**Unity3D脚本：相机旋转代码**

Posted on 2013年02月05日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 289 次

[**Unity3D**](http://www.unitymanual.com/)相机旋转[**代码**](http://www.unitymanual.com/category/script):这个代码用javascript写的，复制进去保存之后拖到你的相机上，然后绑定一个物体，相机就会沿着这个物体的中心点360旋转，用鼠标左键控制旋转的展示单个物体。

[**Unity3D脚本：点击图片切换相机代码**](http://www.unitymanual.com/1829.html)

var target : Transform;  
var distance = 10.0;  
var xSpeed = 250.0;  
var ySpeed = 120.0;  
var yMinLimit = -20;  
var yMaxLimit = 80;  
var distanceMin = 3;  
var distanceMax = 15;  
private var x = 0.0;  
private var y = 0.0;  
@script AddComponentMenu("Camera-Control/Mouse Orbit")  
function Start () {  
var angles = transform.eulerAngles;  
x = angles.y;  
y = angles.x;

// Make the rigid body not change rotation  
if (rigidbody)  
rigidbody.freezeRotation = true;  
}  
function LateUpdate () {  
if(Input.GetAxis("Fire1")==0)return;  
if (target) {  
x += Input.GetAxis("Mouse X") \* xSpeed \* distance\* 0.02;  
y -= Input.GetAxis("Mouse Y") \* ySpeed \* 0.02;

var rotation = Quaternion.Euler(y, x, 0);  
distance = Mathf.Clamp(distance - Input.GetAxis("Mouse ScrollWheel")\*5, distanceMin, distanceMax);

var hit : RaycastHit;  
if (Physics.Linecast (target.position, transform.position, hit)) {  
distance -= hit.distance;  
}

var position = rotation \* Vector3(0.0, 0.0, -distance) + target.position;  
transform.rotation = rotation;  
transform.position = position;

}  
}