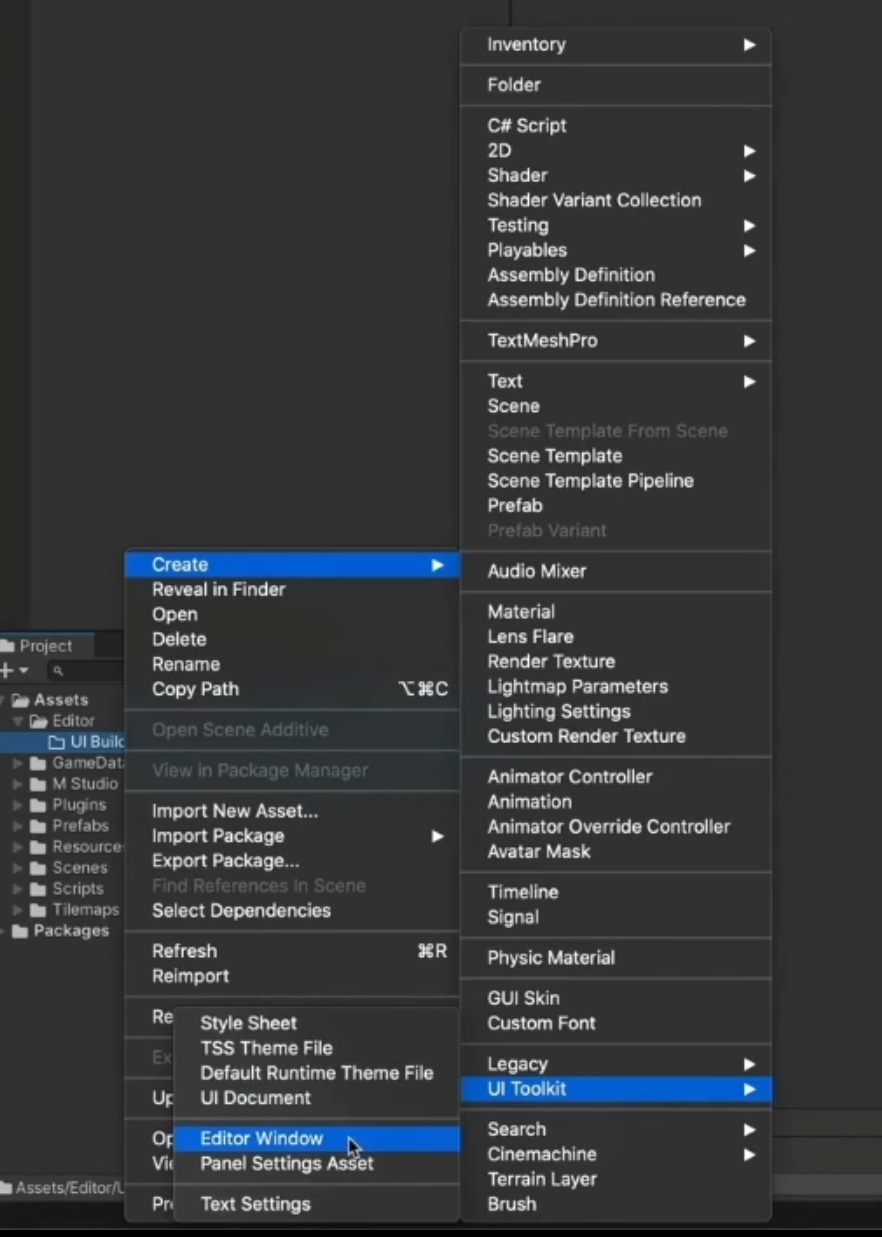


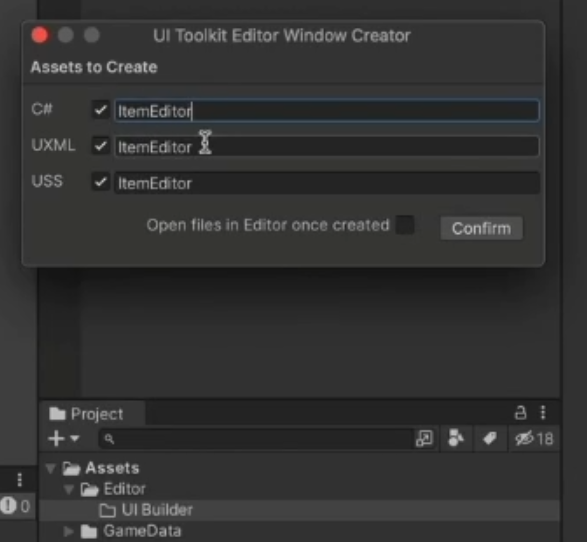
渲染方式

