**iphone手指拖拽脚本**

Posted on 2013年07月12日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 22 次

using UnityEngine; using System.Collections; public class Test : MonoBehaviour { private Vector3 screenPoint; private Vector3 offset; // Update is called once per frame void Update () { for (int i = 0; i < Input.touchCount; ++i) { if (Input.GetTouch(i).phase == TouchPhase.Began) { screenPoint = Camera.main.WorldToScreenPoint(gameObject.transform.position); offset = gameObject.transform.position - Camera.main.ScreenToWorldPoint(new Vector3(Input.GetTouch(i).position.x, Input.GetTouch(i).position.y, screenPoint.z)); } if(Input.GetTouch(i).phase == TouchPhase.Moved) { Vector3 curScreenPoint = new Vector3(Input.GetTouch(i).position.x, Input.GetTouch(i).position.y, screenPoint.z); Vector3 curPosition = Camera.main.ScreenToWorldPoint(curScreenPoint) + offset; transform.position = curPosition; } } } }