**实现手机滑动效果**

Posted on 2013年06月17日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 53 次

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|  |  |
| --- | --- |
| 001 | **using** UnityEngine; |
| 002 |  |
| 003 | **using** System.Collections; |
| 004 |  |
| 005 | **public** **class** TestUI : MonoBehaviour { |
| 006 |  |
| 007 | **public** Vector2 scrollPosition = Vector2.zero; |
| 008 |  |
| 009 | [java] view plaincopyprint? |
| 010 |  |
| 011 | **public** **float** scrollVelocity = 0f; |
| 012 |  |
| 013 | **public** **float** timeTouchPhaseEnded = 0f; |
| 014 |  |
| 015 | **public** **float** inertiaDuration = 0.5f; |
| 016 |  |
| 017 | **public** Vector2 lastDeltaPos; |
| 018 |  |
| 019 | *// Use this for initialization* |
| 020 |  |
| 021 | **void** Start () {} |
| 022 |  |
| 023 | **void** OnGUI(){ |
| 024 |  |
| 025 | scrollPosition = GUI.BeginScrollView(new Rect(100, 40, 600, 400), scrollPosition, new Rect(0, 0, 500, 1600), **false**, **true**); |
| 026 |  |
| 027 | **for** (**int** i = 0; i < 32; i++){ |
| 028 |  |
| 029 | **if**(GUI.Button(new Rect(0, i\*50, 400, 50), “Button”+i)){} |
| 030 |  |
| 031 | } |
| 032 |  |
| 033 | GUI.EndScrollView(); |
| 034 |  |
| 035 | } |
| 036 |  |
| 037 | *// Update is called once per frame* |
| 038 |  |
| 039 | **void** Update () |
| 040 |  |
| 041 | { |
| 042 |  |
| 043 | **if** (Input.touchCount > 0) |
| 044 |  |
| 045 | { |
| 046 |  |
| 047 | **if** (Input.GetTouch(0).phase == TouchPhase.Moved) |
| 048 |  |
| 049 | { |
| 050 |  |
| 051 | scrollPosition.y += Input.GetTouch(0).deltaPosition.y; |
| 052 |  |
| 053 | lastDeltaPos = Input.GetTouch(0).deltaPosition; |
| 054 |  |
| 055 | }*//Unity3D教程手册* |
| 056 |  |
| 057 | **else** **if** (Input.GetTouch(0).phase == TouchPhase.Ended) |
| 058 |  |
| 059 | { |
| 060 |  |
| 061 | print (“End:”+lastDeltaPos.y+“|”+Input.GetTouch(0).deltaTime); |
| 062 |  |
| 063 | **if** (Mathf.Abs(lastDeltaPos.y)> 20.0f) |
| 064 |  |
| 065 | { |
| 066 |  |
| 067 | scrollVelocity = (**int**)(lastDeltaPos.y \* 0.5/ Input.GetTouch(0).deltaTime); |
| 068 |  |
| 069 | print(scrollVelocity); |
| 070 |  |
| 071 | } |
| 072 |  |
| 073 | timeTouchPhaseEnded = Time.time; |
| 074 |  |
| 075 | } |
| 076 |  |
| 077 | } |
| 078 |  |
| 079 | **else** |
| 080 |  |
| 081 | { |
| 082 |  |
| 083 | **if** (scrollVelocity != 0.0f) |
| 084 |  |
| 085 | { |
| 086 |  |
| 087 | *// slow down* |
| 088 |  |
| 089 | **float** t = (Time.time - timeTouchPhaseEnded)/inertiaDuration; |
| 090 |  |
| 091 | **float** frameVelocity = Mathf.Lerp(scrollVelocity, 0, t); |
| 092 |  |
| 093 | scrollPosition.y += frameVelocity \* Time.deltaTime; |
| 094 |  |
| 095 | **if** (t >= inertiaDuration) |
| 096 |  |
| 097 | scrollVelocity = 0; |
| 098 |  |
| 099 | } |
| 100 |  |
| 101 | } |
| 102 |  |
| 103 | } |
| 104 |  |
| 105 | } |
| 106 |  |
| 107 |  |