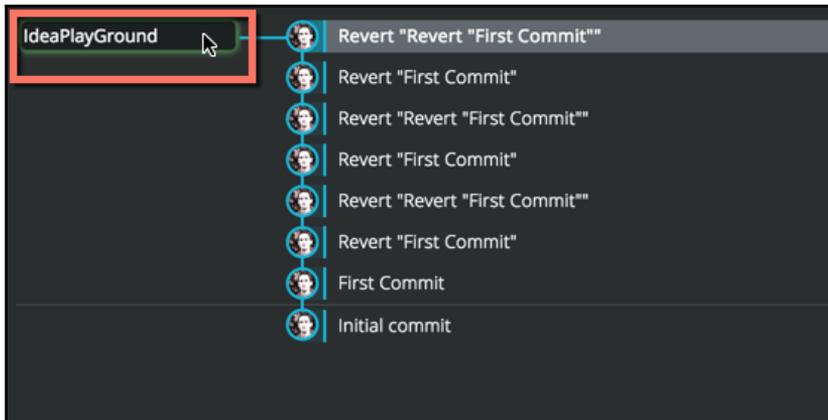


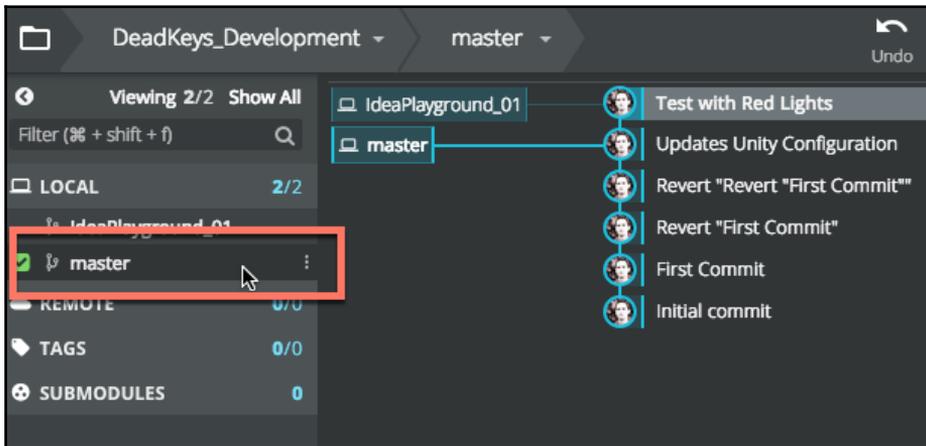
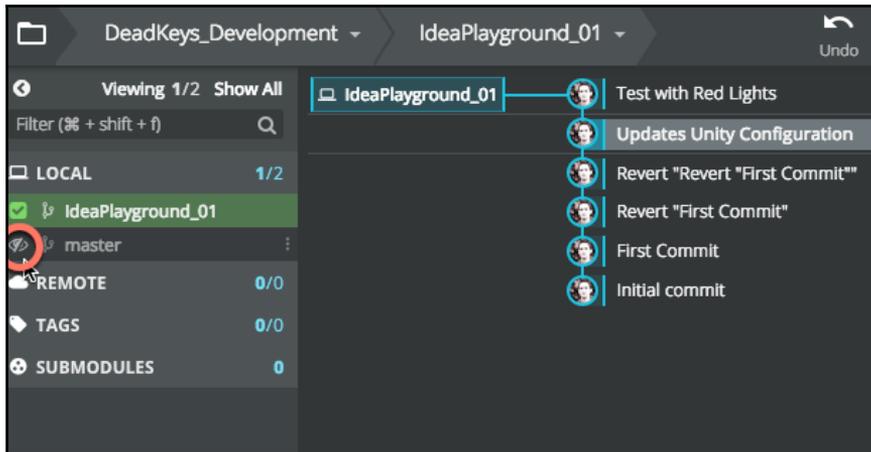
```
Level_01.unity
SerializedVersion: 4
m_Component:
- 4: {fileID: 4758194}
m_Layer: 0
m_Name: Waypoint_C
m_TagString: Untagged
m_Icon: {fileID: 5228209130450103505, guid: 000000000000000000000000, type: 0}
m_NavMeshLayer: 0
m_StaticEditorFlags: 0
m_IsActive: 1
--- !u!4 &4758194
Transform:
m_ObjectHideFlags: 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: 0.999999994}
m_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}
m_Children:
- {fileID: 1199648754}
m_Father: {fileID: 116805942}
m_RootOrder: 0
```

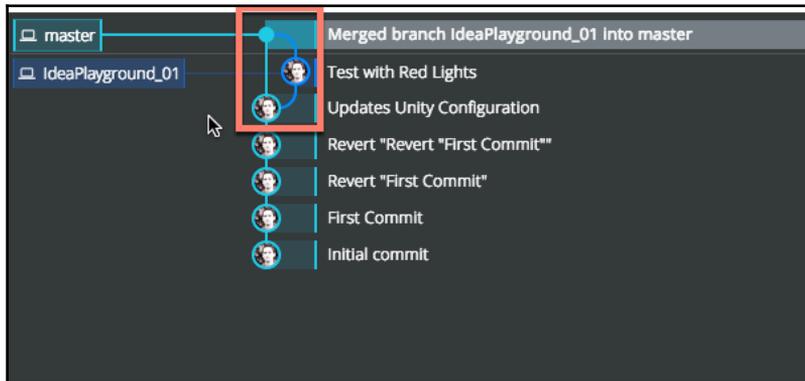
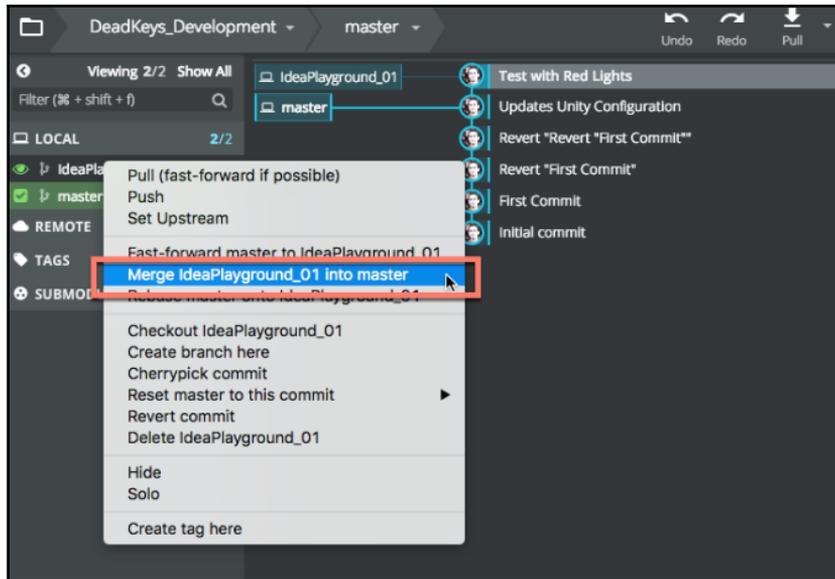


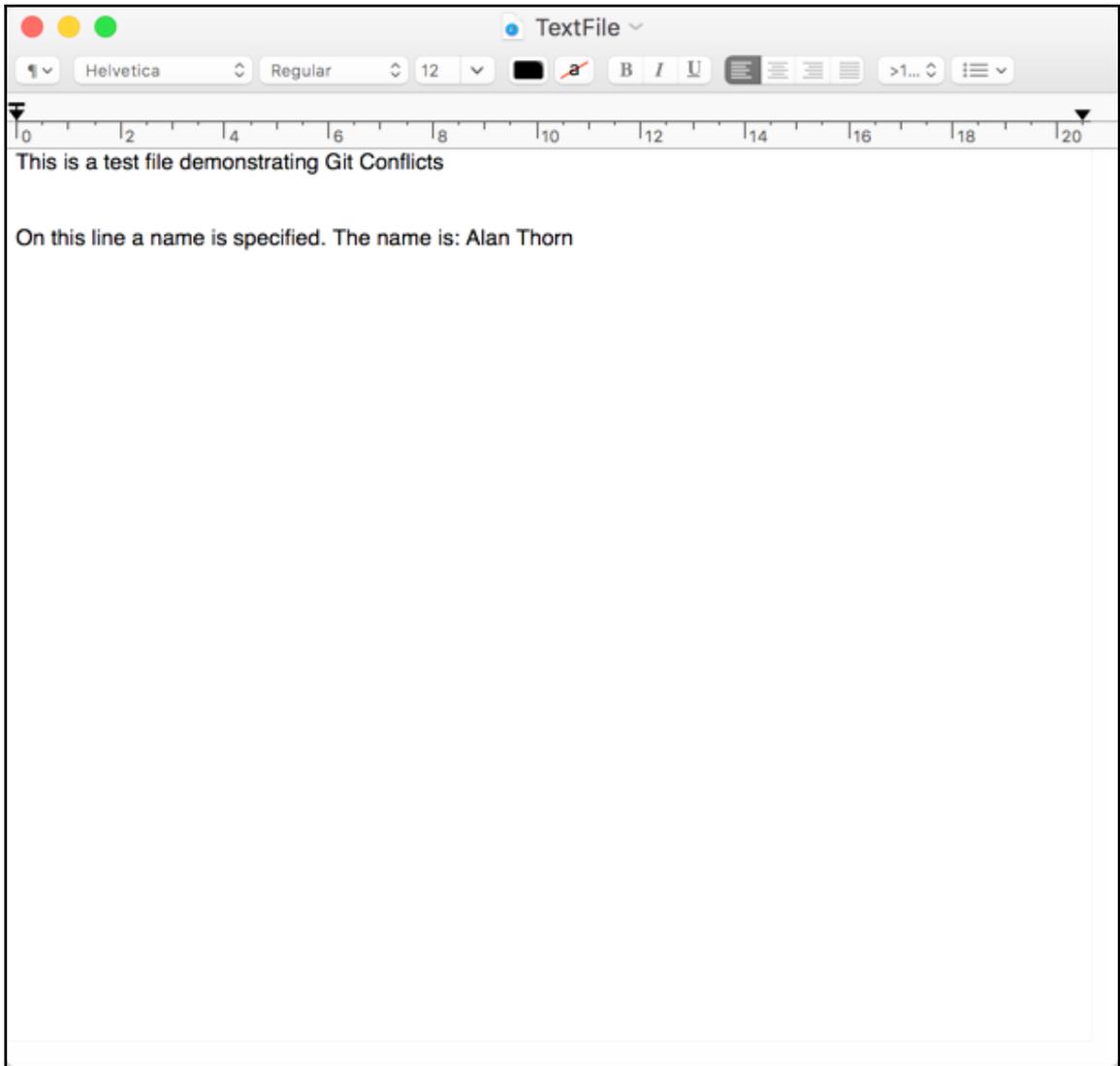


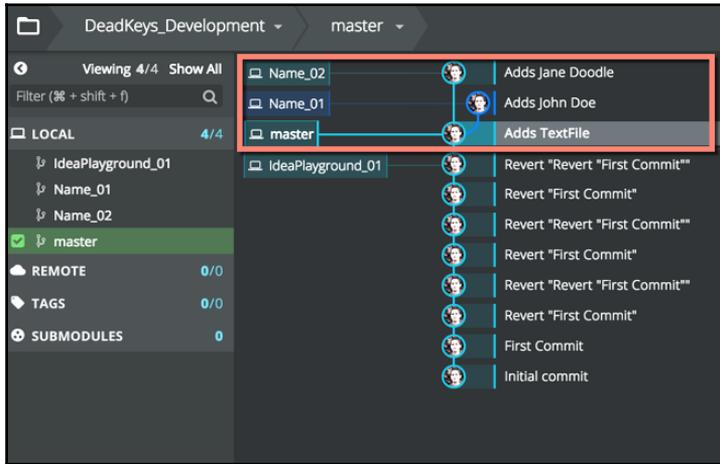
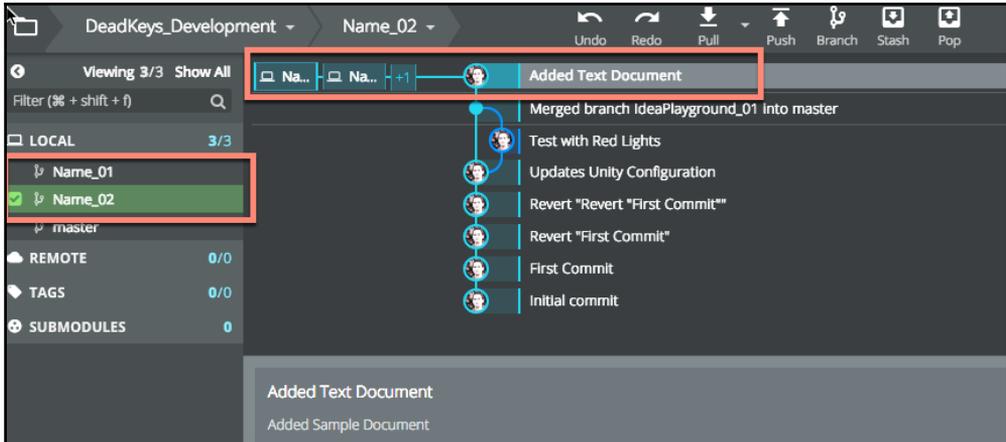


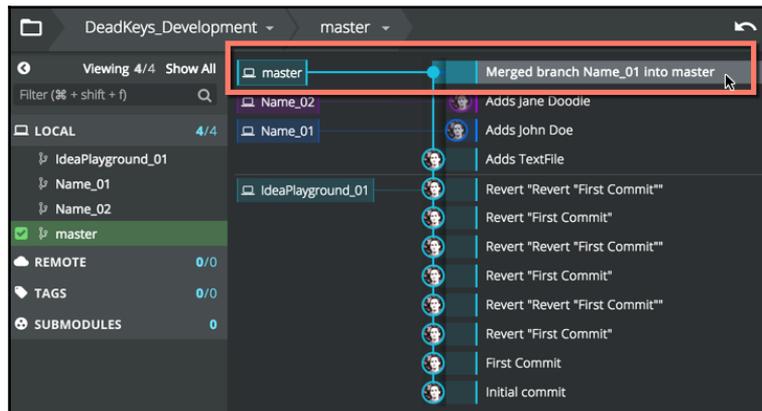
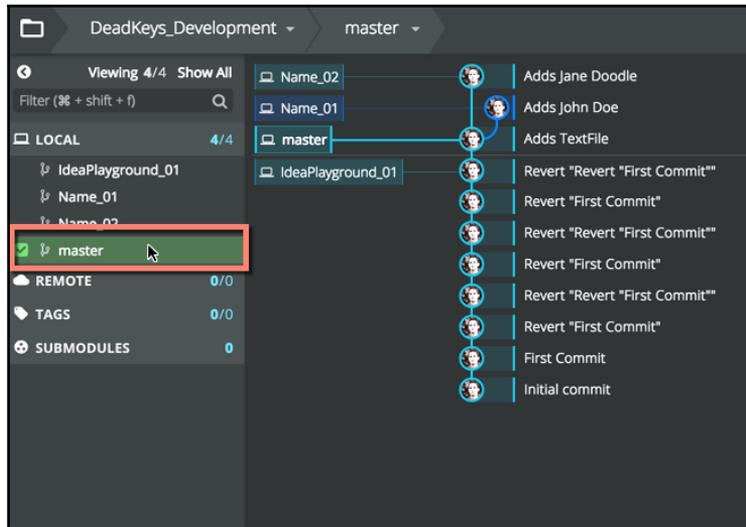


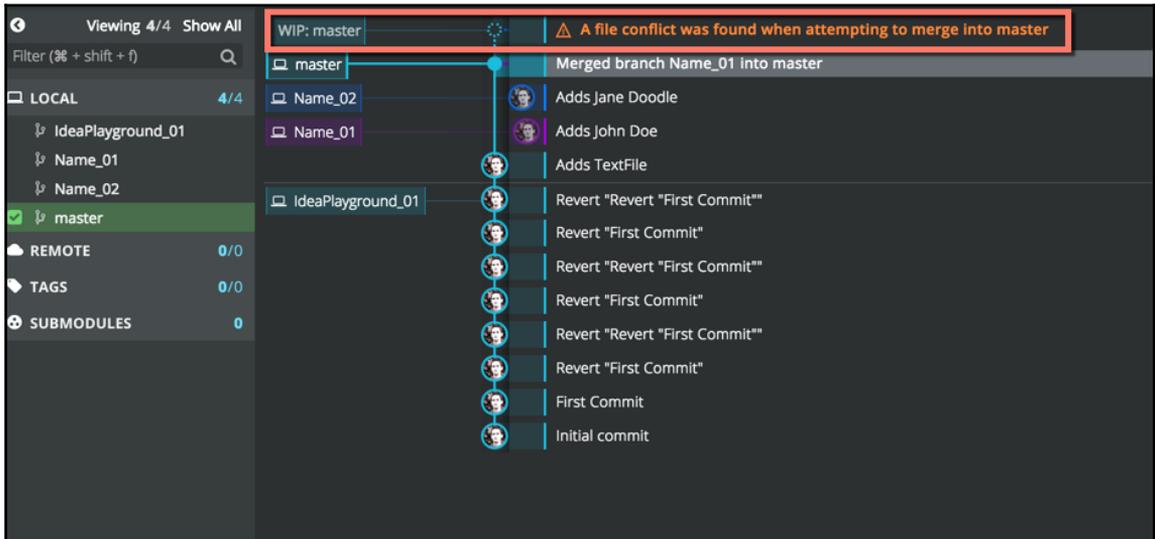
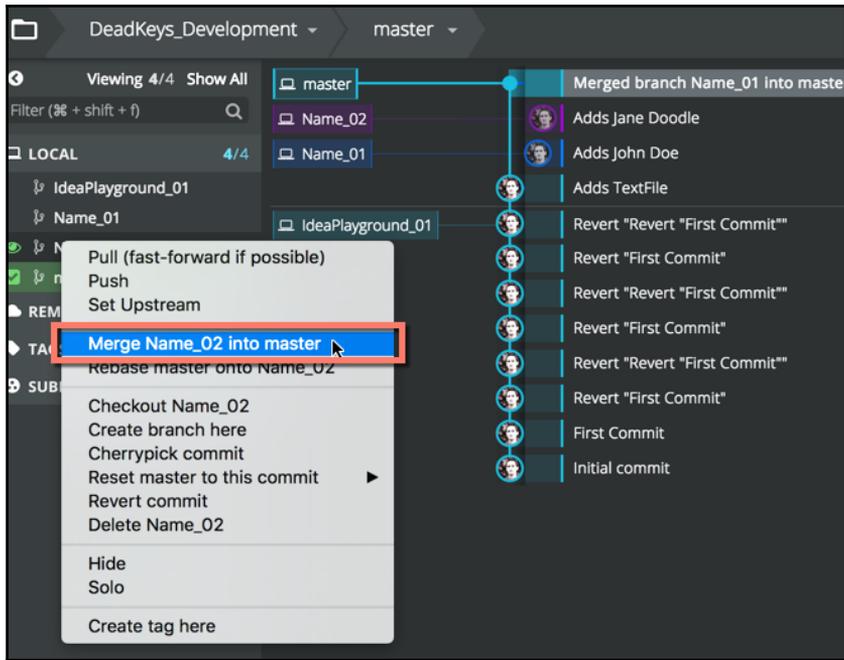


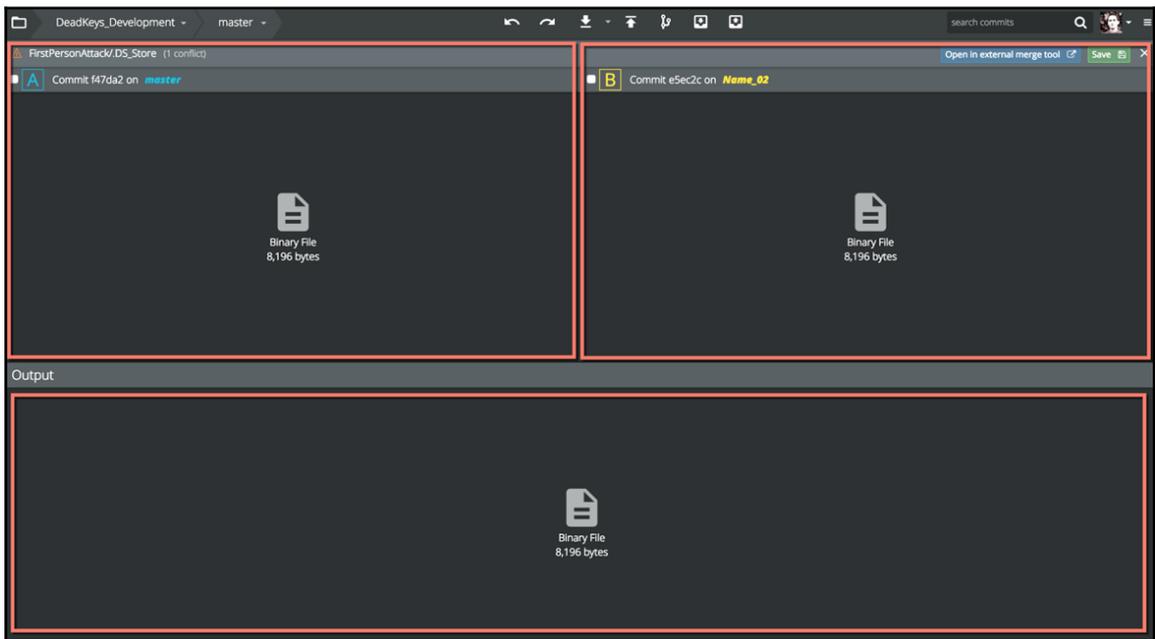
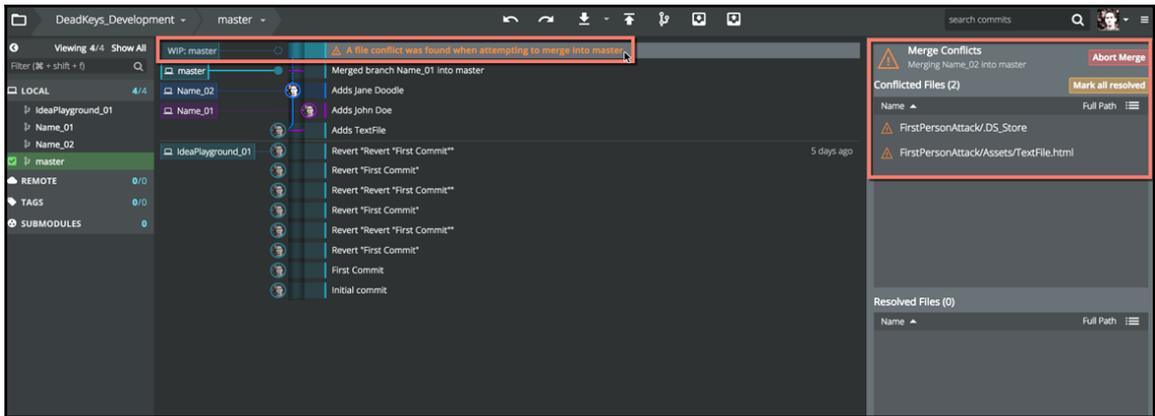


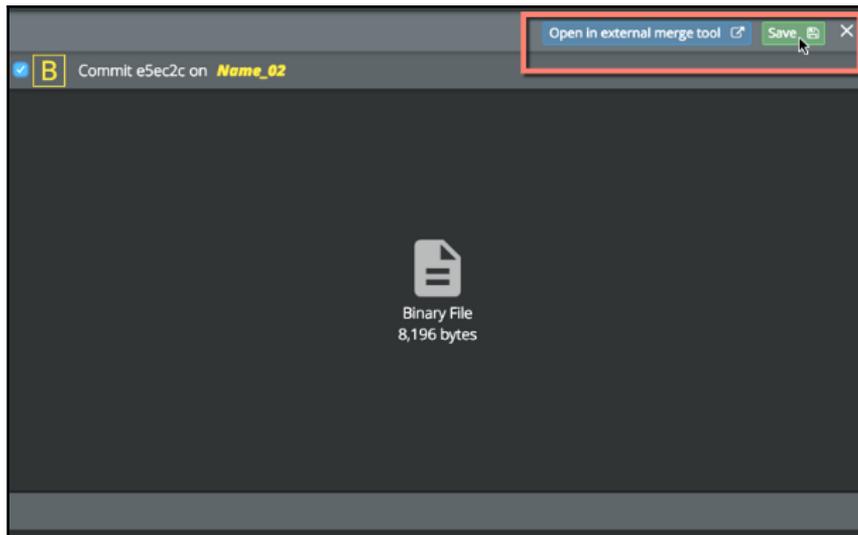
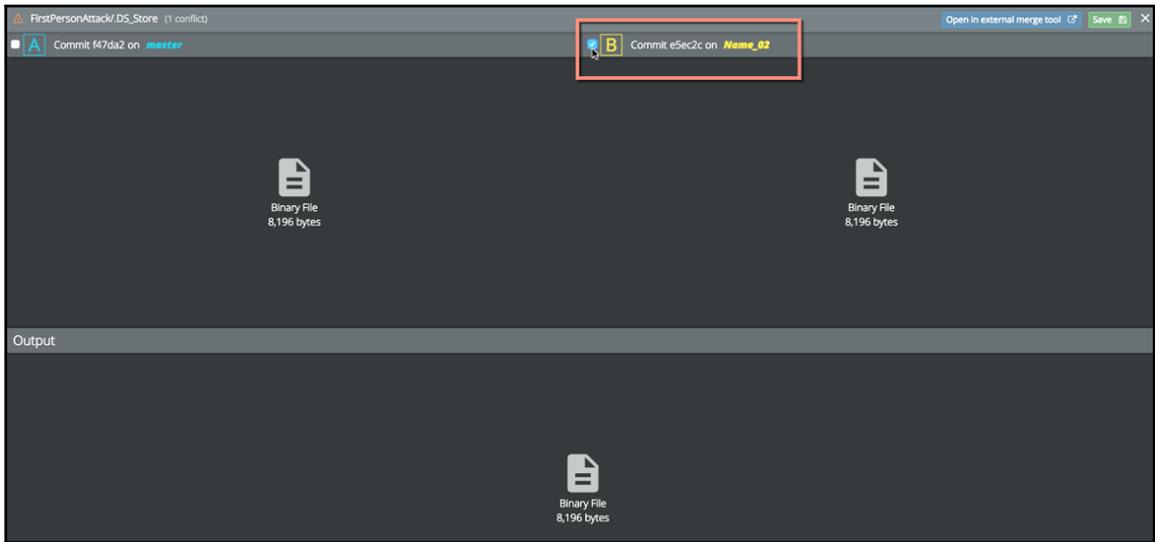












A file conflict was found when attempting to merge into master

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

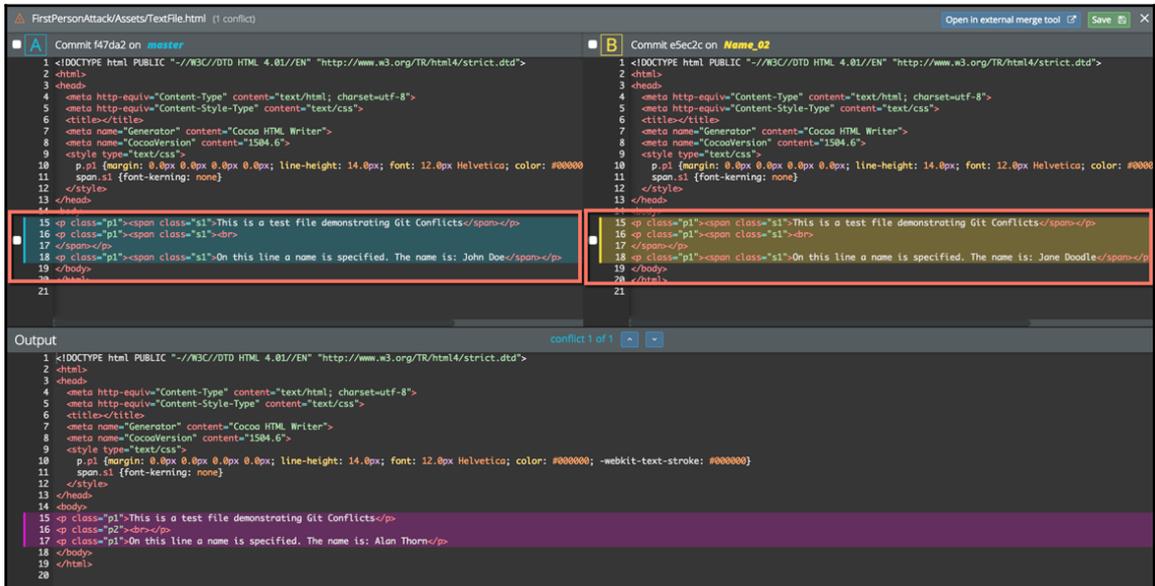
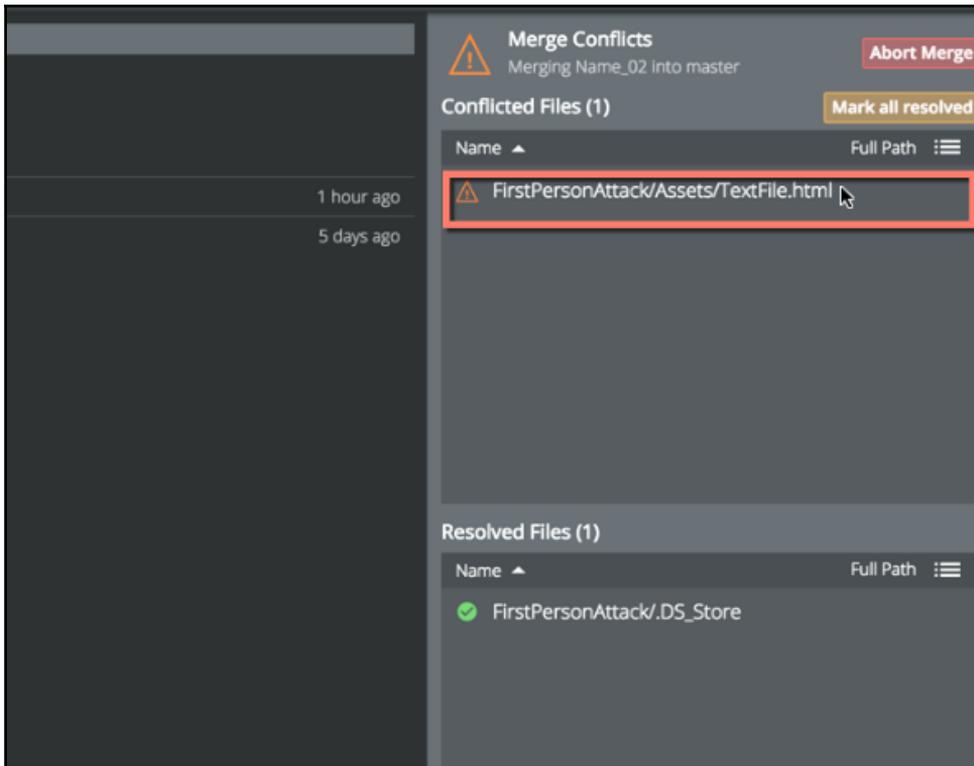
Merge Conflicts
Merging Name_02 into master Abort Merge

Conflicted Files (1) Mark all resolved

Name	Full Path
⚠ FirstPersonAttack/Assets/TextFile.html	

Resolved Files (1)

Name	Full Path
✔ FirstPersonAttack/DS_Store	



```
FirstPersonAttack/Assets/TextFile.html (1 conflict)
Commit f47da2 on master
1 <!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
5 <meta http-equiv="Content-Style-Type" content="text/css">
6 <title>/title>
7 <meta name="Generator" content="Cocoa HTML Writer">
8 <meta name="CocoaVersion" content="1504.6">
9 <style type="text/css">
10 p.pl {margin: 0.0px 0.0px 0.0px 0.0px; line-height: 14.0px; font: 12.0px Helvetica; color: #000000}
11 span.s1 {font-kerning: none}
12 </style>
13 </head>
14 <body>
15 <p class="pl"><span class="s1">This is a test file demonstrating Git Conflicts</span></p>
16 <p class="pl"><span class="s1"><br>
17 </span></p>
18 <p class="pl"><span class="s1">On this line a name is specified. The name is: John Doe</span></p>
19 </body>
20 </html>
21

Conflict 1 of 1
1 <!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
5 <meta http-equiv="Content-Style-Type" content="text/css">
6 <title>/title>
7 <meta name="Generator" content="Cocoa HTML Writer">
8 <meta name="CocoaVersion" content="1504.6">
9 <style type="text/css">
10 p.pl {margin: 0.0px 0.0px 0.0px 0.0px; line-height: 14.0px; font: 12.0px Helvetica; color: #000000; -webkit-text-stroke: #0000000}
11 span.s1 {font-kerning: none}
12 </style>
13 </head>
14 <body>
15 <p class="pl"><span class="s1">This is a test file demonstrating Git Conflicts</span></p>
16 <p class="pl"><span class="s1"><br>
17 </span></p>
18 <p class="pl"><span class="s1">On this line a name is specified. The name is: Jane Doodle</span></p>
19 </body>
20 </html>
21

Output
1 <!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
5 <meta http-equiv="Content-Style-Type" content="text/css">
6 <title>/title>
7 <meta name="Generator" content="Cocoa HTML Writer">
8 <meta name="CocoaVersion" content="1504.6">
9 <style type="text/css">
10 p.pl {margin: 0.0px 0.0px 0.0px 0.0px; line-height: 14.0px; font: 12.0px Helvetica; color: #000000; -webkit-text-stroke: #0000000}
11 span.s1 {font-kerning: none}
12 </style>
13 </head>
14 <body>
15 <p class="pl"><span class="s1">This is a test file demonstrating Git Conflicts</span></p>
16 <p class="pl"><span class="s1"><br>
17 </span></p>
18 <p class="pl"><span class="s1">On this line a name is specified. The name is: Jane Doodle</span></p>
19 </body>
20 </html>
21
```

Resolved Files (2)

Name	Full Path
✓ FirstPersonAttack/.DS_Store	
✓ FirstPersonAttack/Assets/TextFile.html	

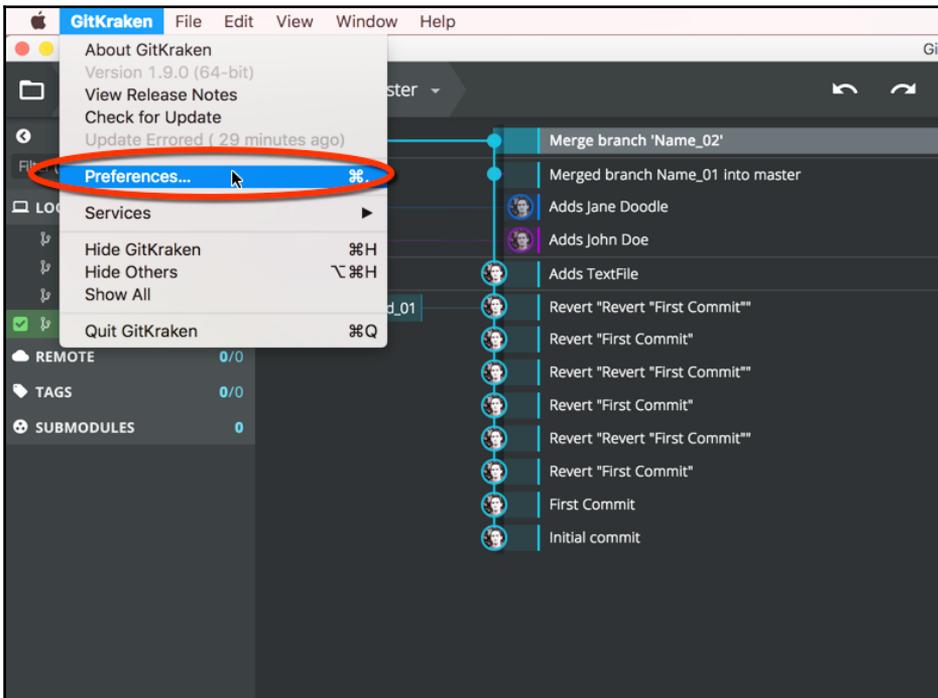
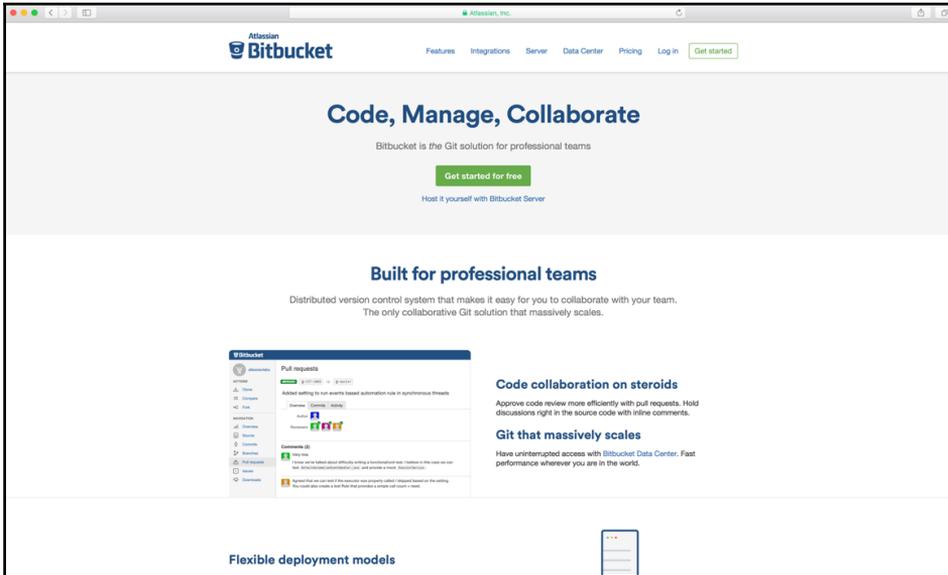
Commit Message

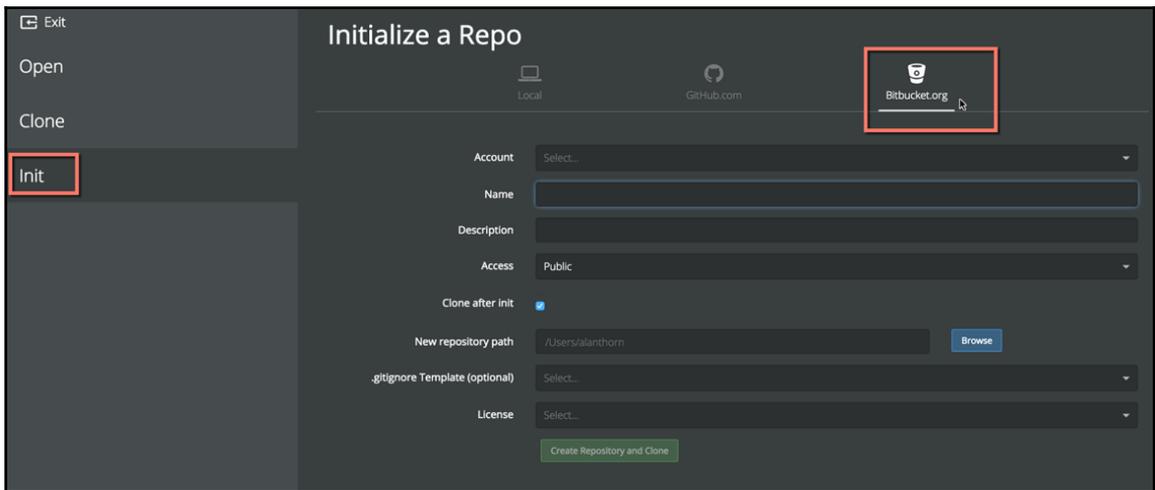
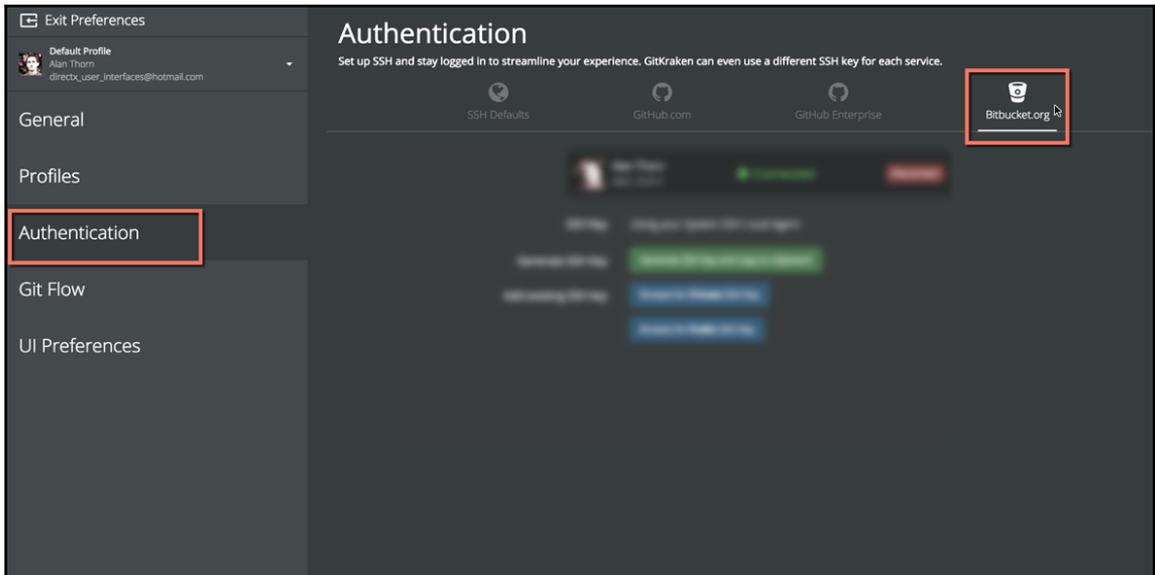
Merge branch 'Name_02'

Conflicts:

- FirstPersonAttack/.DS_Store
- FirstPersonAttack/Assets/TextFile.html

Commit and Merge Abort Merge





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

Browse

.gitignore Template (optional) Unity ✕

License

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

Browse

.gitignore Template (optional) Unity ✕

License

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 [Browse](#)

.gitignore Template (optional) Unity ✕

License Select... ▾

[Create Repository and Clone](#)

