



Cover

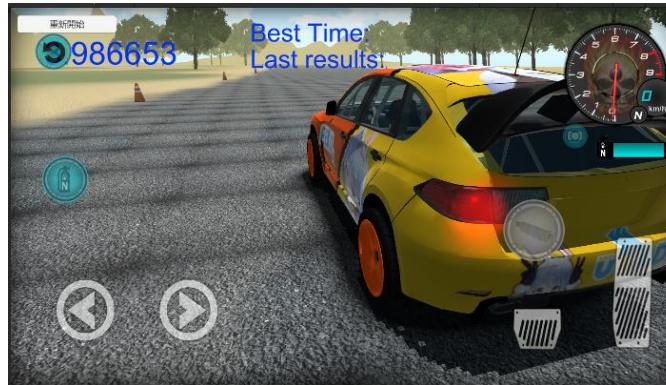
Game name:Peko

<https://github.com>

重新開始

重新開始





<https://assetstore.unity.com/packages/tools/physics/realistic-car-kit-18421>

assetstore.unity.com/packages/tools/physics/realistic-car-kit-18421

應用程式 Chrome 遠端桌面 Google 翻譯 CodeTranslator: C... Convert float to sh... 交互式：2019頂級... 瘋科技 Cool3c iT iHome 【新提醒】Android 歡迎來到 Steam

家 > 工具類 > 物理 > 實現的車載套件

您在2020年12月23日購買了此商品。



現實的車載套件

梅迪·拉比 (Mehdi Rabie... 5 | 22條評論

自由

在Unity中打開

SunnyWinters 2天前
我很震驚
驚人的免費資產發行商毫無疑問不貪婪那肯定是輝煌的
[閱讀更多評論](#)

執照 擴展資產

<https://assetstore.unity.com/packages/3d/props/aaa-quality-road-barricades-142191>

assetstore.unity.com/packages/3d/props/aaa-quality-road-barricades-142191

New Year Sale. Thousands of assets up to 50% off.

unityAssetStore Assets Tools Services By Unity Industries Sale

Search for assets

Over 11,000 5 star assets Rated by 85,000+ customers Supported by over 100,000 forum members

Home > 3D > Props > AAA Quality - Road Barricades

You downloaded this item on Dec 29, 2020.
Please rate and review this asset. Your honest review and rating will help other users who are deciding whether they should get this asset.

Write a Review

AAA Quality - Road Barricades

kawetofe (not enough ratings)

FREE

Open in Unity

Model Inspector

- WIREFRAME
- Single Sided
- VIEWPORT

 - 3D (selected)
 - 3D + 2D
 - 2D

- RENDER (1)
 - Final Render (selected)
 - No Post-Processing
- MATERIAL CHANNELS (2)
 - Base Color
 - Metalness
 - Roughness

click & hold to rotate

License Extension Asset

File size 39.7 MB

Latest version 1.0

Latest release date Jul 11, 2019

Supported Unity versions 2018.1.0 or higher

Support Visit site

<https://assetstore.unity.com/packages/3d/vehicles/land/realistic-mobile-car-demo-173467>

未使用

assetstore.unity.com/packages/3d/vehicles/land/realistic-mobile-car-demo-173467

Chrome 遠端桌面 Google 翻譯 CodeTranslator: C... Convert float to sh... 交互式：2019頂級... 瘋科技 Cool3c |iThome 【新提醒】Android 歡迎來到 Steam

ABP 1 248

Home > 3D > Vehicles > Land > Realistic Mobile Car Demo



Realistic Mobile Car Demo

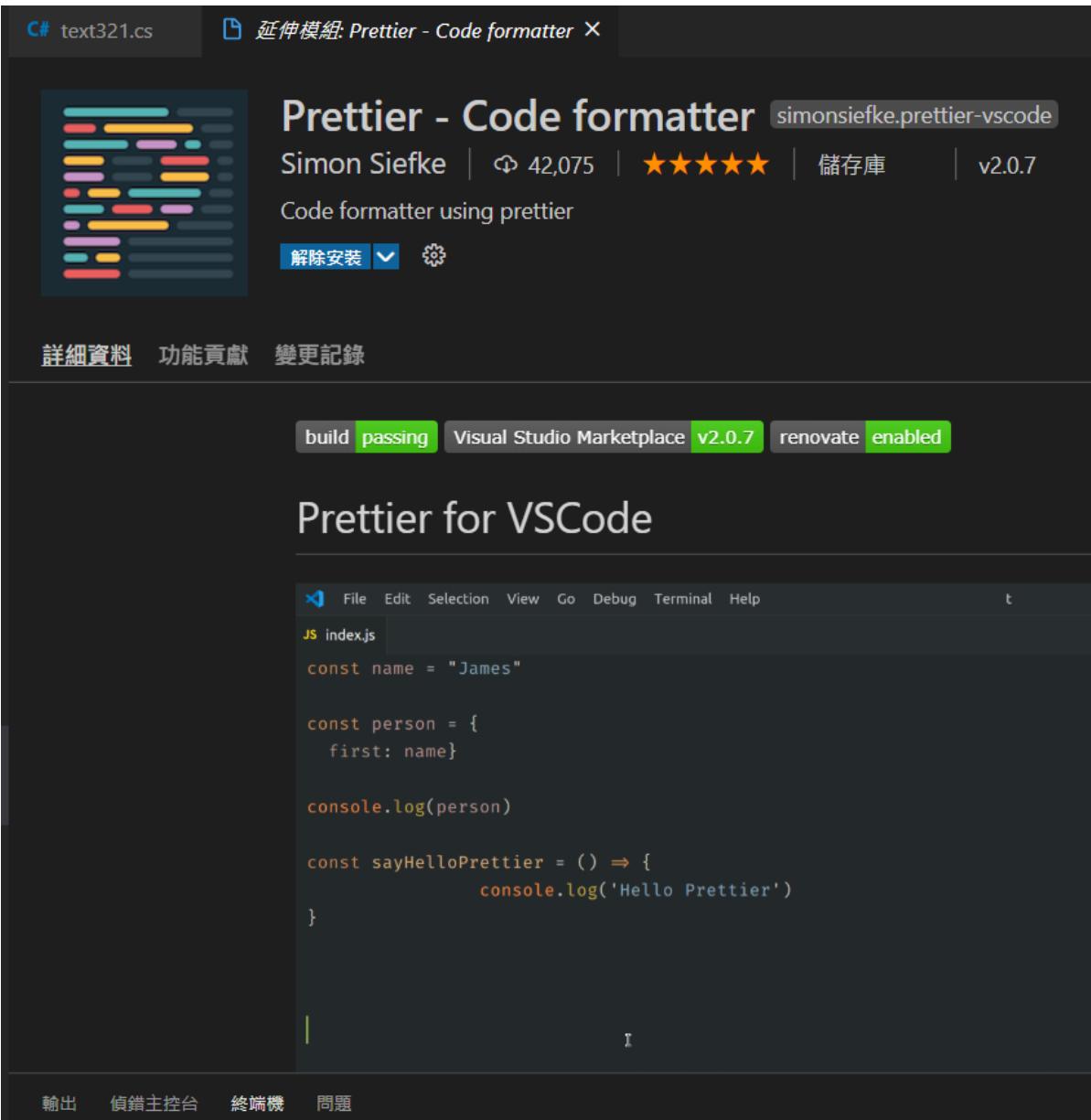
Pro 3D models ★★★★★ 5 | 8 Reviews

FREE

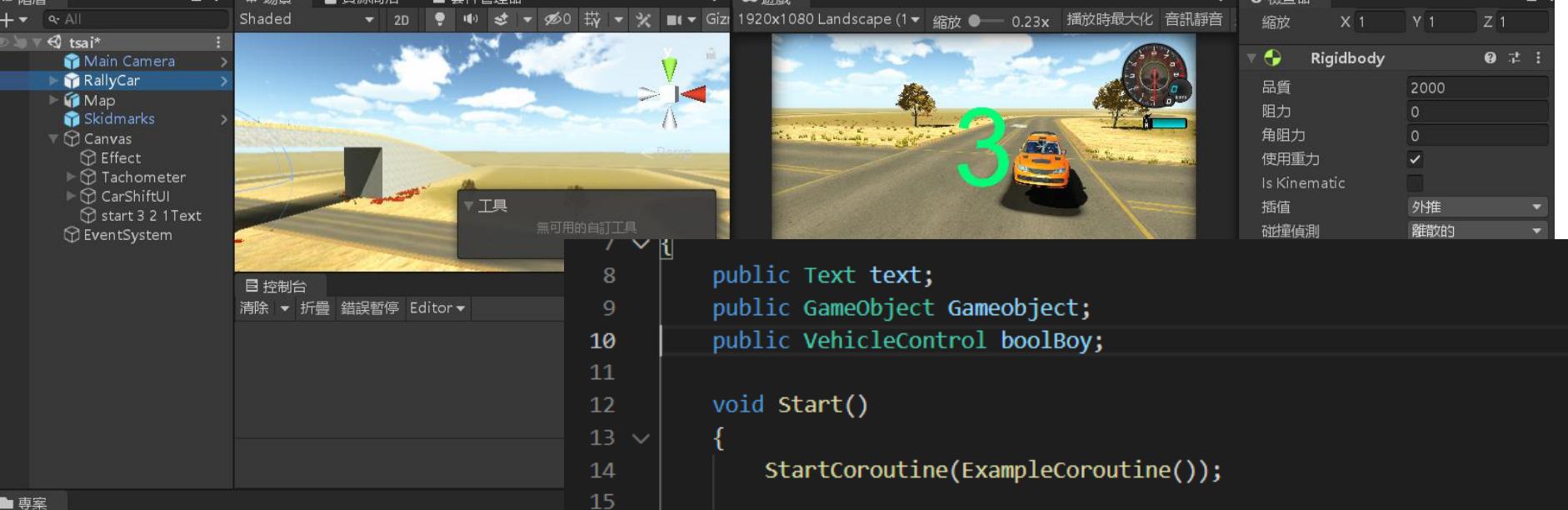
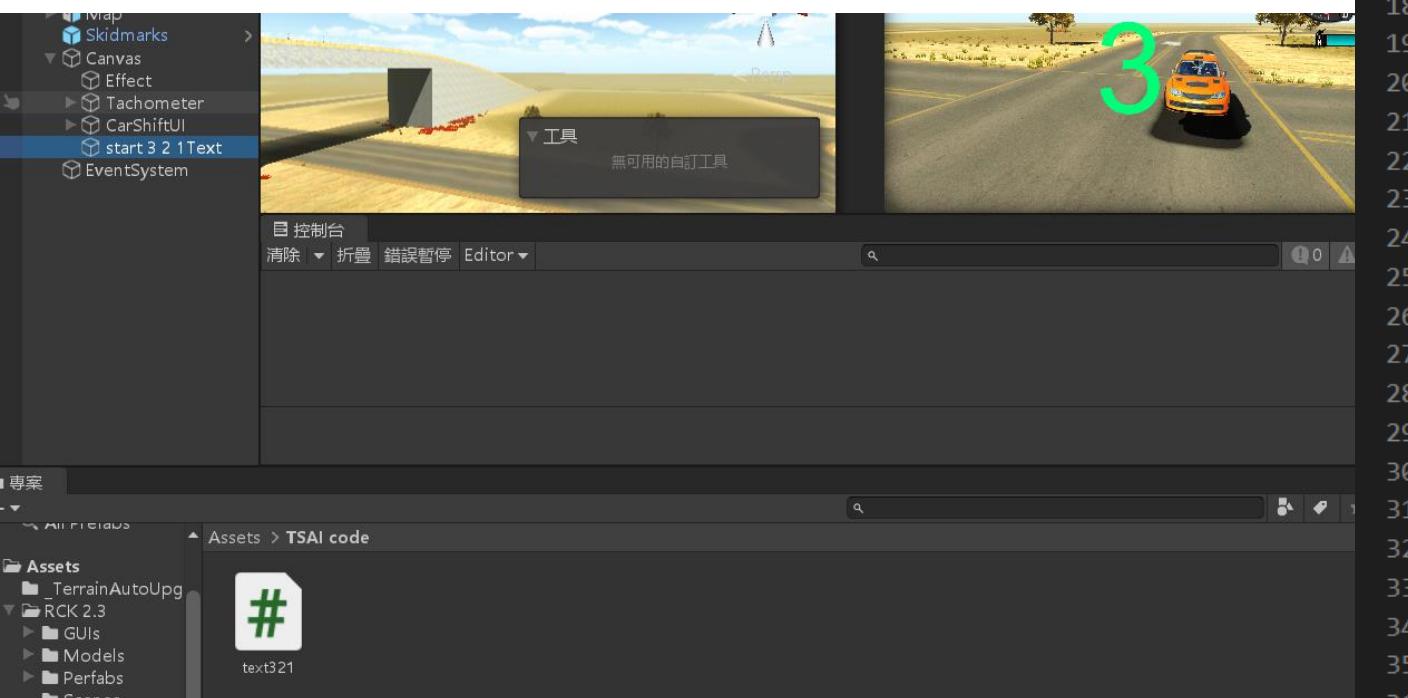
Add to My Assets Heart icon

