**Unity3D脚本：根据子物体找到根物体**

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| --- | --- |
| 01 | *//\*递归获取最终的父Transform\*/* |
| 02 |  |
| 03 | **private** Transform GetRootObject(Transform childObject) |
| 04 |  |
| 05 | { **if**(childObject.parent == **null**) |
| 06 |  |
| 07 | { |
| 08 |  |
| 09 | **return** childObject; |
| 10 |  |
| 11 | } |
| 12 |  |
| 13 | **else** |
| 14 |  |
| 15 | { |
| 16 |  |
| 17 | **return** GetRootObject(childObject.parent); |
| 18 |  |
| 19 | } |
| 20 |  |
| 21 | } |
| 22 |  |