**Unity3D脚本：修改webplayer发布后logo图标的方法**

Posted on 2013年02月16日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 250 次

以下两种方法在[**Unity**](http://www.unitymanual.com)3.5上的测试均可实现。

**第一种，加到<script>中**

var params = {  
backgroundcolor: "A0A0A0",  
bordercolor: "000000",  
textcolor: "FFFFFF",  
logoimage: "1-0158.png",  
progressbarimage: "1-0122.png",  
progressframeimage: "1-0122.png"  
};  
unityObject.embedUnity("unityPlayer", "WebPlayer.unity3d", 600, 450, params);

**第二种，加到<head>中**

<object id="UnityObject" classid="clsid:444785F1-DE89-4295-863A-D46C3A781394" width="600" height="450"codebase="http://webplayer.unity3d.com/download\_webplayer/UnityWebPlayer.cab#version=2,0,0,0">  
< param name="src" value="WebPlayer.unity3d" /> <!--UNITY3D文件名-->  
<param name="backgroundcolor" value="A0A0A0" /> <!--背景色-->  
<param name="bordercolor" value="000000" /> <!--边线色-->  
<param name="textcolor" value="FFFFFF" /> <!--字体色-->  
<param name="logoimage" value="1-0158.png" /> <!--LOGO文件名-->  
<param name="progressbarimage" value="1-0158.png" /> <!--加载条-->  
<param name="progressframeimage" value="1-0158.png" /> <!--加载条外框-->  
<embed id="UnityEmbed" src="WebPlayer.unity3d" width="600" height="450" type="application/vnd.unity" pluginspage="http://www.unity3d.com/unity-web-player-2.x" backgroundcolor="A0A0A0" bordercolor="000000" textcolor="FFFFFF" logoimage="1-0158.png" progressbarimage="1-0158.png" progressframeimage="1-0158.png" />  
< /object>