**Unity3D点击照片切换照片，不点击按时间间隔切换照片代码**

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[**Unity3D**](http://www.unitymanual.com)点击照片切换照片，不点击就按时间间隔切换照片。代码如下：

using UnityEngine;  
using System.Collections;

public class change : MonoBehaviour  
{

public Texture[] picture;  
public int i = 0;  
public float waitTime = 2;  
private float currentTime = 0;  
void Start()  
{  
i = 0;  
gameObject.renderer.material.mainTexture = picture*;  
currentTime = Time.time;  
}  
// Update is called once per frame  
void Update()  
{*

*if (Time.time > (currentTime + waitTime))  
{  
if (i < (picture.Length -1))  
{  
i++;  
}  
else  
{  
i = 0;  
}*

*currentTime = Time.time;*

*}*

*gameObject.renderer.material.mainTexture = picture;  
}*

*void OnGUI()  
{  
if (GUILayout.Button("Next"))  
{  
currentTime = Time.time;  
if (i < (picture.Length - 1))  
{  
i++;  
}  
else  
{  
i = 0;  
}  
}  
}  
}*