**读取tag数组按顺序读出sprite**

Posted on 2013年05月06日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 86 次

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|  |  |  |

|  |  |
| --- | --- |
| 01 | **foreach** (GameObject obj **in** GameObject.FindGameObjectsWithTag(“CardTop”)) |
| 02 |  |
| 03 | { |
| 04 |  |
| 05 | *//public string[,] strArray = { { “8”, “0”, “0” }, { “7”, “1”, “1” }, { “8”, “2”, “2” }, { “5”, “3”, “3” }, { “4”, “4”, “2” } };* |
| 06 |  |
| 07 | **for** (**int** i = 0; i < 5;i++ ) |
| 08 |  |
| 09 | { |
| 10 |  |
| 11 | **if** (obj.gameObject.name == “A”+(i+1).ToString()) |
| 12 |  |
| 13 | { |
| 14 |  |
| 15 | **foreach** (UISprite sp **in** obj.GetComponentsInChildren<UISprite>()) |
| 16 |  |
| 17 | { |
| 18 |  |
| 19 | *//改变头像* |
| 20 |  |
| 21 | **if** (sp.gameObject.name == “A”+(i+1).ToString()) |
| 22 |  |
| 23 | { |
| 24 |  |
| 25 | sp.spriteName = strArray[i, 1]; |
| 26 |  |
| 27 | } |
| 28 |  |
| 29 | *//改变背景框* |
| 30 |  |
| 31 | **if** (sp.gameObject.name == “A”+(i+1).ToString()+“BG”) |
| 32 |  |
| 33 | { |
| 34 |  |
| 35 | sp.spriteName = strArray[i, 2]; |
| 36 |  |
| 37 | } |
| 38 |  |
| 39 | *//改变名字* |
| 40 |  |
| 41 | **if** (sp.gameObject.name == “A” + (i + 1).ToString() + “Name”) |
| 42 |  |
| 43 | { |
| 44 |  |
| 45 | sp.spriteName = strArray[i, 3]; |
| 46 |  |
| 47 | } |
| 48 |  |
| 49 | *//改变星级* |
| 50 |  |
| 51 | **if** (sp.spriteName == “icon\_sc\_star1”) |
| 52 |  |
| 53 | { |
| 54 |  |
| 55 | **if** (**int**.Parse(sp.name.Substring(4, 1)) > **int**.Parse(strArray[i, 0])) |
| 56 |  |
| 57 | { |
| 58 |  |
| 59 | sp.spriteName = “icon\_sc\_star2”; |
| 60 |  |
| 61 | } |
| 62 |  |
| 63 | } |
| 64 |  |
| 65 | } |
| 66 |  |
| 67 | } |
| 68 |  |
| 69 | } |
| 70 |  |
| 71 | } |