# Unity3D-GitHub知识库（持续更新）

Framework

<https://github.com/Justin-sky/Nice-Lua>

<https://github.com/egametang/ET>

<https://github.com/EllanJiang/GameFramework>

<https://github.com/liangxiegame/QFramework>

<https://github.com/cocowolf/loxodon-framework>

<https://github.com/yomunsam/tinax>

<https://github.com/xasset/emo>

<https://github.com/GaoKaiHaHa/MyUnityFrameWork>

<https://github.com/modesttree/Zenject>

Hot update（热更新方案）

<https://github.com/Ourpalm/ILRuntime>

<https://github.com/Tencent/xLua>

<https://github.com/topameng/tolua>

<https://github.com/Tencent/InjectFix>

UI（高效开发）

<https://github.com/fairygui/FairyGUI-unity>

<https://github.com/liuhaopen/UGUI-Editor>

<https://github.com/setchi/FancyScrollView>

<https://github.com/foldcc/MintAnimation>

优化工具

MemoryProfiler

<https://bitbucket.org/Unity-Technologies/memoryprofiler>

Lua

<https://github.com/ElPsyCongree/LuaProfiler-For-Unity>

Asset

<https://github.com/akof1314/UnityAssetDanshari>

Lua 开发调试工具

LuaPerfect

<https://github.com/jiangzheng1986/LuaPerfect>

Tools：

Toolbag

<https://github.com/nickgravelyn/UnityToolbag>

async/await

<https://github.com/Arvtesh/UnityFx.Async>

<https://github.com/Cysharp/UniTask>

<https://github.com/modesttree/Unity3dAsyncAwaitUtil>

json

<https://github.com/JamesNK/Newtonsoft.Json>

Zip

<https://github.com/icsharpcode/SharpZipLib>

RenderDoc（分析Android游戏：免Root）

<https://github.com/baldurk/renderdoc>

<https://github.com/windsmoon/RenderDocMeshParserForUnity>