**Unity3D音乐开关与音量条**

Posted on 2013年03月28日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 302 次

[**Unity3D**](http://www.unitymanual.com)音乐开关与音量条

var myAudio;  
myAudio = GetComponent(AudioSource); //获取声音元件  
private var scrollVol : float = 0.5; //定义音量控制变量  
function AudioSwitch (){  
if(!myAudio.playOnAwake) //判断是否开关  
{  
myAudio.Play();  
myAudio.playOnAwake=true;  
}  
else  
{  
myAudio.Stop();  
myAudio.playOnAwake=false;  
}  
}  
function OnGUI()  
{  
scrollVol = GUI.HorizontalSlider (Rect (150,175,100,20), scrollVol, 0.0, 1.0);  
myAudio.volume = scrollVol;  
if (GUI.Button (Rect (10,10,80,30), "on")) {  
myAudio.Play();  
}  
if (GUI.Button (Rect (100,10,80,30), "off")) {  
myAudio.Stop();  
}  
}