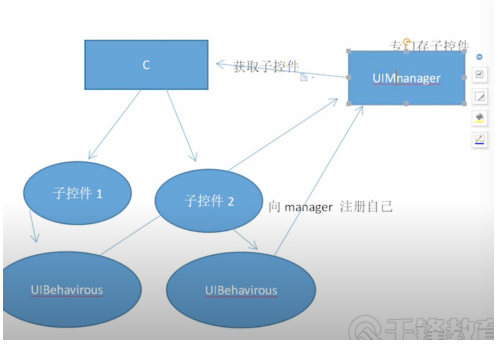
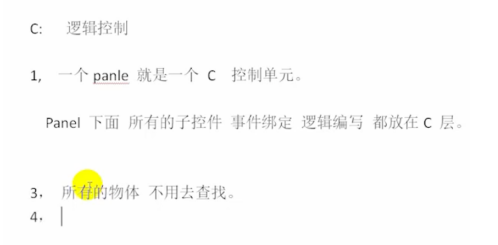




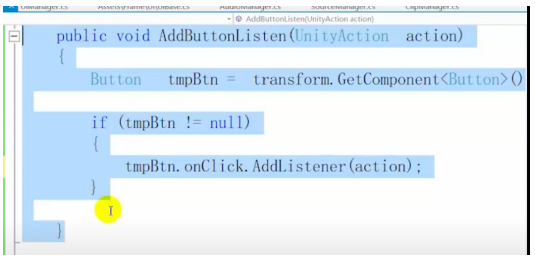
首先遍历Panel（UIBase），下面的子控件，通过名字来挂载UIBehavirous，获取有用的东西

UIManager管理下面所有的子控件，通过字典存储注册下面的panel的子控件

在写一个方法UIBehavior主动向UIManager注册，获取父级的UIBase

dictionary<string,gameObject>();

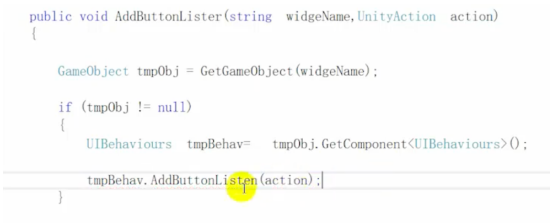
UIBehavior 添加一个借口 得到组件 判断不为空的话添加一个action



```
public void AddButtonListen(UnityAction action)
{
    Button tmpBtn = transform.GetComponent<Button>()

    if (tmpBtn != null)
    {
        tmpBtn.onClick.AddListener(action);
    }
}
```

UIBase：通过UIManager找到这个button，之后找到这个物体身上的UIBehavour，之后再添加事件



```
public void AddButtonLister(string widgeName,UnityAction action)
{

    GameObject tmpObj = GetGameObject(widgeName);

    if (tmpObj != null)
    {
        UIBehaviours tmpBehav= tmpObj.GetComponent<UIBehaviours>();

        tmpBehav.AddButtonListen(action);
    }
```

好处

```
AddButtonLister("Button_N", friendLogic.OnClick);
ChangeImage("Navi_N", friendLogic.GetImage());
```

如果更改了图片 只更改名字，不更改代码

UI下面的子控件比较多 在写一个二级管理单位，这个耳机单位再放进UIManager