**Unity3D脚本：游戏中的进度条脚本**

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[**Unity3D**](http://www.unitymanual.com)中的进度条脚本如下：

using UnityEngine;  
using System.Collections;  
/\*\*  
\* 进度条  
\* \*/  
public class BloodBarTest: MonoBehaviour {  
public GUISkin theSkin;  
public float bloodValue = 0.0f;  
private float tmpValue;  
private Rect rctBloodBar;  
private Rect rctUpButton;  
private Rect rctDownButton;  
private bool onoff;  
public GUIStyle loadStyle;  
public Texture2D roleImg;  
public Texture2D leftLoad;  
public Texture2D rightLaod;  
public Texture2D logoImg;  
public Transform curTransform;  
private Rect roleRect;  
private Rect logo;  
public GUIStyle noStyle;  
// Use this for initialization  
void Start () {  
rctBloodBar = new Rect (20,0,800,20);  
rctUpButton = new Rect (50,20,40,20);  
rctDownButton = new Rect (50,50,40,20);  
tmpValue = bloodValue;  
roleRect=new Rect(20,225, 80, 80);  
logo=new Rect(300,100,logoImg.width,logoImg.height);  
}  
void OnGUI (){  
GUI.skin = theSkin;  
GUI.Box(logo,logoImg,noStyle);  
if (GUI.Button (rctUpButton,"+")){  
tmpValue -=0.1f;  
}  
if (GUI.Button (rctDownButton,"-")){  
tmpValue += 0.1f;  
}  
if (bloodValue > 0.0f) tmpValue = 0.0f;  
if (bloodValue < -1.0f) tmpValue = -1.0f;  
bloodValue = Mathf.Lerp(bloodValue,tmpValue,0.05f);  
roleRect.x=bloodValue\*(-800);  
GUI.Label(roleRect, roleImg);  
//Debug.Log (bloodValue + " " + tmpValue);  
//GUI.VerticalScrollbar(rctBloodBar, 1.0f, bloodValue,0.0f, 1.0f,GUI.skin.GetStyle("verticalScrollbar"));  
//GUI.HorizontalScrollbar(rctBloodBar, 1.0f, bloodValue,1.0f, 0.0f,GUI.skin.GetStyle("horizontalScrollbar"));  
GUI.BeginGroup(new Rect(20, 300, 850, 30));  
GUI.HorizontalScrollbar(rctBloodBar, 1.0f, bloodValue,1.0f, 0.0f,GUI.skin.GetStyle("horizontalScrollbar"));  
GUI.Label(new Rect(10, -10, leftLoad.width, leftLoad.height), leftLoad);  
GUI.Label(new Rect(810, -10, rightLaod.width, rightLaod.height), rightLaod);  
GUI.EndGroup();  
GUI.Label(new Rect(400,320,500,40),"Loading......"+Mathf.Ceil(Mathf.Abs(bloodValue)\*100)+"%");  
}  
void tranformPostion(float pos){  
roleRect.x=pos;  
}  
// Update is called once per frame  
void Update () {  
}  
void Awake() {  
SendMessage("tranformPostion", bloodValue);  
}  
}