**Unity3D教程：虚拟键盘按钮**

Posted on 2013年07月03日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 51 次

1、新建一个GUITexture，重命名为JumpButton

2、给JumpButton选择所需的按钮图片

3、新建如下js脚本，添加给JumpButton

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| 01 | @script RequireComponent( GUITexture ) |
| 02 | **var** jumpSpeed:**float**=3.0; |
| 03 | **var** controller : CharacterController ; |
| 04 | function Update() |
| 05 | { |
| 06 | **for** (**var** i = 0; i < Input.touchCount; i++) |
| 07 | { |
| 08 | **var** touch = Input.GetTouch(i); |
| 09 |  |
| 10 | **if**(touch.phase == TouchPhase.Stationary && guiTexture.HitTest(touch.position)) *//按着按钮不动时* |
| 11 | { |
| 12 | *//do something...* |
| 13 | } |
| 14 |  |
| 15 | **else** **if**(touch.phase == TouchPhase.Began && guiTexture.HitTest(touch.position)) *//单击按钮时* |
| 16 | { |
| 17 | controller.SimpleMove(Vector3.up \* jumpSpeed); |
| 18 |  |
| 19 | } |
| 20 |  |
| 21 |  |
| 22 | } |
| 23 | } |