**切换武器的脚本**

Posted on 2013年06月04日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 26 次

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| 001 | *//NextWeapon.js ---------------------------------------------------------- By Henry Xie* |
| 002 |  |
| 003 | *//宣告 : 使用介面模版、武器顺序、目前及下一个武器(取得名称用)、3把武器、二个前段介面文字* |
| 004 |  |
| 005 | **var** MySkin : GUISkin; |
| 006 |  |
| 007 | **var** WeaponSort : **int** = 0; |
| 008 |  |
| 009 | **private** **var** CurrentWeapon : GameObject; |
| 010 |  |
| 011 | **private** **var** NextWeapon : GameObject; |
| 012 |  |
| 013 | **var** Weapon0 : GameObject; |
| 014 |  |
| 015 | **var** Weapon1 : GameObject; |
| 016 |  |
| 017 | **var** Weapon2 : GameObject; |
| 018 |  |
| 019 | **var** FrontText1 = “切换武器为 : ”; |
| 020 |  |
| 021 | **var** FrontText2 = “目前武器名称/顺序 : ”; |
| 022 |  |
| 023 | *//介面功能 : 如果按下切换武器按钮时，武器顺序加1 --------------------------------------* |
| 024 |  |
| 025 | *//介面文字 : 目前武器名称/顺序 + / + 目前武器名称* |
| 026 |  |
| 027 | function OnGUI() |
| 028 |  |
| 029 | {&nbsp;&nbsp; Unity3D教程手册 |
| 030 |  |
| 031 | GUI.skin = MySkin; |
| 032 |  |
| 033 | **if**(GUI.Button(Rect(20, 200, 150, 30), FrontText1 + NextWeapon.name)) |
| 034 |  |
| 035 | { |
| 036 |  |
| 037 | WeaponSort ++; |
| 038 |  |
| 039 | } |
| 040 |  |
| 041 | GUI.Label(Rect(200, 5, 300, 30), FrontText2 + CurrentWeapon.name + “/” + WeaponSort); |
| 042 |  |
| 043 | } |
| 044 |  |
| 045 | *//功能 : 每个 frame 都执行一次 --------------------------------------------------------* |
| 046 |  |
| 047 | *//如果武器顺序为0，则目前武器为武器0;下一把武器为武器1;开启武器0;关闭武器1及2，以此类推* |
| 048 |  |
| 049 | *//如果武器顺序大於等於3，则归0 (形成循环)* |
| 050 |  |
| 051 | function Update() |
| 052 |  |
| 053 | { |
| 054 |  |
| 055 | **if**(WeaponSort == 0) |
| 056 |  |
| 057 | { |
| 058 |  |
| 059 | CurrentWeapon = Weapon0; |
| 060 |  |
| 061 | NextWeapon = Weapon1; |
| 062 |  |
| 063 | Weapon0.active = **true**; |
| 064 |  |
| 065 | Weapon1.active = **false**; |
| 066 |  |
| 067 | Weapon2.active = **false**; |
| 068 |  |
| 069 | } |
| 070 |  |
| 071 | **if**(WeaponSort == 1) |
| 072 |  |
| 073 | { |
| 074 |  |
| 075 | CurrentWeapon = Weapon1; |
| 076 |  |
| 077 | NextWeapon = Weapon2; |
| 078 |  |
| 079 | Weapon0.active = **false**; |
| 080 |  |
| 081 | Weapon1.active = **true**; |
| 082 |  |
| 083 | Weapon2.active = **false**; |
| 084 |  |
| 085 | } |
| 086 |  |
| 087 | **if**(WeaponSort == 2) |
| 088 |  |
| 089 | { |
| 090 |  |
| 091 | CurrentWeapon = Weapon2; |
| 092 |  |
| 093 | NextWeapon = Weapon0; |
| 094 |  |
| 095 | Weapon0.active = **false**; |
| 096 |  |
| 097 | Weapon1.active = **false**; |
| 098 |  |
| 099 | Weapon2.active = **true**; |
| 100 |  |
| 101 | } |
| 102 |  |
| 103 | **if**(WeaponSort >= 3) |
| 104 |  |
| 105 | { |
| 106 |  |
| 107 | WeaponSort = 0; |
| 108 |  |
| 109 | } |
| 110 |  |
| 111 | } |