**游戏对象基本控制：缩放游戏对象**

Posted on 2013年07月23日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 5 次

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| 01 | **private** **float** xScale = 1.0f; |
| 02 | **private** **float** yScale = 1.0f; |
| 03 | **private** **float** zScale = 1.0f; |
| 04 | **void** OnGUI() |
| 05 | { |
| 06 | GUILayout.Box("沿x轴缩放", GUILayout.Height(50)); |
| 07 | xScale = GUILayout.HorizontalSlider(xScale, 1.0f, 2.0f, GUILayout.Width(200)); |
| 08 | GUILayout.Box("沿y轴缩放", GUILayout.Height(50)); |
| 09 | yScale = GUILayout.HorizontalSlider(yScale, 1.0f, 2.0f, GUILayout.Width(200)); |
| 10 | GUILayout.Box("沿z轴缩放", GUILayout.Height(50)); |
| 11 | zScale = GUILayout.HorizontalSlider(zScale, 1.0f, 2.0f, GUILayout.Width(200)); |
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