**Unity3D教程：GUI中图片的旋转**

Posted on 2013年06月03日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 76 次

GUIUtility.RotateAroundPivot (6\*Time1, Vector2(103, 200))为旋转GUI的代码，第一个参数为旋转的角度，第二个参数为旋转的中心点，在它之下的GUI元素都会执行该旋转，例如图片、文字等。当你只想旋转某一GUI元素而其他元素不旋转事就得给它一个停止旋转的代码。利用图片旋转写的一个钟表的代码如下：

为了便于测试，在钟表左边给出一个数字时间经行对比。getTime(time : float)可用于实现场景中时间的显示，或者倒计时的显示等。

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

|  |  |
| --- | --- |
| 01 | **var** Tu1 : Texture2D; |
| 02 |  |
| 03 | **var** Time1 : **float** = 0; |
| 04 |  |
| 05 | function FixedUpdate () { |
| 06 |  |
| 07 | Time1 += Time.deltaTime; |
| 08 |  |
| 09 | } |
| 10 |  |
| 11 | function OnGUI () { |
| 12 |  |
| 13 | GUI.Label(Rect(250,170,161,62),getTime(Time1)); |
| 14 |  |
| 15 | GUIUtility.RotateAroundPivot (6\*Time1, Vector2(103, 200)); |
| 16 |  |
| 17 | GUI.DrawTexture(Rect(100,100,6,100),Tu1);*//秒针* |
| 18 |  |
| 19 | GUIUtility.RotateAroundPivot (-6\*Time1, Vector2(103, 200)); |
| 20 |  |
| 21 | GUIUtility.RotateAroundPivot (0.1\*Time1, Vector2(103, 200)); |
| 22 |  |
| 23 | GUI.DrawTexture(Rect(100,120,6,80),Tu1);*//分针* |
| 24 |  |
| 25 | GUIUtility.RotateAroundPivot (-0.1\*Time1, Vector2(103, 200)); |
| 26 |  |
| 27 | GUIUtility.RotateAroundPivot (0.1/60\*Time1, Vector2(103, 200)); |
| 28 |  |
| 29 | GUI.DrawTexture(Rect(100,140,6,60),Tu1);*//时针* |
| 30 |  |
| 31 | GUIUtility.RotateAroundPivot (-0.1/60\*Time1, Vector2(103, 200)); |
| 32 |  |
| 33 | }&nbsp;&nbsp; Unity3D教程手册 |
| 34 |  |
| 35 | function getTime(time : **float**) : **String**{ |
| 36 |  |
| 37 | **if**(time<0){ |
| 38 |  |
| 39 | **return** “00:00:00”; |
| 40 |  |
| 41 | } |
| 42 |  |
| 43 | **var** lastTime : **String** = “”; |
| 44 |  |
| 45 | **var** hour = Mathf.FloorToInt(time/3600%24); |
| 46 |  |
| 47 | **if**(hour/10 >=1){ |
| 48 |  |
| 49 | lastTime+=“” + hour; |
| 50 |  |
| 51 | }**else**{ |
| 52 |  |
| 53 | lastTime +=“0” + hour; |
| 54 |  |
| 55 | } |
| 56 |  |
| 57 | **var** minute = Mathf.FloorToInt(time/60%60); |
| 58 |  |
| 59 | **if**(minute/10 >=1){ |
| 60 |  |
| 61 | lastTime+=“:” + minute; |
| 62 |  |
| 63 | }**else**{ |
| 64 |  |
| 65 | lastTime +=“:0” + minute; |
| 66 |  |
| 67 | } |
| 68 |  |
| 69 | **var** second = Mathf.FloorToInt(time%60); |
| 70 |  |
| 71 | **if**(second/10 >=1){ |
| 72 |  |
| 73 | lastTime+=“:” + second; |
| 74 |  |
| 75 | }**else**{ |
| 76 |  |
| 77 | lastTime +=“:0” + second; |
| 78 |  |
| 79 | } |
| 80 |  |
| 81 | **return** lastTime; |
| 82 |  |
| 83 | } |