**Unity3D拖动物体代码**

Posted on 2013年01月08日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 337 次

var mouseOverColor = Color.blue;  
private var originalColor : Color;  
function Start () {  
originalColor = renderer.sharedMaterial.color;  
}  
function OnMouseEnter () {  
renderer.material.color = mouseOverColor;  
}  
function OnMouseExit () {  
renderer.material.color = originalColor;  
}  
function OnMouseDown () {  
var screenSpace = Camera.main.WorldToScreenPoint(transform.position);  
var offset = transform.position - Camera.main.ScreenToWorldPoint(Vector3(Input.mousePosition.x, Input.mousePosition.y, screenSpace.z));  
while (Input.GetMouseButton(0))  
{  
var curScreenSpace = Vector3(Input.mousePosition.x, Input.mousePosition.y, screenSpace.z);  
var curPosition = Camera.main.ScreenToWorldPoint(curScreenSpace) + offset;  
transform.position = curPosition;  
yield;  
}  
}