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# Tripoli energy storage power product design to production

The [SerializeField] attribute instructs Unity to serialize the field regardless of the accessibility. All three fields below gets serialized and shows up on inspector: [SerializeField] ...

[SerializeField] private MyScript script; 2 - Using MonoBehaviour's GetComponent method script = GetComponent<MyScript>(); I would think that it is more efficient to drag the ...

[SerializeField] and [Range(x,y)] are both attributes, which can offer powerful utility to your script. If you are ever unsure of an attribute (or even if you are just curious) you should ...

"" If the Army and the Navy Ever look on Heaven's scenes, They will find the streets are guarded By United ...

You tried to make CameraViewRange a property and rename its corresponding variable between the parent and the sub (and make them private serializable through ...

SerializeFieldForce Unity to serialize a private field. You will almost never need this. When Unity serializes your scripts, it will only serialize public fields. If in addition to that ...

```
public class MyBehaviour : MonoBehaviour { //won't show in inspector because it's generic
[SerializeField] private EventProperty<float> floatValue1; //will show in Inspector ...
```

For the case of [SerializeField], it gives a strong hint to the human reader about how the field is meant to be used. If a variable is public, one might assume other scripts are meant ...

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