**Ogre的公告板功能脚本**

Posted on 2013年06月20日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 49 次

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| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** LookAtCamera : MonoBehaviour |
| 06 |  |
| 07 | { |
| 08 |  |
| 09 | **public** Camera cameraToLookAt; |
| 10 |  |
| 11 | **void** Update() |
| 12 |  |
| 13 | { |
| 14 |  |
| 15 | Vector3 v = cameraToLookAt.transform.position - transform.position; |
| 16 |  |
| 17 | v.x = v.z = 0.0f; |
| 18 |  |
| 19 | transform.LookAt(cameraToLookAt.transform.position - v); |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 | } |
| 24 |  |