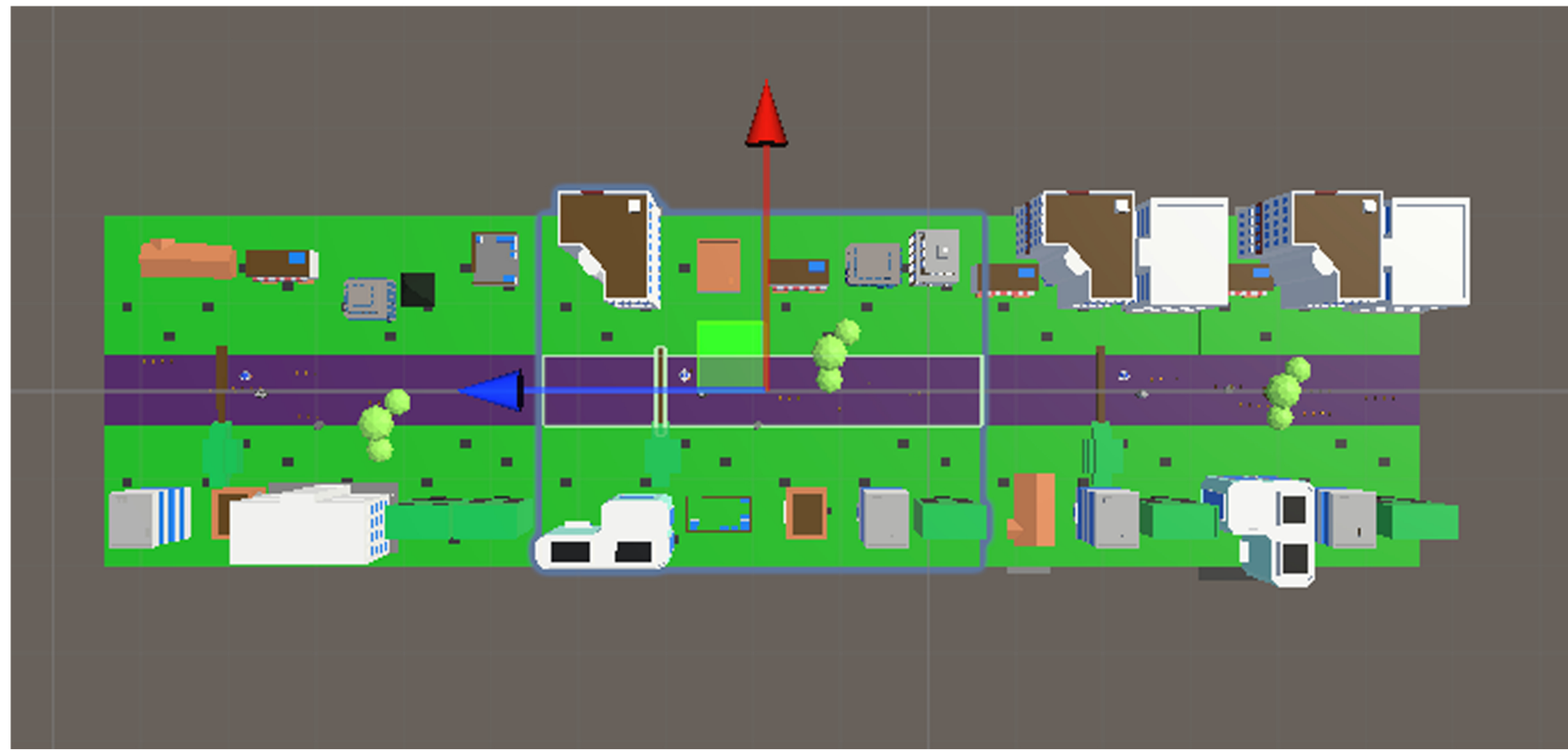
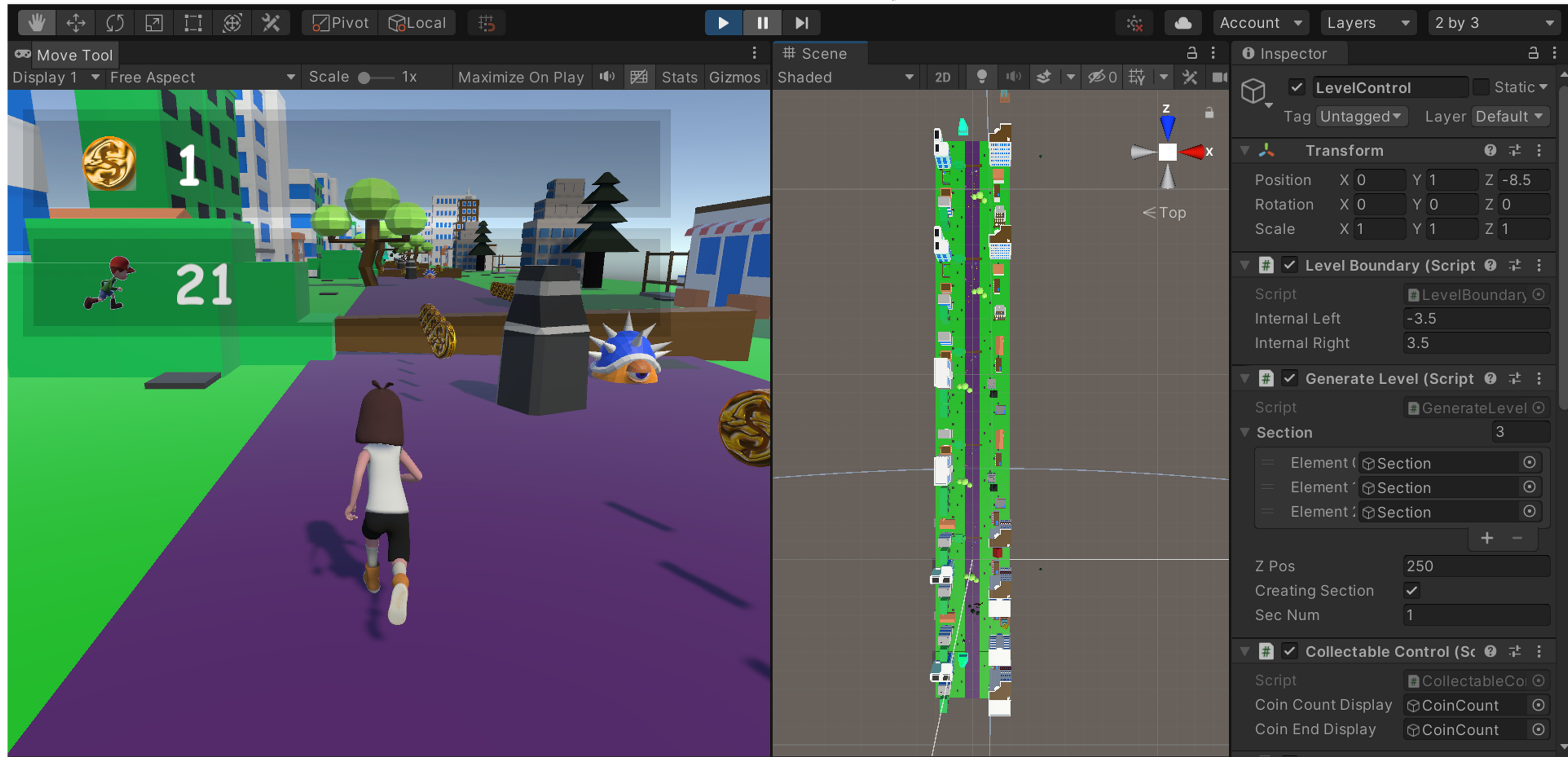


IMAGES



```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 Script Unity | 0 références
6 public class GenerateLevel : MonoBehaviour
7 {
8     public GameObject[] section;
9     public int zPos = 50;
10    public bool creatingSection = false;
11    public int secNum;
12
13    Message Unity | 0 références
14    void Update()
15    {
16        if (creatingSection == false)
17        {
18            creatingSection = true;
19            StartCoroutine(GenerateSection());
20        }
21    }
22
23    1 référence
24    IEnumerator GenerateSection()
25    {
26        secNum = Random.Range(0, 3);
27        Instantiate(section[secNum], new Vector3(0f,0f,zPos), Quaternion.identity);
28        zPos += 50;
29        yield return new WaitForSeconds(2);
30        creatingSection = false;
31    }
32 }
```



ORDINARY ATTENUATION