**倒计时后几秒改变颜色方法**

Posted on 2013年05月17日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 55 次

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| --- | --- |
| 01 | InvokeRepeating(“TimeColorChange”,0,0.5F);*//利用重复调用的方法* |
| 02 |  |
| 03 | **void** TimeColorChange() |
| 04 |  |
| 05 | { |
| 06 |  |
| 07 | **if**(labTime.Color==Color.red) |
| 08 |  |
| 09 | { |
| 10 |  |
| 11 | labTime.Color=Color.white; |
| 12 |  |
| 13 | } |
| 14 |  |
| 15 | **else** **if**(labTime.Color==Color.white) |
| 16 |  |
| 17 | { |
| 18 |  |
| 19 | labTime.Color=Color.red; |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 | } |
| 24 |  |
| 25 |  |