**Unity3D实现在单击鼠标位置创建物体**

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[**Unity3D**](http://www.unitymanual.com)如何实现单击鼠标后在单击位置创建物体的功能？

代码如下:

//比较实用的一段代码，单击鼠标并在单击位置创建物体的功能  
var distanceFromCamera : float;  
var go:GameObject;  
private var X : int;  
private var Y : int;  
function Update(){  
X = Input.mousePosition.x;  
Y = Input.mousePosition.y;  
if(Input.GetMouseButtonDown(0)){  
var cube = GameObject.CreatePrimitive(PrimitiveType.Cube);  
cube.AddComponent(Rigidbody);  
cube.transform.position = camera.main.ScreenToWorldPoint(Vector3(X,Y,distanceFromCamera));  
}  
}  
//这段代码是动态载入库中物体  
var distanceFromCamera : float;  
var cube : Transform;  
private var X : int;  
private var Y : int;  
private var clickP:Vector3;  
function Update(){  
X = Input.mousePosition.x;  
Y = Input.mousePosition.y;  
clickP= camera.main.ScreenToWorldPoint(Vector3(X,Y,distanceFromCamera));  
if(Input.GetMouseButtonDown(0)){  
//此处的var不可省略，省略后虽效果不变,但似乎有其它问题 、  
//static function Instantiate (original : Object, position : Vector3, rotation : Quaternion) : Object  
var cube = Instantiate(cube, clickP, Quaternion.identity);  
}  
}