 **Bitbucket** Teams ▾ Projects ▾ **Repositories** ▾ Snippets ▾

Dashboard

Overview Repositories Pull request



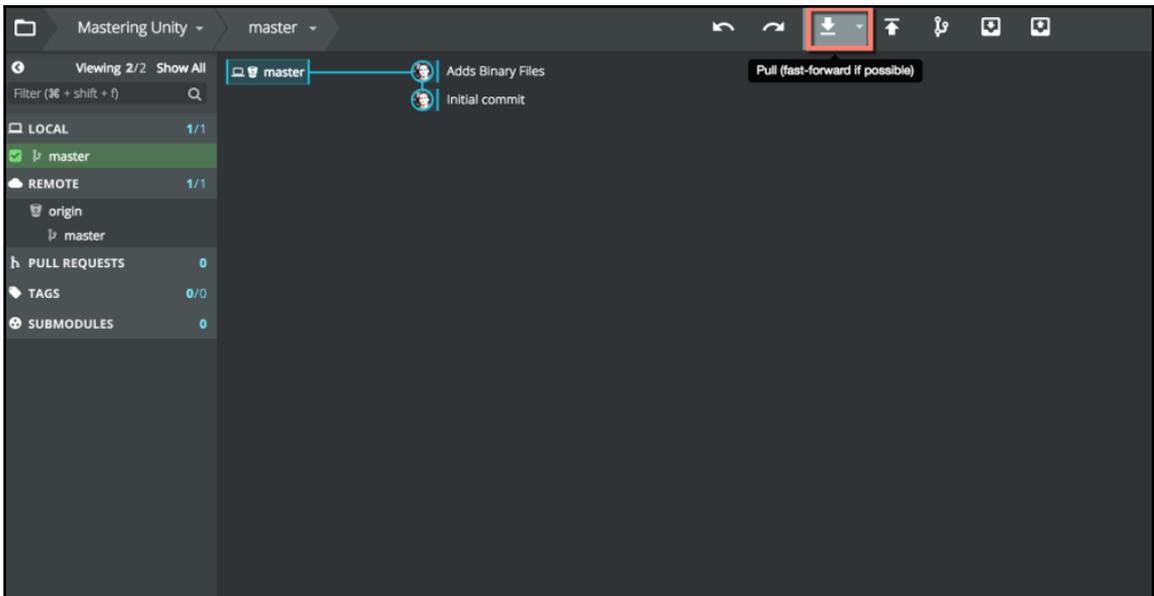
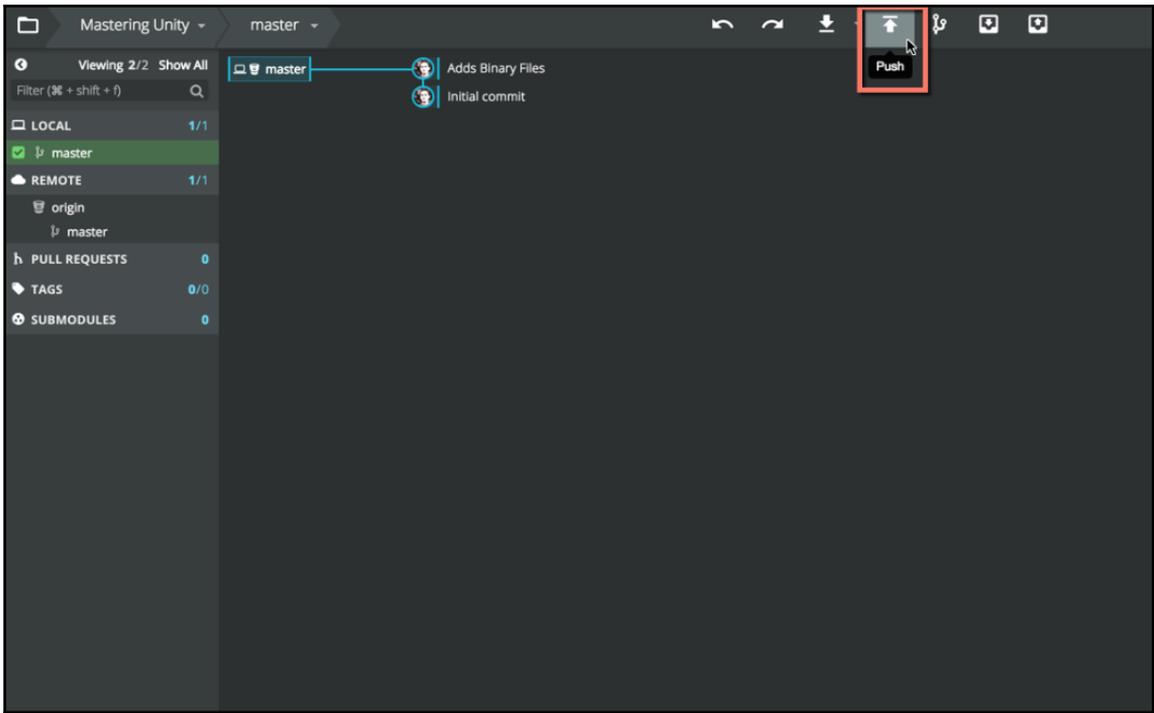
Everything's awesome!
All your pull requests and reviews are done and dusted.
[View all pull requests](#)

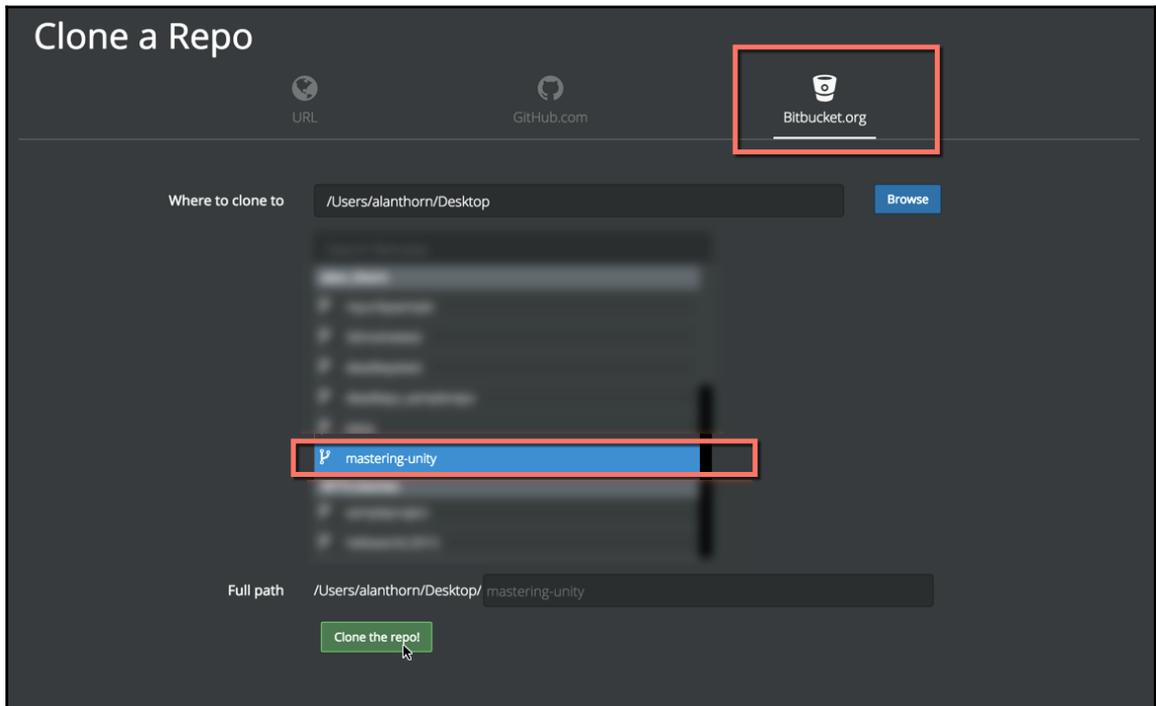
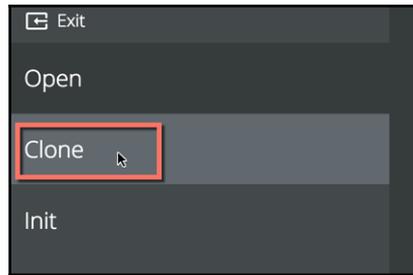
RECENTLY VIEWED

RECENTLY UPDATED

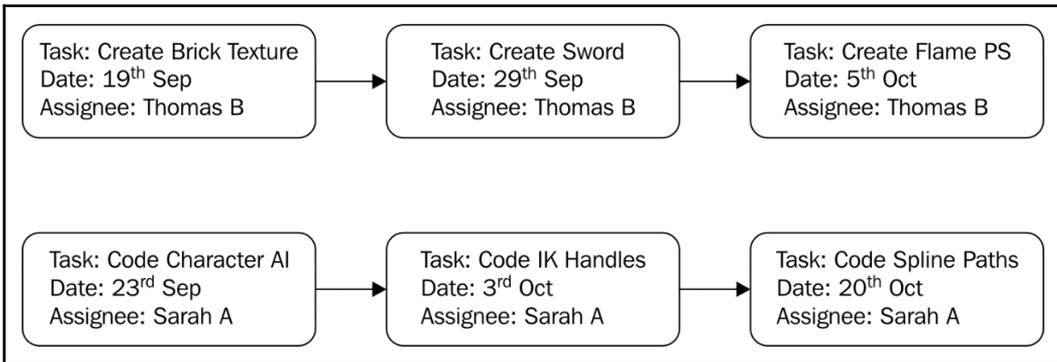
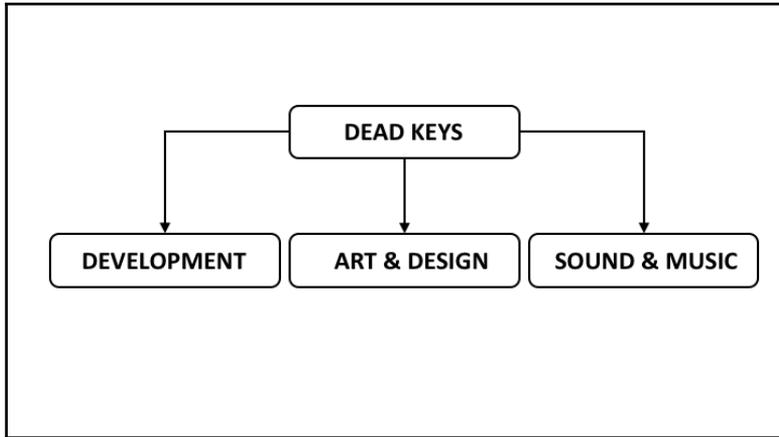
- [Alan Thom / Mastering Unity](#)
- [...](#)
- [...](#)
- [...](#)
- [...](#)
- [...](#)
- [...](#)
- [...](#)
- [...](#)
- [...](#)
- [...](#)

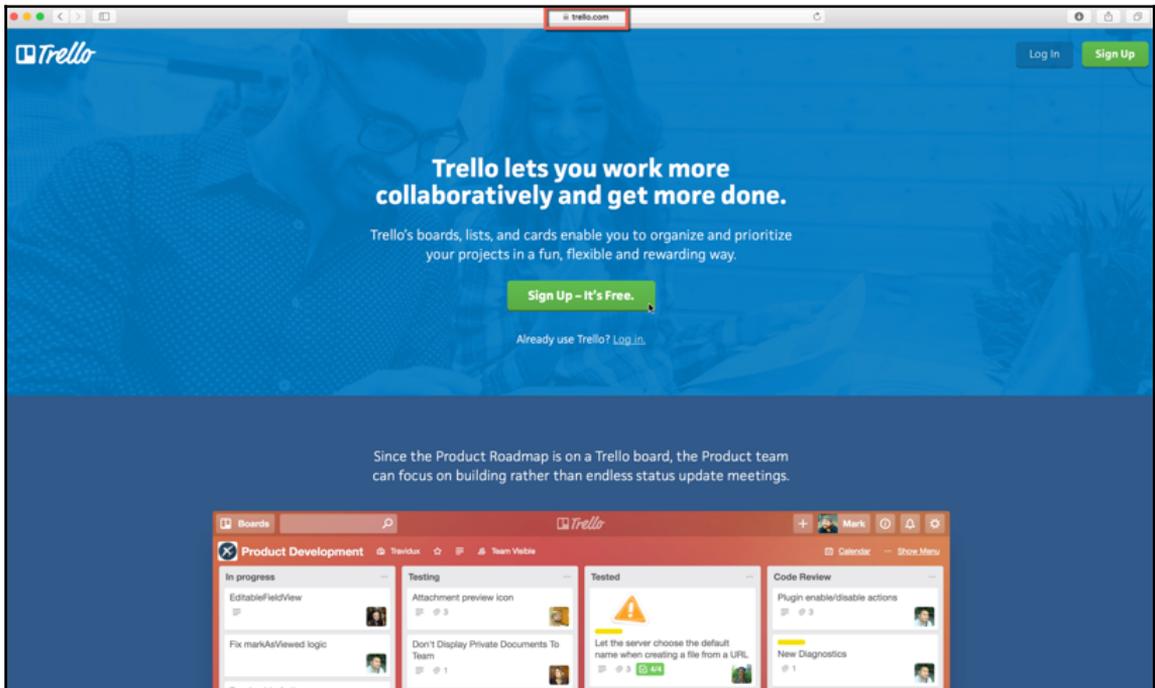
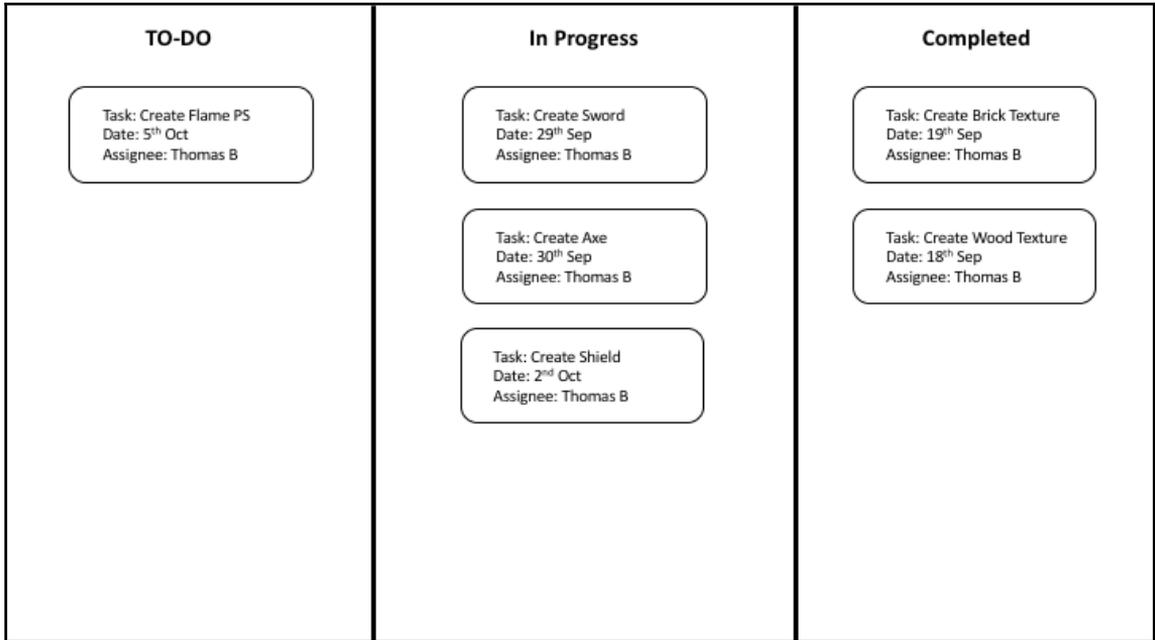
Create repository
Import repository
Last updated Dec 10 2015

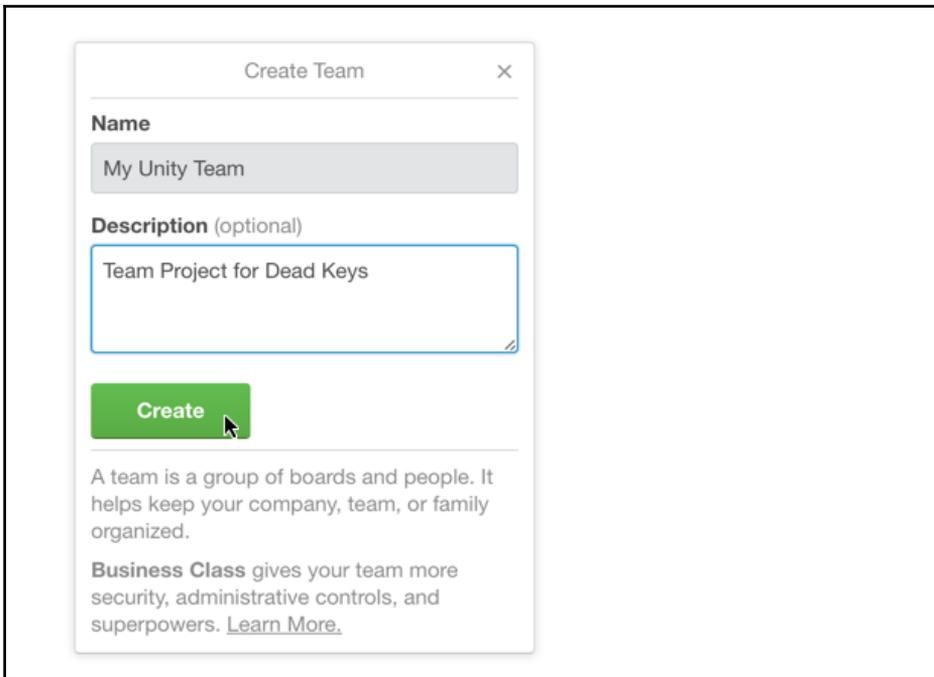
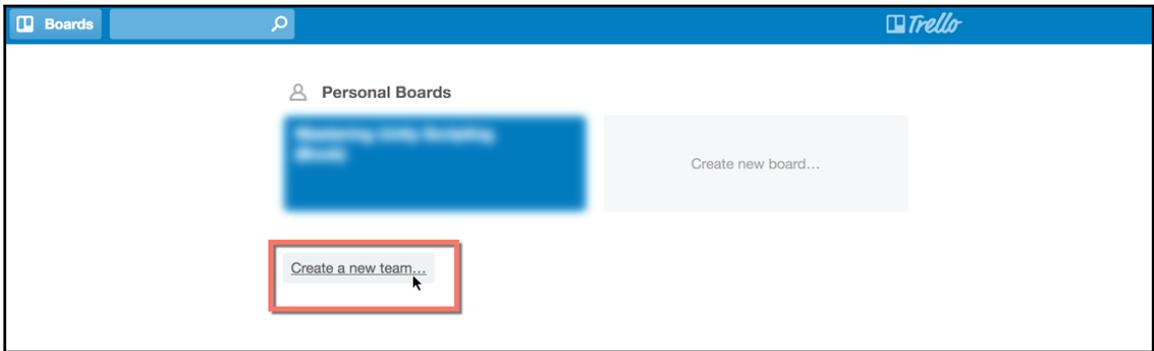


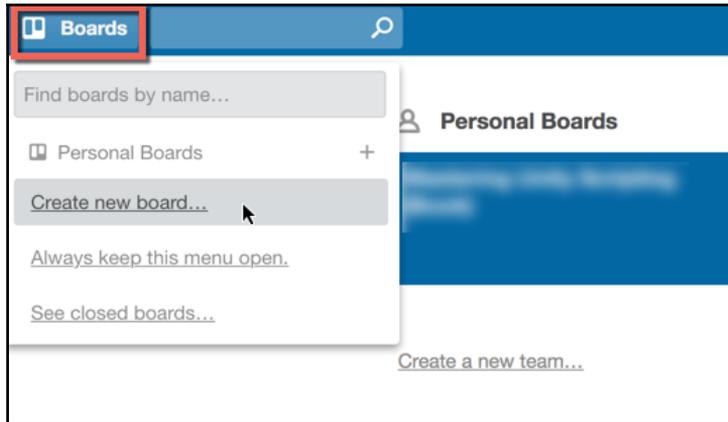
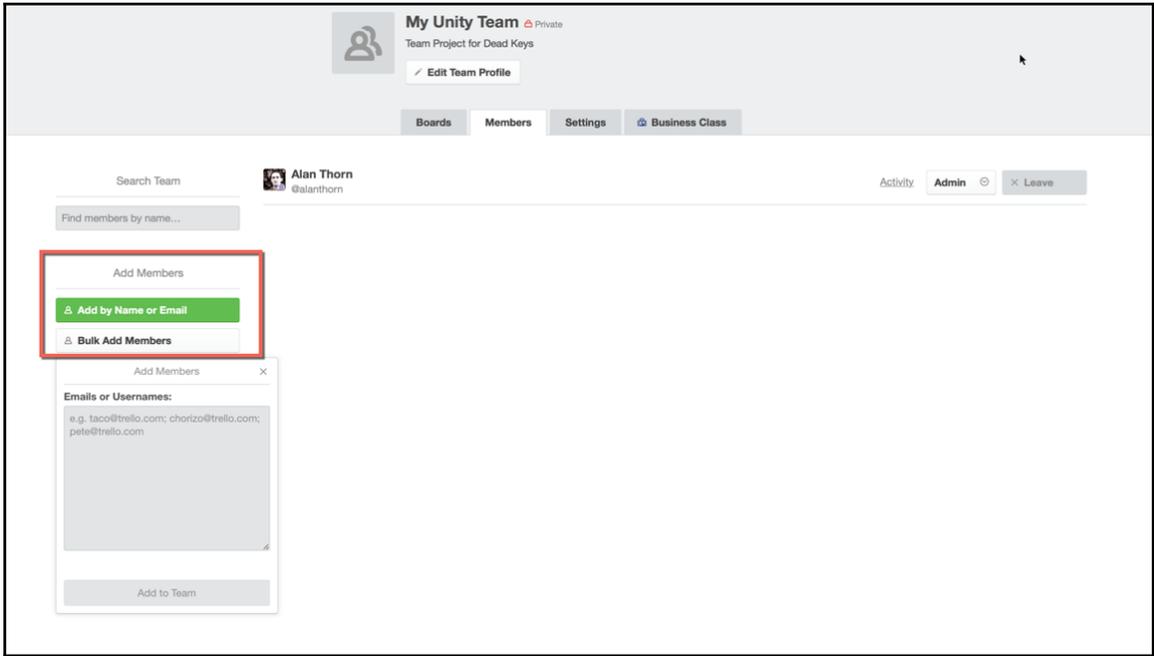


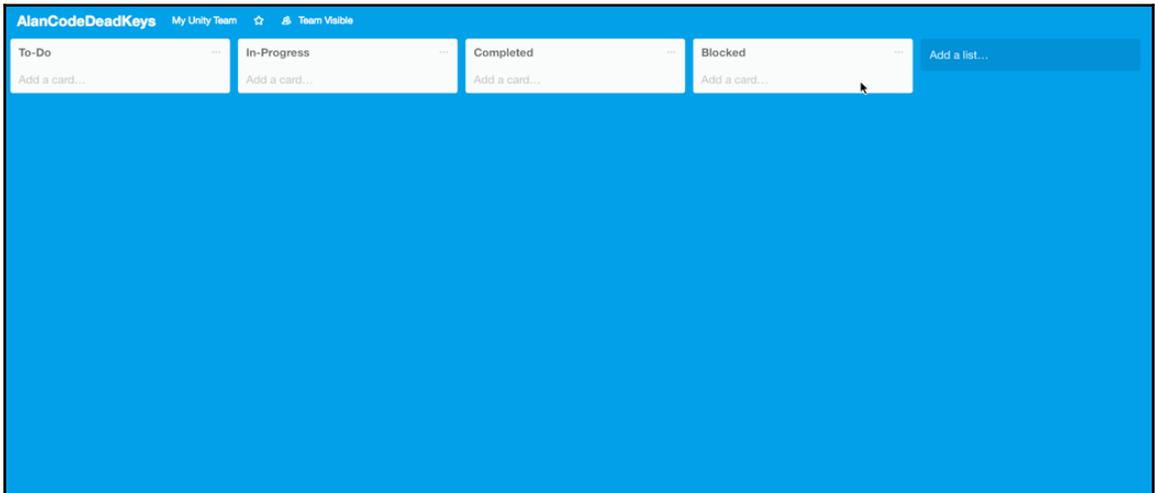
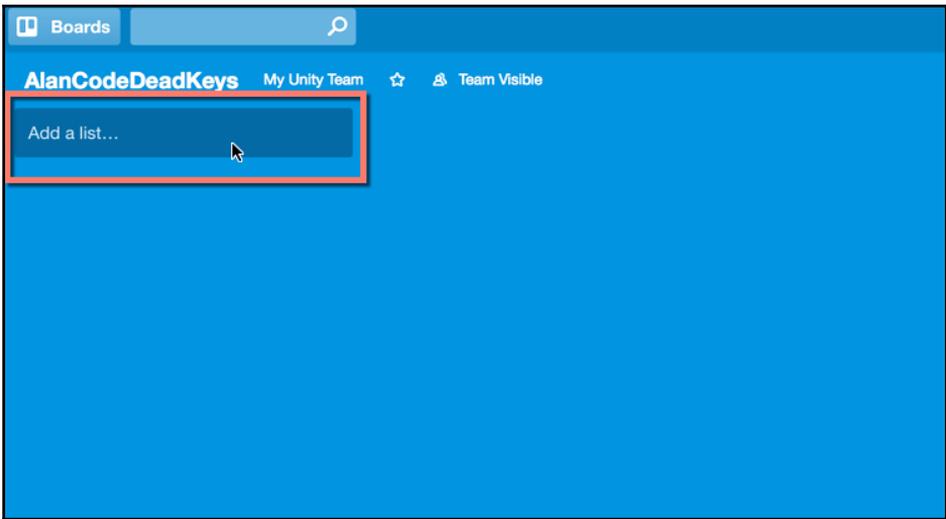
Project Management and Version Control

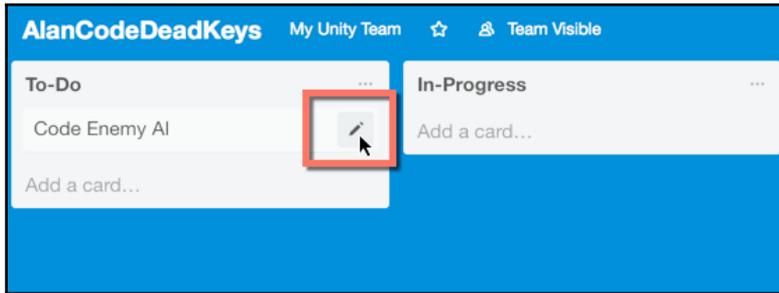
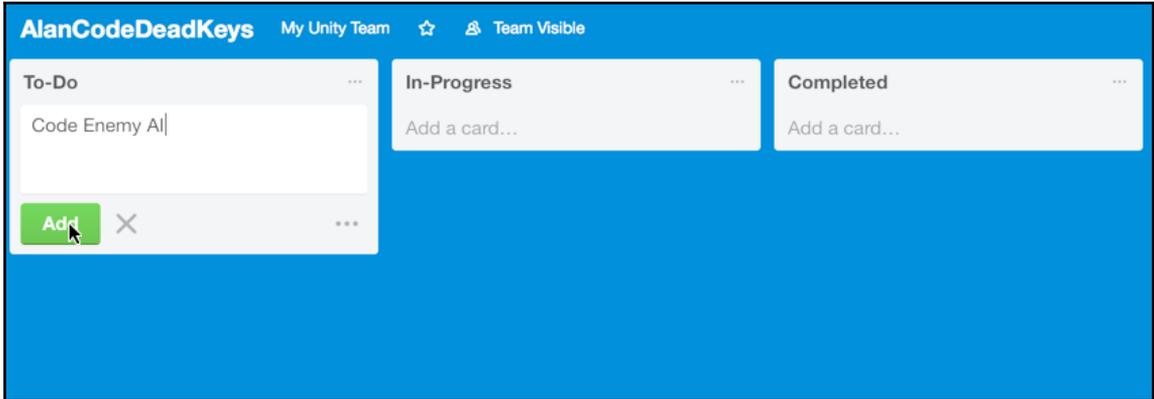












To-Do
Code Enemy AI

Save

In-Progress
Edit Labels
Change Members
Move
Copy

Completed
Add a card...

Blocked
Add a card...

Change Due Date

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!

To-Do

Code Enemy AI

Save

In-Progress

Edit Labels

Labels

Search labels...

- Green bar
- Yellow bar
- Orange bar
- Red bar (checked)
- Purple bar
- Blue bar

Create a new label

Enable color blind friendly mode.

Completed

Add a card...

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](#) [X](#) ...

Add 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...

[Share and more...](#)

Add

- Members**
- Labels**
- Checklist**
- Due Date**
- Attachment**

Actions

-
-
-
-

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...



Activity [Hide Details](#) [Share and more...](#)

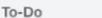
Add

-
-
-
-
-

Actions

-
-
-
-

AlanCodeDeadKeys My Unity Team   Team Visible

To-Do	In-Progress	Completed	Blocked
 Code Enemy AI   3/4 Add a card...	Code Camera System Create Walk Animation Add a card...	Design UI Code Typing Functions Add a card...	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.](#)

The diagram features a central point on the right side from which multiple colorful arrows radiate outwards to the left. These arrows connect to a variety of icons representing different services and protocols. The icons include: Amazon (a), Dropbox, Box, OneDrive, Google Drive, Nextcloud, Jitsi, 4mat, Nextcloud, SFTP, A, S3, Nextcloud, FTP, Nextcloud, DAV, Facebook, Instagram, and Gmail. The arrows are colored in shades of purple, blue, green, yellow, and red, creating a vibrant, multi-colored effect.

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](#).



Mac GUIs



Tarballs



Windows Build



Source Code

Companies & Projects Using Git

Google

facebook

Microsoft

twitter

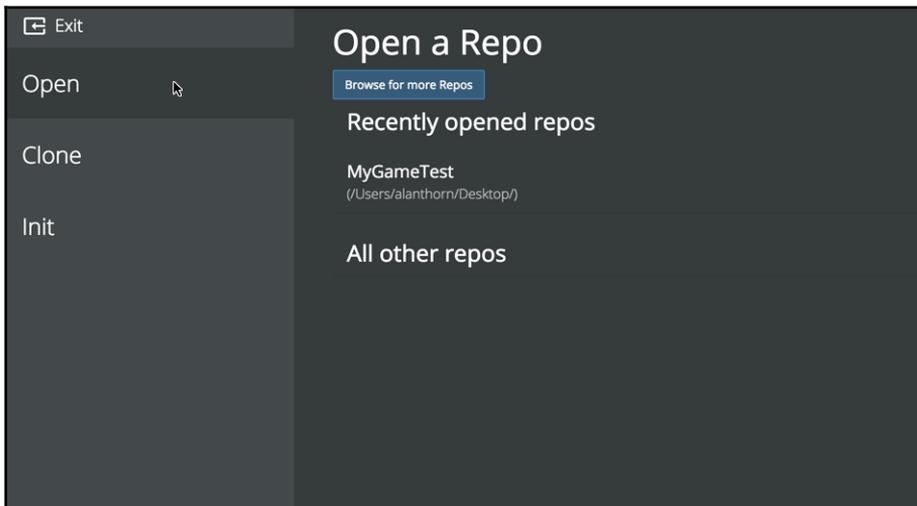
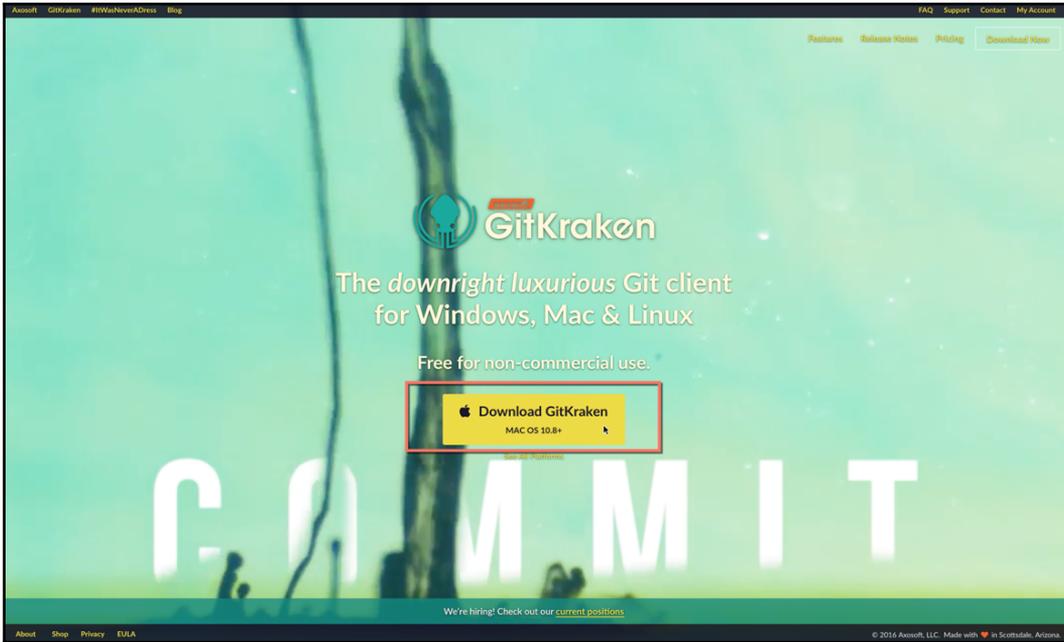
LinkedIn

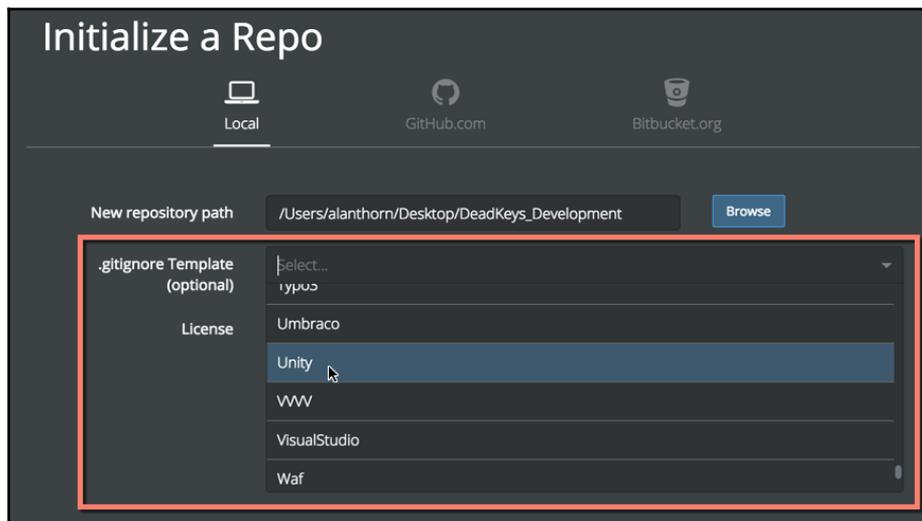
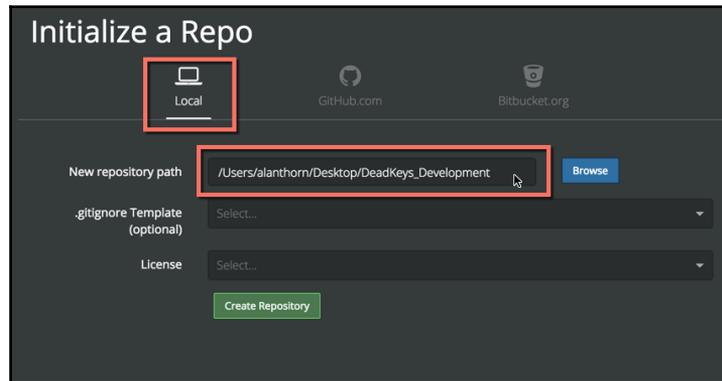
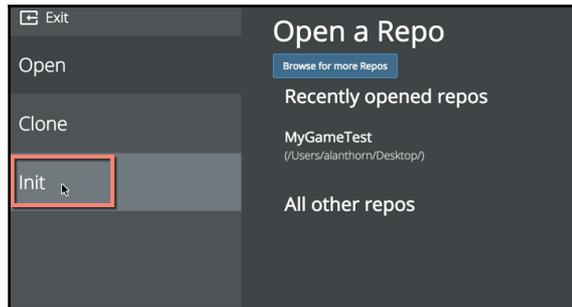
NETFLIX

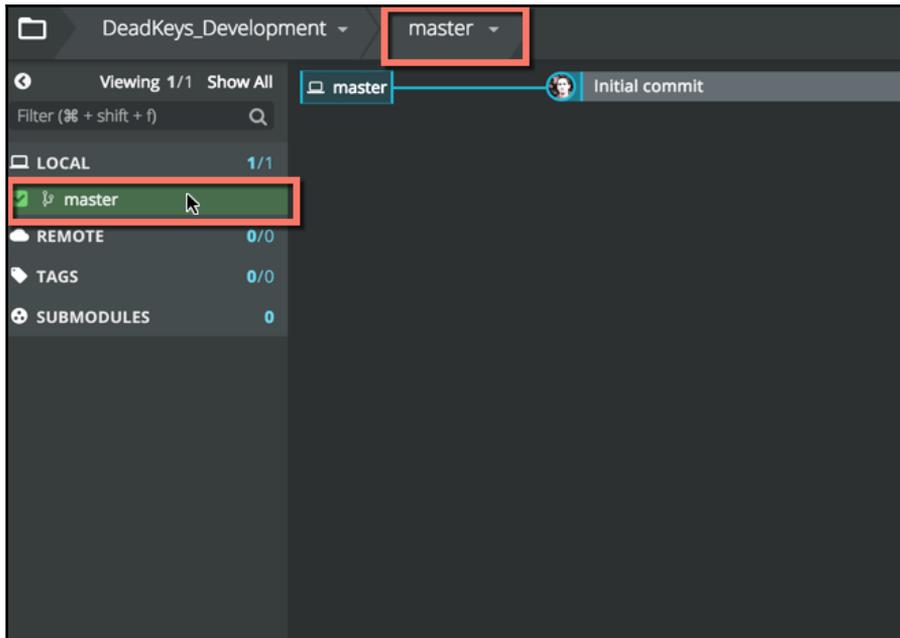
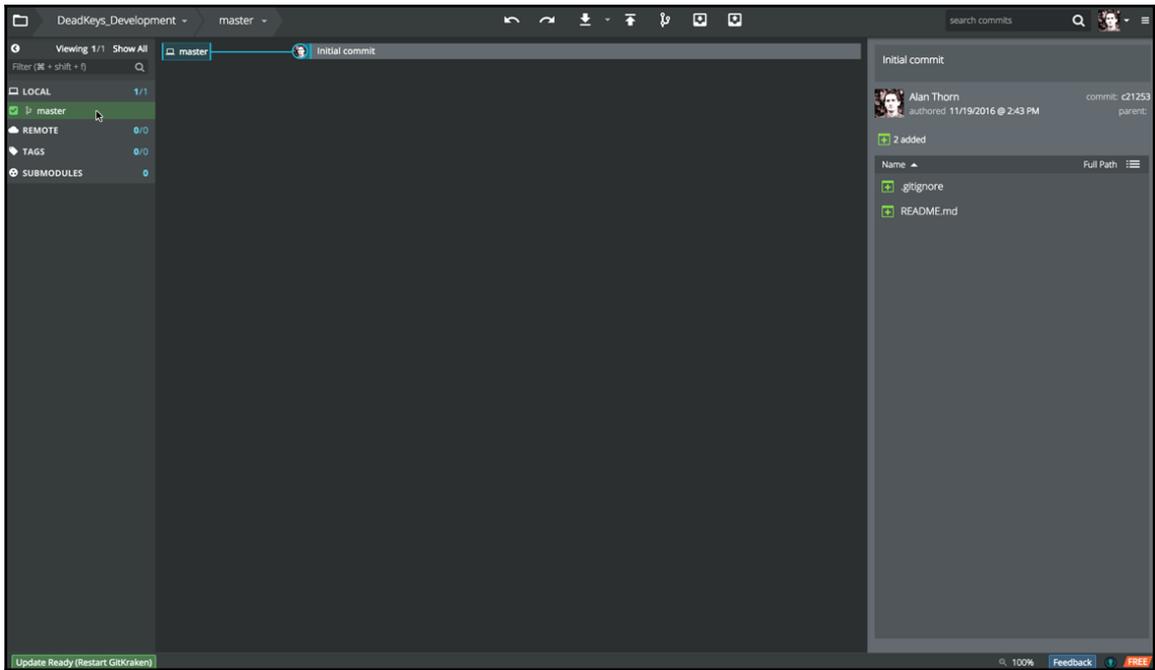


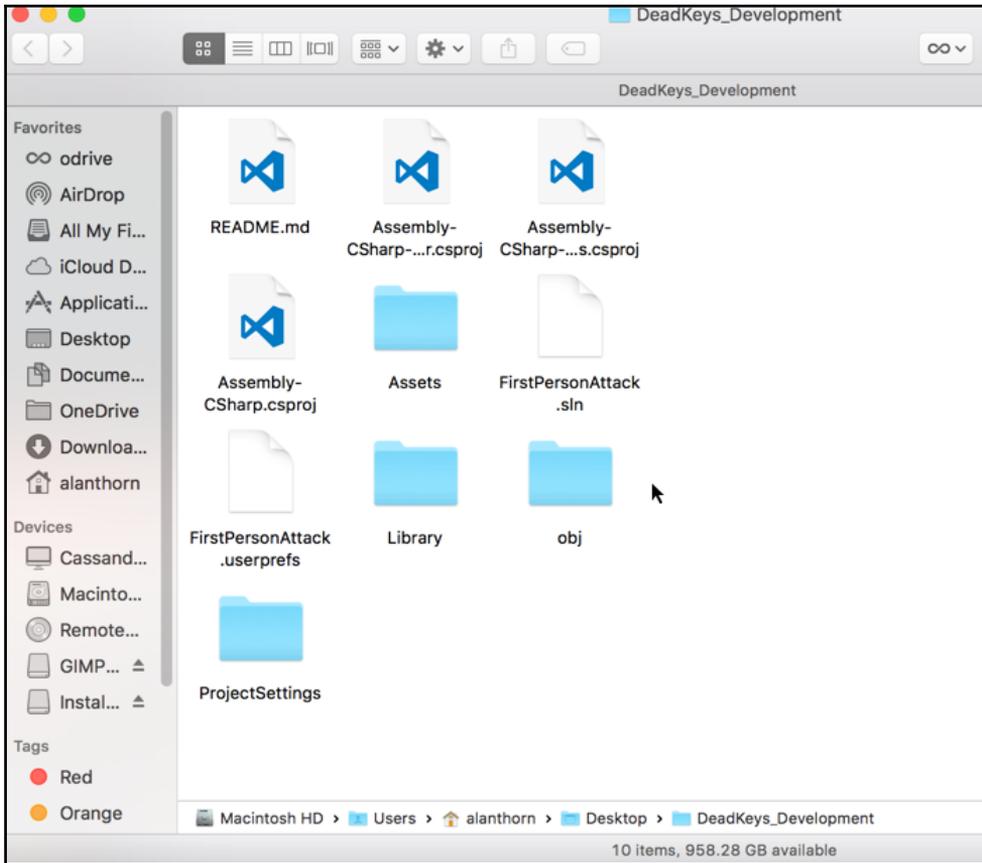
PostgreSQL

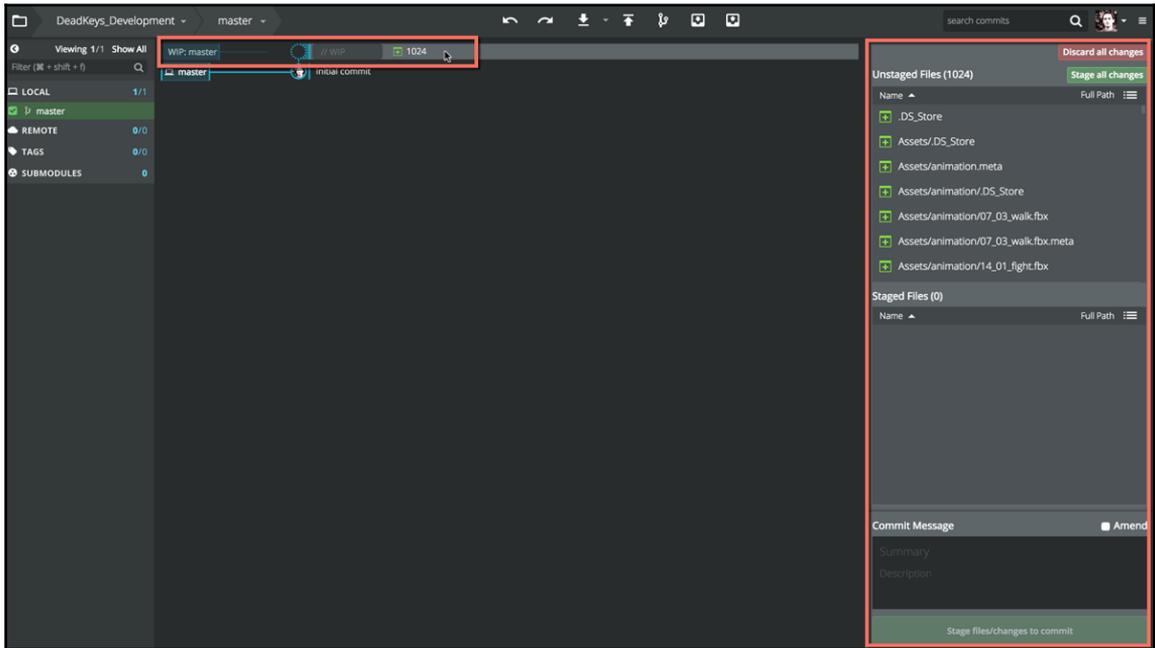
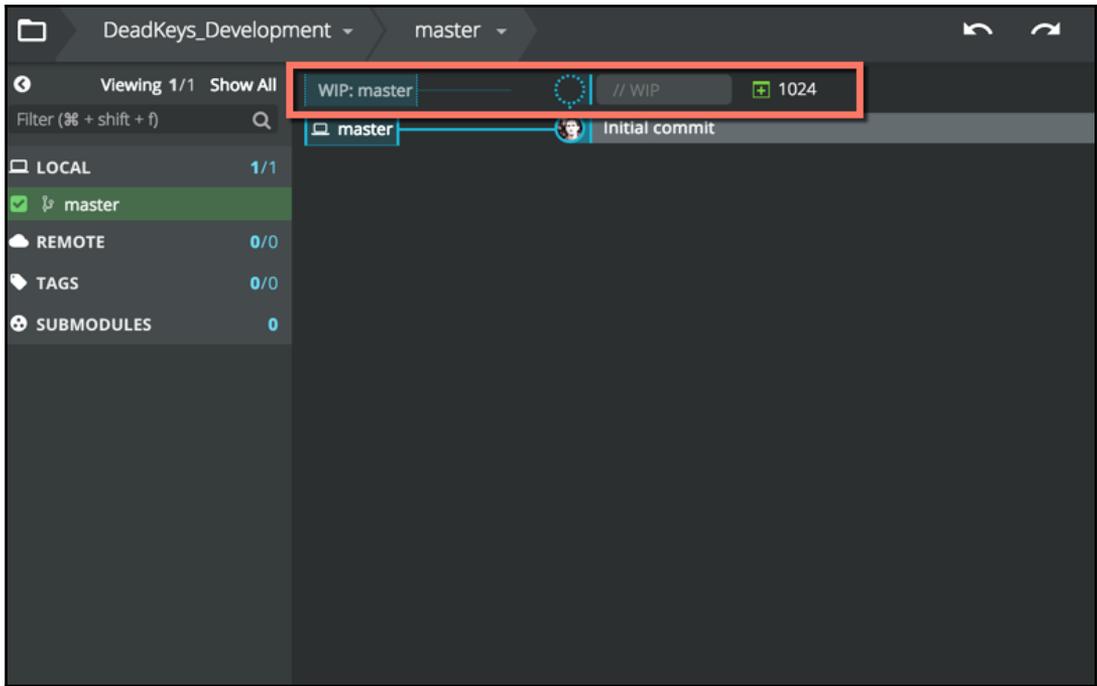


