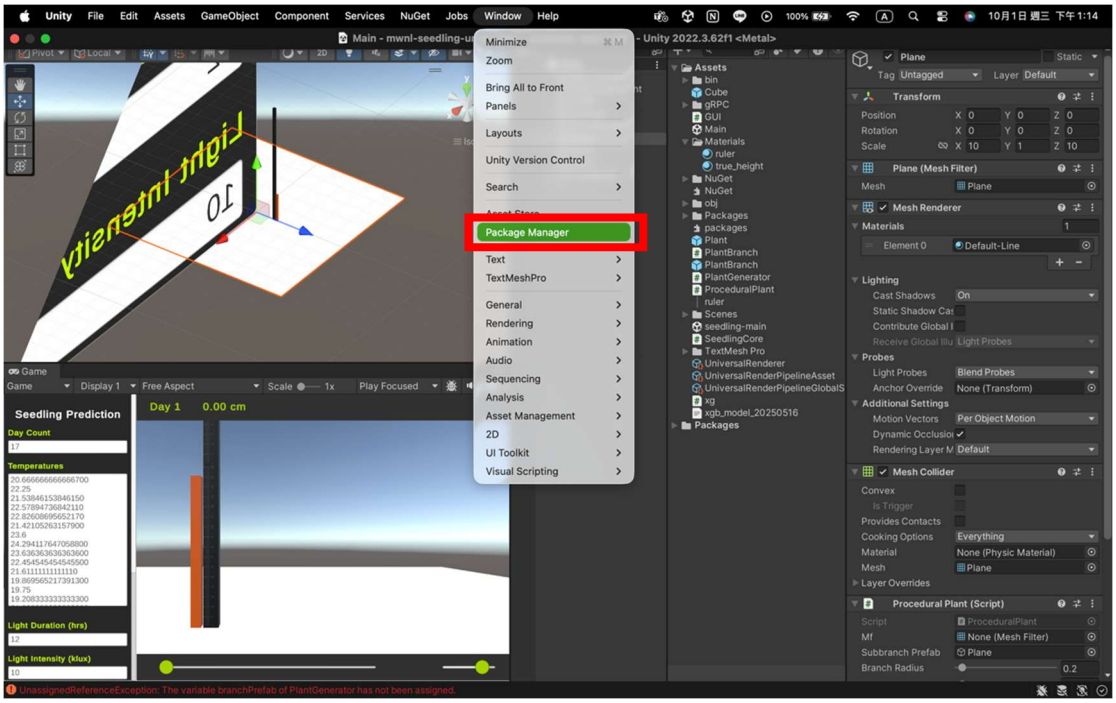
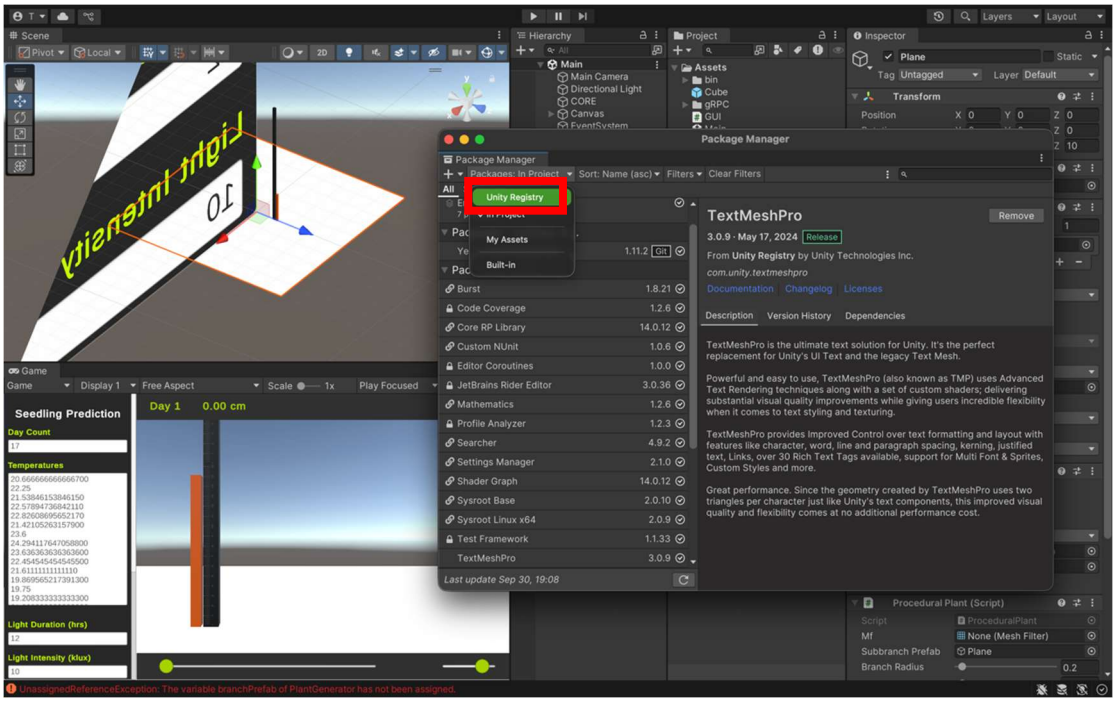
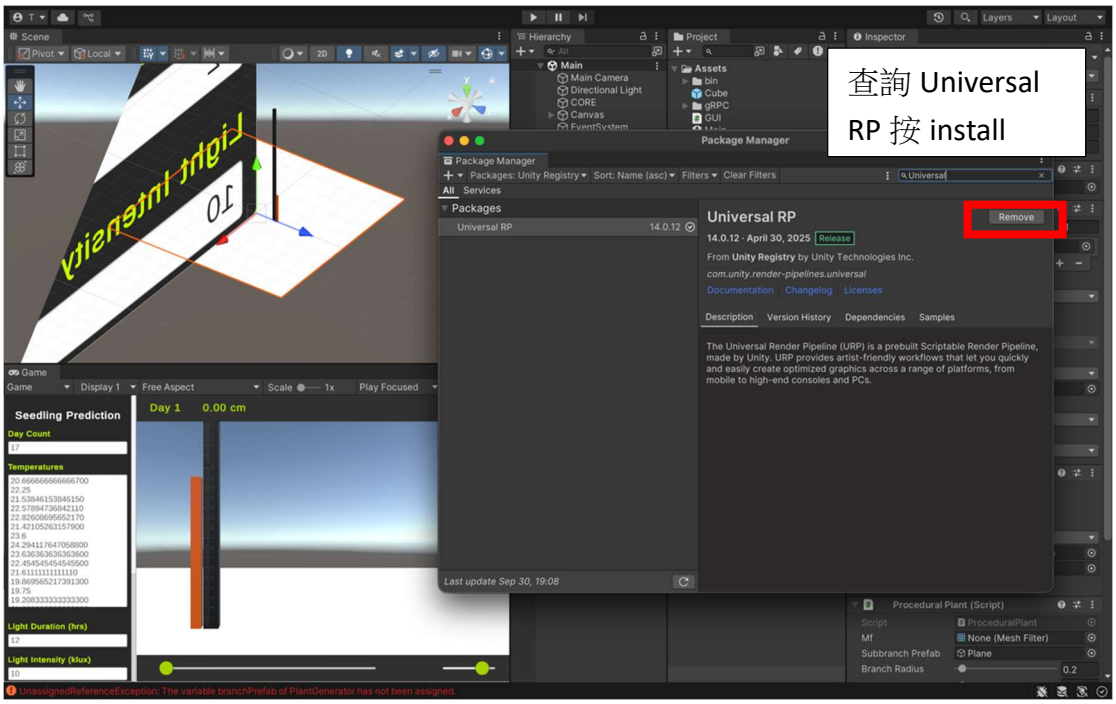
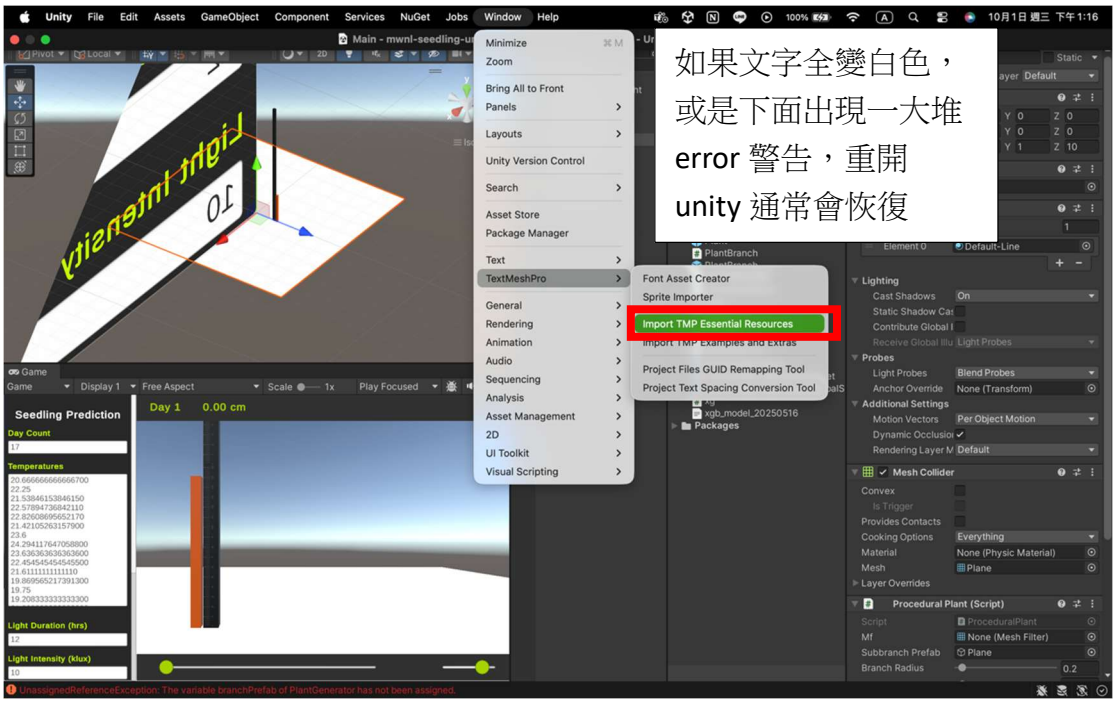
Unity 粉紅色去除


Unity File Edit Assets GameObject Component Services NuGet Jobs Window Help
Minimize
Zoom
Bring All to Front
Panels
Layouts
Unity Version Control
Search
Package Manager
Text
TextMeshPro
General
Rendering
Animation
Audio
Sequencing
Analysis
Asset Management
2D
UI Toolkit
Visual Scripting
Seedling Prediction
Day 1 0.00 cm
UnassignedReferenceException: The variable branchPrefab of PlantGenerator has not been assigned.


Package Manager
Unity Registry
My Assets
Built-in
TextMeshPro
3.0.9 · May 17, 2024 Release
From Unity Registry by Unity Technologies Inc.
com.unity.textmeshpro
Remove
Description Version History Dependencies
TextMeshPro is the ultimate text solution for Unity. It's the perfect replacement for Unity's UI Text and the legacy Text Mesh.
Powerful and easy to use, TextMeshPro (also known as TMP) uses Advanced Text Rendering techniques along with a set of custom shaders; delivering substantial visual quality improvements while giving users incredible flexibility when it comes to text styling and texturing.
TextMeshPro provides Improved Control over text formatting and layout with features like character, word, line and paragraph spacing, kerning, justified text, Links, over 30 Rich Text Tags available, support for Multi Font & Sprites, Custom Styles and more.
Great performance. Since the geometry created by TextMeshPro uses two triangles per character just like Unity's text components, this improved visual quality and flexibility comes at no additional performance cost.
Last update Sep 30, 19:08


查詢 Universal
RP 按 install
Package Manager
Universal RP
14.0.12 · April 30, 2025
Release
Remove
From Unity Registry by Unity Technologies Inc.
com.unity.render-pipelines.universal
Documentation
Changelog
Licenses
Description
Version History
Dependencies
Samples
The Universal Render Pipeline (URP) is a prebuilt Scriptable Render Pipeline, made by Unity. URP provides artist-friendly workflows that let you quickly and easily create optimized graphics across a range of platforms, from mobile to high-end consoles and PCs.
