**Unity3D双击按扭隐藏显示物体**

Posted on 2013年03月29日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 328 次

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脚本如下：

var maxTime:float = 1;  
private var dTime:float = 0;  
public var tag1:GameObject;  
function OnGUI(){  
if(dTime==0){  
if(GUI.Button (Rect(10,10,100,20), "HideOrNot")){  
dTime = maxTime;  
tag1.active=true;  
}  
}  
if(dTime>0 && dTime if(GUI.Button (Rect (10,10,100,20), "HideOrNot")){  
dTime=0; tag1.active=false;  
}  
}  
}  
function Update () {  
//~ ----------------------------------------  
if(dTime>0 && dTime!=0)  
dTime = dTime-Time.deltaTime\*2;  
if(dTime<0)  
dTime =0;  
//~ -----------------------------------------  
}

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