**Unity3D教程：复制物件**

Posted on 2013年04月28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 117 次

复制如下代码到JavaScript里存档内，拖曳到摄影机上。然后把想要复制的物件拖曳到摄影机里的JavaScript中的YourObject，效果为每点击一次滑鼠左键复制一次物件。

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| 01 | **var** YourObject:Transform; |
| 02 | **var** i:**int** = 1; |
| 03 |  |
| 04 | function Update(){ |
| 05 |  |
| 06 | **if**(Input.GetMouseButtonDown(0)){ |
| 07 | Instantiate (YourObject, Vector3(i \* 2.0, 0, 0), Quaternion.identity); |
| 08 | i++; |
| 09 | } |
| 10 |  |
| 11 | } |