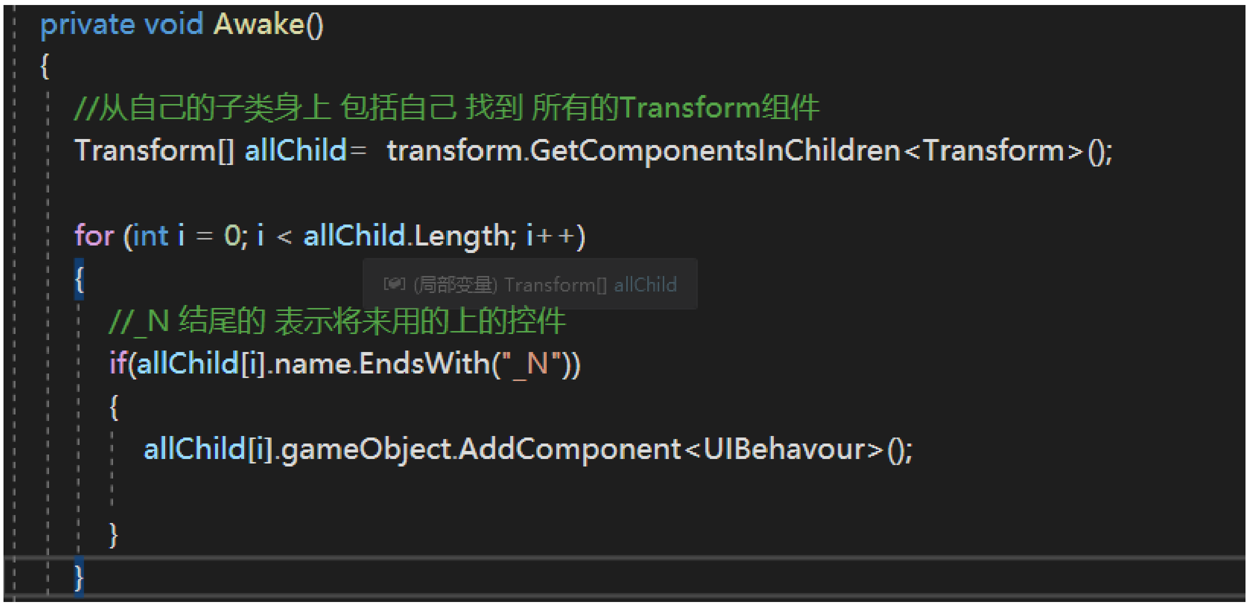
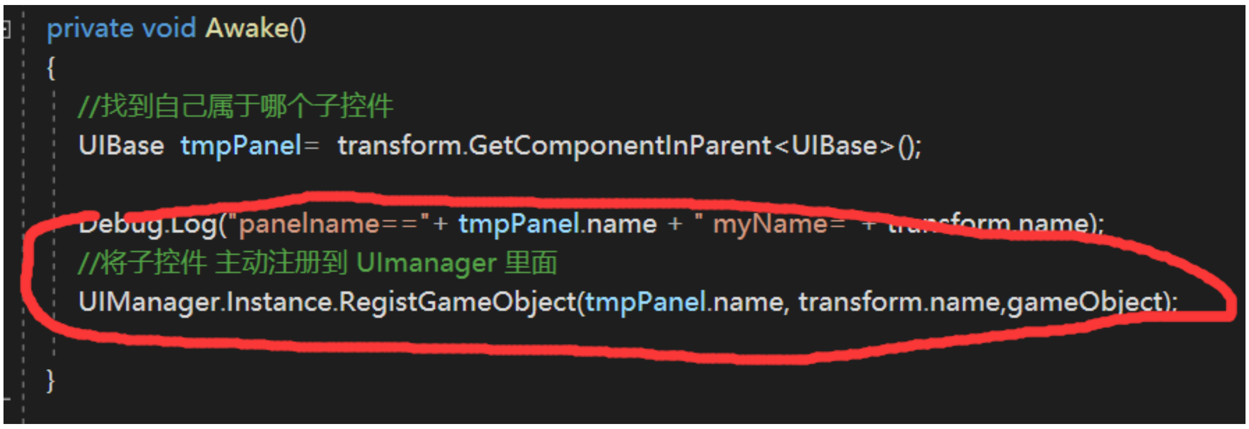
程序启动之后　_N的添加UIBehavour



