**利用世界坐标在object上显示text**

Posted on 2013年05月20日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 19 次

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| 01 | <pre>**var** target : Transform; *// Object that this label should follow* |
| 02 | **var** offset = Vector3.up; *// Units in world space to offset; 1 unit above object by default* |
| 03 | **var** clampToScreen = **false**; *// If true, label will be visible even if object is off screen* |
| 04 | **var** clampBorderSize = .05; *// How much viewport space to leave at the borders when a label is being clamped* |
| 05 | **var** useMainCamera = **true**; *// Use the camera tagged MainCamera* |
| 06 | **var** cameraToUse : Camera; *// Only use this if useMainCamera is false* |
| 07 | **private** **var** cam : Camera; |
| 08 | **private** **var** thisTransform : Transform; |
| 09 | **private** **var** camTransform : Transform; |
| 10 | function Start () { |
| 11 | thisTransform = transform; |
| 12 | **if** (useMainCamera) |
| 13 | cam = Camera.main; |
| 14 | **else** |
| 15 | cam = cameraToUse; |
| 16 | camTransform = cam.transform; |
| 17 | } |
| 18 | function Update () { |
| 19 | **if** (clampToScreen) { |
| 20 | **var** relativePosition = camTransform.InverseTransformPoint(target.position); |
| 21 | relativePosition.z = Mathf.Max(relativePosition.z, 1.0); |
| 22 | thisTransform.position = cam.WorldToViewportPoint(camTransform.TransformPoint(relativePosition + offset)); |
| 23 | thisTransform.position = Vector3(Mathf.Clamp(thisTransform.position.x, clampBorderSize, 1.0-clampBorderSize), |
| 24 | Mathf.Clamp(thisTransform.position.y, clampBorderSize, 1.0-clampBorderSize), |
| 25 | thisTransform.position.z); |
| 26 | } |
| 27 | **else** { |
| 28 | thisTransform.position = cam.WorldToViewportPoint(target.position + offset); |
| 29 | } |
| 30 | } |
| 31 | @script RequireComponent(GUIText) |
| 32 | </pre> |