

不支持Unity序列化的字段
Fields can NOT be serialized by
Unity serializer

静态字段
static fields

只读字段
readonly fields

常量
const fields

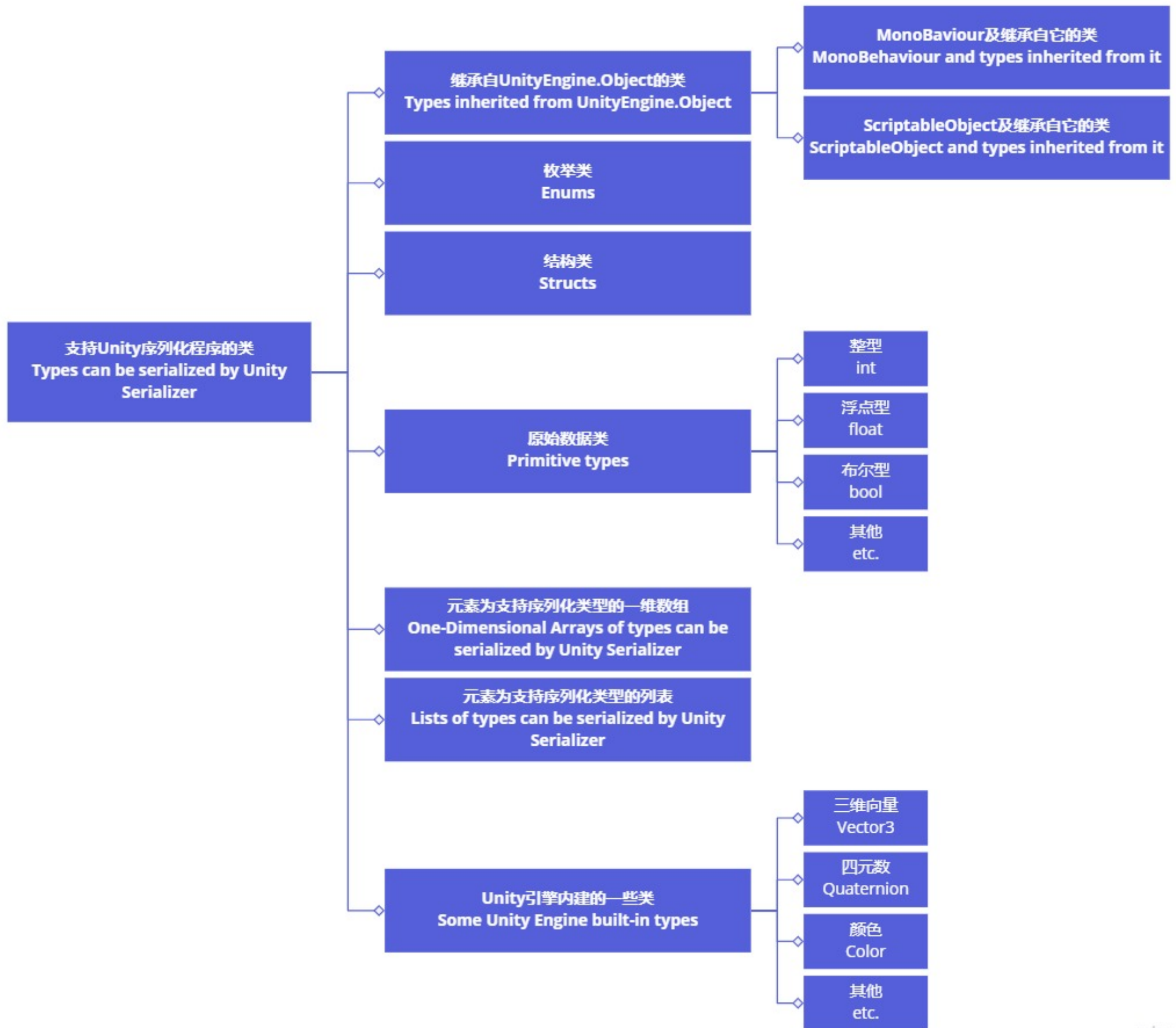
未带有[field: SerializeField]特性的属性
Properties without [field: SerializeField] attribute

支持Unity序列化的字段
Fields can be serialized by
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公有的 非静态 非只读 非常量 字段
public non-static non-readonly non-const fields

带有[SerializeField]特性的 非静态 非只读 非常量 字段
non-static non-readonly non-const fields with [SerializeField] attribute

带有[field: SerializeField]特性的属性
Properties with [field: SerializeField] attribute



不支持Unity序列化程序的类
Types can NOT be serialized by
Unity Serializer

泛型
Generic Types

将泛型封装到[Serializable]类中
Wrap it in the [Serializable] class

字典
Dictionary

将键和值分别存储到各自的列表中
Store the keys and values in a list separately

多维数组
Multidimensional Arrays

拆分成多个一维数组
Split it into multiple one-dimensional arrays

委托
Delegates

替换成相应的UnityEvent/UnityAction
Change to UnityEvent/UnityAction