**创建GUI展开动画效果**

Posted on 2013年05月28日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 153 次

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| 01 | **var** show = **false**; |
| 02 | **var** grow = **false**; |
| 03 | **var** min = 0.0; |
| 04 | **var** max = 50.0; |
| 05 | **var** height = 0.0; |
| 06 | **var** speed = 0.0; |
| 07 | *//var skin:GUISkin;* |
| 08 | function OnGUI () |
| 09 | { |
| 10 | *//GUI.skin = skin;* |
| 11 | **if**(GUI.Button(Rect(5,5,104,25),"List")) |
| 12 | { |
| 13 | grow = **true**; |
| 14 | **if**(!show) |
| 15 | show = **true**; |
| 16 | }Unity3D教程手册 |
| 17 | **if**(show) |
| 18 | { |
| 19 | GUILayout.BeginArea(Rect(7,30,100,height),"","Box"); |
| 20 | GUILayout.BeginVertical(); |
| 21 | **for**(i = 0;i<18;i++) |
| 22 | GUILayout.Button(i+".Title"); |
| 23 | GUILayout.EndVertical(); |
| 24 | GUILayout.EndArea(); |
| 25 | } |
| 26 | **if**(grow) |
| 27 | { |
| 28 | speed += Time.deltaTime\*5.0; |
| 29 | height = Mathf.Lerp(min,max,speed); |
| 30 | **if**(Mathf.Approximately(height,max)) |
| 31 | { |
| 32 | grow = **false**; |
| 33 | max = min; |
| 34 | min = height; |
| 35 | speed = 0.0; |
| 36 | **if**(min == 0) |
| 37 | show = **false**; |
| 38 | } |
| 39 | } |
| 40 | } |
| 41 |  |
| 42 |  |