**Unity3D教程：制作彩色字体**

Posted on 2013年06月22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 56 次

1.首先随便扔进去一个字体，最简单的比如扔进去一个arial。

设置好Font Size，比如24。Character里一般来说不需要Unicode，除非你要把中文做成花。我选ASCII default set。如果只要大写或者小写，自己选。

2.建一个目录，取名叫Editor。然后创建一个Javascript，按回车(Mac)或者F2(Win)改名成SaveFontTexture，不用加.js。然后双击，贴进去下面代码：

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| --- | --- |
| 01 | import System.IO; |
| 02 |  |
| 03 | @MenuItem ("Assets/Save Font Texture") |
| 04 |  |
| 05 | **static** function SaveFontTexture () { |
| 06 | **var** tex = Selection.activeObject **as** Texture2D; |
| 07 | **if** (tex == **null**) { |
| 08 | EditorUtility.DisplayDialog("No texture selected", "lease select a texture", "Cancel"); |
| 09 | **return**; |
| 10 | } |
| 11 | **if** (tex.format != TextureFormat.Alpha8) { |
| 12 | EditorUtility.DisplayDialog("Wrong format", "Texture must be in uncompressed Alpha8 format", "Cancel"); |
| 13 | **return**; |
| 14 | }*//Unity3D教程手册：www.unitymanual.com* |
| 15 |  |
| 16 | *// Convert Alpha8 texture to ARGB32 texture so it can be saved as a PNG* |
| 17 | **var** texPixels = tex.GetPixels(); |
| 18 | **var** tex2 = new Texture2D(tex.width, tex.height, TextureFormat.ARGB32, **false**); |
| 19 | tex2.SetPixels(texPixels); |
| 20 |  |
| 21 | *// Save texture* |
| 22 | **var** texBytes = tex2.EncodeToPNG(); |
| 23 | **var** fileName = EditorUtility.SaveFilePanel("Save font texture", "", "font Texture", "png"); |
| 24 | **if** (fileName.Length > 0) { |
| 25 | **var** f : FileStream = new FileStream(fileName, FileMode.OpenOrCreate, FileAccess.Write); |
| 26 | **var** b : BinaryWriter = new BinaryWriter(f); |
| 27 | **for** (**var** i = 0; i < texBytes.Length; i++) b.Write(texBytes); |
| 28 | b.Close(); |
| 29 | } |
| 30 | DestroyImmediate(tex2); |
| 31 | } |

保存，关掉编辑器。另外如果你用iPhone版，用这个脚本：

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|  |  |
| --- | --- |
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| 03 | @MenuItem ("Assets/Save Font Texture") |
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| 28 | b.Close(); |
| 29 | } |
| 30 |  |
| 31 | DestroyImmediate(tex2); |
| 32 | } |

3.这个时候，Unity的Assests菜单里多了一个选项，Save Font Texture。在Project Panel里找到刚才拽进去的字体，比如Arial，找到里面的font Texture，选中，然后在菜单里点“Save Font Texture”，会打开一个保存对话框，把这个图保存到你的项目的Assests目录里的随便哪个地方。

4.拿Photoshop打开刚才保存的这张图，如果你没改名应该就叫font Texture.png，你会看到一个字体材质图。这时候你就可以编辑这个图了。Photoshop不熟的人可能会发现这个图看不清，再它下面加个层填成黑色就容易编辑了。也可以在设置里面改透明背景网格的颜色。

5.改完之后按cmd+s或者ctrl+s，直接保存。切回Unity。建立一个Shader，随便取个名，把下面的内容贴进去。

|  |  |  |
| --- | --- | --- |
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| --- | --- |
| 01 | Shader "GUI/Textured Text Shader" |
| 02 | { |
| 03 | Properties { |
| 04 | \_MainTex ("Font Texture", 2D) = "white" {} |
| 05 | \_Color ("Text Color", Color) = (1,1,1,1) |
| 06 | } |
| 07 |  |
| 08 | SubShader { |
| 09 | Lighting Off |
| 10 | cull off |
| 11 | ztest always |
| 12 | Zwrite off |
| 13 | Fog { Mode Off } |
| 14 | Tags {"Queue" = "Transparent" } |
| 15 | Pass { *//Unity3D教程手册：www.unitymanual.com* |
| 16 | Blend SrcAlpha OneMinusSrcAlpha |
| 17 | SetTexture [\_MainTex] { |
| 18 | constantColor [\_Color] |
| 19 | Combine texture \* constant, texture \* constant |
| 20 | } |
| 21 | } |
| 22 | } |

6 新建一个Material，随便取个名，比如我取名叫Font Mat。在Shader里选GUI->Textured Text Shader。这个shader是你刚才建的那个shader。 FontTexture选你改过的那个字体的图。Text Color不用管，白色就行。

7 扔进去一个GUI Text （菜单的GameObject->Create Other->GUI Text，Font选你扔进去的字体，比如arial，Material选刚才建的材质，比如我的就是Font Mat。