**Unity3D教程：Find的用法**

Posted on 2013年04月27日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 142 次

Unity3D中用Find可以直接查找组件

例子一：

该脚本时绑在main Camera上的，“/Scene/player”这是在Hierarchy目录下直接找寻Scene。

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| --- | --- | --- |
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|  |  |
| --- | --- |
| 1 | **if** (Physics.Raycast (ray.origin, ray.direction, hit,10)) { |
| 2 |  |
| 3 | **if**(hit.transform.name==“player”){ |
| 4 |  |
| 5 | **var** player = transform.Find(“/Scene/player”); |
| 6 |  |
| 7 | print (player.position); |
| 8 |  |
| 9 | } |

例子二：

该脚本时绑在main Camera上的，“Scene/player”这是在main Camera目录下直接找寻Scene

|  |  |  |
| --- | --- | --- |
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|  |  |
| --- | --- |
| 1 | **if** (Physics.Raycast (ray.origin, ray.direction, hit,10)) { |
| 2 |  |
| 3 | **if**(hit.transform.name==“player”){ |
| 4 |  |
| 5 | **var** player = transform.Find(“Scene/player”); |
| 6 |  |
| 7 | print (player.position); |
| 8 |  |
| 9 | } |