using UnityEngine;  
using System.Collections;  
  
[RequireComponent(typeof(MeshRenderer))]  
  
public class rotateController : MonoBehaviour   
{  
  
[#region](https://www.youtube.com/results?q=%23region) ROTATE  
private float \_sensitivity = 1f;  
private Vector3 \_mouseReference;  
private Vector3 \_mouseOffset;  
private Vector3 \_rotation = Vector3.zero;  
private bool \_isRotating;  
  
  
[#endregion](https://www.youtube.com/results?q=%23endregion)  
  
void Update()  
{  
if(\_isRotating)  
{  
// offset  
\_mouseOffset = (Input.mousePosition - \_mouseReference); // apply rotation  
\_rotation.y = -(\_mouseOffset.x + \_mouseOffset.y) \* \_sensitivity; // rotate  
gameObject.transform.Rotate(\_rotation); // store new mouse position  
\_mouseReference = Input.mousePosition;  
}  
}  
  
void OnMouseDown()  
{  
// rotating flag  
\_isRotating = true;  
  
// store mouse position  
\_mouseReference = Input.mousePosition;  
}  
  
void OnMouseUp()  
{  
// rotating flag  
\_isRotating = false;  
}  
  
}