**新手必备：Drag.DragWindow()拖动效果的实现**

Posted on 2013年05月23日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 23 次

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** GUI\_try10 : MonoBehaviour |
| 06 |  |
| 07 | { |
| 08 |  |
| 09 | *// Use this for initialization* |
| 10 |  |
| 11 | **public** Rect window01 = new Rect(20,20,150,100); *//定义窗体初始状态：X、Y位置及长宽* |
| 12 |  |
| 13 | **void** Start () { |
| 14 |  |
| 15 | } |
| 16 |  |
| 17 | *// Update is called once per frame* |
| 18 |  |
| 19 | **void** Update () { |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 | **void** OnGUI () |
| 24 |  |
| 25 | { |
| 26 |  |
| 27 | window01 = GUI.Window(0,window01,DoMyWindow,“My Windows”); *//定义为window窗体，“My Windows”为窗体标题* |
| 28 |  |
| 29 | } |
| 30 |  |
| 31 | **void** DoMyWindow(**int** windowID) |
| 32 |  |
| 33 | { |
| 34 |  |
| 35 | *//GUI.DragWindow(new Rect(0,0,10000,20));* |
| 36 |  |
| 37 | GUI.DragWindow(new Rect(0, 0, 150,20)); *//使用DragWindow设置window窗体为可被鼠标拖动移动，并设置window窗体的鼠标响应范围，四个值分别是窗体中响应区的开始X、Y位置（窗体中的局部坐标），响应区的长宽。* |
| 38 |  |
| 39 | } |
| 40 |  |
| 41 | } |
| 42 |  |
| 43 |  |