

```
using UnityEngine;
```

```
public class SingletonMonoBehaviour<T> : MonoBehaviour where T : MonoBehaviour  
{
```

```
    private static T instance;
```

```
    public static T Instance
```

```
{
```

```
    get
```

```
{
```

```
    if (instance == null)
```

```
{
```

```
        instance = (T)FindObjectOfType(typeof(T));
```

```
        if (instance == null)
```

```
{
```

```
            Debug.LogError(typeof(T) + "がシーンに存在しません。");
```

```
}
```

```
}
```

```
    return instance;
```

```
}
```

```
}
```

```
}
```