## UI界面之间数据传递



* 新增类UIDataCenter，用于UI界面数据传递。
* 使用时首先定义需要传递的数据类 如：SearchRoomData;
* 以及用于设置数据的方法 public void SetSearchRoomData(SearchRoomData data,bool notify = false); notify为true时会触发事件SearchRoomDataChangeEvent
* 用于主动获取数据的方法 public SearchRoomData GetSearchRoomData();
* 用于数据更改时通知的委托和事件
* public delegate void SearchRoomDataChange(SearchRoomData data);
* private event SearchRoomDataChange SearchRoomDataChangeEvent;
* 需要接受通知的界面在显示时使用
* void RegisterSearchRoomDataChangeEvent(SearchRoomDataChange dele);来注册事件
* 隐藏时使用
* void UnregisterSearchRoomDataChangeEvent(SearchRoomDataChange dele);移除注册

示例代码：

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| public class UIDataCenter  {  private SearchRoomData m\_SearchRoomData;  public delegate void SearchRoomDataChange(SearchRoomData data);  private event SearchRoomDataChange SearchRoomDataChangeEvent;  public void RegisterSearchRoomDataChangeEvent(SearchRoomDataChange dele)  {  SearchRoomDataChangeEvent += dele;  }  public void UnregisterSearchRoomDataChangeEvent(SearchRoomDataChange dele)  {  SearchRoomDataChangeEvent -= dele;  }  public SearchRoomData GetSearchRoomData()  {  return m\_SearchRoomData;  }  public void SetSearchRoomData(SearchRoomData data, bool notify = false)  {  m\_SearchRoomData = data;  if (notify && SearchRoomDataChangeEvent != null)  {  SearchRoomDataChangeEvent(m\_SearchRoomData);  }  }  } |