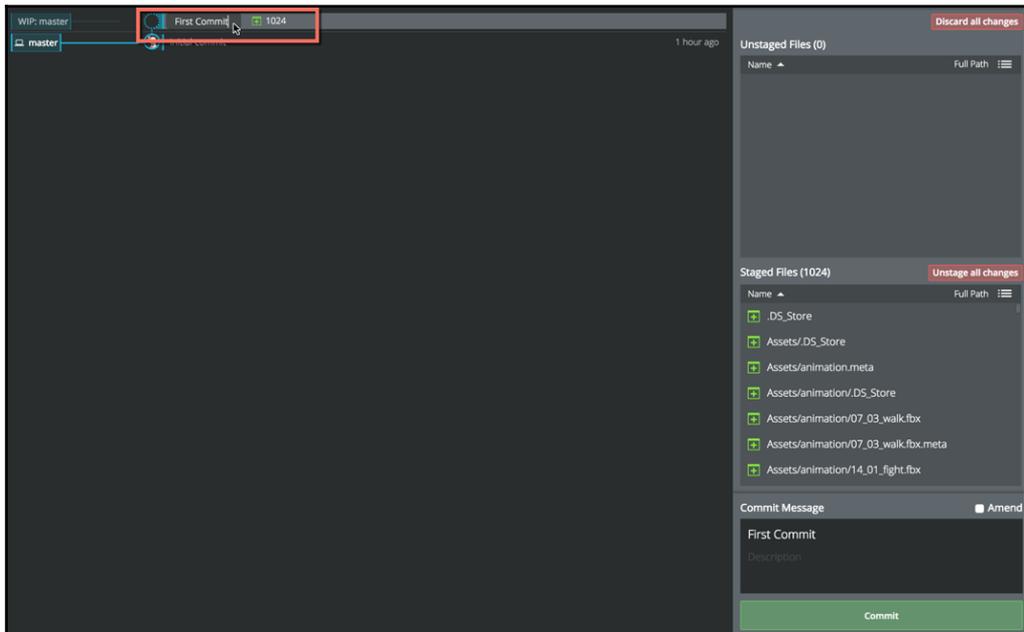
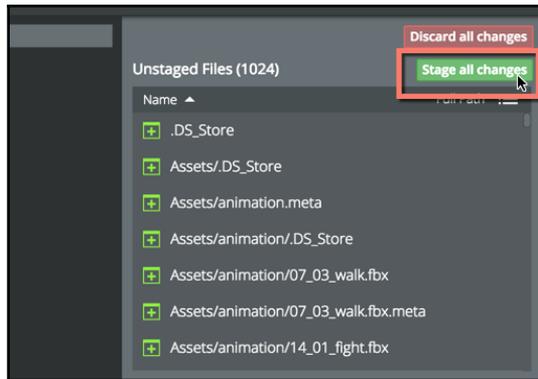












Staged Files (1024) Unstage all changes

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

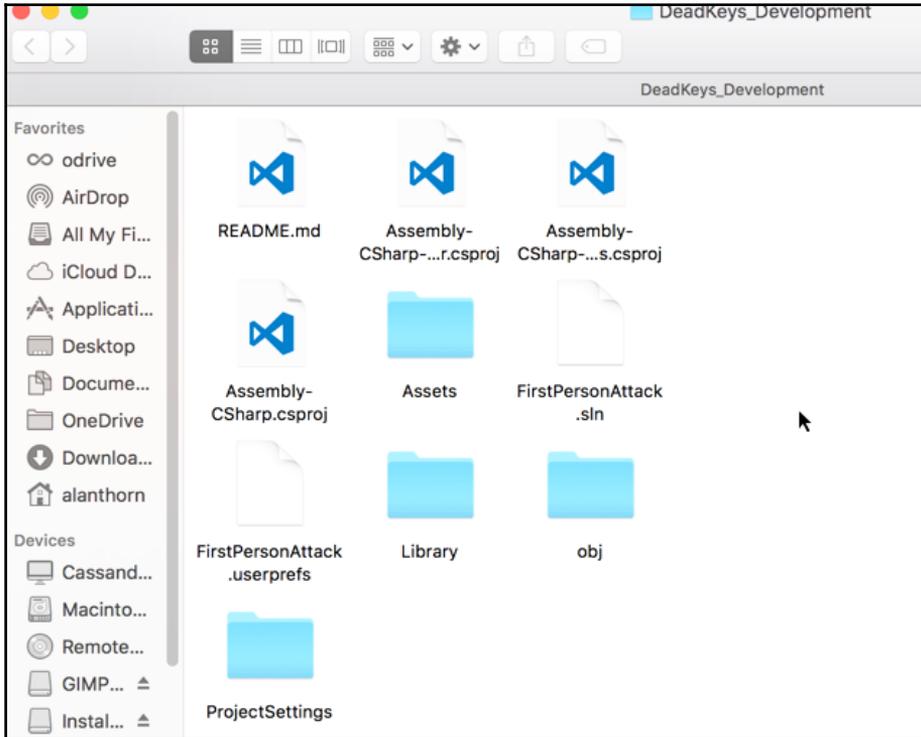
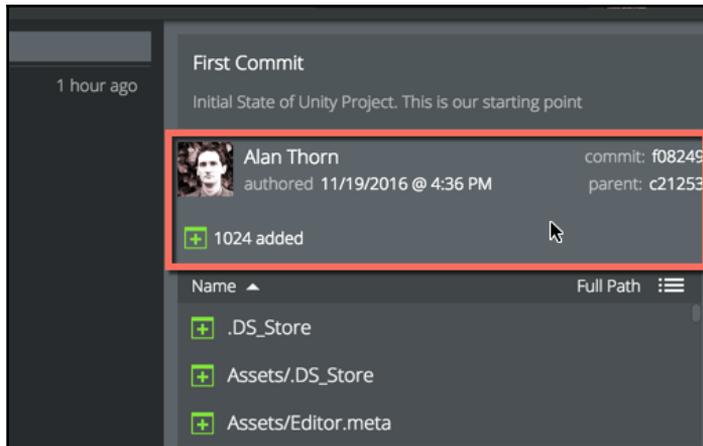
Commit Message Amend

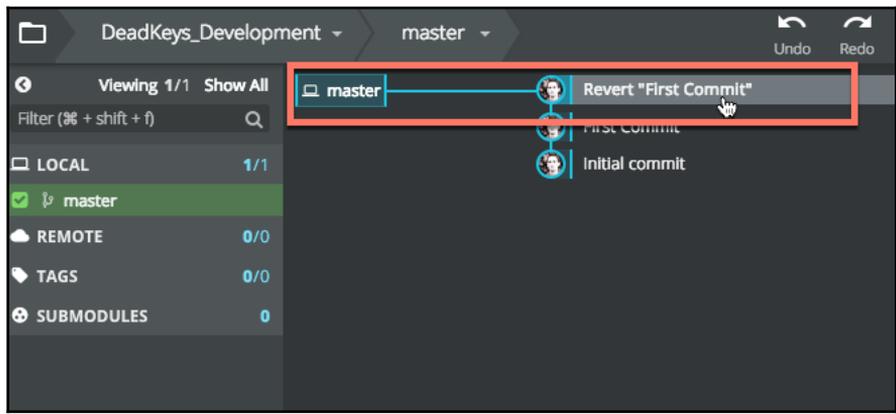
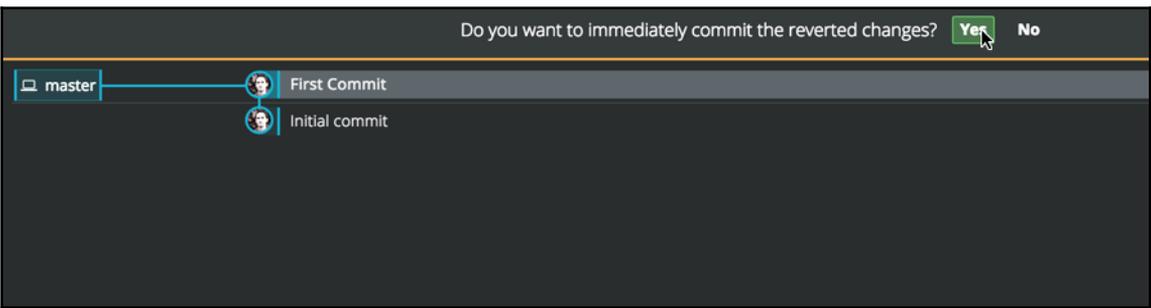
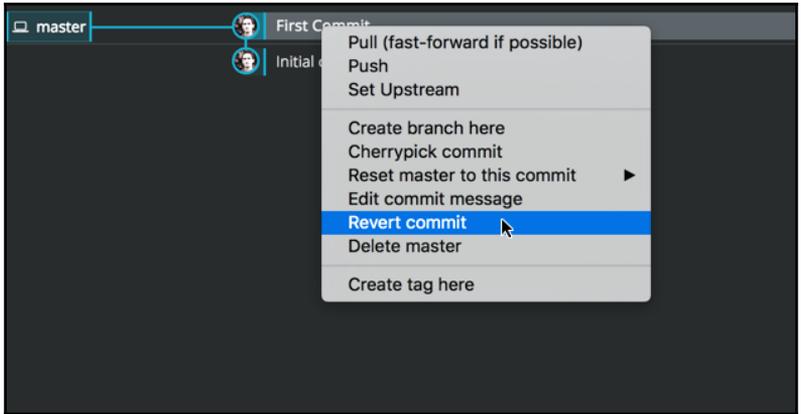
First Commit
Initial State of Unity Project. This is our starting point

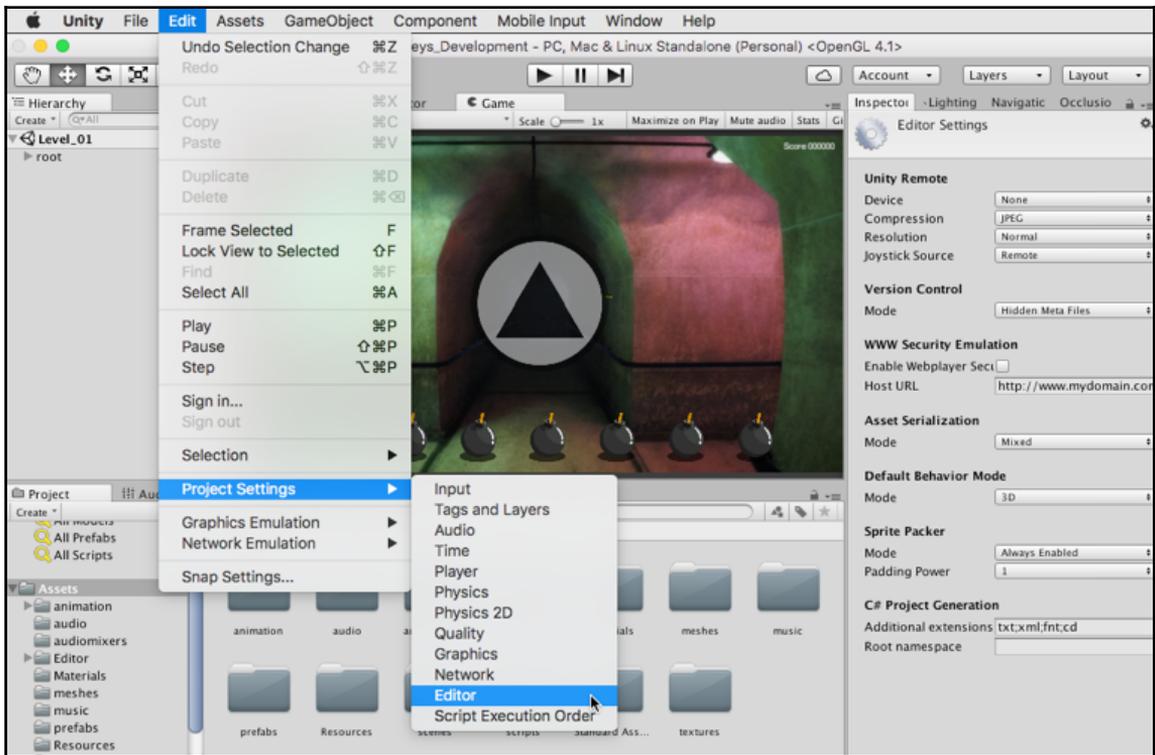
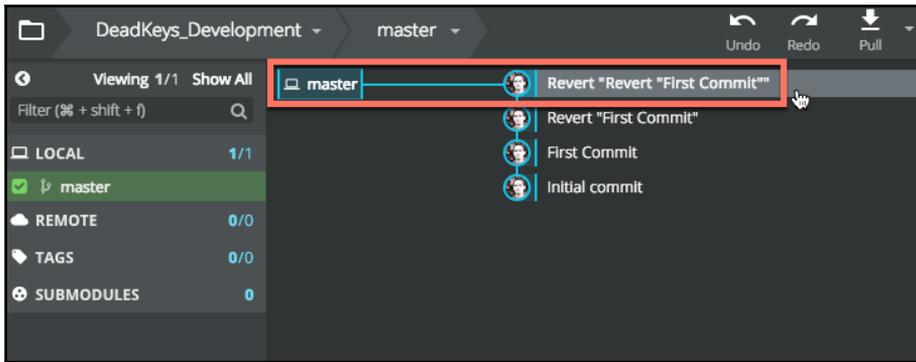
Commit

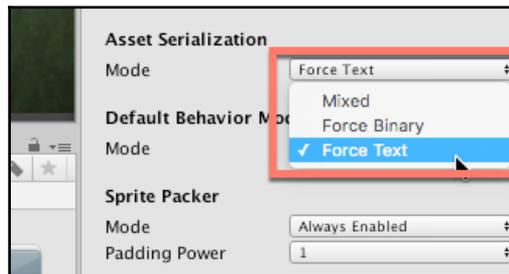
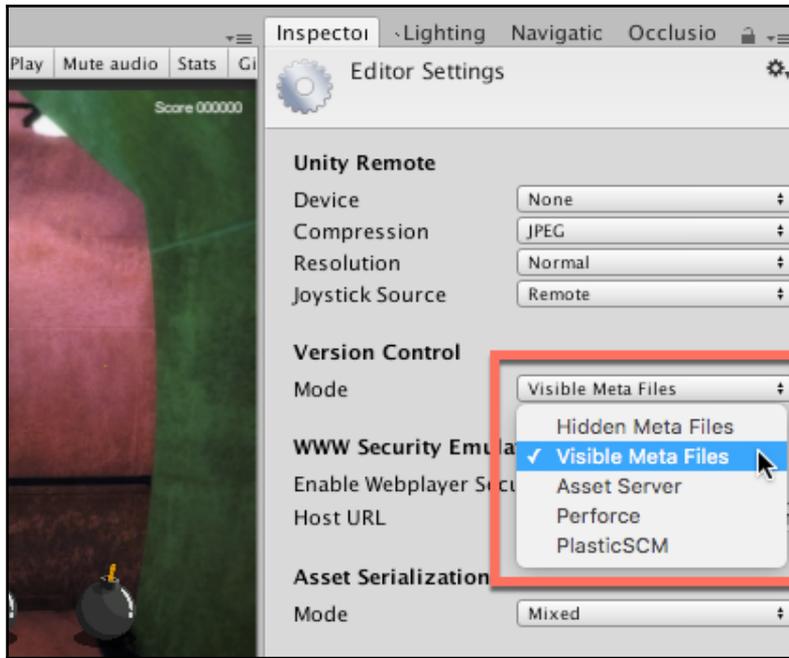
master

- First Commit
- Initial commit

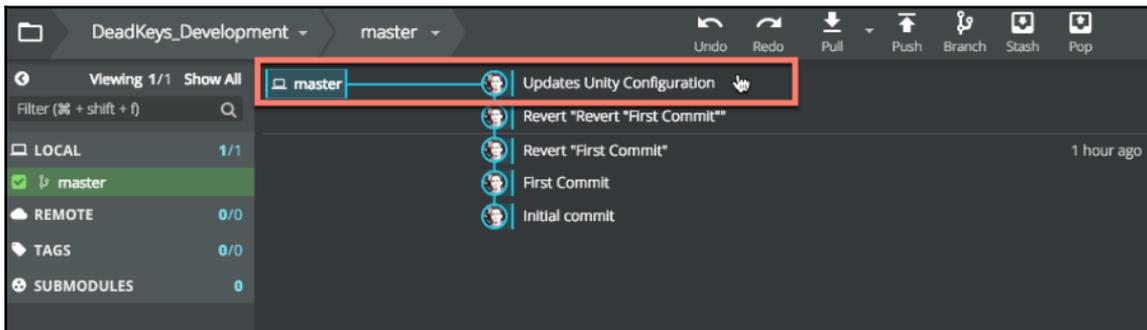


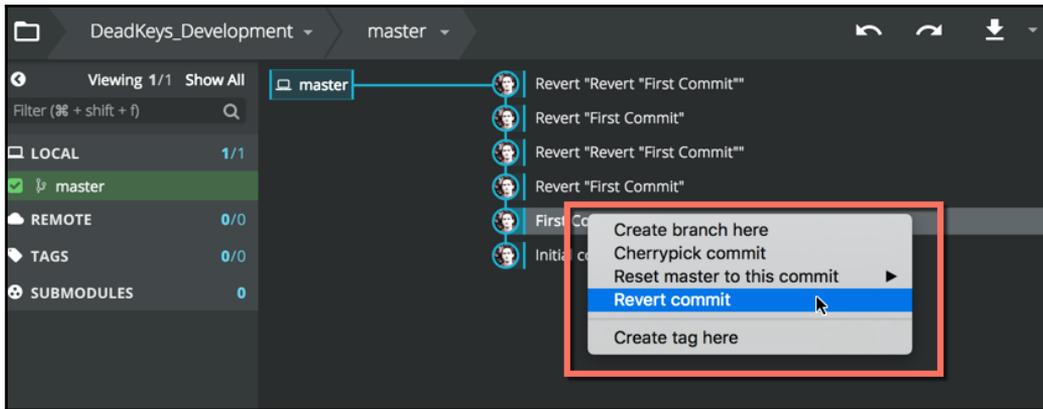


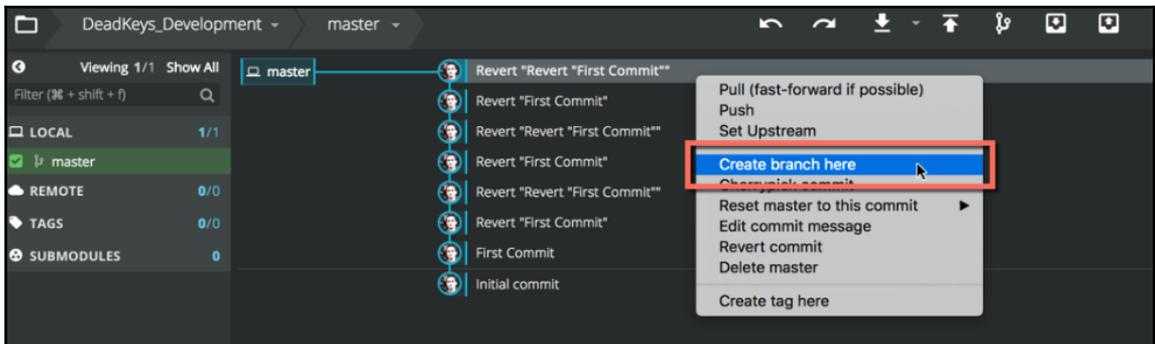
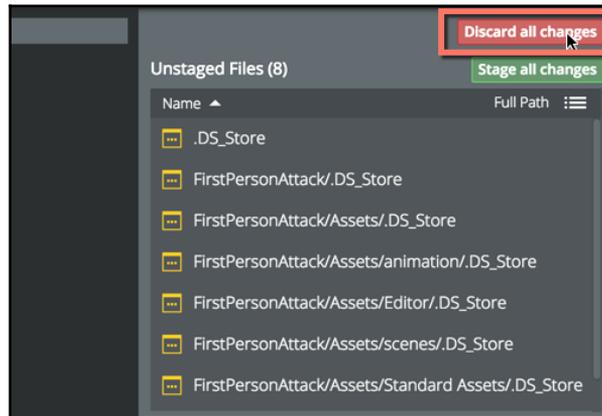
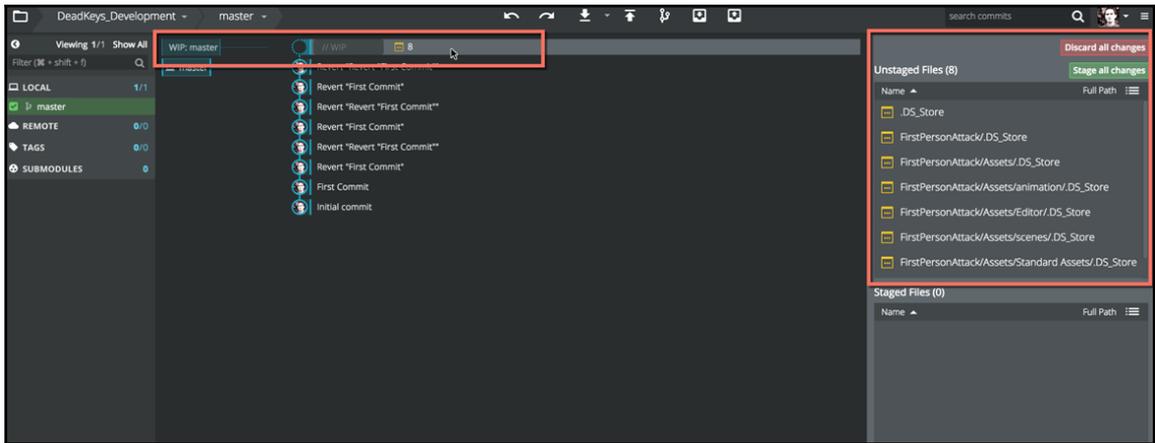


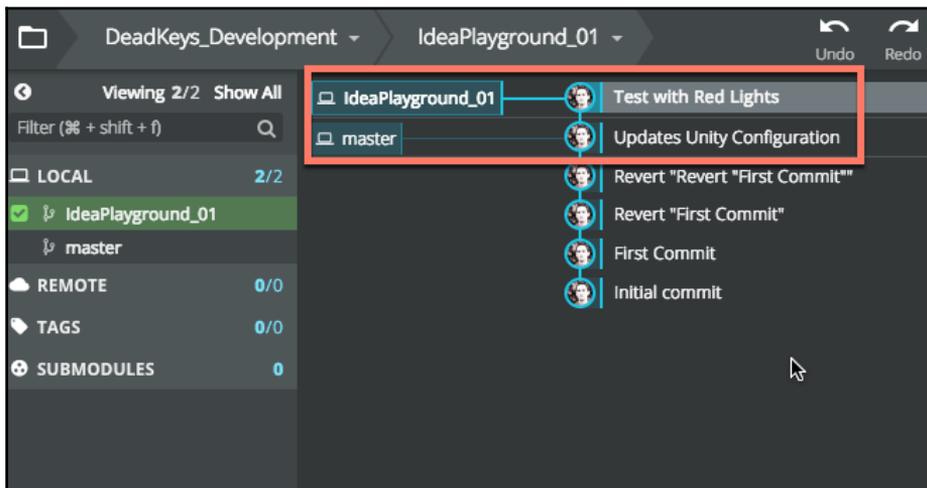
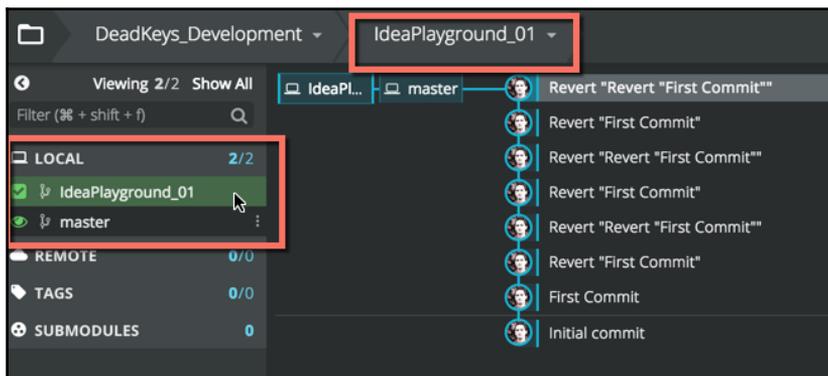
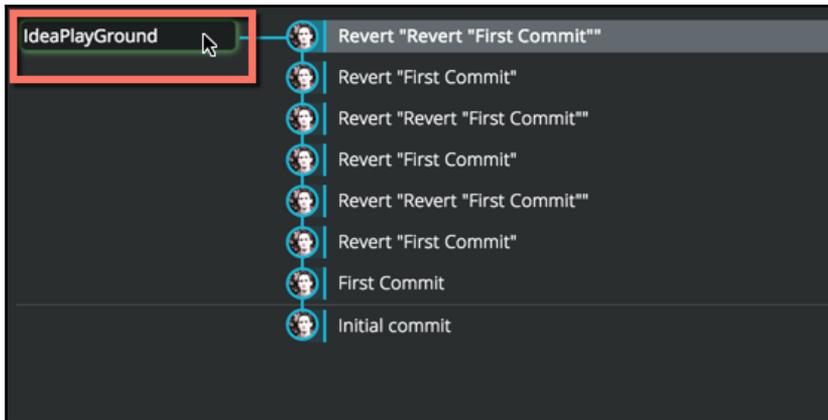


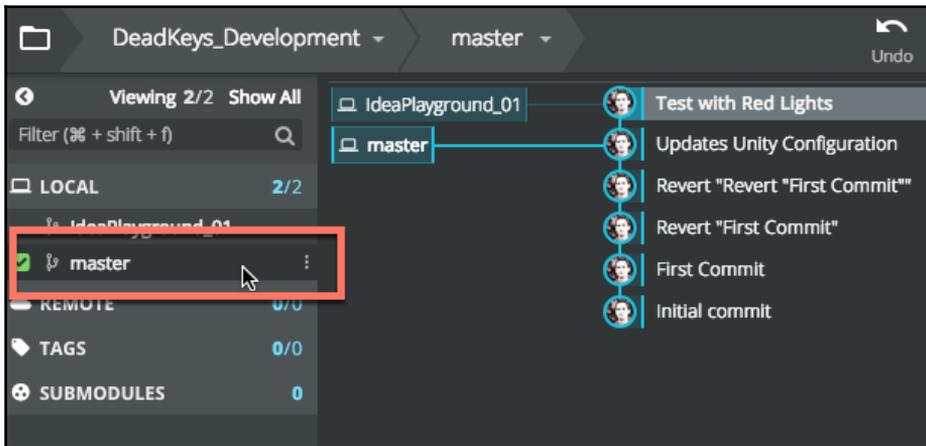
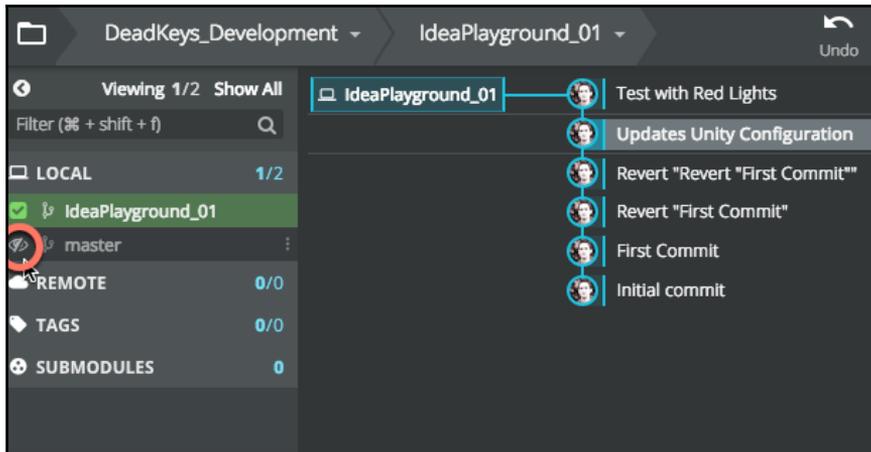
```
Level_01.unity
SerializedVersion: 4
m_Component:
- 4: {fileID: 4758194}
m_Layer: 0
m_Name: Waypoint_C
m_TagString: Untagged
m_Icon: {fileID: 5228209130450103505, guid: 000000000000000000000000, type: 0}
m_NavMeshLayer: 0
m_StaticEditorFlags: 0
m_IsActive: 1
--- !u!4 &4758194
Transform:
m_ObjectHideFlags: 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: 0.999999994}
m_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}
m_Children:
- {fileID: 1199648754}
m_Father: {fileID: 116805942}
m_RootOrder: 0
```

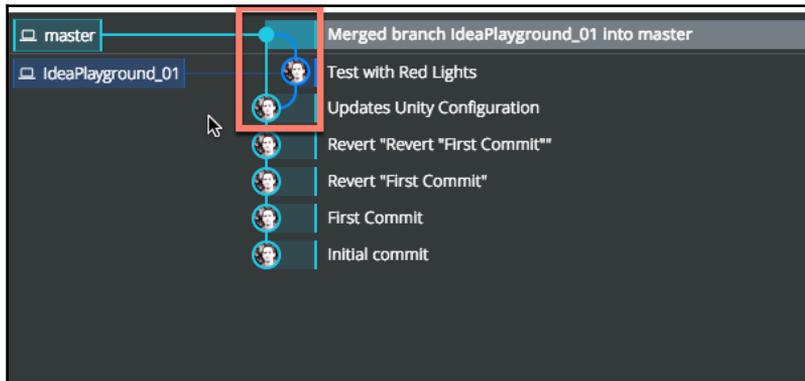
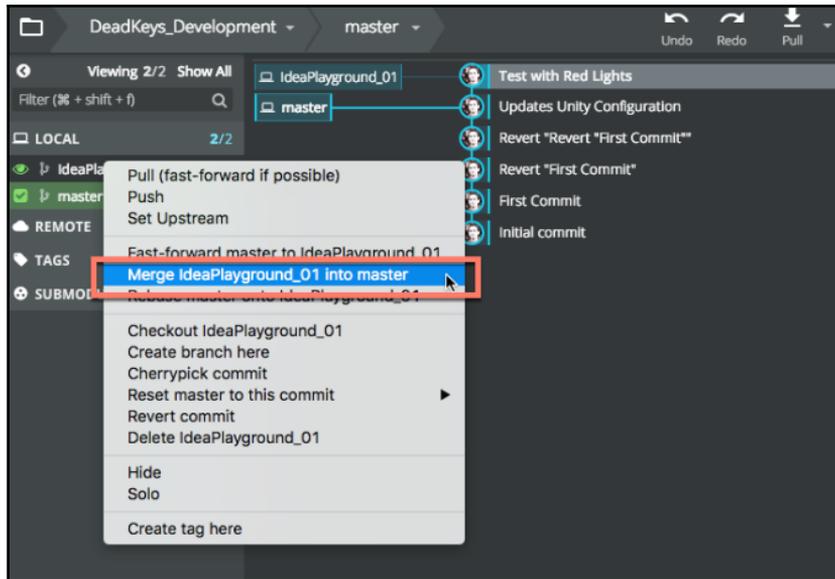


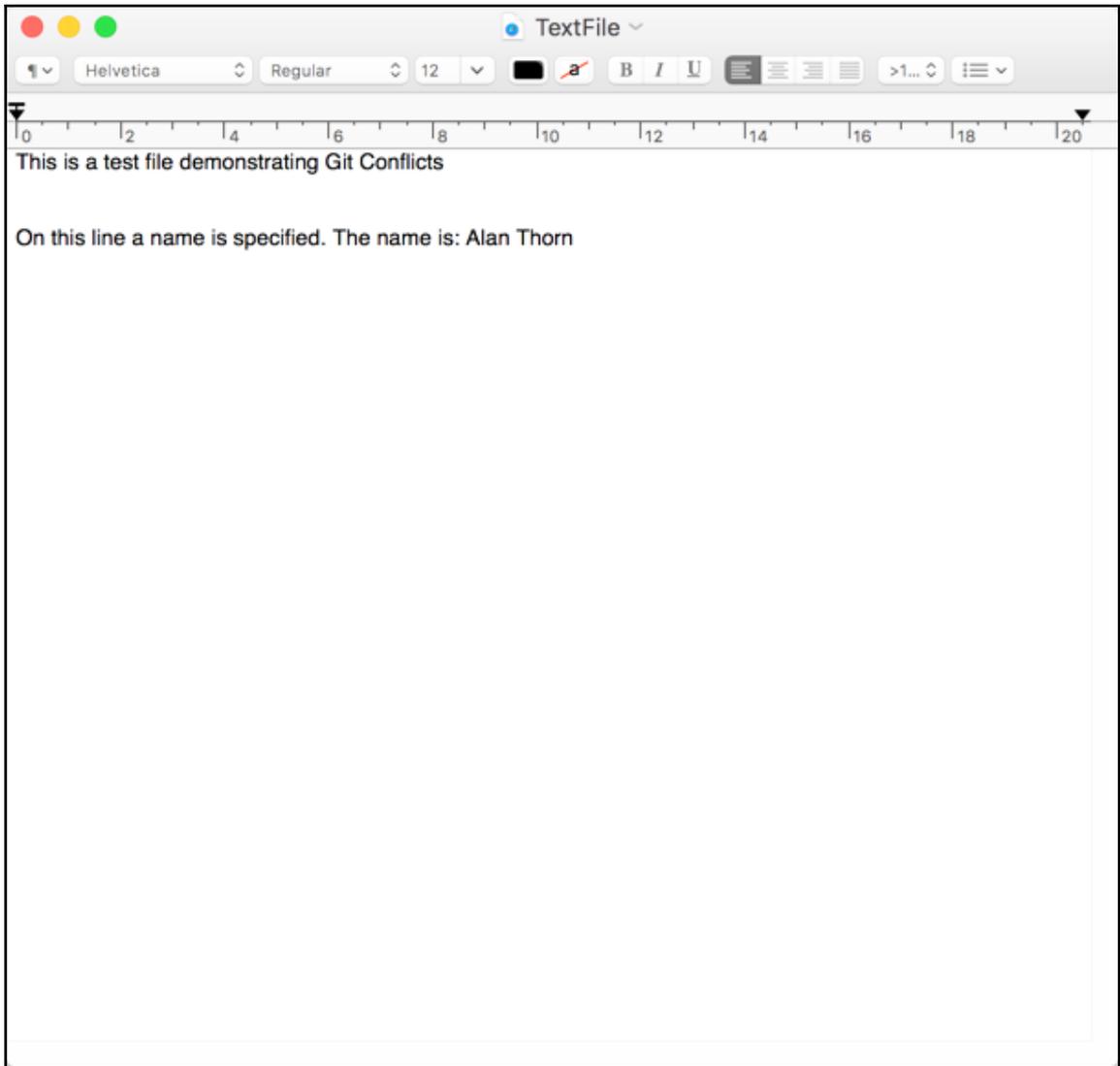


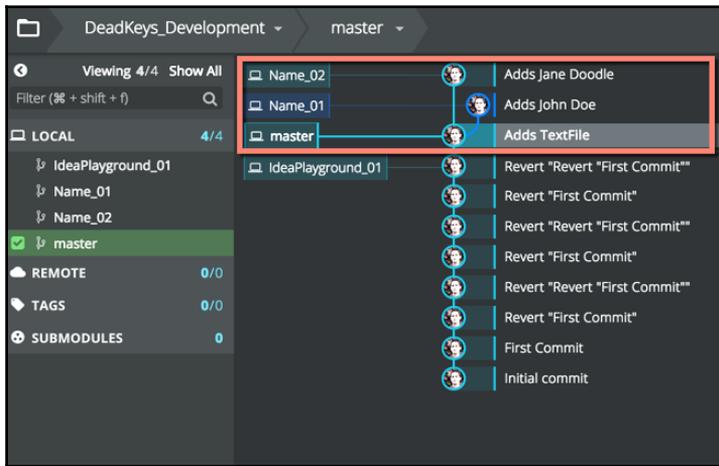
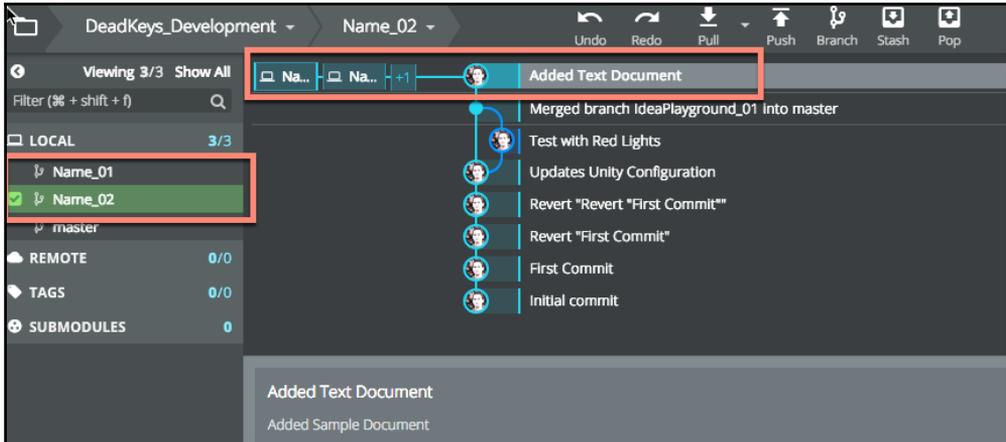


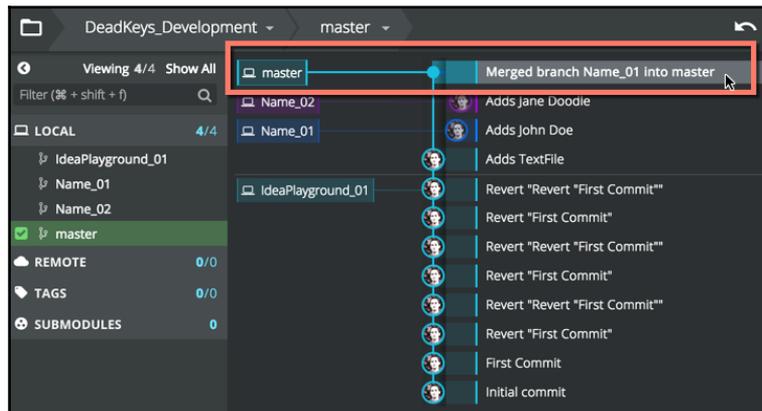
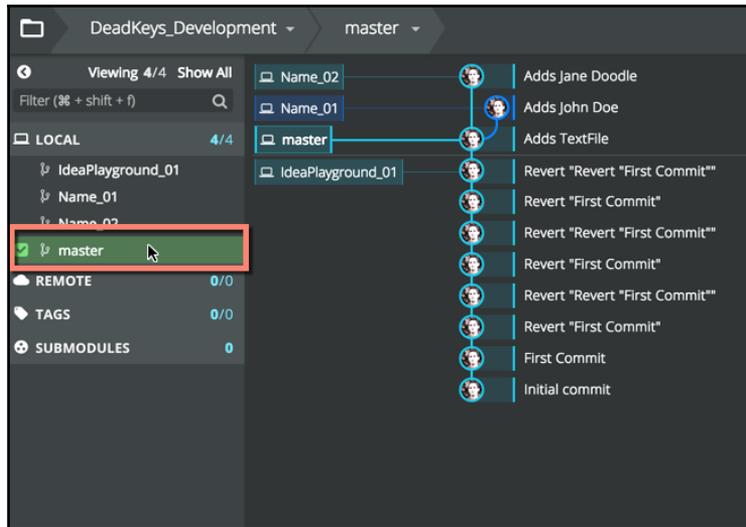


