**协同程序功能脚本**

Posted on 2013年07月22日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 19 次

同步执行

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| 01 | /运行结果："Starting 0.0"和"Before WaitAndPrint Finishes 0.0"两句，2秒后打印"WaitAndPrint 2.0" |
| 02 | *//WaitAndPrint在Start函数内执行,可以视同于它与Start函数同步执行.* |
| 03 | **void** Start() { |
| 04 | print("Starting " + Time.time); |
| 05 | StartCoroutine(WaitAndPrint(2.0F)); |
| 06 | print("Before WaitAndPrint Finishes " + Time.time); |
| 07 | } |
| 08 | IEnumerator WaitAndPrint(**float** waitTime) { |
| 09 | **yield** **return** new WaitForSeconds(waitTime); |
| 10 | print("WaitAndPrint " + Time.time); |
| 11 | } |

执行完成后，执行下面的。

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| 01 | *//运行结果：0秒时打印"Starting 0.0",2秒后打印"WaitAndPrint 2.0"和"Done 2.0"* |
| 02 | *// 运行WaitAndPrint直到完成。* |
| 03 | IEnumerator Start() { |
| 04 | print("Starting " + Time.time); |
| 05 | **yield** **return** StartCoroutine(WaitAndPrint(2.0F)); |
| 06 | print("Done " + ime.time); |
| 07 | } |
| 08 | IEnumerator WaitAndPrint(**float** waitTime) { |
| 09 | **yield** **return** new WaitForSeconds(waitTime); |
| 10 | print("WaitAndPrint " + Time.time); |
| 11 | } |

同步执行

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| 01 | *//StopCoroutine停止协同程序* |
| 02 | IEnumerator Start() { |
| 03 | StartCoroutine("DoSomething", 2.0F); |
| 04 | **yield** **return** new WaitForSeconds(1); |
| 05 | StopCoroutine("DoSomething"); |
| 06 | } |
| 07 | IEnumerator DoSomething(**float** someParameter) { |
| 08 | **while** (**true**) { |
| 09 | print("DoSomething Loop"); |
| 10 | **yield** **return** **null**; |
| 11 | } |
| 12 | } |