**按钮用法实例代码**

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Unity3D按钮用法实例代码如下：

|  |  |
| --- | --- |
| 01 | function OnGUI () { |
| 02 | *//一个最简单的按钮* |
| 03 | **if** (GUILayout.Button("button")) |
| 04 | print("u pressed button"); |
| 05 | *//只认可左键点击* |
| 06 | **if** (GUILayout.Button("button00") && **Event**.current.button == 0) print("u pressed button00 with left button"); |
| 07 | *//点击或输入a* |
| 08 | **if** (GUILayout.Button("button01") || (**Event**.current.type == EventType.keyDown && **Event**.current.character == "a") ) |
| 09 | print("u pressed button01 Or input a"); |
| 10 |  |
| 11 | *//Ctrl + 左键点击* |
| 12 | **if** (GUILayout.Button("button02") && Input.GetKey (KeyCode.LeftControl) && **Event**.current.button == 0) |
| 13 | print("u pressed button02 with left button"); |
| 14 |  |
| 15 | } |