**创建对象并绑定脚本**

Posted on 2013年05月22日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 41 次

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| 1 | GameObject obj = new GameObject("Mission"); |
| 2 | obj.AddComponent<UILabel>(); |
| 3 | obj.GetComponent<UILabel>().text = "任务完成!"; |
| 4 | obj.transform.parent = GameObject.Find("ABC").transform; |
| 5 | obj.transform.localPosition = new Vector3(0,0,0); |
| 6 | obj.transform.localScale = new Vector3(1,1,1); |