**Unity3D多线程写法**

Posted on 2013年03月05日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 248 次

[**Unity3D**](http://www.unitymanual.com)的多线程写法如下：

using UnityEngine;

using System.Collections;

using System.Threading;

public class MyThread

{

public int count;

string thrdName;

public MyThread(string nam)

{

count = 0;

thrdName = nam;

}

public void run()

{

Debug.Log("start run a thread"+Time.time);

do{

Thread.Sleep(1000);

Debug.Log("in child thread"+Time.time+"count="+count);

count++;

}while(count <20);

Debug.Log("end thread"+Time.time);

}

}

public class testThread : MonoBehaviour {

// Use this for initialization

void Start () {

Debug.Log("start main"+Time.time);

MyThread mt = new MyThread("CHILE ");

Thread newThrd = new Thread(new ThreadStart(mt.run));

newThrd.Start();

}

// Update is called once per frame

void Update () {

Debug.Log(Time.time);

}

}