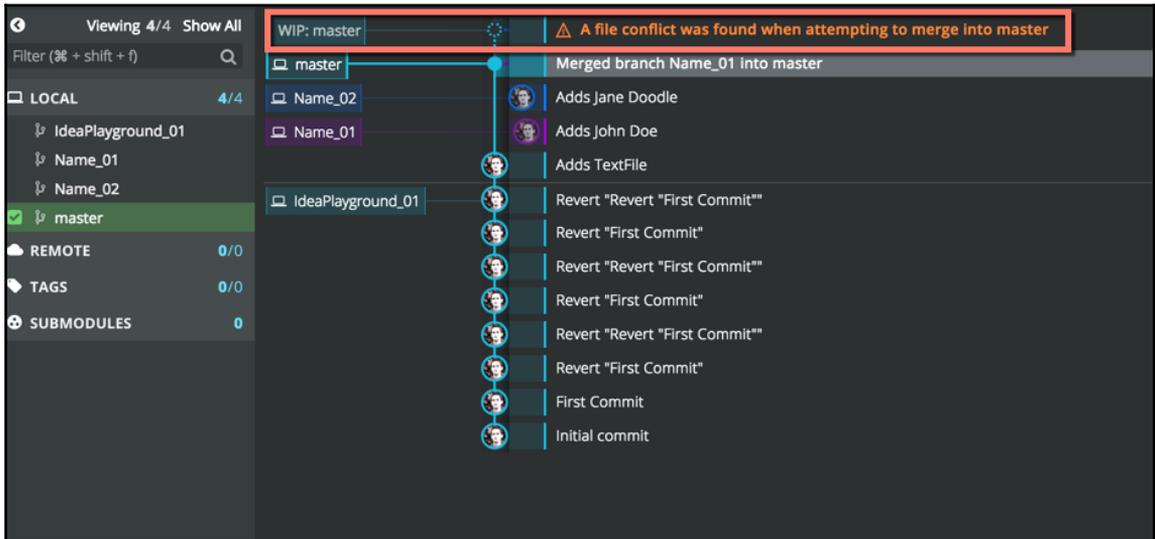
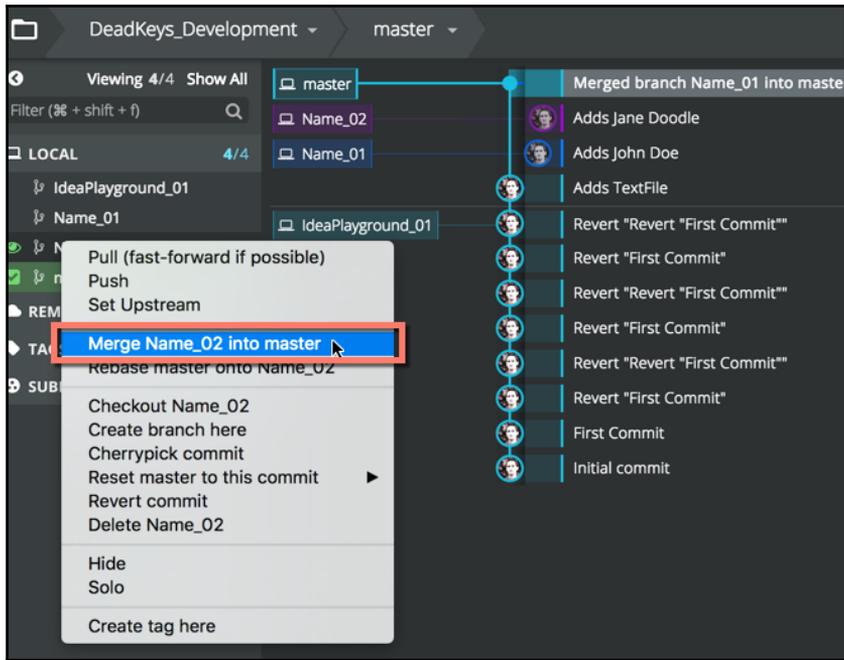


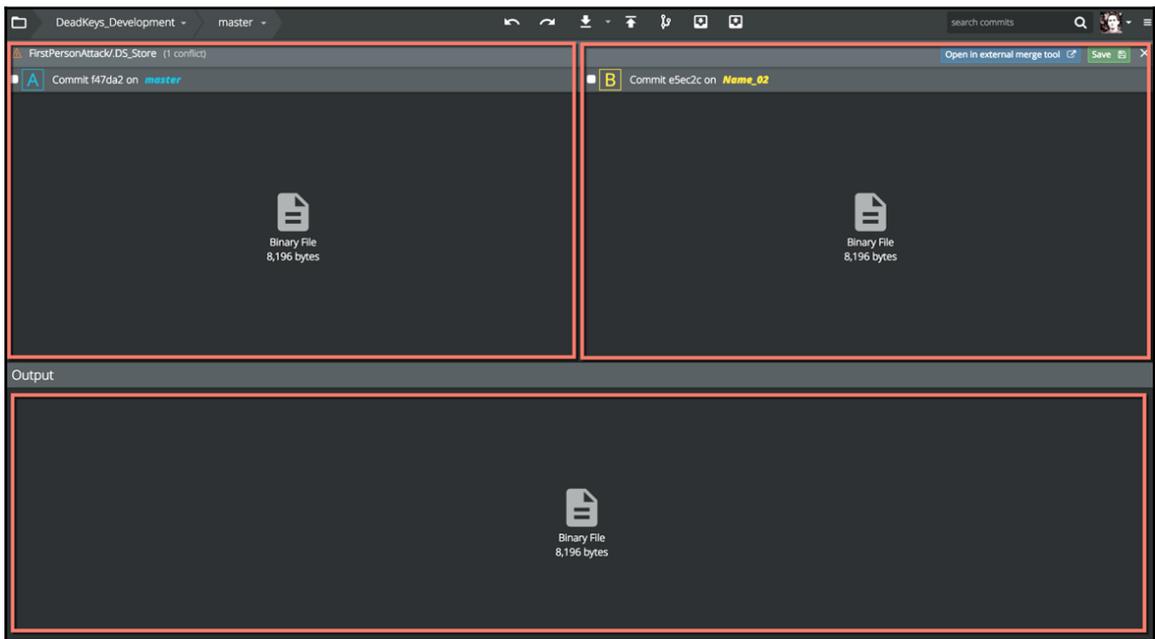
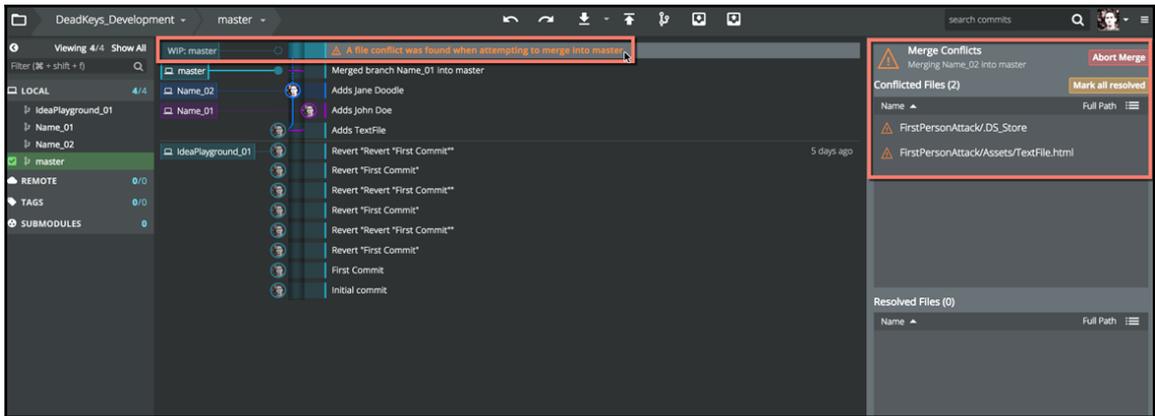


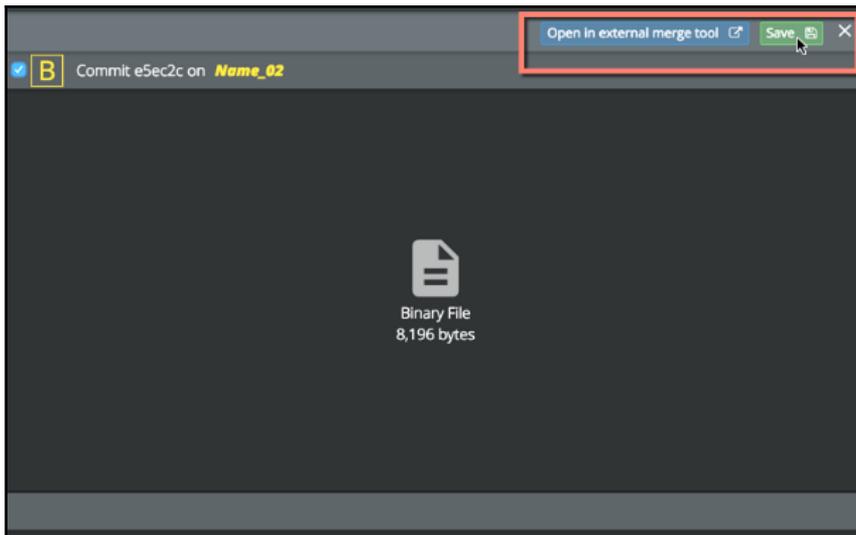
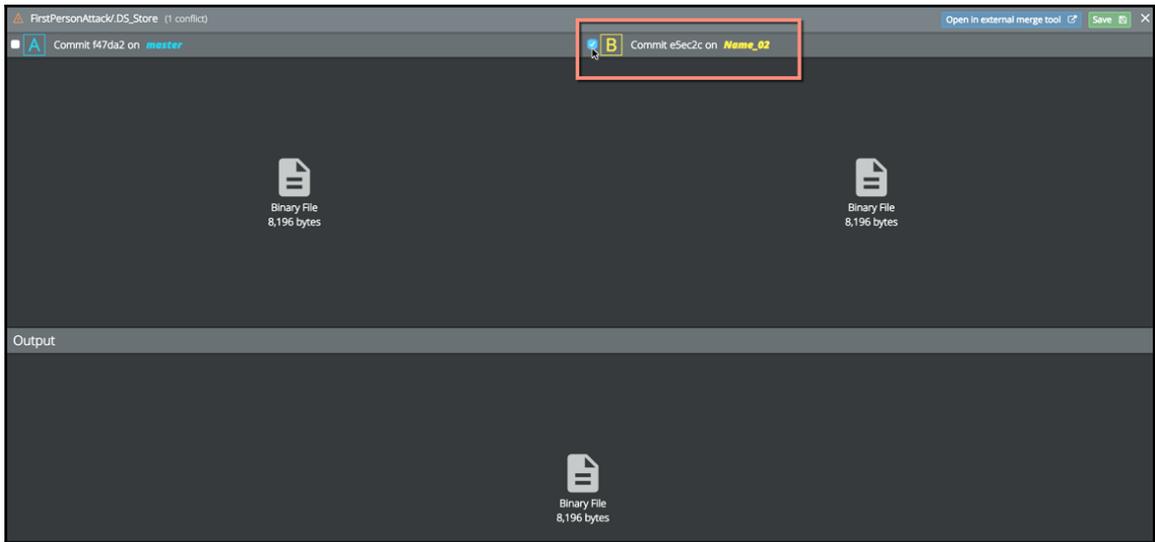












A file conflict was found when attempting to merge into master

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	

Merge Conflicts

Abort Merge

Merging Name_02 into master

Conflicted Files (1)

Mark all resolved

Name	Full Path
⚠	FirstPersonAttack/Assets/TextFile.html

1 hour ago

5 days ago

Resolved Files (1)

Full Path

Name	Full Path
✔	FirstPersonAttack/.DS_Store

Commit 147da2 on **master**

Commit e5ec2c on **Name_02**

Open in external merge tool

Save

```

1 <!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
5 <meta http-equiv="Content-Style-Type" content="text/css">
6 <title></title>
7 <meta name="Generator" content="Cocoa HTML Writer">
8 <meta name="CocoaVersion" content="1504.6">
9 <style type="text/css">
10 p.pl {margin: 0.0px 0.0px 0.0px 0.0px; line-height: 14.0px; font: 12.0px Helvetica; color: #000000}
11 span.sl {font-kerning: none}
12 </style>
13 </head>
14 <body>
15 <p class="pl"><span class="sl">This is a test file demonstrating Git Conflicts</span></p>
16 <p class="pl"><span class="sl">-</span></p>
17 </span></p>
18 <p class="pl"><span class="sl">On this line a name is specified. The name is: John Doe</span></p>
19 </body>
20 </html>
21

```

```

1 <!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
5 <meta http-equiv="Content-Style-Type" content="text/css">
6 <title></title>
7 <meta name="Generator" content="Cocoa HTML Writer">
8 <meta name="CocoaVersion" content="1504.6">
9 <style type="text/css">
10 p.pl {margin: 0.0px 0.0px 0.0px 0.0px; line-height: 14.0px; font: 12.0px Helvetica; color: #000000}
11 span.sl {font-kerning: none}
12 </style>
13 </head>
14 <body>
15 <p class="pl"><span class="sl">This is a test file demonstrating Git Conflicts</span></p>
16 <p class="pl"><span class="sl">-</span></p>
17 </span></p>
18 <p class="pl"><span class="sl">On this line a name is specified. The name is: Jane Doodle</span></p>
19 </body>
20 </html>
21

```

Output

```

1 <!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
5 <meta http-equiv="Content-Style-Type" content="text/css">
6 <title></title>
7 <meta name="Generator" content="Cocoa HTML Writer">
8 <meta name="CocoaVersion" content="1504.6">
9 <style type="text/css">
10 p.pl {margin: 0.0px 0.0px 0.0px 0.0px; line-height: 14.0px; font: 12.0px Helvetica; color: #000000; -webkit-text-stroke: #00000000}
11 span.sl {font-kerning: none}
12 </style>
13 </head>
14 <body>
15 <p class="pl">This is a test file demonstrating Git Conflicts</p>
16 <p class="pl">-</p>
17 <p class="pl">On this line a name is specified. The name is: Alan Thom</p>
18 </body>
19 </html>
20

```

```
FirstPersonAttack/Assets/TextFile.html (1 conflict)
Commit f47da2 on master
1 <!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
5 <meta http-equiv="Content-Style-Type" content="text/css">
6 <title>/title>
7 <meta name="Generator" content="Cocoa HTML Writer">
8 <meta name="CocoaVersion" content="1504.6">
9 <style type="text/css">
10 p.pl {margin: 0.0px 0.0px 0.0px 0.0px; line-height: 14.0px; font: 12.0px Helvetica; color: #000000}
11 span.s1 {font-kerning: none}
12 </style>
13 </head>
14 <body>
15 <p class="pl"><span class="s1">This is a test file demonstrating Git Conflicts</span></p>
16 <p class="pl"><span class="s1"><br>
17 </span></p>
18 <p class="pl"><span class="s1">On this line a name is specified. The name is: John Doe</span></p>
19 </body>
20 </html>
21

1 <!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
5 <meta http-equiv="Content-Style-Type" content="text/css">
6 <title>/title>
7 <meta name="Generator" content="Cocoa HTML Writer">
8 <meta name="CocoaVersion" content="1504.6">
9 <style type="text/css">
10 p.pl {margin: 0.0px 0.0px 0.0px 0.0px; line-height: 14.0px; font: 12.0px Helvetica; color: #000000; -webkit-text-stroke: #0000000}
11 span.s1 {font-kerning: none}
12 </style>
13 </head>
14 <body>
15 <p class="pl"><span class="s1">This is a test file demonstrating Git Conflicts</span></p>
16 <p class="pl"><span class="s1"><br>
17 </span></p>
18 <p class="pl"><span class="s1">On this line a name is specified. The name is: Jane Doodle</span></p>
19 </body>
20 </html>
21

Output
conflict 1 of 1
1 <!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN" "http://www.w3.org/TR/html4/strict.dtd">
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
5 <meta http-equiv="Content-Style-Type" content="text/css">
6 <title>/title>
7 <meta name="Generator" content="Cocoa HTML Writer">
8 <meta name="CocoaVersion" content="1504.6">
9 <style type="text/css">
10 p.pl {margin: 0.0px 0.0px 0.0px 0.0px; line-height: 14.0px; font: 12.0px Helvetica; color: #000000; -webkit-text-stroke: #0000000}
11 span.s1 {font-kerning: none}
12 </style>
13 </head>
14 <body>
15 <p class="pl"><span class="s1">This is a test file demonstrating Git Conflicts</span></p>
16 <p class="pl"><span class="s1"><br>
17 </span></p>
18 <p class="pl"><span class="s1">On this line a name is specified. The name is: Jane Doodle</span></p>
19 </body>
20 </html>
21
```

Resolved Files (2)

Name	Full Path
✓ FirstPersonAttack/.DS_Store	
✓ FirstPersonAttack/Assets/TextFile.html	

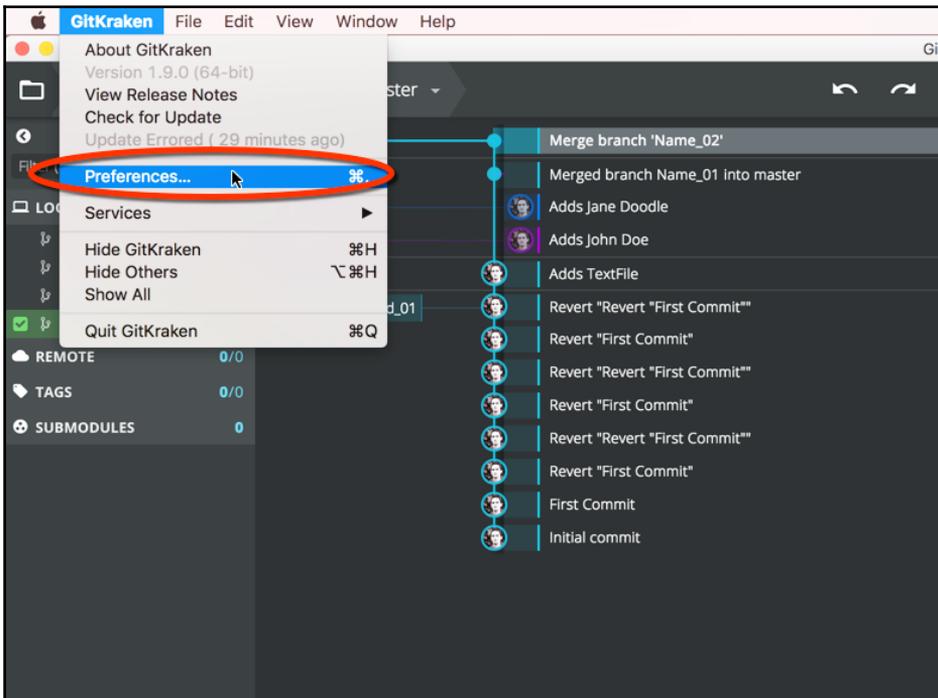
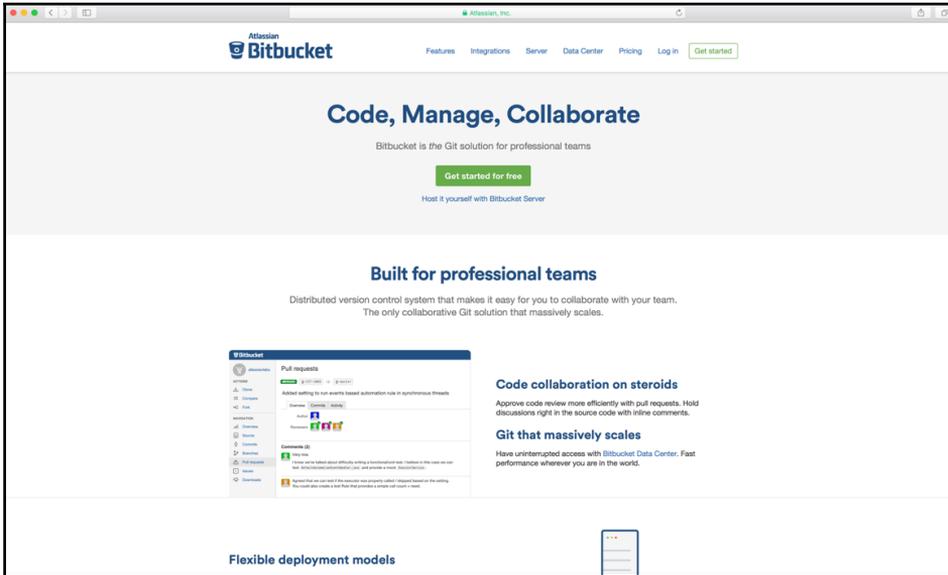
Commit Message

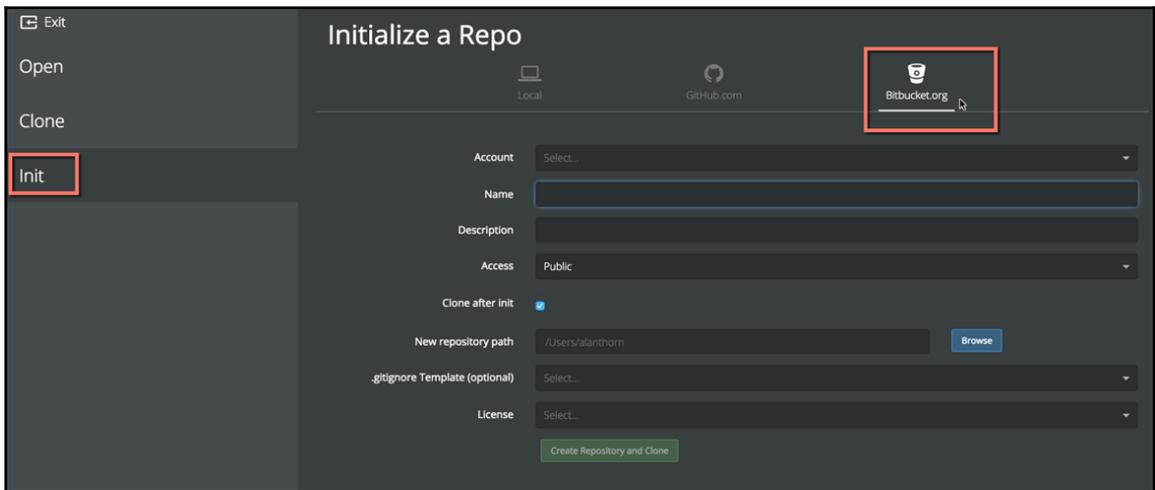
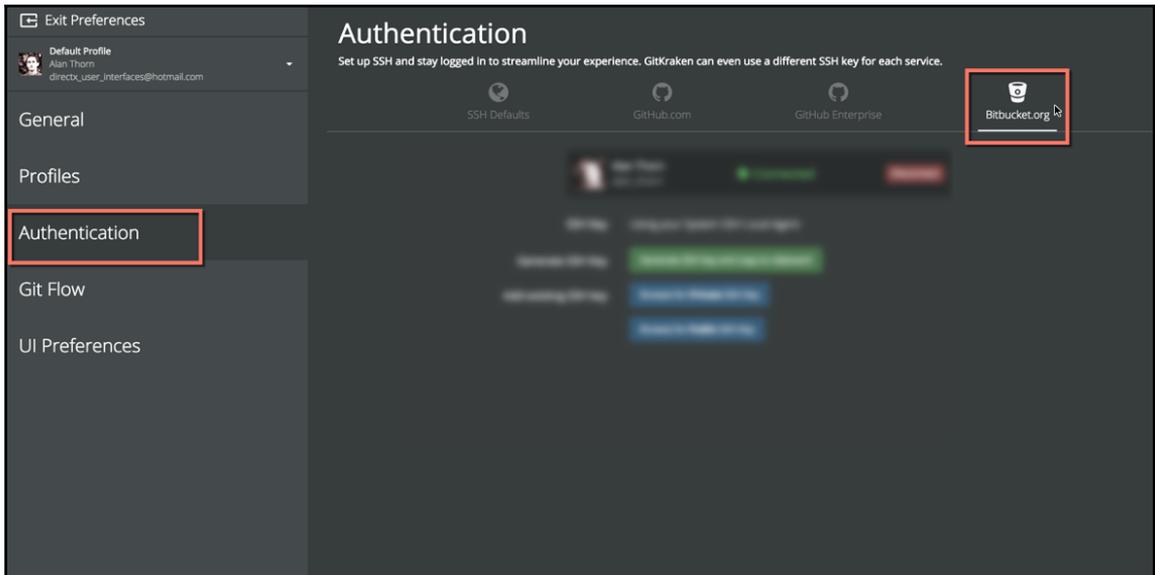
Merge branch 'Name_02'

Conflicts:

- FirstPersonAttack/.DS_Store
- FirstPersonAttack/Assets/TextFile.html

Commit and Merge Abort Merge





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

Browse

.gitignore Template (optional) Unity ✕

License

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

Browse

.gitignore Template (optional) Unity ✕

License

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 [Browse](#)

.gitignore Template (optional) Unity ✕

License Select...

[Create Repository and Clone](#)

 **Bitbucket** Teams ▾ Projects ▾ **Repositories ▾** Snippets ▾

Dashboard

Overview Repositories Pull request



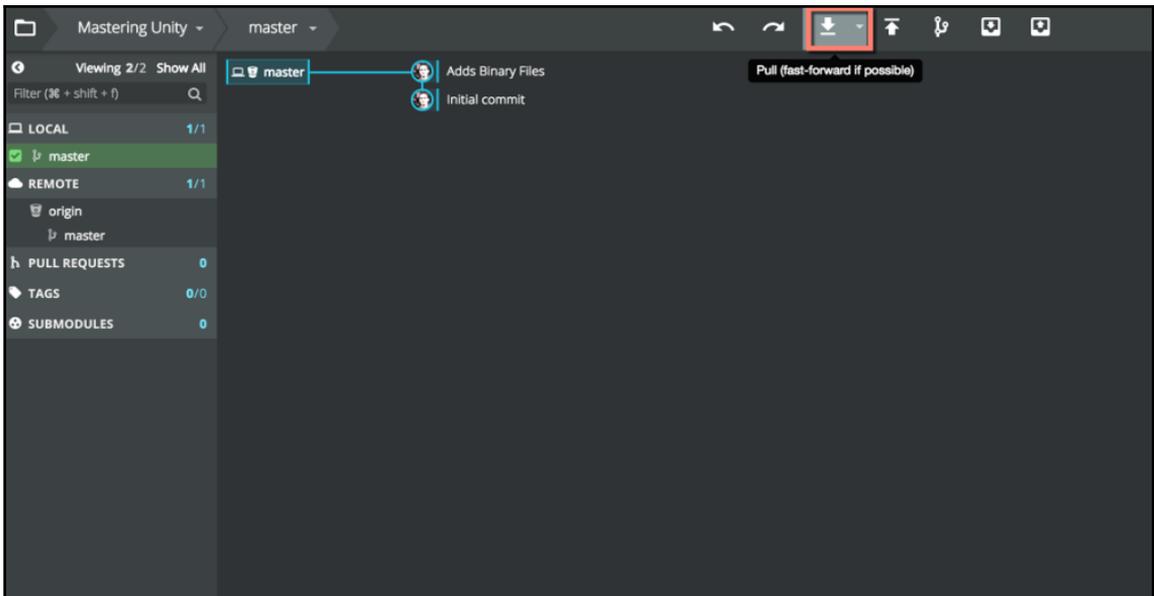
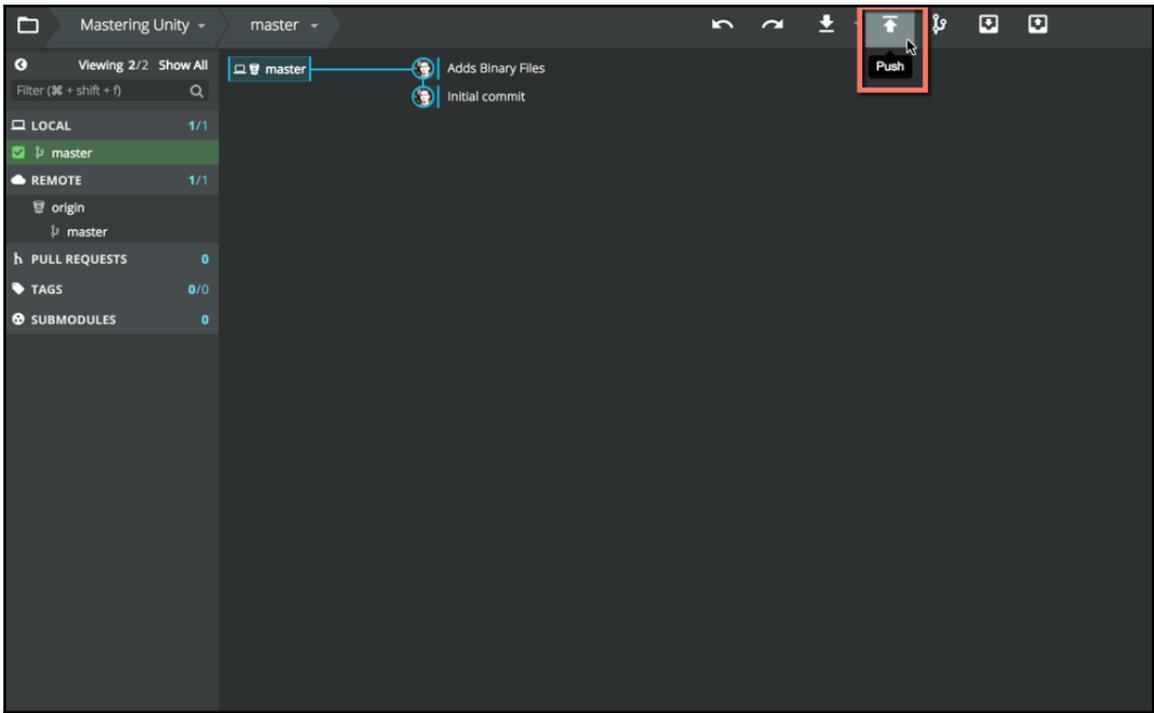
Everything's awesome!
All your pull requests and reviews are done and dusted.
[View all pull requests](#)

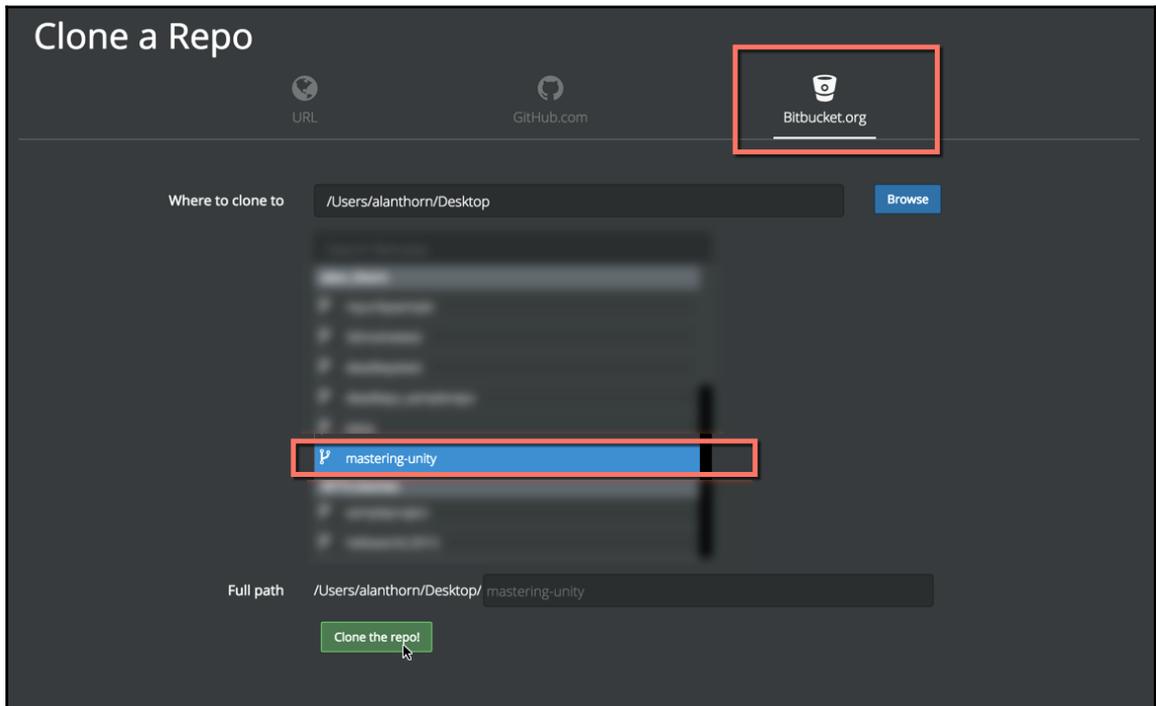
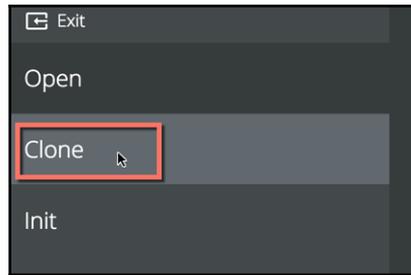
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- [...](#)

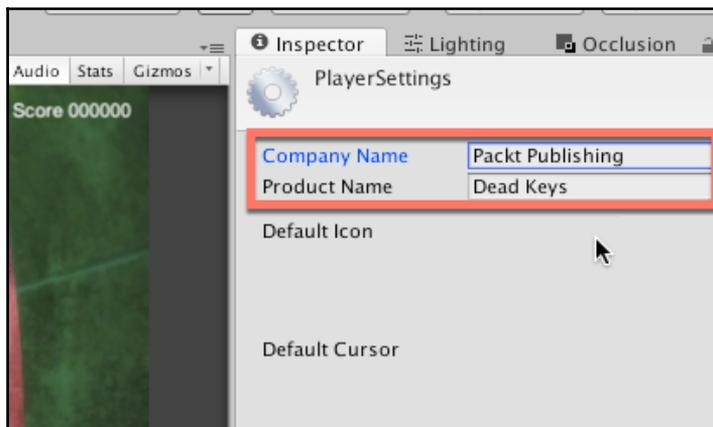
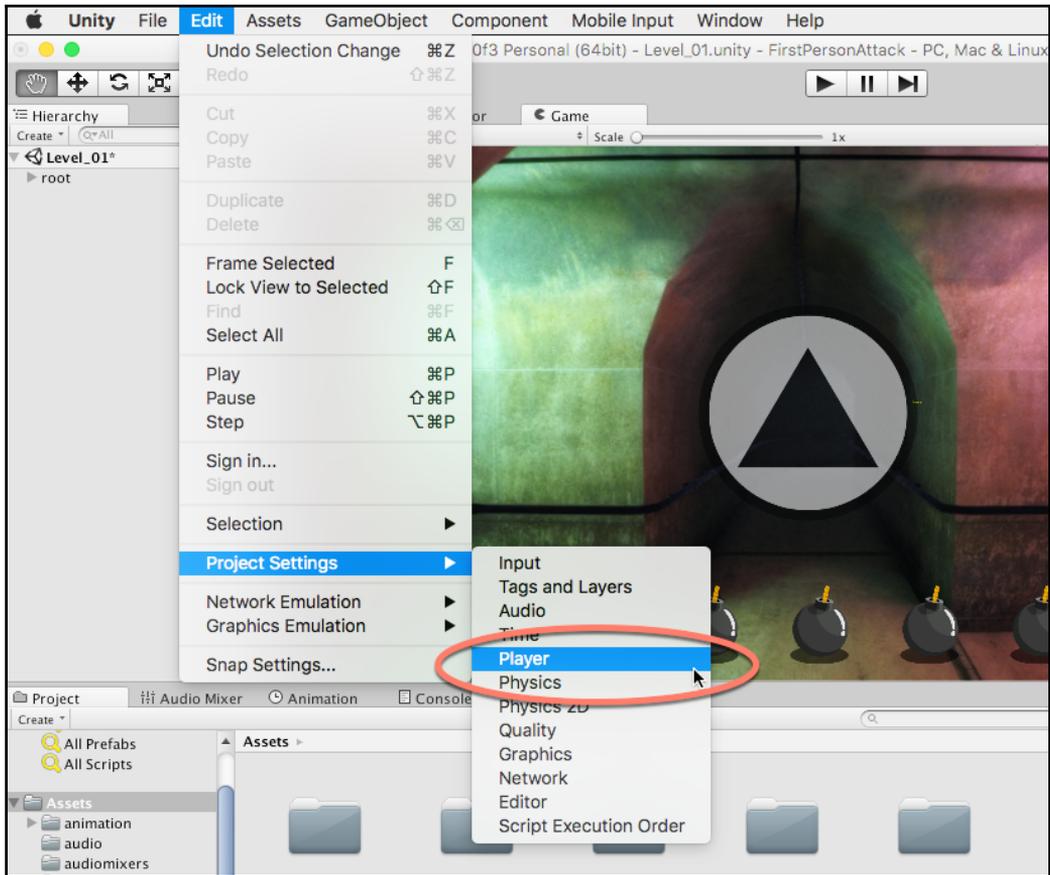
Create repository
Import repository
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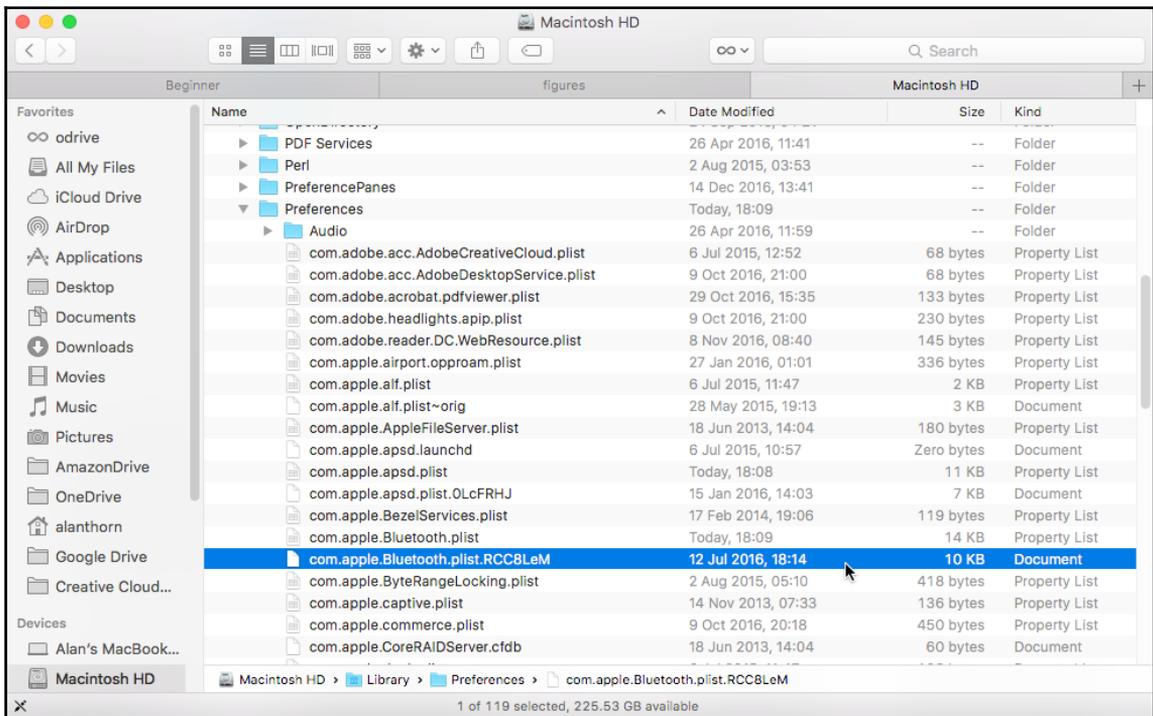
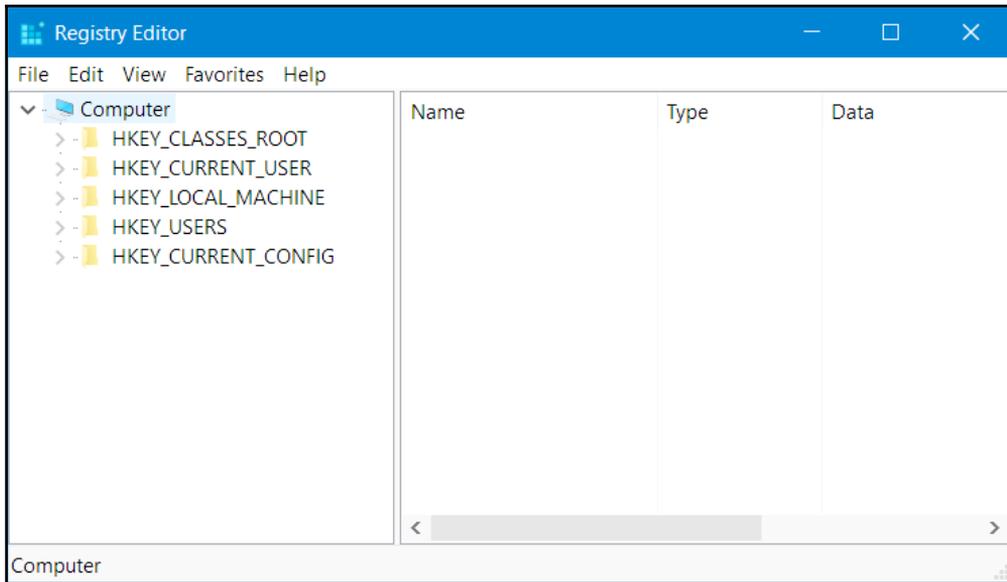




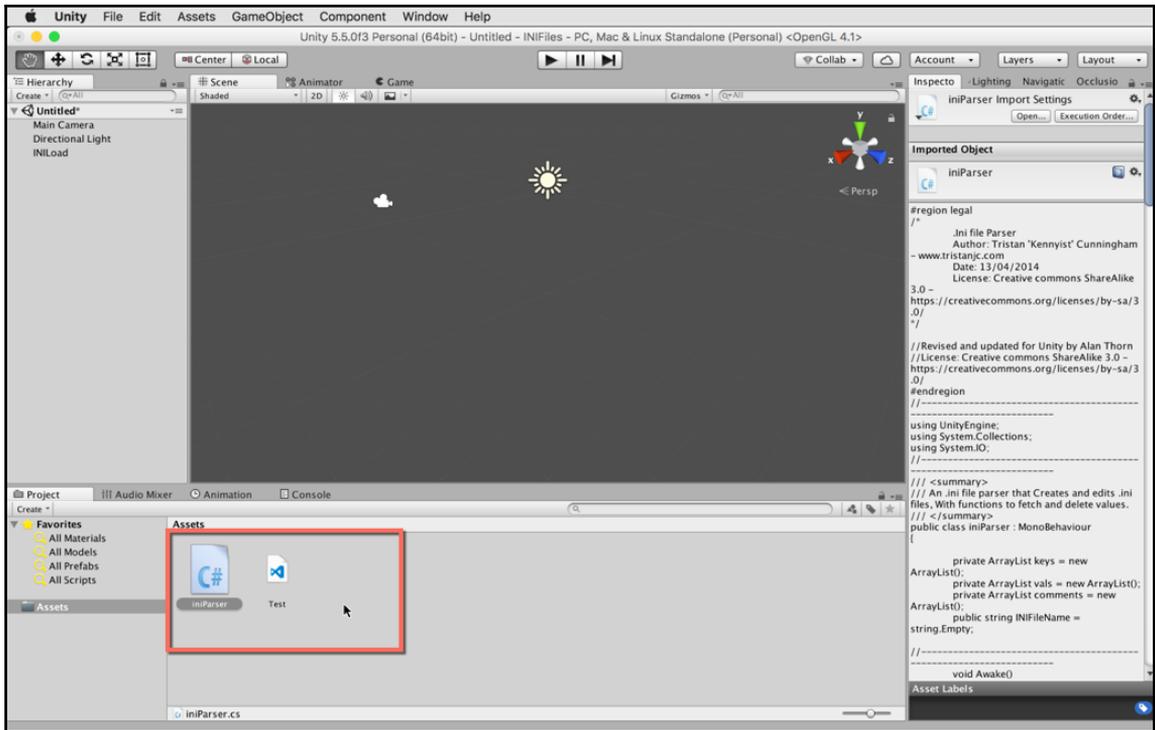
Persistent Data - Load and Save Game States

