**Unity支持的属性类型**

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| 属性类型 | 默认值的定义语法 | 例子 |
| Int | number | \_Int(“Int”,Int) = 2 |
| Float | number | \_Float(“Float”, Float) = 1.5 |
| Range(min,max) | number | \_Range(“Range”,Range(0,0.5)) = 3 |
| Color | (num, num,num,num) | \_Color(“Color”,Color) = (1,1,1,1) |
| Vector | (num, num,num,num) | \_Vector(“Vector”,Vector) = (2,3,6,1) |
| 2D | “defaulttexture”{} | \_2D(“2D”,2D) = “”{} |
| Cube | “defaulttexture”{} | \_Cube(“Cube”,Cube) = “white”{} |
| 3D | “defaulttexture”{} | \_3D(“3D”,3D) = “black”{} |