**Unity3D获取当前系统时间**

Posted on 2013年03月27日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 238 次

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var gSkin:GUISkin;  
var str="";  
var Months:String[]=["一月","二月","三月","四月","五月","六月","七月","八月","九月","十月","十一月","十二月"];  
var Days:String[]= ["１","２","３","４","５","６","７","８","９","10","11","12","13","14","15","16","17","18","19","20",  
"21","22","23","24","25","26","27","28","29","30","31"];  
var dNow:System.DateTime;  
var i=0;  
function OnGUI()  
{if(gSkin)GUI.skin=gSkin;  
GUILayout.Box("本地日期时间："+System.DateTime.Now);//本地时间，12小时制的  
GUILayout.Box("军事日期时间："+System.DateTime.Now.ToString("yyyyMMddHHmmss"));  
GUILayout.Box("UTC日期时间："+System.DateTime.UtcNow);//UTC时间  
GUILayout.SelectionGrid(System.DateTime.Now.Month-1,Months,3);  
GUILayout.SelectionGrid(System.DateTime.Now.Day-1,Days,10);  
GUILayout.Box(str+dNow.Now.Year+"年"+dNow.Now.Month+"月"+dNow.Now.Day+" 日"+" "+dNow.Now.Hour+"时"+dNow.Now.Minute+"分"+dNow.Now.Second+"秒");  
}