Seedling Prediction
Day 1
0.00 cm


如果文字全變白色，
或是下面出現一大堆
error 警告，重開
unity 通常會恢復
Window
Minimize
Zoom
Bring All to Front
Panels
Layouts
Unity Version Control
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TextMeshPro
General
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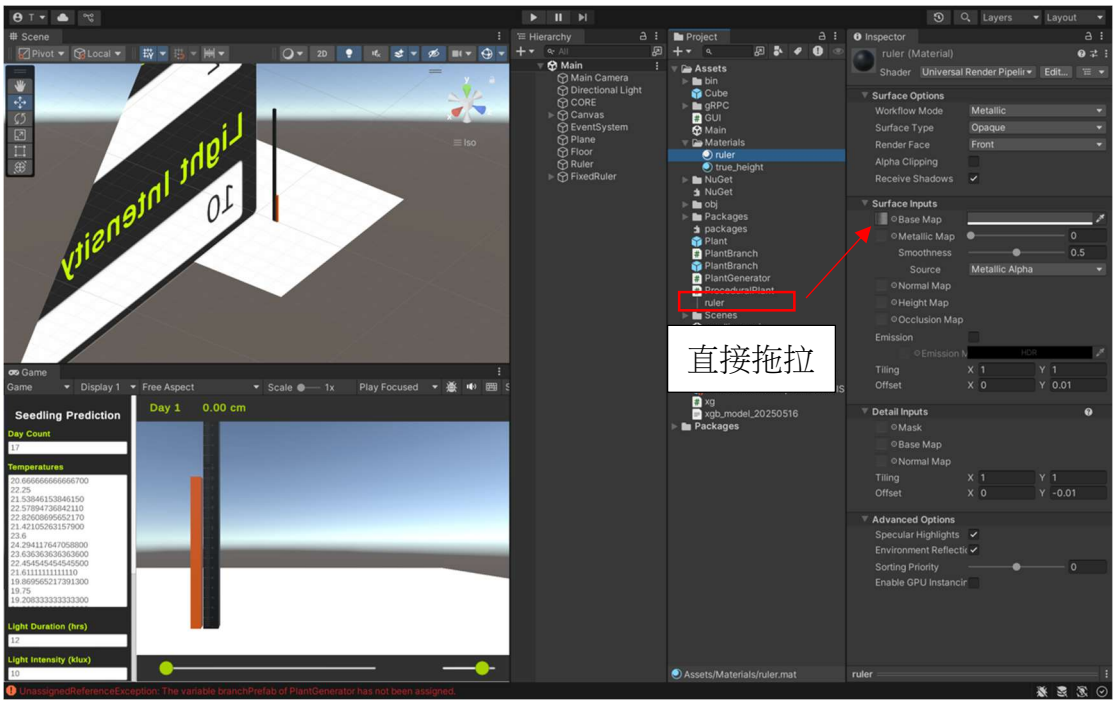
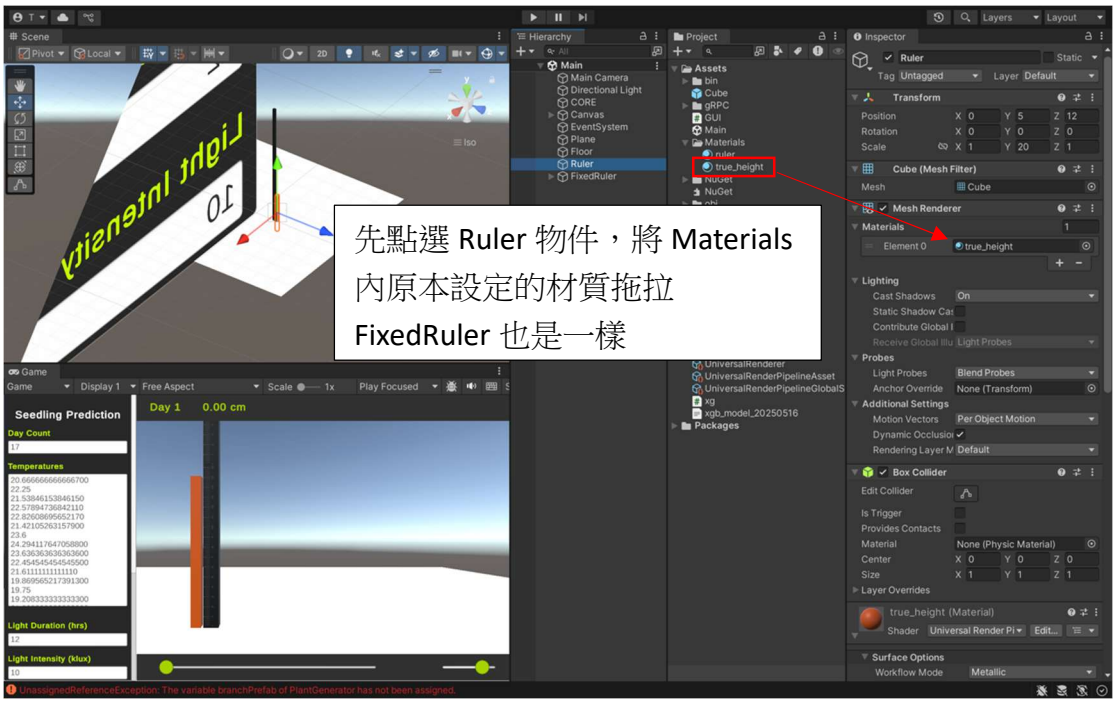
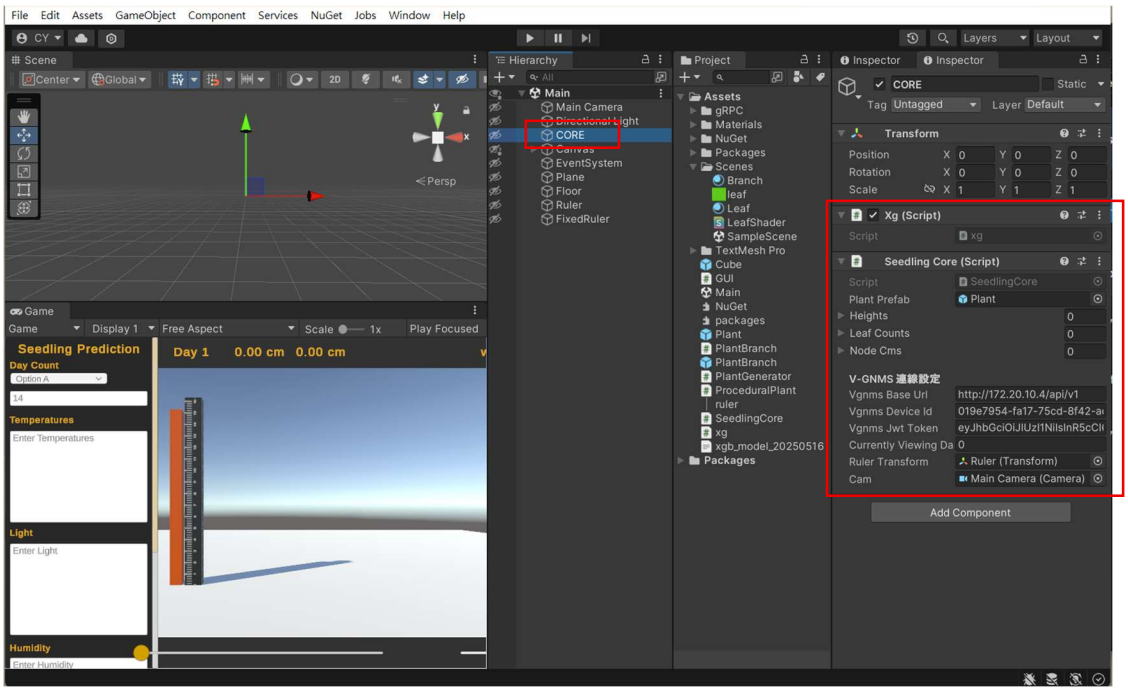
Visual Scripting
Font Asset Creator
Sprite Importer
Import TMP Essential Resources
Import TMP Examples and Extras
Project Files GUID Remapping Tool
Project Text Spacing Conversion Tool
Seedling Prediction
Day 1
0.00 cm


直接拖拉


先點選 Ruler 物件，將 Materials
內原本設定的材質拖拉
FixedRuler 也是一樣


File Edit Assets GameObject Component Services NuGet Jobs Window Help
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PlantBranch
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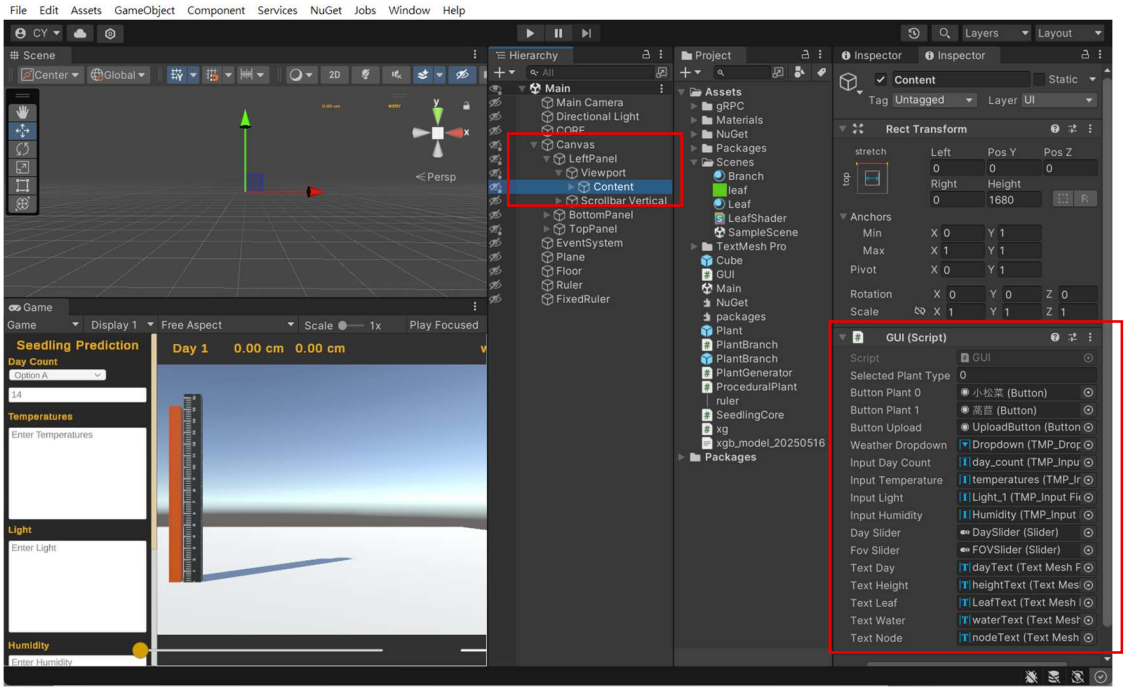
ProceduralPlant
ruler
SeedlingCore
xg
xgb_model_20250516
Packages
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Xg (Script)
Seedling Core (Script)
Plant Prefab
Heights
Leaf Counts
Node Cms
V-GNMS 連線設定
Vgnms Base Url
Vgnms Device Id
Vgnms Jwt Token
Currently Viewing Da
