**Unity3D脚本：JS对象脚本**

Posted on 2013年02月20日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 179 次

[**Unity3D**](http://www.unitymanual.com)JS对象**[脚本](http://www.unitymanual.com/category/script" \t "_blank)**如何写呢？

首先，实例化后把脚本挂到对象身上，JS脚本如下：

#pragma strict  
class ReceiverItem {  
public var receiver : GameObject;  
public var action : String = "OnSignal";  
public var delay : float;  
public function SendWithDelay (sender : MonoBehaviour) {  
yield WaitForSeconds (delay);  
if (receiver)  
receiver.SendMessage (action);  
else  
Debug.LogWarning ("No receiver of signal \""+action+"\" on object "+sender.name+" ("+sender.GetType().Name+")", sender);  
}  
}  
class SignalSender {  
public var onlyOnce : boolean;  
public var receivers : ReceiverItem[];  
private var hasFired : boolean = false;  
public function SendSignals (sender : MonoBehaviour) {  
if (hasFired == false || onlyOnce == false) {  
for (var i = 0; i < receivers.length; i++) {  
sender.StartCoroutine (receivers[i].SendWithDelay(sender));  
}  
hasFired = true;  
}  
}  
}