**ClickShowWindow 点击显示窗口**

Posted on 2013年06月05日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 78 次

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| 01 | *//ClickShowWindow.js* |
| 02 |  |
| 03 | *//功能 : 当滑鼠进入物件范围时，更改物件颜色为红色 -------------------------------------* |
| 04 |  |
| 05 | function OnMouseEnter () |
| 06 |  |
| 07 | { |
| 08 |  |
| 09 | renderer.material.color = Color.red; |
| 10 |  |
| 11 | } |
| 12 |  |
| 13 | *//功能 : 当滑鼠点击物件时，将 Func\_GUIWindow脚本中的 WindowSwitch 设为“是” ------------* |
| 14 |  |
| 15 | function OnMouseDown () |
| 16 |  |
| 17 | {&nbsp; Unity3D教程手册 |
| 18 |  |
| 19 | Func\_GUIWindow.WindowSwitch = **true**; |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 | *//功能 : 当滑鼠离开物件范围时，更改物件颜色为白色 -------------------------------------* |
| 24 |  |
| 25 | function OnMouseExit () |
| 26 |  |
| 27 | { |
| 28 |  |
| 29 | renderer.material.color = Color.white; |
| 30 |  |
| 31 | } |
| 32 |  |
| 33 | *//Func\_GUIWindows.js -----------------------------------------------------* |
| 34 |  |
| 35 | *//宣告 : 视窗开关(是/否)，介面模板，视窗大小及位置 ------------------------------------* |
| 36 |  |
| 37 | **static** **var** WindowSwitch : boolean = **false**; |
| 38 |  |
| 39 | **var** mySkin : GUISkin; |
| 40 |  |
| 41 | **var** windowRect = Rect (200, 80, 240, 100); |
| 42 |  |
| 43 | *//功能 : 介面视窗，如果视窗开关为“是”，显示介面视窗 -----------------------------------* |
| 44 |  |
| 45 | function OnGUI () |
| 46 |  |
| 47 | { |
| 48 |  |
| 49 | **if**(WindowSwitch == **true**) |
| 50 |  |
| 51 | { |
| 52 |  |
| 53 | GUI.skin = mySkin; |
| 54 |  |
| 55 | windowRect = GUI.Window (0, windowRect, WindowContain, “测试视窗”); |
| 56 |  |
| 57 | } |
| 58 |  |
| 59 | } |
| 60 |  |
| 61 | *//功能 : 视窗内容，如果按下按钮，将视窗开关设为“否” -----------------------------------* |
| 62 |  |
| 63 | function WindowContain (windowID : **int**) |
| 64 |  |
| 65 | { |
| 66 |  |
| 67 | **if** (GUI.Button (Rect (70,40,100,20), “旋转物体”)) |
| 68 |  |
| 69 | { |
| 70 |  |
| 71 | WindowSwitch = **false**; |
| 72 |  |
| 73 | } |
| 74 |  |
| 75 | **if** (GUI.Button (Rect (70,70,100,20), “移动物体”)) |
| 76 |  |
| 77 | { |
| 78 |  |
| 79 | WindowSwitch = **false**; |
| 80 |  |
| 81 | } |
| 82 |  |
| 83 | } |
| 84 |  |
| 85 |  |