**可视化按钮控制物体的显示与隐藏**

Posted on 2013年05月09日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 86 次

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|  |  |
| --- | --- |
| 01 | **void** OnGUI() |
| 02 |  |
| 03 | { |
| 04 |  |
| 05 | **if**(GUILayout.Button("显示/隐藏")) |
| 06 |  |
| 07 | { |
| 08 |  |
| 09 | **if**(gameObject.active == **false**) |
| 10 |  |
| 11 | { |
| 12 |  |
| 13 | gameObject.active = **true**; |
| 14 |  |
| 15 | } |
| 16 |  |
| 17 | **else** |
| 18 |  |
| 19 | { |
| 20 |  |
| 21 | gameObject.active = **false**; |
| 22 |  |
| 23 | } |
| 24 |  |
| 25 | } |
| 26 |  |
| 27 | } |