**Unity3D点击鼠标按键代码**

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[**Unity3D点**](http://www.unitymanual.com)击鼠标按键代码如下：

nput.GetMouseButton 获取鼠标按钮

static function GetMouseButton (button : int) : bool

Description描述

Returns whether the given mouse button is held down.

当指定的鼠标按钮被按下时返回true

/button/ values are 0 for left button, 1 for right button, 2 for the middle button.

button值设定为 0对应左键 ， 1对应右键 ， 2对应中键。

C# JavaScript using UnityEngine;  
using System.Collections;

public class example : MonoBehaviour {  
void Update() {  
if (Input.GetMouseButton(0))  
Debug.Log("Pressed left click.");

if (Input.GetMouseButton(1))  
Debug.Log("Pressed right click.");

if (Input.GetMouseButton(2))  
Debug.Log("Pressed middle click.");

}  
}// Detects clicks from the mouse and prints a message  
// depending on the click detected.  
//检测到鼠标点击就输出信息  
//取决于点击的键值

function Update() {  
if(Input.GetMouseButton(0))  
Debug.Log("Pressed left click.");  
if(Input.GetMouseButton(1))  
Debug.Log("Pressed right click.");  
if(Input.GetMouseButton(2))  
Debug.Log("Pressed middle click.");  
}