UIRect是UIWidget与UIPanel的基类

**重要属性：**

四个锚点

public AnchorPoint leftAnchor = new AnchorPoint();

public AnchorPoint rightAnchor = new AnchorPoint(1f);

public AnchorPoint bottomAnchor = new AnchorPoint();

public AnchorPoint topAnchor = new AnchorPoint(1f);

[System.NonSerialized] protected BetterList<UIRect> mChildren = new BetterList<UIRect>();

父节点的UIRect

public UIRect parent

{

get

{

if (!mParentFound)

{

mParentFound = true;

mParent = NGUITools.FindInParents<UIRect>(cachedTransform.parent);

}

return mParent;

}

}

父节点的UIRoot

public UIRoot root

{

get

{

if (parent != null) return mParent.root;

if (!mRootSet)

{

mRootSet = true;

mRoot = NGUITools.FindInParents<UIRoot>(cachedTransform);

}

return mRoot;

}

}

**Awake函数：**

protected virtual void Awake ()

{

mStarted = false;

mGo = gameObject;

mTrans = transform;

}

**OnEnable函数：**

protected virtual void OnEnable ()

{

#if UNITY\_EDITOR

mEnabled = true;

#endif

mUpdateFrame = -1;

if (updateAnchors == AnchorUpdate.OnEnable)

{

mAnchorsCached = false;

mUpdateAnchors = true;

}

if (mStarted) **OnInit**();

mUpdateFrame = -1;

}

**Start函数：**

protected void Start ()

{

mStarted = true;

**OnInit**();

**OnStart**(); **// 虚函数**

}

**Update函数：**

public void Update ()

{

if (!mAnchorsCached) **ResetAnchors**();

int frame = Time.frameCount;

#if UNITY\_EDITOR

if (mUpdateFrame != frame || !Application.isPlaying)

#else

if (mUpdateFrame != frame)

#endif

{

#if UNITY\_EDITOR

if (updateAnchors == AnchorUpdate.OnUpdate || mUpdateAnchors || !Application.isPlaying)

#else

if (updateAnchors == AnchorUpdate.OnUpdate || mUpdateAnchors)

#endif

UpdateAnchorsInternal(frame);

// Continue with the update

**OnUpdate**(); **// 虚函数**

}

}

}

**OnInit函数：**

protected virtual void OnInit ()

{

mChanged = true;

mRootSet = false;

mParentFound = false;

if (parent != null) mParent.mChildren.Add(this);

}

**ResetAnchors函数：**

public void ResetAnchors ()

{

mAnchorsCached = true;

leftAnchor.rect = (leftAnchor.target) ? leftAnchor.target.GetComponent<UIRect>() : null;

bottomAnchor.rect = (bottomAnchor.target) ? bottomAnchor.target.GetComponent<UIRect>() : null;

rightAnchor.rect = (rightAnchor.target) ? rightAnchor.target.GetComponent<UIRect>() : null;

topAnchor.rect = (topAnchor.target) ? topAnchor.target.GetComponent<UIRect>() : null;

mCam = NGUITools.FindCameraForLayer(cachedGameObject.layer);

FindCameraFor(leftAnchor);

FindCameraFor(bottomAnchor);

FindCameraFor(rightAnchor);

FindCameraFor(topAnchor);

mUpdateAnchors = true;

}