License	Extension Asset
File size	20.6 MB
Latest version	1.0
Latest release date	Jun 30, 2020
Supported Unity versions	2019.2.6 or higher

自動排版讚



時間到改變其他
物件的function.bool



功能

優先

*最佳時間

*頁面跳轉

*地圖檢查點

*手機控制button

*優化

*321 倒數可以催油門，(目前方式讓使用者無法動)

*連機

*改散迷霧

王愷

1.新增第二張地圖

陳奕瀚

1.新增坦克

手機卡

貼圖畫質太高

結論s660手機太爛

version1.1_完成倒數啟動車輛

version1.2_地圖導入

version1.3_畫面跳轉_物件位置修正

version1.4_完成遊戲開始計時

Version1.5_增加角錐_2020轉2019

Version1.6_增加finish plane

version1.7_修正位置_finsh time print

version1.8_finsh time(beat time 前身)作動成功第一版

Version1.9_增加reset button_last result

Version2.0_beat times ok

Version2.1_移植手機控制系統 (手機執行不夠順暢 需除錯)

結論s660手機太爛

Version2.2_修正位置_開始增加角椎

Version2.3_增加角椎_封路

Version2.4_app icon_start page icon

Version2.5_痛車_調色

Version2.6_logo add

Version2.7_body3 apk

Version2.8_角錐finish

Version_test1.0 拔掉所有功能測試手機順暢

App 縮圖修改

圖片放大

有了

進app 啟動畫面修改



放中間 有了

主畫面修改

有了

- car project version1.0
- version1.1_完成倒數啟動車輛
- version1.2_地圖導入

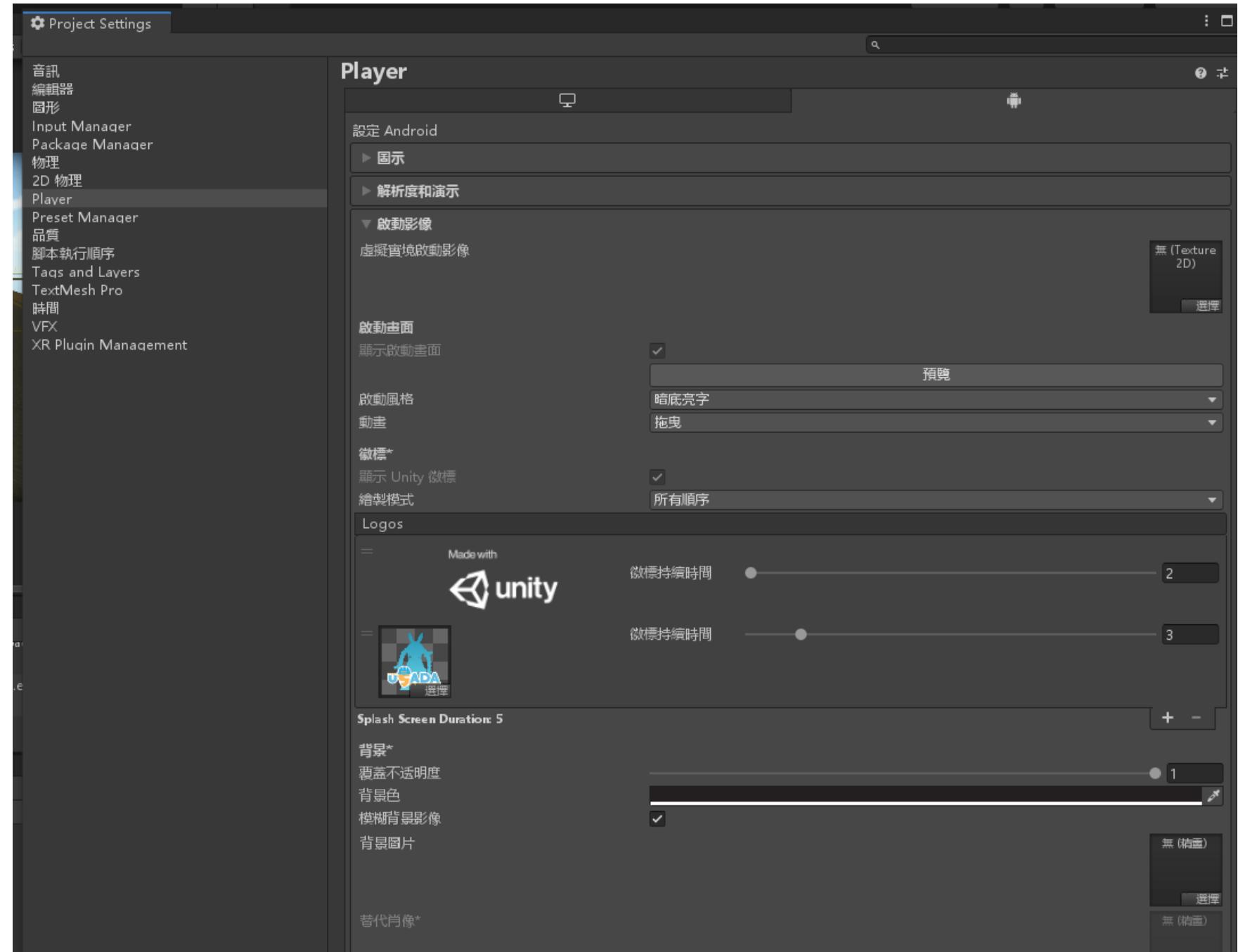
地圖檢查點

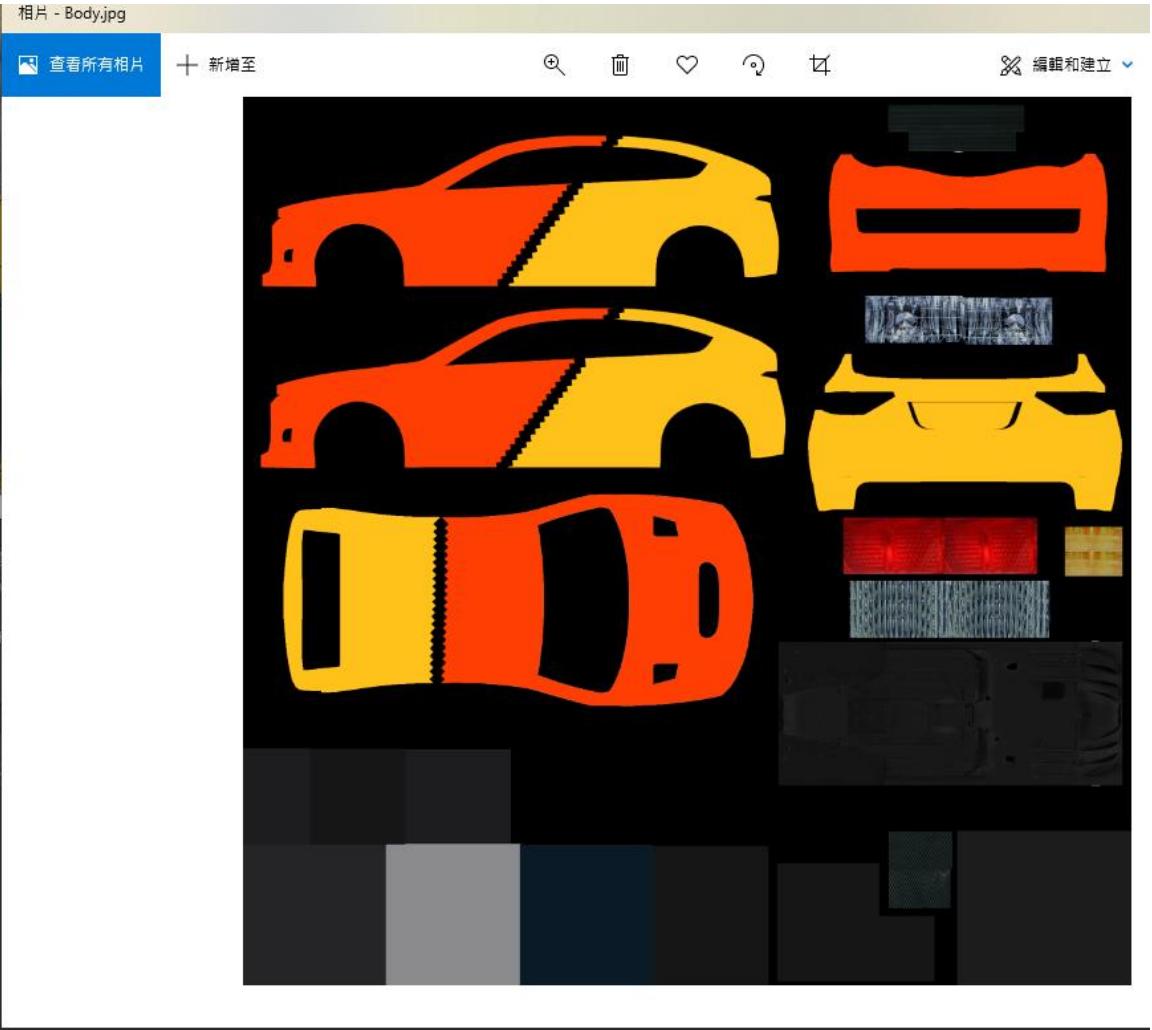
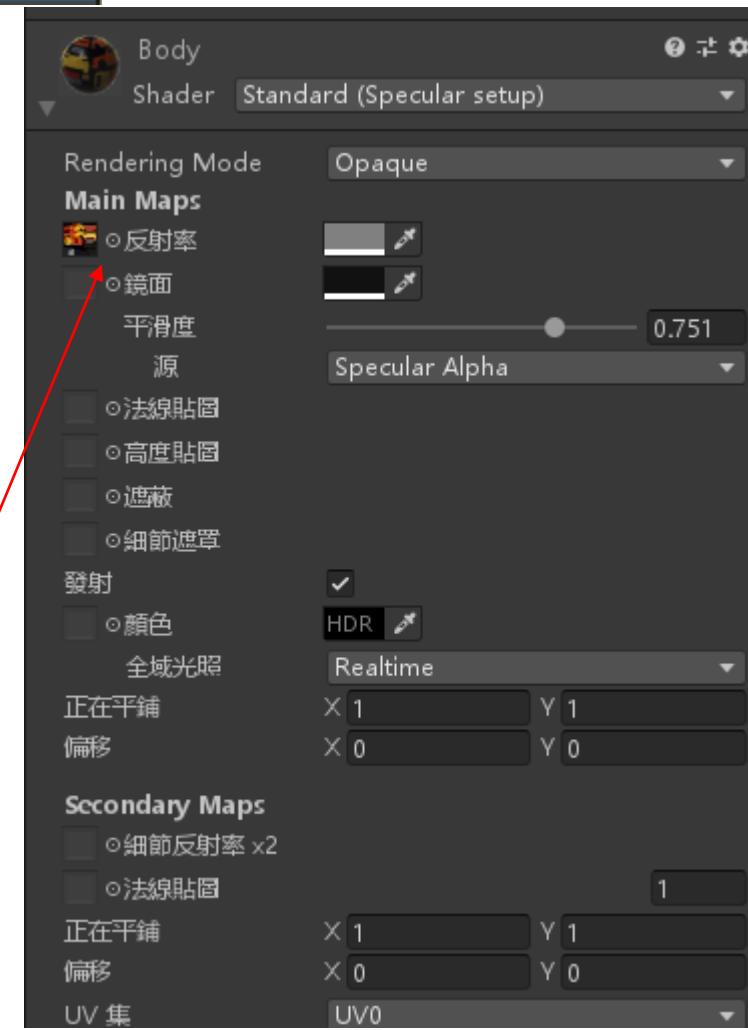
gameManager



