**按键控制GUI键入脚本**

Posted on 2013年05月27日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 15 次

单击按键“A”（随意改变），可以控制GUIText马上显示出来，然后淡出；按住按键“A”，可以使GUIText淡入，如果抬起按键则淡出。

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

|  |  |
| --- | --- |
| 01 | **var** fadeSpeed : **float**=0.5;*//透明度变化的速度* |
| 02 |  |
| 03 | **private** **var** StartTime : **float**=1;*//最开始的等待时间* |
| 04 |  |
| 05 | **private** **var** timeLeft:**float**=0.5;*//流逝的时间* |
| 06 |  |
| 07 | function Awake () { |
| 08 |  |
| 09 | timeLeft = fadeSpeed;Unity3D教程手册 |
| 10 |  |
| 11 | } |
| 12 |  |
| 13 | function Update () { |
| 14 |  |
| 15 | **if** (StartTime > 0){ |
| 16 |  |
| 17 | StartTime = StartTime -Time.deltaTime; |
| 18 |  |
| 19 | } **else** { |
| 20 |  |
| 21 | **if** (Input.GetKey(KeyCode.A)){*//随便定义一个按键* |
| 22 |  |
| 23 | fade(**true**); |
| 24 |  |
| 25 | }**else**{ |
| 26 |  |
| 27 | fade(**false**); |
| 28 |  |
| 29 | } |
| 30 |  |
| 31 | } |
| 32 |  |
| 33 | } |
| 34 |  |
| 35 | function fade(direction:boolean){ |
| 36 |  |
| 37 | **var** alpha; |
| 38 |  |
| 39 | **if** (direction){ |
| 40 |  |
| 41 | **if** (guiText.material.color.a < 1){ |
| 42 |  |
| 43 | timeLeft = timeLeft - Time.deltaTime; |
| 44 |  |
| 45 | alpha = (timeLeft/fadeSpeed);*//利用时间的比例来确定阿尔法的值* |
| 46 |  |
| 47 | guiText.material.color.a=1-alpha; |
| 48 |  |
| 49 | } **else** { |
| 50 |  |
| 51 | timeLeft = fadeSpeed; |
| 52 |  |
| 53 | } |
| 54 |  |
| 55 | } **else** { |
| 56 |  |
| 57 | **if** (guiText.material.color.a > 0){ |
| 58 |  |
| 59 | timeLeft = timeLeft - Time.deltaTime; |
| 60 |  |
| 61 | alpha = (timeLeft/fadeSpeed); |
| 62 |  |
| 63 | guiText.material.color.a=alpha; |
| 64 |  |
| 65 | } **else** { |
| 66 |  |
| 67 | timeLeft = fadeSpeed; |
| 68 |  |
| 69 | } |
| 70 |  |
| 71 | } |
| 72 |  |
| 73 | } |