**MouseOrbit增加中轴缩放功能**

Posted on 2013年06月09日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 53 次

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | **var** target : Transform; |
| 02 | **var** distance = 10.0; |
| 03 |  |
| 04 | **var** minidistance = 0.1; |
| 05 | **var** maxidistance = 15.0; |
| 06 |  |
| 07 | **var** xSpeed = 250.0; |
| 08 | **var** ySpeed = 120.0; |
| 09 |  |
| 10 | **var** yMinLimit = -20; |
| 11 | **var** yMaxLimit = 80; |
| 12 |  |
| 13 | **private** **var** x = 0.0; |
| 14 | **private** **var** y = 0.0; |
| 15 |  |
| 16 | @script AddComponentMenu("Camera-Control/Mouse Orbit") |
| 17 |  |
| 18 | function Start () { |
| 19 | **var** angles = transform.eulerAngles; |
| 20 | x = angles.y; |
| 21 | y = angles.x; |
| 22 |  |
| 23 | *// Make the rigid body not change rotation* |
| 24 | **if** (rigidbody) |
| 25 | rigidbody.freezeRotation = **true**; |
| 26 | }<!--DVFMTSC--> Unity3D教程手册 |
| 27 |  |
| 28 | function LateUpdate () { |
| 29 | **if** (target) { |
| 30 | **if** ( Input.GetMouseButton(1) ) |
| 31 | { |
| 32 | x += Input.GetAxis("Mouse X") \* xSpeed \* 0.02; |
| 33 | y -= Input.GetAxis("Mouse Y") \* ySpeed \* 0.02; |
| 34 |  |
| 35 | y = ClampAngle(y, yMinLimit, yMaxLimit); |
| 36 |  |
| 37 | } |
| 38 | *//计算摄像机距离* |
| 39 | **var** distanceDelta = Input.GetAxis("Mouse ScrollWheel"); |
| 40 | distance += -distanceDelta \* distance; |
| 41 | distance = Mathf.Clamp(distance, minidistance, maxidistance); |
| 42 |  |
| 43 | **var** rotation = Quaternion.Euler(y, x, 0); |
| 44 | **var** position = rotation \* Vector3(0.0, 0.0, -distance) + target.position; |
| 45 | transform.position = position; |
| 46 | transform.rotation = rotation; |
| 47 |  |
| 48 | } |
| 49 | } |
| 50 |  |
| 51 | **static** function ClampAngle (angle : **float**, min : **float**, max : **float**) { |
| 52 | **if** (angle < -360) |
| 53 | angle += 360; |
| 54 | **if** (angle > 360) |
| 55 | angle -= 360; |
| 56 | **return** Mathf.Clamp (angle, min, max); |
| 57 | } |
| 58 |  |
| 59 |  |