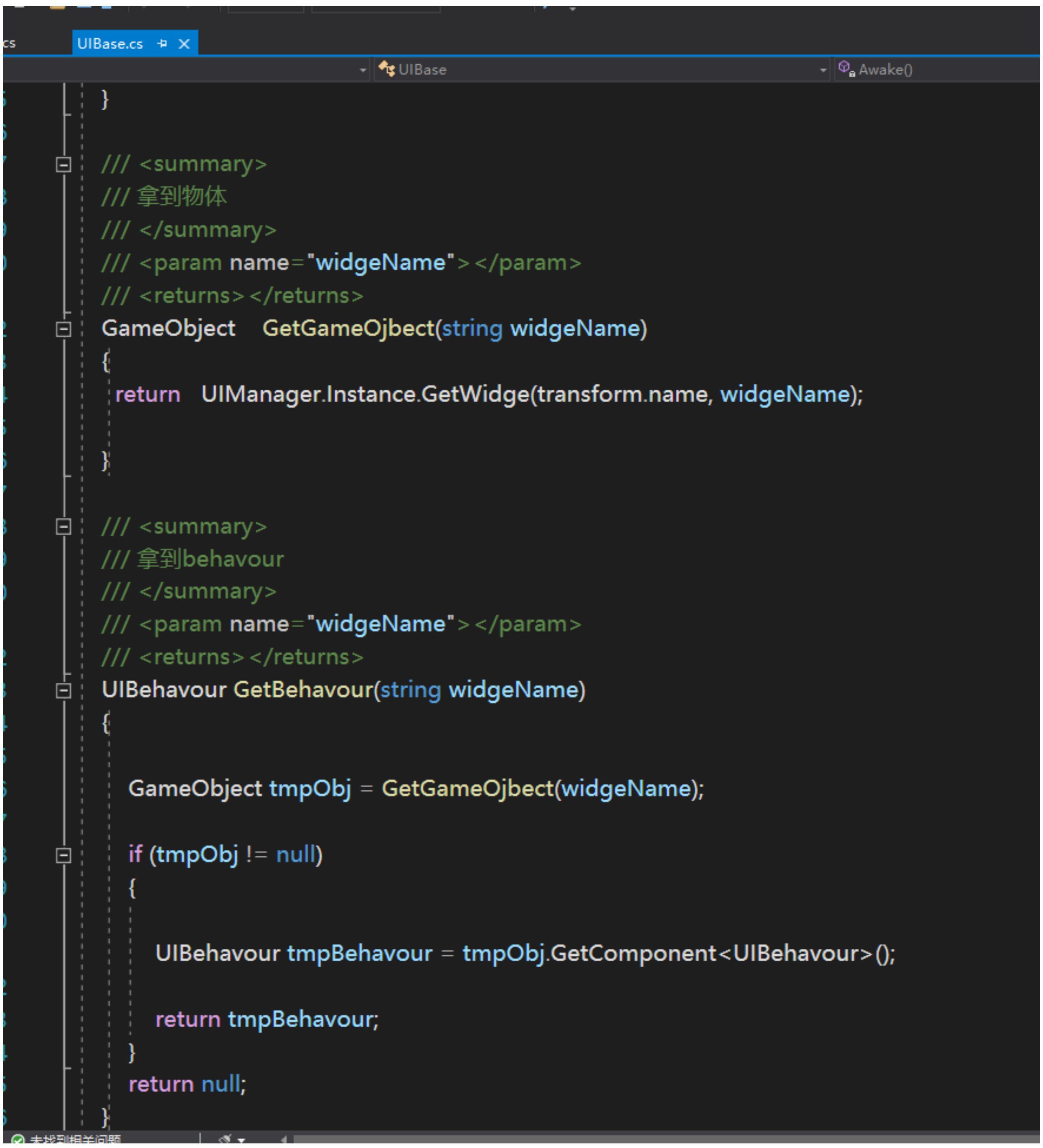
```
private void Awake()
{
    //从自己的子类身上 包括自己 找到 所有的Transform组件
    Transform[] allChild=  transform.GetComponentsInChildren<Transform>();

    for (int i = 0; i < allChild.Length; i++)
    {
        //_N 结尾的 表示将来用的上的控件
        if(allChild[i].name.EndsWith("_N"))
        {
            allChild[i].gameObject.AddComponent<UIBehavour>();

        }
    }
```

