

Game Dev with Unity3D

DRAGGING



Dragging an Object with the Mouse

1. Place a Collider on your object.
2. Make the Collider to be
IsTrigger
3. Write the following script to that
object

Dragging an Object with the Mouse

```
Private float _distanceBetweenObjectAndCamera;

void OnMouseDown()
{
    _distanceBetweenObjectAndCamera = Camera.main.transform.position.z -
        transform.position.z;
}

void OnMouseDrag()
{
    Vector3 mousePosition = new Vector3(Input.mousePosition.x,
        Input.mousePosition.y, _distanceBetweenObjectAndCamera);
    transform.position = Camera.main.ScreenToWorldPoint(mousePosition);
}
```