**iphone的滑动、滚动、菜單、特效、切换**

Posted on 2013年06月13日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 30 次

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| --- | --- | --- |
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|  |  |
| --- | --- |
| 001 | **var** MySkin : GUISkin; |
| 002 |  |
| 003 | **var** PrcRect : Rect[]; |
| 004 |  |
| 005 | **var** PrcNum : **int**; |
| 006 |  |
| 007 | **var** PrcRectX : **float**[]; |
| 008 |  |
| 009 | **var** PrcRectY : **float**[]; |
| 010 |  |
| 011 | **var** PrcRectW : **float**[]; |
| 012 |  |
| 013 | **var** PrcRectH : **float**[]; |
| 014 |  |
| 015 | **var** PrcState : boolean[]; |
| 016 |  |
| 017 | **var** PrcID : **int**; |
| 018 |  |
| 019 | **var** Scral : **float**; |
| 020 |  |
| 021 | **var** PrcSpeed : **float**; |
| 022 |  |
| 023 | function Start(){ |
| 024 |  |
| 025 | PrcNum = 10; |
| 026 |  |
| 027 | PrcSpeed = 100.0; |
| 028 |  |
| 029 | PrcRect = new Rect[PrcNum]; |
| 030 |  |
| 031 | PrcRectX = new **float**[PrcNum]; |
| 032 |  |
| 033 | PrcRectY = new **float**[PrcNum]; |
| 034 |  |
| 035 | PrcRectW = new **float**[PrcNum]; |
| 036 |  |
| 037 | PrcRectH = new **float**[PrcNum]; |
| 038 |  |
| 039 | PrcState = new boolean[PrcNum]; |
| 040 |  |
| 041 | **for**( i = 0; i < PrcNum; i++ ){ |
| 042 |  |
| 043 | PrcState = **false**; |
| 044 |  |
| 045 | **if**( i==0 ){ |
| 046 |  |
| 047 | PrcRectX[0] = 200; |
| 048 |  |
| 049 | PrcRectY[0] = 200; |
| 050 |  |
| 051 | PrcRectW[0] = 50.0; |
| 052 |  |
| 053 | PrcRectH[0] = 50.0; |
| 054 |  |
| 055 | }**else**{ |
| 056 |  |
| 057 | PrcRectX = PrcRectX[i&minus;1]+PrcRectW[i&minus;1]; |
| 058 |  |
| 059 | PrcRectY = PrcRectY[i&minus;1]; |
| 060 |  |
| 061 | PrcRectW = PrcRectW[i&minus;1]; |
| 062 |  |
| 063 | PrcRectH = PrcRectH[i&minus;1]; |
| 064 |  |
| 065 | } |
| 066 |  |
| 067 | } |
| 068 |  |
| 069 | } |
| 070 |  |
| 071 | function Update (){ |
| 072 |  |
| 073 | **for**( i = 1; i < PrcNum; i++ ){ |
| 074 |  |
| 075 | **if**( PrcState ){ |
| 076 |  |
| 077 | **if**( PrcRectW <100.0 br=""> Scral&minus;=PrcSpeed\*Time.deltaTime/2; |
| 078 |  |
| 079 | PrcRectY&minus;=PrcSpeed\*Time.deltaTime/2; |
| 080 |  |
| 081 | PrcRectW+=PrcSpeed\*Time.deltaTime; |
| 082 |  |
| 083 | PrcRectH+=PrcSpeed\*Time.deltaTime; |
| 084 |  |
| 085 | } |
| 086 |  |
| 087 | **if**( PrcRectW[i&minus;1] <70.0 br=""> Scral&minus;=PrcSpeed\*Time.deltaTime/2; |
| 088 |  |
| 089 | PrcRectY[i&minus;1]&minus;=PrcSpeed\*Time.deltaTime/2; |
| 090 |  |
| 091 | PrcRectW[i&minus;1]+=PrcSpeed\*Time.deltaTime; |
| 092 |  |
| 093 | PrcRectH[i&minus;1]+=PrcSpeed\*Time.deltaTime; |
| 094 |  |
| 095 | } |
| 096 |  |
| 097 | **if**(i<PrcNum&minus;1 && PrcRectW[i+1] <70.0){ Scral&minus;=PrcSpeed\*Time.deltaTime/2; PrcRectY[i+1]&minus;=PrcSpeed\*Time.deltaTime/2; PrcRectW[i+1]+=PrcSpeed\*Time.deltaTime; PrcRectH[i+1]+=PrcSpeed\*Time.deltaTime; } }**else**{ **if**( i == PrcID&minus;1|| i == PrcID+1 ){ **if**( PrcRectW[PrcID] 70.0 ){ Scral+=PrcSpeed\*Time.deltaTime/2; PrcRectY+=PrcSpeed\*Time.deltaTime/2; PrcRectW&minus;=PrcSpeed\*Time.deltaTime; PrcRectH&minus;=PrcSpeed\*Time.deltaTime; } }**else**{ **if**( PrcRectW >50.0 ){ |
| 098 |  |
| 099 | Scral+=PrcSpeed\*Time.deltaTime/2; |
| 100 |  |
| 101 | PrcRectY+=PrcSpeed\*Time.deltaTime/2; |
| 102 |  |
| 103 | PrcRectW&minus;=PrcSpeed\*Time.deltaTime; |
| 104 |  |
| 105 | PrcRectH&minus;=PrcSpeed\*Time.deltaTime; |
| 106 |  |
| 107 | } |
| 108 |  |
| 109 | } |
| 110 |  |
| 111 | } |
| 112 |  |
| 113 | **if**( i==0 ){ |
| 114 |  |
| 115 | PrcRectX[0] = Scral + 200; |
| 116 |  |
| 117 | PrcRect[0] = Rect (PrcRectX[0], PrcRectY[0], PrcRectW[0], PrcRectH[0]); |
| 118 |  |
| 119 | }**else**{ |
| 120 |  |
| 121 | PrcRectX = PrcRectX[i&minus;1]+PrcRectW[i&minus;1]; |
| 122 |  |
| 123 | PrcRect = Rect (PrcRectX, PrcRectY, PrcRectW, PrcRectH); |
| 124 |  |
| 125 | } |
| 126 |  |
| 127 | } |
| 128 |  |
| 129 | } |
| 130 |  |
| 131 | function OnGUI() { |
| 132 |  |
| 133 | GUI.skin = MySkin ; |
| 134 |  |
| 135 | **for**( i = 0; i 50.0 ){ |
| 136 |  |
| 137 | Scral+=PrcSpeed\*Time.deltaTime/2; |
| 138 |  |
| 139 | PrcRectY+=PrcSpeed\*Time.deltaTime/2; |
| 140 |  |
| 141 | PrcRectW&minus;=PrcSpeed\*Time.deltaTime; |
| 142 |  |
| 143 | PrcRectH&minus;=PrcSpeed\*Time.deltaTime; |
| 144 |  |
| 145 | } |
| 146 |  |
| 147 | } |
| 148 |  |
| 149 | } |
| 150 |  |
| 151 | **for**( i = 0; i < PrcNum; i++ ){ |
| 152 |  |
| 153 | GUI.Button( PrcRect,"" ); |
| 154 |  |
| 155 | } |
| 156 |  |
| 157 | } |