

Unity????????????

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Unity ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Start() ☐ Update() ☐ OnTriggerEnter()

[illegible]

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☐ Available.

Unity

?????

```
private IEnumerator GetEnumerator ()
{
    // 00
    // yield return 0000
    // 00
    // yield return 0000
    // ...
}
```

```
IEnumerator
```

[illegible][illegible][illegible]

```
StartCoroutine(StartCoroutine());
```

StartCoroutine(StartCoroutine());

Coroutine	Coroutine
yield return null;	Coroutine
yield return new WaitForSeconds(1);	Coroutine
yield return StartCoroutine(StartCoroutine());	Coroutine

Coroutine

READY ? GO?

Coroutine READY Coroutine GO!

```
// Coroutine
public void StartGame()
{
    //Coroutine
    StartCoroutine(ReadyGo());
}

// Coroutine → Coroutine
private IEnumerator ReadyGo()
{
    // READY
    Debug.Log("READY");
}

// 2
yield return new WaitForSeconds(2.0f);

// GO!
Debug.Log("GO!");

// 1
yield return new WaitForSeconds(1.0f);
```

```

// 打印到控制台
Debug.Log("测试");
}

```

Awaitable

Awaitable


```
private async Awaitable<T> Run()
{
    // ...
    // await ...
    // ...
    // await ...
    // ...
}
```

□□□□ (□□);

[illegible]

	Before	After
<code>await Awaitable.NextFrameAsync();</code>		[] [] [] [] [] [] [] []
<code>await Awaitable.WaitForSecondsAsync(0.5);</code>		[] [] [] [] [] [] [] []
<code>await Task.FromResult(0);</code>		[] Awaitable[] [] [] [] [] [] [] []

??READY ? GO?

Available

```
// 開始ゲーム
public void StartGame()
{
    // 開始ゲーム
```

```
ReadyGo();
}

// 启动 → 等待启动完成
private async Awaitable ReadyGo()
{
    // READY
    Debug.Log("READY");

    // 等待
    await Awaitable.WaitForSecondsAsync(2.0f);

    // GO!
    Debug.Log("GO!");

    // 等待
    await Awaitable.WaitForSecondsAsync(1.0f);

    // 启动完成
    Debug.Log("启动完成");
}
```

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