**PlayableBehaviour**

class in UnityEngine.Playables

Implements interfaces:[IPlayableBehaviour](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\Playables.IPlayableBehaviour.html)

**Public Functions**

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| [OnBehaviourDelay](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\Playables.PlayableBehaviour.OnBehaviourDelay.html) | 在 Playable 播放状态更改为 PlayState.Delayed 时调用此函数。 |
| [OnBehaviourPause](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\Playables.PlayableBehaviour.OnBehaviourPause.html) | This method is invoked when one of the following situations occurs: The effective play state during traversal is changed to PlayState.Paused. This state is indicated by FrameData.effectivePlayState. The PlayableGraph is stopped while the playable play state is Playing. This state is indicated by PlayableGraph.IsPlaying returning true. |
| [OnBehaviourPlay](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\Playables.PlayableBehaviour.OnBehaviourPlay.html) | 在 Playable 播放状态更改为 PlayState.Playing 时调用此函数。 |
| [OnGraphStart](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\Playables.PlayableBehaviour.OnGraphStart.html) | 在拥有此 PlayableBehaviour 的 PlayableGraph 启动时调用此函数。 |
| [OnGraphStop](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\Playables.PlayableBehaviour.OnGraphStop.html) | 在拥有此 PlayableBehaviour 的 PlayableGraph 停止时调用此函数。 |
| [OnPlayableCreate](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\Playables.PlayableBehaviour.OnPlayableCreate.html) | 在拥有 PlayableBehaviour 的 Playable 创建后调用此函数。 |
| [OnPlayableDestroy](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\Playables.PlayableBehaviour.OnPlayableDestroy.html) | 在拥有 PlayableBehaviour 的 Playable 销毁后调用此函数。 |
| [PrepareData](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\Playables.PlayableBehaviour.PrepareData.html) | 在 PlayableGraph 的 PrepareData 阶段调用此函数。 |
| [PrepareFrame](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\Playables.PlayableBehaviour.PrepareFrame.html) | 在 PlayableGraph 的 PrepareFrame 阶段调用此函数。 |
| [ProcessFrame](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\Playables.PlayableBehaviour.ProcessFrame.html) | 在 PlayableGraph 的 ProcessFrame 阶段调用此函数。 |