**鼠标事件响应的前提是：游戏物体身上必须要有碰撞器**

Private void OnMouseEnter()

{

Debug.Log("鼠标进入");

}

private void OnMouseOver()

{

Debug.Log("鼠标悬停");

}

private void OnMouseDown()

{

Debug.Log("鼠标按下");

}

private void OnMouseDrag()

{

Debug.Log("鼠标拖拽");

}

private void OnMouseUp()

{

Debug.Log("鼠标抬起");

}

private void OnMouseExit()

{

Debug.Log("鼠标离开");

}

private void OnMouseUpAsButton()

{

Debug.Log("鼠标像按钮一样按下又抬起");

}

