**Unity3D动画贴图、滚动纹理、滚动贴图脚本**

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** AnimatedUVs : MonoBehaviour |
| 05 | { |
| 06 | **public** **int** materialIndex = 0; |
| 07 | **public** Vector2 uvAnimationRate = new Vector2( 1.0f, 0.0f ); |
| 08 | **public** **string** textureName = "\_MainTex"; |
| 09 |  |
| 10 | Vector2 uvOffset = Vector2.zero; |
| 11 |  |
| 12 | **void** LateUpdate() |
| 13 | { |
| 14 | uvOffset += ( uvAnimationRate \* Time.deltaTime ); |
| 15 | **if**( renderer.enabled ) |
| 16 | { |
| 17 | renderer.materials[ materialIndex ].SetTextureOffset( textureName, uvOffset ); |
| 18 | } |
| 19 | } |
| 20 | } |