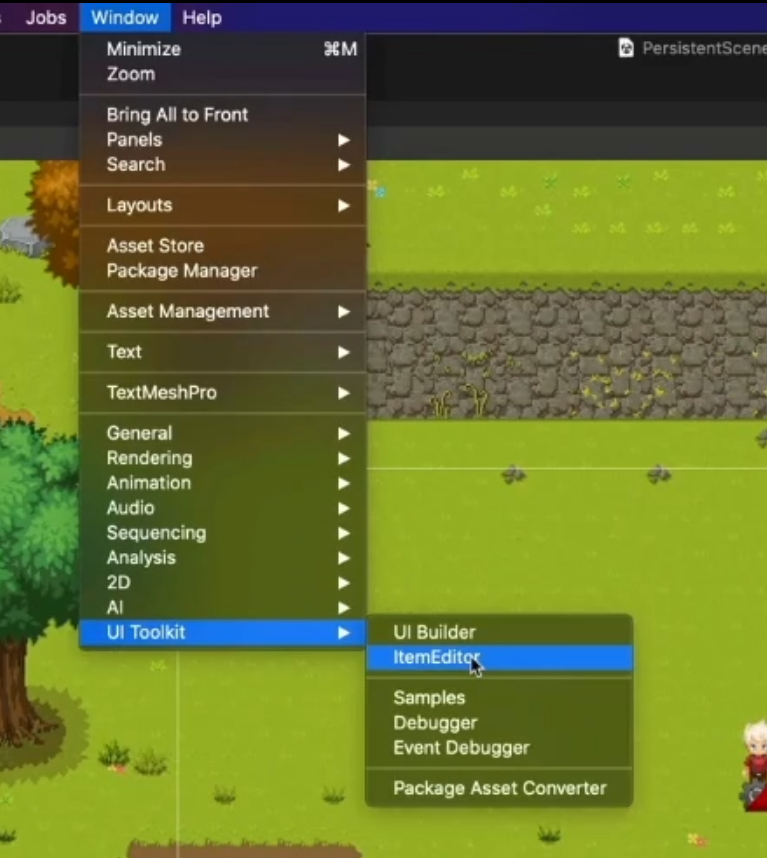


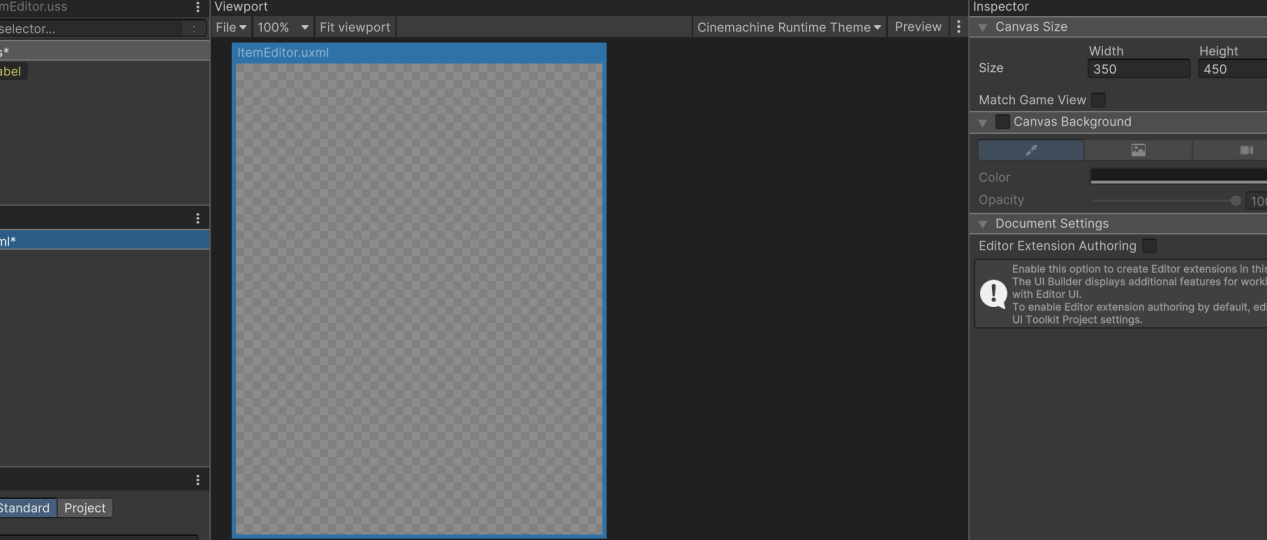
碰撞体

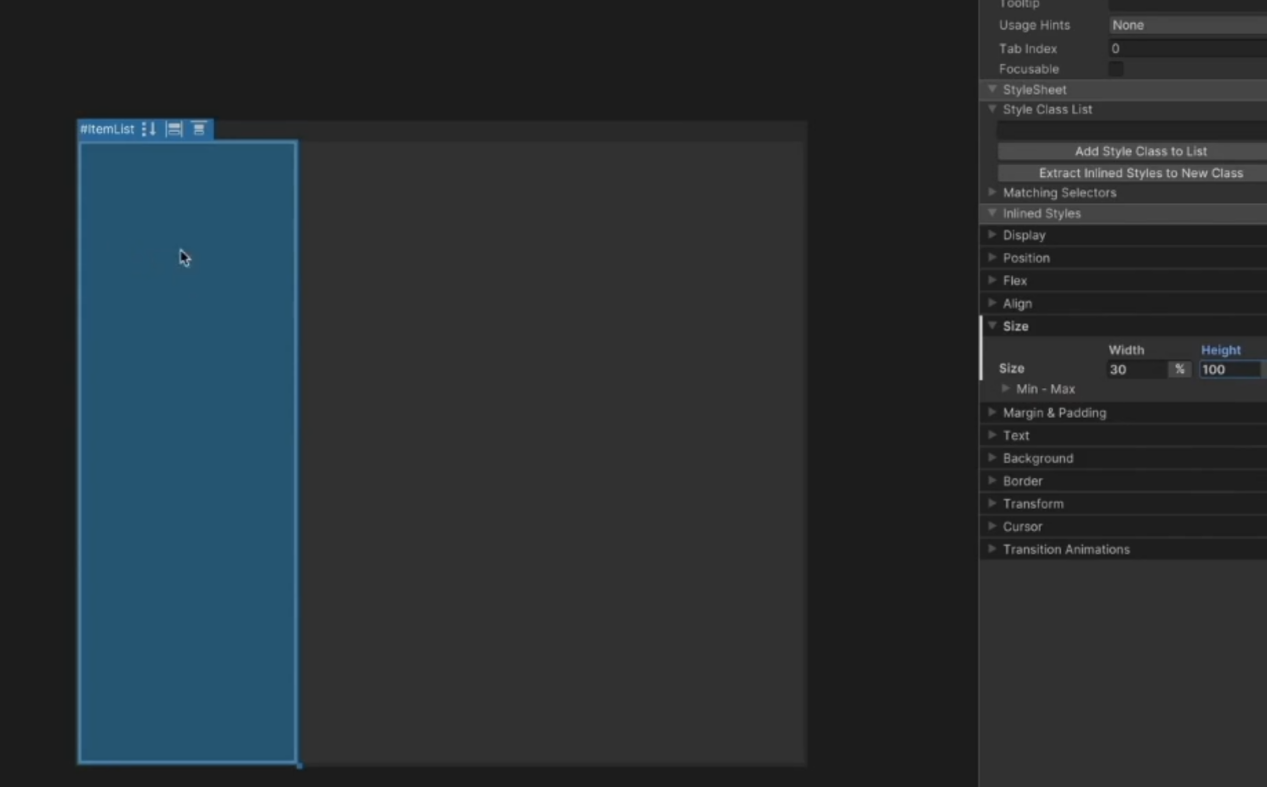
