**程序定时器**

Posted on 2013年05月18日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 35 次

Unity3D 固定一段时间进入某个方法，此方法应该也可以用来做游戏版本的升级。

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| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 | **public** **class** NewBehaviourScript : MonoBehaviour { |
| 04 | *// Use this for initialization* |
| 05 | **void** Start () { |
| 06 | InvokeRepeating(“LaunchProjectile”, 1,5);*//1秒后调用LaunchProjectile () 函数，之后每5秒调用一次* |
| 07 | } |
| 08 | *// Update is called once per frame* |
| 09 | **void** Update () { |
| 10 | **if** (Input.GetButton (“Fire”)) { |
| 11 | CancelInvoke(); |
| 12 | } |
| 13 | } |
| 14 | **void** LaunchProjectile () { |
| 15 | print(“hello”); |
| 16 | } |
| 17 | } |