

Hunk 1 : Lines 1-576

Stage hunk

Discard hunk

```
1 1 %YAML 1.1
2 2 %TAG !u! tag:unity3d.com,2011:
3 - --- !u!1 &1003429944
4 - GameObject:
5 3 + --- !u!29 &1
6 4 + SceneSettings:
7 5 m_ObjectHideFlags: 0
8 - m_PrefabParentObject: {fileID: 100000, guid: d9808401c68af274a8edfbed3d1b53c7, type: 3}
9 - m_PrefabInternal: {fileID: 232879947}
10 - serializedVersion: 4
11 - m_Component:
12 - - 4: {fileID: 1003429949}
13 - - 33: {fileID: 1003429948}
14 - - 23: {fileID: 1003429947}
15 - - 54: {fileID: 1003429946}
16 - - 64: {fileID: 1003429945}
17 - - 114: {fileID: 1003429950}
18 - - 114: {fileID: 1003429953}
19 - - 114: {fileID: 1003429951}
20 - - 114: {fileID: 1003429952}
21 - - 114: {fileID: 1003429954}
22 - m_Layer: 0
23 - m_Name: Player
24 - m_TagString: Player
25 - m_Icon: {fileID: 0}
26 - m_NavMeshLayer: 0
27 - m_StaticEditorFlags: 0
28 - m_IsActive: 1
29 - --- !u!1 &1044157696
30 6 + m_PVSDData:
31 7 + m_PVSObjectsArray: []
32 8 + m_PVSPortalsArray: []
33 9 + m_OcclusionBakeSettings:
34 10 + smallestOccluder: 5
35 11 + smallestHole: .25
36 12 + backfaceThreshold: 100
37 13 + --- !u!104 &2
38 14 + RenderSettings:
39 15 + m_Fog: 0
40 16 + m_FogColor: {r: .5, g: .5, b: .5, a: 1}
41 17 + m_FogMode: 3
42 18 + m_FogDensity: .009999999978
43 19 + m_LinearFogStart: 0
44 20 + m_LinearFogEnd: 300
45 21 + m_AmbientLight: {r: 0, g: 0, b: 0, a: 1}
46 22 + m_SkyboxMaterial: {fileID: 0}
47 23 + m_HaloStrength: .5
48 24 + m_FlareStrength: 1
49 25 + m_FlareFadeSpeed: 3
50 26 + m_HaloTexture: {fileID: 0}
```