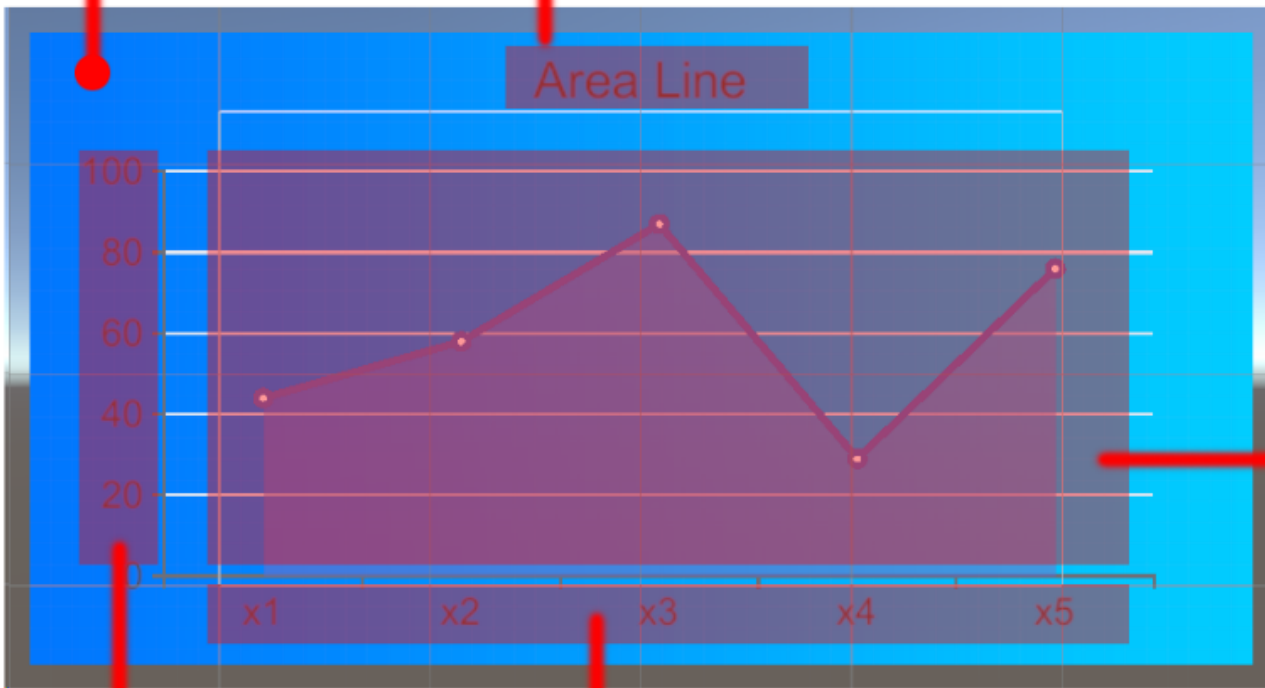
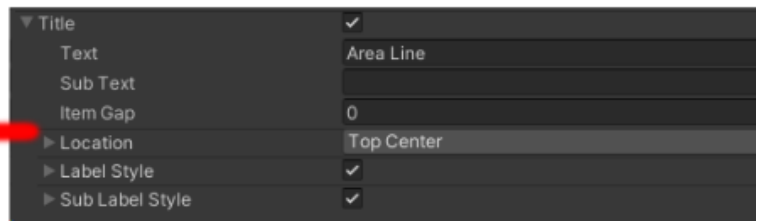
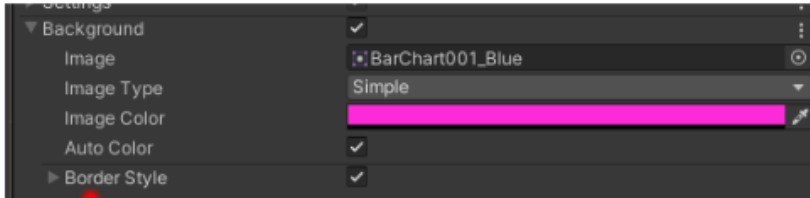


xcharts [] [] [] [] - [] [] []