起始點

啟動過場

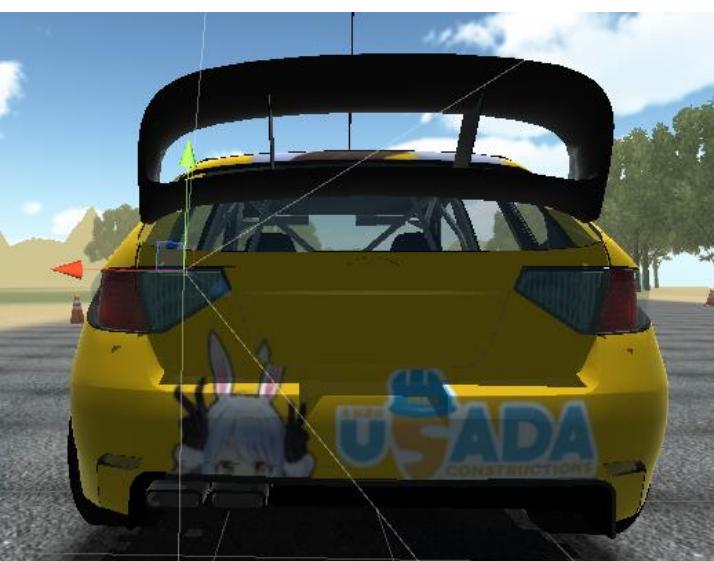








Body 3







Pekorism



PEKO



unity project 2019 - tsai game nome - Android - Unity 2019.4.14f1 Personal <DRAFT>

Project Settings

Player

v.1

預設圖示

無 (Texture 2D)

選擇

預設游標

無 (Texture 2D)

選擇

游標熱點 X 0 Y 0

設定 Android

▼ 固示

- Adaptive (API 26) icons (0/6)
- Round (API 25) icons (0/6)
- ▼ Legacy icons (1/6)

xxhdpi

192x192px



選擇

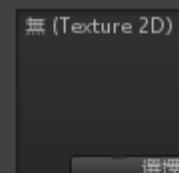


選擇

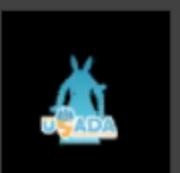
xxhdpi

144x144px

無 (Texture 2D)



選擇



選擇

地圖可以一除無法到達處

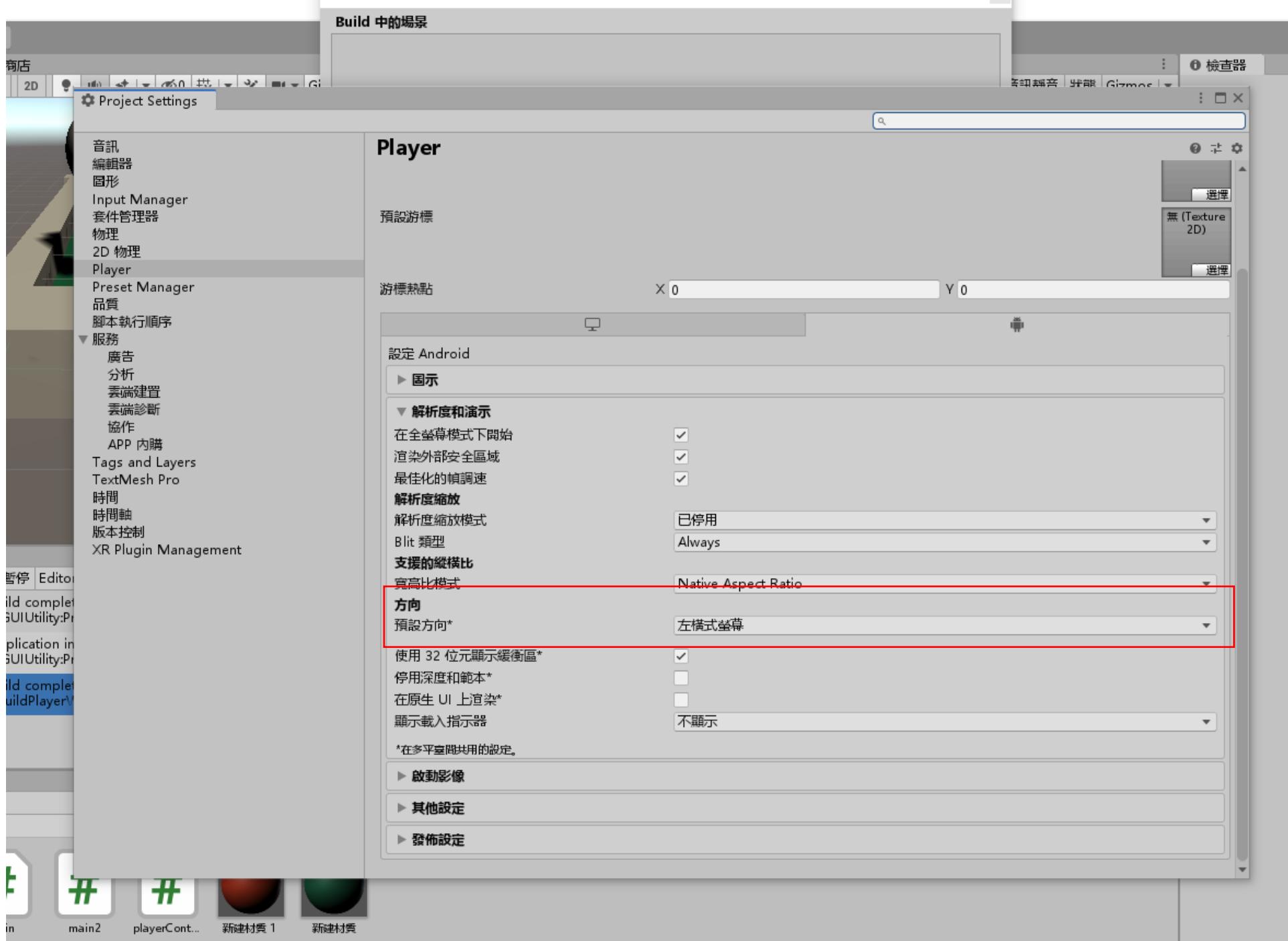


S660 ausu max pro m2
卡的要死

(關閉 tsai code
烘培光影
) {一樣卡的要死}

S845 zenfone z5 8& 小米
順跑(聽說跟電腦差不多)

螢幕預設方向



Unity中模型在手機上卡頓怎麼優化?

原创

MMMeKey

2018-09-20 10:46:03

1819

收藏 1

分類專欄:

Unity

文章標籤:

Unity模型優化

模型在手機上卡頓

fps過低

- 1、模型面數優化，可以使用建模軟件，進行減面，對看不到的面進行刪除
- 2、模型在Unity中，盡量材質共用，降低DrawCall
- 3、如果場景中不需要陰影也沒關係，就可以調Light組件上面的NoShadow，取消陰影
- 4、場景中不需要移動的物體進行靜態設置
- 5、如果電腦性能可以，把不受實時光照影響的場景，進行光照烘焙

<https://android.magicer.xyz/tools/performance/profile-gpu-rendering/index.html>

GPU配置文件已從Android Studio中刪除。

此工具已在Android Studio 3.0中刪除。

似乎GPU監視器在運行時會干擾內存監視器的讀數，因此這可能是刪除它的原因之一。因此，我個人大部分時間都禁用它。

是的，到目前為止，我知道調試它的唯一方法是在設備上。

分享 改善這個答案 跟隨

18年2月11日在7:24回答



莫坤

1,731 ● 1個 ● 21 ● 30

您好，設備上的GPU配置文件不好。遊戲中沒有開放。我們如何在遊戲中打開它？ – [gurkan堆棧](#) 19年10月17日在10:43

@ gurkan-stack在遊戲中？我們過去在Android Studio（現在僅在設備上）上擁有的GPU分析器僅適用於Android 2D渲染引擎。因此，一切都取決於在畫布上繪製。它不包括Open GL圖紙請求。很抱歉，我不知道在哪裡可以找到類似的東西。 – [Mackovich](#) 20年7月28日在12:58

添加評論



檢查輸出

在圖1所示的Profile GPU渲染圖的放大圖像中，您可以看到彩色部分，如Android 6.0（API級別23）上顯示的那樣。

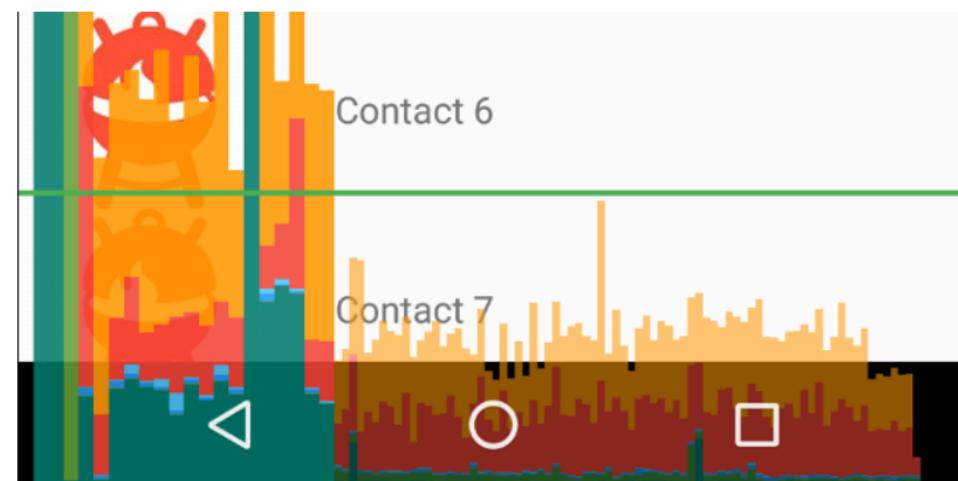
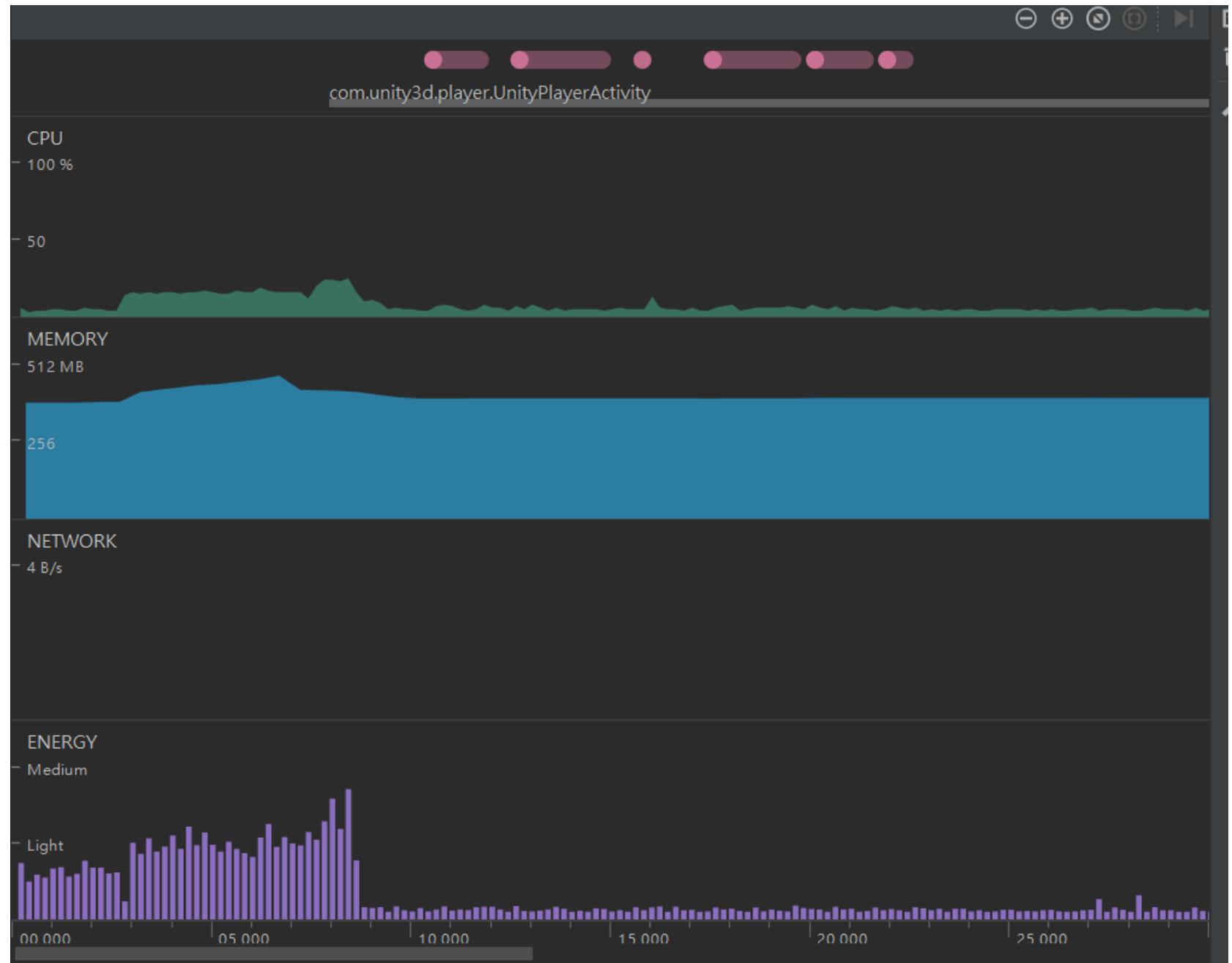


