**同场景不同物体传值**

Posted on 2013年07月05日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 56 次

同一个场景在不同的物体之间进行传值，就像，在cube上有一个得分的脚本，我Main Camera上一个脚本需要用到cube上的得分。

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| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** Score : MonoBehaviour { |
| 05 |  |
| 06 | **public** **int** allScore=100; |
| 07 |  |
| 08 | *// Update is called once per frame* |
| 09 | **void** Update () { |
| 10 | allScore = 100; |
| 11 |  |
| 12 | } |
| 13 | } |

这个脚本放在cube上，我想调用这个allScore。

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| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** text : MonoBehaviour { |
| 05 |  |
| 06 | **public** GameObject Obj1; |
| 07 |  |
| 08 | *// Use this for initialization* |
| 09 | **void** Start () { |
| 10 | Obj1 = GameObject.Find("Cube"); |
| 11 | Score script=Obj1.GetComponent<Score>(); |
| 12 | Debug.Log(script.allScore); |
| 13 | } |
| 14 |  |
| 15 | *// Update is called once per frame* |
| 16 | **void** Update () { |
| 17 |  |
| 18 | } |
| 19 | } |

这样就可以打印出allScore了。