Unity-3D 简单登陆界面
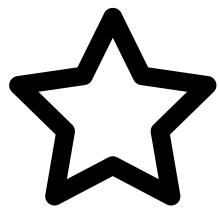
展开

YiShiChangAnLuan　最后发布于2018-01-04 23:03:11　阅读数 4014

脚本内容为

登陆成功将会打出success!
以及
多行输出的 静夜思

账号 wonameshuai
密码nishuodedui

```csharp
using UnityEngine;
using System.Collections;

public class Label : MonoBehaviour {
    private string userName;
    private string passWord;
    private string username;
    private string password;
    private string message;
    private string info;
    public Texture img;
    void OnGUI()
    {
        GUIStyle sty = new GUIStyle();
        GUIStyle sty1 = new GUIStyle();
        sty.fontSize = 20;
        sty1.fontSize = 40;
        GUI.Label(new Rect(120, 10, 100, 30), "登录界面", sty1);
        GUI.Label(new Rect(30, 70, 100, 30),"用户名:",sty);
        userName = GUI.TextField(new Rect(120, 70, 200, 30),userName,20);
        GUI.Label(new Rect(30, 110, 100, 30), "密码:",sty);
        passWord = GUI.PasswordField(new Rect(120, 110, 200, 30), passWord, '*', 15);
        message = GUI.TextArea(new Rect(400, 30, 200, 200), message, sty);
        if (GUI.Button(new Rect(220, 150, 110, 30), "login"))
        {
            if (username == userName && password == passWord)
            {
                info = "success!";

                message = "床前明月光，\n疑是地上霜。\n举头望明月，\n低头思故乡。\n";
            }
            else
                info = "failed!";
        }
        sty.fontSize = 40;
        GUI.Label(new Rect(150, 210, 512, 225), info,sty);

    }
    // Use this for initialization
    void Start () {
        userName = "";
        passWord = "";

                ""
```

```
45            message = "";
46            info = "";
47            username = "wonameshuai";
48            password = "nishuodedui";
49
50        }
51
52
53        void Update () {
54
55        }
    }
```


由于在课堂上写的并没有做太多的UI美化
大概看着顺眼就行了

但是
重点内容
从账户密码是代码里面定死的
并没有从任何地方获取