**GUI窗体的移动**

Posted on 2013年05月21日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 44 次

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| --- | --- |
| 01 | *//设定拖曳视窗大小* |
| 02 |  |
| 03 | **var** windowRect : Rect = Rect (20, 20, 120, 50); |
| 04 |  |
| 05 | *//限制可移动范围* |
| 06 |  |
| 07 | **var** constrain : Rect; |
| 08 |  |
| 09 | *//滑鼠座标* |
| 10 |  |
| 11 | **private** **var** e : **Event**; |
| 12 |  |
| 13 | function OnGUI () { |
| 14 |  |
| 15 | *//取得滑鼠座标* |
| 16 |  |
| 17 | e = **Event**.current; |
| 18 |  |
| 19 | *//显示范围用，可有可无* |
| 20 |  |
| 21 | GUI.Box(constrain, “Drag Here”); |
| 22 |  |
| 23 | windowRect = GUI.Window (0, windowRect, DoMyWindow, “My Window”); |
| 24 |  |
| 25 | } |
| 26 |  |
| 27 | function DoMyWindow (windowID : **int**) { |
| 28 |  |
| 29 | *//限制可移动范围* |
| 30 |  |
| 31 | **if**(e.mousePosition.x > constrain.x && e.mousePosition.x < (constrain.width + constrain.x) && e.mousePosition.y > constrain.y && e.mousePosition.y < (constrain.height + constrain.y)){ |
| 32 |  |
| 33 | GUI.DragWindow (Rect (0,0, 10000, 20)); |
| 34 |  |
| 35 | } |
| 36 |  |
| 37 | } |
| 38 |  |
| 39 |  |