unity

Mark Suter's Forum Posting Guide

Using answers.unity.com example here

1) Title - make it descriptive of the problem

Bad Title: "Weird error"

- Not descriptive. Helpful people will sometimes skip these questions because they think you won't be providing enough information, just based on the bad title.

Good Title: "error CS1041: Identifier expected"

- By being specific in the title, you're more likely to get fast and helpful answers!

2) What Happened? This has 3 parts:

1) Objective - What are you trying to accomplish? Give context.

> **Problem 1:** When exiting a room and loading the next room, the player should appear in the new room on the opposite side of where he left. For example, if player exits right, he should switch scenes to that room, but then be positioned on the LEFT side of that new room, indicating he just exited right (like in the old NES Zelda dungeons)

2) Problem

> **Problem 2:** When going back to the START room, a second player appears. I understand from searching that this is because of my dontdestroyonload on the player, but don't know how to prevent the duplicate.
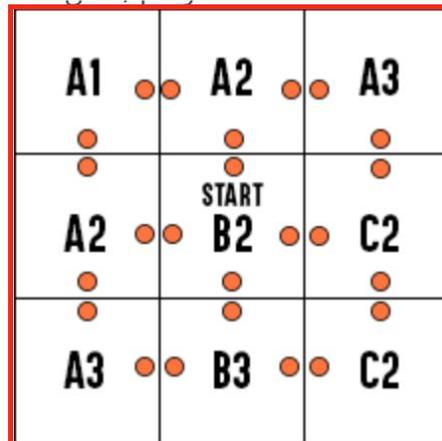
3) Tried

I tried saving the player vector2 position as a variable, then loading it and inverting either the X or Y, but got lost on how to know when to invert which number.

3) Show Relevant Code (and other visuals like screenshots)

I have the player in the hierarchy with a script that contains:

```
void Start()
    {
        DontDestroyOnLoad(this.gameObject);
    }
```

5.

4) Respond!

- If someone answered your question, click "Accept" and say thank you
- Respond to comments as needed, and upvote helpful comments and answers!
- On answers.unity.com you earn reputation points for being helpful to others and asking good questions!