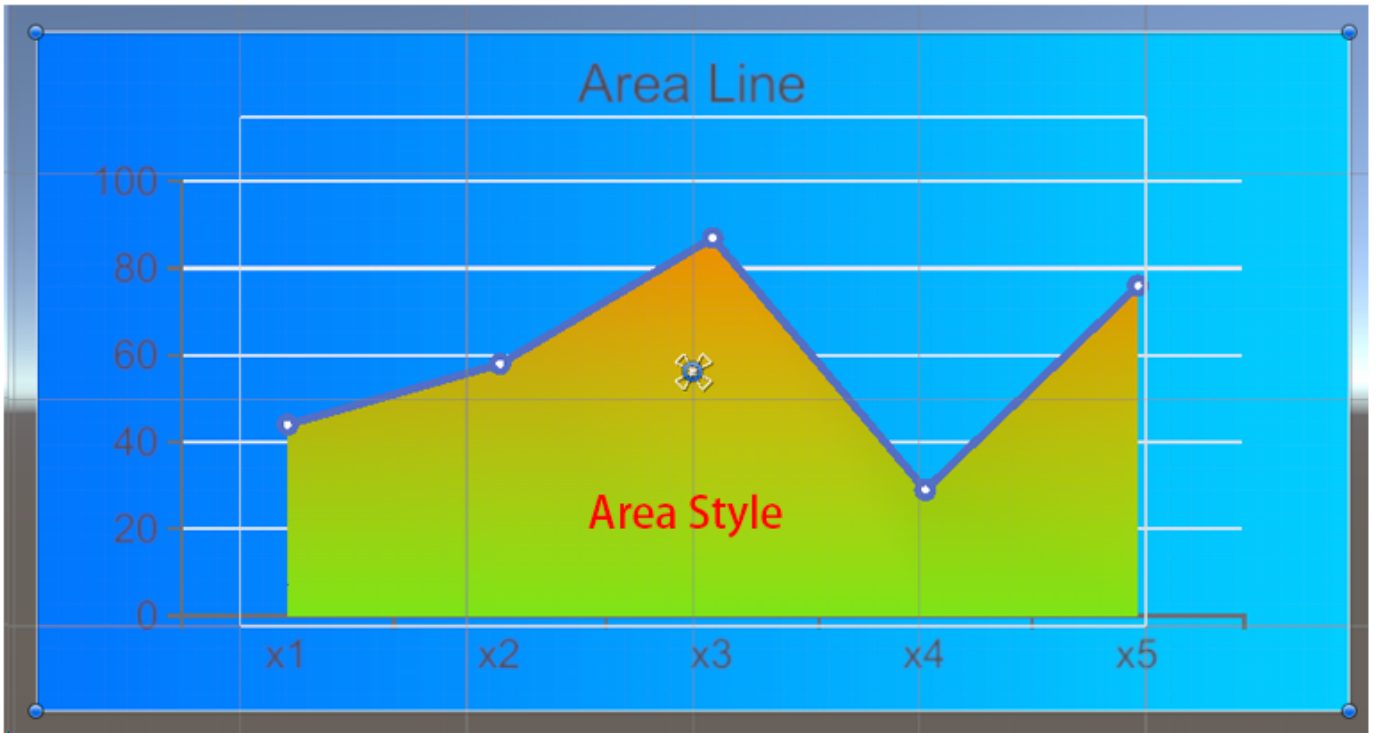


Y Axis

X Axis

Serie

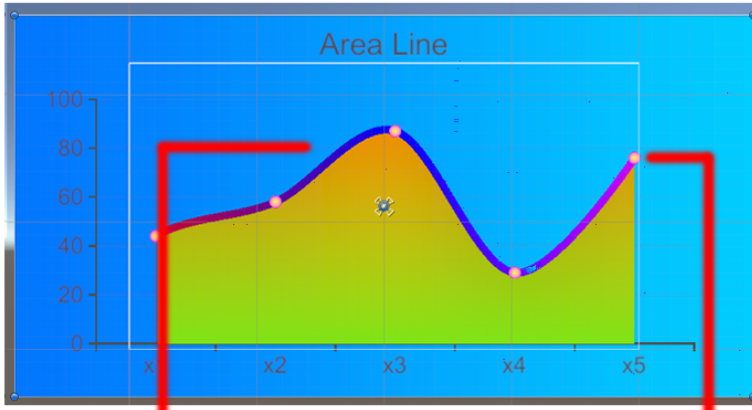
Area Style



▼ Serie 0: Line

- ✓
- Serie Name: serie0
- Coord System: GridCoord
- State: Normal
- Stack:
- X Axis Index: 0
- Y Axis Index: 0
- Line Type: Normal
- Clip:
- More
- Symbol:
- Line Style:
- Item Style:
- Animation:
- ▼ AreaStyle 0
 - ✓
 - Origin: Auto
 - Color:
 - To Color:
 - Opacity:
 - To Top:
 - Inner Fill:
- Data





平滑曲线

▼ Serie 0: Line

- Series Name: 产值
- Coord System: GridCoord
- State: Normal
- Stack: 0
- X Axis Index: 0
- Y Axis Index: 0
- Line Type: Smooth
- Smooth Limit:
- Clip:

线条颜色

▼ Line Style

- Type: Solid
- Color:
- To Color:
- To Color 2:
- Width: 1
- Length: 0
- Opacity:
- Dash Length: 4
- Dot Length: 2
- Gap Length: 2

曲线上的点的样式

▼ Symbol

- Type: Circle
- Gap: 0
- Size Type: Custom
- Size: 0
- Start Index: 0
- Interval: 0
- Force Show Last:
- Repeat:
- Line Style:

