**行为类的交互脚本**

Posted on 2013年06月09日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 50 次

下面我们来建立一个书的行为类文件。

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **using** System.IO; |
| 06 |  |
| 07 | **using** System.Xml; |
| 08 |  |
| 09 | **public** **class** Book : MonoBehaviour { |
| 10 |  |
| 11 | *// Use this for initialization* |
| 12 |  |
| 13 | **string** \_FileLocation; |
| 14 |  |
| 15 | **string** \_FileName = “MConfig.xml”; |
| 16 |  |
| 17 | **string** \_xmlData; |
| 18 |  |
| 19 | XmlDocument configData; |
| 20 |  |
| 21 | **private** ArrayList pages; |
| 22 |  |
| 23 | **public** GameObject page; |
| 24 |  |
| 25 | **private** **int** index = 0; |
| 26 |  |
| 27 | **private** **int** pageLen = 0; |
| 28 |  |
| 29 | **void** Start () { |
| 30 |  |
| 31 | \_FileLocation = Application.dataPath; |
| 32 |  |
| 33 | pages = new ArrayList(); |
| 34 |  |
| 35 | LoadXML(); |
| 36 |  |
| 37 | initBook(); |
| 38 |  |
| 39 | } |
| 40 |  |
| 41 | *// Update is called once per frame* |
| 42 |  |
| 43 | **void** Update () { |
| 44 |  |
| 45 | } |
| 46 |  |
| 47 | **void** LoadXML() { |
| 48 |  |
| 49 | StreamReader r = File.OpenText(\_FileLocation + “\\” + \_FileName); |
| 50 |  |
| 51 | **string** info = r.ReadToEnd(); |
| 52 |  |
| 53 | r.Close(); |
| 54 |  |
| 55 | \_xmlData = info; |
| 56 |  |
| 57 | configData = new XmlDocument(); |
| 58 |  |
| 59 | configData.LoadXml(\_xmlData); |
| 60 |  |
| 61 | } |
| 62 |  |
| 63 | **void** initBook() { |
| 64 |  |
| 65 | **foreach** (XmlNode item **in** configData.SelectNodes(“/mConfig/page”)) |
| 66 |  |
| 67 | { |
| 68 |  |
| 69 | *//print(item.Attributes[“murl”].Value);材质路径* |
| 70 |  |
| 71 | GameObject obj = (GameObject)Instantiate(page); |
| 72 |  |
| 73 | obj.renderer.material.mainTexture = (Texture)Resources.Load(item.Attributes[“murl”].**Value**); |
| 74 |  |
| 75 | pages.**Add**(obj); |
| 76 |  |
| 77 | pageLen++; |
| 78 |  |
| 79 | } |
| 80 |  |
| 81 | } |
| 82 |  |
| 83 | **public** **void** PageUp(){ |
| 84 |  |
| 85 | print(“page Up”); |
| 86 |  |
| 87 | } |
| 88 |  |
| 89 | **public** **void** PageDown() { |
| 90 |  |
| 91 | print(“page Down”); |
| 92 |  |
| 93 | } |
| 94 |  |
| 95 | } |

这里我们用了加载XML的方式来生成指定的书的页，那么我们如何才能控制PageUp()以及PageDown()方法呢？具体的方式是通过如下代码：

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** NButton : MonoBehaviour { |
| 06 |  |
| 07 | *// Use this for initialization* |
| 08 |  |
| 09 | **private** Book book; |
| 10 |  |
| 11 | **void** Start () { |
| 12 |  |
| 13 | }&nbsp; Unity3D教程手册 |
| 14 |  |
| 15 | *// Update is called once per frame* |
| 16 |  |
| 17 | **void** Update () { |
| 18 |  |
| 19 | } |
| 20 |  |
| 21 | **void** OnMouseDown() { |
| 22 |  |
| 23 | book = (Book)GameObject.Find(“Book”).GetComponent(typeof(Book)); |
| 24 |  |
| 25 | book.PageDown(); |
| 26 |  |
| 27 | } |
| 28 |  |
| 29 | } |

此行为类绑定到了一个图形界面按钮上.通过点击此按钮来达到控制书内的方法来实现上一页与下一页的翻译动作.