**Unity做2D必备脚本**

Posted on 2013年07月09日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 51 次

这个方法只适合横向的序列图片

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | **private** **var** startFrame:**int**; |
| 02 |  |
| 03 | function animationBase(columnSize : **int** , colFrameStart : **int** ,sizeY:**float**, offsetY:**float** , frames : **int**)*// function for animating sprites* |
| 04 |  |
| 05 | { *// modulate to total number of frames* |
| 06 |  |
| 07 | startFrame ++; |
| 08 |  |
| 09 | **var** size:Vector2 =new Vector2 ( 1.0f / columnSize, sizeY); |
| 10 |  |
| 11 | renderer.material.mainTextureScale = size; |
| 12 |  |
| 13 | **if**(startFrame % frames == 0) |
| 14 |  |
| 15 | { |
| 16 |  |
| 17 | **var** u:**float** = startFrame/frames; |
| 18 |  |
| 19 | **if**(u >= columnSize) |
| 20 |  |
| 21 | { |
| 22 |  |
| 23 | u = 0; |
| 24 |  |
| 25 | startFrame = 0; |
| 26 |  |
| 27 | } |
| 28 |  |
| 29 | *//Unity3D教程手册：www.unitymanual.com* |
| 30 |  |
| 31 | **var** offset = Vector2 ((u + colFrameStart) \* size.x, offsetY); *// v gets current y coordinate by dividing by column size* |
| 32 |  |
| 33 | renderer.material.mainTextureOffset = offset; *// texture offset for diffuse map(漫反射)* |
| 34 |  |
| 35 | } |
| 36 |  |
| 37 | print(startFrame + “--” +sizeY); *// texture scale for diffuse map // texture scale for bump (normal map)* |
| 38 |  |
| 39 | } |
| 40 |  |
| 41 | **private** **var** startTime : **float**; |
| 42 |  |
| 43 | function aniSprite (columnSize : **int** , rowSize : **int**, colFrameStart : **int** , rowFrameStart : **int** , totalFrames : **int**, framesPerSecond : **int**, isStart: boolean)*// function for animating sprites* |
| 44 |  |
| 45 | { |
| 46 |  |
| 47 | **if**(isStart) |
| 48 |  |
| 49 | { |
| 50 |  |
| 51 | startTime = Time.time; |
| 52 |  |
| 53 | } |
| 54 |  |
| 55 | **var** index : **int** = (Time.time-startTime) \* framesPerSecond; *// time control fps* |
| 56 |  |
| 57 | index = index % totalFrames; *// modulate to total number of frames* |
| 58 |  |
| 59 | **var** size = Vector2 ( 1.0f / columnSize, 1.0f / rowSize); *// scale for column and row size* |
| 60 |  |
| 61 | **var** u = index % columnSize; *// u gets current x coordinate from column size* |
| 62 |  |
| 63 | **var** v = index / columnSize; *// v gets current y coordinate by dividing by column size* |
| 64 |  |
| 65 | **var** offset = Vector2 ((u + colFrameStart) \* size.x,(1.0 - size.y) - (v + rowFrameStart) \* size.y); *// offset equals column and row* |
| 66 |  |
| 67 | renderer.material.mainTextureOffset = offset; *// texture offset for diffuse map(漫反射)* |
| 68 |  |
| 69 | renderer.material.mainTextureScale = size; *// texture scale for diffuse map* |
| 70 |  |
| 71 | **if**(u == totalFrames-1) |
| 72 |  |
| 73 | { |
| 74 |  |
| 75 | **return** **true**; |
| 76 |  |
| 77 | } |
| 78 |  |
| 79 | **else** |
| 80 |  |
| 81 | { |
| 82 |  |
| 83 | **return** **false**; |
| 84 |  |
| 85 | } |
| 86 |  |
| 87 | *//renderer.material.SetTextureOffset (“\_BumpMap”, offset); // texture offset for bump (normal map)(法线贴图)* |
| 88 |  |
| 89 | *//renderer.material.SetTextureScale (“\_BumpMap”, size); // texture scale for bump (normal map)* |
| 90 |  |
| 91 | } |