**Unity3D教程：切換物件**

Posted on 2013年05月01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 110 次

复制程式贴制javascript上再拖曳到摄影机上，把想要切换的物件拖曳至摄影机程式里的ObjectA、ObjectB、ObjectC、ObjectD，这是范例，所以请拖曳四个物件(手边若没有物件，可以使用内建的Cube、Capsule.等）。内建物件必须使用Prefab，物件重复无所谓，若没有放满，执行会发生问题。

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | function SwitchActor(mag) { |
| 02 |  |
| 03 | **if** (mag != TempActor) { |
| 04 |  |
| 05 | Destroy(GameObject.Find(“Actor” + TempActor)); |
| 06 |  |
| 07 | **switch** (mag) { |
| 08 |  |
| 09 | **case** “A”: |
| 10 |  |
| 11 | TempActor = “A”; |
| 12 |  |
| 13 | Clone = Instantiate(ObjectA, Vector3(0, 0, 0), Quaternion.identity); |
| 14 |  |
| 15 | Clone.name = “ActorA”; |
| 16 |  |
| 17 | print(“A”); |
| 18 |  |
| 19 | **break**; |
| 20 |  |
| 21 | **case** “B”: |
| 22 |  |
| 23 | TempActor = “B”; |
| 24 |  |
| 25 | Clone = Instantiate(ObjectB, Vector3(0, 0, 0), Quaternion.identity); |
| 26 |  |
| 27 | Clone.name = “ActorB”; |
| 28 |  |
| 29 | print(“B”); |
| 30 |  |
| 31 | **break**; |
| 32 |  |
| 33 | **case** “C”: |
| 34 |  |
| 35 | TempActor = “C”; |
| 36 |  |
| 37 | Clone = Instantiate(ObjectC, Vector3(0, 0, 0), Quaternion.identity); |
| 38 |  |
| 39 | Clone.name = “ActorC”; |
| 40 |  |
| 41 | print(“C”); |
| 42 |  |
| 43 | **break**; |
| 44 |  |
| 45 | **case** “D”: |
| 46 |  |
| 47 | TempActor = “D”; |
| 48 |  |
| 49 | Clone = Instantiate(ObjectD, Vector3(0, 0, 0), Quaternion.identity); |
| 50 |  |
| 51 | Clone.name = “ActorD”; |
| 52 |  |
| 53 | print(“D”); |
| 54 |  |
| 55 | **break**; |
| 56 |  |
| 57 | } |
| 58 |  |
| 59 | } |
| 60 |  |
| 61 | } |