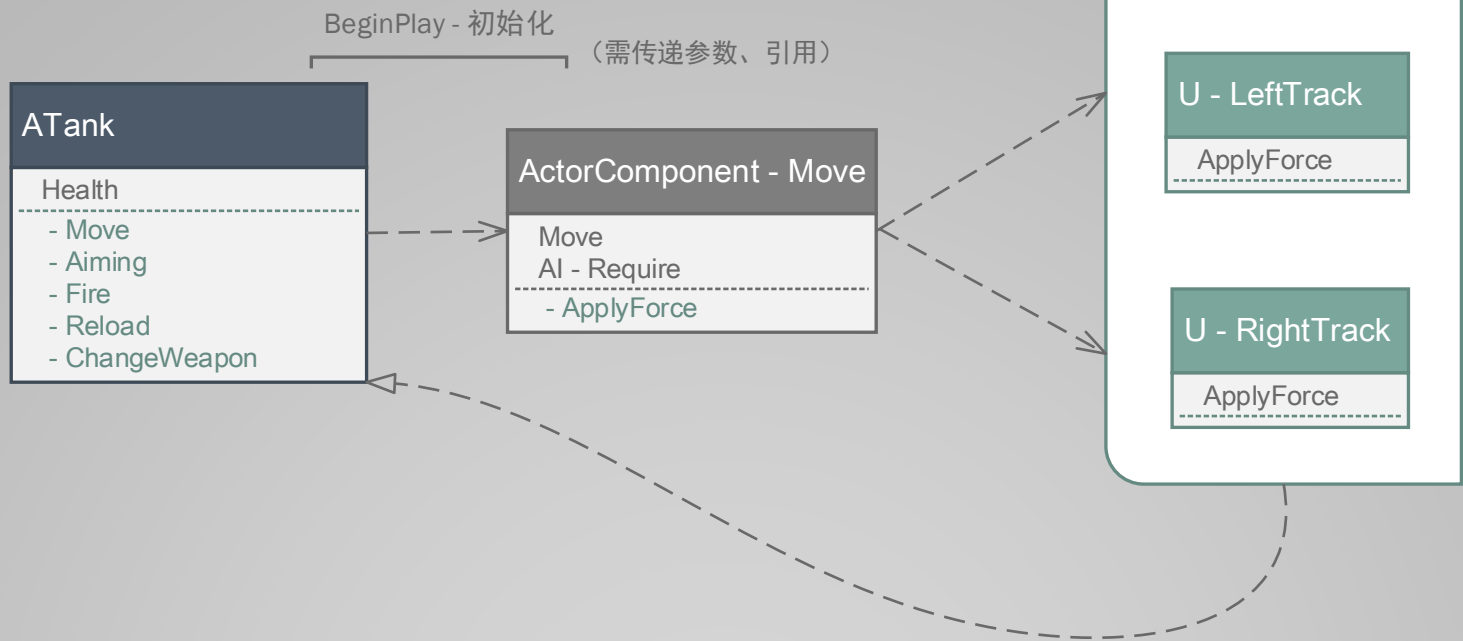


(改进前)



构造顺序



(构造Actor时, 未构造Component)



依赖顺序

(应与构造顺序相反)

(改进后)

