**Perfect像机切换脚本**

Posted on 2013年05月23日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 8 次

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|  |  |
| --- | --- |
| 01 | **var** windowRect = Rect (0, 20, 200 , 50);*//滑动工具栏对象* |
| 02 |  |
| 03 | function OnGUI () { |
| 04 |  |
| 05 | windowRect = GUI.Window (0,Rect(0,windowRect.y,Screen.width,windowRect.height), DoMyWindow, “My Window”); |
| 06 |  |
| 07 | **if** (windowRect.y> Screen.height-60){ |
| 08 |  |
| 09 | windowRect = GUI.Window (0,Rect(0,Screen.height-40,Screen.width,windowRect.height), DoMyWindow, “My Window”); |
| 10 |  |
| 11 | } |
| 12 |  |
| 13 | } |
| 14 |  |
| 15 | *//=================================================================* |
| 16 |  |
| 17 | **var** camera1 : Camera; *//定义一个名字为camera0的相机对象* |
| 18 |  |
| 19 | **var** camera2 : Camera; *//定义一个名字为camera1的相机对象* |
| 20 |  |
| 21 | **var** camera3 : Camera; |
| 22 |  |
| 23 | **var** ccc:Camera;*//定义当前场景相机数组* |
| 24 |  |
| 25 | ccc=Camera.allCameras; |
| 26 |  |
| 27 | *//==================================================================* |
| 28 |  |
| 29 | function Start () { |
| 30 |  |
| 31 | *//初始化相机* |
| 32 |  |
| 33 | SwitchCamera(camera1); |
| 34 |  |
| 35 | } |
| 36 |  |
| 37 | *//================================================* |
| 38 |  |
| 39 | *//滑动工具栏按钮* |
| 40 |  |
| 41 | function DoMyWindow (windowID : **int**) { |
| 42 |  |
| 43 | **if**(GUI.Button (Rect (10,20,100,20), “CAMERA1”)){ |
| 44 |  |
| 45 | SwitchCamera(camera1); |
| 46 |  |
| 47 | }; |
| 48 |  |
| 49 | **if**(GUI.Button (Rect (120,20,100,20), “CAMERA2”)){ |
| 50 |  |
| 51 | SwitchCamera(camera2); |
| 52 |  |
| 53 | }; |
| 54 |  |
| 55 | **if**(GUI.Button (Rect (230,20,100,20), “button3”)){ |
| 56 |  |
| 57 | SwitchCamera(camera3); |
| 58 |  |
| 59 | } |
| 60 |  |
| 61 | GUI.DragWindow ();*//刷新工具条* |
| 62 |  |
| 63 | } |
| 64 |  |
| 65 | *//重要的来了.定义相机切换函数,cam为要切换到的相机* |
| 66 |  |
| 67 | function SwitchCamera(cam:Camera){ |
| 68 |  |
| 69 | **for**(**var** ccc:Camera **in** Camera.allCameras){ |
| 70 |  |
| 71 | **var** aa=cam.transform.parent;*//父物体关闭* |
| 72 |  |
| 73 | **if**(ccc.name==cam.GetComponent(Transform).name){ |
| 74 |  |
| 75 | } |
| 76 |  |
| 77 | **else**{ |
| 78 |  |
| 79 | **var** bb=ccc.transform.parent;*//父物体关闭* |
| 80 |  |
| 81 | ccc.enabled=**false**; |
| 82 |  |
| 83 | bb.GetComponent(FPSWalker).enabled=**false**;*//父物体关闭* |
| 84 |  |
| 85 | } |
| 86 |  |
| 87 | *//print(ccc.name);* |
| 88 |  |
| 89 | } |
| 90 |  |
| 91 | cam.enabled=**true**; |
| 92 |  |
| 93 | aa.GetComponent(FPSWalker).enabled=**true**;*//父物体关闭* |
| 94 |  |
| 95 | **return**; |
| 96 |  |
| 97 | } |