**Unity3D物体随鼠标移动旋转**

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[**Unity3D**](http://www.unitymanual.com)随鼠标移动物体旋转脚本如下：

var target : Transform;  
var distance = 20.0;  
var mySpeed = 250.0;  
private var x = 0.0;  
private var y = 0.0;  
var xMinLimit=30;  
var xMaxLimit=120;  
var yMinLimit=30;  
var yMaxLimit=120;  
function Start () {  
var angles = transform.eulerAngles;  
x = angles.y;  
y = angles.x;  
}  
function LateUpdate () {  
if (Input.GetMouseButton(1)){  
x += Input.GetAxis("Mouse X") \* mySpeed \* 0.02;  
x = ClampAngle(x, xMinLimit, xMaxLimit);  
y -= Input.GetAxis("Mouse Y") \* mySpeed \* 0.01;  
y = ClampAngle(y, yMinLimit, yMaxLimit);  
}  
var rotation = Quaternion.Euler(y, x, 0);  
transform.rotation = rotation;  
var position = rotation \* Vector3(0.0, 0.0, -distance) + target.position;  
transform.position = position;  
}  
static function ClampAngle (angle : float, min : float, max : float) {  
if (angle < -360)  
angle += 360;  
if (angle > 360)  
angle -= 360;  
return Mathf.Clamp (angle, min, max);  
}

var target : Transform;  
var distance : float;  
var mySpeed = 250.0;  
private var x = 0.0;  
private var y = 0.0;  
var xMinLimit=30;  
var xMaxLimit=120;  
var yMinLimit=30;  
var yMaxLimit=120;  
function Start () {  
var angles = transform.eulerAngles;  
x = angles.y;  
y = angles.x;  
}  
function LateUpdate () {  
if (Input.GetMouseButton(0)){  
x += Input.GetAxis("Mouse X") \* mySpeed \* 0.02;  
x = ClampAngle(x, xMinLimit, xMaxLimit);  
y -= Input.GetAxis("Mouse Y") \* mySpeed \* 0.01;  
y = ClampAngle(y, yMinLimit, yMaxLimit);  
}

distance += Input.GetAxis("Mouse ScrollWheel")\*30;  
if(distance >=400)  
distance=400;  
if (distance<=50)  
distance = 50;  
var rotation = Quaternion.Euler(y, x, 0);  
transform.rotation = rotation;  
var position = rotation \* Vector3(0.0, 0.0, -distance) + target.position;  
transform.position = position;  
}  
static function ClampAngle (angle : float, min : float, max : float) {  
if (angle < -360)  
angle += 360;  
if (angle > 360)  
angle -= 360;  
return Mathf.Clamp (angle, min, max);  
}