圖1.放大的Profile GPU渲染圖。



energy 是指手機耗電量

切成內顯示卡 應該是手機顯卡不夠力

工作管理員

檔案(F) 選項(O) 檢視(V)

處理程序 效能 應用程式歷程記錄 開機 使用者 詳細資料 服務

CPU
42% 3.60 GHz

記憶體
20.0/31.8 GB (63%)

磁碟 0 (D):
SSD 0%

磁碟 1 (C):
SSD 0%

乙太網路
VirtualBox Host-Only Network
已傳送: 0 已接收: 0 Kbps

乙太網路
VMware Network Adapter V...
已傳送: 0 已接收: 0 Kbps

乙太網路
VMware Network Adapter V...
已傳送: 0 已接收: 0 Kbps

Wi-Fi
Wi-Fi
已傳送: 0 已接收: 0 Kbps

GPU 0
Intel(R) UHD Graphics 620
100%

CPU
Intel(R) Core(TM) i7
超過 30 秒的使用率 %

速度
42% 3.60 GHz

處理程序 執行緒 控制代碼
354 4644 189917

運作時間
2:18:52:25

unity project 2019 - tsai - Android - Unity 2019.4.14f1 Personal <DX11>

檔案 編輯 資源 GameObject 元件 Window 幫助

遊戲 1920x1080 Landscape (1) 縮放 0.225 播放時最大化

tsai

- Main Camera
- RallyCar
- Skidmarks
- Canvas
- Terrain
- EventSystem
- checking point

Gaming Time Best Time: Last results: 3

控制台

清除 折疊 播放時清除 建置時清除 錯誤暫停 Editor

[17:36:14] Tag: Street is not defined.
UnityEngine.Component.CompareTag(String)

Assets > TSAI code > test

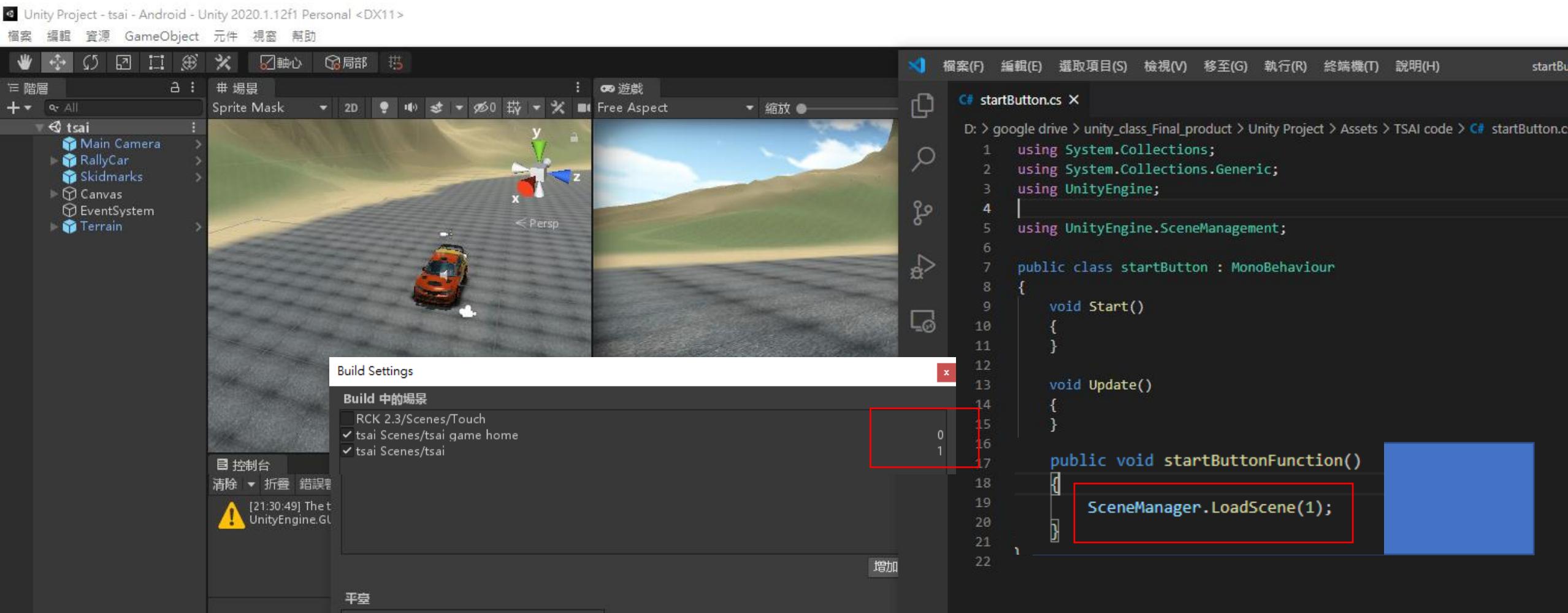
Control RallyCar

地圖無法放縮



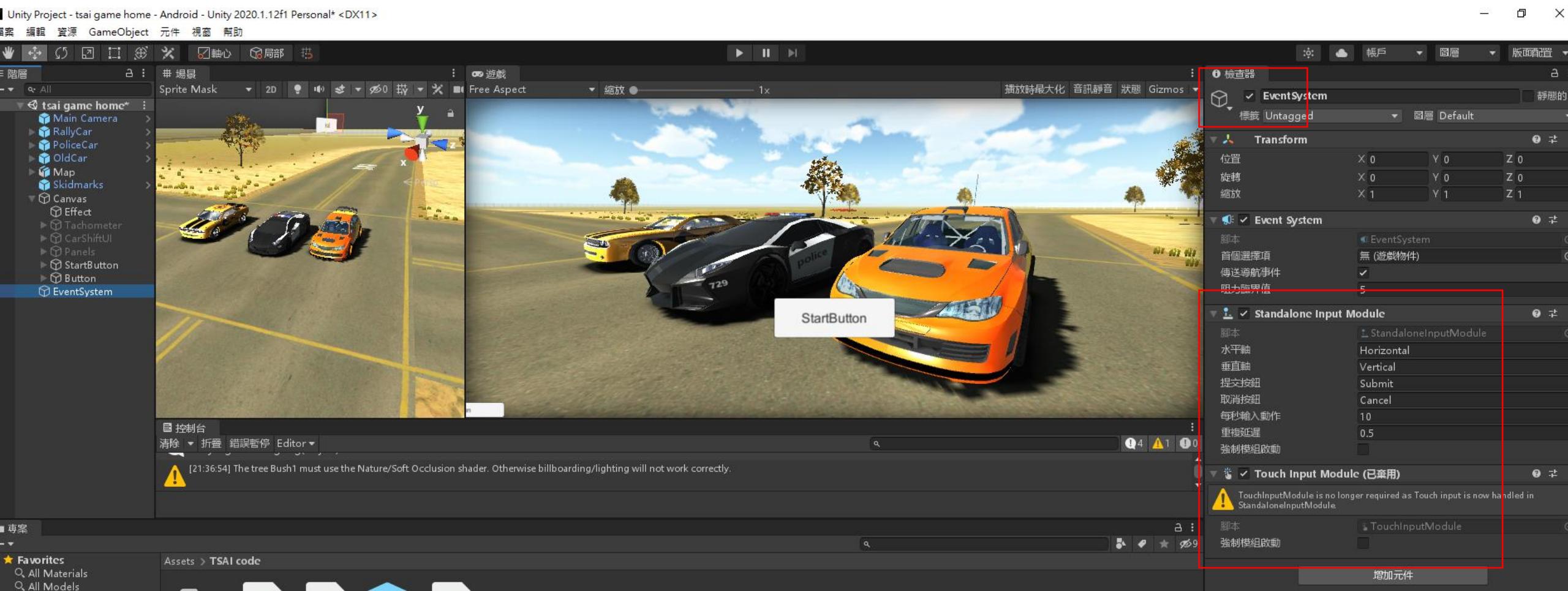
畫面跳轉

```
using UnityEngine.SceneManagement;
```



數字對應

畫面無法點擊，確定EventSystem要打開



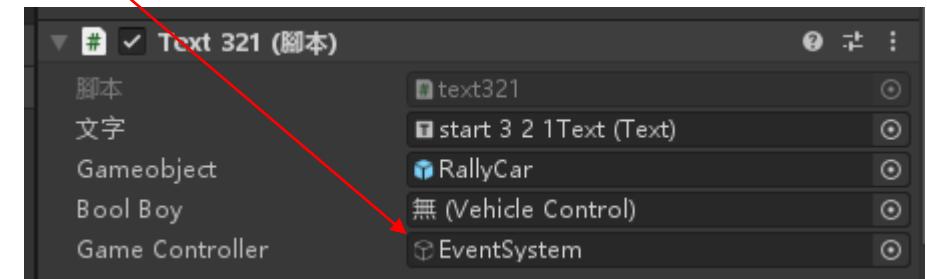
```
GameObject gameController = GameObject.FindGameObjectWithTag("GameController");
```

```
45     gameController.SetActive(true);
```

會找不到隱藏的物件?

