#region GameObject类

//GameObject:指的是类

//gameObject:对象（属性）

GameObject obj1 = GameObject.Find("Sphere");

Debug.Log(obj1.name);

//FindWithTag通过标签查找游戏对象

GameObject obj2 = GameObject.FindWithTag("Player");

Debug.Log(obj2.name);

GameObject[] obj3 = GameObject.FindGameObjectsWithTag("Player");

//1.数字名[下标]

//2.for

//3.foreach

foreach (var item in obj3)

{

Debug.Log(item.name);

}

//FindGameObjectWithTag通过标签查找游戏对象

GameObject obj4 = GameObject.FindGameObjectWithTag("Player");

Debug.Log(obj4.name);

//gameObjects

Debug.Log(gameObject.name);

//Destroy:销毁游戏对象

//GameObject.Destroy();

//如果有两个参数：代表的是多少秒后销毁游戏对象

//参数1：要销毁的游戏对象

//参数2：多少秒

//Destroy(gameObject, 2f);

//立即销毁

//Destroy(gameObject);

//获取组件GetComponent

//gameObject.GetComponent<>()

//更改游戏对象的颜色：

//gameObject.GetComponent<MeshRenderer>().material.color = Color.red;

//添加组件AddComponent

//gameObject.AddComponent<>()

gameObject.AddComponent<Test2>();

//添加灯光组件

gameObject.AddComponent<Light>().color= Color.yellow;

#endregion