**场景管理单例模式**

Posted on 2013年06月20日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 58 次

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** SceneManager : MonoBehaviour |
| 06 | { |
| 07 | **private** **static** SceneManager s\_Instance = **null**; |
| 08 |  |
| 09 | **public** **static** SceneManager instance |
| 10 | { |
| 11 | **get** |
| 12 | { |
| 13 | **if**(s\_Instance == **null**) |
| 14 | { |
| 15 | s\_Instance = FindObjectOfType(typeof(SceneManager)) **as** SceneManager; |
| 16 | } |
| 17 | **if**(s\_Instance == **null**) |
| 18 | { |
| 19 | GameObject obj = new GameObject("SceneManager"); |
| 20 | s\_Instance = obj.AddComponent(typeof(SceneManager)) **as** SceneManager; |
| 21 | Debug.Log ("Could not locate an SceneManager object. **\** SceneManager was Generated Automaticly."); |
| 22 | }*//Unity3D教程手册：www.unitymanual.com* |
| 23 | } |
| 24 |  |
| 25 | **return** s\_Instance; |
| 26 | } |
| 27 |  |
| 28 | **void** OnApplicationQuit() |
| 29 | { |
| 30 | s\_Instance = **null**; |
| 31 | } |
| 32 |  |
| 33 | **public** **void** DoSomeThing() |
| 34 | { |
| 35 | Debug.Log("Doing something now", **this**); |
| 36 | } |
| 37 | } |
| 38 |  |
| 39 |  |