原因沒有拉物件

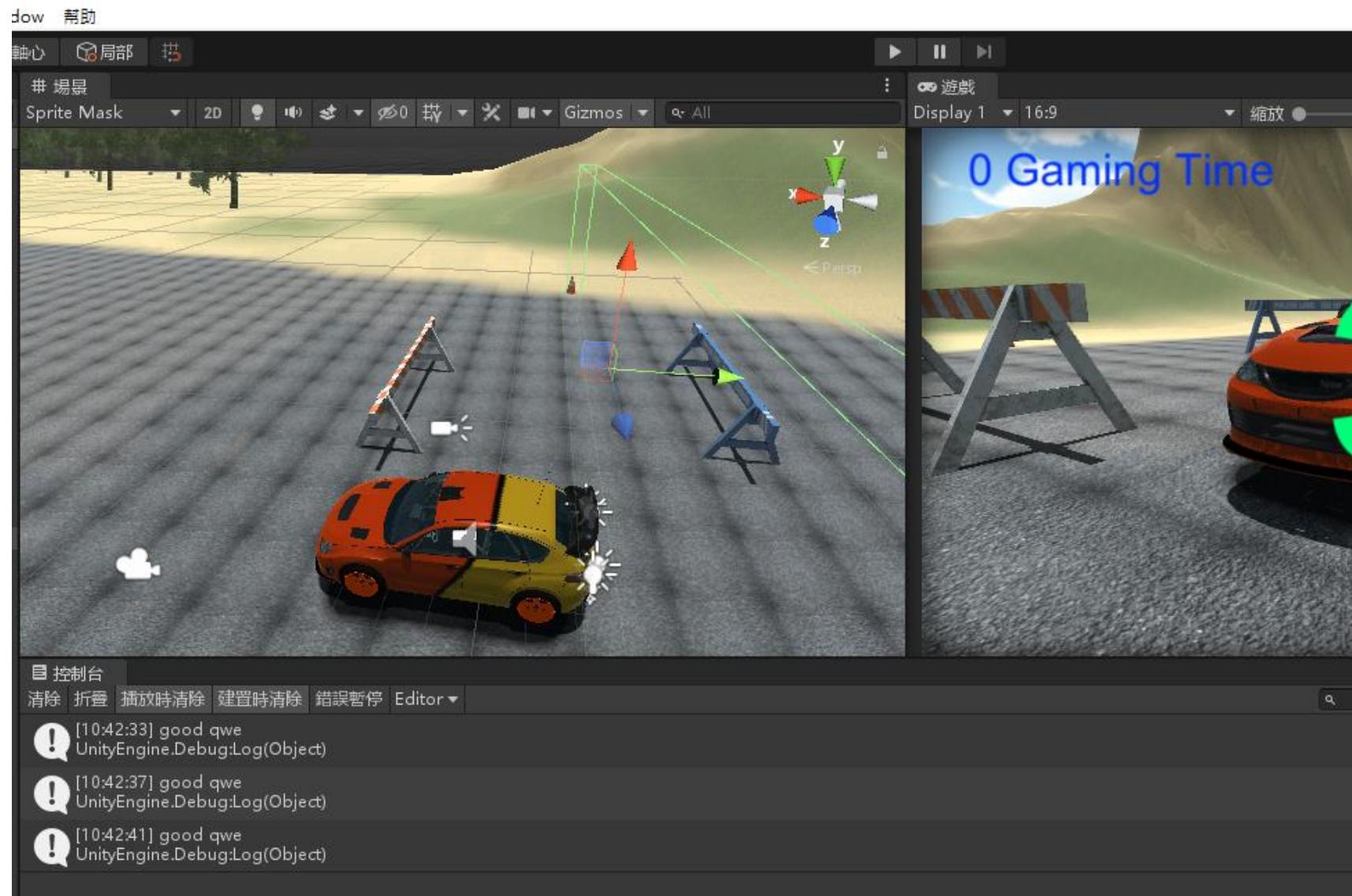
```
> google drive > unity_class_Final_product > Unity Project > Assets  
1  using System.Collections;  
2  using System.Collections.Generic;  
3  using UnityEngine;  
4  using UnityEngine.UI;  
5  
6  public class text321 : MonoBehaviour  
7  {  
8      public Text text;  
9      public GameObject Gameobject;  
10     public VehicleControl boolBoy;  
11  
12     public GameObject gameController;  
13     // public gameManagerTsai gameManagerTsai;  
14  
15     void Start()
```