Ruler Transform
Cam
Add Component
Game
Display 1
Free Aspect
Play Focused
Seedling Prediction
Day Count
Temperatures
Enter Temperatures
Light
Enter Light
Humidity
Day 1 0.00 cm 0.00 cm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Layer UI
Rect Transform
stretch
Left
Pos Y
Pos Z
Right
Height
Anchors
Min
Max
Pivot
Rotation
Scale
GUI (Script)
Selected Plant Type
Button Plant 0
Button Plant 1
Button Upload
Weather Dropdown
Input Day Count
Input Temperature
Input Light
Input Humidity
Day Slider
Fov Slider
Text Day
Text Height
Text Leaf
Text Water
Text Node
Game
Seedling Prediction
Day Count
Temperatures
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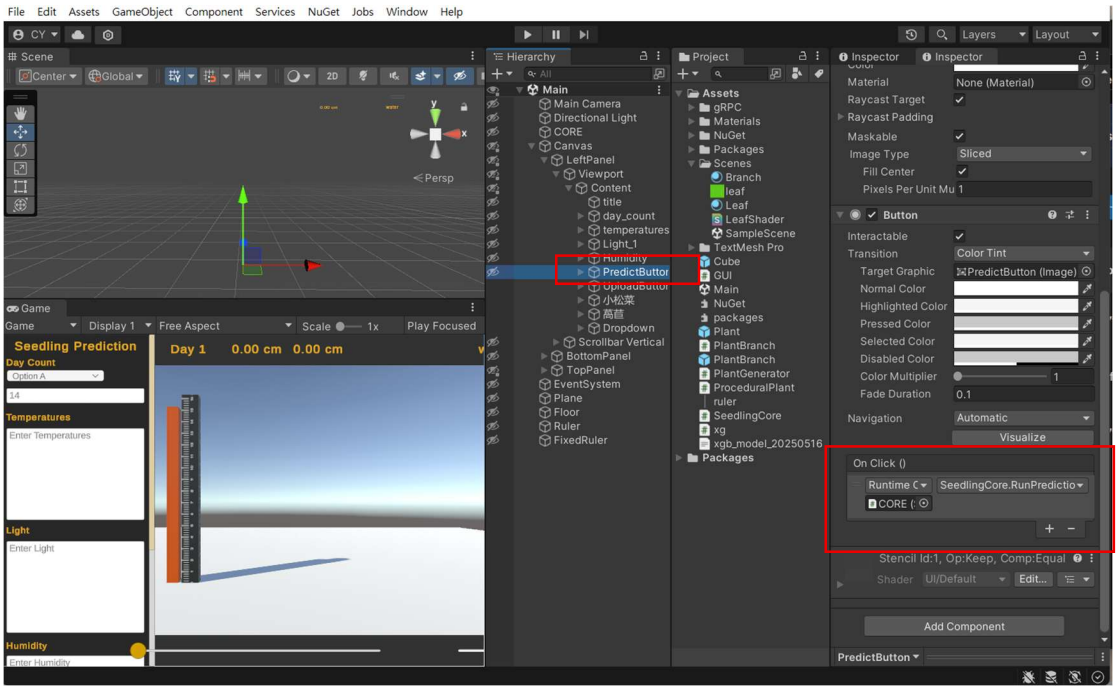
Enter Light
Humidity
Day 1 0.00 cm 0.00 cm


File Edit Assets GameObject Component Services NuGet Jobs Window Help
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Interactable
Transition
Color Tint
Target Graphic
PredictButton (Image)
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
Navigation
Automatic
Visualize
On Click ()
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SeedlingCore.RunPredictio
CORE
Stencil Id:1, Op:Keep, Comp:Equal
Shader UI/Default
Edit...
