**点击按钮图片的响应**

Posted on 2013年06月28日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 117 次

1. DoAction这个接收Message的脚本类，必须继承MonoBehaviour，否则会报出没有逻辑处理的那个方法名。

2. 图片不能用Transform.Scale缩放，要缩放的话就直接更改图片的width和height。

3. 脚本中不能出现中文注释，会出现脚本的解析错误，终端报出“CS8025 Parsing error。

图片按钮的两态变化鼠标左键按下down和弹起up所触发的事件，编写两个脚本文件，一个是点击按钮的图片变化（UI代码）：

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

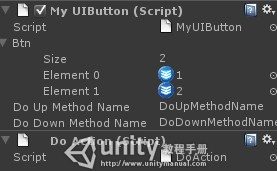
|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** MyUIButton : MonoBehaviour |
| 05 | { |
| 06 | **public** Texture2D[] btn; |
| 07 | **public** **string** doUpMethodName; |
| 08 | **public** **string** doDownMethodName; |
| 09 | Rect rc; |
| 10 | **int** index = 0; |
| 11 | *//Unity3D教程手册：www.unitymanual.com* |
| 12 | **void** Update() |
| 13 | { |
| 14 | **if**(Input.GetMouseButtonUp(0)) |
| 15 | { |
| 16 | rc = guiTexture.pixelInset; |
| 17 | rc.x += transform.position.x \* Screen.width; |
| 18 | rc.y += transform.position.y \* Screen.height; |
| 19 | **if**(rc.Contains(Input.mousePosition)) |
| 20 | { |
| 21 | index = 1; |
| 22 | SendMessage(doUpMethodName,index);*//按钮弹起时的事件触发* |
| 23 | } |
| 24 | } |
| 25 |  |
| 26 | **if**(Input.GetMouseButtonDown(0)) |
| 27 | { |
| 28 | rc = guiTexture.pixelInset; |
| 29 | rc.x += transform.position.x \* Screen.width; |
| 30 | rc.y += transform.position.y \* Screen.height; |
| 31 | **if**(rc.Contains(Input.mousePosition)) |
| 32 | { |
| 33 | index = 0; |
| 34 | SendMessage(doDownMethodName);*//按钮按下时的事件触发* |
| 35 | } |
| 36 | } *//Unity3D教程手册：www.unitymanual.com* |
| 37 | guiTexture.texture = btn[index]; |
| 38 | } |
| 39 | } |

一个是点击按钮触发的事件：

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** DoAction : MonoBehaviour |
| 05 | { |
| 06 | **void** DoDownMethodName() |
| 07 | { |
| 08 | Debug.Log("down.down"); |
| 09 | } |
| 10 |  |
| 11 | **void** DoUpMethodName() |
| 12 | { |
| 13 | Debug.Log("up.up"); |
| 14 | } |
| 15 |  |
| 16 | } |

将这两个脚本都绑定到一个GameObject上，并附加相应的变量属性值，如图：

[](http://www.unitymanual.com/wp-content/uploads/2013/06/1116.jpg)

点击按钮图片的响应