UGUI Tab页用法：

private void InitUI()

{

tabGroup = transform.Find("TabPanel").GetComponent<TabGroup>();

tabGroup.AddTabsClickEvent(OnTabClick);//1.注册事件

}

2.根据tag进行默认显示

private void SetDefaultTab()

{

tabGroup.TurnTabOn(TabType.TabHome.ToString(), (Tab defTab) => {

ShowHomePage(defTab.page);

});

}

3.根据tag在事件中进行分派

private void OnTabClick(Tab target,PointerEventData eventDatas)

{

if(tabGroup.curTab == target)

{

return;

}

string tabTag = target.tag;

print(tabTag);

if (tabTag == TabType.TabShop.ToString())

{

ShowShopPage(target.page);

}

else if (tabTag == TabType.TabHome.ToString())

{

ShowHomePage(target.page);

}

else if (tabTag == TabType.TabBackpack.ToString())

{

ShowBackpackPage(target.page);

}

}

4.销毁时事件移除

RemoveTabsClickEvent(Tab.PointerTabFunc onTabClick = null)