**切换摄影机**

Posted on 2013年05月05日 by U3d / [Unity3D 基础教程](http://www.unitymanual.com/category/manual/unity3d-%e5%9f%ba%e7%a1%80%e6%95%99%e7%a8%8b)/被围观 93 次

除了原场上的主摄影机

另外在新增一台摄影机(GameObject -> Create Other -> Camera)

复制程式码贴到JavaScript上，拖曳到摄影机上(或场上物件都可以)

再拖曳场上第一台摄影机到 摄影机(放程式码的那一台)的JavaScript裡的Camera1

第二台摄影机拖曳到在Camera2里执行

|  |  |  |
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|  |  |  |

|  |  |
| --- | --- |
| 01 | **var** camera1 : Camera; |
| 02 |  |
| 03 | **var** camera2 : Camera; |
| 04 |  |
| 05 | function OnGUI () { |
| 06 |  |
| 07 | **if** (GUILayout.Button ("Camera1",GUILayout.Width (100))) { |
| 08 | camera1.enabled = **true**; |
| 09 | camera2.enabled = **false**; |
| 10 | } |
| 11 |  |
| 12 | **if** (GUILayout.Button ("Camera2")) { |
| 13 | camera2.enabled = **true**; |
| 14 | camera1.enabled = **false**; |
| 15 | } |
| 16 |  |
| 17 | } |