**JS的渐隐脚本**

Posted on 2013年05月09日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 83 次

核心代码：设置对象的Color.a也就是透明度。

[](http://www.unitymanual.com/wp-content/uploads/2013/05/2_3851_b8832f401c6286e.png)

JS的渐隐脚本

1. Texture2D 渐隐

2. GameObject 渐隐 （gameobject 的shader 需要设置如下 ）。

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| 01 | #pragma strict |
| 02 | #pragma implicit |
| 03 | #pragma downcast |
| 04 | **class** Test extends MonoBehaviour |
| 05 | { |
| 06 | **private** **var** alphaAmmo: **float**; |
| 07 | **private** **var** auxColor : Color; |
| 08 | **public** **var** image:Texture2D; |
| 09 | **public** **var** obj:GameObject; |
| 10 | function Start() |
| 11 | { |
| 12 | alphaAmmo=1; |
| 13 | } |
| 14 | function Update() |
| 15 | { |
| 16 | **if**(alphaAmmo > 0.0) alphaAmmo &minus;= Time.deltaTime; |
| 17 | obj.renderer.material.color.a&minus;= Time.deltaTime; |
| 18 | } |
| 19 | function OnGUI() |
| 20 | { |
| 21 | ShowAmmunition(); |
| 22 | } |
| 23 | function ShowAmmunition() |
| 24 | { |
| 25 | auxColor.a = alphaAmmo; |
| 26 | GUI.color = auxColor; |
| 27 | GUI.DrawTexture(new Rect (0,0,image.width,image.height),image,ScaleMode.StretchToFill,**true**,10.0f); |
| 28 | } |
| 29 | } |