[C# string数组转int数组](https://www.cnblogs.com/xuqp/p/9681142.html)

<https://www.cnblogs.com/xuqp/p/9681142.html>

# Unity中查找子组件GameObject或Component的操作汇总

# <https://blog.csdn.net/jiangguilong2000/article/details/77718812>

# VRTK\_v3.3.0版本使用

<https://www.jianshu.com/p/cb37c89a3694>

# VRTK\_Grab，VR抓取物体的实现

<https://blog.csdn.net/qq_34552886/article/details/79211157>

# 关于VRTK手柄抓取物体（入门）

<https://blog.csdn.net/qq_14942529/article/details/81558368>

**unity 所有碰撞器（触发器），碰撞条件、结果，触发条件、结果。。。以及碰撞函数、触发函数的调用。**

<https://blog.csdn.net/hzw13816194861/article/details/78986417>

一个高效的工具包，用于在Unity软件中快速构建空间计算解决方案。

<https://github.com/ExtendRealityLtd/VRTK>

# [【Unity入门】碰撞检测与触发检测](https://www.cnblogs.com/zengbinsi/p/zengbinsi_unity3d_004.html)

<https://www.cnblogs.com/zengbinsi/p/zengbinsi_unity3d_004.html>

<https://blog.csdn.net/Monzart7an/article/details/22739421>

https://blog.csdn.net/qq\_38004206/article/details/81005850

## Unity获取当前物体的所有子物体

<https://blog.csdn.net/wangjianxin97/article/details/81704670>

<https://jingyan.baidu.com/article/380abd0a3df94a1d90192c25.html>

# unity3d 在代码中怎样控制粒子特效的重新播放与停止

<https://zhidao.baidu.com/question/1860952484084707147.html?qbl=relate_question_0&word=unity%BD%C5%B1%BE%BF%D8%D6%C6particaleffect%BF%AA%CA%BC%BA%CD%BD%E1%CA%F8>

unity制作material

https://jingyan.baidu.com/article/49ad8bce9ca39b5834d8fa99.html