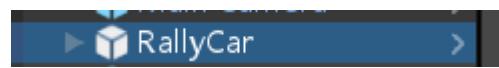


加上 Rigidbody 即可碰撞



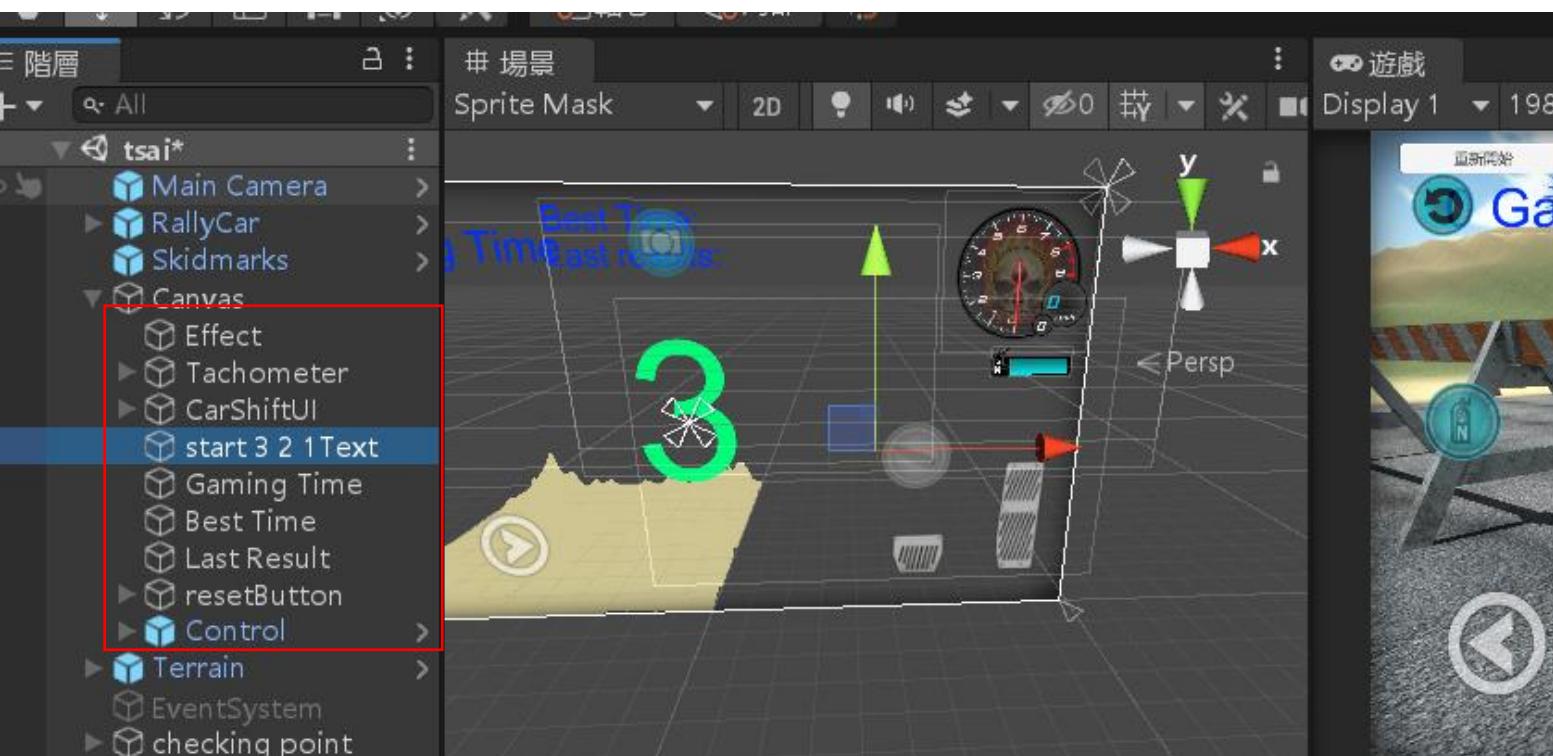
Plane 與 camera 畫面衝突
取消網格將無法碰撞





注意圖層顯示
下排可以壓住上排

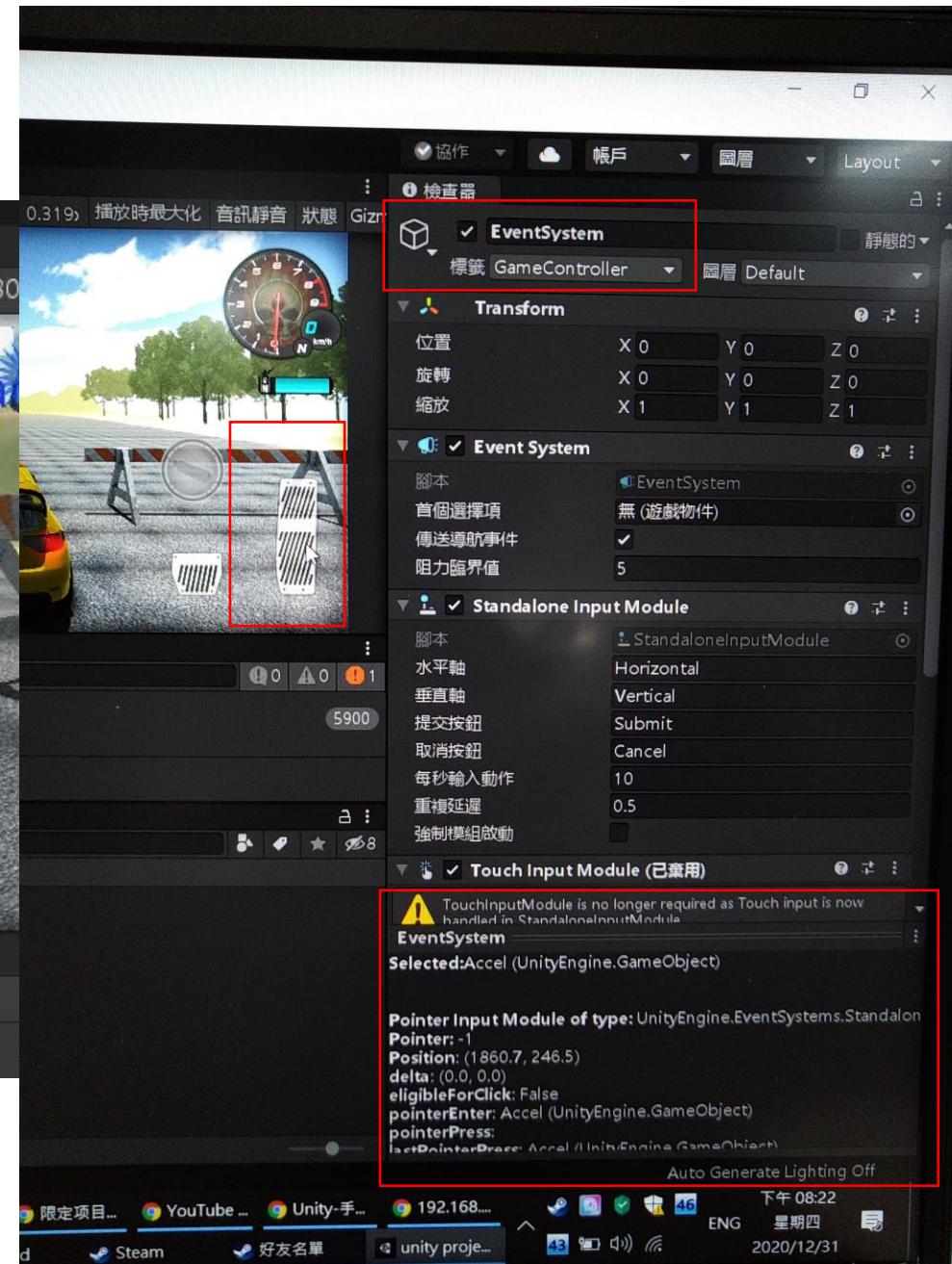
EventSystem
可以用於觸控除錯
知道當前所壓到的物件是什麼



控制台

清除 折疊 播放時清除 建置時清除 錯誤暫停 Editor

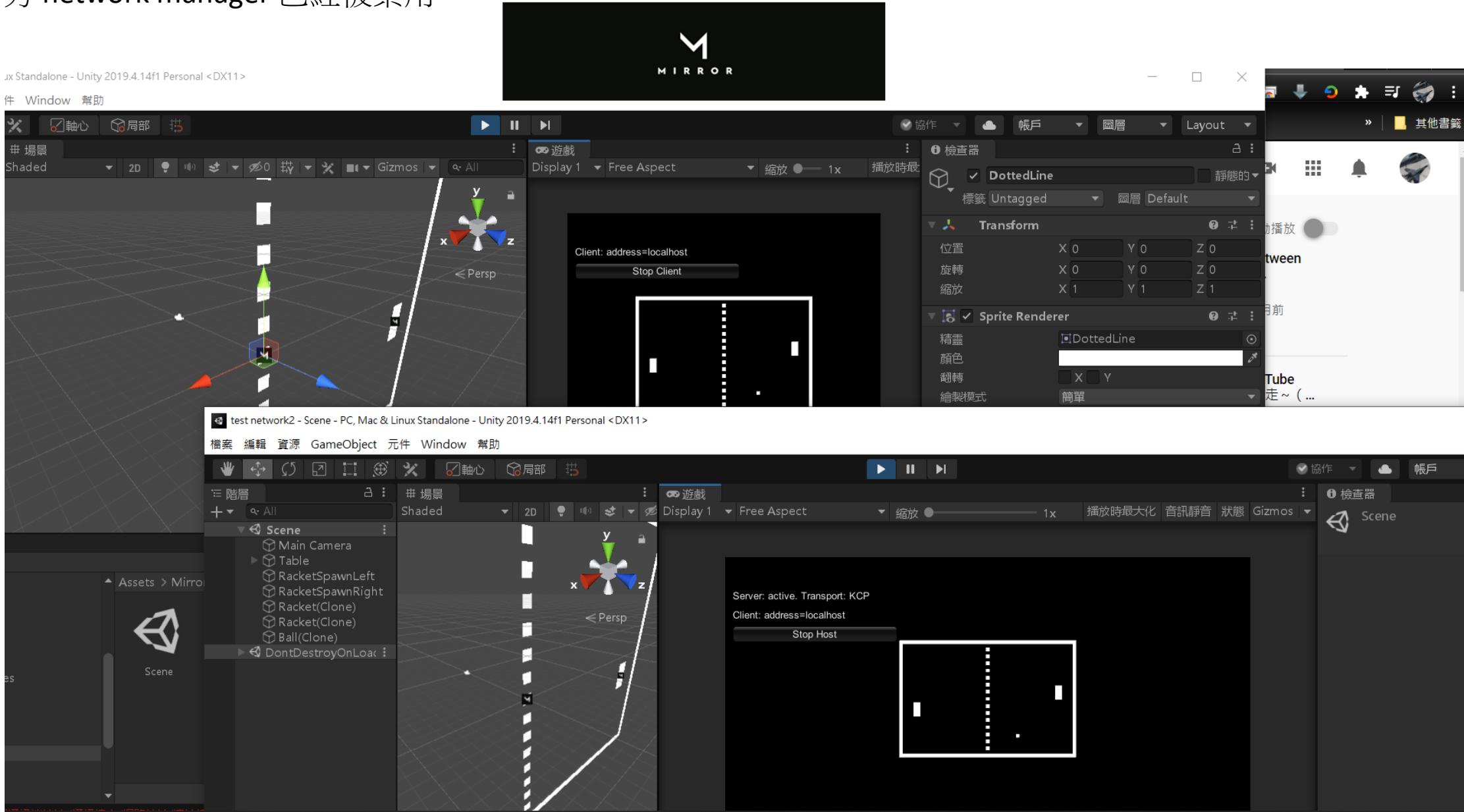
[20:21:19] Tag: Grass is not defined.
UnityEngine.Component:CompareTag(String)



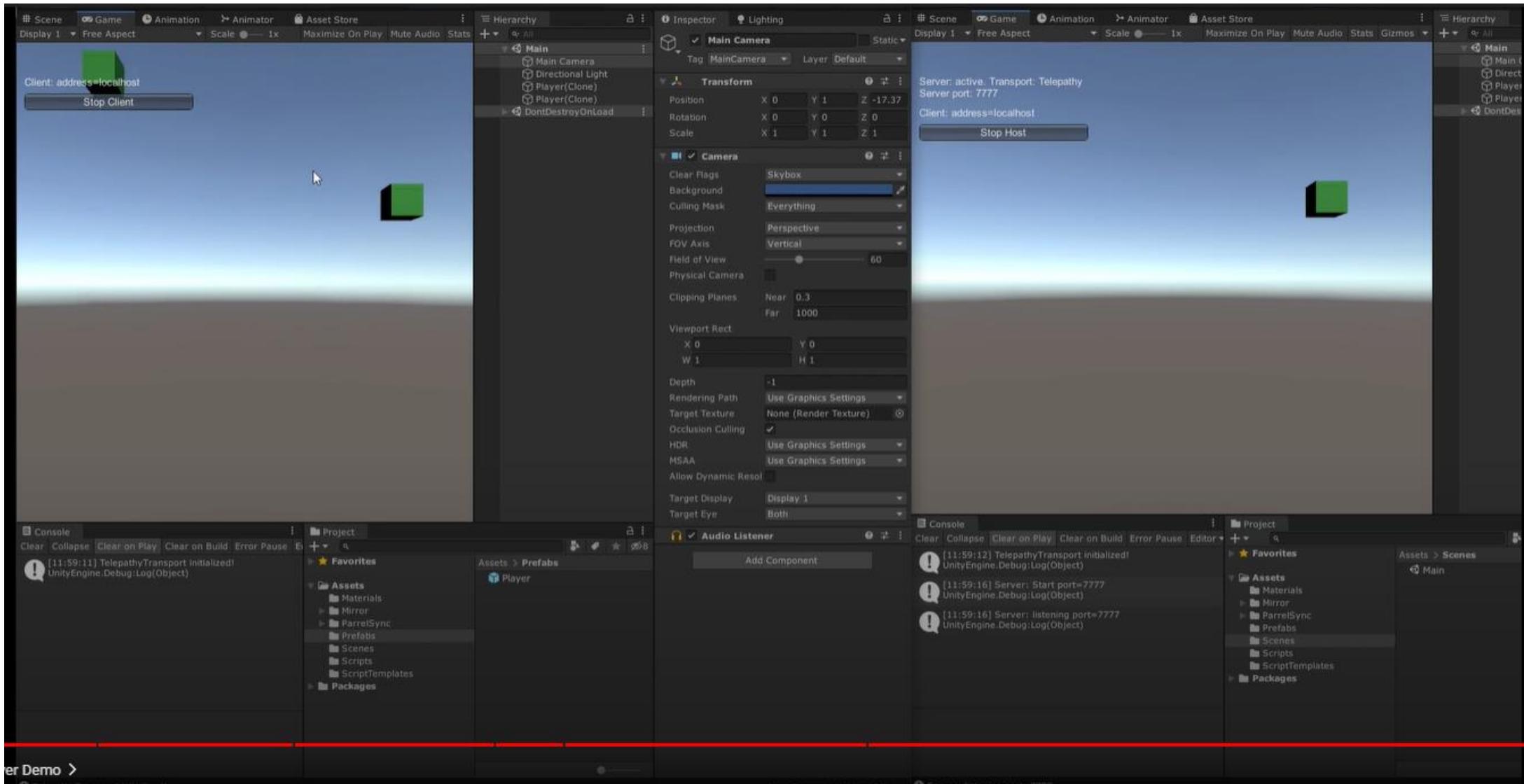
unity mirror

Mirror Networking

Unity 官方 network manager 已經被棄用



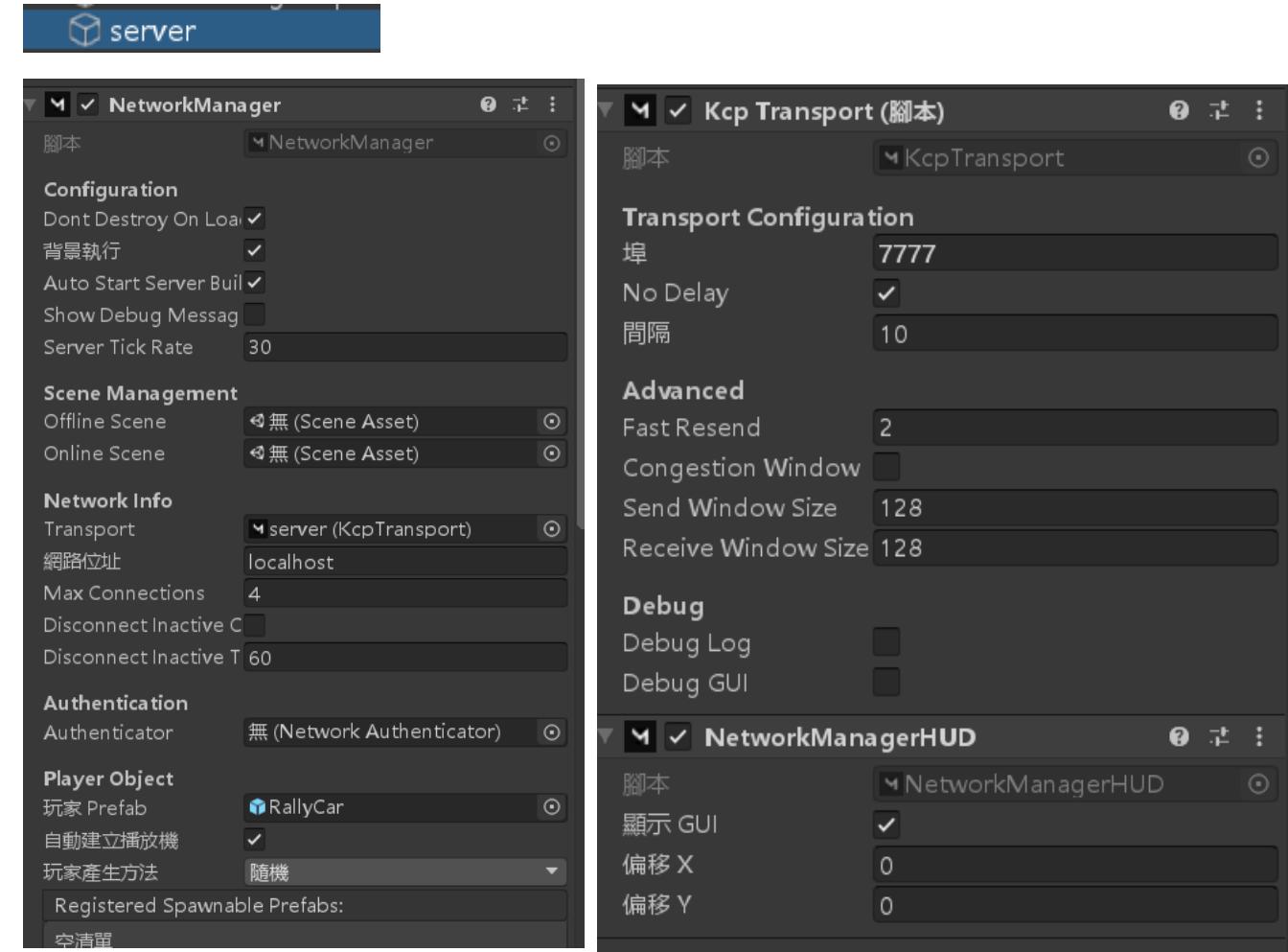
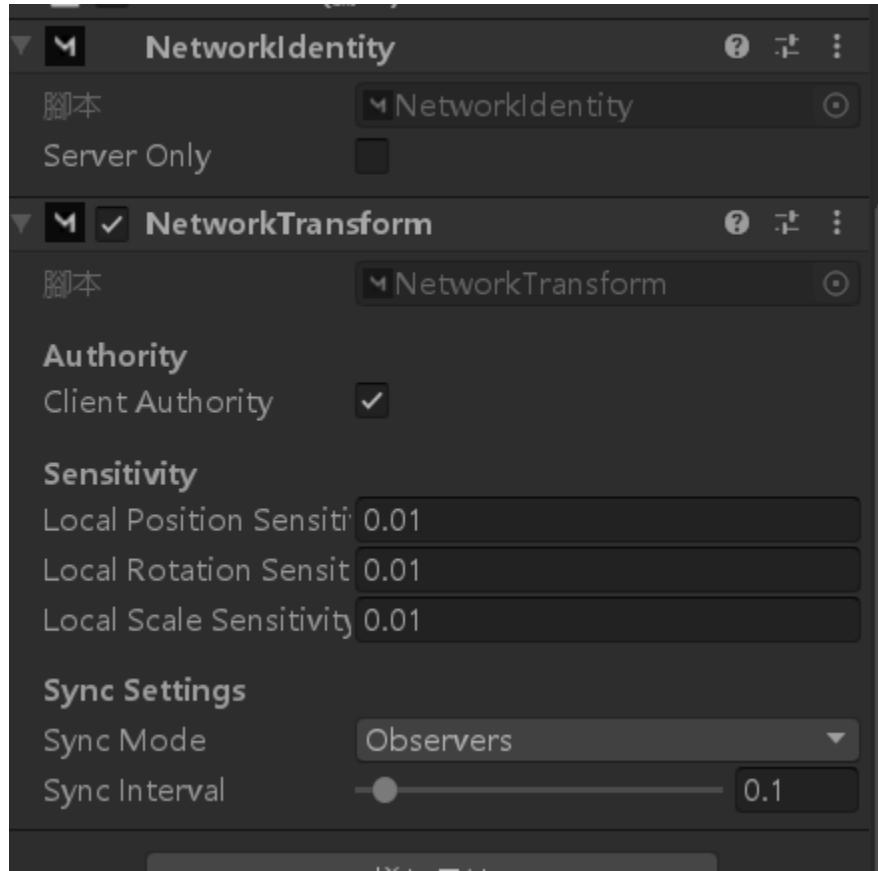
<https://www.youtube.com/watch?v=8VVGljWBXks>



