**实现卷轴效果的脚本**

Posted on 2013年04月28日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 224 次

在游戏中经常用到纹理扩散，纹理扩散适合做游戏的背景即卷轴效果，原理就是让材质贴图做循环运动。最好用PSD格式的贴图，JPG格式实现不了。

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

|  |  |
| --- | --- |
| 01 | *// Scroll main texture based on time* |
| 02 |  |
| 03 | **var** scrollSpeed = -0.5; |
| 04 |  |
| 05 | *// This must be set to override a bug where Render Order* |
| 06 |  |
| 07 | *// of the tunnel objects is lost when SetTextureOffset is used* |
| 08 |  |
| 09 | **var** queue = 0; |
| 10 |  |
| 11 | **private** **var** offset = 0.0; |
| 12 |  |
| 13 | function Update () |
| 14 |  |
| 15 | { |
| 16 |  |
| 17 | offset = Time.time \* scrollSpeed; |
| 18 |  |
| 19 | renderer.material.SetTextureOffset (“\_MainTex”, Vector2(offset,0)); |
| 20 |  |
| 21 | renderer.material.renderQueue = queue; |
| 22 |  |
| 23 | } |