# 参数说明

目的：减少不必要的开发成本消耗

要求：暂无

## Background

|  |  |
| --- | --- |
| 属性名 | 属性值 |
| Rotation.X | -90 |
| Position.Z | 5.1 |
|  |  |

## MainCamera

|  |  |
| --- | --- |
| 属性名 | 属性值 |
| Clear Flags | Solid Color |
| Background | R:0 G:0 B:0 A:0 |
| Field of View | 90 |
| Material | UI/Default |

## BackgroundColor

|  |  |
| --- | --- |
| 属性名 | 属性值 |
| Albedo | R:255 G:244 B:214 A:0 |
| Shader | Unlit/Color |

## SightingPost

|  |  |
| --- | --- |
| 属性名 | 属性值 |
| Position.Z | 5 |
| Rotation.X | -90 |
| Scale.X | 0.007504915783575617(暂定) |
| Scale.Y | 0.007504915783575617(暂定) |
| Scale.Z | 0.007504915783575617(暂定) |
| Shader | Unlit/Color |

## SightingPostDisplayTime.cs

|  |  |
| --- | --- |
| 属性名 | 属性值 |
| sightingPostDisplayTime | 0.2f |
| sightingPost | SightingPost |
|  |  |

## ResultDisplay.cs

|  |  |
| --- | --- |
| 属性名 | 属性值 |
| Material | SightingPostColor |
| drawEnd | True,false |

## SightingPostLocationDeal.cs

|  |  |
| --- | --- |
| 属性名 | 属性值 |
| sightingPostLocation | 略 |
| backgroundX，Y，Z | GameObject.Find("Background").GetComponent<Transform>().localPosition.x,y,z |
| sightingPostStatus | True,false |
| count | 0 |
| random | 0-71 |
| sightingPost | GameObject.Find("SightingPost") |
|  |  |
|  |  |

## ThresholdCalculate.cs

|  |  |
| --- | --- |
| 属性名 | 属性值 |
| processCount | 0-54 |
| ifCilck | True,false |

## ResultStore.cs

|  |  |
| --- | --- |
| 属性名 | 属性值 |
| processCount | 0 |