**Unity3D教程：全局变量**

Posted on 2013年05月07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 69 次

两种作用于整个程序的全局变量方法：

方法一：可以使用static关键字创建全局变量。

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| --- | --- |
| 01 | *//a.js中的一个公共静态变量* |
| 02 |  |
| 03 | **public** **static** **var** **string** aGlobal=“”; |
| 04 |  |
| 05 | *//在a.js内部可以像普通变量一样访问* |
| 06 |  |
| 07 | aGlobal=“111”; |
| 08 |  |
| 09 | *//如果要从b.js中访问，则* |
| 10 |  |
| 11 | a.aGlobal = “2222”; |

方法二：使用 Cache，详见代码：

|  |  |  |
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|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Web;*//添加引用* |
| 04 |  |
| 05 | *//把 \*\Editor\Data\MonoCompiler.framework得System.Web.dll* |
| 06 |  |
| 07 | *//拷贝至 assets下面 即可使用* |
| 08 |  |
| 09 | *//using System.Web.Caching; //添加引用* |
| 10 |  |
| 11 | **public** **class** GUILabel : MonoBehaviour { |
| 12 |  |
| 13 | **void** OnGUI() |
| 14 |  |
| 15 | { |
| 16 |  |
| 17 | GUI.Label(new Rect(10, 10, 100, 30), “Cache:” + HttpRuntime.Cache[“key”] **as** **string**); |
| 18 |  |
| 19 | } |
| 20 |  |
| 21 | **void** Start() |
| 22 |  |
| 23 | { |
| 24 |  |
| 25 | System.Web.HttpRuntime.Cache[“key”] = “**value**”; |
| 26 |  |
| 27 | } |
| 28 |  |
| 29 | } |