**控制按钮点击时间脚本**

Posted on 2013年05月08日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 82 次

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|  |  |
| --- | --- |
| 01 | **private** **float** time1; |
| 02 |  |
| 03 | **private** **bool** isTime=**false**; |
| 04 |  |
| 05 | *// Update is called once per frame* |
| 06 |  |
| 07 | **void** Update () { |
| 08 |  |
| 09 | **if**(isTime==**true**) |
| 10 |  |
| 11 | { |
| 12 |  |
| 13 | time1 = time1 + Time.deltaTime; |
| 14 |  |
| 15 | **if**(time1>0.6f) |
| 16 |  |
| 17 | { |
| 18 |  |
| 19 | isTime = **false**;&nbsp; Unity3D教程手册 |
| 20 |  |
| 21 | time1 = 0; |
| 22 |  |
| 23 | } |
| 24 |  |
| 25 | } |
| 26 |  |
| 27 | } |

实现0.6s后才能点击按钮触发事件。

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|  |  |
| --- | --- |
| 01 | **void** ClickRunning() |
| 02 |  |
| 03 | { |
| 04 |  |
| 05 | **if**(isTime==**false**) |
| 06 |  |
| 07 | { |
| 08 |  |
| 09 | isTime = **true**; |
| 10 |  |
| 11 | } |
| 12 |  |
| 13 | } |