**图片闪烁效果**

Posted on 2013年07月02日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 66 次

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|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** ShowHide : MonoBehaviour { |
| 06 |  |
| 07 | **public** Texture2D img; |
| 08 |  |
| 09 | **void** Update () { |
| 10 |  |
| 11 | **if** (Time.time % 2 < 1) |
| 12 |  |
| 13 | { |
| 14 |  |
| 15 | guiTexture.texture = img; |
| 16 |  |
| 17 | } |
| 18 |  |
| 19 | **else** |
| 20 |  |
| 21 | guiTexture.texture = **null**; |
| 22 |  |
| 23 | } |
| 24 |  |
| 25 | } |
| 26 |  |