Editor

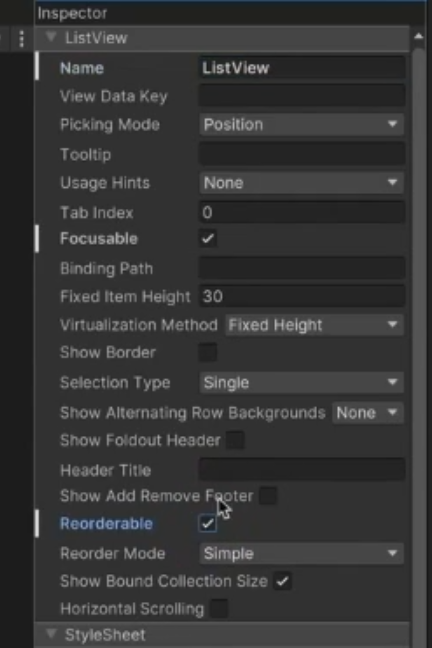


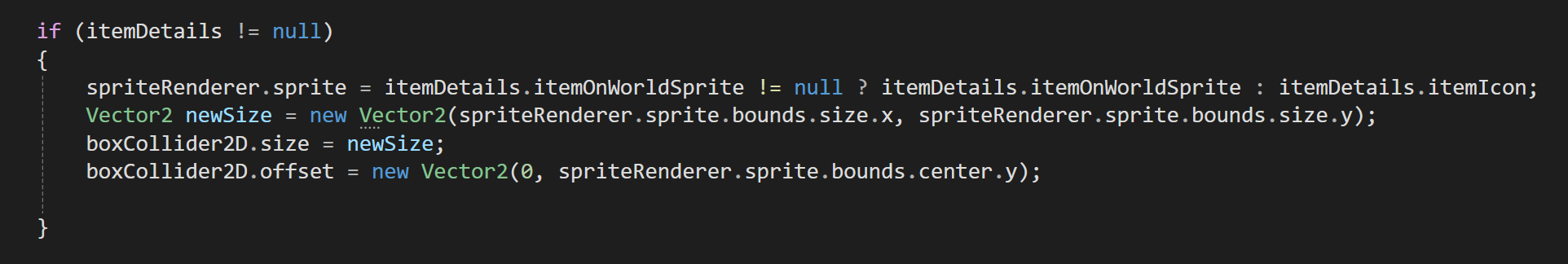


