**Unity3D脚本：倒计时脚本（一）**

Posted on 2013年01月22日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 315 次

using UnityEngine;  
using System.Collections;  
using System;  
public class CountTime : MonoBehaviour {

public TextMesh myText;  
public int endTime;  
public int currentTime;  
public int startTime;  
public int second;  
public int minute;  
private string printTime;  
private string stringEndTime;  
public GameObject scoreBoard;  
Vector3 destPos = new Vector3(-140,75,-400);  
private float gameTime;

// Use this for initialization  
void Start () {

startTime = 60;

}

// Update is called once per frame  
void Update () {

endTime = startTime -currentTime;  
if(endTime <0)  
{  
endTime = 0;  
iTween.MoveTo(scoreBoard,destPos,2f);  
// Application.LoadLevel("StartGame");  
}  
second = endTime %60;  
minute = endTime / 60;  
currentTime =Mathf.CeilToInt(Time.fixedTime);  
if(second <10)  
{  
printTime = ":0";  
}  
else  
{  
printTime = ":";  
}  
stringEndTime = "00:0" + minute + printTime + second;  
myText.text = stringEndTime;  
}

**Unity3D脚本：倒计时脚本（二）**

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public class CountDown : MonoBehaviour  
{  
/// <summary>  
/// 总秒数  
/// </summary>  
public int totalSeconds = 60;  
int leaveSeconds;  
bool onCountDown = false;  
string countDownTitle = "开始";  
void Awake()  
{  
leaveSeconds = totalSeconds;  
}  
void OnGUI()  
{  
GUI.Button(new Rect(50, 50, 50, 50), leaveSeconds.ToString());  
if (GUI.Button(new Rect(150,50,80,30),countDownTitle))  
{  
if (countDownTitle == "开始")  
{  
countDownTitle = "暂停";  
onCountDown = true;  
StartCoroutine(DoCountDown());  
}  
else  
{  
countDownTitle = "开始";  
onCountDown = false;  
StopAllCoroutines(); //只要StartCoroutine后就一直存在，而且还会叠加。导致一秒要减你2，3，4...秒不等。所以在暂停的时候要StopAllCoroutines()  
}  
}  
}  
// Use this for initialization  
void Start ()  
{

}  
// Update is called once per frame  
void Update ()  
{  
print(countDownTitle.ToString()+",leave seconds:"+leaveSeconds.ToString());  
//if (onCountDown)  
//{  
// onCountDown = false;  
// StartCoroutine(DoCountDown());  
//} //一开始StartCoroutine是放在Update下触发的，需要加判断，并且要暂停的时候逻辑上不好控制，改到在OnGUI内鼠标点击后控制

}  
IEnumerator DoCountDown()  
{  
while (leaveSeconds>0)  
{  
yield return new WaitForSeconds(1f);  
leaveSeconds--;  
}

}  
}