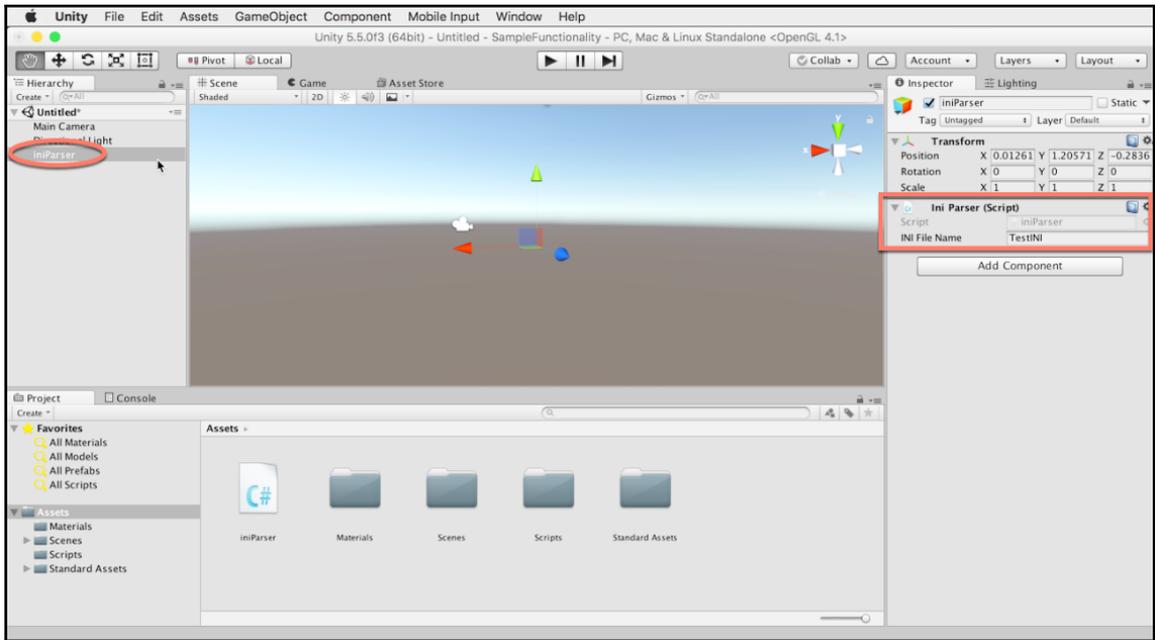


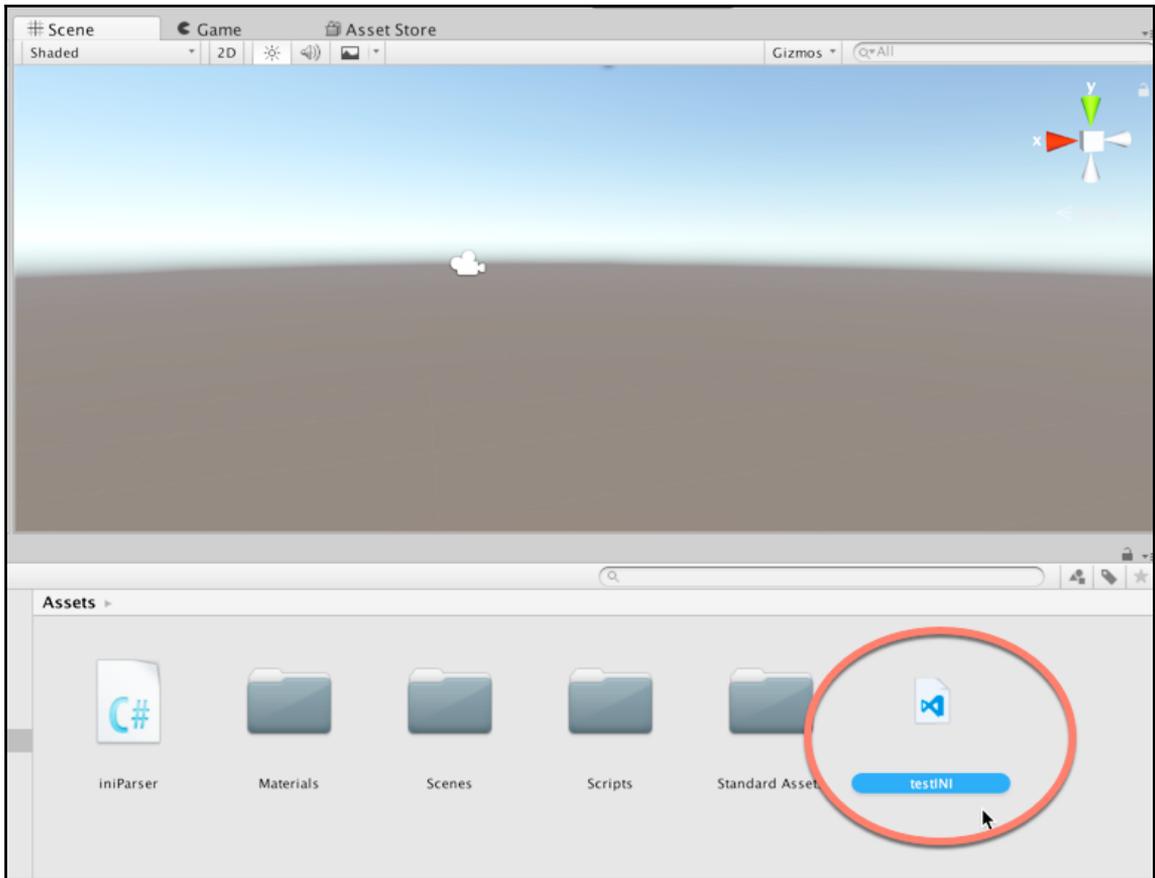


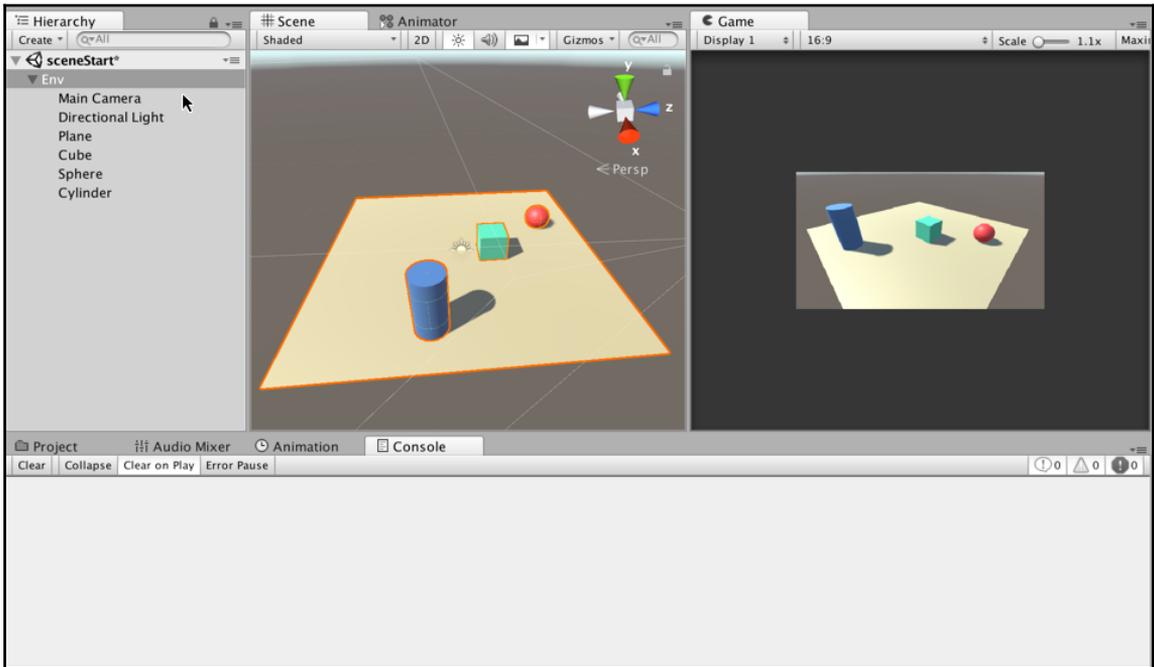
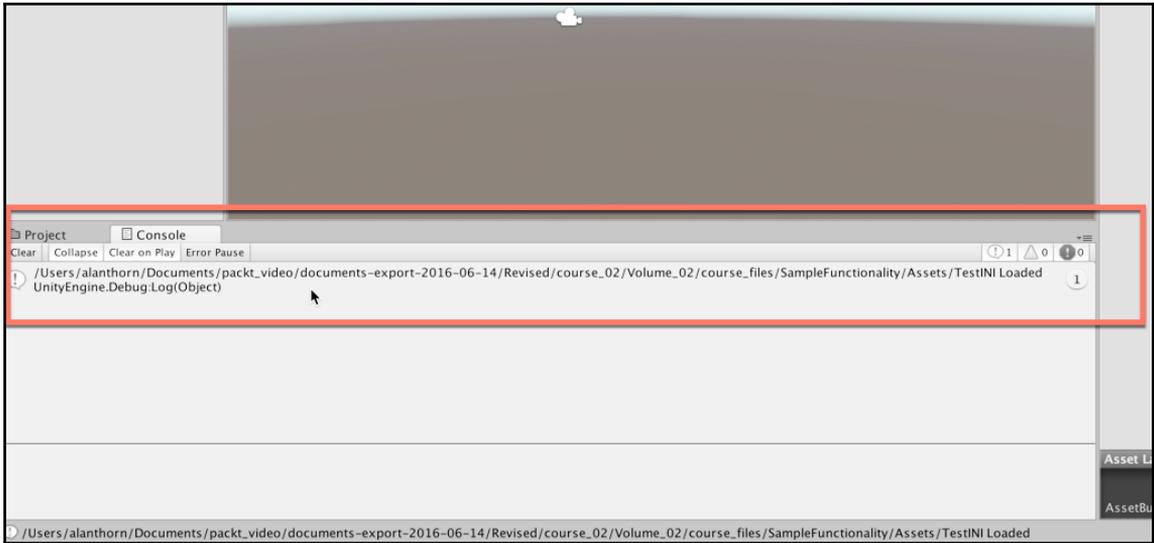


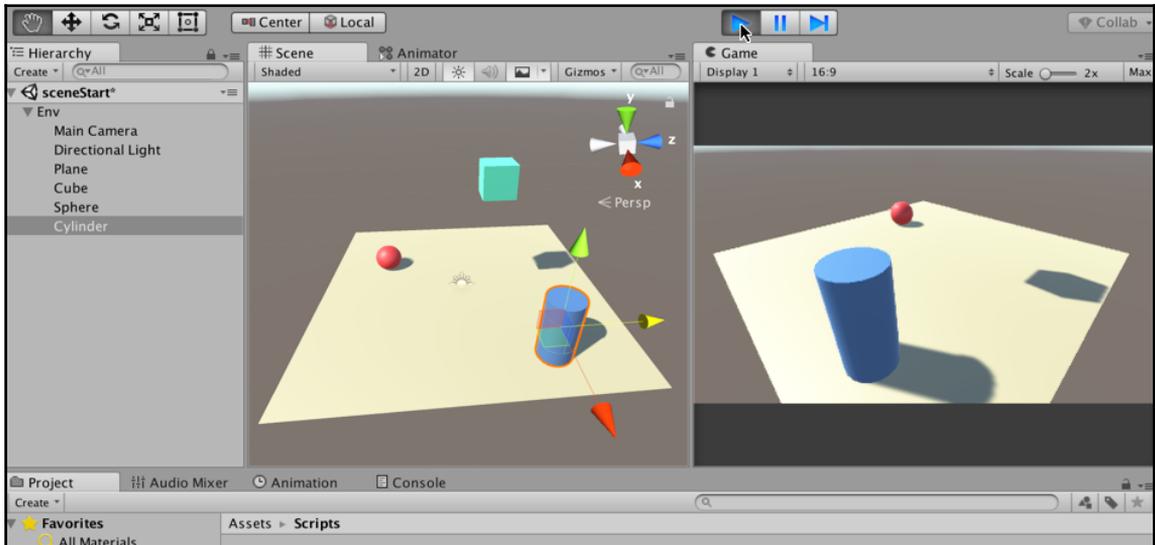
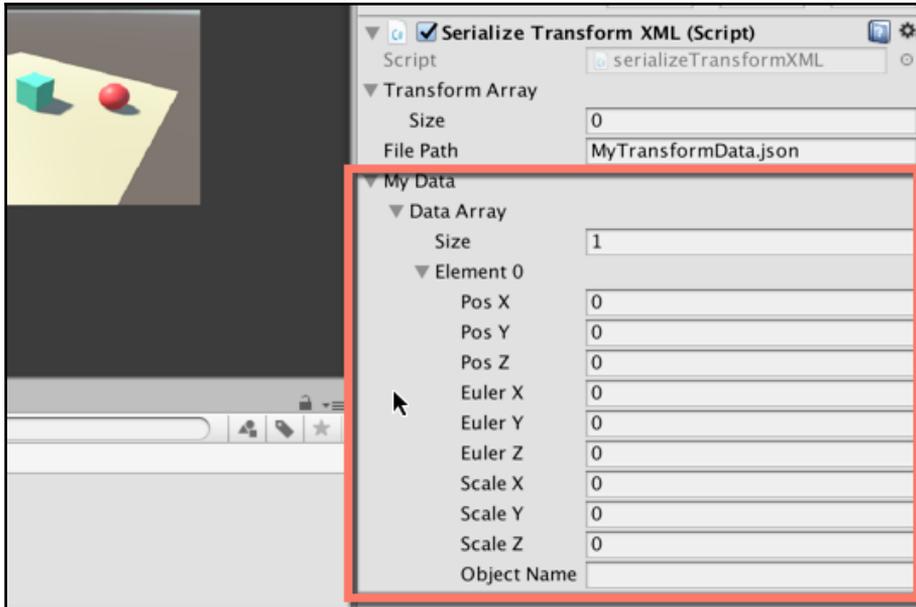
```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <!DOCTYPE plist PUBLIC "-//Apple Computer//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-
3 <plist version="1.0">
4 <dict>
5   <key>DB_Location</key>
6   <string>/var/db/BRLM.db</string>
7   <key>DB_HASH_TABLE_MAX</key>
8   <integer>4096</integer>
9   <key>DB_INIT_SIZE</key>
10  <integer>2097152</integer>
11  <key>DB_PROC_TABLE_MAX</key>
12  <integer>1000</integer>
13 </dict>
14 </plist>
15
```

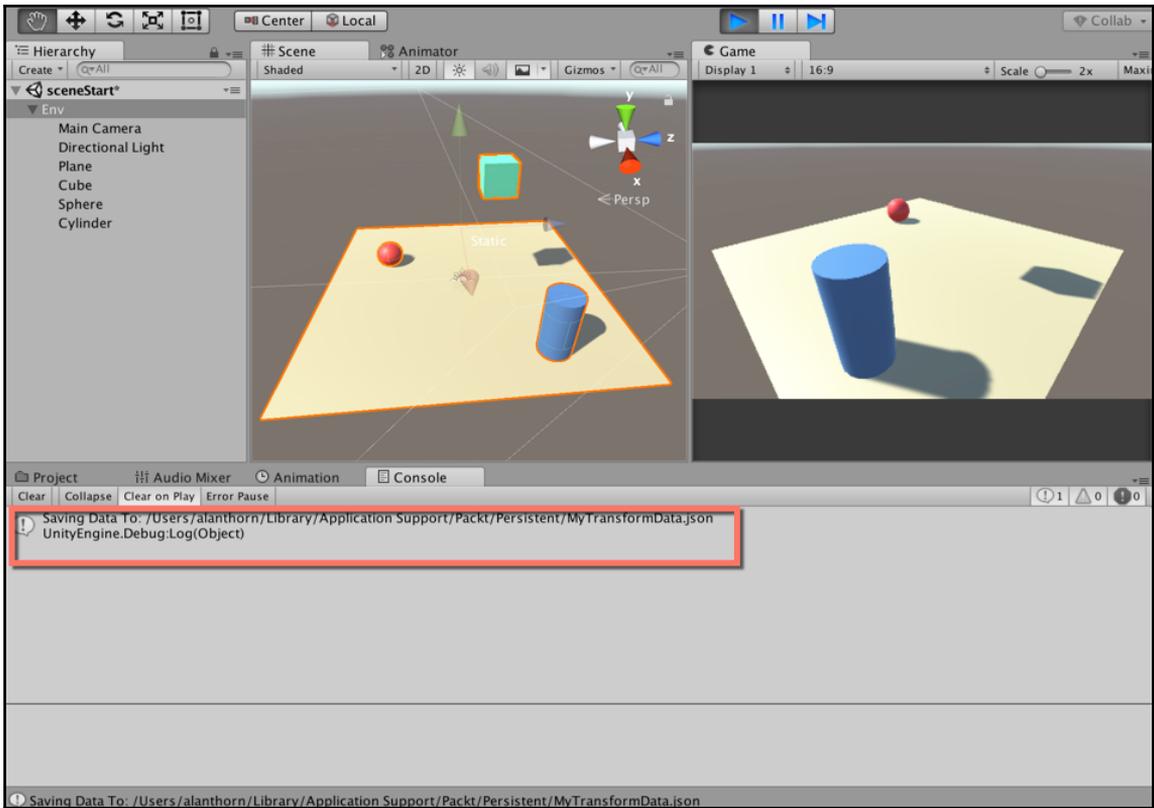


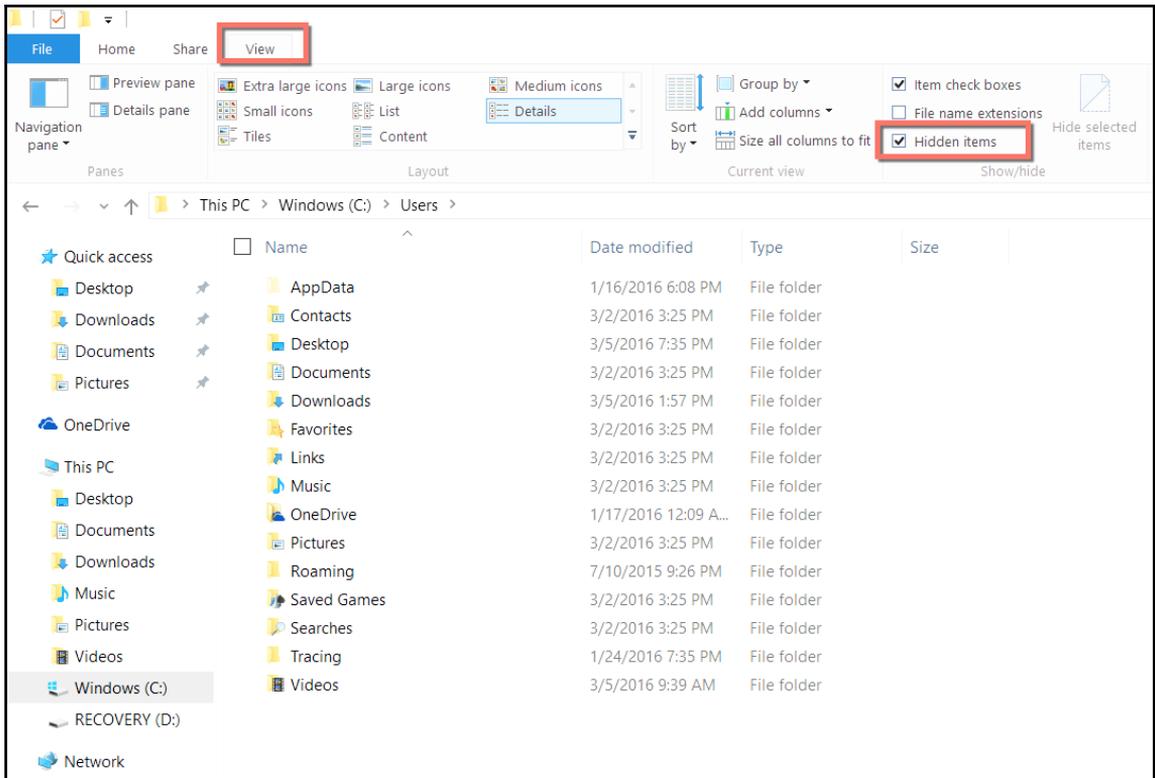


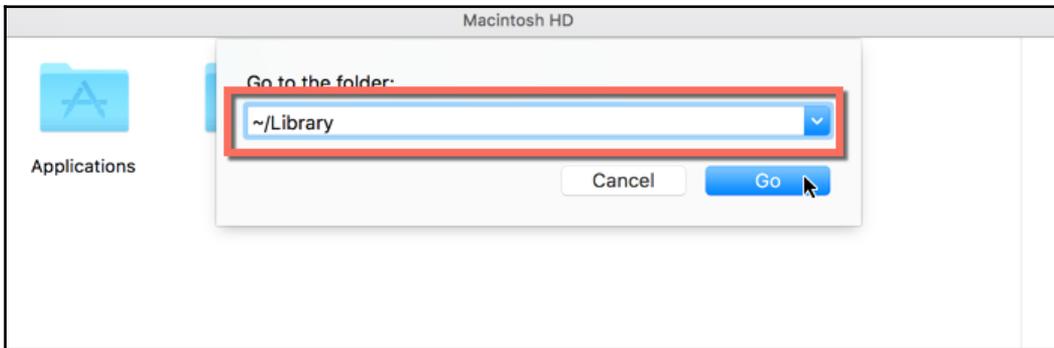
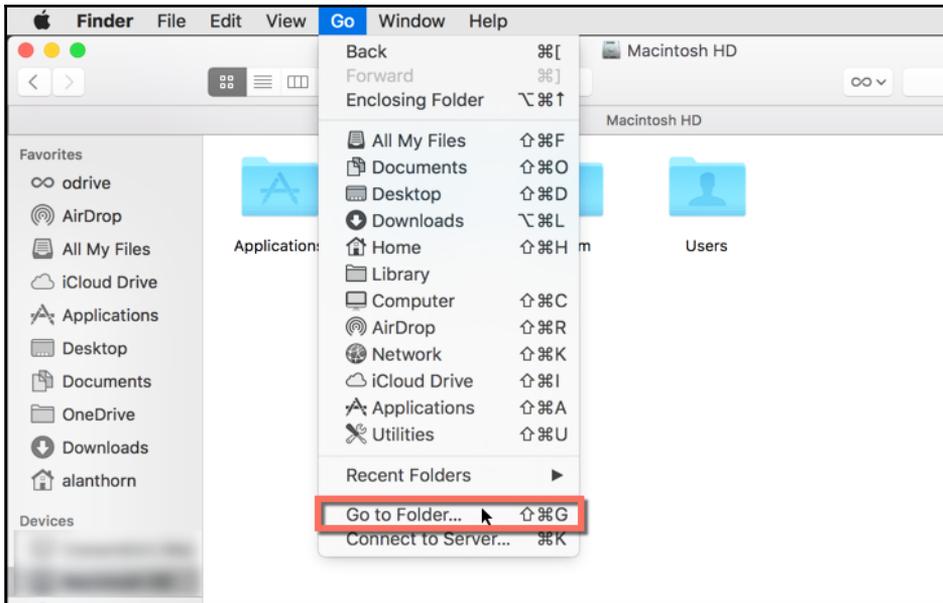


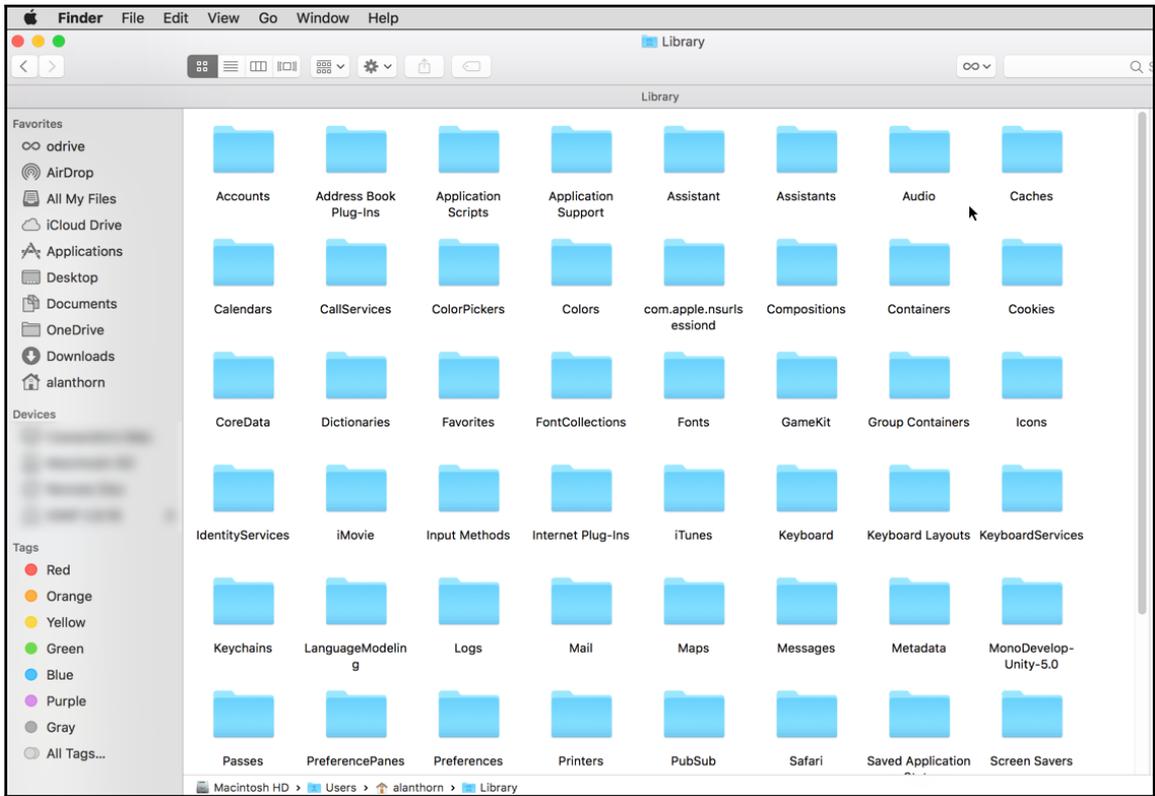


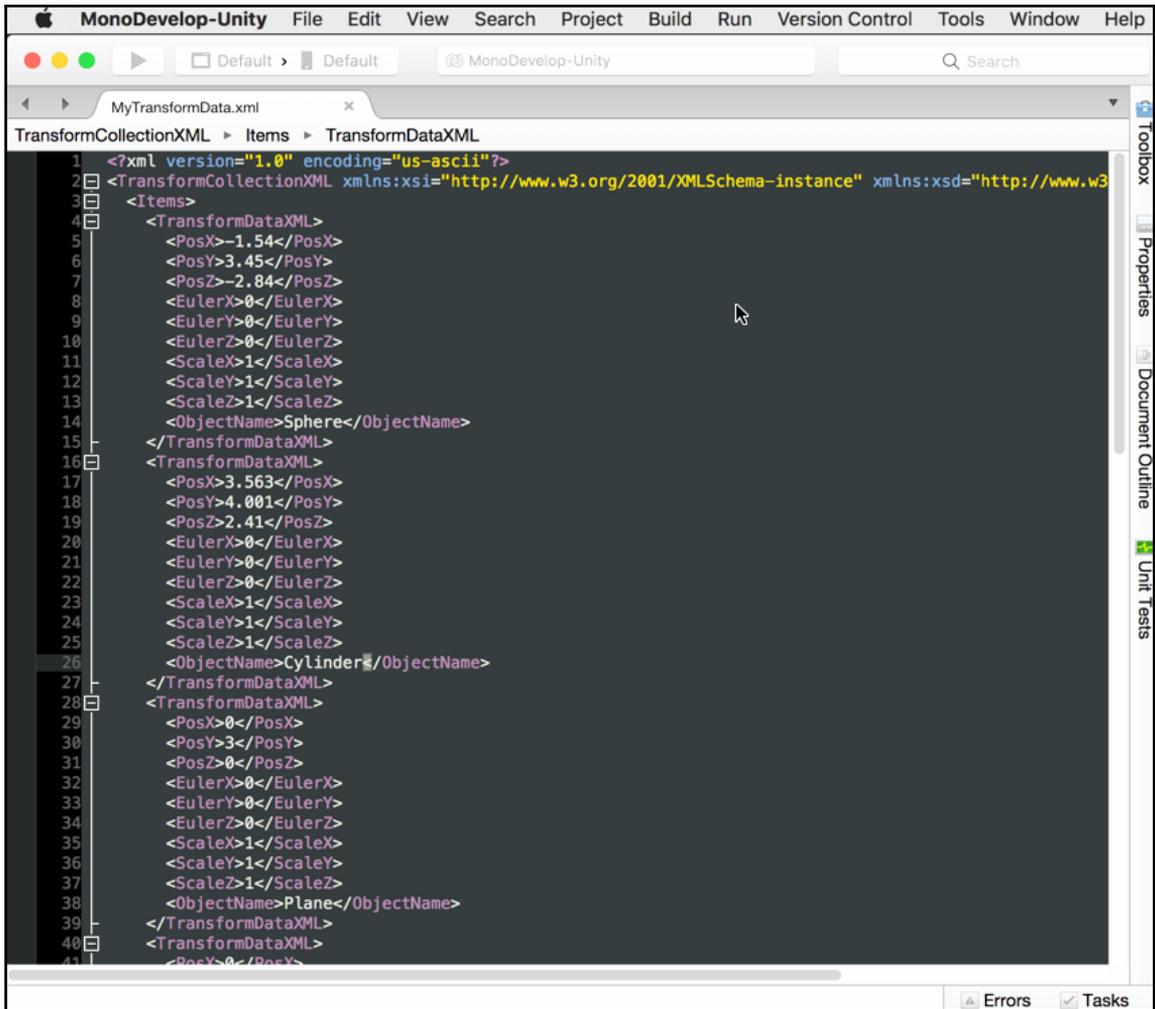




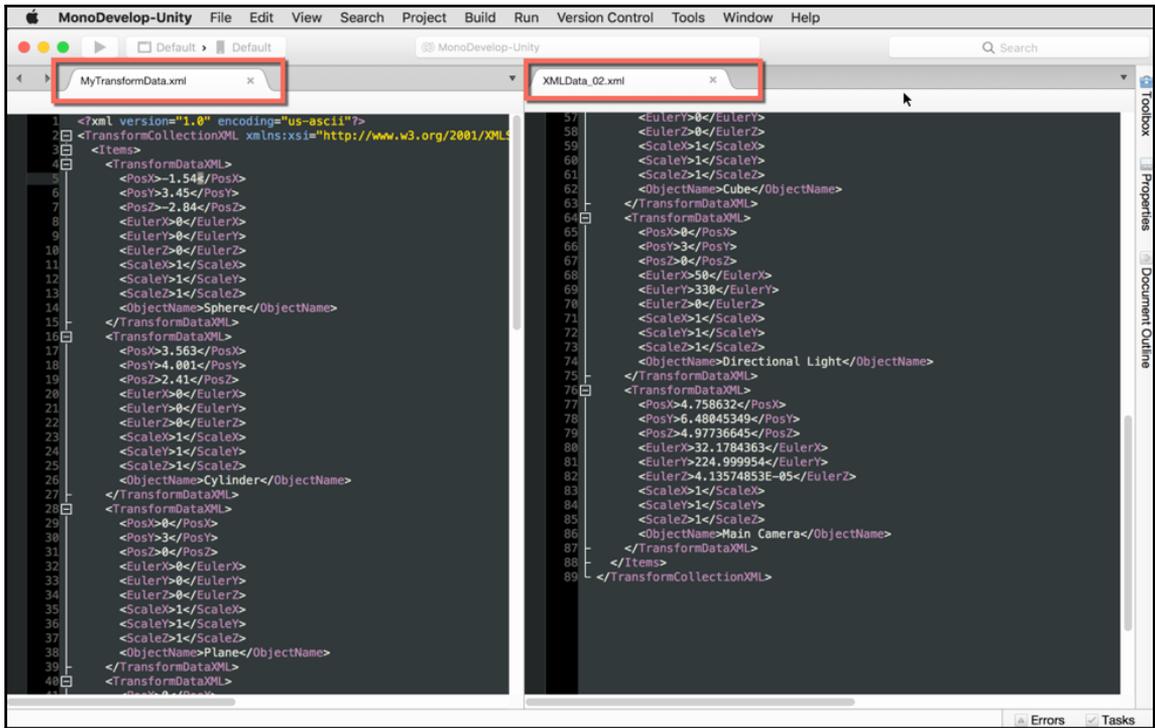


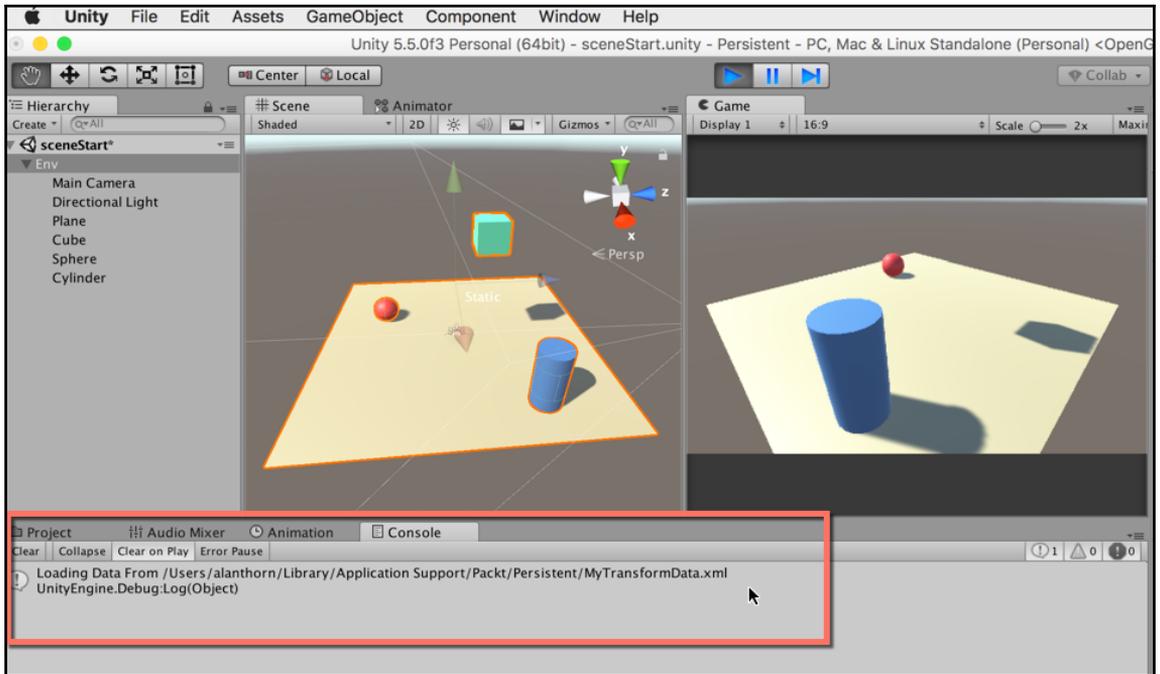






```
1 <?xml version="1.0" encoding="us-ascii"?>
2 <TransformCollectionXML xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://www.w3.org/2001
3 <Items>
4   <TransformDataXML>
5     <PosX>-1.54#/PosX>
6     <PosY>3.45#/PosY>
7     <PosZ>-2.84#/PosZ>
8     <EulerX>0#/EulerX>
9     <EulerY>0#/EulerY>
10    <EulerZ>0#/EulerZ>
11    <ScaleX>1#/ScaleX>
12    <ScaleY>1#/ScaleY>
13    <ScaleZ>1#/ScaleZ>
14    <ObjectName>Sphere</ObjectName>
15  </TransformDataXML>
16  <TransformDataXML>
17    <PosX>3.563#/PosX>
18    <PosY>4.001#/PosY>
19    <PosZ>2.41#/PosZ>
20    <EulerX>0#/EulerX>
21    <EulerY>0#/EulerY>
22    <EulerZ>0#/EulerZ>
23    <ScaleX>1#/ScaleX>
24    <ScaleY>1#/ScaleY>
25    <ScaleZ>1#/ScaleZ>
26    <ObjectName>Cylinder</ObjectName>
27  </TransformDataXML>
28  <TransformDataXML>
29    <PosX>0#/PosX>
30    <PosY>3#/PosY>
31    <PosZ>0#/PosZ>
```





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SimpleJSON

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- 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)[O](#)[P](#)[l](#)[e](#)[s](#)[s](#)

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.

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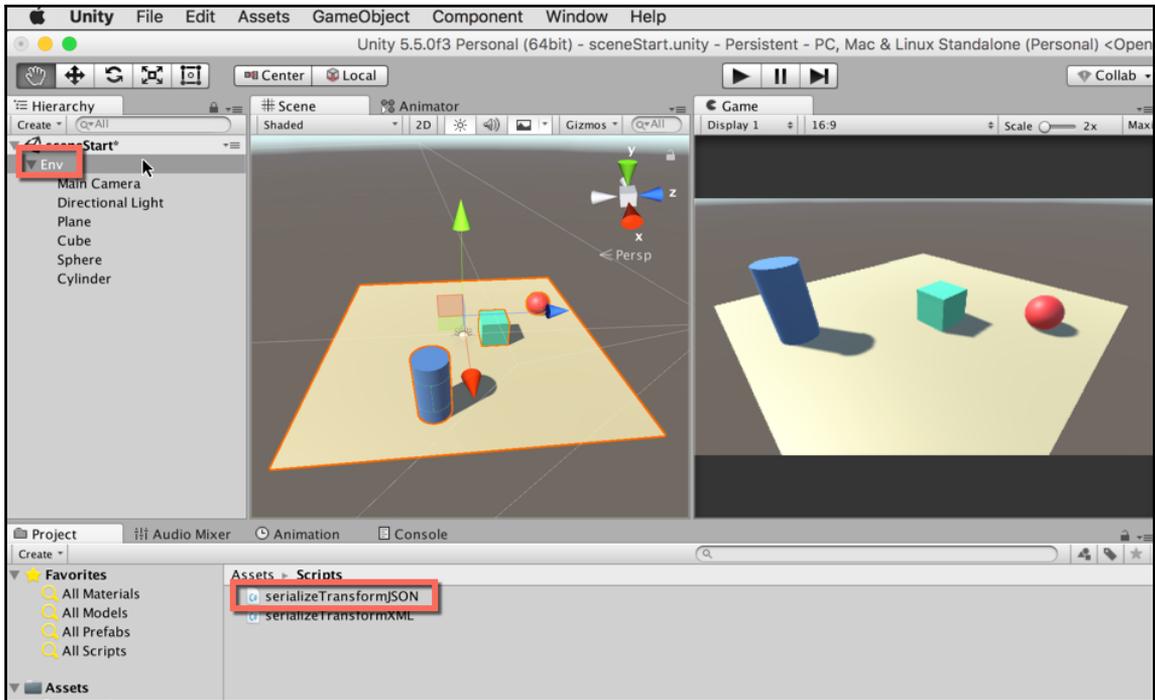
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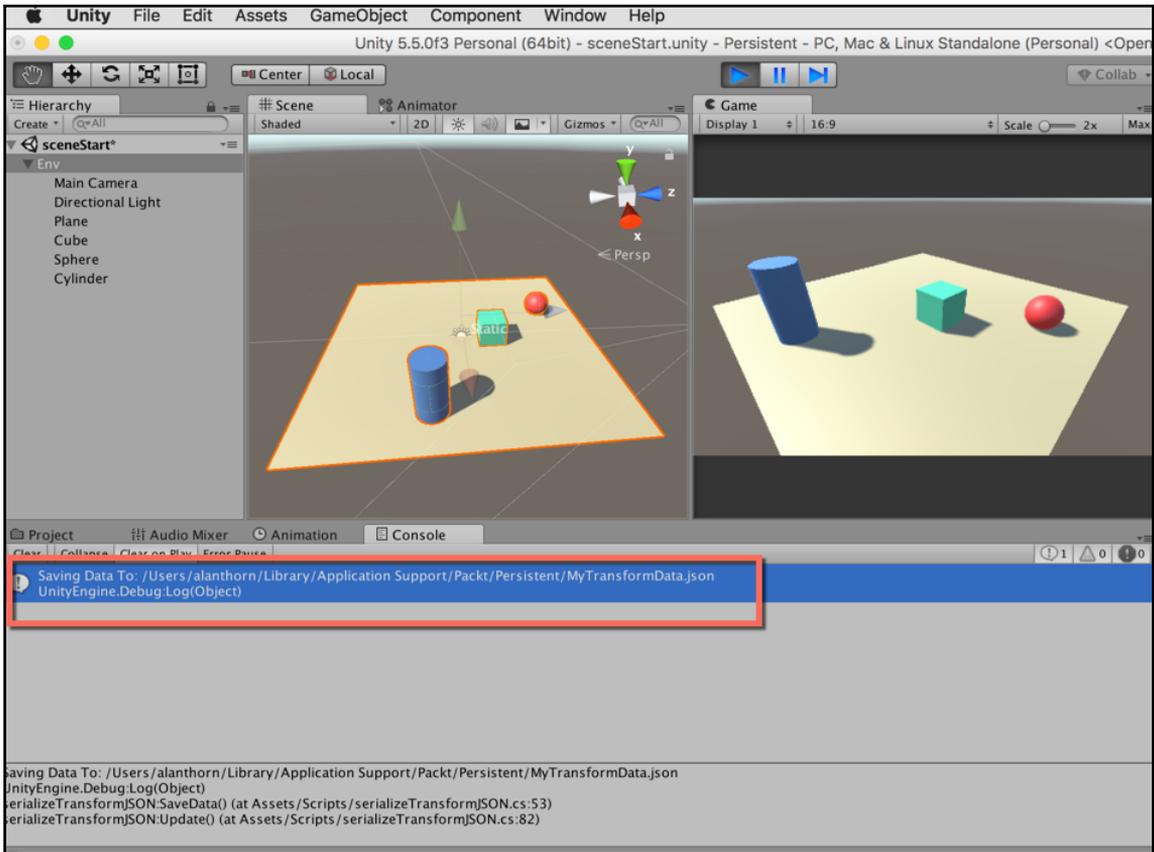
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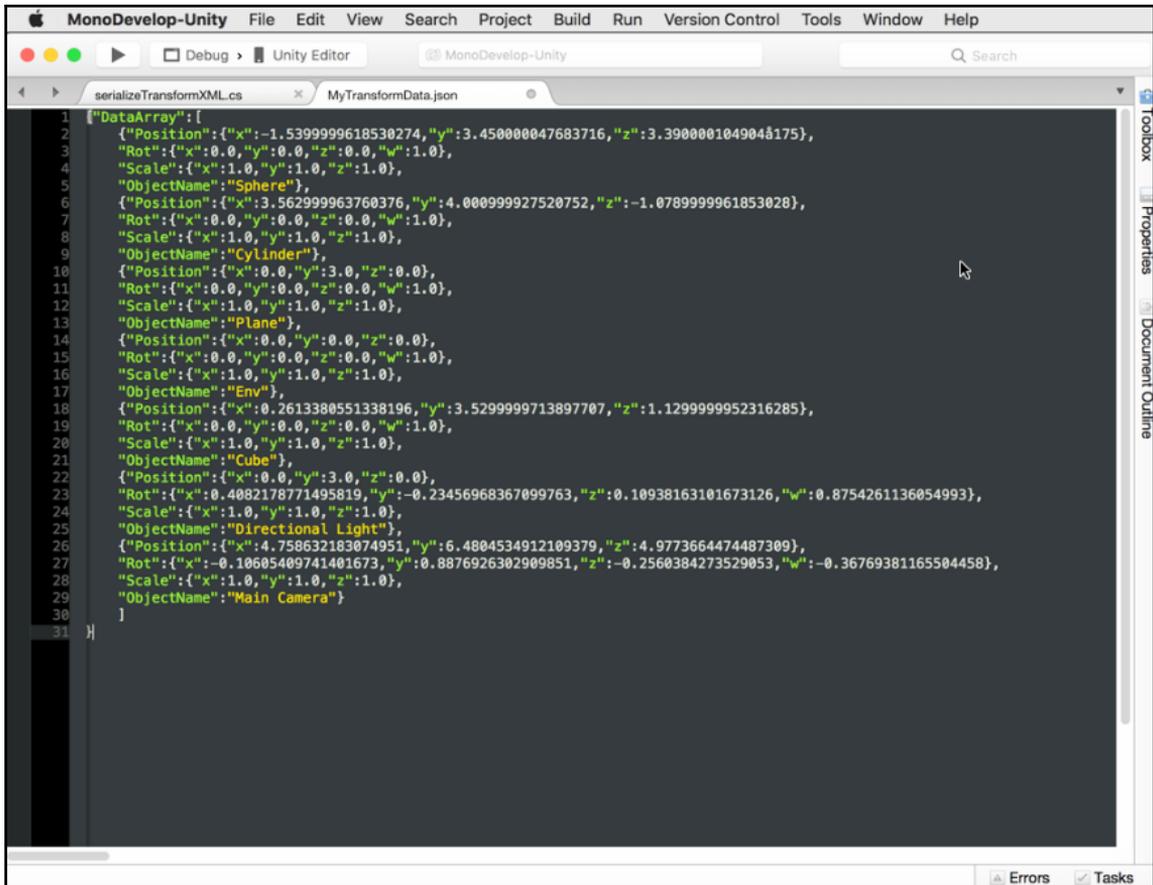
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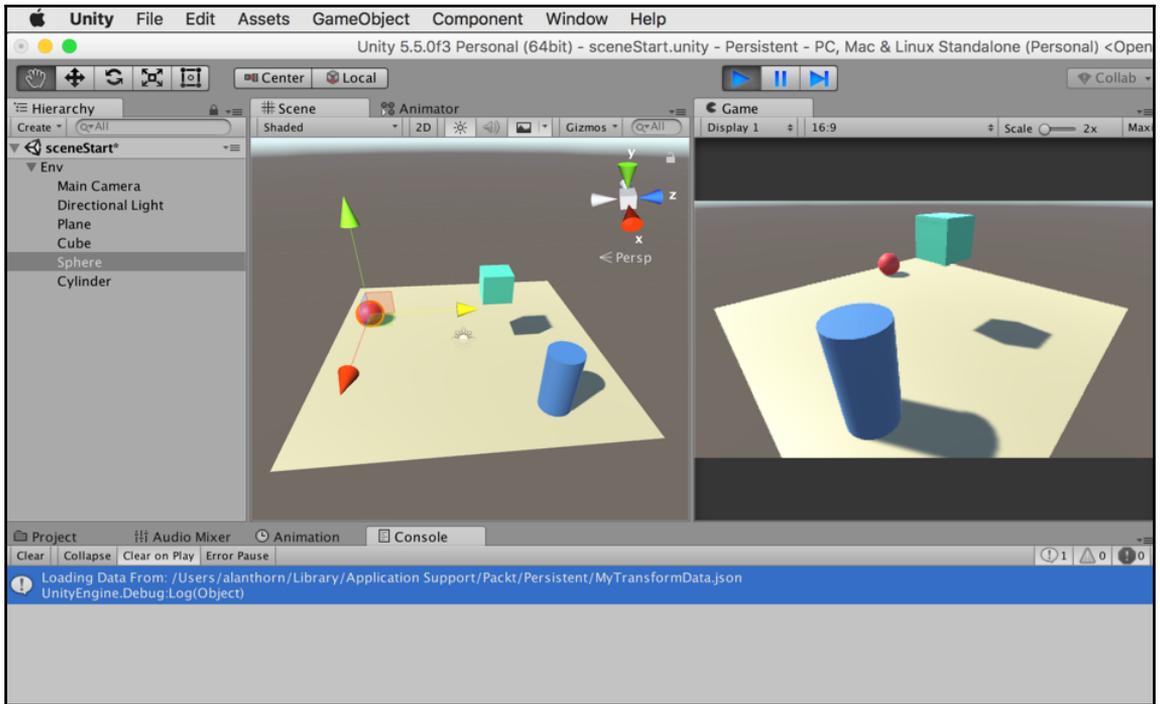
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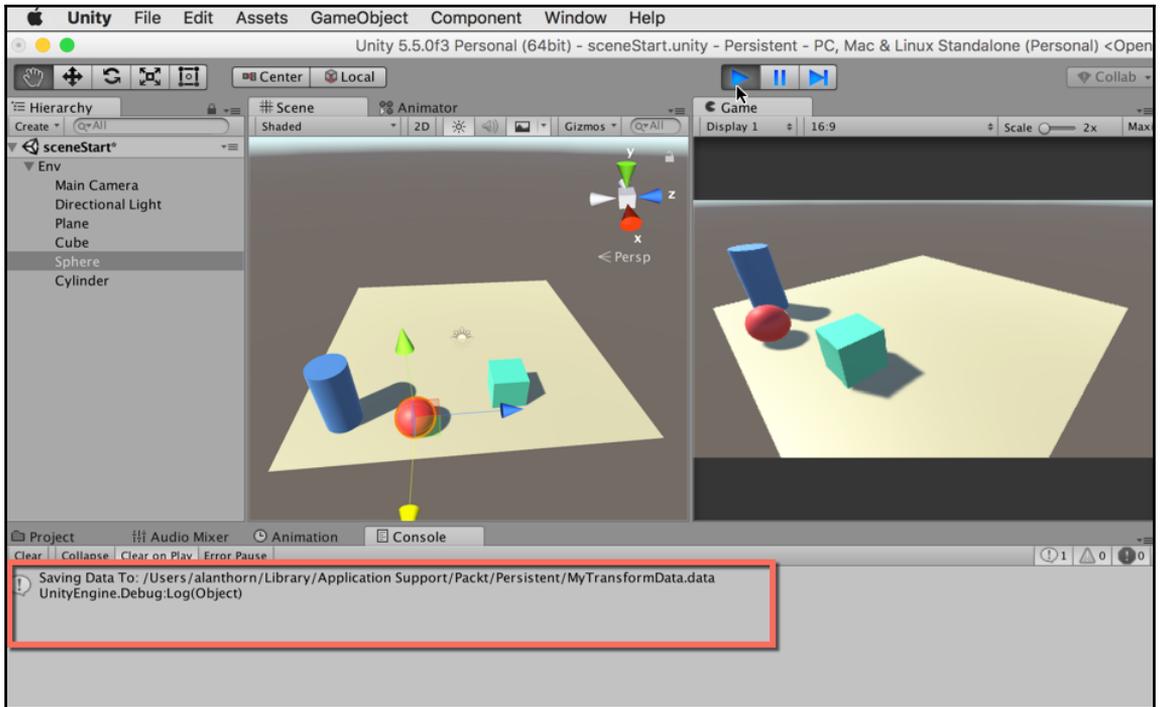
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- Permanent link

