**Unity3D体感游戏碰撞之后得分代码**

Posted on 2013年07月11日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 18 次

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 |  |
| 05 | **public** **class** GUIShow : MonoBehaviour { |
| 06 |  |
| 07 | **private** **int** scoreTpye1 = 0; |
| 08 | **private** **int** scoreTpye2 = 0; |
| 09 | **private** **int** scoreTpye3 = 0; |
| 10 | **public** **int** totalScore; |
| 11 |  |
| 12 | **public** **string** myStringScore; |
| 13 |  |
| 14 |  |
| 15 |  |
| 16 | **public** **float** x = 85; |
| 17 | **public** **float** y = 19; |
| 18 | **public** **float** scale = 1; |
| 19 |  |
| 20 | **public** Color myColor; |
| 21 | *//定义数组* |
| 22 | **public** Texture[] myNumber = new Texture[10]; |
| 23 | *//public Texture Tex;* |
| 24 | *//* |
| 25 | **private** **int** index = 0; |
| 26 | **private** **int** width = 30; |
| 27 | **private** **int** height = 72; |
| 28 | *//private displayScore displayTotalScore;* |
| 29 | *// Use this for initialization* |
| 30 | **void** Start () { |
| 31 |  |
| 32 | } |
| 33 | *//Unity3D教程手册：www.unitymanual.com* |
| 34 | *// Update is called once per frame* |
| 35 | **void** Update () { |
| 36 |  |
| 37 | totalScore = scoreTpye3 + scoreTpye1 + scoreTpye2; |
| 38 | *//print(totalScore);* |
| 39 |  |
| 40 | myStringScore = totalScore.ToString(); |
| 41 | *// print("GUIShowA" + totalScore);* |
| 42 |  |
| 43 | } |
| 44 | **public** **void** TotalScore1() |
| 45 | { |
| 46 | scoreTpye1 += 10; |
| 47 | *// print(scoreTpye1);* |
| 48 | } |
| 49 | **public** **void** TotalScore2() |
| 50 | { |
| 51 | scoreTpye2 += 20; |
| 52 | *//print(scoreTpye2);* |
| 53 | } |
| 54 | **public** **void** TotalScore3() |
| 55 | { |
| 56 | scoreTpye2 += 30; |
| 57 | *//print(scoreTpye3);* |
| 58 | } |
| 59 |  |
| 60 |  |
| 61 | **void** OnGUI() |
| 62 | { |
| 63 |  |
| 64 | GUI.color = myColor; |
| 65 | **if** (myStringScore != **null**) |
| 66 | { |
| 67 |  |
| 68 | *//Unity3D教程手册：www.unitymanual.com* |
| 69 | **for** (**int** i = 0; i < myStringScore.Length; i++) |
| 70 | { |
| 71 | GUI.DrawTexture(new Rect(x + i \* scale \* width, y, scale \* width, scale \* height), |
| 72 | myNumber[**int**.Parse(myStringScore.Substring(i, 1))], ScaleMode.StretchToFill, **true**, 0); |
| 73 | *//GUI.DrawTexture(new Rect(x + i \* scale \* width, y, scale \* width, scale \* height),myNumber[myStringScore[i]-48]);* |
| 74 |  |
| 75 | } |
| 76 |  |
| 77 | } |
| 78 |  |
| 79 | } |
| 80 | } |
| 81 |  |
| 82 |  |