曲线上点的颜色

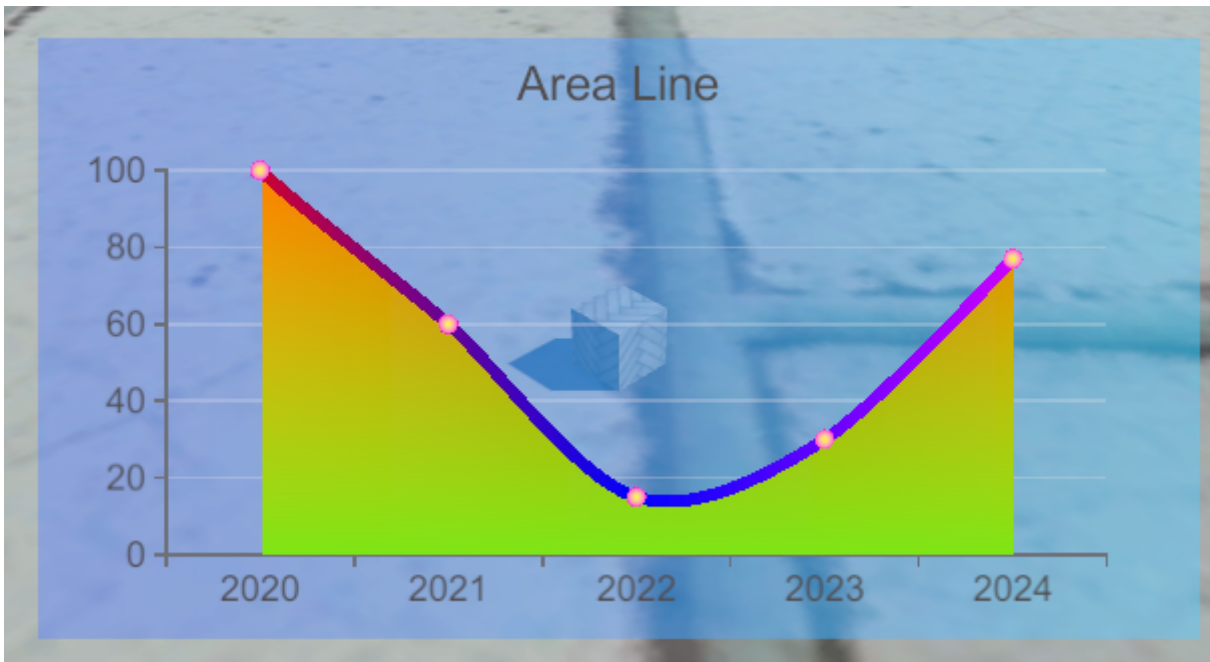
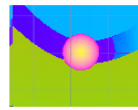
▼ Item Style

- Color:
- Color 0:
- To Color:
- To Color 2:
- Mark Color:
- Background Color:
- Background Width: 0
- Center Color:
- Center Gap: 0
- Border Width: 0
- Border Gap: 0
- Border Color:
- Border Color 0:
- Border To Color:
- Opacity:
- Item Marker:
- Item Formatter:
- Numeric Formatter:
- Corner Radius: 4

轴的辅助颜色

▼ Split Line

- Interval: 0
- Distance: 0
- Auto Color:
- Show Start Line:
- Show End Line:
- Show Z Line:
- Line Style: None
- Type:
- Color:
- To Color:
- To Color 2:




```

/// {d1: 2: f2} f2 numericFormatter <br/>
/// {d: 0. ##} 0. ## f2 '100.00%' <br/>
/// '{a}: {c}' '{a1}: {c1: f1}' '{a1}: {c1: 0: f1}' '{a1}: {c1: 1-1: f1}'

```



```

public class LoadData : MonoBehaviour
{
    private Color initialColor = Color.white;
    private Color targetColor = Color.white;
    private Color currentColor = Color.white;
    public float updateInterval = 1.0f;
    private XCharts.Runtime.LineChart lineChart;
    [Title("")]
    public GameObject TargetObject;

    // Start is called before the first frame update
    void Start()
    {
        if (TargetObject != null)
        {
            // tag
            lineChart = TargetObject.GetComponent<XCharts.Runtime.LineChart>();
            lineChart.ClearData();
            lineChart.AddXAxisData("2020");
            lineChart.AddXAxisData("2021");
            lineChart.AddXAxisData("2022");
            lineChart.AddXAxisData("2023");
            lineChart.AddXAxisData("2024");

            lineChart.AddData(0, 0, 100);
            lineChart.AddData(0, 1, 60);
            lineChart.AddData(0, 2, 15);
            lineChart.AddData(0, 3, 30);
            lineChart.AddData(0, 4, 77);

            // 
            initialColor = new Color(1.0f, 0.0f, 1.0f); // 
            currentColor = initialColor;

```

```

        targetColor = new Color(1.0f, 1.0f, 1.0f); // []
    }

}

// Update is called once per frame
void Update()
{
    if (lineChart != null)
    {
        // []series[]item style[]background color
        var serie = lineChart.GetSerie(0);
        if (serie != null)
        {
            var itemStyle = serie.itemStyle;
            float time = Mathf.PingPong(Time.time / updateInterval, 1.0f);
            currentColor = Color.Lerp(initialColor, targetColor, time);
            itemStyle.backgroundColor = currentColor;
            serie.itemStyle = itemStyle;
        }
    }
}
}
}

```

[] #10

[] [] [] 15 [] 2025 10:01:51

[] [] [] 16 [] 2025 15:06:27