**游戏加载进度条**

Posted on 2013年05月13日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观82 次

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** HHHHHHHH : MonoBehaviour { |
| 05 |  |
| 06 | **public** GUIStyle progressbar\_bj; *//背景图* |
| 07 | **public** GUIStyle progressbar\_qj; *//前景图* |
| 08 | **public** GameObject obj; |
| 09 | WWW www; |
| 10 | **bool** loading=**true**; |
| 11 |  |
| 12 | **public** Texture img; |
| 13 | **float** Length=0; |
| 14 |  |
| 15 | **void** Start () { |
| 16 | StartCoroutine(ABC("http://images.earthcam.com/ec\_metros/ourcams/fridays.jpg")); |
| 17 | } |
| 18 |  |
| 19 | *// Update is called once per frame* |
| 20 | **void** Update () |
| 21 | { |
| 22 | **if**(!www.isDone) |
| 23 | { |
| 24 | print(www.progress); |
| 25 | loading=**true**; |
| 26 | } |
| 27 | **else** |
| 28 | { |
| 29 | loading=**false**; |
| 30 | obj.renderer.material.mainTexture = www.texture; |
| 31 | www=**null**; |
| 32 | } |
| 33 | } |
| 34 |  |
| 35 |  |
| 36 | **void** OnGUI () |
| 37 | { |
| 38 | *//~ GUI.Skin=big;* |
| 39 | **if**(loading) |
| 40 | { |
| 41 |  |
| 42 | GUI.Label(new Rect(100,30,200,30),"", progressbar\_bj); |
| 43 | GUI.Label(new Rect(100,30,www.progress\*200,30),"", progressbar\_qj); |
| 44 | GUI.Label (new Rect (150,35, 200, 30),"Loading: "+(www.progress\*100).ToString().Substring(0,2)+"%"); |
| 45 | } |
| 46 | } |
| 47 |  |
| 48 | **public** IEnumerator ABC(**string** URL) |
| 49 | { |
| 50 | www = new WWW (URL); |
| 51 | **yield** **return** www; |
| 52 | } |
| 53 | } |
| 54 |  |
| 55 |  |