
Assassins Creed IV Black Flag Update V1 06RELOADED 2021



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I hope I made myself understood. A: It doesn't, and it's a lot more than a few lines of code. Let's rewrite your question like this: When he juts the key to open the lock, let's assume the other characters in the circle around him start to react. And I think that explains the problem pretty well. The player won't react to the player (because we're only modeling a person's actions), and probably won't react to the "character" (because you're passing the token right away, thus the player never receives the message the "character" has actioned). You need to keep the player's actions separate from the actions of the "character", because if you want to have a character "speak" things to the player, you need to make the player's actions too. Right now you are getting the character and you are passing it along to the player. When the player does whatever it is (smash a key, kick the attacker, shoot the attacker, etc.), the character "does nothing". This prevents the character from reacting to the events happening to the player. Your question is about how to model a "character" and how to control it. So, let's do some code to see how this could be achieved: Represent an entity in the world (I'll refer to this entity as

"character"): public class Character :
MonoBehaviour { public float hitpoint; // Healed or
not public bool isDead; public bool
isControlledByPlayer; // He is controlled by player
or not public Transform charTrans; // The
transform where the character is public int
npcIndex; // The NPC index within the list of npc's
(in the inspector) } Create a list of "characters":
public List characters; In the Update function,
iterate through this list and perform actions on
each character, like making them speak, move
and so on: foreach(Character c in characters) {
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