**Unity3D实现自定义比分倒计时**

Posted on 2013年07月10日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 25 次

在游戏开发中经常用到一些数字，例如在游戏中的倒计时、得分等。这些数字用系统字体很好实现在Unity中如何实现。用数组的方式来获取每一个位置的数字再用DrawTexture函数打印到界面上。你可以改变myStringScore的数值，输出的结果就不同。

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** GUIShow : MonoBehaviour { |
| 05 |  |
| 06 | **public** **string** myStringScore; |
| 07 |  |
| 08 | **public** **float** x = 85; |
| 09 | **public** **float** y = 19; |
| 10 | **public** **float** scale = 1; |
| 11 |  |
| 12 | **public** Color myColor; |
| 13 | *//定义数组* |
| 14 | **public** Texture[] myNumber = new Texture[10]; |
| 15 | **private** **int** index = 0; |
| 16 | **private** **int** width = 30; |
| 17 | **private** **int** height = 72; |
| 18 |  |
| 19 | **void** OnGUI() |
| 20 | { |
| 21 |  |
| 22 | GUI.color = myColor; |
| 23 | **if** (myStringScore != **null**) |
| 24 | { |
| 25 |  |
| 26 | **for** (**int** i = 0; i < myStringScore.Length; i++) |
| 27 | { |
| 28 | GUI.DrawTexture(new Rect(x + i \* scale \* width, y, scale \* width, scale \* height), |
| 29 | myNumber[**int**.Parse(myStringScore.Substring(i, 1))], ScaleMode.StretchToFill, **true**, 0); |
| 30 | *//GUI.DrawTexture(new Rect(x + i \* scale \* width, y, scale \* width, scale \* height),myNumber[myStringScore[i]-48]);* |
| 31 |  |
| 32 | } |
| 33 | } |
| 34 |  |
| 35 | } <!--DVFMTSC--> |