using UnityEngine.UI;

public class TestScript : MonoBehaviour

{

Text text;

void Start()

{

text = GetComponent<Text>();

text.text = System.DateTime.Now.ToString();

text.color = Color.gray;

text.fontSize = 30;

text.alignment = TextAnchor.MiddleCenter;//设置位置

text.horizontalOverflow = HorizontalWrapMode.Wrap;//设置水平展示模式

}

