**Unity3D脚本之间信息传递**

Posted on 2013年07月19日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 25 次

在项目Hierarchy里面新建两个Cube

**一.第一种通过获得绑定的对象底下的脚本直接获得方法接口**

两个脚本：

1.Cube.cs

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 |  |
| 06 | **public** **class** Cube : MonoBehaviour { |
| 07 |  |
| 08 | **public** GameObject go1; *//绑定Cube2对象，即把上面建的Cube2拖到这个变量里面* |
| 09 |  |
| 10 | **void** Start () { |
| 11 |  |
| 12 | Cube2 cube2=(Cube2)go1.GetComponent("Cube2"); *//获得Cube2对象底下的Cube2脚本* |
| 13 |  |
| 14 | cube2.ShowMesg(); *//调用方法* |
| 15 |  |
| 16 | } |
| 17 |  |
| 18 | } |

2.Cube2.cs

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** Cube2 : MonoBehaviour { |
| 06 |  |
| 07 | **public** **void** ShowMesg() |
| 08 |  |
| 09 | { |
| 10 |  |
| 11 | print(“wyyyys”); |
| 12 |  |
| 13 | } |
| 14 |  |
| 15 | } |

**二.第二种通过SendMessage**

1.Cube.cs

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** Cube : MonoBehaviour { |
| 06 |  |
| 07 | **public** GameObject go1; |
| 08 |  |
| 09 | **void** Start () { |
| 10 |  |
| 11 | go1.SendMessage(“ShowMesg”,“wyz”); |
| 12 |  |
| 13 | } |
| 14 |  |
| 15 | } |
| 16 |  |

2.Cube2.cs

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** Cube2 : MonoBehaviour { |
| 06 |  |
| 07 | **public** **void** ShowMesg(**string** sss) |
| 08 |  |
| 09 | { |
| 10 |  |
| 11 | print(“wyzxxxx”+sss); |
| 12 |  |
| 13 | } |
| 14 |  |
| 15 | } |