**模型替换代码**

Posted on 2013年05月20日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 27 次

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| 01 | <pre>**private** **var** meshFilter: MeshFilter; *// 声明模型过滤组件* |
| 02 | **var** alternateMesh: Mesh; *// 您的替代模型* |
| 03 | function Start() { |
| 04 | *// 选择替换后的新模型* |
| 05 | meshFilter = gameObject.GetComponent(MeshFilter); |
| 06 | } |
| 07 | function IPromiseToReadTheDocsNextTimeBeforePostingISwear() { |
| 08 | meshFilter.mesh = alternateMesh; |
| 09 | }</pre> |
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