**Unity3D javascript的多态脚本**

Posted on 2013年04月15日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 199 次

**Unity3D** javascript的多态脚本。

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | **class** TabObject{ |
| 02 |  |
| 03 | function DrawMe(){ |
| 04 |  |
| 05 | Debug.Log("This should not happen"); |
| 06 |  |
| 07 | } |
| 08 |  |
| 09 | } |
| 10 |  |
| 11 | **class** TabObjectComplex extends TabObject{ |
| 12 |  |
| 13 | function TabOjbectComplex(){ |
| 14 |  |
| 15 | } |
| 16 |  |
| 17 | function DrawMe(){ |
| 18 |  |
| 19 | Debug.Log("this should happen"); |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 | } |
| 24 |  |
| 25 | ---------------------------------------------------------------------------------------------- |
| 26 |  |
| 27 | function Start(){ |
| 28 |  |
| 29 | **var** obj : TabObject; |
| 30 |  |
| 31 | obj = new TabOjectComplex(); |
| 32 |  |
| 33 | obj.DrawMe(); |
| 34 |  |
| 35 | } |
| 36 |  |