<https://www.jianshu.com/p/b3e8de43bbb8?utm_campaign=maleskine&utm_content=note&utm_medium=seo_notes&utm_source=recommendation>

Unity中Undo使用的数据结构基于栈，采用LIFO（last in first out）

Undo.RegisterCompleteObjectUndo

Undo.SetTransformParent

Undo.[Undo.AddComponent](https://docs.unity3d.com/ScriptReference/Undo.AddComponent.html)

[Undo.DestroyObjectImmediate](https://docs.unity3d.com/ScriptReference/Undo.DestroyObjectImmediate.html)

Undo.RegisterCompleteObjectUndo有两种形式，可以用数组，也可以针对单个的GameObject，但实际上即使针对单个的GameObject，内部也是讲它转换为数组了

Stores a copy of the object states on the undo stack.

public static void RegisterCompleteObjectUndo(Object objectToUndo, string name)

{

Object[] objects = { objectToUndo };

RegisterCompleteObjectUndoMultiple(objectToUndo, objects, name, 0);

}

public static void RegisterCompleteObjectUndo(Object[] objectsToUndo, string name)

{

if (objectsToUndo.Length > 0)

RegisterCompleteObjectUndoMultiple(objectsToUndo[0], objectsToUndo, name, 0);

}