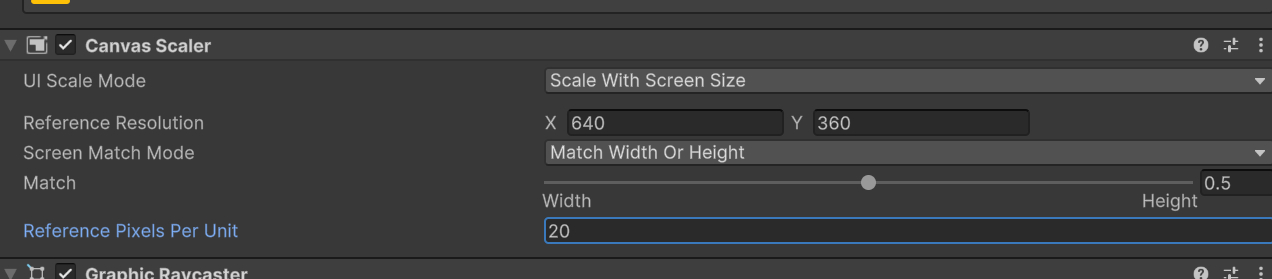


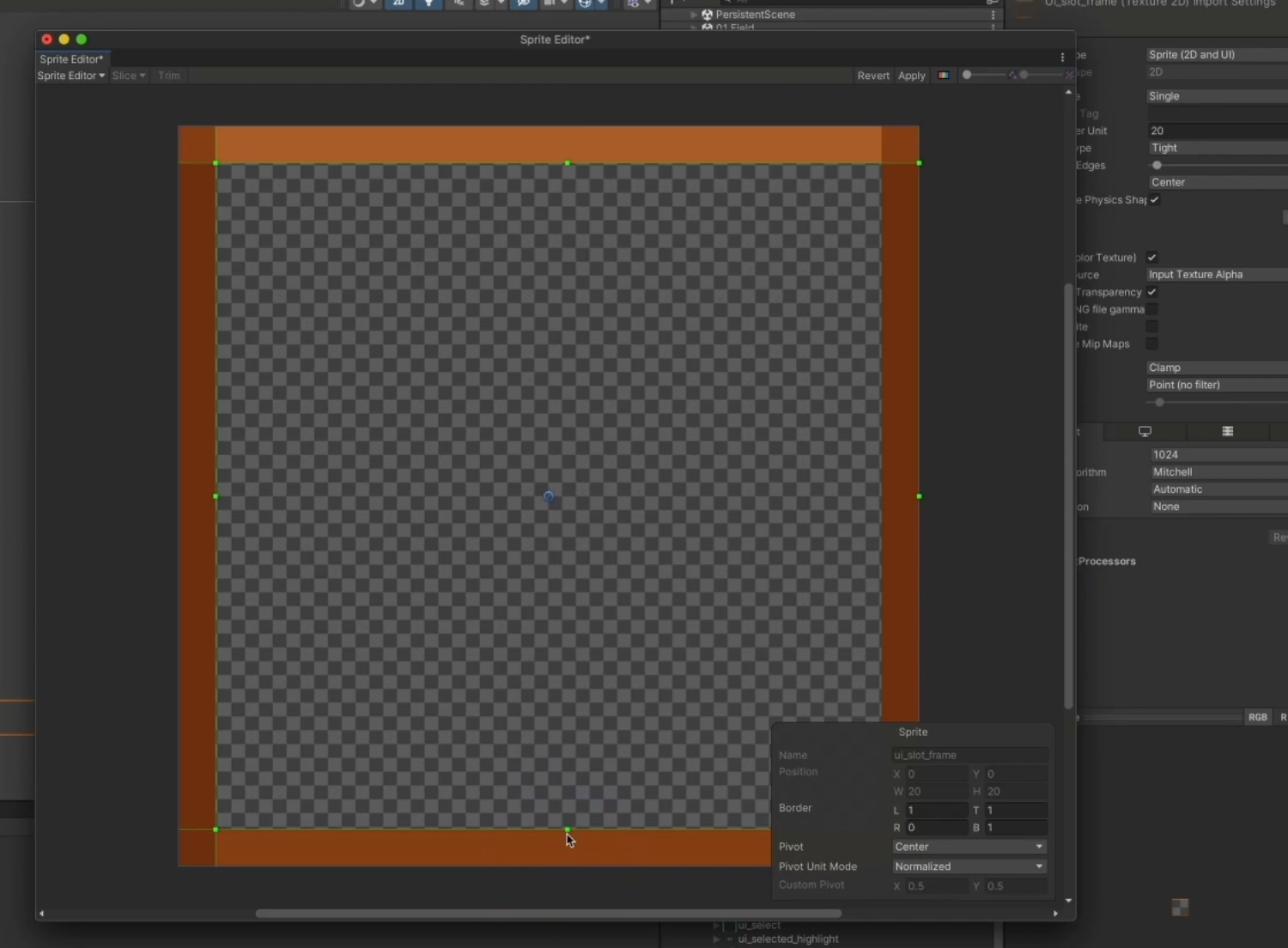


