**定时循环脚本**

Posted on 2013年04月19日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 166 次

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| 01 | function Start () { |
| 02 | StartCoroutine("DoSomething"); |
| 03 | } |
| 04 |  |
| 05 | function DoSomething () { |
| 06 | **while** (**true**) { |
| 07 |  |
| 08 | *//需要重复执行的代码就放于在此处* |
| 09 | print("DoSomething Loop"); |
| 10 |  |
| 11 | *//设置间隔时间为10秒* |
| 12 | **yield** WaitForSeconds (10); |
| 13 | } |
| 14 | } |
| 15 |  |