























**代码：**

public class BGSing : MonoBehaviour

{

private static BGSing instance = null;

public AudioSource audioSource = null;

public static BGSing getInstance()

{

if (instance == null)

{

instance = new BGSing();

}

return instance;

}

void Awake()

{

if (instance != null && instance != this)

{

Destroy(this.gameObject);

}

else

{

instance = this;

}

//加载不销毁

DontDestroyOnLoad(this.gameObject);

}

}