**动态加载场景**

Posted on 2013年04月23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 170 次

用射线检测法的可行性和优点。射线碰到碰撞体后会返回一个检测信息，包含碰到的物体的名字之类，就是返回一个引用型的变量，这个变量就可以当做射到那个物体来用。

1.使用Camera.ScreenPointToRay得到一条射线。

2.然后使用射线检测函数Physics.Raycast，然后会得到RaycastHit信息，根据信息可以判断你到底点中了什么。

脚本如下：

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

|  |  |
| --- | --- |
| 01 | **var** gui : GUITexture; |
| 02 |  |
| 03 | **var** find : GUITexture; |
| 04 |  |
| 05 | *//var GameObjectName;* |
| 06 |  |
| 07 | function Awake(){ |
| 08 |  |
| 09 | find=GameObject.Find(“guiTexture”).GetComponent(GUITexture); |
| 10 |  |
| 11 | find.enabled=**false**; |
| 12 |  |
| 13 | } |
| 14 |  |
| 15 | function OnMouseDown() |
| 16 |  |
| 17 | { |
| 18 |  |
| 19 | *//find=GameObject.Find(“guiTexture”).GetComponent(GUITexture);* |
| 20 |  |
| 21 | find.enabled=**true**; |
| 22 |  |
| 23 | Debug.Log(gameObject.name); |
| 24 |  |
| 25 | www(gameObject.name); |
| 26 |  |
| 27 | } |
| 28 |  |
| 29 | function www(Cubename){ |
| 30 |  |
| 31 | *// Store the original pixel inset* |
| 32 |  |
| 33 | *// and modify it from there.* |
| 34 |  |
| 35 | **var** originalPixelRect = gui.pixelInset; |
| 36 |  |
| 37 | *// Update the progress bar by scaling the gui texture* |
| 38 |  |
| 39 | *// until we reach the end* |
| 40 |  |
| 41 | **var** stream=new WWW(“”+Cubename+“.unity3d”); |
| 42 |  |
| 43 | **while** (!stream.isDone) |
| 44 |  |
| 45 | { |
| 46 |  |
| 47 | gui.pixelInset.xMax = originalPixelRect.xMin |
| 48 |  |
| 49 | + stream.progress \* originalPixelRect.width; |
| 50 |  |
| 51 | **yield**; |
| 52 |  |
| 53 | } |
| 54 |  |
| 55 | *// Update it one last time before loading* |
| 56 |  |
| 57 | gui.pixelInset.xMax = originalPixelRect.xMax; |
| 58 |  |
| 59 | stream.LoadUnityWeb(); |
| 60 |  |
| 61 | } |
| 62 |  |
| 63 | @script RequireComponent (GUITexture) |