Add Component
PredictButton
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Display 1
Free Aspect
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Enter Light
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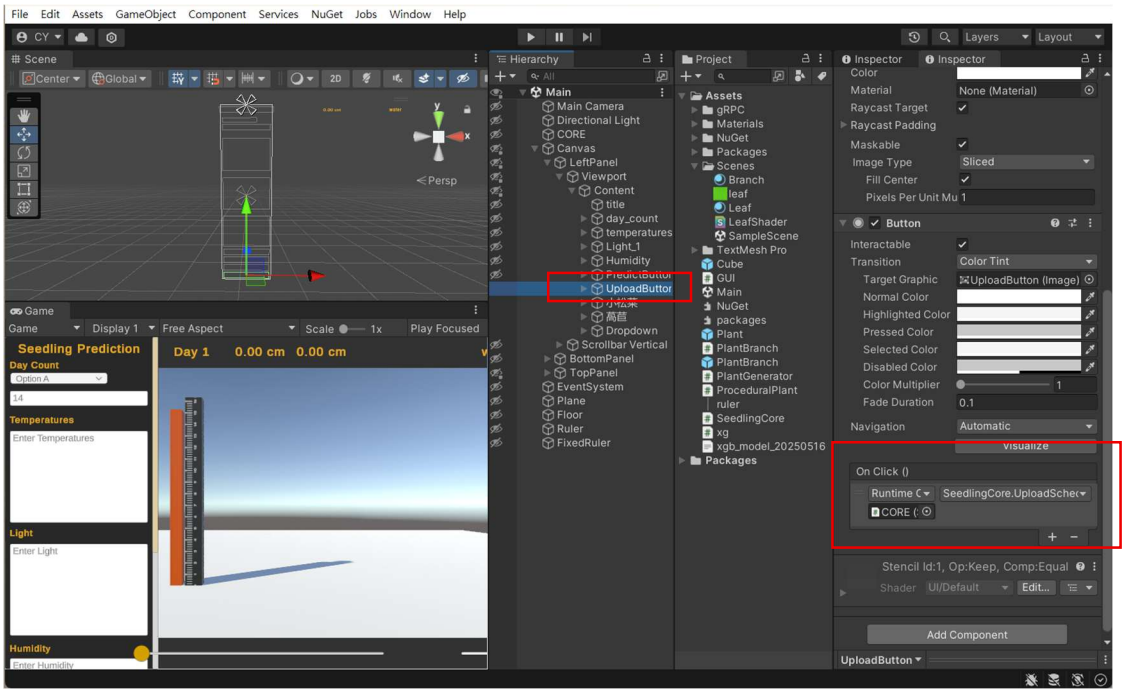
Enter Humidity
Day 1 0.00 cm 0.00 cm


File Edit Assets GameObject Component Services NuGet Jobs Window Help
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Target Graphic
UploadButton (Image)
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Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
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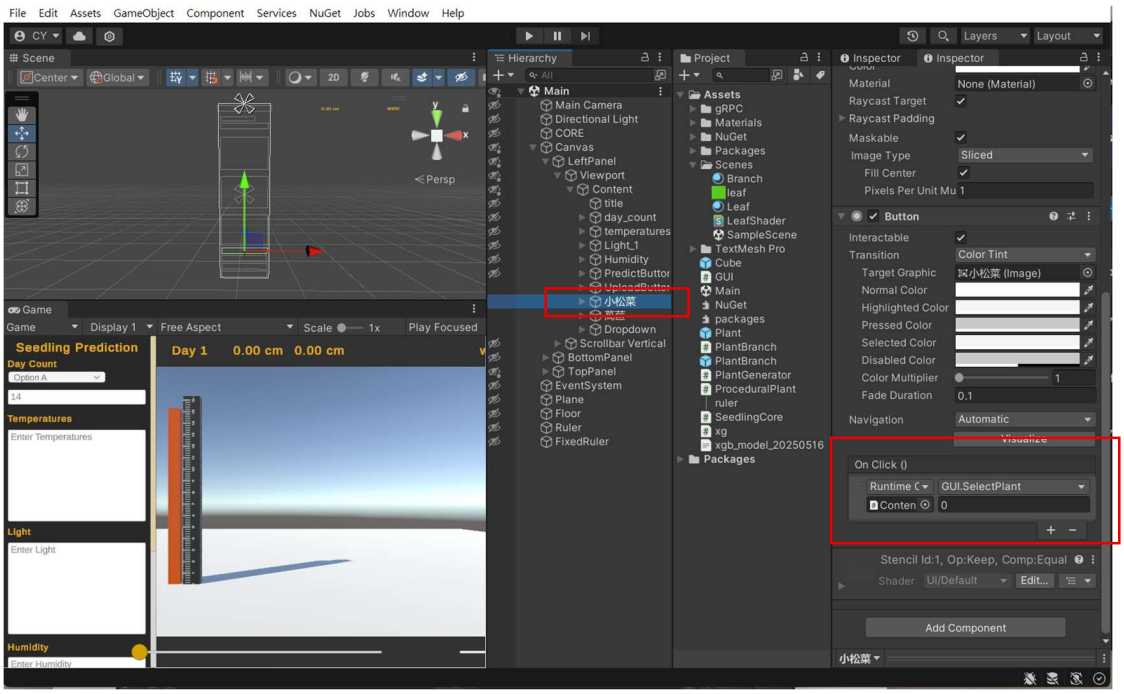
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Raycast Padding
Maskable
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Pixels Per Unit Mu 1
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Interactable
Transition Color Tint
Target Graphic 小松菜 (Image)
Normal Color
Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier 1
Fade Duration 0.1
Navigation Automatic
On Click ()
Runtime C GUI.SelectPlant
Conten 0
Stencil Id:1, Op:Keep, Comp:Equal
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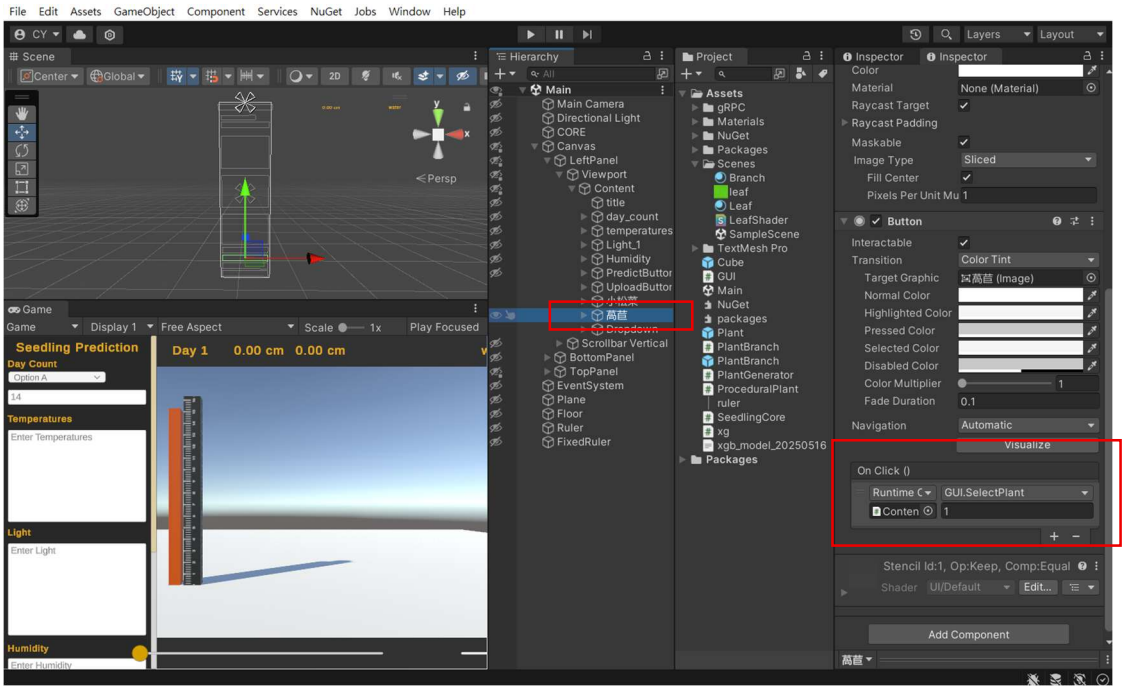
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Transition Color Tint
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Pressed Color
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Color Multiplier 1
Fade Duration 0.1
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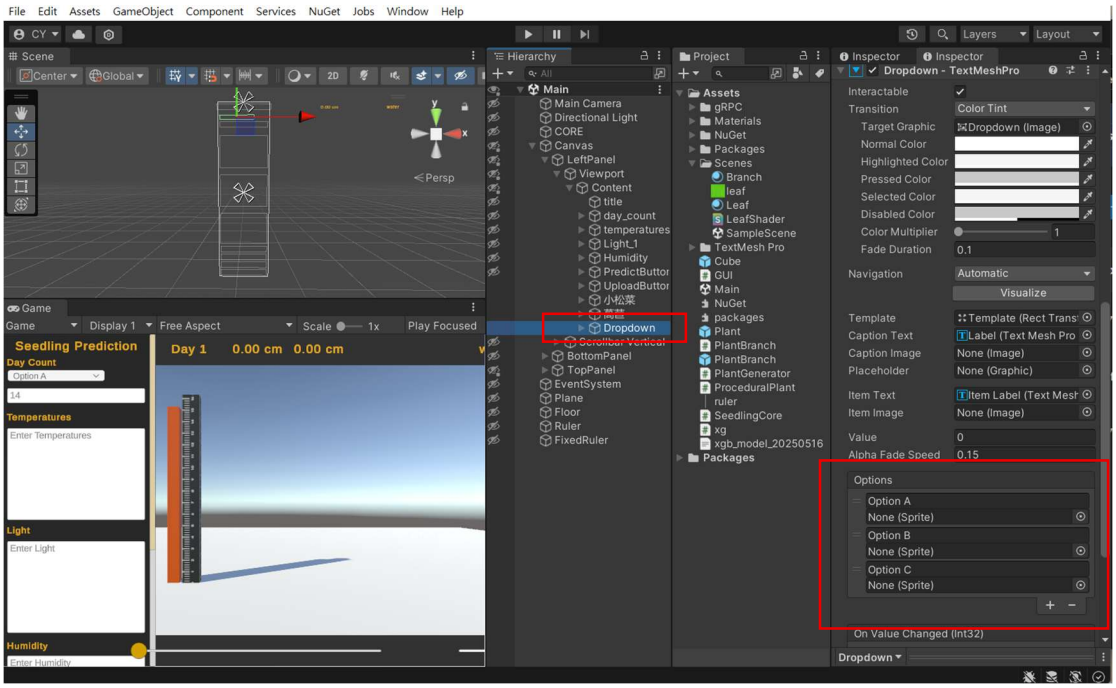
File Edit Assets GameObject Component Services NuGet Jobs Window Help