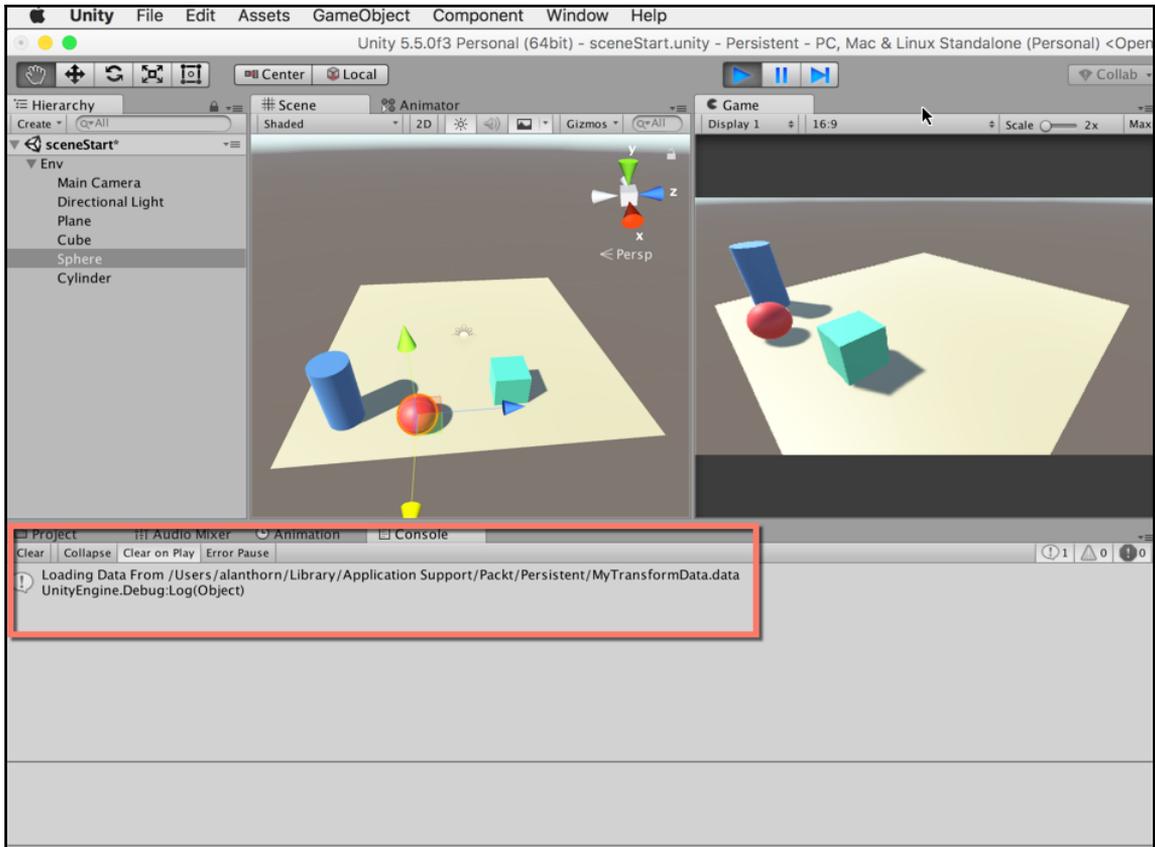


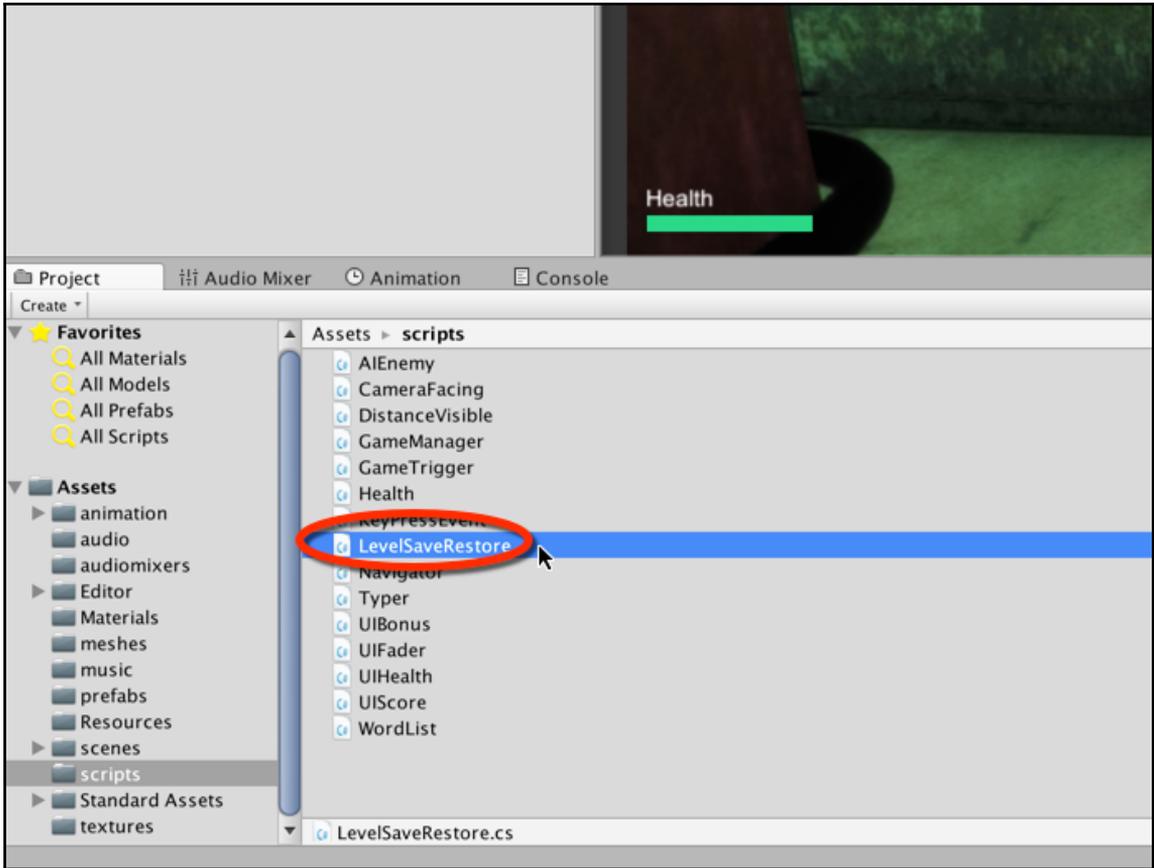


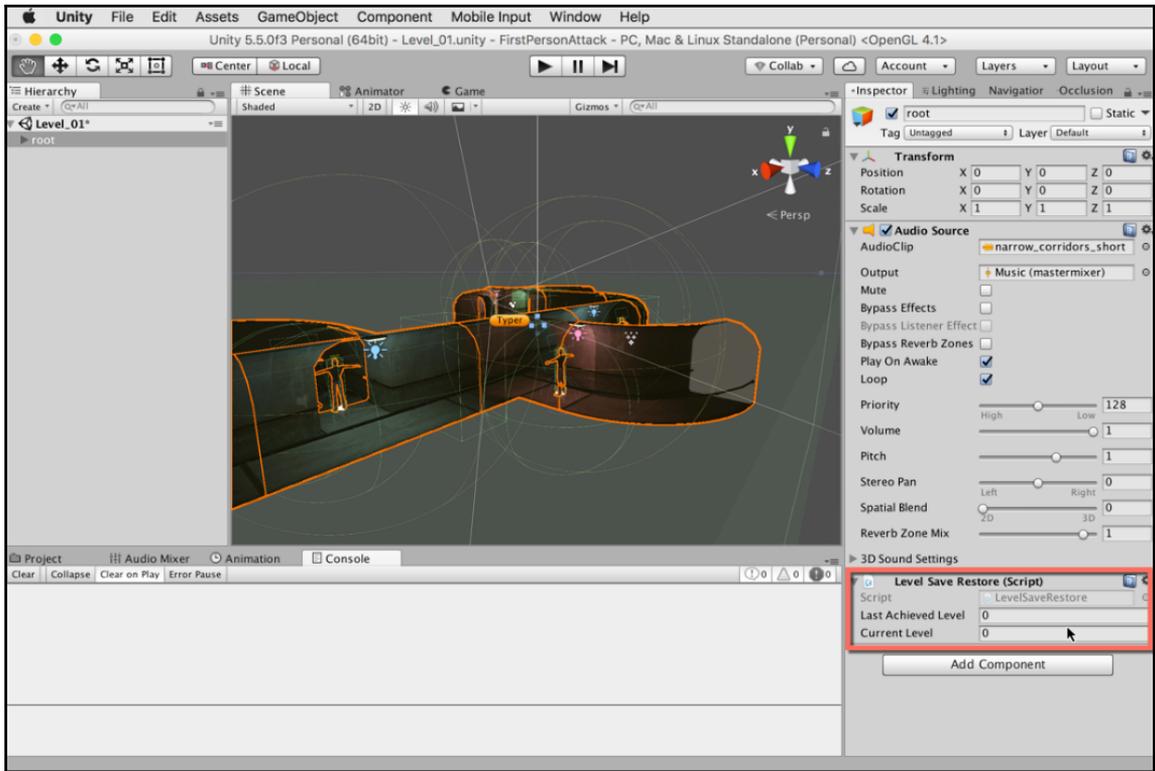


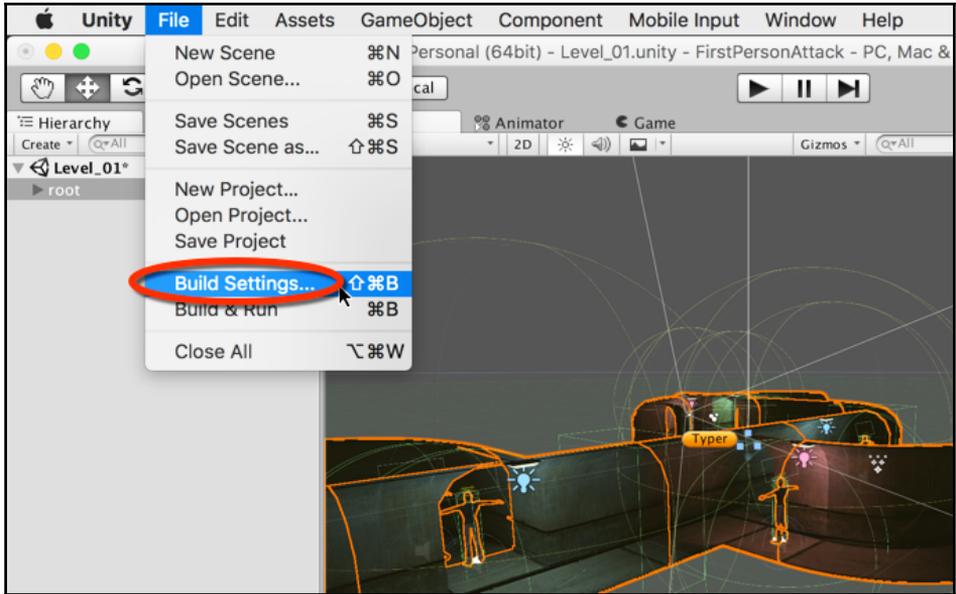


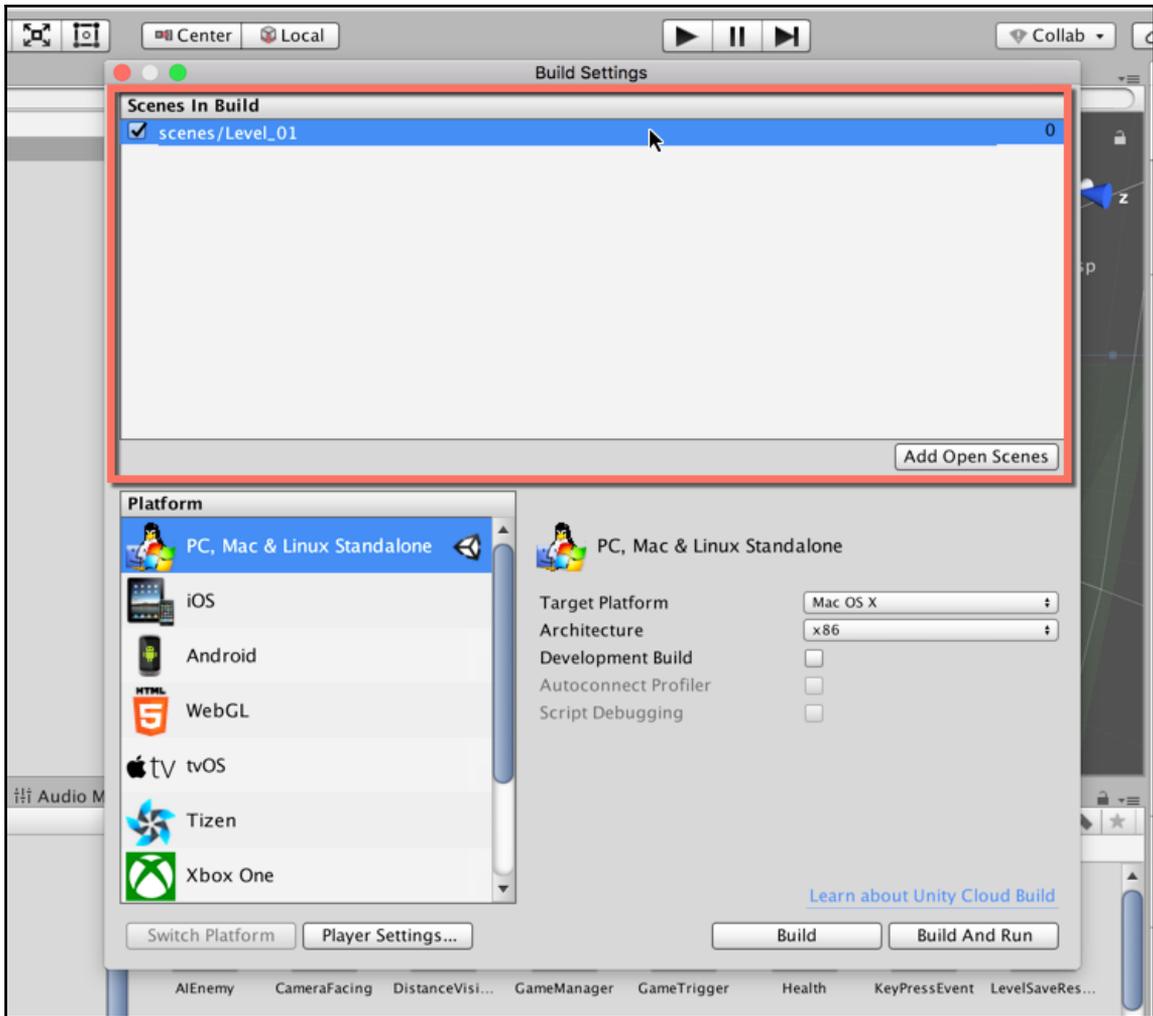






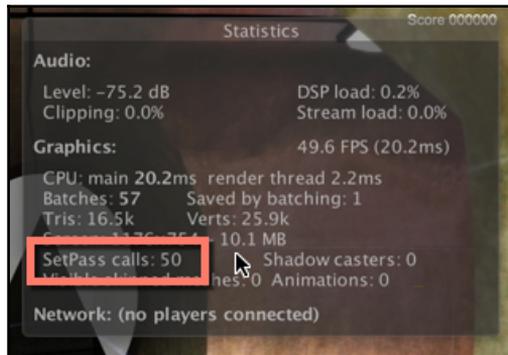


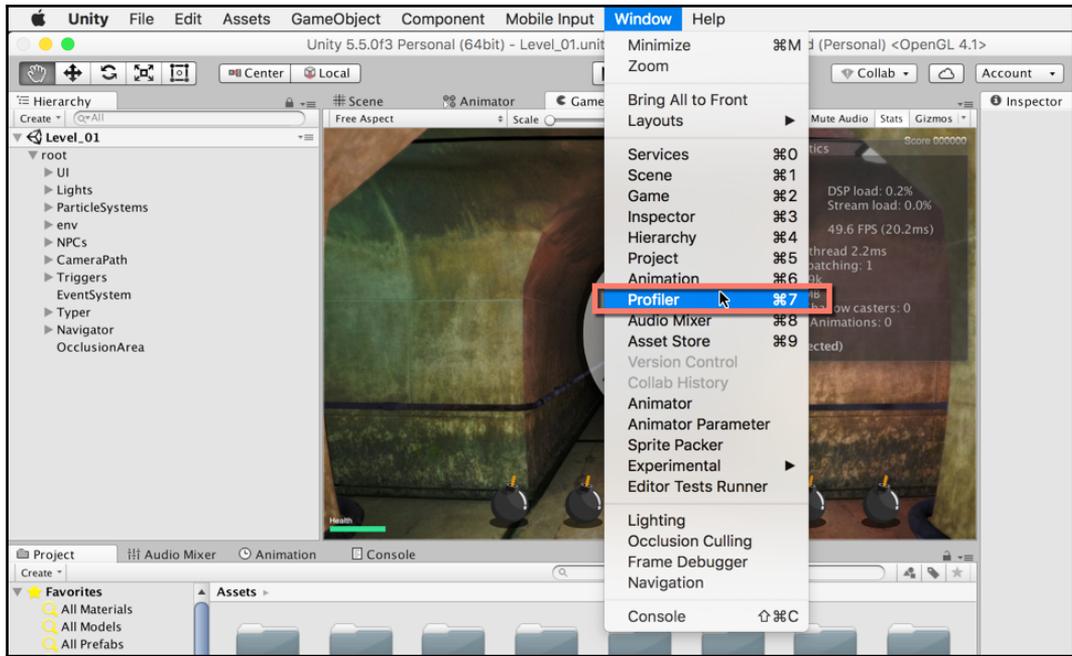


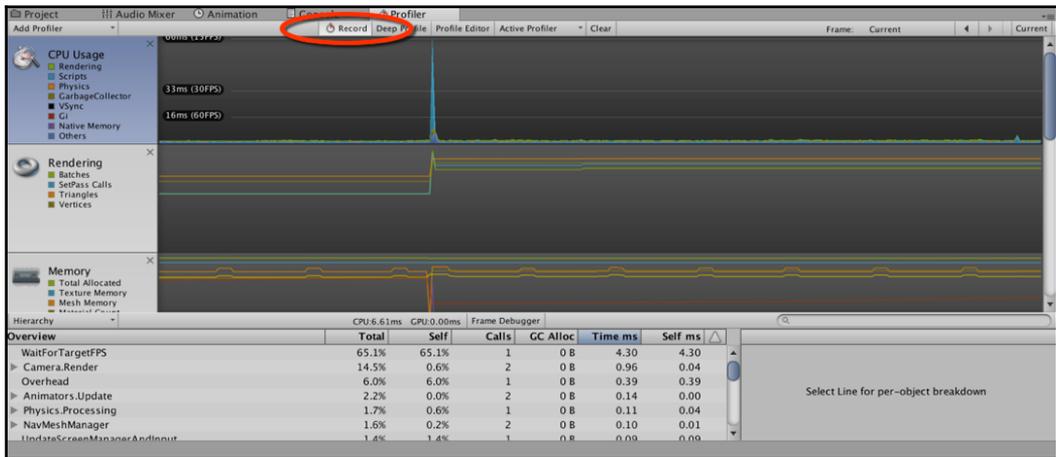
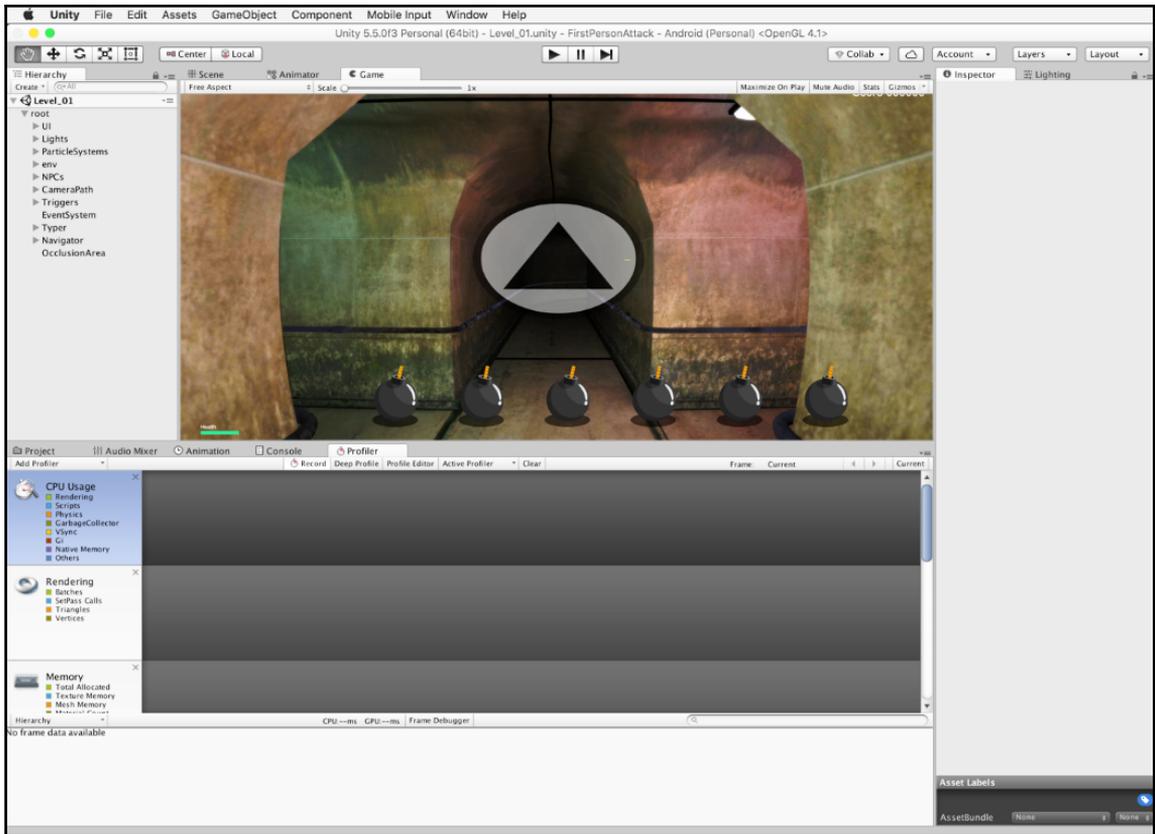


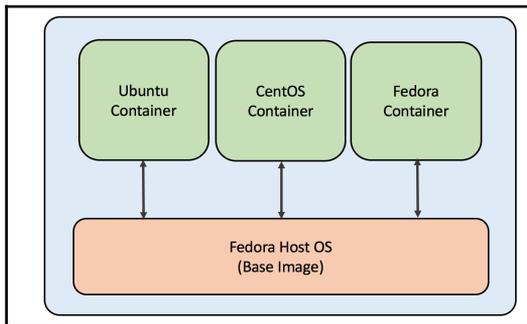
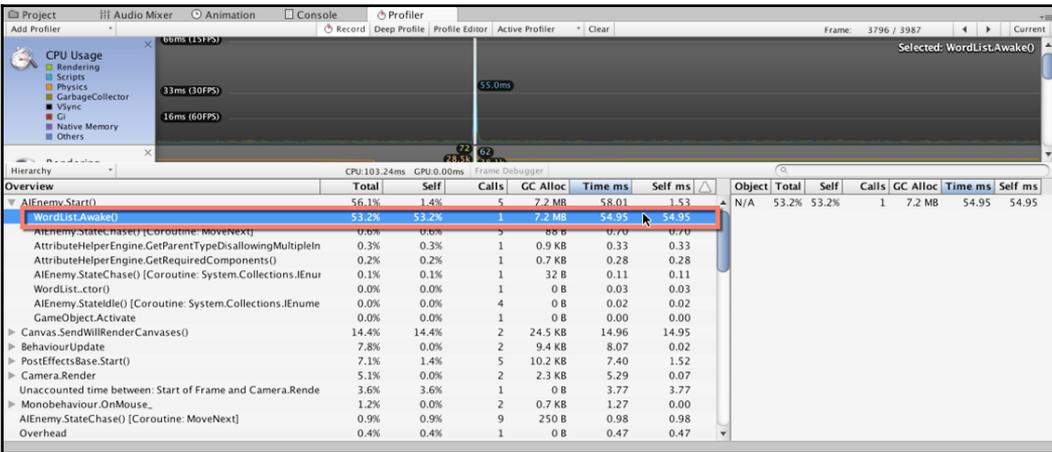
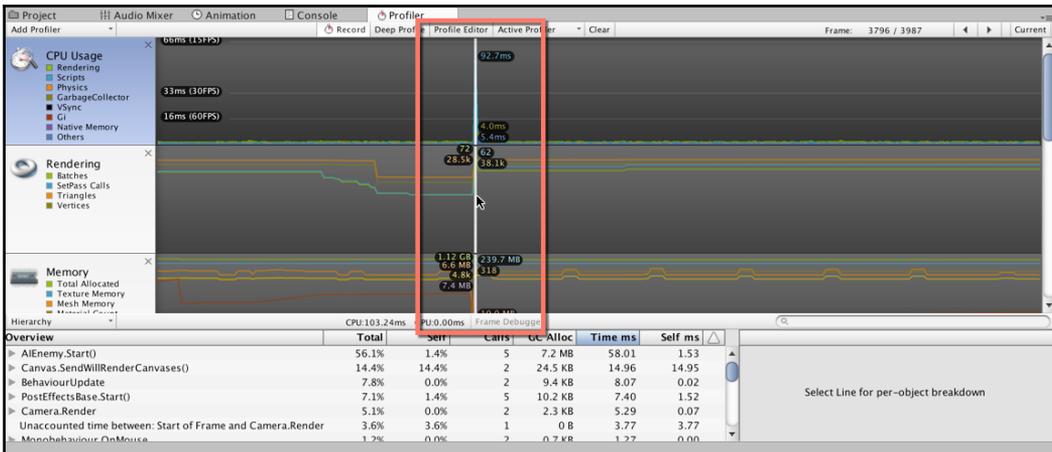
Performance, Optimization, Mobiles, and More

