**Timer 实现倒计时**

Posted on 2013年05月18日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 47 次

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| 1 | **var** myTimer : **float** = 5.0; *//设定倒数计时初始值* |
| 2 | function Update () { |
| 3 | **if**(myTimer > 0){ *//当myTimer大於0时* |
| 4 | myTimer &minus;= Time.deltaTime; *//myTimer减去Time.deltaTime* |
| 5 | } |
| 6 | **if**(myTimer <= 0){ |
| 7 | Debug.Log(“GAME OVER”); |
| 8 | } |
| 9 | } |