**Unity3D脚本：点击图片切换相机代码**

Posted on 2013年02月04日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 195 次

var cam1 : GameObject;  
var cam2 : GameObject;  
function OnMouseDown(){  
if(cam1.camera.enabled){  
cam1.camera.enabled = false;  
cam2.camera.enabled = true;  
} else {  
cam1.camera.enabled = true;  
cam2.camera.enabled = false;  
}  
}