1.Queue



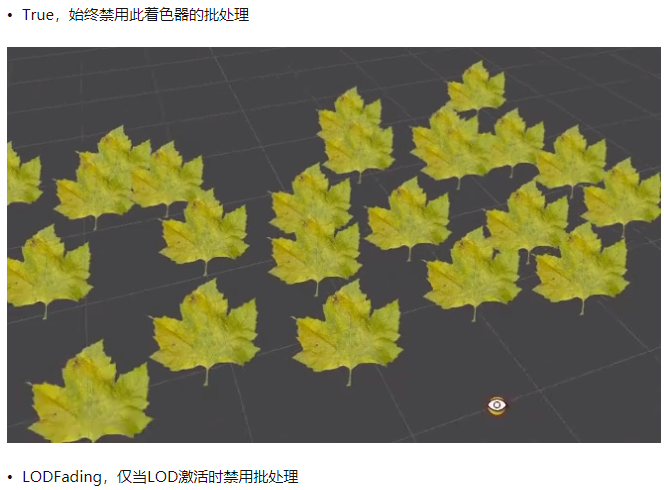


2.Render Type

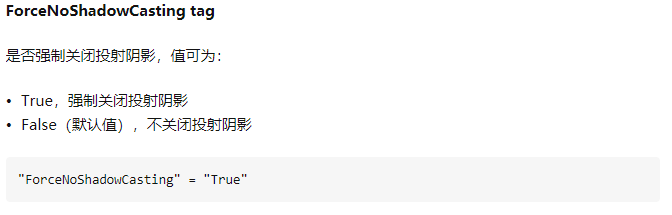




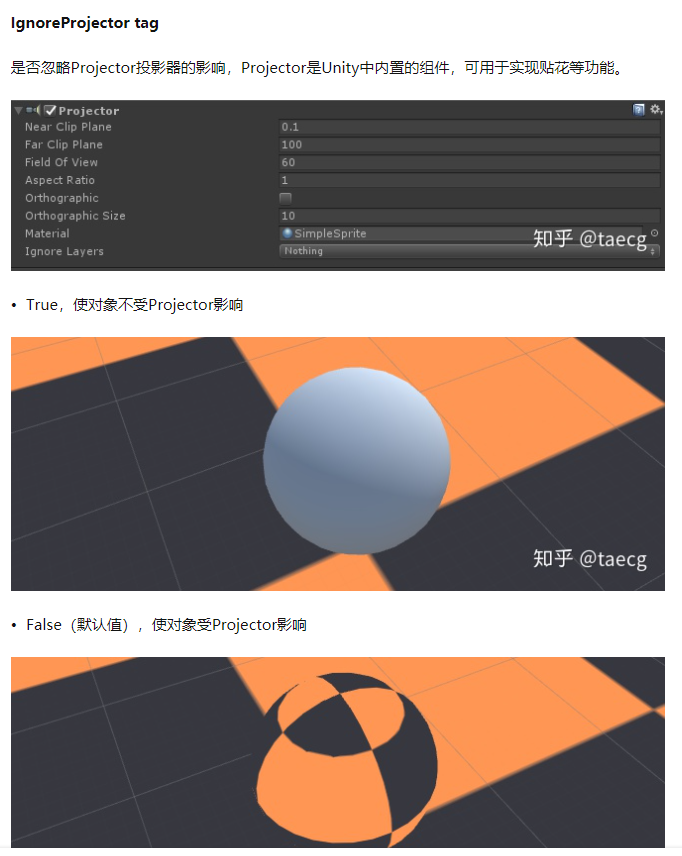
3.Disablebatching



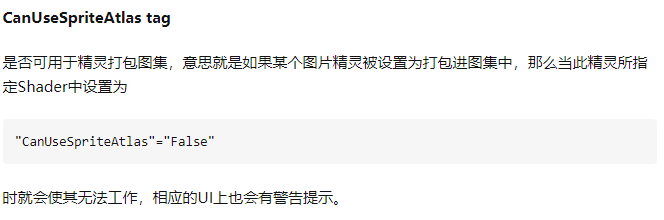
**ForceNoShadowCasting tag**



**IgnoreProjector tag**



**CanUseSpriteAtlas tag**





**PreviewType tag**