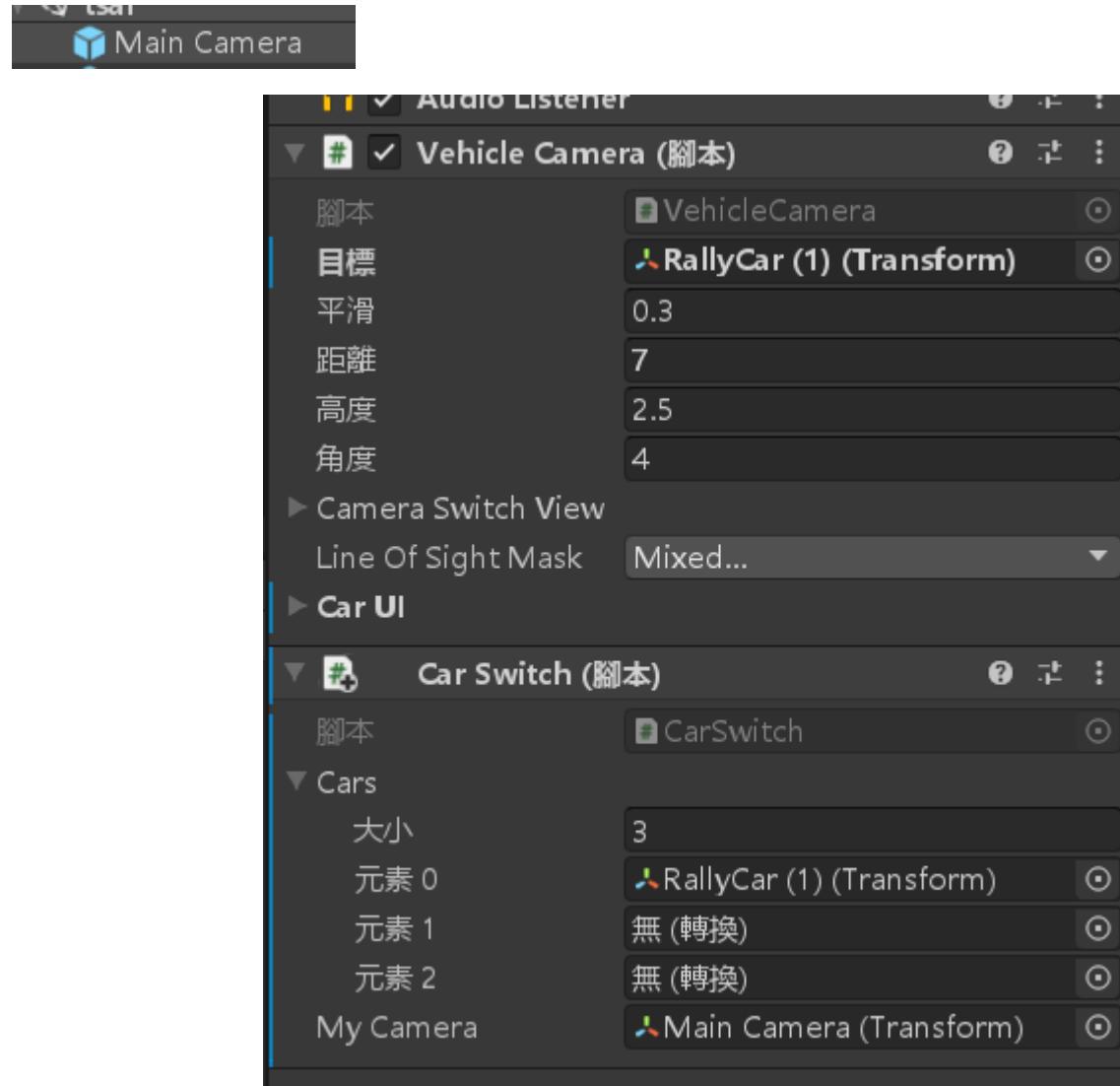
如果綁成這樣 host 會控制 client的車子

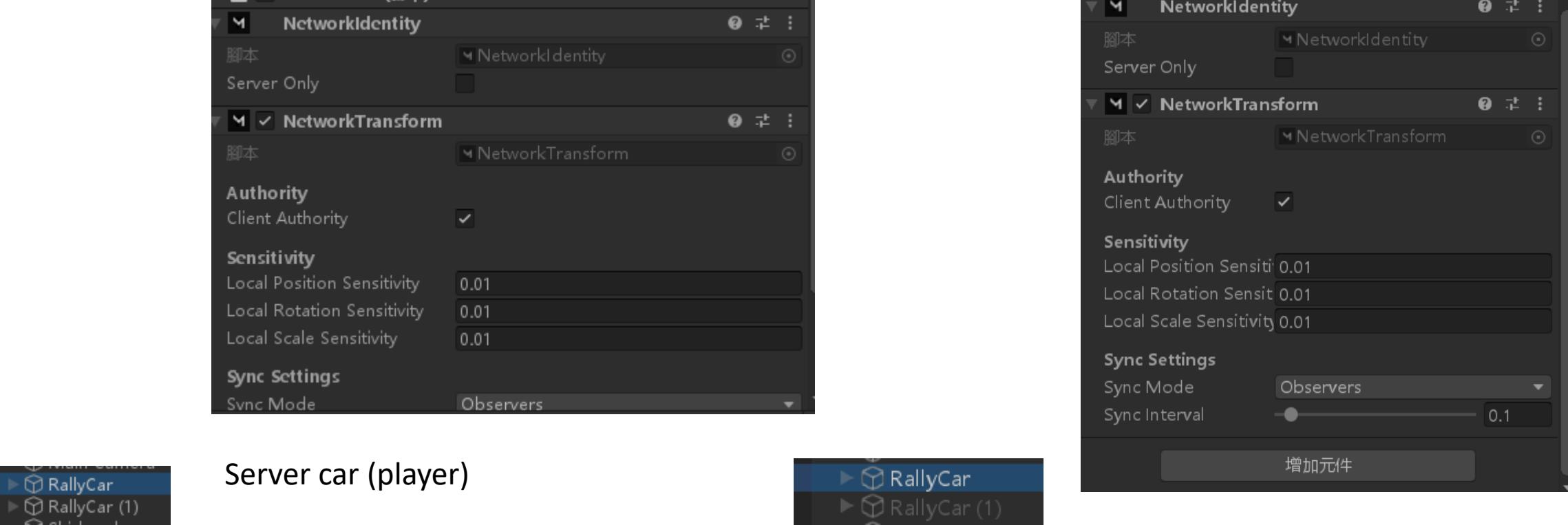
串接完成 可能問題

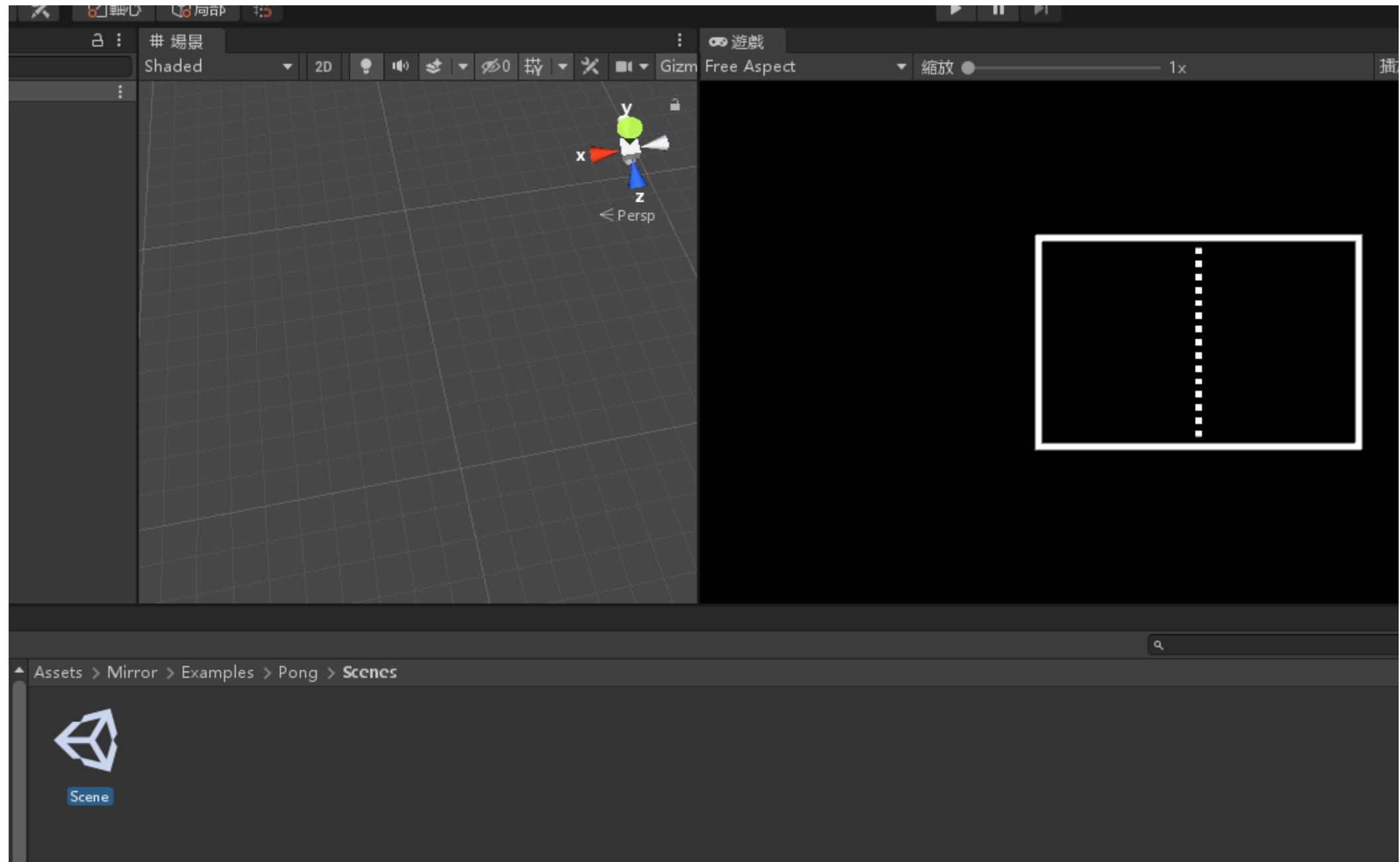
Vehicle Control Active Control 會有問題

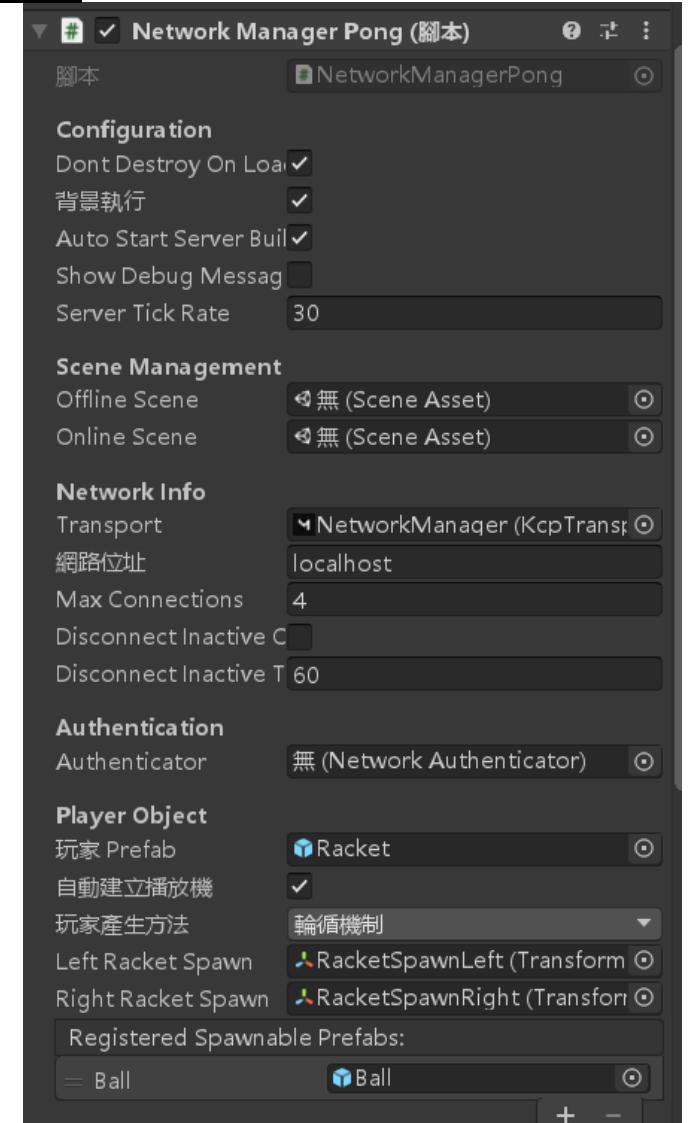
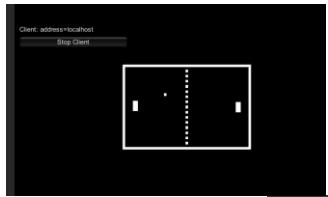
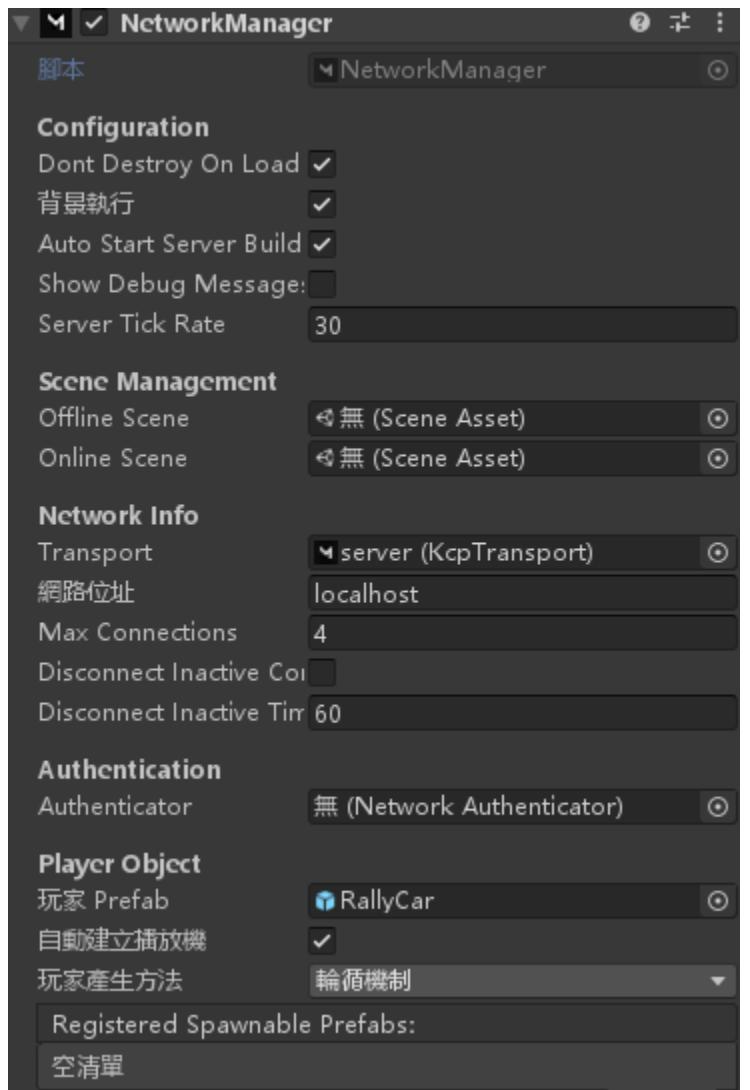


需要改動

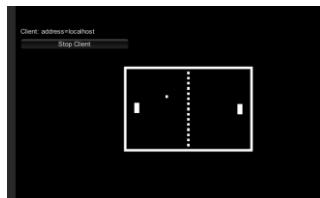








Server



client

Server player

Network Information	
Asset ID	b1651caf-8c75-64a1-c860-31dfbb8a7b28
Scene ID	0
Network ID	1
Is Client	Yes
Is Server	Yes
Has Authority	Yes
Is Local Player	Yes
Network Behaviours	

Server client

Server

Network Information	
Asset ID	b1651eaf-8c75-64a1-c860-31dfbb8a7b28
Scene ID	0
Network ID	1
Is Client	Yes
Is Server	No
Has Authority	No
Is Local Player	No
Network Behaviours	

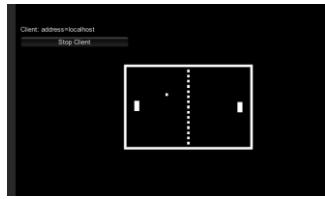
Network Information	
Asset ID	b1651caf-8c75-64a1-c860-31dfbb8a7b28
Scene ID	0
Network ID	2
Is Client	Yes
Is Server	Yes
Has Authority	No
Is Local Player	No
Network Behaviours	

Client player

Network Information	
Asset ID	b1651eaf-8c75-64a1-c860-31dfbb8a7b28
Scene ID	0
Network ID	2
Is Client	Yes
Is Server	No
Has Authority	Yes
Is Local Player	Yes
Network Behaviours	

Server

Server player



client

Server

Server client

Client player

Server 可以讓 client server car 動
Client 傳送不回去

Server player

Network Information	
Asset ID	00000000-0000-0000-0000-000000000000
Scene ID	F441B9B25F60FE59
Network ID	1
Is Client	Yes
Is Server	Yes
Has Authority	No
Is Local Player	No
Network Behaviours	

Server

Network Information	
Asset ID	00000000-0000-0000-0000-000000000000
Scene ID	F441B9B25F60FE59
Network ID	1
Is Client	Yes
Is Server	No
Has Authority	No
Is Local Player	No
Network Behaviours	

Server client

Network Information	
Asset ID	00000000-0000-0000-0000-000000000000
Scene ID	F441B9B292B966B3
Network ID	2
Is Client	Yes
Is Server	Yes