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Dropdown (Image)
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Highlighted Color
Pressed Color
Selected Color
Disabled Color
Color Multiplier
Fade Duration
Navigation
Automatic
Visualize
Template
Caption Text
Caption Image
Placeholder
Item Text
Item Image
Value
Alpha Fade Speed
Options
Option A
None (Sprite)
Option B
Option C
On Value Changed (Int32)
Dropdown
Main
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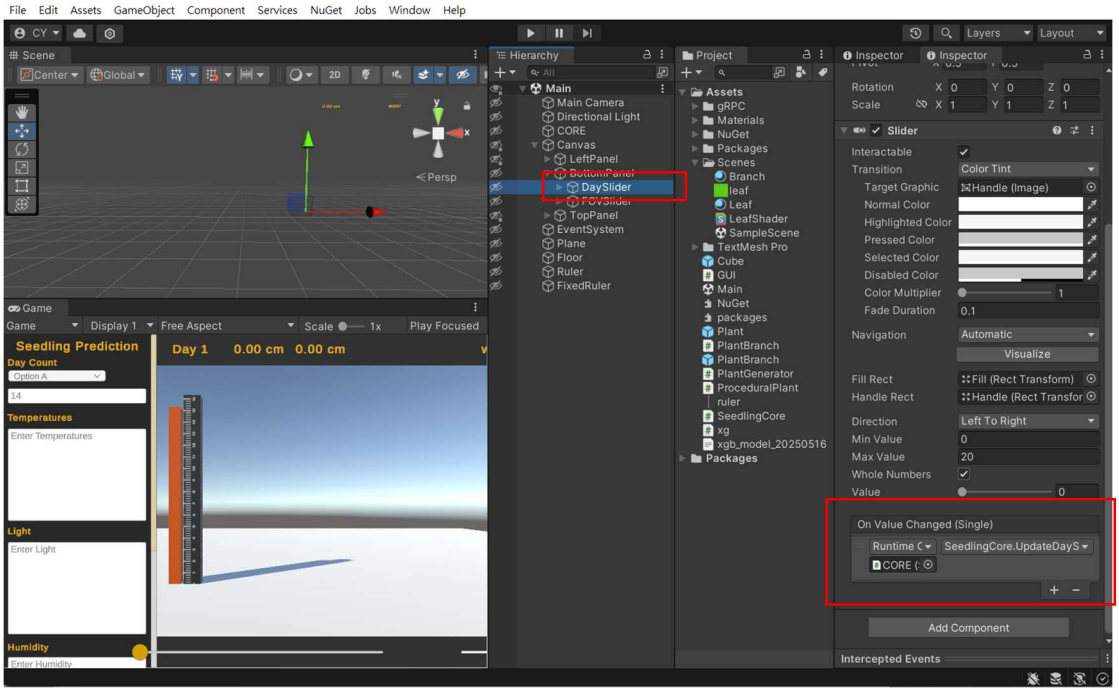
Humidity
Day 1 0.00 cm 0.00 cm


File Edit Assets GameObject Component Services NuGet Jobs Window Help
Scene
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Slider
Rotation
Scale
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Handle (Image)
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Pressed Color
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Disabled Color
Color Multiplier
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Automatic
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Fill Rect
Fill (Rect Transform)
Handle Rect
Direction
Left To Right
Min Value
Max Value
Whole Numbers
Value
On Value Changed (Single)
Runtime C
SeedlingCore.UpdateDayS
CORE
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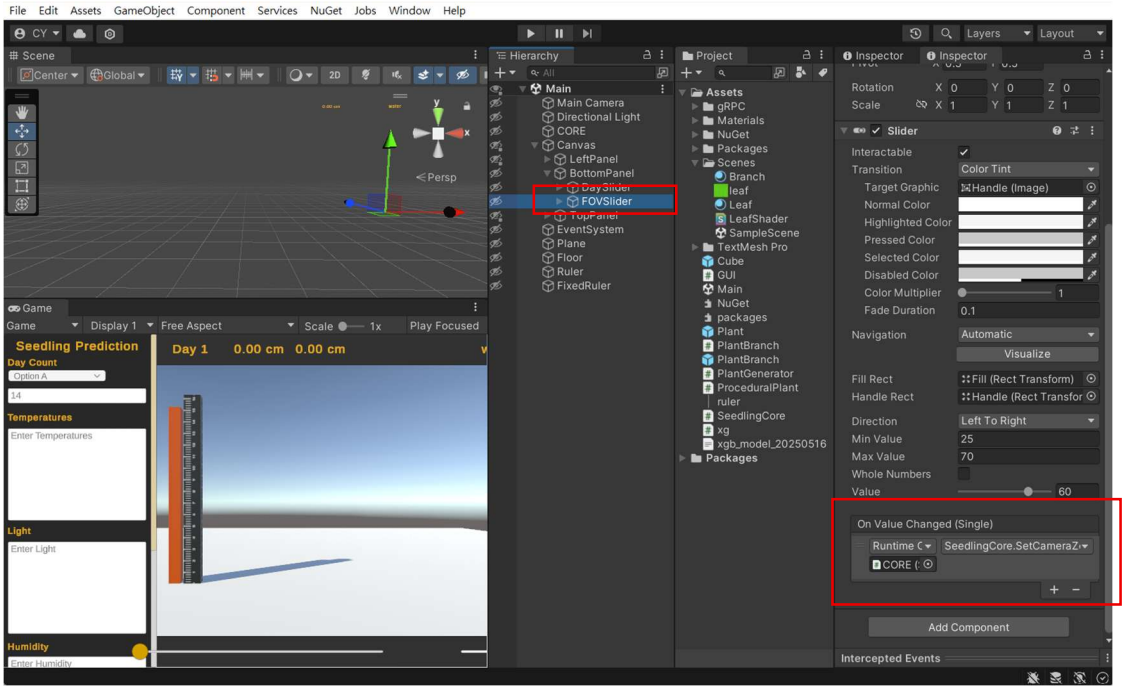
File Edit Assets GameObject Component Services NuGet Jobs Window Help
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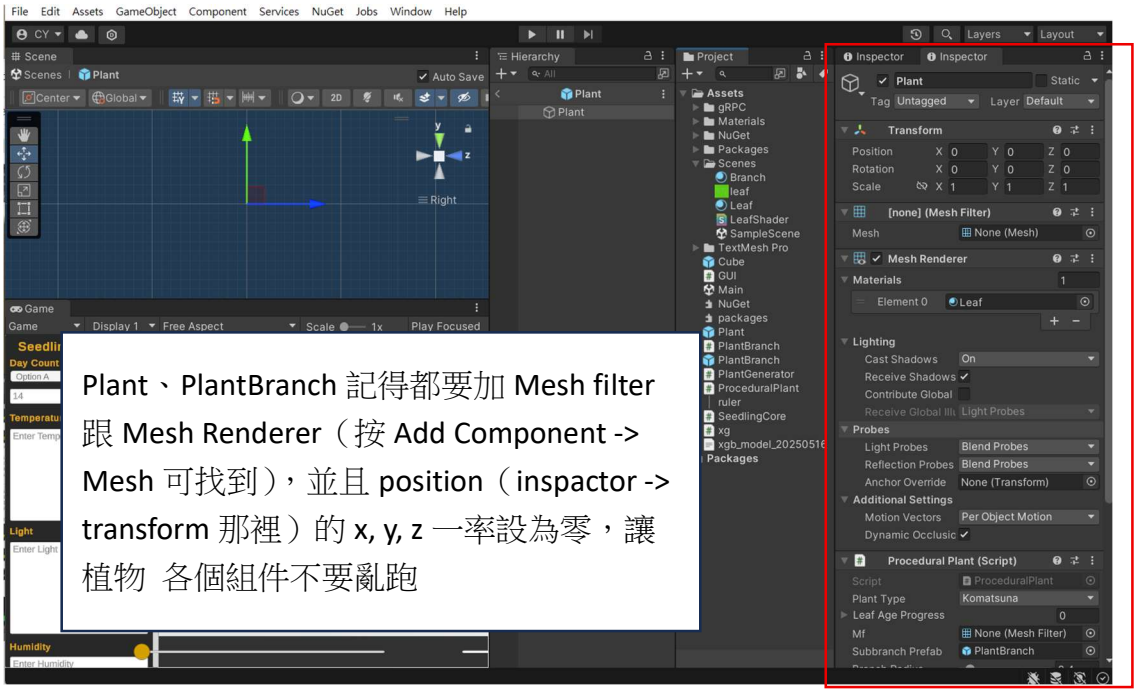
File Edit Assets GameObject Component Services NuGet Jobs Window Help
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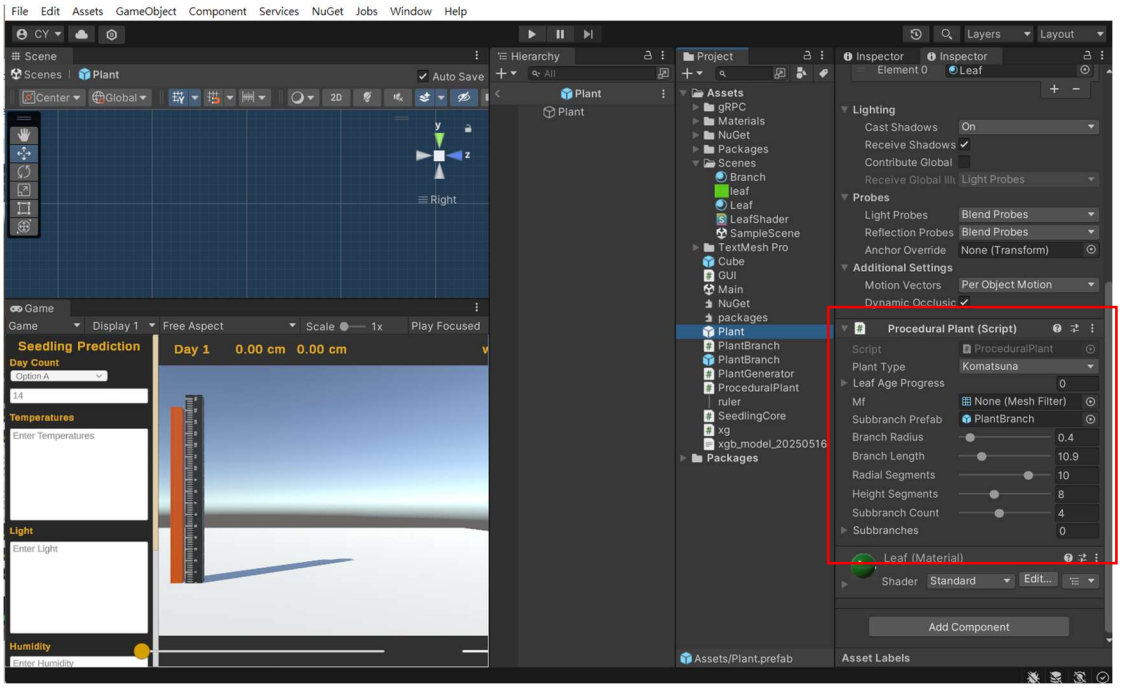
Inspector
Plant
