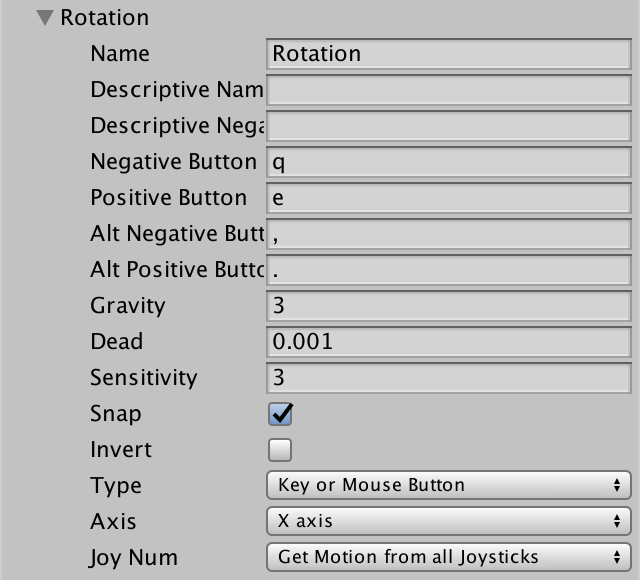
# Hexmap-学习笔记

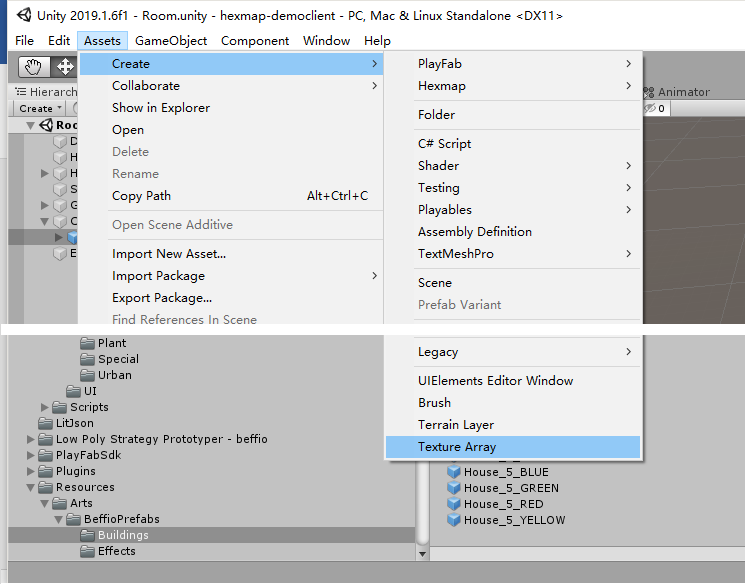
|  |  |  |  |
| --- | --- | --- | --- |
| 版本号 | 修改日期 | 修改人员 | 修改内容 |
| 0.5 | 2019/10/21 | 刘刚 |  |
|  |  |  |  |

## Rotation错误

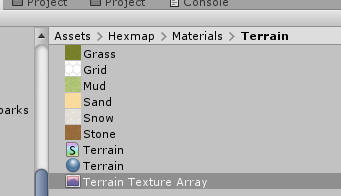


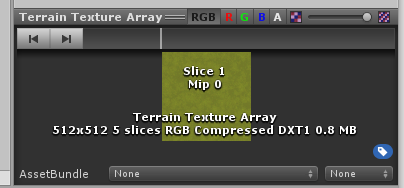
实际上

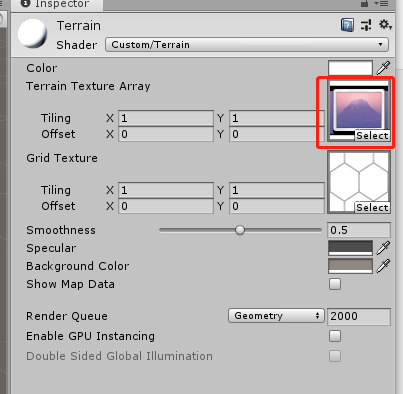
## TextureArray



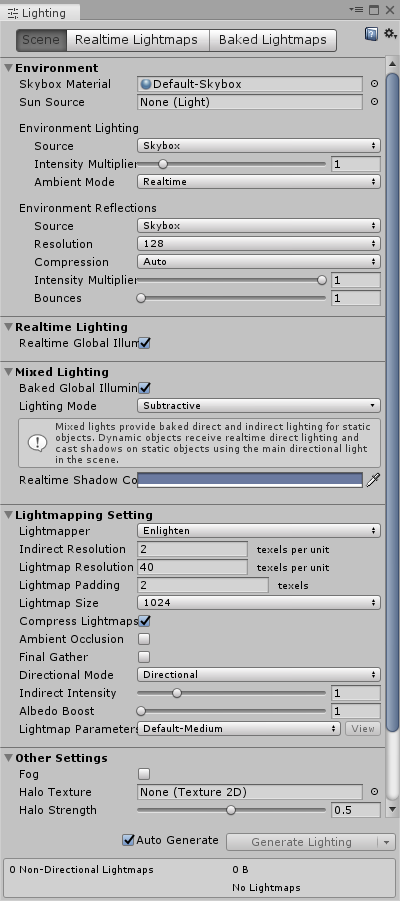
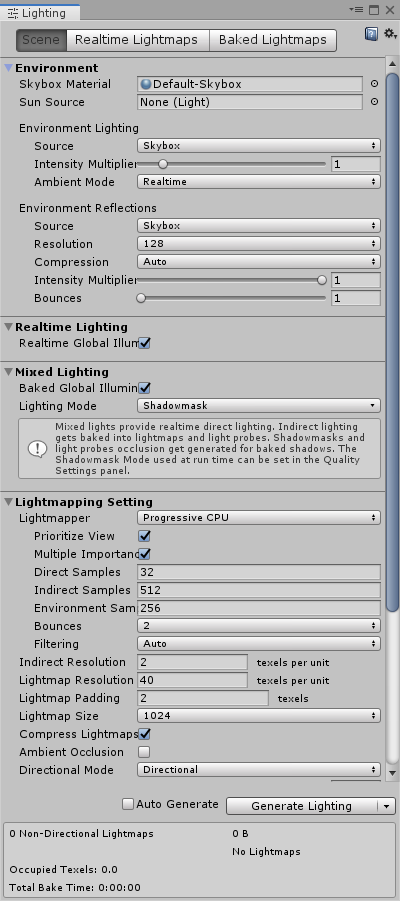
TextureArrayWizard





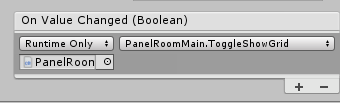


## 为什么场景光照和例程不一样？

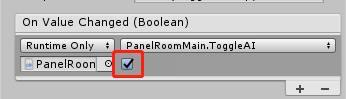


勾选Auto Generate。

## 奇葩的Toggle



这是正确的



这个就奇葩了

## HexHash

参考第九课

<https://catlikecoding.com/unity/tutorials/hex-map/part-9/>

a 城市等级

b 农田等级

c 树林等级

d 完全随机数，用于从上面（统一等级的）模型里随机一个出来

e旋转角度

## 随机

## SQLLite

<https://www.sqlite.org/download.html>

<https://blog.csdn.net/qq_38721111/article/details/88305404>

## csv表格读取

<https://www.cnblogs.com/px7034/archive/2011/01/14/1935539.html>

效率低下,需要优化