**Unity3D适用于台球游戏的脚本**

Posted on 2013年06月11日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 78 次

球杆围着白球旋转瞄准目标。效果：当点击鼠标时，球杆围绕着球旋转。

脚本如下：

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| 01 | **var** mouseOverColor = Color.blue;*//声明变量为蓝色* |
| 02 | **private** **var** originalColor : Color;*//声明变量存储本来颜色* |
| 03 | **var** other:Transform; |
| 04 | **var** system:Transform; |
| 05 | **var** gan:GameObject; |
| 06 | function Start () { |
| 07 | originalColor = renderer.sharedMaterial.color;*//开始时得到物体本来着色* |
| 08 | } |
| 09 | function OnMouseExit () { |
| 10 | renderer.material.color = originalColor;*//当鼠标滑出时恢复物体本来颜色* |
| 11 | } |
| 12 | function OnMouseEnter(){ |
| 13 | renderer.material.color = mouseOverColor;*//当鼠标滑过时改变物体颜色为蓝色* |
| 14 | } |
| 15 | function FixedUpdate() { |
| 16 | **if**(Input.GetMouseButton(0)){ |
| 17 | **var** screenSpace = Camera.main.WorldToScreenPoint(transform.position);*//三维物体坐标转屏幕坐标* |
| 18 | **var** screenother = Camera.main.WorldToScreenPoint(other.transform.position); |
| 19 | **var** A:Vector3= screenSpace&minus;screenother; |
| 20 | **var** B:Vector3=Input.mousePosition&minus;screenSpace; |
| 21 | **var** A1:Vector3=Camera.main.ScreenToWorldPoint(A); *//将屏幕坐标转为三维坐标* |
| 22 | **var** B1:Vector3=Camera.main.ScreenToWorldPoint(B); |
| 23 | **var** angle:**float**=Vector3.Angle(A1,B1); |
| 24 | system.transform.RotateAround(transform.position,Vector3(0,1,0),angle\*0.2); |
| 25 | } |
| 26 | } |