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
[none] (Mesh Filter)
Mesh
None (Mesh)
Mesh Renderer
Materials
Element 0
Leaf
Lighting
Cast Shadows
On
Receive Shadows
Contribute Global
Probes
Light Probes
Blend Probes
Reflection Probes
Anchor Override
None (Transform)
Additional Settings
Motion Vectors
Per Object Motion
Procedural Plant (Script)
Plant Type
Komatsuna
Leaf Age Progress
Mf
None (Mesh Filter)
Subbranch Prefab
PlantBranch
Plant、PlantBranch 記得都要加 Mesh filter
跟 Mesh Renderer（按 Add Component ->
Mesh 可找到），並且 position（inspactor ->
transform 那裡）的 x, y, z 一率設為零，讓
植物 各個組件不要亂跑


File Edit Assets GameObject Component Services NuGet Jobs Window Help
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2D
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Game
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Seedling Prediction
Day Count
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Assets/Plant.prefab
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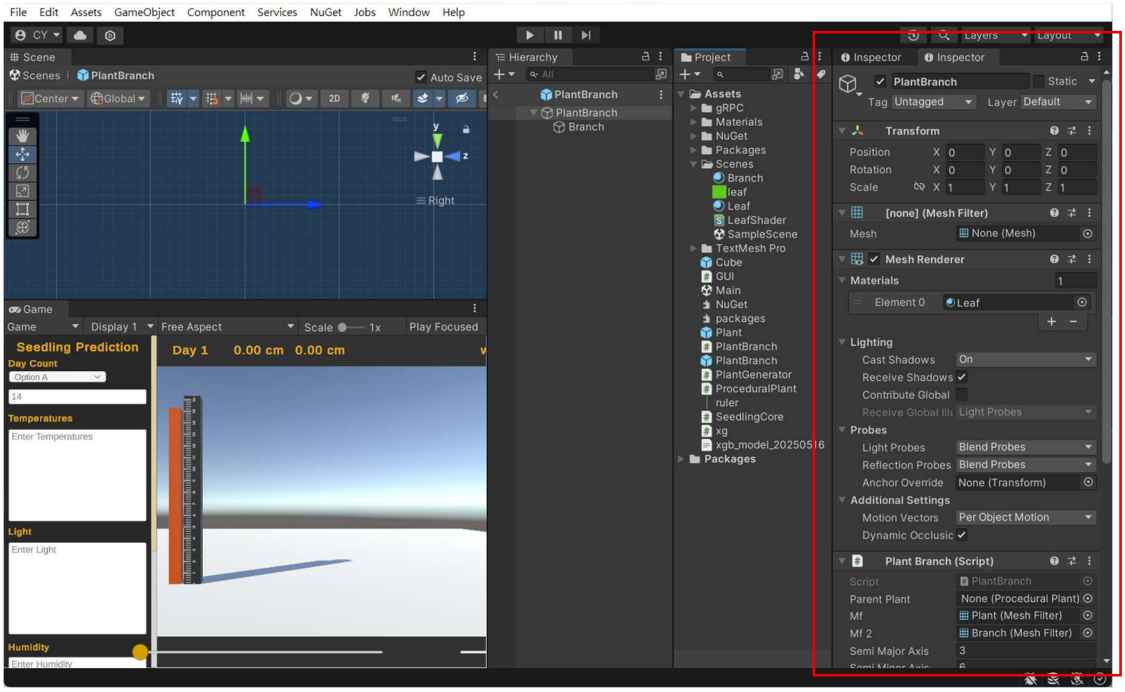
Reflection Probes Blend Probes
Anchor Override None (Transform)
Additional Settings
Motion Vectors Per Object Motion
Procedural Plant (Script)
Script ProceduralPlant
Plant Type Komatsuna
Leaf Age Progress 0
Mf None (Mesh Filter)
Subbranch Prefab PlantBranch
Branch Radius 0.4
Branch Length 10.9
Radial Segments 10
Height Segments 8
Subbranch Count 4
Subbranches 0
Leaf (Material)
Shader Standard Edit...
Add Component
Asset Labels


File Edit Assets GameObject Component Services NuGet Jobs Window Help
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Game Display 1 Free Aspect Scale 1x Play Focused
