**Unity3D展示必用的动态改变模型大小与方向**

Posted on 2013年03月11日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 310 次

[**Unity3D**](http://www.unitymanual.com)展示必用的动态改变模型大小与方向。先在场景内放置一个cube，设置一个guiskin，并附上中文字体。将Code保存为js，赋给cube。

public var mySkin:GUISkin;

var windowRect = Rect (0, 20, 200 ,150);

var SliderScaleValue:float = 0.0;

var SliderXValue:float = 0.0;

var SliderYValue:float = 0.0;

var SliderZValue:float = 0.0;

var SliderWindowRect = Rect(80,200,200,150);

var mCube:GameObject;

var xRotation:float;

var yRotation:float;

var zRotation:float;

var wenzi : String;

function Start(){

mCube = GameObject.Find(“Cube”);

//print(mCube.transform.lossyScale + ” — ” + mCube.transform.localScale);

SliderScaleValue = mCube.transform.localScale.x;

}

function Update () {

}

function OnGUI () {

GUI.skin = mySkin;

SliderWindowRect = GUI.Window(1,SliderWindowRect,CreateWindow,wenzi);

}

function CreateWindow(windowID : int){

GUI.skin = mySkin;

GUI.Label(Rect(10,20,50,20),”缩放”);

SliderScaleValue = GUI.HorizontalSlider (Rect(60,25,120,20),SliderScaleValue,0,500);

//设置汽车的scale

mCube.transform.localScale = Vector3(SliderScaleValue,SliderScaleValue,SliderScaleValue);

GUI.Label(Rect(10,50,50,20),”旋转X”);

SliderXValue = GUI.HorizontalSlider (Rect(60,55,120,20),SliderXValue,0,360);

//设置汽车的xRotation

if(xRotation != SliderXValue){

mCube.transform.rotation = Quaternion.Euler(SliderXValue,yRotation,zRotation);

xRotation = SliderXValue;

}

GUI.Label(Rect(10,80,50,20),”旋转Y”);

SliderYValue = GUI.HorizontalSlider (Rect(60,85,120,20),SliderYValue,0,360);

//设置汽车的yRotation

if(yRotation != SliderYValue){

mCube.transform.rotation = Quaternion.Euler(xRotation,SliderYValue,zRotation);;

yRotation = SliderYValue;

}

GUI.Label(Rect(10,110,50,20),”旋转Z”);

SliderZValue = GUI.HorizontalSlider (Rect(60,115,120,20),SliderZValue,0,360);

//设置汽车的zRotation

if(zRotation != SliderZValue){

mCube.transform.rotation = Quaternion.Euler(xRotation,yRotation,SliderZValue);;

zRotation = SliderZValue;

}

GUI.DragWindow (Rect (0,0,10000,10000));

}