**描边与阴影字**

Posted on 2013年05月14日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 57 次

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

|  |  |
| --- | --- |
| 01 | function OnGUI(){ |
| 02 | GUI.skin=chineseSkin; |
| 03 | *//GUI.Button(Rect(10,10,100,40),show);* |
| 04 | **var** color = Color (0.6, 0.1, 0.5, 1); *//文字颜色* |
| 05 | **var** pcolor = Color (1, 1, 1, 1); *//描边颜色* |
| 06 | **var** pos=Rect(10,10,100,40) ; |
| 07 | MakeStroke(pos, "你好", color, pcolor, 1); |
| 08 | } |
| 09 | function MakeStroke(position : Rect, txt:**String**, txtColor, outlineColor, outlineWidth ){ |
| 10 | position.y-=outlineWidth; |
| 11 | GUI.color=outlineColor; |
| 12 | GUI.Label(position, txt); |
| 13 | position.y+=outlineWidth\*2; |
| 14 | GUI.Label(position, txt); |
| 15 | position.y-=outlineWidth; |
| 16 | position.x-=outlineWidth; |
| 17 | GUI.Label(position, txt); |
| 18 | position.x+=outlineWidth\*2; |
| 19 | GUI.Label(position, txt); |
| 20 | position.x-=outlineWidth; |
| 21 | GUI.color=txtColor; |
| 22 | GUI.Label(position, txt); |
| 23 | } |
| 24 |  |
| 25 |  |