**Unity3D延迟执行功能脚本**

Posted on 2013年07月22日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 33 次

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

|  |  |
| --- | --- |
| 01 | **void** Start () { |
| 02 | *//重复调用* |
| 03 | InvokeRepeating("LaunchProjectile", 1,5);*//1秒后调用LaunchProjectile () 函数，之后每5秒调用一次* |
| 04 |  |
| 05 | *//调用一次* |
| 06 | Invoke("LaunchProjectile", 5);*//5秒后调用LaunchProjectile () 函数* |
| 07 | } |
| 08 |  |
| 09 | **void** LaunchProjectile () { |
| 10 | print("hello"); |
| 11 | } |
| 12 |  |