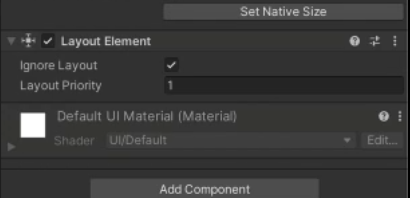




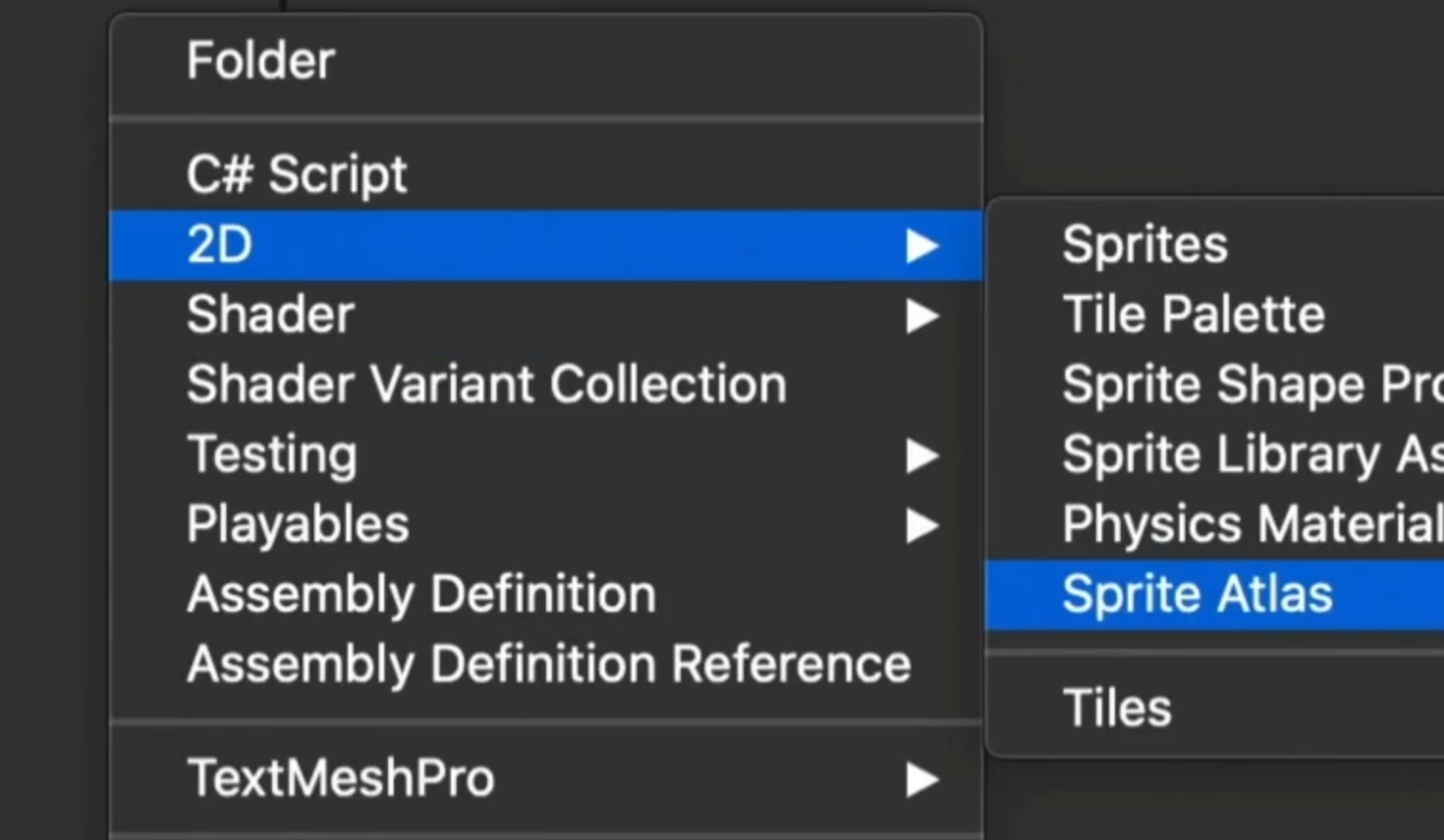


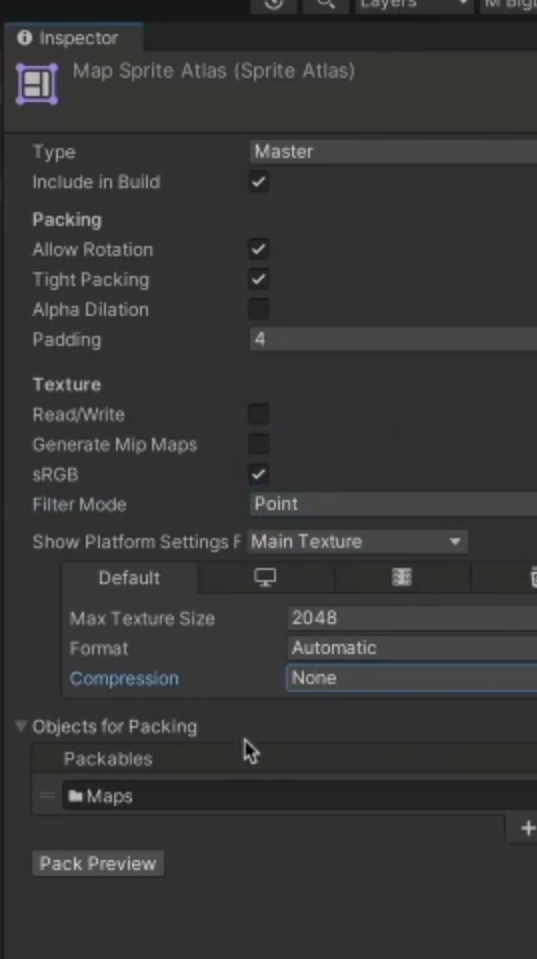