UIBehavour主动注册到UIManager



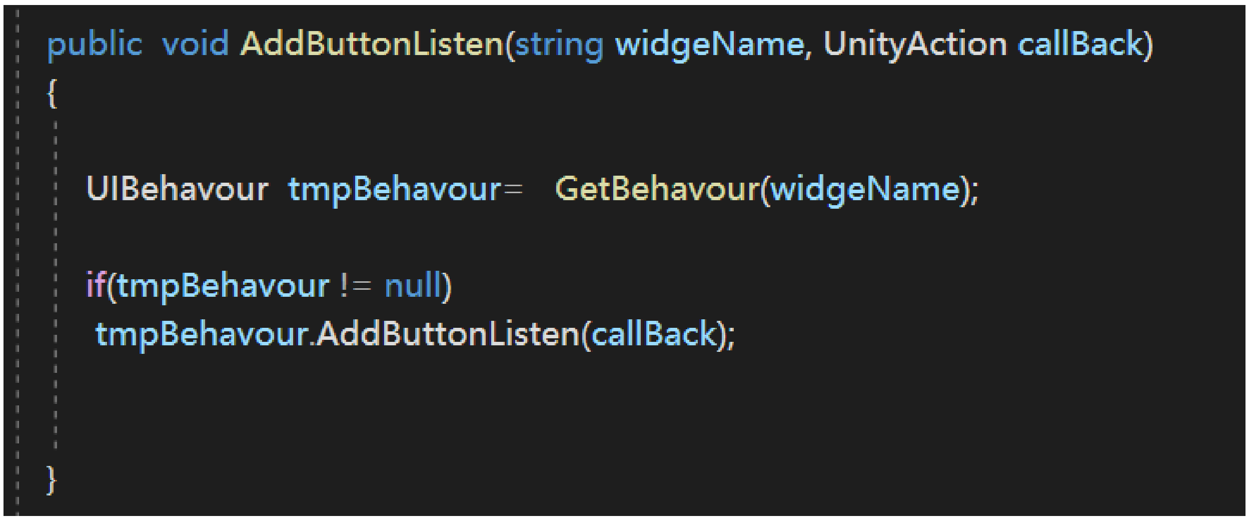
```
private void Awake()
{
    //找到自己属于哪个子控件
    UIBase  tmpPanel=  transform.GetComponentInParent<UIBase>();

    Debug.Log("panelname=="+ tmpPanel.name + " myName=" + transform.name);
    //将子控件 主动注册到 UImanager 里面
    UIManager.Instance.RegistGameObject(tmpPanel.name, transform.name,gameObject);

}
```

