**C#绘制准心脚本**

Posted on 2013年06月03日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 109 次

texture.width >> 1和(texture.height >>是右移一位，相当于除以2。(x >> 1) 和 (x / 2) 的结果是一样的。

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| --- | --- |
| 01 | **void** OnGUI() |
| 02 |  |
| 03 | { |
| 04 |  |
| 05 | *//绘制准心* |
| 06 |  |
| 07 | Rect rect = new Rect(Input.mousePosition.x - (texture.width >> 1), |
| 08 |  |
| 09 | Screen.height - Input.mousePosition.y - (texture.height >> 1), |
| 10 |  |
| 11 | texture.width, texture.height); |
| 12 |  |
| 13 | GUI.DrawTexture(rect, texture); |
| 14 |  |
| 15 | } |
| 16 |  |
| 17 |  |