**添加编辑器窗口**

Posted on 2013年07月03日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 50 次

我们可以在编辑器中添加一些我们想要的窗口，所创建的窗口会像Navigation窗口一样。具体窗口中的内容需要定义的话，要使用Unity3D提供的类：EditorWindow。此类窗口的特点是没有对象的概念，是全局使用的窗口类。

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| 01 | **using** UnityEngine; |
| 02 | **using** UnityEditor; |
| 03 | **public** **class** MyWindow : EditorWindow |
| 04 | { |
| 05 | *// Add menu named "My Window" to the Window menu* |
| 06 | [MenuItem ("Window/My Window")] |
| 07 | **static** **void** Init () { |
| 08 | *// Get existing open window or if none, make a new one:* |
| 09 | MyWindow window = (MyWindow)EditorWindow.GetWindow (typeof (MyWindow)); |
| 10 | **void** OnGUI () |
| 11 | {*//Unity3D教程手册：www.unitymanual.com* |
| 12 | GUILayout.Label ("Base Settings", EditorStyles.boldLabel);myString |
| 13 | EditorGUILayout.TextField ("Text Field", myString);groupEnabled |
| 14 | EditorGUILayout.BeginToggleGroup ("Optional Settings", groupEnabled); |
| 15 | myBool = EditorGUILayout.Toggle ("Toggle", myBool); |
| 16 | myFloat = EditorGUILayout.Slider ("Slider", myFloat, -3, 3); |
| 17 | EditorGUILayout.EndToggleGroup (); |
| 18 | EditorGUIUtility.LookLikeInspector (); |
| 19 | EditorGUILayout.TextField ("Text Field:", "Hello There"); |
| 20 | EditorGUILayout.IntField("Int Field:", integer1); |
| 21 | EditorGUILayout.FloatField("Float Field:", float1); |
| 22 | EditorGUILayout.Space(); |
| 23 | EditorGUIUtility.LookLikeControls(); |
| 24 | EditorGUILayout.TextField ("Text Field", "Hello There"); |
| 25 | EditorGUILayout.IntField("Int Field:", integer1); |
| 26 | EditorGUILayout.FloatField("Float Field:", float1); |
| 27 | } |
| 28 | } |