**Unity3D的声音控制脚本**

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[**Unity3D**](http://www.unitymanual.com)的声音控制脚本如下：

var myAudio;  
myAudio = GetComponent(AudioSource); //获取声音元件  
private var scrollVol : float = 0.5; //定义音量控制变量  
function AudioSwitch (){  
if(!myAudio.playOnAwake) //判断是否开关  
{  
myAudio.Play();  
myAudio.playOnAwake=true;  
}  
else  
{  
myAudio.Stop();  
myAudio.playOnAwake=false;  
}  
}  
function OnGUI()  
{  
scrollVol = GUI.HorizontalSlider (Rect (150,175,100,20), scrollVol, 0.0, 1.0);  
myAudio.volume = scrollVol;  
if (GUI.Button (Rect (10,10,80,30), "on")) {  
myAudio.Play();  
}  
if (GUI.Button (Rect (100,10,80,30), "off")) {  
myAudio.Stop();  
}  
}