UnassignedReferenceException

The variable blood\_red of Soldier has not been assigned.

You probably need to assign the blood\_red variable of the Soldier script in the inspector.

UnityEngine.Texture.get\_width () (at C:/buildslave/unity/build/Runtime/Export/Texture.bindings.cs:25)

Soldier.OnGUI () (at Assets/Scripts/Soldier.cs:45)

注：没有给blood\_red赋值