**Unity3D脚本：鼠标操作脚本**

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模拟MAX的鼠标操作脚本。

var target:Transform;  
var targetOffset:Vector3;  
var distance:float = 5.0f;  
var maxDistance:float = 20;  
var minDistance:float = .6f;  
var xSpeed:float = 200.0f;  
var ySpeed :float= 200.0f;  
var yMinLimit:int= -80;  
var yMaxLimit:int= 80;  
var zoomRate:int= 40;  
var panSpeed:float= 0.3f;  
var zoomDampening:float= 5.0f;  
var xDeg:float= 0.0f;  
var yDeg:float= 0.0f;  
var currentDistance:float;  
var desiredDistance:float;  
var currentRotation:Quaternion;  
var desiredRotation:Quaternion;  
var rotation:Quaternion;  
var position:Vector3;

function Start() { Init(); }  
function OnEnable() { Init(); }  
public function Init()  
{  
if (!target)//如果变换目标为没有，则生成变换位置物体，如果有自己的视角中心，这句可以不要  
{  
var go:GameObject= new GameObject("Cam Target");  
go.transform.position = transform.position + (transform.forward \* distance);  
target = go.transform;  
}

transform.position=Vector3(989.2558,6.647173,1004.832);//初始化相机位置  
transform.rotation=Vector3(10.7943,119.1996,0.002801279);  
distance = Vector3.Distance(transform.position, target.position);  
currentDistance = distance;  
desiredDistance = distance;  
position = transform.position;  
rotation = transform.rotation;  
currentRotation = transform.rotation;  
desiredRotation = transform.rotation;  
xDeg = Vector3.Angle(Vector3.right, transform.right );  
print(xDeg);  
yDeg = Vector3.Angle(Vector3.up, transform.up );  
}  
function LateUpdate()  
{  
if (Input.GetMouseButton(0))//旋转  
{  
xDeg += Input.GetAxis("Mouse X") \* xSpeed \* 0.02f;  
yDeg -= Input.GetAxis("Mouse Y") \* ySpeed \* 0.02f;  
yDeg = ClampAngle(yDeg, yMinLimit, yMaxLimit);  
desiredRotation = Quaternion.Euler(yDeg, xDeg, 0);  
currentRotation = transform.rotation;  
rotation = Quaternion.Lerp(currentRotation, desiredRotation, Time.deltaTime \* zoomDampening);  
transform.rotation = rotation;  
}

if (Input.GetMouseButton(1))//平移  
{  
target.rotation = transform.rotation;  
target.Translate(Vector3.right \* -Input.GetAxis("Mouse X") \* panSpeed);  
target.Translate(transform.up \* -Input.GetAxis("Mouse Y") \* panSpeed, Space.World);  
}  
//放大缩小  
desiredDistance -= Input.GetAxis("Mouse ScrollWheel") \* Time.deltaTime\*zoomRate \* Mathf.Abs(desiredDistance);  
desiredDistance = Mathf.Clamp(desiredDistance, minDistance, maxDistance);  
currentDistance = Mathf.Lerp(currentDistance, desiredDistance, Time.deltaTime \* zoomDampening);  
position = target.position - (rotation \* Vector3.forward \* currentDistance + targetOffset);  
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);  
}