Has Authority	No
Is Local Player	No
Network Behaviours	

Client player

Network Information	
Asset ID	00000000-0000-0000-0000-000000000000
Scene ID	F441B9B23BAADD28
Network ID	0
Is Client	No
Is Server	No
Has Authority	No
Is Local Player	No
Network Behaviours	

9成確定因為沒有這個



```
> google drive > unity_class_Final_product > test network > Assets > Mirror > Examples > Pong > Scripts > C# NetworkManagerPong.cs
9     public class NetworkManagerPong : NetworkManager
0     {
1         public Transform leftRacketSpawn;
2         public Transform rightRacketSpawn;
3         GameObject ball;
4
5         public override void OnServerAddPlayer(NetworkConnection conn)
6         {
7             // add player at correct spawn position
8             Transform start = numPlayers == 0 ? leftRacketSpawn : rightRacketSpawn;
9             GameObject player = Instantiate(playerPrefab, start.position, start.rotation);
0             NetworkServer.AddPlayerForConnection(conn, player);
1
2             // spawn ball if two players
3             if (numPlayers == 2)
4             {
5                 ball = Instantiate(spawnPrefabs.Find(prefab => prefab.name == "Ball"));
6                 NetworkServer.Spawn(ball);
7             }
8         }
9
0         public override void OnServerDisconnect(NetworkConnection conn)
1         {
2             // destroy ball
3             if (ball != null)
4                 NetworkServer.Destroy(ball);
5
6             // call base functionality (actually destroys the player)
7             base.OnServerDisconnect(conn);
8         }
9     }
0
1 }
```

server

client

unity project 2019_1

怪怪的

unity project 2019_2

unity project 2019_1_2

遊戲特點

手機錄影

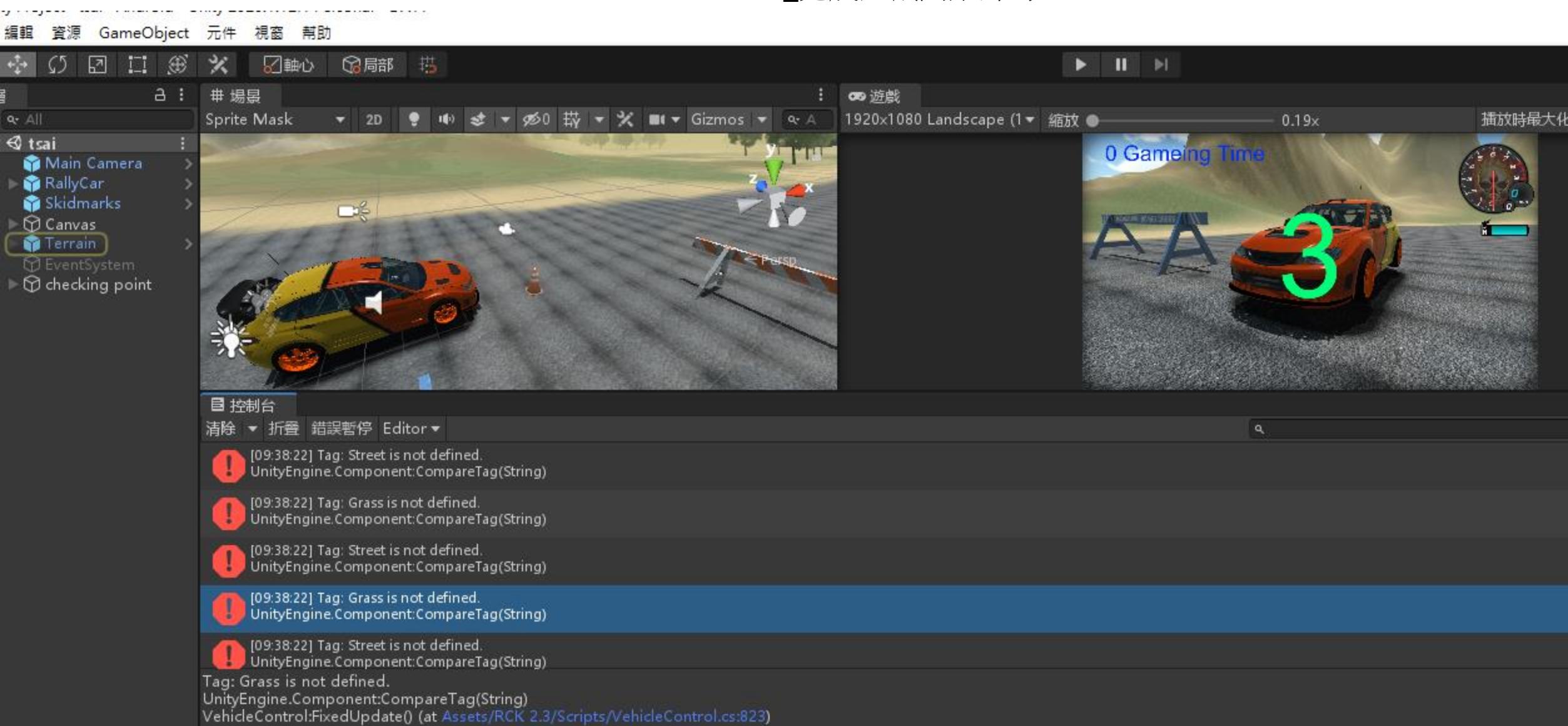
version1.4 ~ version1.5之間，之前沒有這個錯誤

version1.4 也有

version1.3 正常沒有報錯

version1.3_畫面跳轉_物件位置修正

version1.4_完成遊戲開始計時



Version1.5沒有 2020版錯誤

