**Behaviour**

Inherits from:[Component](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Component.html)

**Variables**

|  |  |
| --- | --- |
| [enabled](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Behaviour-enabled.html) | 启用的 Behaviour 可更新，禁用的 Behaviour 不可更新。 |
| [isActiveAndEnabled](file:///D:\\BaiduNetdiskDownload\\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\\UnityDocumentation_2019.1\\ScriptReference\\Behaviour-isActiveAndEnabled.html) | Has the Behaviour had active and enabled called? |