≡ SoonSpace.js 2.x

follow-mouse

`npm@latest` `v2.2.0`

空间中摆放模型时，模型跟随鼠标。

交互提示

鼠标左键单击摆放模型

鼠标左键双击摆放模型并结束摆放

回车键结束摆放

鼠标右键单击或 `delete` 删除上一次摆放

`esc` 清空并取消摆放

样例

安装

```sh
npm install @soonspacejs/plugin-follow-mouse -S
# or
yarn add @soonspacejs/plugin-follow-mouse -S
```

使用方法

```js
import SoonSpace from 'soonspacejs';
import FollowMousePlugin from '@soonspacejs/plugin-follow-mouse';

const ssp = new SoonSpace({
  el: '#view',
  options: {},
  events: {},
});

const followMousePlugin = ssp.registerPlugin(
  FollowMousePlugin,
  'followMousePlugin'
);
consolo.log(followMousePlugin);
```

方法

start

开始让模型跟随鼠标。

定义

```ts
interface StartOptions {
  openHelper?: boolean
  helperColor?: IColor
  offset?: Position
  onPlace?: <ObjectType = Object3D>(object: ObjectType) => void
  onDone?: <ObjectType = Object3D>(objects: ObjectType[]) => void
  onBack?: <ObjectType = Object3D>(object: ObjectType) => void
  onCancel?: () => void
}
```

```
    function start(model: Sbm | Model, options: StartOptions = {}) => void
```

用法

```js
followMousePlugin.start(
  // model
  sbmObject,
  // options
  {
    openHelper: true,
    helperColor: 0xffff00,
    offsetY: {
      x: 2,
      y: 2,
      z: 2
    },
    onPlace(model) {
      console.log('onPlace', model);
    },
    onBack(model) {
      console.log('onBack', model);
    },
    onDone(modelList) {
      console.log('onDone', modelList);
    },
    onCancel() {
      console.log('onCancel');
    },
  }
);
```

参数

model

- **描述:** 跟随鼠标的模型对象
- **必填:** ✔
- **类型:** `Sbm | Model`

options

- **描述:** 可配置项
- **必填:** ✗
- **类型:** `StartOptions`

StartOptions

属性	描述	类型	必填	默认值
openHelper	是否显示包围盒辅助器	boolean	✗	true
helperColor	包围盒辅助器颜色	IColor	✗	0xffff00
offset	模型移动时取点的偏移量	Position	✗	
onPlace	放置模型时回调函数	(model) => {}	✗	
onBack	取消上一次放置时回调函数	(model) => {}	✗	
onDone	完成时回调函数	(modelList) => {}	✗	
onCancel	取消时回调函数	() => {}	✗	

← transform-controls   first-person-controls →