交互组件（Interfaction Components）

常用功能（Common Functionality）：链接<https://docs.unity3d.com/Manual/script-Selectable.html>

1. Button(按钮)： 具有点击事件-OnClick
2. Toggle（触发器）:

有一个IsOn 属性 事件： OnValueChanged

## Toggle Group(按钮或触发器组)： 选项会相互排斥

## Silder（滑动条）：**OnValueChanged**

## Scrollbar

A Scrollbar has a decimal number **Value** between 0 and 1. When the user drags the scrollbar, the value changes accordingly.

Scrollbars are often used together with a [Scroll Rect](https://docs.unity3d.com/Manual/script-ScrollRect.html) and a [Mask](https://docs.unity3d.com/Manual/script-Mask.html)  
 to create a scroll view. The Scrollbar has a **Size** value between 0 and 1 that determines how big the handle is as a fraction of the entire scrollbar length. This is often controlled from another component to indicate how big a proportion of the content in a scroll view is visible. The Scroll Rect component can automatically do this.

The Scrollbar can be either horizontal or vertical. It also has a **OnValueChanged** UnityEvent to define what it will do when the value is changed.

1. Dropdown

A Dropdown has a list of options to choose from. A text string and optionally an image can be specified for each option, and can be set either in the **Inspector**  
 or dynamically from code. It has a **OnValueChanged** UnityEvent to define what it will do when the currently chosen option is changed.

## Input Field

## An Input Field is used to make the text of a [Text Element](https://docs.unity3d.com/Manual/script-Text.html) editable by the user. It has a UnityEvent to define what it will do when the text content is changed, and an another to define what it will do when the user has finished editing it.

## Scroll Rect

A Scroll Rect can be used when content that takes up a lot of space needs to be displayed in a small area. The Scroll Rect provides functionality to scroll over this content.

Usually a Scroll Rect is combined with a [Mask](https://docs.unity3d.com/Manual/script-Mask.html) in order to create a scroll view, where only the scrollable content inside the Scroll Rect is visible. It can also additionally be combined with one or two [Scrollbars](https://docs.unity3d.com/Manual/script-Scrollbar.html) that can be dragged to scroll horizontally or vertically.