<http://www.cnblogs.com/MATU/p/5318084.html>

**相关API**

GameObject.Find

Transform.Find

GameObject.FindWithTag

GameObject.FindGameObejctsWithTag

Resources.FindObjectsOfTypeAll

**（1）GameObject.Find**

通过名字或路径查找游戏对象

1、无法查找隐藏对象，隐藏对象包括查找路径上任何一个父节点隐藏（active=false）

2、如果查找不在最上层，建议合理使用路径查找，路径是把双刃剑

优点1：解决查找中可能出现的重名命题

优点2：如果有完全的路径，煎炒查找范围，减少查找时间

缺点：路径或结构调整后，容易影响到程序中的查找，需要重新定位查找路径

3、如果路径查找中的任何一个父节点active=false，这个对象都将查找不到

4、使用方便，但效率低下，此查找相当于递归遍历查找，使用方便但是效率堪忧，建议在start函数中查找对象并保存，切忌在Update中动态查找

例子：

void Start () {

GameObject object1 = GameObject.Find("Cube3");

GameObject object2 = GameObject.Find("Cube1/Cube2/Cube3");

if (object1 != null)

Debug.Log("object1 is not null");

else

Debug.Log("object1 is null");

if (object2 != null)

Debug.Log("object2 is not null");

else

Debug.Log("object2 is null");

}





将Cube2隐藏





**如果用绝对路径**

void Start()

{

Debug.Log("Start");

Debug.Log("name = " + gameObject.name);

GameObject object1 = GameObject.Find(**"/Cube3"**);

GameObject object2 = GameObject.Find(**"/Cube2/Cube3"**);

if (object1 != null)

Debug.Log("object1 is not null");

else

Debug.Log("object1 is null");

if (object2 != null)

Debug.Log("object2 is not null");

else

Debug.Log("object2 is null");

}



**（2）Transform.Find**

1、可以查找隐藏对象

2、支持路径查找

3、查找隐藏对象的前提是transform所在的根节点必须可见，即active=true

void Start () {

GameObject object1 = gameObject.transform.Find("Cube2").gameObject;

GameObject object2 = gameObject.transform.Find("Cube2/Cube3").gameObject;

if (object1 != null)

Debug.Log("object1 is not null");

else

Debug.Log("object1 is null");

if (object2 != null)

Debug.Log("object2 is not null");

else

Debug.Log("object2 is null");

}





**如果用绝对路径：**

void Start()

{

Debug.Log("Start");

Debug.Log("name = " + gameObject.name);

GameObject object1 = gameObject.transform.Find("/Cube1/Cube2").gameObject;

GameObject object2 = gameObject.transform.Find("/Cube1/Cube2/Cube3").gameObject;

if (object1 != null)

Debug.Log("object1 is not null");

else

Debug.Log("object1 is null");

if (object2 != null)

Debug.Log("object2 is not null");

else

Debug.Log("object2 is null");

}





如果将Cube2隐藏





感觉如果用角色路径就和GameObejct.Find类似（有待验证）

**直接跨过某些节点找子节点也会失败**

void Start()

{

Debug.Log("Start");

Debug.Log("name = " + gameObject.name);

GameObject object1 = gameObject.transform.Find("Cube3").gameObject;

GameObject object2 = gameObject.transform.Find("Cube2/Cube3").gameObject;

if (object1 != null)

Debug.Log("object1 is not null");

else

Debug.Log("object1 is null");

if (object2 != null)

Debug.Log("object2 is not null");

else

Debug.Log("object2 is null");

}