**Unity3D脚本：Unity3D游戏开发解决重复实例化脚本**

Posted on 2013年01月22日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 284 次

using UnityEngine;

using System.Collections;

public class DontDesMusic : MonoBehaviour {

public GameObject MusicBk;

public static bool IsHaveMusicBk = false;

private GameObject clone;

// Use this for initialization

void Start () {

if(!IsHaveMusicBk)

{

clone = Instantiate(MusicBk,transform.position,transform.rotation) as GameObject;

IsHaveMusicBk = true;

}

DontDestroyOnLoad(clone);

}

// Update is called once per frame

void Update () {

}

}