**Unity3D脚本：显示所选物体**

Posted on 2013年02月17日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 182 次

在[**Unity**](http://www.unitymanual.com)中用战斗机编队选择做例子，直接拷贝，随便赋在哪个游戏物体即可使用。

var GridInt01:int=1;  
var GridInt02:int=1;  
var GridInt03:int=1;  
var ms:float;  
var sStrings01:String[]=["战斗机","轰炸机","3巡航导弹"];  
var sStrings02:String[]=["1","2","3","4","5"];  
var sStrings03:String[]=["1","2","3","4","5"];  
function OnGUI ()  
{  
GUI.Box (Rect (175,5,90,112), "机 型");  
GUI.Box (Rect (265,5,90,112), "批 数");  
GUI.Box (Rect (355,5,90,112), "架数/批");  
GUI.Box (Rect (445,5,90,112), "批次间隔（秒）");  
GUI.Box (Rect (535,5,100,112), "您选择的是：");  
ms= GUI.VerticalSlider(Rect (450, 25,10,80),ms,60,1);  
GridInt01= GUI.SelectionGrid (Rect (180,25,80,90),GridInt01,sStrings01,1);  
GridInt02= GUI.SelectionGrid (Rect (270,25,80,90),GridInt02,sStrings02,3);  
GridInt03= GUI.SelectionGrid (Rect (360,25,80,90),GridInt03,sStrings03,3);  
GUI.Box (Rect (540,25,90,30),""+sStrings01[GridInt01]);  
GUI.Box (Rect (540,55,90,30),sStrings02[GridInt02]+"批");  
GUI.Box (Rect (540,85,90,30),sStrings03[GridInt03]+"架/批");  
GUI.Label (Rect (480,60,100, 30),ms+"秒");  
}