**Unity3D 2D中偏离指定对象(鼠标)最近的对象**

Posted on 2013年05月19日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 20 次

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

|  |  |
| --- | --- |
| 01 | **public** **float** dis; |
| 02 | **public** GameObject pigObj; |
| 03 | **void** Print() |
| 04 | { |
| 05 | **if**(GameObject.FindWithTag("Pig")) |
| 06 | { |
| 07 | **float** tempdis=Mathf.Infinity; |
| 08 | GameObject [] pigObjs=GameObject.FindGameObjectsWithTag("Pig"); |
| 09 | **foreach**(GameObject go **in** pigObjs) |
| 10 | { |
| 11 |  |
| 12 | dis=Vector2.Distance(go.transform.position,Weapon.transform.position); |
| 13 | **if**(dis<tempdis) |
| 14 | { |
| 15 | tempdis=dis; |
| 16 | pigObj=go; |
| 17 | } |
| 18 |  |
| 19 | } |
| 20 | print (pigObj.name); |
| 21 | } |
| 22 |  |
| 23 | } |