**Unity3D脚本：用户自定义密码脚本**

Posted on 2013年02月17日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 231 次

#pragma strict  
private var state:String="Unknown";  
var playerName:String="";  
var playerPassWord:String="";  
private var hasRegisted:boolean=false;  
private var hasLogined:boolean=false;  
function OnGUI()  
{  
if(state=="Unknown")  
{  
playerName="";  
playerPassWord="";

GUILayout.Label("Current Status:Unknown Page");

if(GUILayout.Button("Regist"))  
{  
state="Regist";  
}  
else if(GUILayout.Button("Login"))  
{  
state="Login";  
}  
}  
if(state=="Regist")  
{  
GUILayout.Label("Current Status:Regeist Page");  
RL();

if(playerName=="" || playerPassWord=="")  
{  
GUI.enabled=false;  
}

GUILayout.BeginHorizontal();

if(GUILayout.Button("Regist"))  
{  
PlayerPrefs.SetString("Name",playerName);  
PlayerPrefs.SetString("PassWord",playerPassWord);  
hasRegisted=true;  
}

GUI.enabled=true;  
if(GUILayout.Button("Return"))  
{  
state="Unknown";  
}

GUILayout.EndHorizontal();

if(hasRegisted)  
{  
GUILayout.Label("You have been registed");  
}  
}

else if(state=="Login")  
{  
GUILayout.Label("Current Status:Login Page");  
RL();

if(playerName=="" || playerPassWord=="")  
{  
GUI.enabled=false;  
}

GUILayout.BeginHorizontal();

if(GUILayout.Button("Login"))  
{  
if(playerName==PlayerPrefs.GetString("Name") && playerPassWord==PlayerPrefs.GetString("PassWord"))  
{  
hasLogined=true;  
}  
}

GUI.enabled=true;  
if(GUILayout.Button("Return"))  
{  
state="Unknown";  
}

GUILayout.EndHorizontal();

if(hasLogined)  
{  
GUILayout.Label("You have been logined");  
}  
}  
}  
function RL()  
{  
GUILayout.BeginVertical();

GUILayout.BeginHorizontal();  
GUILayout.Label("PlayerName :");  
playerName=GUILayout.TextField(playerName,GUILayout.Width(200));  
GUILayout.EndHorizontal();

GUILayout.BeginHorizontal();  
GUILayout.Label("PlayerPassWord :");  
playerPassWord=GUILayout.PasswordField(playerPassWord,"\*"[0],GUILayout.Width(200));  
GUILayout.EndHorizontal();

GUILayout.EndVertical();  
}