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Entitled "Mastering Unity Scripting" it was written by Alan Thorn who has authored several other books on Unity and UDK. Like most Packt Publishing titles this book includes the book's files and a PDF of the colored images from the book that you can download from their website. This is an advanced book using Unity's version of C# and it certainly helps to have completed a few Unity ...

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Scripting in Unity begins by creating a new script file, which is a standard text file added to the project. This file defines a program that lists all the instructions for Unity to follow. As mentioned, the instructions can be written in either C#, JavaScript, or Boo; for this book, the language will be C#.

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your game development workflow mastering unity scripting ebook thorn alan the monobehaviour class included in the unity api which acts as the base class for most new scripts offers the sendmessage and broadcastmessage methods using these you can easily execute functions by name on all components attached to an object to invoke a

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Alan Thorn. Alan Thorn is a London-based game developer, freelance programmer, and author with over 13 years of industry experience. He founded Wax Lyrical Games in 2010, and is the creator of the award-winning game, Baron Wittard: Nemesis of Ragnarok. He is the author of 10 video-training courses and 11 books on game development, including Unity 4 Fundamentals: Get Started at Making Games ...

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