**Unity3D委托事件用于UI界面的切换**

Posted on 2013年07月18日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 29 次

EventManager.cs

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| --- | --- |
| 01 | **using** System; |
| 02 | **using** System.Collections.Generic; |
| 03 |  |
| 04 | **public** **class** EventArgs |
| 05 | { |
| 06 |  |
| 07 | } |
| 08 |  |
| 09 | **public** **class** EventManager |
| 10 | { |
| 11 | **static** EventManager \_instance; |
| 12 | **public** **static** EventManager Instance |
| 13 | { |
| 14 | **get** |
| 15 | { |
| 16 | **if** (\_instance == **null**) |
| 17 | { |
| 18 | \_instance = new EventManager(); |
| 19 | } |
| 20 |  |
| 21 | **return** \_instance; |
| 22 | } |
| 23 | } |
| 24 |  |
| 25 | **public** **delegate** **void** EventDelegate<T>(T e) **where** T : EventArgs; |
| 26 |  |
| 27 | **readonly** Dictionary<Type, **Delegate**> \_delegates = new Dictionary<Type, **Delegate**>(); |
| 28 |  |
| 29 | **public** **void** AddListener<T>(EventDelegate<T> listener) **where** T : EventArgs |
| 30 | { Unity3D教程手册：www.unitymanual.com |
| 31 | **Delegate** d; |
| 32 | **if** (\_delegates.TryGetValue(typeof(T), **out** d)) |
| 33 | { |
| 34 | \_delegates[typeof(T)] = **Delegate**.Combine(d, listener); |
| 35 | } |
| 36 | **else** |
| 37 | { |
| 38 | \_delegates[typeof(T)] = listener; |
| 39 | } |
| 40 | } |
| 41 |  |
| 42 | **public** **void** RemoveListener<T>(EventDelegate<T> listener) **where** T : EventArgs |
| 43 | { |
| 44 | **Delegate** d; |
| 45 | **if** (\_delegates.TryGetValue(typeof(T), **out** d)) |
| 46 | { |
| 47 | **Delegate** currentDel = **Delegate**.**Remove**(d, listener); |
| 48 |  |
| 49 | **if** (currentDel == **null**) |
| 50 | { |
| 51 | \_delegates.**Remove**(typeof(T)); |
| 52 | } |
| 53 | **else** |
| 54 | { |
| 55 | \_delegates[typeof(T)] = currentDel; |
| 56 | } |
| 57 | } |
| 58 | } |
| 59 |  |
| 60 | **public** **void** Raise<T>(T e) **where** T : EventArgs |
| 61 | { |
| 62 | **if** (e == **null**) |
| 63 | { |
| 64 | **throw** new ArgumentNullException("e"); |
| 65 | } |
| 66 |  |
| 67 | **Delegate** d; |
| 68 | **if** (\_delegates.TryGetValue(typeof(T), **out** d)) |
| 69 | { |
| 70 | EventDelegate<T> callback = d **as** EventDelegate<T>; |
| 71 | **if** (callback != **null**) |
| 72 | { |
| 73 | callback(e); |
| 74 | } |
| 75 | } |
| 76 | } |
| 77 | } |

EventArgs.cs

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|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** UIEventArgs : EventArgs { |
| 05 |  |
| 06 | **private** **bool** \_isOpen; |
| 07 | **public** **bool** IsOpen |
| 08 | { |
| 09 | **get** |
| 10 | { |
| 11 | **return** \_isOpen; |
| 12 | } |
| 13 | **set** |
| 14 | { |
| 15 | \_isOpen = **value**; |
| 16 | } |
| 17 | } |
| 18 | } |

EventListener.cs（绑定在一个物体上）

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|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** EventListener : MonoBehaviour { |
| 05 |  |
| 06 | *// Use this for initialization* |
| 07 | **void** Start () { |
| 08 | EventManager.Instance.AddListener<UIEventArgs>(OnReceive); |
| 09 | } |
| 10 | **void** OnReceive(UIEventArgs e) |
| 11 | { |
| 12 | **if**(e.IsOpen) |
| 13 | { |
| 14 | print ("Name:"+gameObject.name); |
| 15 | } |
| 16 | } |
| 17 |  |
| 18 | } |

SendEventMeg.cs  (绑定在一个物体上)

|  |  |  |
| --- | --- | --- |
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|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** SendEventMeg : MonoBehaviour { |
| 05 |  |
| 06 | *// Use this for initialization* |
| 07 | **void** Start () { |
| 08 |  |
| 09 | } |
| 10 |  |
| 11 | **void** Send () |
| 12 | { |
| 13 | **var** arg = new UIEventArgs() |
| 14 | { |
| 15 | IsOpen = **true**, |
| 16 | }; |
| 17 | EventManager.Instance.Raise(arg); |
| 18 | } |
| 19 | **void** OnGUI() |
| 20 | { |
| 21 | **if**(GUILayout.Button("Send")) |
| 22 | { |
| 23 | Send(); |
| 24 | } |
| 25 | } |
| 26 | } |