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PlantBranch
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xgb_model_20250516
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Inspector
PlantBranch Static
Tag Untagged Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
[none] (Mesh Filter)
Mesh None (Mesh)
Mesh Renderer
Materials 1
Element 0 Leaf
Lighting
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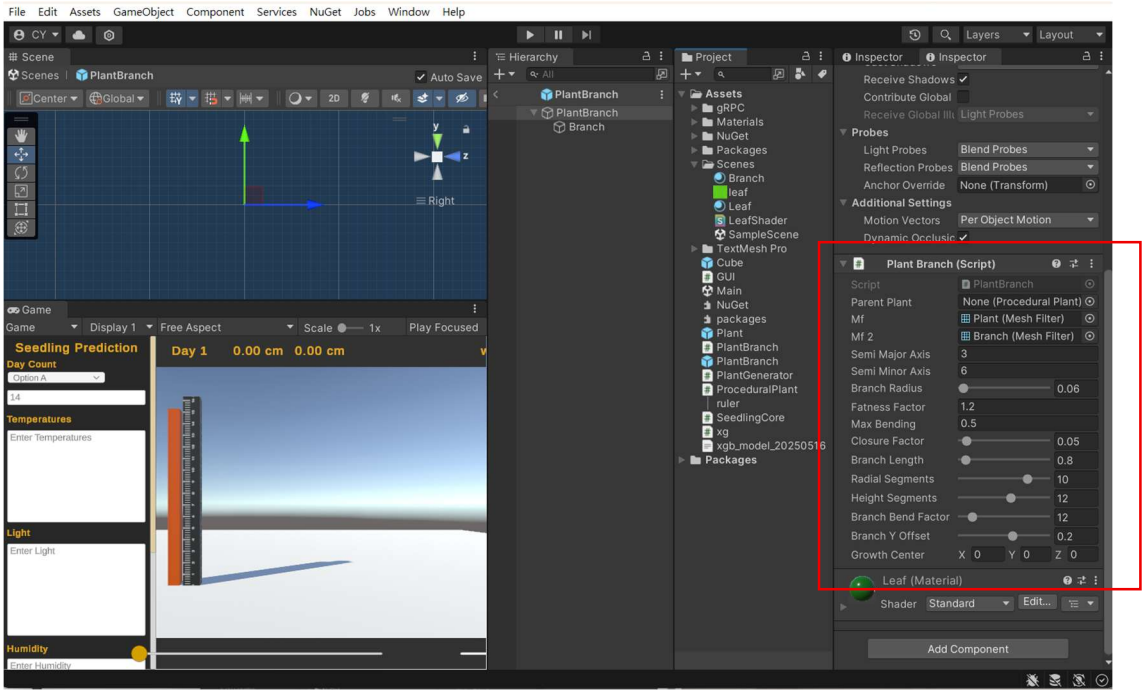
Receive Shadows
Contribute Global
Probes
Light Probes Blend Probes
Reflection Probes Blend Probes
Anchor Override None (Transform)
Additional Settings
Motion Vectors Per Object Motion
Plant Branch (Script)
Script PlantBranch
Parent Plant None (Procedural Plant)
Mf Plant (Mesh Filter)
Mf 2 Branch (Mesh Filter)
Semi Major Axis 3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Leaf
LeafShader
SampleScene
TextMesh Pro
Cube
GUI
Main
NuGet
packages
Plant
PlantBranch
PlantBranch
PlantGenerator
ProceduralPlant
ruler
SeedlingCore
xg
xgb_model_20250516
Packages
Inspector
Receive Shadows
Contribute Global
Probes
Light Probes
Blend Probes
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
Additional Settings
Motion Vectors
Per Object Motion
Plant Branch (Script)
Script
PlantBranch
Parent Plant
None (Procedural Plant)
Mf
Plant (Mesh Filter)
Mf 2
Branch (Mesh Filter)
Semi Major Axis
3
Semi Minor Axis
6
Branch Radius
0.06
Fatness Factor
1.2
Max Bending
0.5
Closure Factor
0.05
Branch Length
0.8
Radial Segments
10
Height Segments
12
Branch Bend Factor
12
Branch Y Offset
0.2
Growth Center
X 0 Y 0 Z 0
Leaf (Material)
Shader
Standard
Edit...
Add Component