**Unity3D中用RepeatButton实现手机屏幕上的点击效果**

Posted on 2013年03月21日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 268 次

[**Unity3D**](http://www.unitymanual.com)中如何使用RepeatButton实现手机屏幕上的点击效果？

脚本如下：

var controller : CharacterController = GetComponent(CharacterController);  
if(GUI.RepeatButton(Rect(65,Screen.height-130,40,40),"W"))  
{controller.SimpleMove(controller.transform.TransformDirection(Vector3.forward)\*3);

}  
if(GUI.RepeatButton(Rect(25,Screen.height-90,40,40),"A"))  
{

controller.transform.Rotate(0,Mathf.Lerp(0,-1,1),0);  
// controller.SimpleMove(controller.transform.TransformDirection(controller.transform.Vector3.forward)\*3);  
// controller.SimpleMove(controller.transform.TransformDirection(Vector3.forward)\*-3);  
print(Mathf.Lerp(0,-1,1).ToString());  
}  
if(GUI.RepeatButton(Rect(105,Screen.height-90,40,40),"D"))  
{

controller.transform.Rotate(0,1,0);

}  
if(GUI.RepeatButton(Rect(65,Screen.height-50,40,40),"S"))  
{

controller.SimpleMove(controller.transform.TransformDirection(Vector3.forward)\*10);  
controller.transform.Rotate(0, Mathf.Lerp(0, 270, 0.01),0);  
//carmera\_.transform.Rotate(0, Mathf.Lerp(0, 270, 0.01),0);

}