UIBase



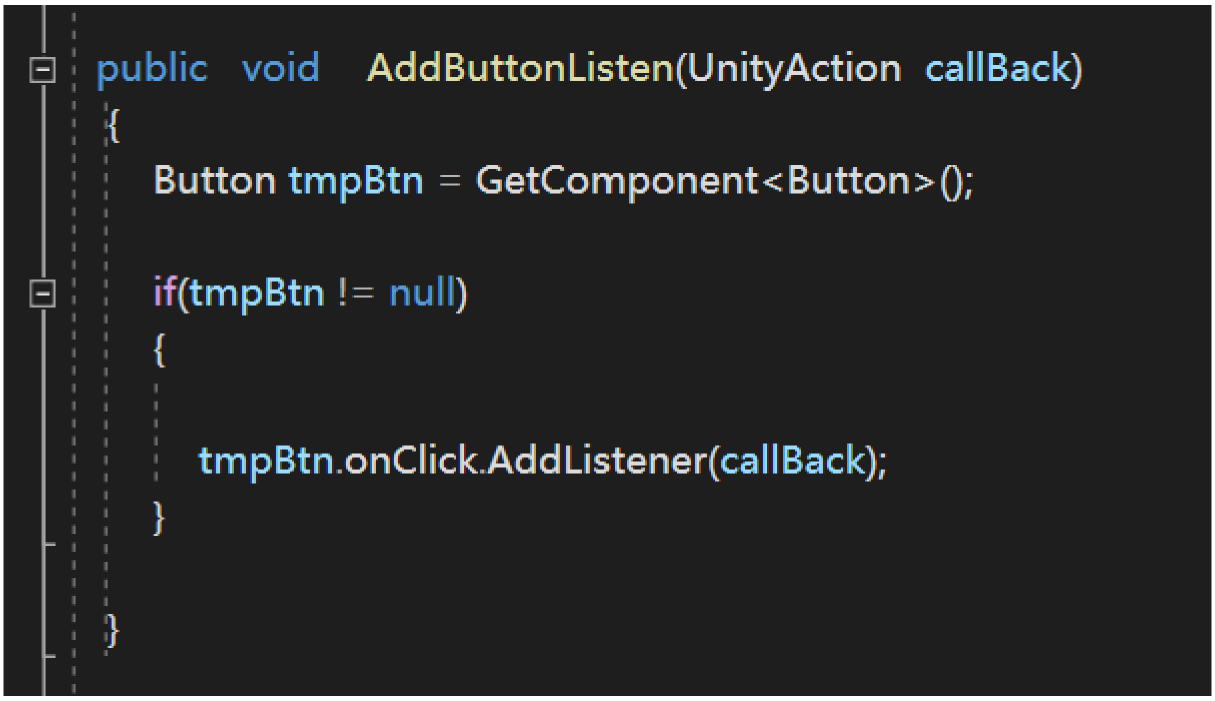
```
    }

    /// <summary>
    /// 拿到物体
    /// </summary>
    /// <param name="widgeName"></param>
    /// <returns></returns>
    GameObject   GetGameOjbect(string widgeName)
    {
     return   UIManager.Instance.GetWidge(transform.name, widgeName);

    }

    /// <summary>
    /// 拿到behavour
    /// </summary>
    /// <param name="widgeName"></param>
    /// <returns></returns>
    UIBehavour GetBehavour(string widgeName)
    {

        GameObject tmpObj = GetGameOjbect(widgeName);

        if (tmpObj != null)
        {

            UIBehavour tmpBehavour = tmpObj.GetComponent<UIBehavour>();

            return tmpBehavour;
        }
        return null;
    }
```

UIBase



```
public  void AddButtonListen(string widgeName, UnityAction callBack)
{

    UIBehavour  tmpBehavour=   GetBehavour(widgeName);

    if(tmpBehavour != null)
     tmpBehavour.AddButtonListen(callBack);


}
```

UIBehavour



```
public  void   AddButtonListen(UnityAction  callBack)
{
    Button tmpBtn = GetComponent<Button>();

    if(tmpBtn != null)
    {

        tmpBtn.onClick.AddListener(callBack);
    }


}
```