**GUI闪烁效果的实现**

Posted on 2013年06月12日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 72 次

重点是yield和StartCoroutine的使用。

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| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** MainBoardTop : MonoBehaviour |
| 05 | { |
| 06 | **public** Texture2D Logo; |
| 07 | **public** Texture2D SysInfo; |
| 08 | **public** Texture2D FriInfo; |
| 09 | **public** Texture2D IcoHelp; |
| 10 | **public** GUIStyle style; |
| 11 | **public** GUIStyle pathStyle; |
| 12 | **private** **bool** displaySysLabel = **false**; |
| 13 | **private** **bool** displayFriLabel = **false**; |
| 14 | IEnumerator Start() |
| 15 | { |
| 16 | **yield** **return** StartCoroutine(flashSysLabel()); |
| 17 | **yield** **return** StartCoroutine(flashFriLabel()); |
| 18 | } |
| 19 | IEnumerator flashSysLabel() |
| 20 | { |
| 21 | **while**(**true**) |
| 22 | { |
| 23 | displaySysLabel = **true**; |
| 24 | **yield** **return** new WaitForSeconds(0.5f); |
| 25 | displaySysLabel = **false**; |
| 26 | **yield** **return** new WaitForSeconds(0.5f); |
| 27 | } |
| 28 | } |
| 29 | IEnumerator flashFriLabel() |
| 30 | { |
| 31 | **while**(**true**) |
| 32 | { |
| 33 | displayFriLabel = **true**; |
| 34 | **yield** **return** new WaitForSeconds(0.5f); |
| 35 | displayFriLabel = **false**; |
| 36 | **yield** **return** new WaitForSeconds(0.5f); |
| 37 | } |
| 38 | } |
| 39 | **void** OnGUI() |
| 40 | { |
| 41 | GUI.BeginGroup(new Rect(0, 0, 300, 100)); |
| 42 | GUI.Button(new Rect(3,5,37,37),Logo,style); |
| 43 | GUI.Button(new Rect(45,8,150,15),"test",pathStyle); |
| 44 | **if**(displaySysLabel == **true**) |
| 45 | { |
| 46 | GUI.Label(new Rect(45,25,16,16),SysInfo,style); |
| 47 | } |
| 48 | GUI.Label(new Rect(61,25,16,16),"0",style); |
| 49 | **if**(displayFriLabel == **true**) |
| 50 | { |
| 51 | GUI.Label(new Rect(77,25,16,16),FriInfo,style); |
| 52 | } |
| 53 | GUI.Label(new Rect(93,25,16,16),"0",style); |
| 54 | GUI.Label(new Rect(108,25,16,16),IcoHelp,style); |
| 55 | GUI.EndGroup(); |
| 56 | } |
| 57 | } |