**游戏加载进度条的脚本**

Posted on 2013年06月08日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 65 次

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|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** HHHHHHHH : MonoBehaviour { |
| 06 |  |
| 07 | **public** GUIStyle progressbar\_bj; *//背景图* |
| 08 |  |
| 09 | **public** GUIStyle progressbar\_qj; *//前景图* |
| 10 |  |
| 11 | **public** GameObject obj; |
| 12 |  |
| 13 | WWW www; |
| 14 |  |
| 15 | **bool** loading=**true**; |
| 16 |  |
| 17 | **public** Texture img; |
| 18 |  |
| 19 | **float** Length=0; |
| 20 |  |
| 21 | **void** Start () { |
| 22 |  |
| 23 | StartCoroutine(ABC(“http:*//images.earthcam.com/ec\_metros/ourcams/fridays.jpg”));* |
| 24 |  |
| 25 | } |
| 26 |  |
| 27 | *// Update is called once per frame* |
| 28 |  |
| 29 | **void** Update () |
| 30 |  |
| 31 | { |
| 32 |  |
| 33 | **if**(!www.isDone) |
| 34 |  |
| 35 | { |
| 36 |  |
| 37 | print(www.progress); |
| 38 |  |
| 39 | loading=**true**; |
| 40 |  |
| 41 | } |
| 42 |  |
| 43 | **else** |
| 44 |  |
| 45 | { |
| 46 |  |
| 47 | loading=**false**; |
| 48 |  |
| 49 | obj.renderer.material.mainTexture = www.texture; |
| 50 |  |
| 51 | www=**null**; |
| 52 |  |
| 53 | } |
| 54 |  |
| 55 | } |
| 56 |  |
| 57 | **void** OnGUI () |
| 58 |  |
| 59 | { Unity3D教程手册 |
| 60 |  |
| 61 | *//~ GUI.Skin=big;* |
| 62 |  |
| 63 | **if**(loading) |
| 64 |  |
| 65 | { |
| 66 |  |
| 67 | GUI.Label(new Rect(100,30,200,30),“”, progressbar\_bj); |
| 68 |  |
| 69 | GUI.Label(new Rect(100,30,www.progress\*200,30),“”, progressbar\_qj); |
| 70 |  |
| 71 | GUI.Label (new Rect (150,35, 200, 30),“Loading: ”+(www.progress\*100).ToString().Substring(0,2)+“%”); |
| 72 |  |
| 73 | } |
| 74 |  |
| 75 | } |
| 76 |  |
| 77 | **public** IEnumerator ABC(**string** URL) |
| 78 |  |
| 79 | { |
| 80 |  |
| 81 | www = new WWW (URL); |
| 82 |  |
| 83 | **yield** **return** www; |
| 84 |  |
| 85 | } |
| 86 |  |
| 87 | } |
| 88 |  |
| 89 |  |