**简单实用的血条脚本**

Posted on 2013年04月18日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 226 次

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|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** BloodBarTest : MonoBehaviour { |
| 06 |  |
| 07 | **public** GUISkin theSkin; |
| 08 |  |
| 09 | **public** **float** bloodValue = 0.0f; |
| 10 |  |
| 11 | **private** **float** tmpValue; |
| 12 |  |
| 13 | **private** Rect rctBloodBar; |
| 14 |  |
| 15 | **private** Rect rctUpButton; |
| 16 |  |
| 17 | **private** Rect rctDownButton; |
| 18 |  |
| 19 | **private** **bool** onoff; |
| 20 |  |
| 21 | *// Use this for initialization* |
| 22 |  |
| 23 | **void** Start () { |
| 24 |  |
| 25 | rctBloodBar = new Rect (20,20,20,200); |
| 26 |  |
| 27 | rctUpButton = new Rect (50,20,40,20); |
| 28 |  |
| 29 | rctDownButton = new Rect (50,50,40,20); |
| 30 |  |
| 31 | tmpValue = bloodValue; |
| 32 |  |
| 33 | } |
| 34 |  |
| 35 | **void** OnGUI (){ |
| 36 |  |
| 37 | GUI.skin = theSkin; |
| 38 |  |
| 39 | **if** (GUI.Button (rctUpButton,“加血”)){ |
| 40 |  |
| 41 | tmpValue = -1.0f; |
| 42 |  |
| 43 | } |
| 44 |  |
| 45 | **if** (GUI.Button (rctDownButton,“减血”)){ |
| 46 |  |
| 47 | tmpValue += 0.1f; |
| 48 |  |
| 49 | } |
| 50 |  |
| 51 | **if** (bloodValue > 0.0f) tmpValue = 0.0f; |
| 52 |  |
| 53 | **if** (bloodValue < -1.0f) tmpValue = -1.0f; |
| 54 |  |
| 55 | bloodValue = Mathf.Lerp(bloodValue,tmpValue,0.05f); |
| 56 |  |
| 57 | *//~ Debug.Log (bloodValue + “ ” + tmpValue);* |
| 58 |  |
| 59 | GUI.VerticalScrollbar(rctBloodBar, 1.0f, bloodValue,0.0f, 1.0f,GUI.skin.GetStyle(“verticalScrollbar”)); |
| 60 |  |
| 61 | } |
| 62 |  |
| 63 | *// Update is called once per frame* |
| 64 |  |
| 65 | **void** Update () { |
| 66 |  |
| 67 | } |
| 68 |  |
| 69 | } |