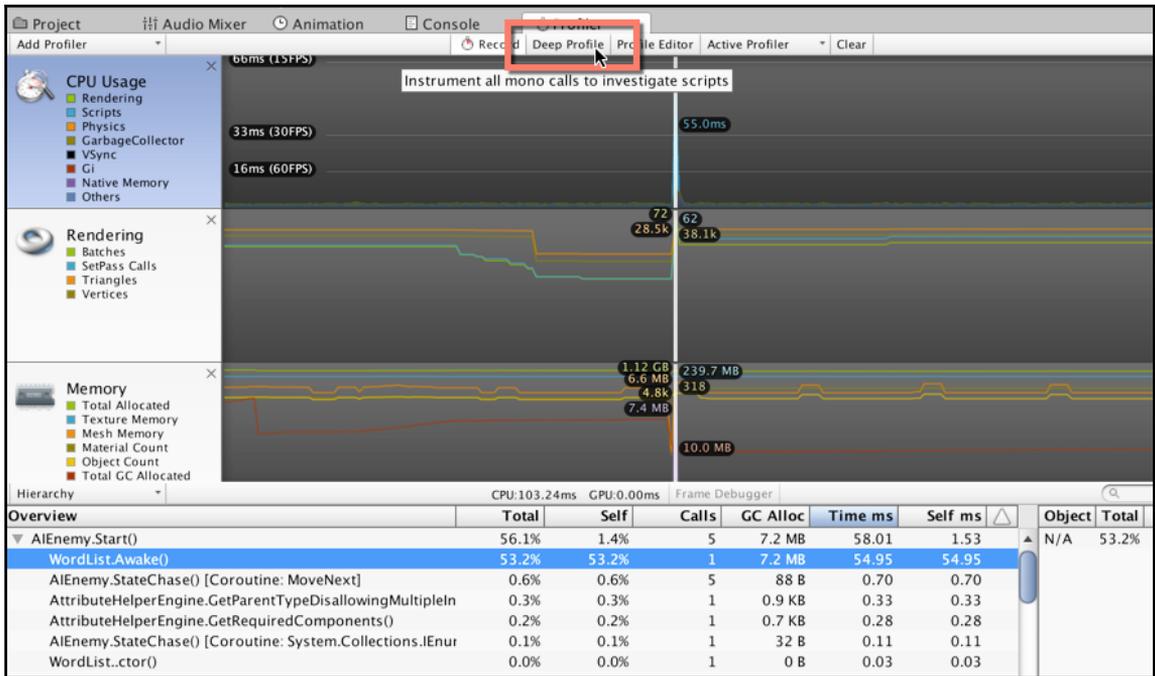


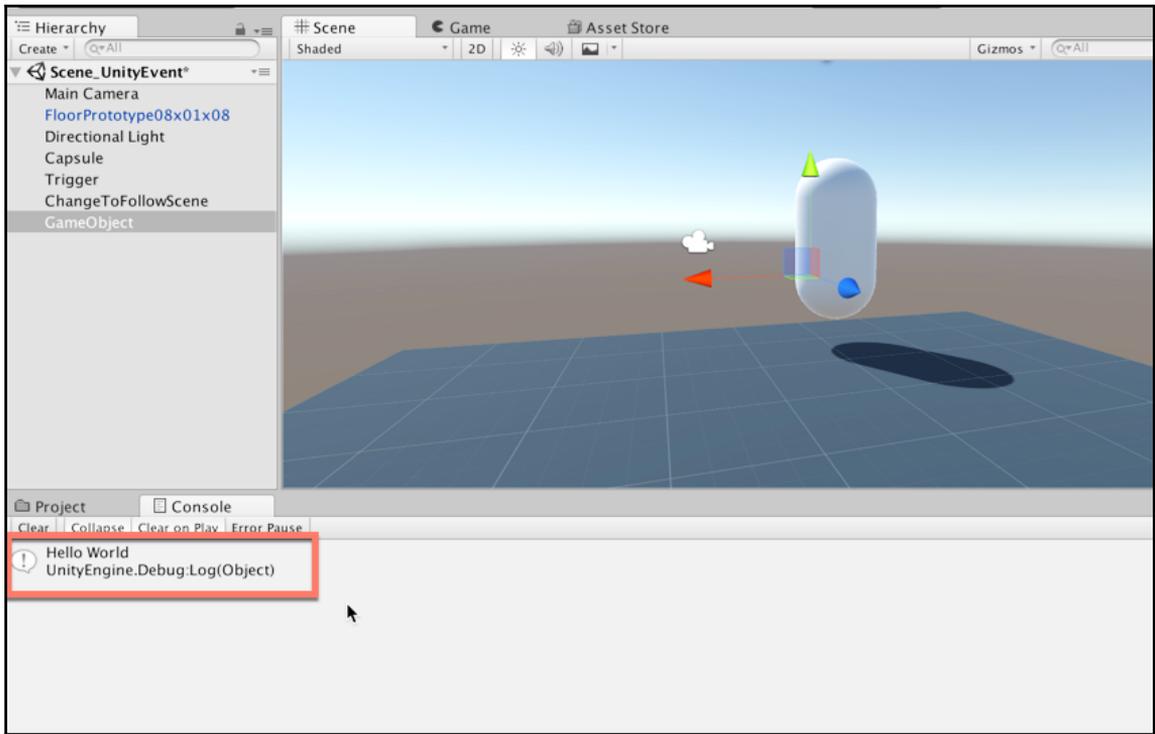


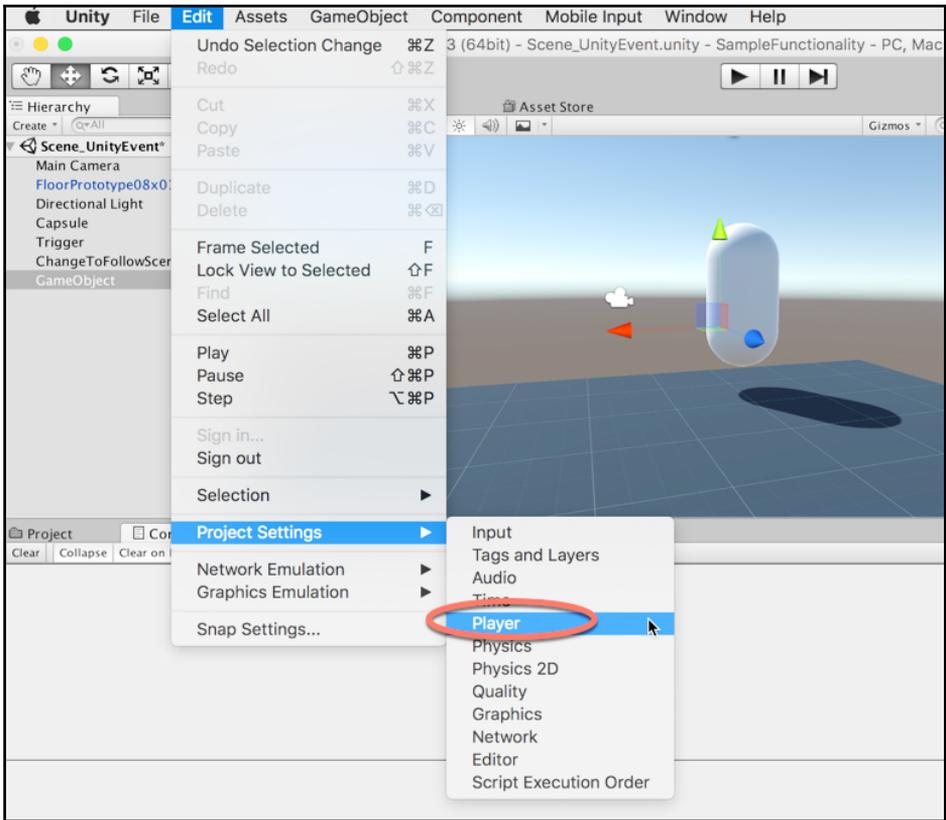


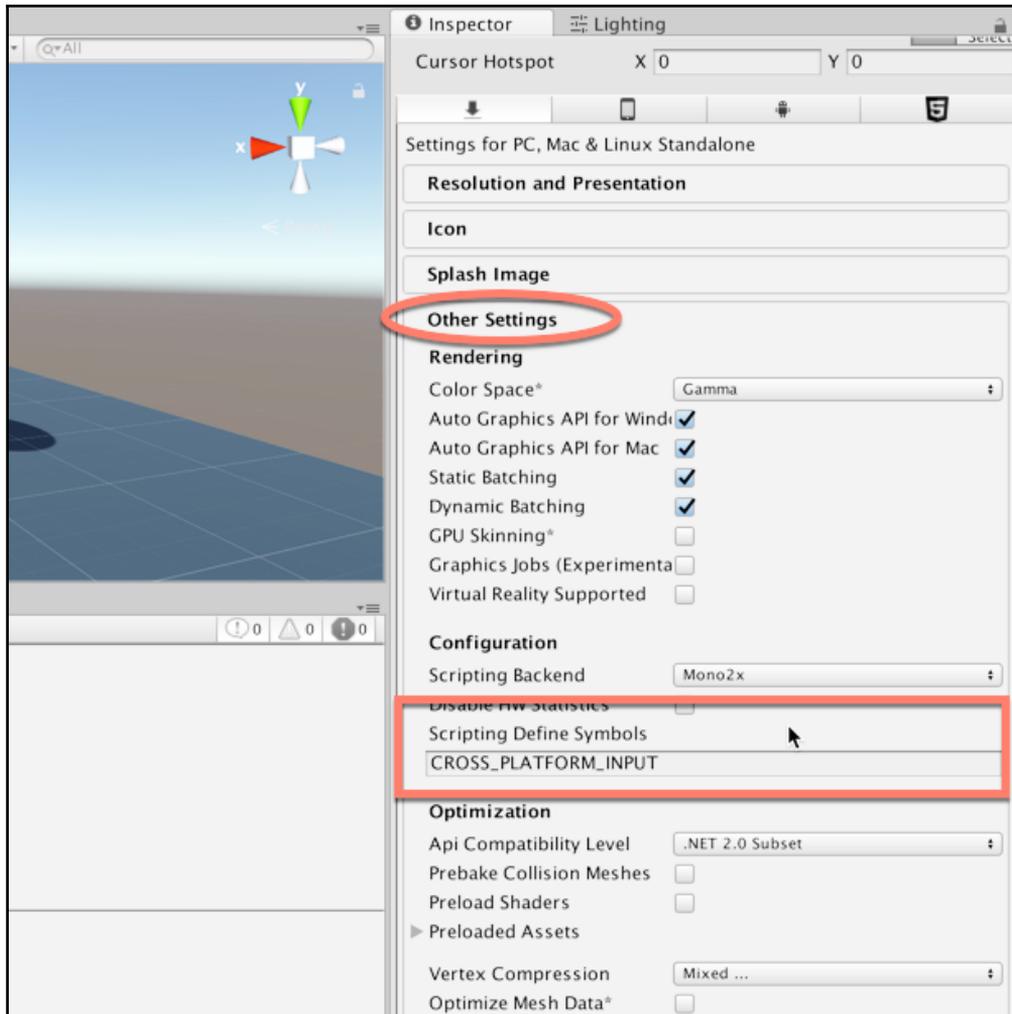




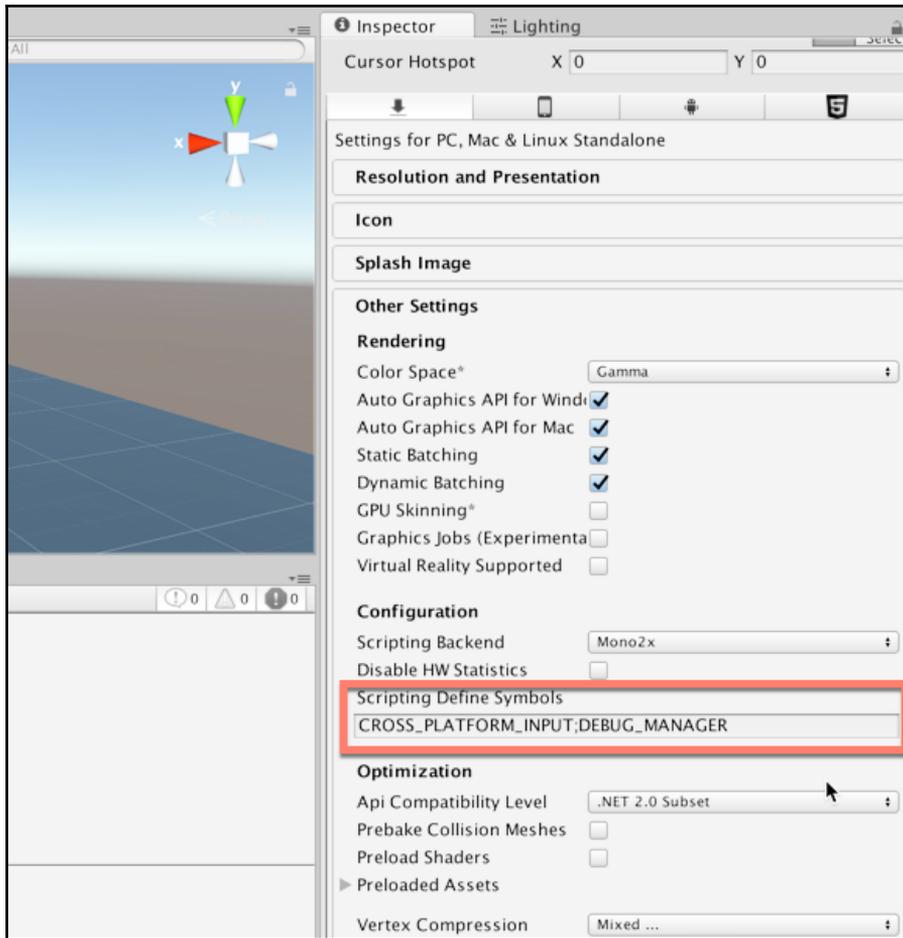




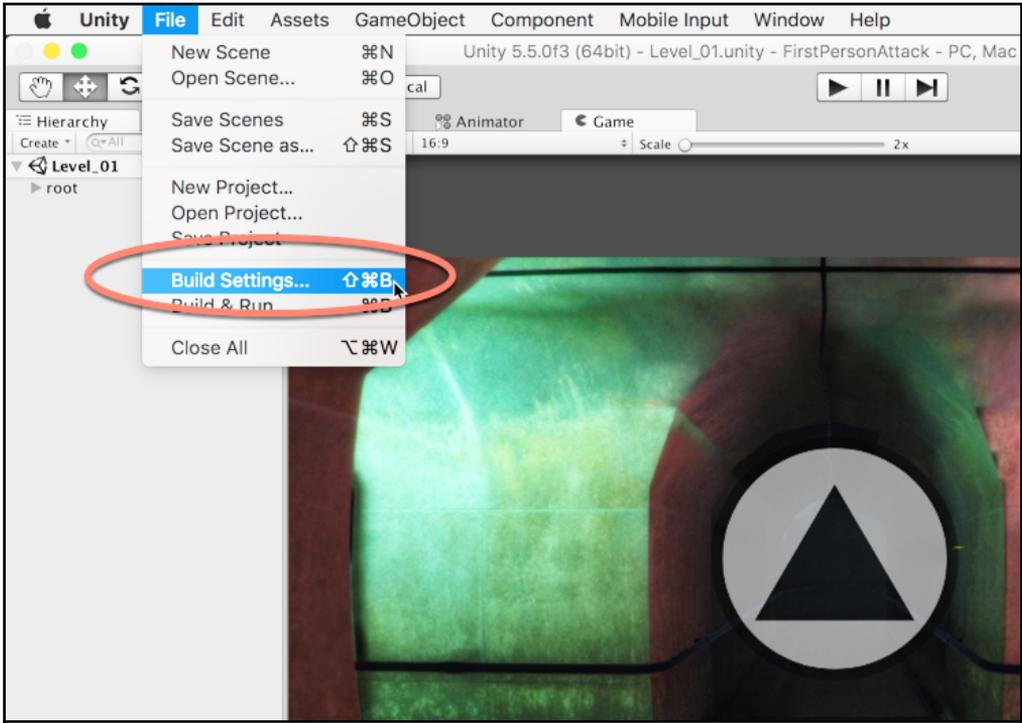


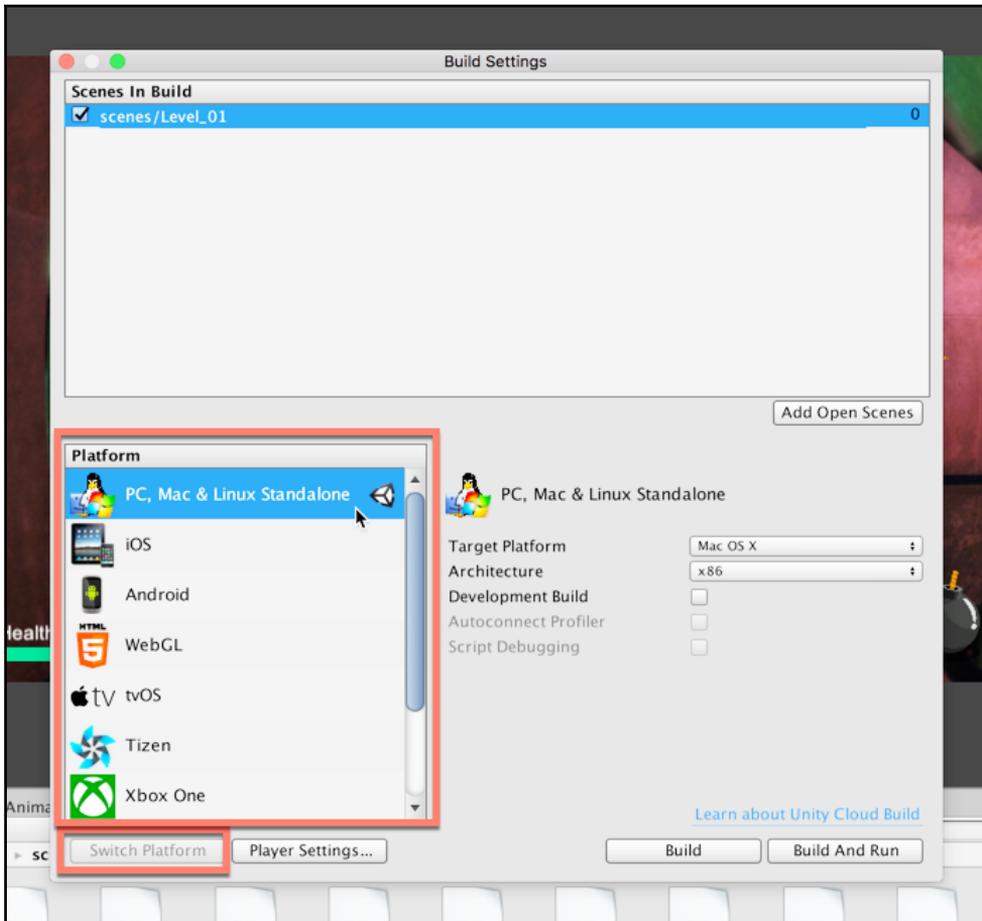


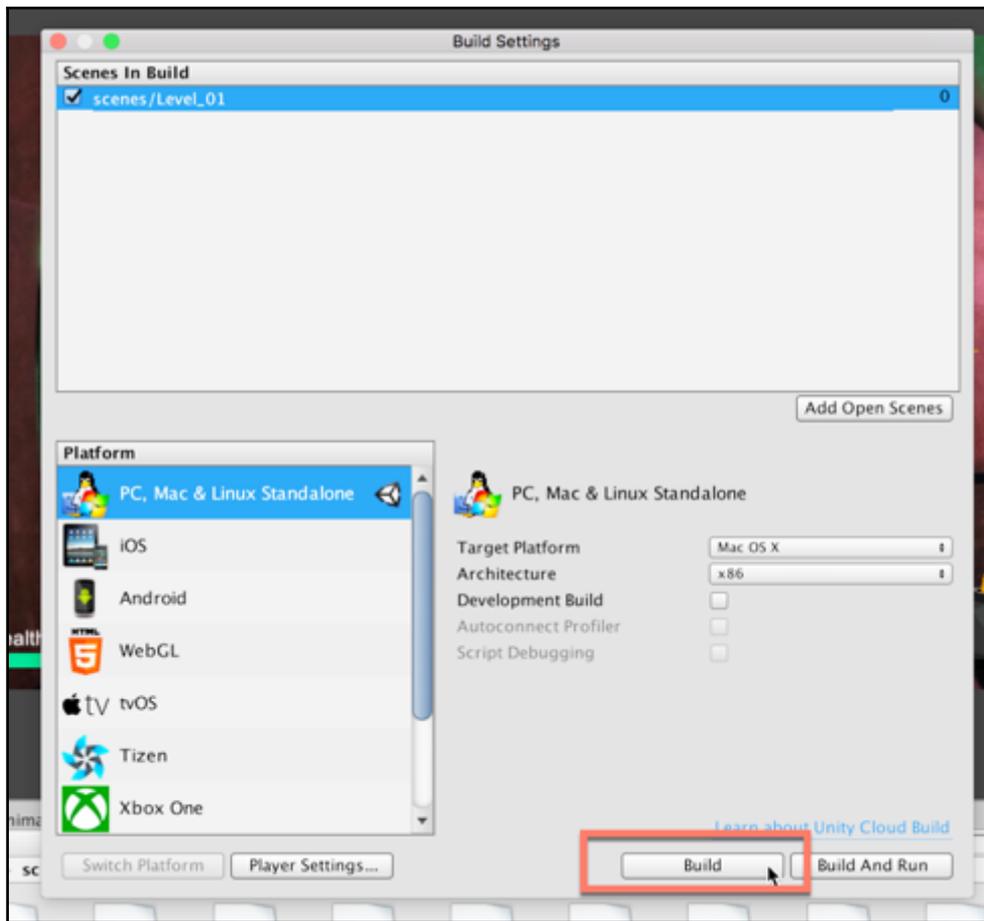
```
PlayerController ▶ FixedUpdate ()
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class PlayerController : MonoBehaviour
6 {
7     private Transform ThisTransform = null;
8     private CharacterController ThisController = null;
9
10    public float 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
```

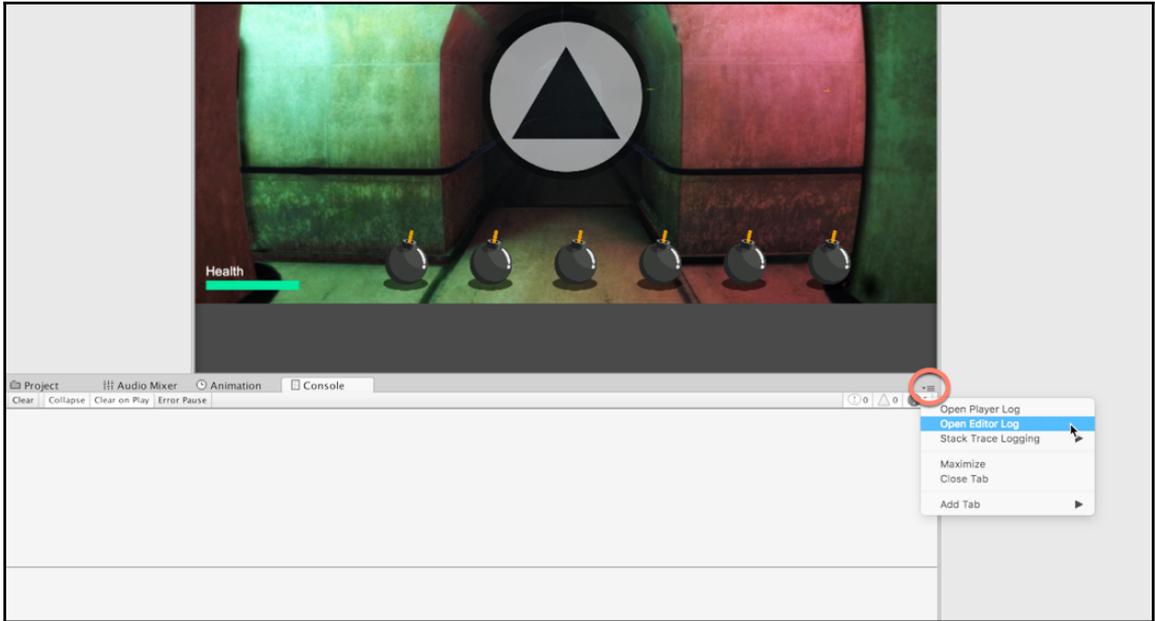


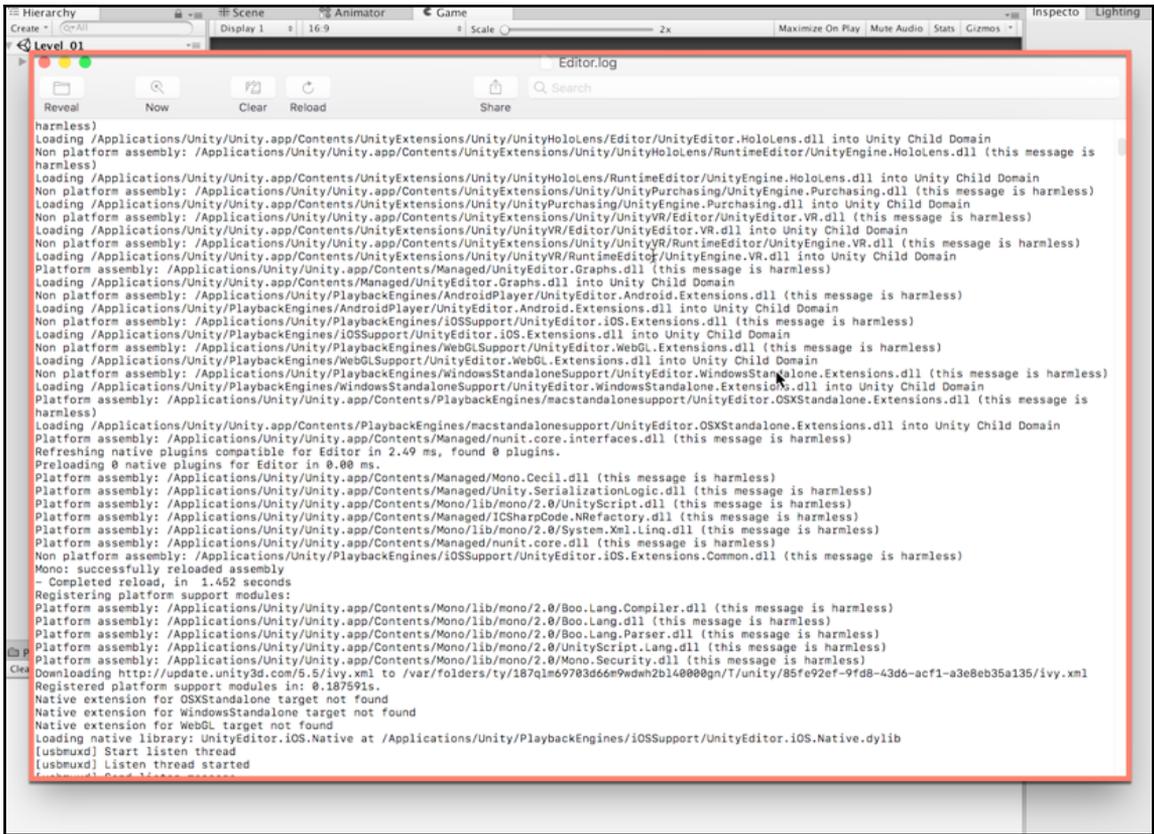
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18    }
19
20    // Update is called once per frame
21    void FixedUpdate ()
22    {
23        float Vert = Input.GetAxis ("Vertical");
24        float Horz = Input.GetAxis ("Horizontal");
25
26        ThisTransform.Rotate (0, RotSpeed * Horz * Time.deltaTime, 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
```





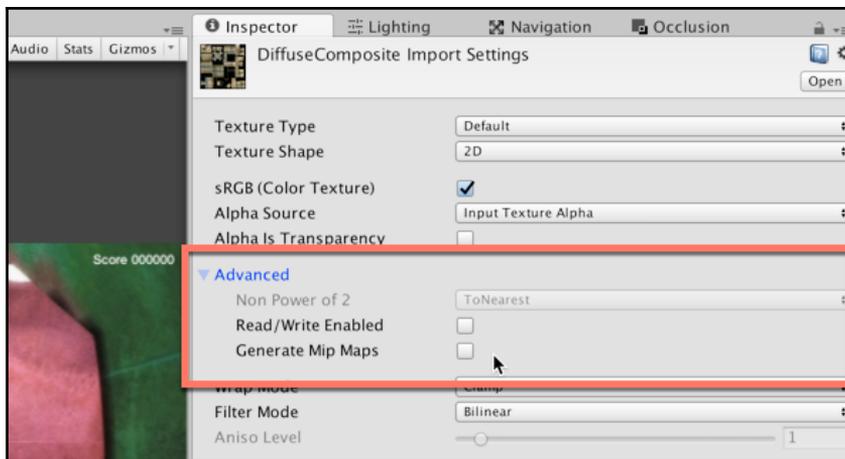
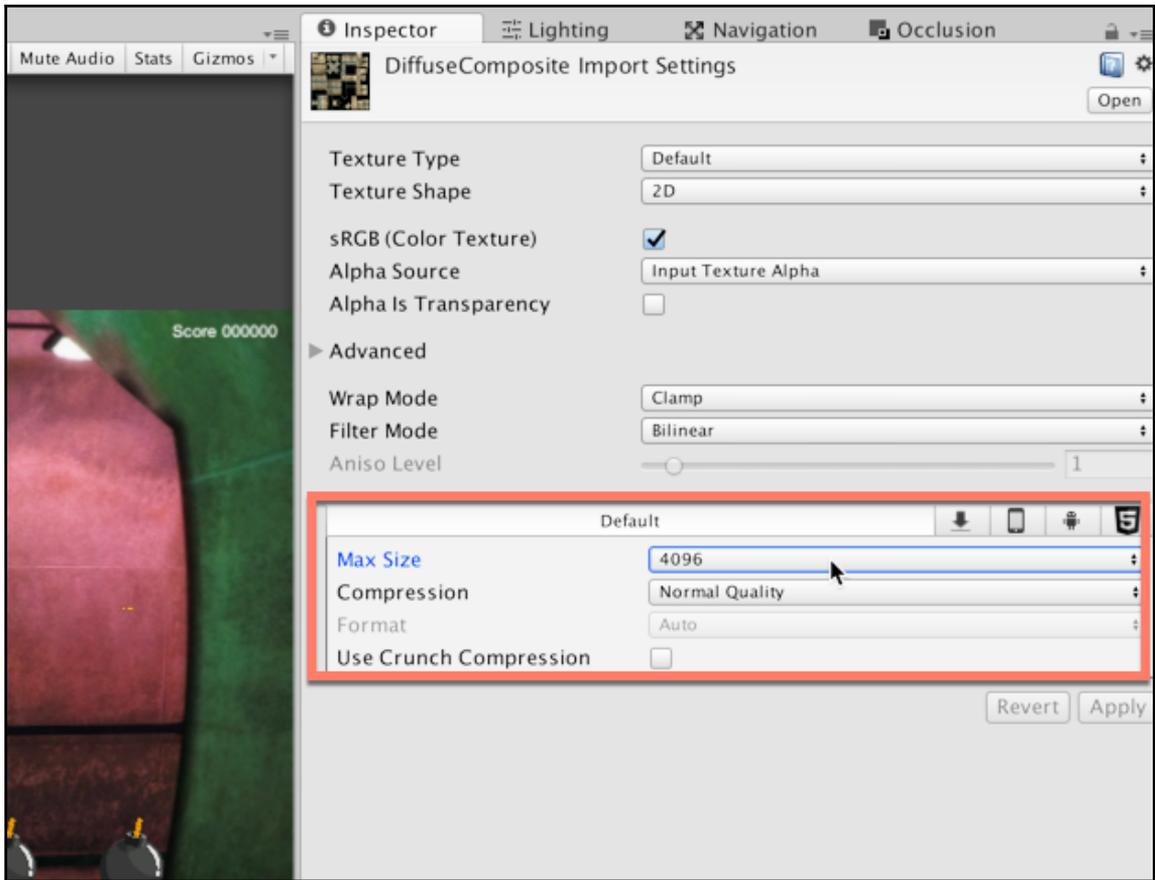


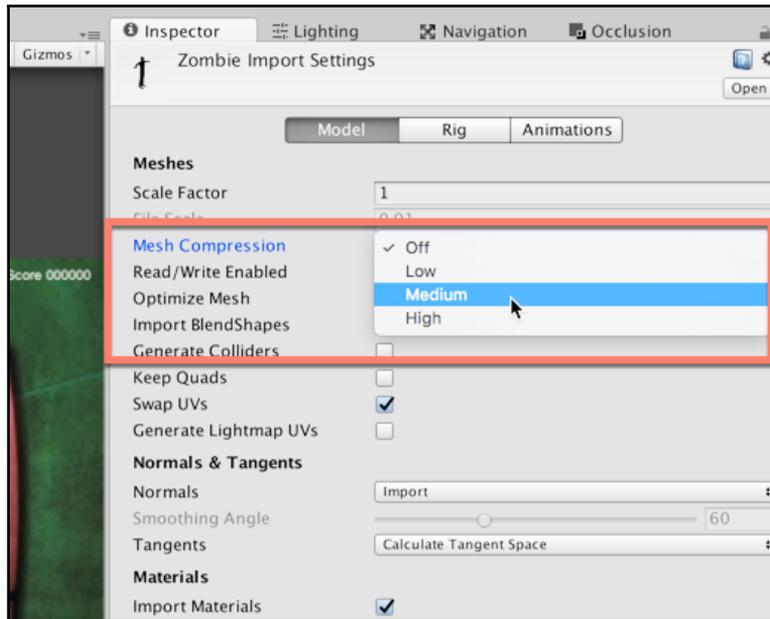


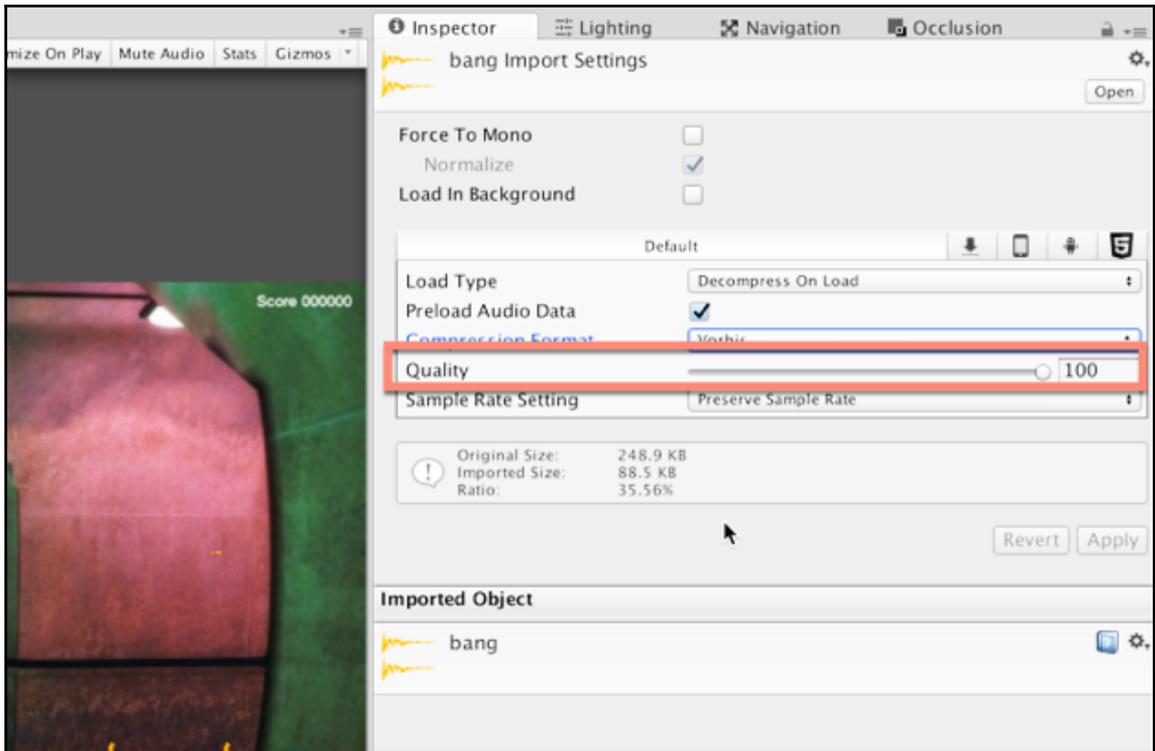


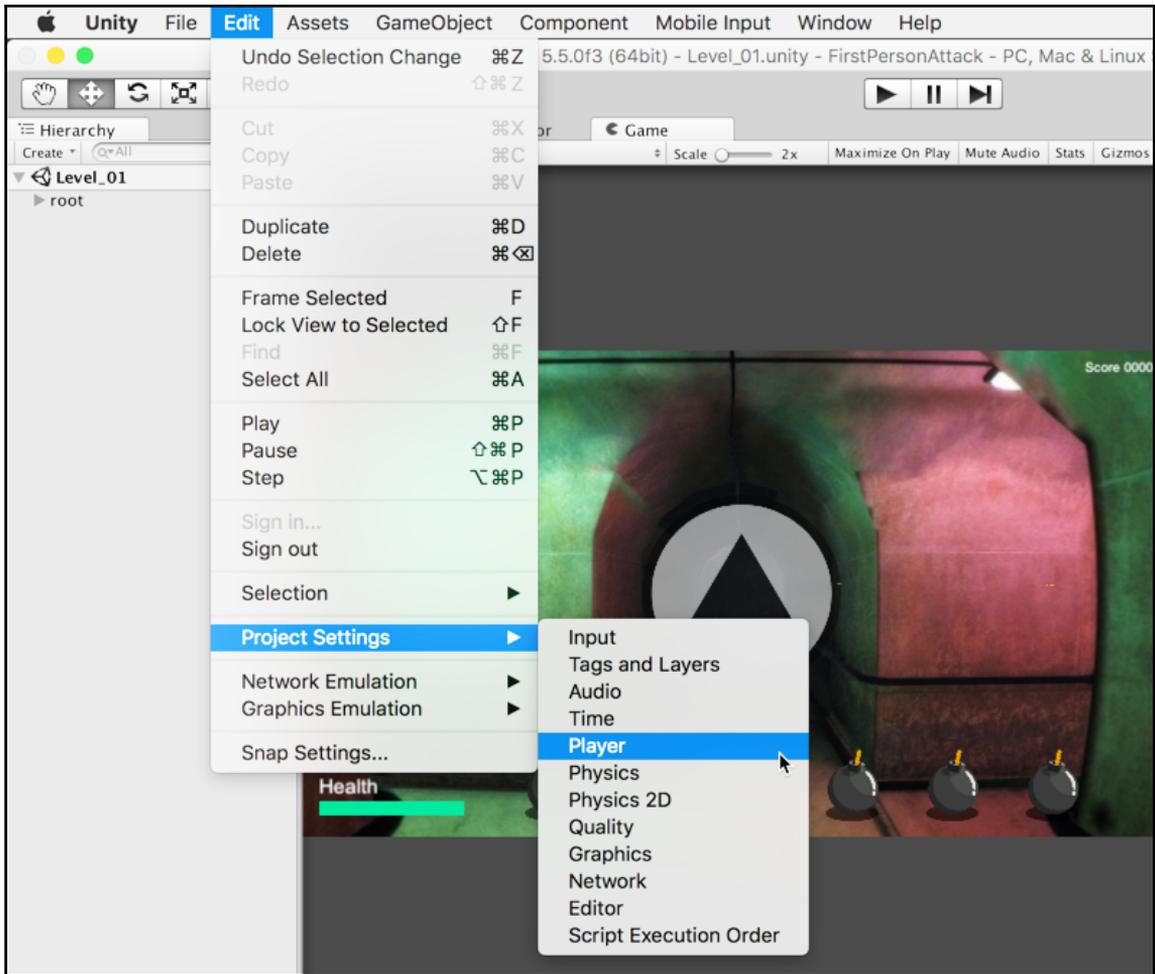
```
Editor.log
Reveal Now Clear Reload Share
Scripts 693.3 kb 1.7%
Included DLLs 3.9 mb 10.0%
File headers 14.7 kb 0.0%
Complete size 39.3 mb 100.0%

