**时间控制 – timeScale**

Posted on 2013年05月07日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 103 次

将下列代码复制贴到JavaScript上，再拖曳到摄影机上即可实现。

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| 01 | function OnGUI () { |
| 02 |  |
| 03 | **if** (GUILayout.Button ("Slow",GUILayout.Width (100))) { |
| 04 | Time.timeScale = 0.2; |
| 05 | } |
| 06 | **if** (GUILayout.Button ("Stop")) { |
| 07 | Time.timeScale = 0; |
| 08 | } |
| 09 | **if** (GUILayout.Button ("Normal")) { |
| 10 | Time.timeScale = 1; |
| 11 | } |
| 12 | **if** (GUILayout.Button ("Fast")) { |
| 13 | Time.timeScale = 1.5; |
| 14 | } |

}