**Unity3D教程：创建滑动GUI**

Posted on 2013年06月21日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 91 次

1.创建一个GUITexture ： create-> GUITexure;

此时可以通过修改component 栏中的选项，改变gui的texture等；这样建立的GUITexture从属于整个屏幕平面，作为一个新的物体出现，他的位置不受camera的位置的影响，就是说，不管camera移动到哪里，这个GUI始终在你设定的位置；

2. 将GUIslider.js附加到GUITexture上；maincamera作为其参数，应该将camera指定到上面；

GUIslider.js：

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| --- | --- |
| 01 | **var** mainCamera:Camera;*//将你自己的camera赋值到这个camera上面* |
| 02 | **var** customButton : GUIStyle;*// 为新出现的GUI设置Style* |
| 03 | **private** **var** newPosition:Vector3;*// GUI移动后新的位置* |
| 04 | **private** **var** MouseUp: boolean;*//显示Mouse是够是Up状态* |
| 05 | **private** **var** getPosition : **int** = 0;*//得到鼠标离开GUI的帧数* |
| 06 | **private** **var** subGuiShowUp : **int** = 0;*//统计帧数，控制subGUI出现* |
| 07 | function Update () { |
| 08 |  |
| 09 | **if**(MouseUp){ |
| 10 | **if**(getPosition < 12) |
| 11 | { |
| 12 | newPosition.x = mainCamera.ScreenToViewportPoint(Input.mousePosition).x; |
| 13 | getPosition +=1; |
| 14 | } *//Unity3D教程手册：www.unitymanual.com* |
| 15 | **if**(Mathf.Abs(transform.position.x - newPosition.x) > 0.00001){ |
| 16 | transform.position.x += (newPosition.x - transform.position.x)\*Time.deltaTime\*6; |
| 17 | } |
| 18 | } |
| 19 | } |
| 20 | function OnMouseDrag(){ |
| 21 | MouseUp = **false**; |
| 22 | subGuiShowUp +=1; |
| 23 | getPosition = 13; |
| 24 | transform.position.x += (mainCamera.ScreenToViewportPoint(Input.mousePosition).x - transform.position.x)\*Time.deltaTime\*10; |
| 25 | } |
| 26 | function OnMouseUp(){ |
| 27 | print(transform.position.x); |
| 28 | MouseUp = **true**; |
| 29 | getPosition = 0; |
| 30 | *//subGuiShowUp = 25;* |
| 31 | } *//Unity3D教程手册：www.unitymanual.com* |
| 32 | function OnGUI(){ |
| 33 | **if**(MouseUp){ |
| 34 | **if**(subGuiShowUp < 12){ |
| 35 | GUI.Button (Rect (5,5,100,100), "Hello World", customButton); |
| 36 | } |
| 37 | } |
| 38 | } |
| 39 | function OnMouseDown(){ |
| 40 | subGuiShowUp = 0; |
| 41 | } |