**脚本的运行顺序研究**

Posted on 2013年06月27日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 30 次

为一个场景对象添加上三个脚本，在场景开始运行时，脚本中的Start方法将会按照脚本添加的顺序来依次运行，而Update方法却是完全相反

比如：有A1、A2、A3三个脚本，它们的添加顺序是A1、A3、A2，那么在场景运行时，程序运行顺序是A1.Start()、A3.Start()、 A2.Start()、A2.Update()、A3.Update()、A1.Update()……，即使A1.Start()或A2.Update ()运算时间超过其它的方法，那么其它的方法也会等待其运行完成后才会开始运行之……

下面是三个脚本文件的例程：

jxxh01.cs

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** jxxh01 : MonoBehaviour |
| 05 | { |
| 06 |  |
| 07 | *// Use this for initialization* |
| 08 | **void** Start() |
| 09 | { |
| 10 |  |
| 11 | **for** (**int** temp02 = 0; temp02 < 5; temp02++) |
| 12 | { |
| 13 | **for** (**int** temp01 = 0; temp01 < 5; temp01++) |
| 14 | { |
| 15 | **int** a01 = 0; |
| 16 | **for** (**int** temp = 0; temp < 50000; temp++) |
| 17 | { |
| 18 | a01++; |
| 19 |  |
| 20 | a = a01; |
| 21 | } |
| 22 | a01 = 0; |
| 23 | } |
| 24 | } |
| 25 |  |
| 26 | *//Unity3D教程手册：www.unitymanual.com* |
| 27 |  |
| 28 | print(Time.time + " This is jxxh01 : " + a); |
| 29 |  |
| 30 | } |
| 31 |  |
| 32 | **public** **int** ForValue=10000; |
| 33 |  |
| 34 | **int** a = 0; |
| 35 |  |
| 36 | *// Update is called once per frame* |
| 37 | **void** Update () { |
| 38 |  |
| 39 |  |
| 40 | **for** (**int** temp = 0; temp < ForValue; temp++) { a = temp; } |
| 41 | print(Time.time + " This is jxxh01 : " + a); |
| 42 |  |
| 43 | } |
| 44 | } |

jxxh02.cs

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** jxxh02 : MonoBehaviour |
| 06 |  |
| 07 | { |
| 08 |  |
| 09 | *// Use this for initialization* |
| 10 |  |
| 11 | **void** Start() |
| 12 |  |
| 13 | { |
| 14 |  |
| 15 | **for** (**int** temp = 0; temp < 10000; temp++) |
| 16 |  |
| 17 | { |
| 18 |  |
| 19 | a++; |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 | print(Time.time + " This is jxxh02 : " + a); |
| 24 |  |
| 25 | *//Unity3D教程手册：www.unitymanual.com* |
| 26 |  |
| 27 | } |
| 28 |  |
| 29 | **public** **int** ForValue = 100; |
| 30 |  |
| 31 | **int** a = 0; |
| 32 |  |
| 33 | *// Update is called once per frame* |
| 34 |  |
| 35 | **void** Update () { |
| 36 |  |
| 37 | print(Time.time + " This is jxxh02 : " + a); |
| 38 |  |
| 39 | } |
| 40 |  |
| 41 | } |

jxxh03.cs

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** jxxh03 : MonoBehaviour |
| 06 |  |
| 07 | { |
| 08 |  |
| 09 | *// Use this for initialization* |
| 10 |  |
| 11 | **void** Start() |
| 12 |  |
| 13 | { |
| 14 |  |
| 15 | **for** (**int** temp = 0; temp < 10000; temp++) |
| 16 |  |
| 17 | { |
| 18 |  |
| 19 | a++; |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 | print(Time.time + “ **This** is jxxh03 : ” + a); |
| 24 |  |
| 25 | } |
| 26 |  |
| 27 | **public** **int** ForValue = 100; |
| 28 |  |
| 29 | **int** a = 0; |
| 30 |  |
| 31 | *// Update is called once per frame* |
| 32 |  |
| 33 | **void** Update () { |
| 34 |  |
| 35 | print(Time.time + “ **This** is jxxh03 : ” + a); |
| 36 |  |
| 37 | } |
| 38 |  |
| 39 | } |