**Unity3D脚本代码：摄影机随鼠标偏移 副对象旋转Y轴 不影响偏移轨迹**

Posted on 2013年01月09日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 320 次

using UnityEngine;  
using System.Collections;  
//如果需要旋转Y轴,请按要求设定父对象  
//创建父对象players(空对象), 放置摄影机 角色相关！角色移动脚本给该对象即可  
//创建子对象cameras(空对象,脚本对象), 坐标和角度 请跟players对象一致,否则旋转Y轴将影响偏移  
//camera 主摄影机,调整好坐标和角度,然后放到子对象cameras下  
//脚本功能：  
//实现摄影机跟着鼠标偏移,同时能够旋转players对象Y轴，并且不会打乱摄影机的偏移轨迹  
public class cameras : MonoBehaviour {  
//public float Speed = 0.02f;  
public float pointX;  
public float pointY;  
public float mouseX;  
public float mouseY;  
public float mouBak;  
public float width;  
public float height;  
void Start()  
{  
}  
void Update()  
{  
width = Screen.width;  
height = Screen.height;mouBak = Input.mousePosition.x;  
if (mouBak > width)  
mouBak = width;  
if (mouBak < 0)  
mouBak = 0;  
mouBak -= width/2;

mouseY = Input.mousePosition.y;  
if (mouseY > height)  
mouseY = height;  
if (mouseY < 0)  
mouseY = 0;  
mouseY -= height/2;

mouseX = mouseY/width;  
mouseX = 1 - mouseX \* mouseX;  
mouseX = mouseX \* mouBak;

mouBak = mouBak/height;  
mouBak = 1 - mouBak \* mouBak;  
mouseY = mouseY \* mouBak;

if (mouseX != 0)  
{  
transform.Translate((mouseX-pointX)\*0.008f, 0, 0);  
pointX = mouseX;  
}

if (mouseY != 0)  
{  
transform.Translate(0, 0,(mouseY-pointY)\*0.01f);  
pointY = mouseY;  
}  
}  
}