忽略排列

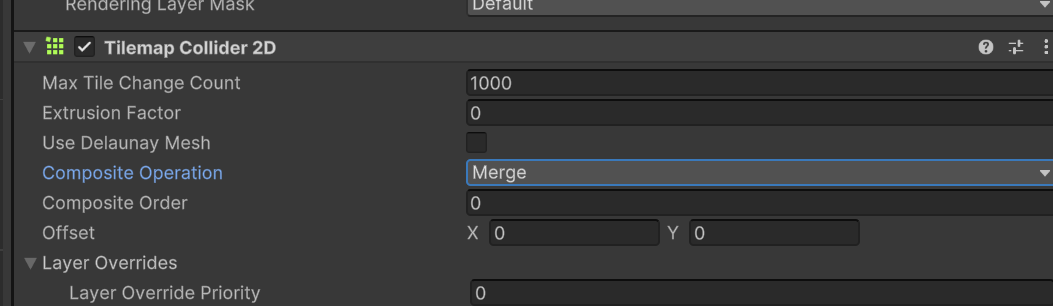


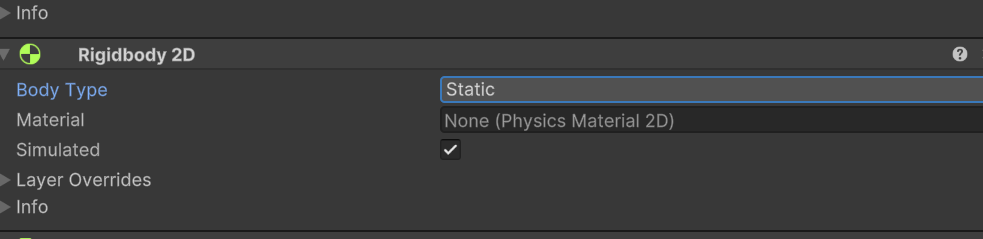


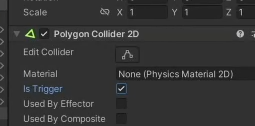
Point none

Collision

添加tilemap碰撞体





需要是trigger

