

Unity提示訊息

NDark

Unity提示訊息

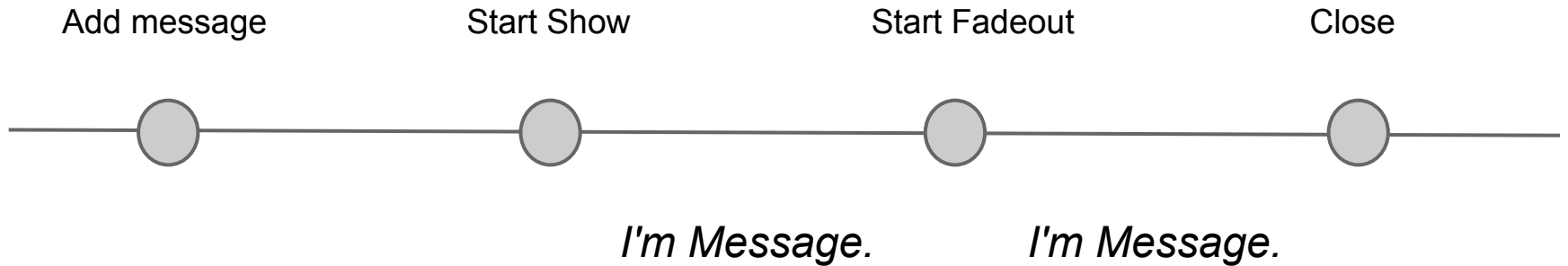
1. MessageQueueManagerText (GUIText)
2. MessageQueueManager (Manager)
3. CollideObject (Send Message)



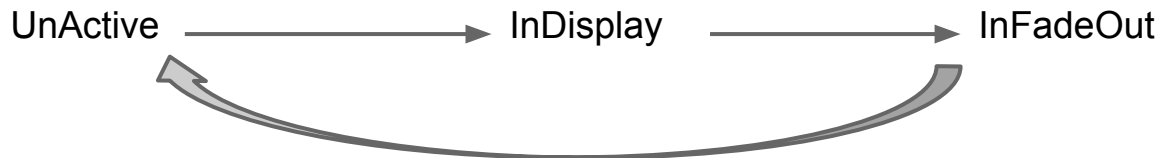
Unity提示訊息

Time line

EVENT



STATE



Unity提示訊息

- Supplemental

- 複數資訊快速傳入如何處理
- 相同資訊快速傳入如何處理

- Reference

- Kobayashi Maru Commander

- <https://github.com/NDark/KobayashiMaruCommanderOS>

- <https://www.facebook.com/groups/151280021681743/>

Kobayashi Maru Commander 小林丸指揮官

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鄧士民

Kobayashi Maru Commander v1.0 is formally released

小林丸指揮官 v1.0 正式釋出

Enjoy and please feel free to report any possible bug to me. 請隨時回報臭蟲給我，感謝您的回應。