**公告板（billboard）脚本**

Posted on 2013年06月13日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 36 次

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 | **using** System.Collections; |
| 03 |  |
| 04 | **public** **class** Billborad : MonoBehaviour { |
| 05 |  |
| 06 | **public** Camera m\_Camera; |
| 07 | **public** Vector3 Normal;*//面法线* |
| 08 | Quaternion direction; |
| 09 |  |
| 10 | *// Use this for initialization* |
| 11 | **void** Start() |
| 12 | { <!--DVFMTSC--> Unity3D教程手册 |
| 13 | direction = Quaternion.FromToRotation(new Vector3(0, 0, 1), Normal); |
| 14 | print(GetInstanceID()); |
| 15 | } |
| 16 |  |
| 17 | *// Update is called once per frame* |
| 18 | **void** Update() |
| 19 | { |
| 20 | transform.rotation = m\_Camera.transform.rotation \* direction; |
| 21 |  |
| 22 | *//GameObject GO = GameObject.Find("3rd Person Controller");* |
| 23 | *//transform.position = GO.transform.position + new Vector3(0,1,0);* |
| 24 | } |
| 25 | } |
| 26 |  |
| 27 |  |