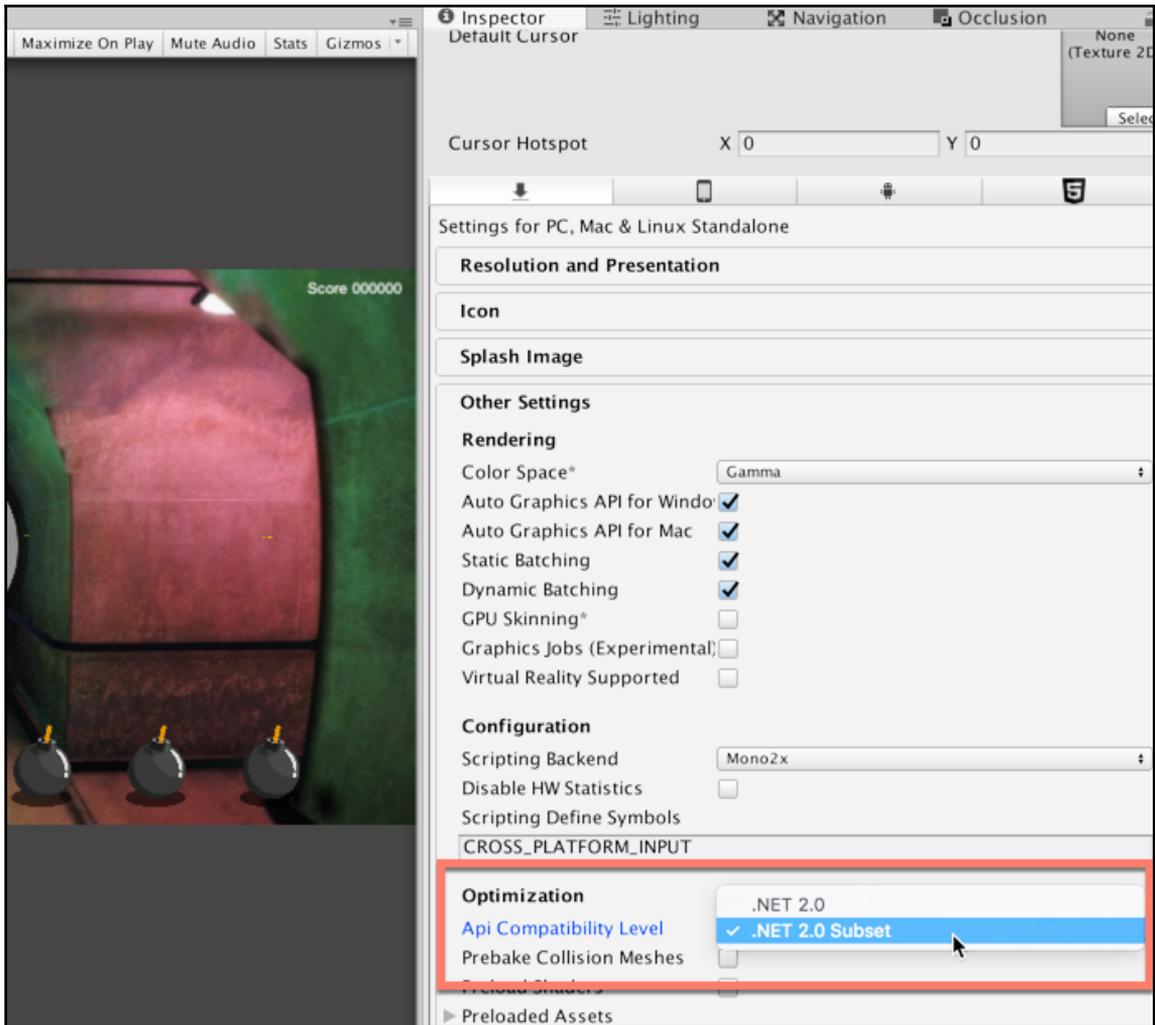
Used Assets and files from the Resources folder, sorted by uncompressed size:
10.7 mb 27.2% Assets/textures/AOMap.png
8.0 mb 20.4% Assets/textures/DiffuseComposite.png
5.3 mb 13.6% Assets/textures/Normal.png
2.1 mb 5.4% Assets/music/narrow_corridors_short.ogg
1.3 mb 3.4% Assets/scenes/Level_01/Lightmap-0_comp_light.exr
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
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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
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12.1 kb 0.0% Assets/Standard Assets/Effects/ImageEffects/Shaders/NoiseAndGrainDX11.shader
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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
```











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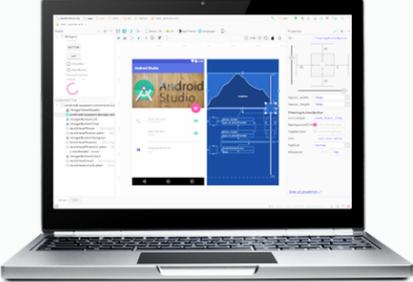
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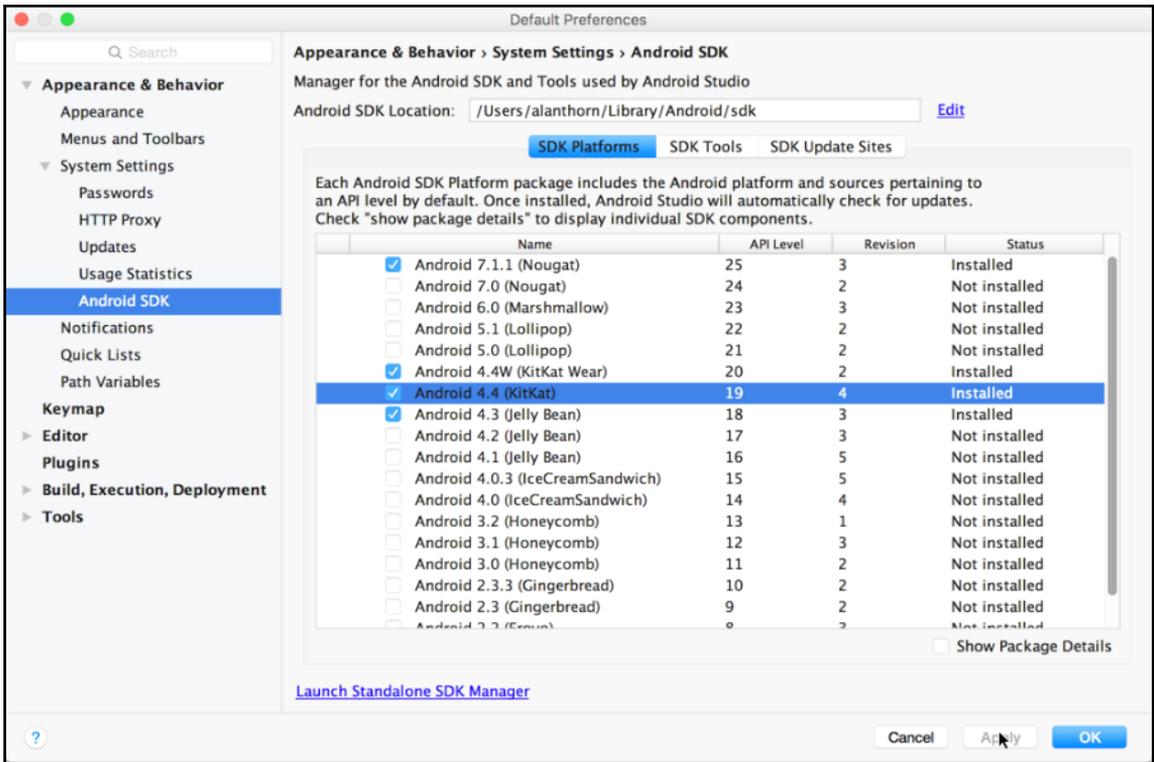
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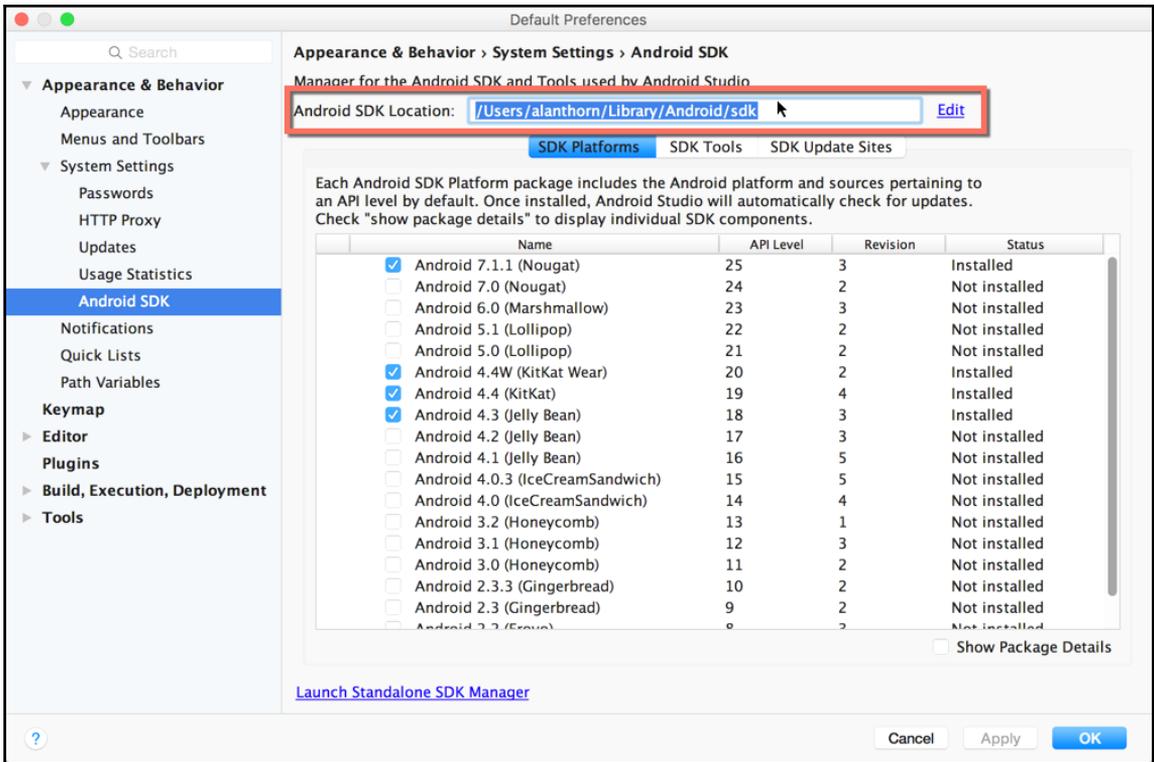
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Preparing "Install Android SDK Platform 25".Downloading https://dl.google
.com/android/repository/platform-25_r03.ziphttps://dl.google
.com/android/repository/platform-25_r03.zip
android-7.1.1/
android-7.1.1/sdk.properties
android-7.1.1/android-stubs-src.jar
android-7.1.1/framework.aidl
android-7.1.1/uiautomator.jar
android-7.1.1/build.prop
android-7.1.1/android.jar
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android-7.1.1/templates/AndroidManifest.tests.template
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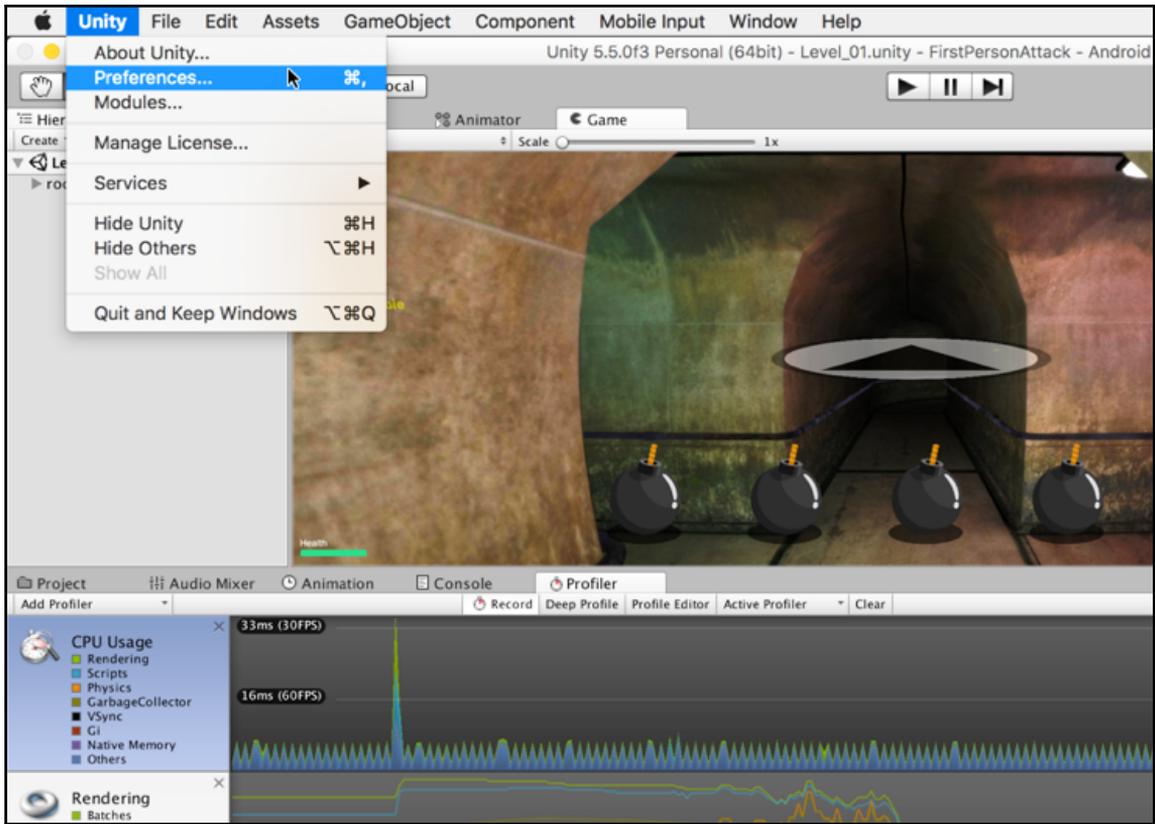
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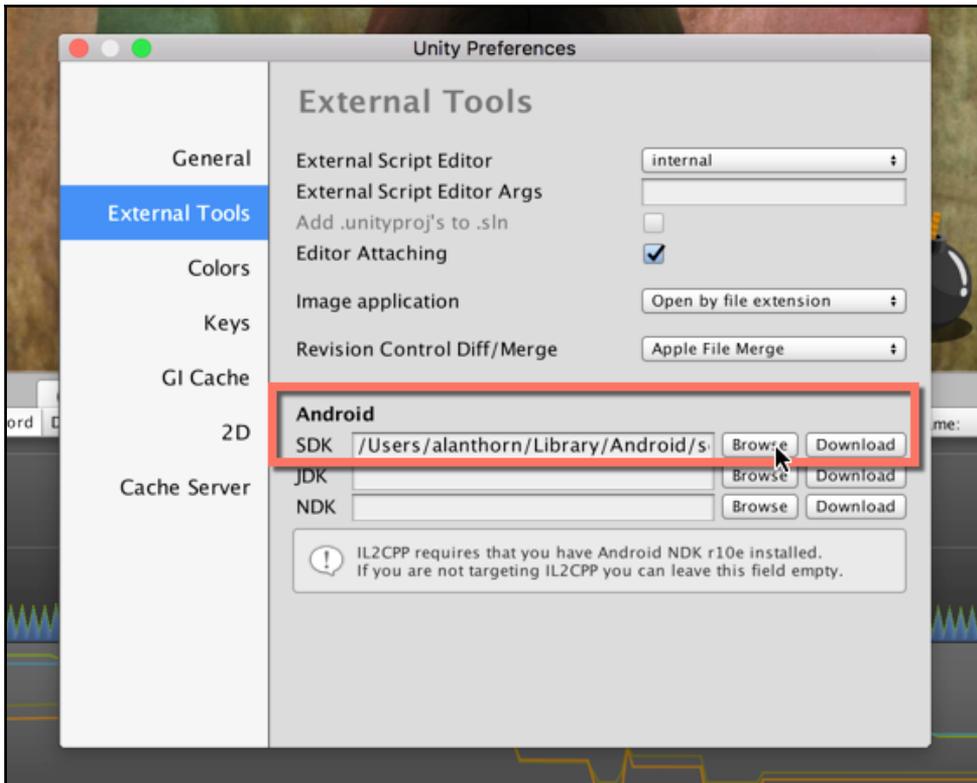
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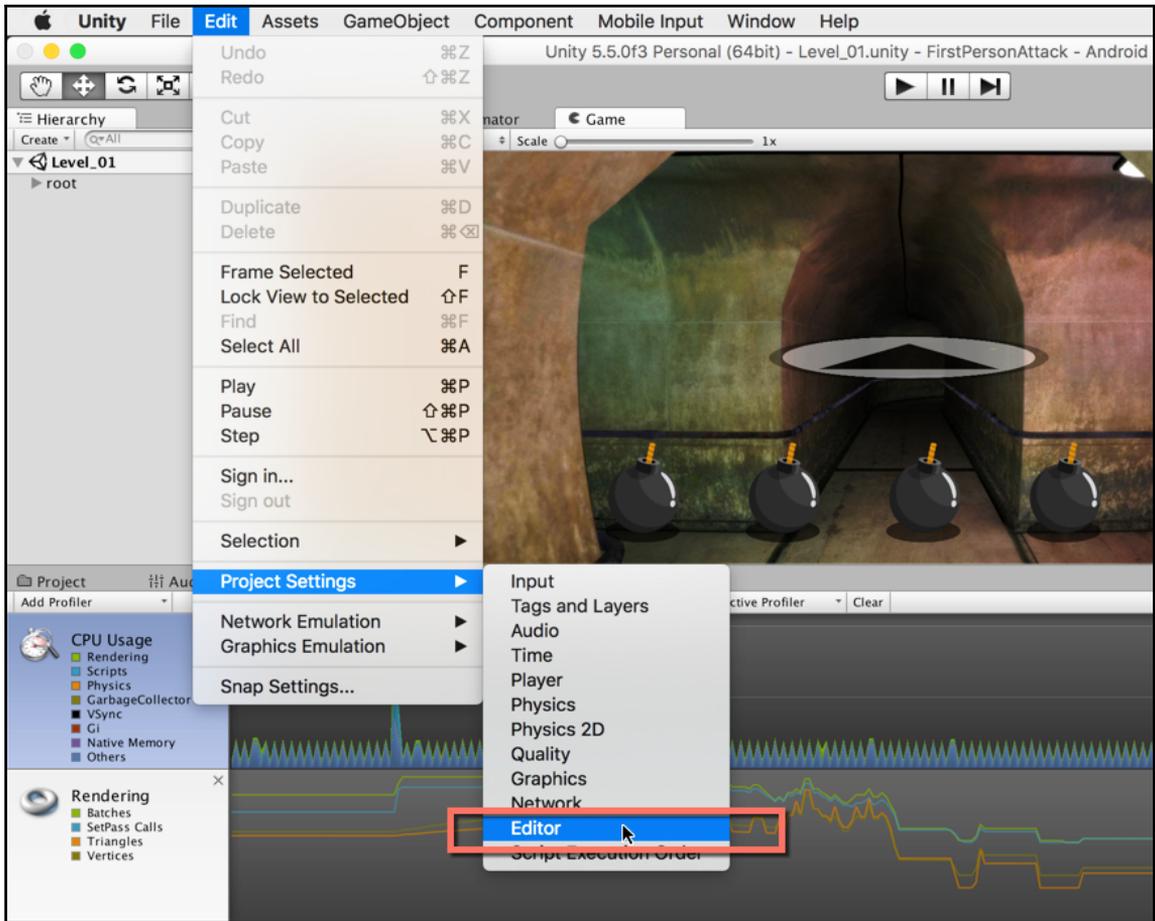
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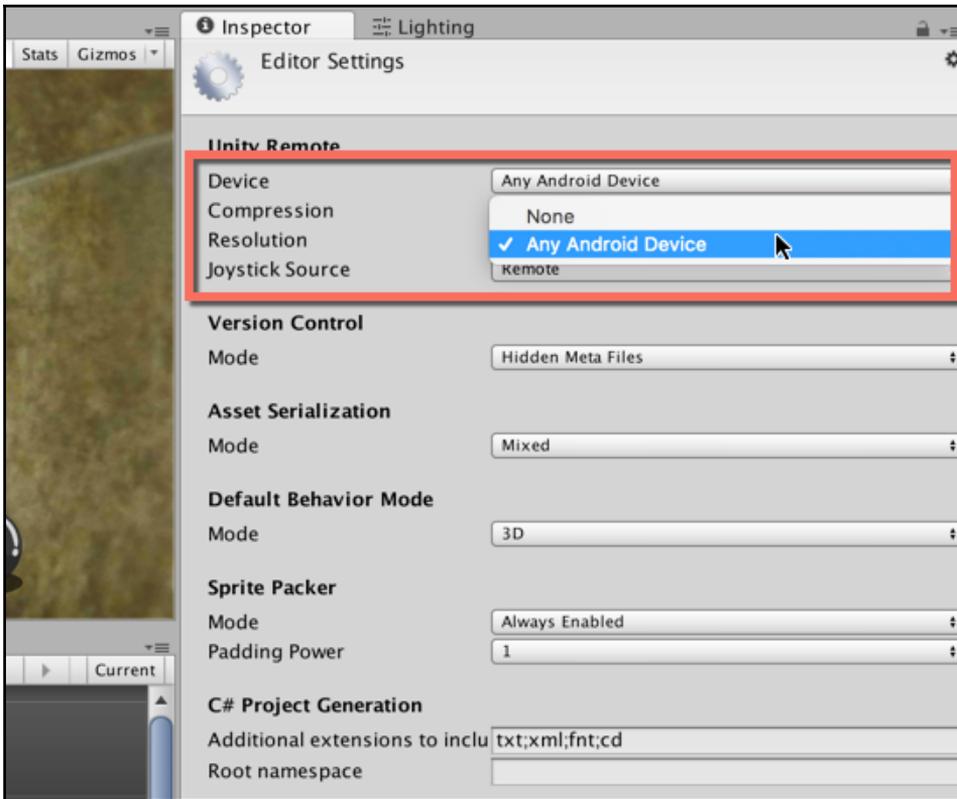
Finish











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Unity Remote 5

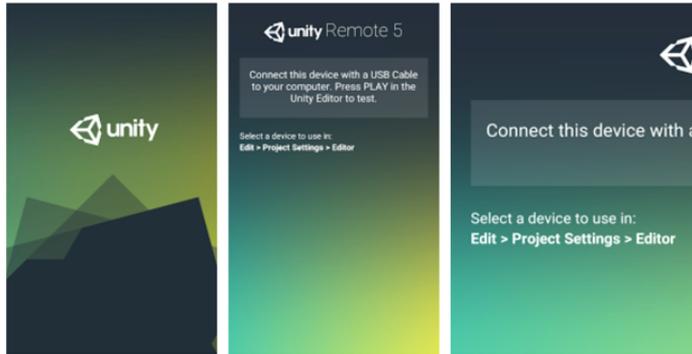
Unity Technologies A/S Tools

★★★★★ 7,685

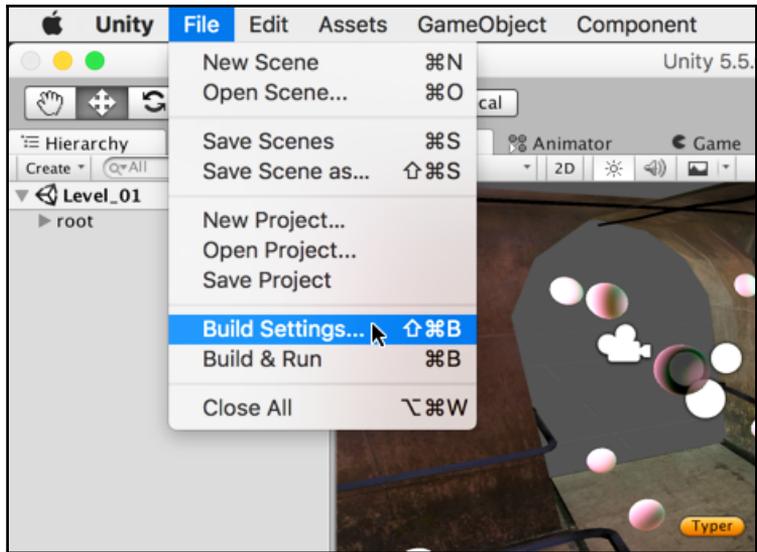
PEGI 3

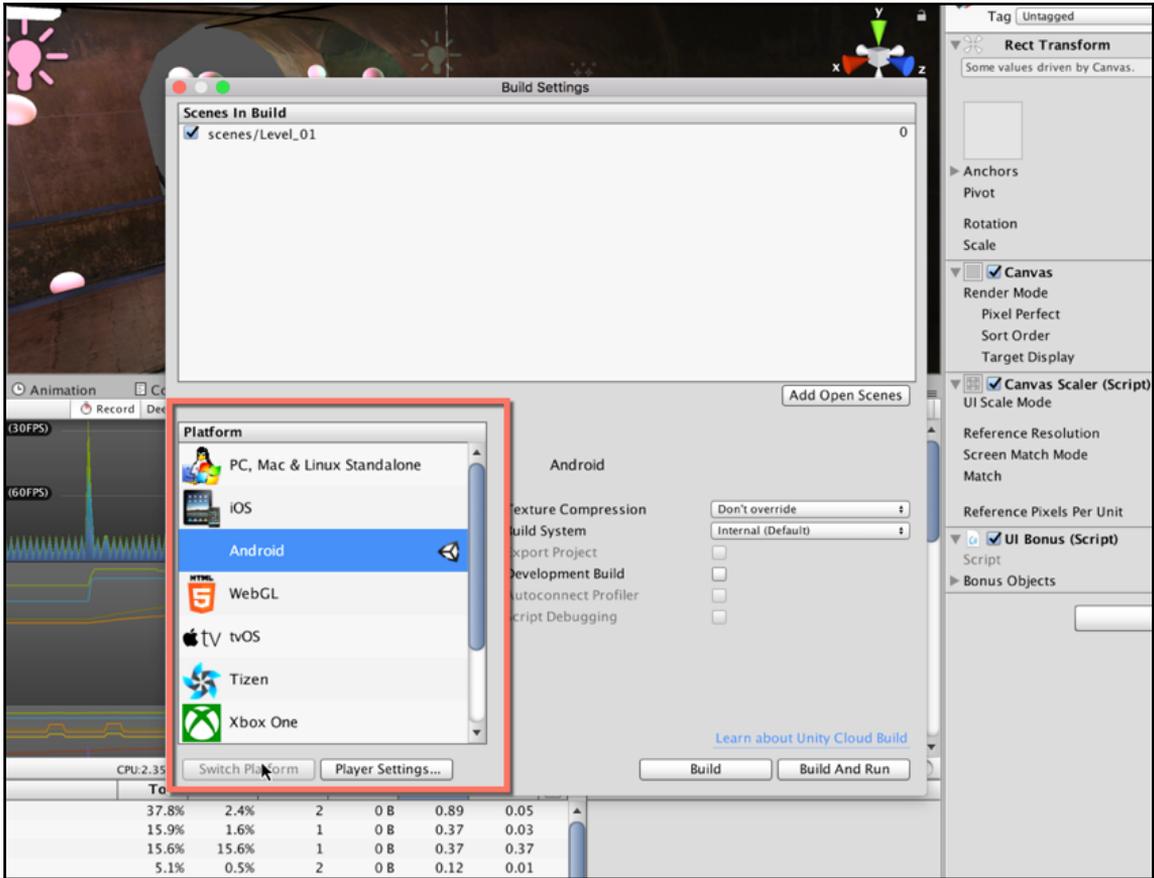
Add to wishlist

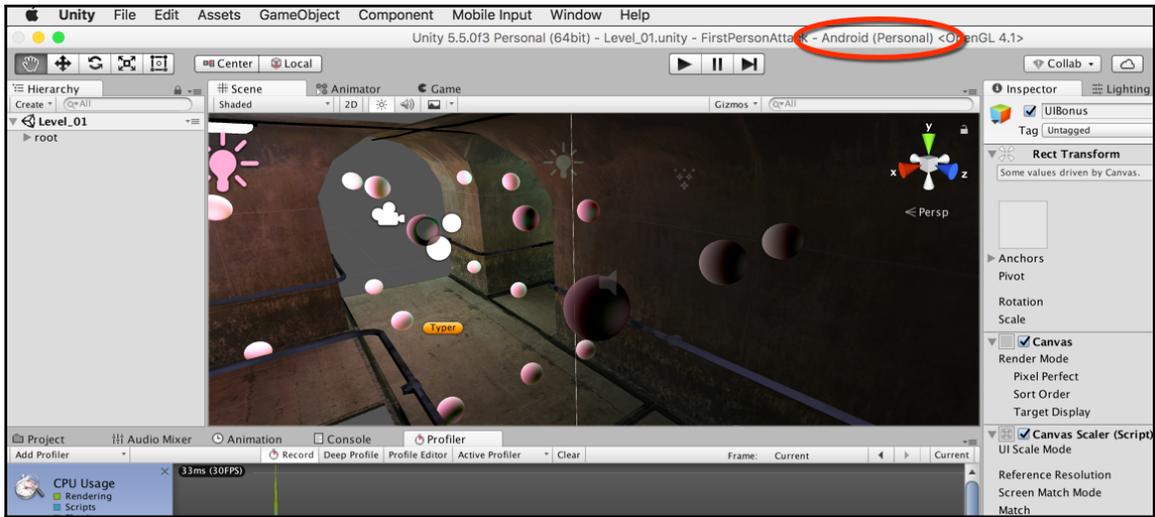
Install

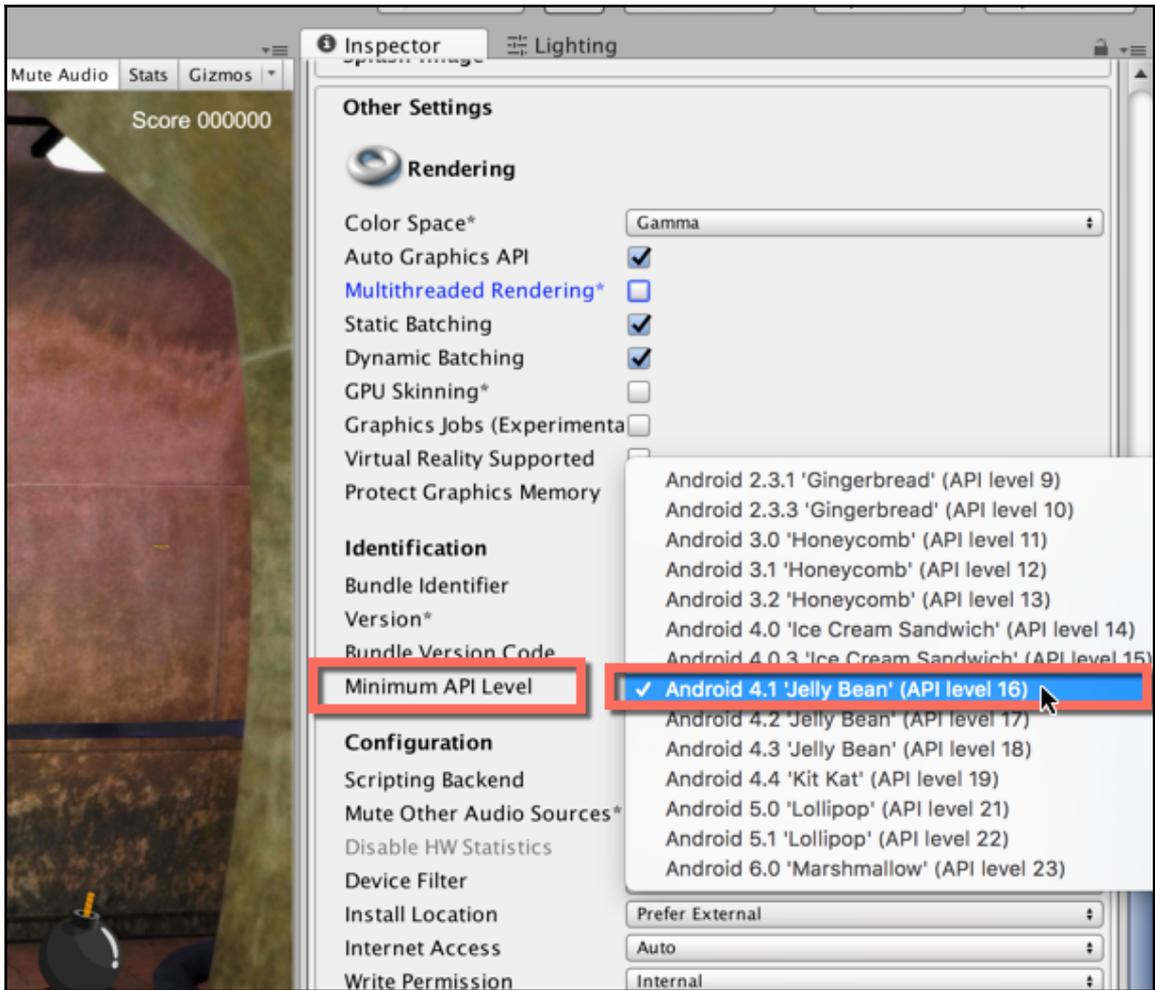


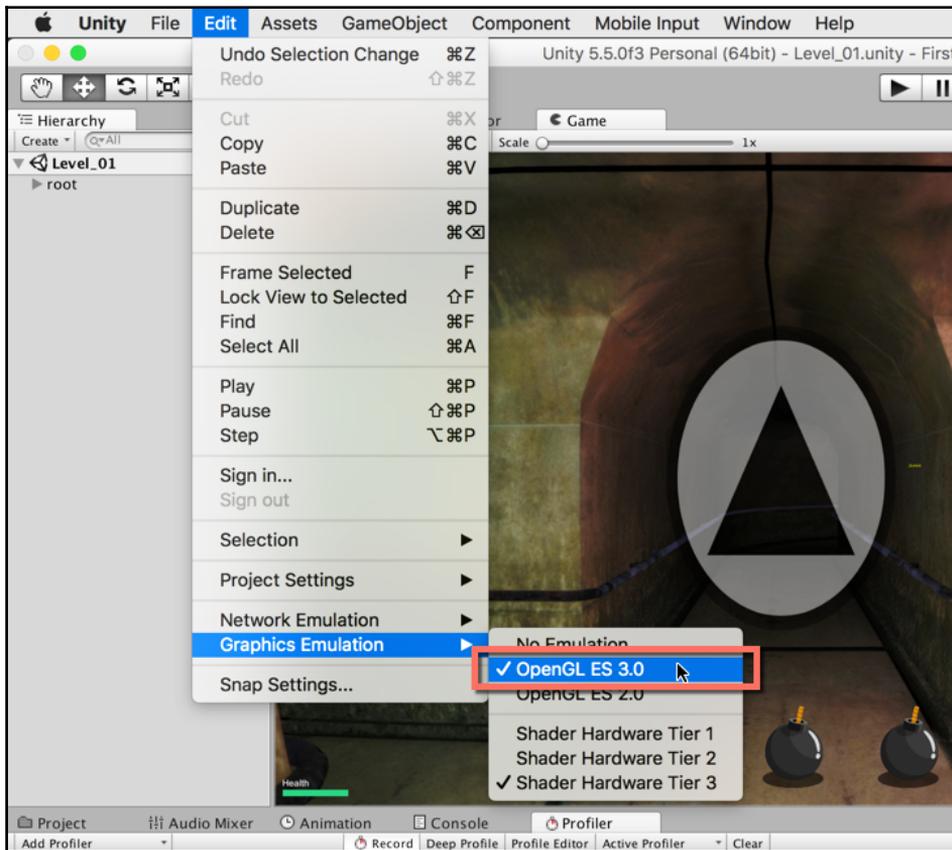
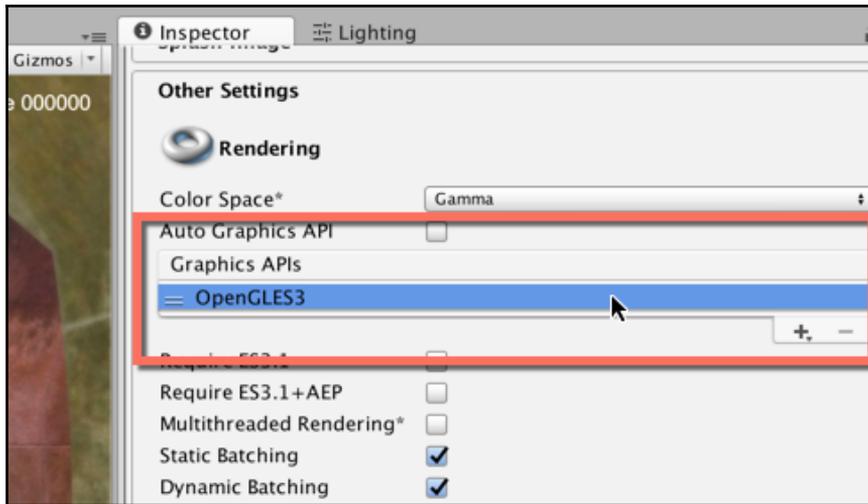
With Unity Remote 5, you can use an Android device to view and test your game live, right inside the











The image shows the Unity Inspector window for a game object. The left sidebar contains tabs for Audio, Stats, and Gizmos, with a score of 000000. The main Inspector panel is titled 'Inspector' and 'Lighting'. It is divided into two main sections: 'Graphics APIs' and 'Identification'.

Graphics APIs

- Require ES3.1
- Require ES3.1+AEP
- Multithreaded Rendering*
- Static Batching
- Dynamic Batching
- GPU Skinning*
- Graphics Jobs (Experimental)
- 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

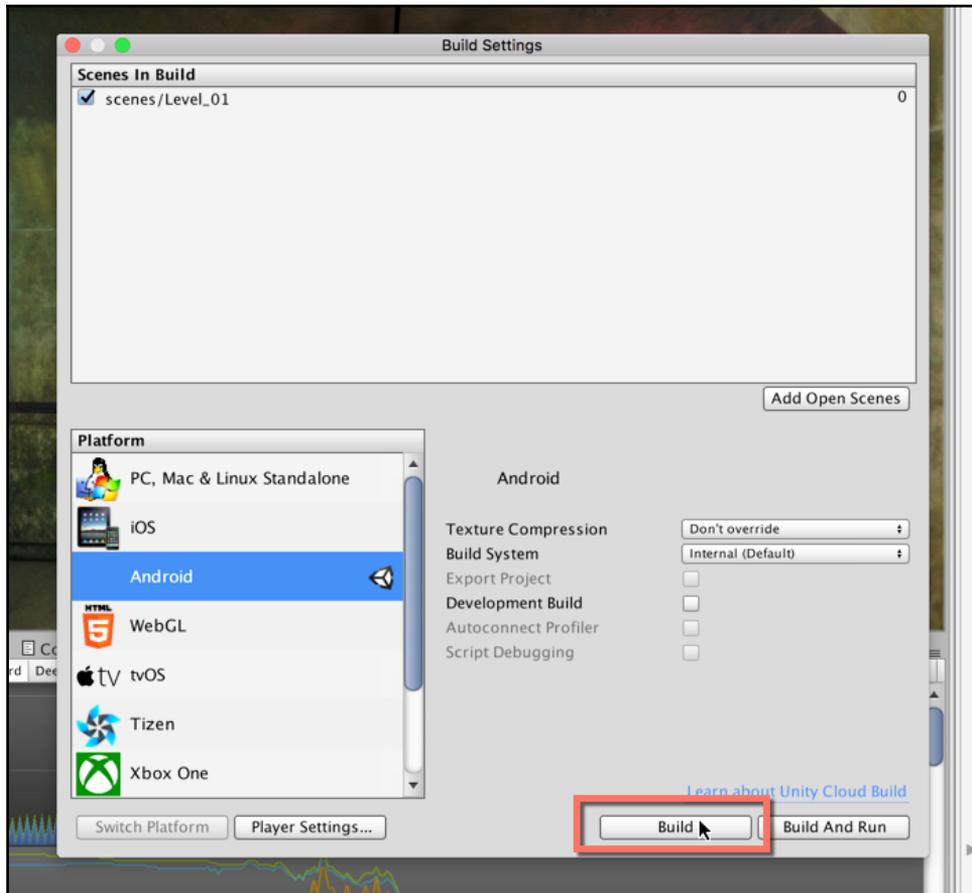
Internet Access Auto

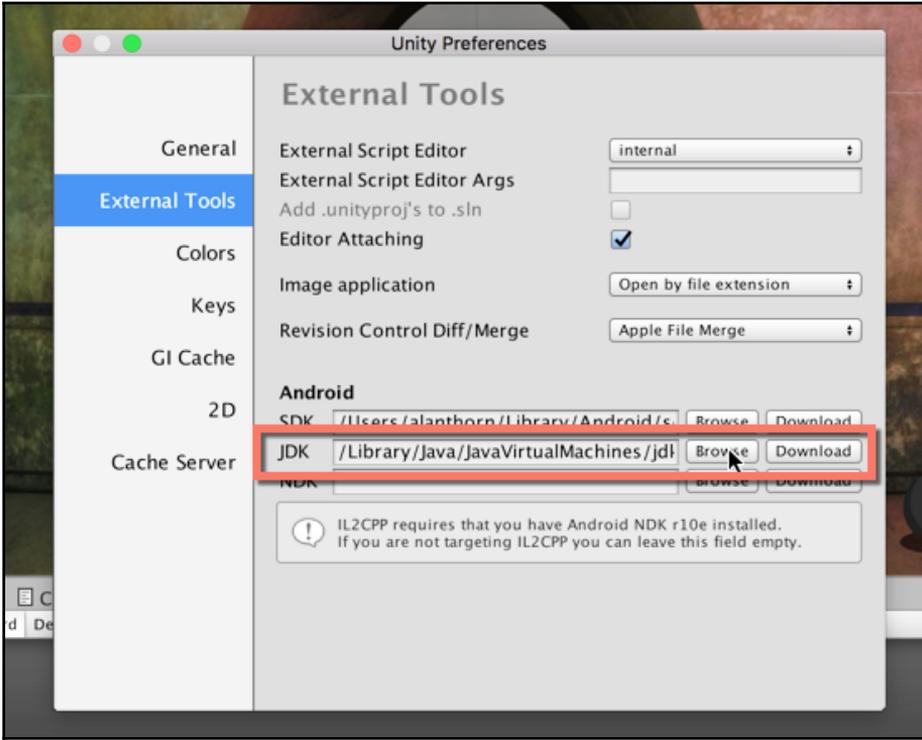
Write Permission Internal

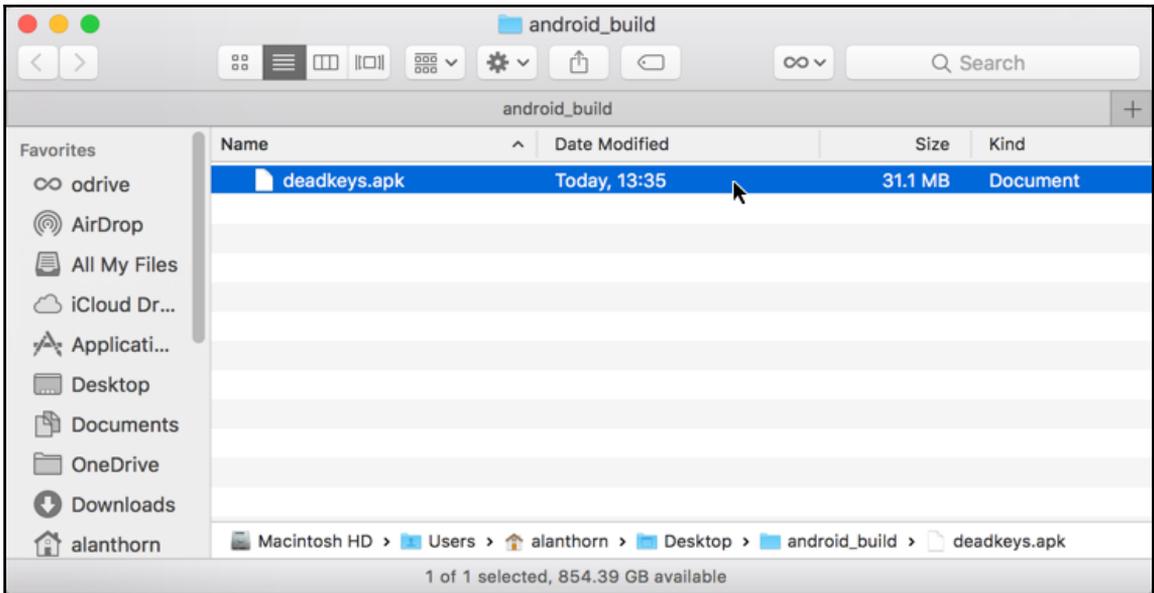
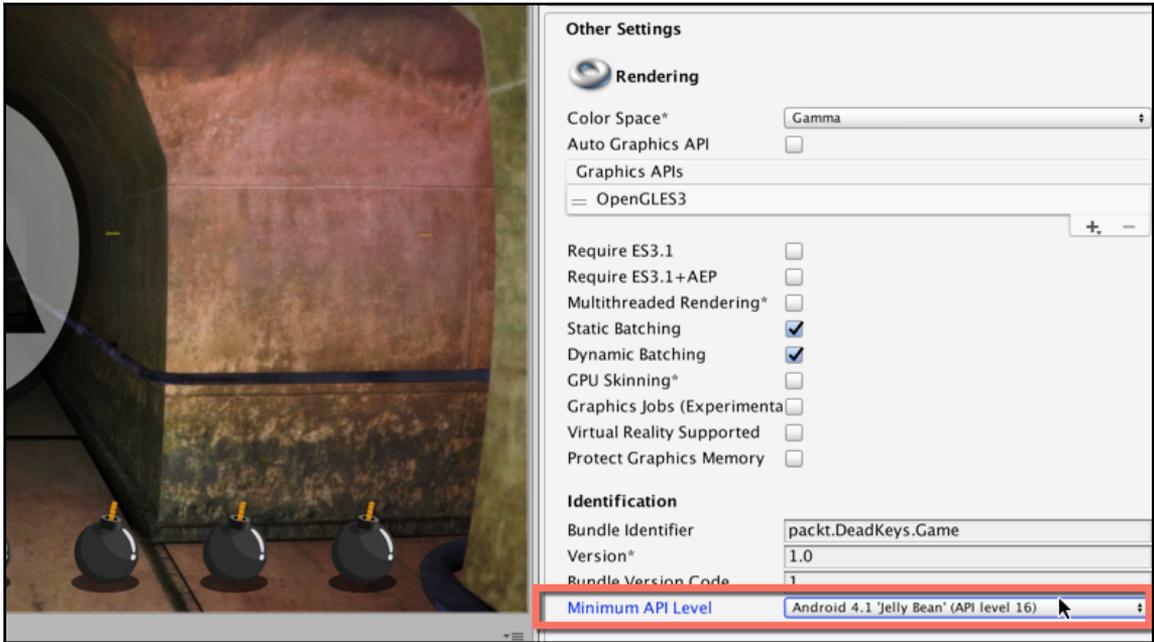
Android TV Compatibility

Android Game

Android Gamepad Support Works with D-pad







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APK Installer

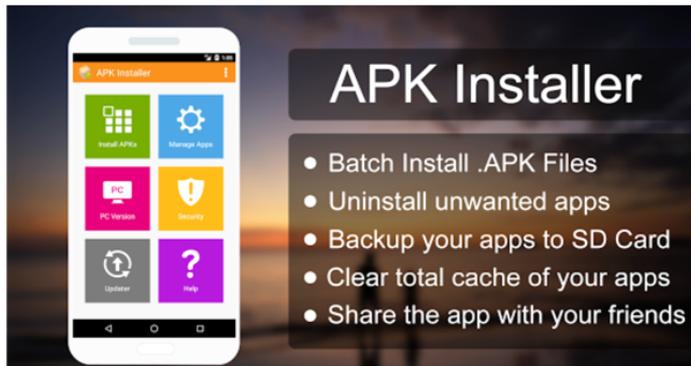
Mobile Manager Tools

★★★★★ 32,011

PEGI 3

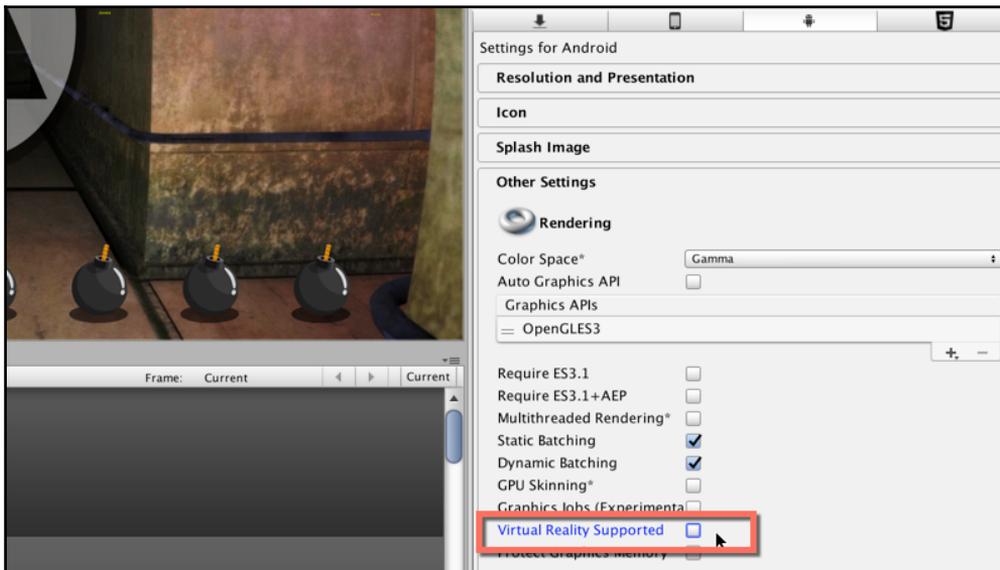
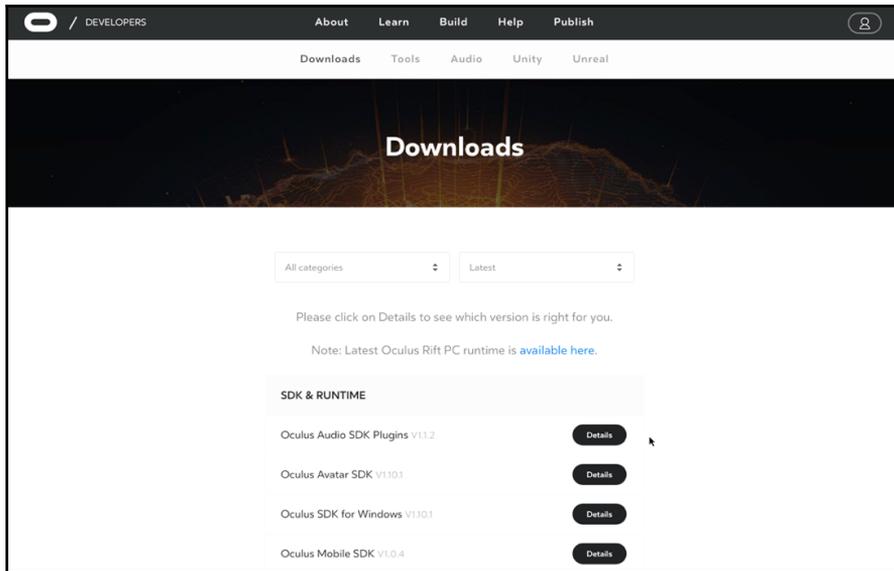
Add to wishlist

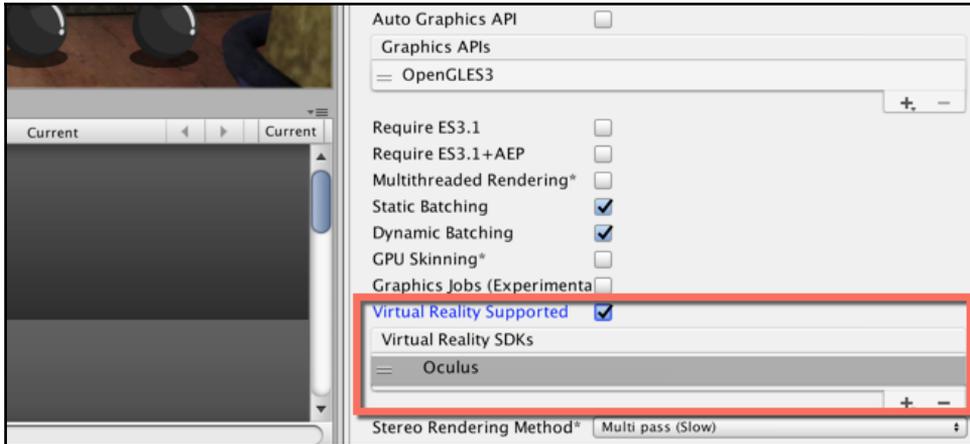
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1.5.1 | Updated 2016-10-19

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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.



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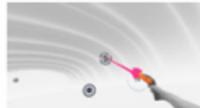
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Requires Unity 5.3.0 or higher.

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>



Version: 1.2 (Nov 29, 2016)

Size: 138.8 MB

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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

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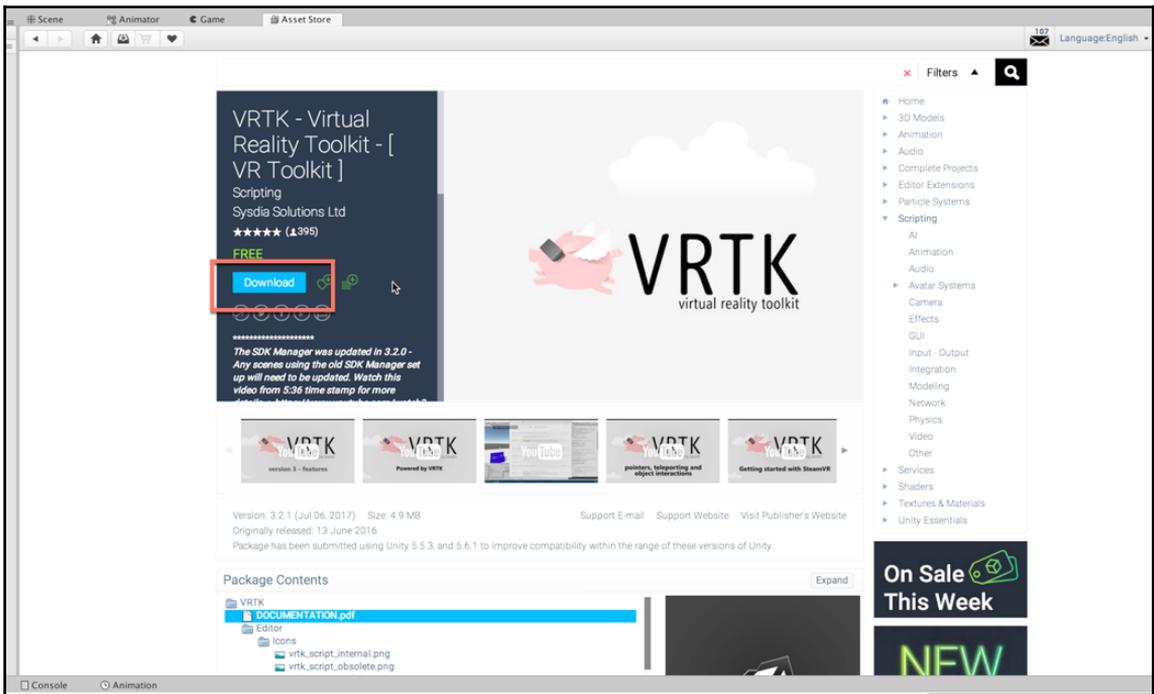
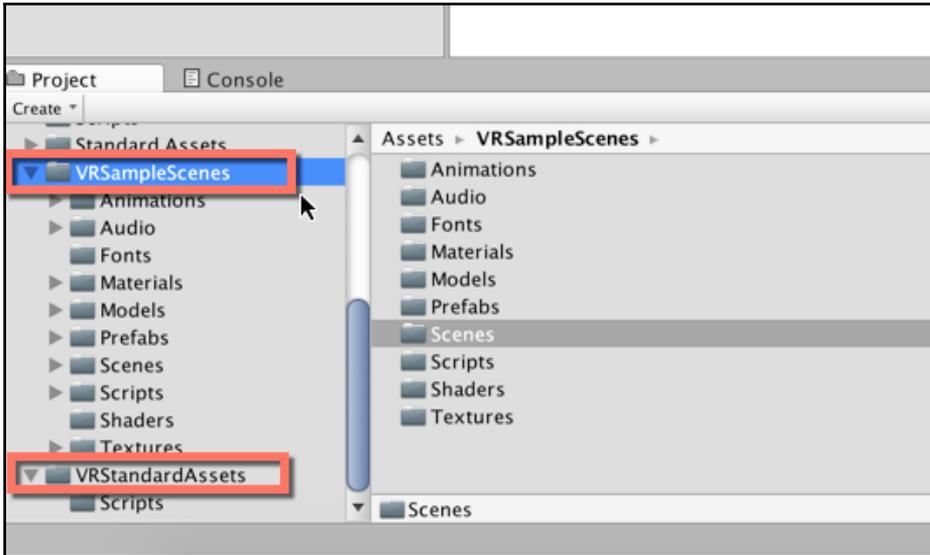


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