

Holistic Game Development with Unity Errata

NOTE: Code compatibility with Unity 3.5

The later versions of Unity insert a line at the top of the .js files with **#pragma strict**. This will make Unity insist on strict coding syntax and variable creation. The book uses a less informal version of Javascript and you will encounter some odd errors. Remove this line from your Javascript files and all will be fine.

In General

Throughout the code +=, <=, >= and -= have sometimes been formatted to look like there is a space between the first and second character, e.g. +[space]=. The compiler in Unity does not like this so keep your eye out for it and remove it.

Chapter 1, Section 1.6.1

On opening the texturing demo file for the Hands On session on page 65. in Unity 3.5, the model loses all the mesh data and is not visible. If you select the Female in the hierarchy and have a look at the Mesh Renders in the Inspector you'll notice missing components. To fix this, just drag a new copy of the Female model from the Project into the Hierarchy. This model will have two meshes for each part (it comes like this so you can customise what your character is wearing and its hair do etc). E.g. there will be pants1 and pants2, eyes1 and eyes2. Just go through the model in the hierarchy and delete the extra meshes so the model only has one of each part. It doesn't matter which. If you're not confident doing this, I've prepared a Unity 3.5 version of the file [here](#). [Thanks to reader, Thomas, for finding this!]

Chapter 1, Section 1.6.1 Paragraph 5

...if an image were nine bytes in size and the processor could process four bytes per cycle, the first two bytes of the image could be processed in two cycles.

should read

...if an image were nine bytes in size and the processor could process four bytes per cycle, the first eight bytes of the image could be processed in two cycles.

Chapter 2, Section 2.7.5

The billboard uses basicPlane.blend. This file was created with an older version of Blender and could be incompatible. You can open with Blender and resave as an .fbx file or use the one [here](#).

Chapter 3, pg 166, Listing 3.9

The code inside the get key for up should be "+=", not "-=" e.g.

```
if(Input.GetKey("up")) {    this.transform.position +=
this.transform.forward*speed;
```

...

Chapter 3, pg 188, Listing 3.20

This line (second from the top of the page):

```
if(currentFrame >= totalFrames)
```

should be:

```
if(currentFrame >= totalFrames + currentStartFrame)
```

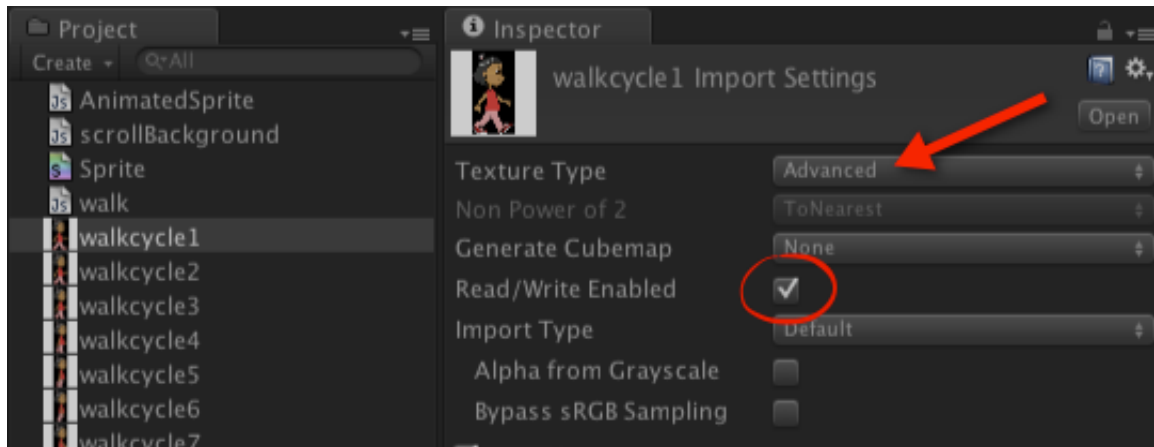
[Thanks to reader, Eric, for correcting this!]

Chapter 3, Section 3.4

The newer version of Unity causes a few quirky things to happen with the creation of the texture atlas. You'll get an error message like this:

```
UnityException: Texture 'walkcycle8' is not readable, the texture memory can not be accessed from scripts.
```

In order for the code to put together the texture atlas it needs to edit the single images. To fix this, select the image and look at its properties in the Inspector. Change the texture type to Advanced and tick the Read/Write checkbox. Then hit the **APPLY** button to fix the image.



[Thanks to my student, Jade, for pointing this out!]

Chapter 3 Section 3.7.1 Listing 3.2

For some reason Unity 4 treats UVs in a different order to Unity 3. You will find the code for Listing 3.2 produces odd results in Unity 4.

Just change the values in the square brackets at the beginning of each of these lines. See the new order here:

```
uvs[2] = new Vector2(startPixel.x/texture.width,(texture.height – endPixel.y)/texture.height);  
uvs[1] = new Vector2(startPixel.x/texture.width,(texture.height – startPixel.y)/texture.height);  
uvs[3] = new Vector2(endPixel.x/texture.width,(texture.height – startPixel.y)/texture.height);  
uvs[0] = new Vector2(endPixel.x/texture.width,(texture.height – endPixel.y)/texture.height);
```

Then the WALK_LEFT and WALK_RIGHT start and end frames will have to be swapped in the Inspector. If you do the change in the code above and run it, you'll see what I mean.

Chapter 4 Listing 4.13

all the scoringObjects...totalBalls should be scores, e.g.
scoringObjects[0].GetComponent("countBalls").score

Chapter 7 Listing 7.5

“void” before Start() should be “function”