**解决NGUI panel使用soft clip时 屏幕缩放问题**

Posted on 2013年07月15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 32 次

NGUI panel使用soft clip时，屏幕缩放问题如何解决呢？

把panel的LocalScale的x,y,z的改成一样的就行了。把他们的LocalScale.x和z都等于了y。再改一下Clipping的大小。代码里面在Start里面运行SetPanel()时，最好用StartCoroutine或者Invoke，或者先yield一秒，我怕UI还没缩放就运行了就不好了。

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| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** SubPanelPosition : MonoBehaviour { |
| 05 | **public** ScreenDirection screenDirection; |
| 06 | *//horizontal表示水平滑动；vertical表示垂直滑动。* |
| 07 | **public** **enum** ScreenDirection |
| 08 | { |
| 09 | horizontal, |
| 10 | vertical |
| 11 | } *//Unity3D教程手册：www.unitymanual.com* |
| 12 | **public** **float** size; |
| 13 | **private** Transform parent; |
| 14 | **private** Transform child; |
| 15 | **private** **float** ScaleSize; |
| 16 | **private** **float** rateX; |
| 17 | **private** **float** rateY; |
| 18 | UIPanel PanelScript; |
| 19 | **void** Start() |
| 20 | { |
| 21 | Invoke("SetPanel",0.5f); |
| 22 | } |
| 23 | **void** SetPanel() |
| 24 | { |
| 25 | parent = transform.parent; |
| 26 | child = transform.GetChild(0); |
| 27 | PanelScript = transform.GetComponent<UIPanel>(); |
| 28 |  |
| 29 | transform.parent = **null**; |
| 30 | child.parent = **null**; |
| 31 |  |
| 32 | *//Unity3D教程手册：www.unitymanual.com* |
| 33 | **if**(screenDirection == ScreenDirection.vertical) |
| 34 | { |
| 35 | rateX = Screen.width/size; |
| 36 | rateY = 1; |
| 37 | ScaleSize = transform.localScale.y; |
| 38 | } |
| 39 | **else** **if**(screenDirection == ScreenDirection.horizontal) |
| 40 | { |
| 41 | rateX = 1; |
| 42 | rateY = Screen.height/size; |
| 43 | ScaleSize = transform.localScale.x; |
| 44 | } |
| 45 |  |
| 46 | transform.localScale = new Vector4(ScaleSize,ScaleSize,ScaleSize,ScaleSize); |
| 47 | transform.parent = parent; |
| 48 | child.parent = transform; |
| 49 | PanelScript.clipRange = new Vector4(PanelScript.clipRange.x,PanelScript.clipRange.y,PanelScript.clipRange.z \* rateX,PanelScript.clipRange.w \* rateY); |
| 50 | } |
| 51 |  |
| 52 | } |