Trail Renderer

Trail Renderer(拖尾渲染器)

拖尾渲染器 (Trail Renderer) □□□

□□

[Effects(□□)-Trail(□□)

□□□□

□□	□□
Width(□□)	□□
Time(□□)	□□□□□□□□□□□□□□□□□□□□□□□□□□
Min Vertex Distance(□□□□□□)	□□□□□□□□□□□□□□□□□□□□□□□□
AutoDestruct(□□□□)	Trail Renderer Time □□□□□□□□□□□□□
Emitting(□□□□)	□□□□□□□Unity □□□□□□□□□□□□□□□□□□Unity □□□□□□□□□□□□□□□□□□□□□□□
Color(□□)	□□□□□□□□□□□□□□□□□□□□□□□
Corner Vertices(□□□)	□□
End Cap Vertices(□□□□)	□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□
Alignment(□□)	□□□□□□□□□□
View(□□)	□□□□□□□
TransformZ(□□Z)	□□□□□□□□□□□ Z □
Texture Mode(□□□□)	□□□□□□□□□□□□□□
Stretch(□□)	□□□□□□□□□□□□□□
Tile(□□)	[Material.SetTextureScale() □□□□□□□□□

DistributePerSegment(□□□)	□□□□□□□□□□□□□□□□□□□□□□□
RepeatPerSegment(□□□)	[Material.SetTextureScale()] □□□□
Generate Lighting Data(□□□□□)	□□□□□□□Unity □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□
Shadow Bias(□□□)	□□□□□□□□□□□□□□□□□□□

Materials(□□)

Trail Renderer Inspector Materials Trail Renderer □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□

□□	□□
Size(□□)	Trail Renderer Materials Materials □□□□□Unity □□□□□□□□□□□
Element(□□)	Trail Renderer Materials □□□□□□□□□□□

Lighting(□□)

Lighting □□□□□□□□□□□□□□□□□□□ (Trail Renderer) □□□ Unity □□□□□□□□□

□□	□□
Cast Shadows(□□□)	□□□□□□□□□□□□□□□□□□□□□□□
Off(□□)	□□□□□□□□□□
On(□□)	□□□□□□□□□□□□□□□□□□□□□□
Two Sided(□□)	Enlighten □□□□□ (Progressive Lightmapper)□□□
Shadows Only(□□□)	□□□□□□□□□□□□□□□□□
Receive Shadows(□□□)	□□□□□□□□□□□□□□□□□□□□□□□□□□

Probes(□□)

Probes □□□□(Light Probes) (Reflection Probes)□

□□	□□
Light Probes(□□□□)	□□□□□□□□□□□

Off(□□)	□□□□□□□□□□□□□
Blend Probes(□□□□)	□□□□□□□□□□□□
Use Proxy Volume(□□□□)	□□□□□□□□□□□□ 3D □□
Custom Provided(□□□□)	[MaterialPropertyBlock](#) □□□□□□□□□□ uniform □
Proxy Volume Override(□□□□)	`Light Probe Proxy Volume` `Light Probes` `Use Proxy Volume` □□□□□□□
Reflection Probes(□□□□)	□□□□□□□□□□□
Off	□□□□□□□Unity □□□□□□□□□
Blend Probes	□□
Blend Probes and Skybox	□□
Simple	□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□
Anchor Override(□□□□)	□□□□□□Unity □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Additional Settings(□□□□)

□□	□□
Motion Vectors(□□□□)	□□
Camera Motion Only(□□□□□)	□□□□□□□□□□□□□□
Per Object Motion(□□□□)	□□□□□□□□□□□□□□□
Force No Motion(□□□□)	□□□□□
Dynamic Occlusion(□□□□)	`Dynamic Occlusion` □□□□□□□□□□□□□□□□□□□ (Static Oc `Dynamic` □□U Occlusion □□□□□□□□□□□□□□□□□□ (Sta `Dynamic Occlusion` `Unity` □□□□□
Sorting Layer(□□□□)	□□□□□□□□□□(Tags and Layers)□□□□
Order in Layer(□□□□)	□□□□□□□□□□(Tags and Layers)□□□□

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