**Unity3D倒计时两种方法**

Posted on 2013年03月26日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 329 次

[**Unity3D**](http://www.unitymanual.com)倒计时两种方法：

一.简单的倒计时：

var time\_:int;  
function Update()  
{  
time\_=100-Time.time;  
print(time\_.ToString());  
}

二.Unity3D GUI 时钟脚本：

var Tu1 : Texture2D;  
var Time1 : float = 0;  
function FixedUpdate () {  
Time1 += Time.deltaTime;  
}  
function OnGUI () {  
GUI.Label(Rect(250,170,161,62),getTime(Time1));

GUIUtility.RotateAroundPivot (6\*Time1, Vector2(103, 200));  
GUI.DrawTexture(Rect(100,100,6,100),Tu1);//秒针  
GUIUtility.RotateAroundPivot (-6\*Time1, Vector2(103, 200));

GUIUtility.RotateAroundPivot (0.1\*Time1, Vector2(103, 200));  
GUI.DrawTexture(Rect(100,120,6,80),Tu1);//分针  
GUIUtility.RotateAroundPivot (-0.1\*Time1, Vector2(103, 200));

GUIUtility.RotateAroundPivot (0.1/60\*Time1, Vector2(103, 200));  
GUI.DrawTexture(Rect(100,140,6,60),Tu1);//时针  
GUIUtility.RotateAroundPivot (-0.1/60\*Time1, Vector2(103, 200));  
}  
function getTime(time : float) : String{  
if(time<0){  
return "00:00:00";  
}  
var lastTime : String = "";  
var hour = Mathf.FloorToInt(time/3600%24);  
if(hour/10 >=1){  
lastTime+="" + hour;  
}else{  
lastTime +="0" + hour;  
}  
var minute = Mathf.FloorToInt(time/60%60);  
if(minute/10 >=1){  
lastTime+=":" + minute;  
}else{  
lastTime +=":0" + minute;  
}  
var second = Mathf.FloorToInt(time%60);  
if(second/10 >=1){  
lastTime+=":" + second;  
}else{  
lastTime +=":0" + second;  
}  
return lastTime;  
}