**Unity3D脚本：Unity3D渐隐效果**

Posted on 2013年01月25日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 343 次

using UnityEngine;  
using System.Collections;  
public class Dis : MonoBehaviour {  
private float AlphaValue = 1;  
private float time = 0;  
private bool state = false;  
// Use this for initialization  
void Start () {  
}  
// Update is called once per frame  
void Update () {  
time += Time.deltaTime;  
if(time >= 0.2f)  
{  
state = true;  
time = 0;  
}  
if(state)  
{  
AlphaValue -= 0.1f;  
state = false;  
}  
if(AlphaValue <= 0)  
{  
AlphaValue = 1;  
}  
GameObject.Find("Cube").renderer.material.color = new Color(0.5f,0.3f,1,AlphaValue);  
Debug.Log(AlphaValue);  
}  
}