**Unity3D体感游戏游戏倒计时脚本**

Posted on 2013年07月10日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 28 次

这段代码主要是完成的功能是游戏中倒计时的显示和实现。倒计时主要用了Time类中的time，但是要注意的是time是游戏开始运行就记录时间。一般游戏都用一个界面什么点击之后才能进入游戏所以在Start（）方法中添加了一句：allTime = allTime + Time.time;倒计时是用一个数组来表示，获取myStringScore的长度，在用GUI的GUI.DrawTexture。

绘画到界面上。需要注意的是mycolor的透明度一开始是0这个需要注意调整成255要不就是绘制出来你也看不了。

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** displayTime : MonoBehaviour { |
| 05 |  |
| 06 | *//数值* |
| 07 | **public** **string** myStringScore; |
| 08 |  |
| 09 | **public** **float** x = 85; |
| 10 | **public** **float** y = 19; |
| 11 | **public** **float** scale = 1; |
| 12 |  |
| 13 | **public** Color myColor; |
| 14 | *//定义数组* |
| 15 | **public** Texture []myNumber=new Texture[10]; |
| 16 | *//public Texture Tex;* |
| 17 | *//* |
| 18 | **private** **int** index = 0; |
| 19 | **private** **int** width = 30; |
| 20 | **private** **int** height = 72; |
| 21 | **public** **float** allTime = 100; |
| 22 | **public** **float** countTime; |
| 23 |  |
| 24 |  |
| 25 | **void** Start() |
| 26 | { |
| 27 | allTime = allTime + Time.time; |
| 28 | } |
| 29 | **void** FixedUpdate() |
| 30 | { |
| 31 | *//Unity3D教程手册：www.unitymanual.com* |
| 32 | countTime = allTime - Time.time; |
| 33 | print(countTime); |
| 34 | myStringScore = countTime.ToString(); |
| 35 | **if** (countTime <= 0) |
| 36 | {*//游戏结束之后进行设置* |
| 37 |  |
| 38 | countTime = 0; |
| 39 | Application.LoadLevelAdditive(4); |
| 40 |  |
| 41 | *//Application.Quit();//退出游戏* |
| 42 | *// print("countTime");* |
| 43 | *// return;* |
| 44 | } |
| 45 | **else** |
| 46 | { |
| 47 | **return**; |
| 48 | } |
| 49 | } |
| 50 |  |
| 51 | **void** Update() |
| 52 | { |
| 53 |  |
| 54 |  |
| 55 |  |
| 56 | } |
| 57 |  |
| 58 | *// Use this for initialization* |
| 59 | **void** OnGUI () |
| 60 | { |
| 61 | *//Unity3D教程手册：www.unitymanual.com* |
| 62 | GUI.color = myColor; |
| 63 | **if**(myStringScore!=**null**) |
| 64 | { |
| 65 |  |
| 66 | **for** (**int** i = 0; i < myStringScore.Length;i++ ) |
| 67 | { |
| 68 | GUI.DrawTexture(new Rect(x + i \* scale \* width, y, scale \* width, scale \* height), |
| 69 | myNumber[**int**.Parse(myStringScore.Substring(i, 1))], ScaleMode.StretchToFill, **true**, 0); |
| 70 | *//GUI.DrawTexture(new Rect(x + i \* scale \* width, y, scale \* width, scale \* height),myNumber[myStringScore[i]-48]);* |
| 71 |  |
| 72 | } |
| 73 | } |
| 74 |  |
| 75 | } |
| 76 |  |
| 77 |  |
| 78 | } |