**射线检测并获得鼠标点击的坐标[x,y,z]**

Posted on 2013年05月26日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 175 次

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

|  |  |
| --- | --- |
| 01 | **using** UnityEngine; |
| 02 |  |
| 03 | **using** System.Collections; |
| 04 |  |
| 05 | **public** **class** Lu : MonoBehaviour |
| 06 |  |
| 07 | { |
| 08 |  |
| 09 | **public** Camera cam; |
| 10 |  |
| 11 | *// We need to actually hit an object* |
| 12 |  |
| 13 | RaycastHit hitt = new RaycastHit(); |
| 14 |  |
| 15 | *// Use this for initialization* |
| 16 |  |
| 17 | **void** Start() |
| 18 |  |
| 19 | { |
| 20 |  |
| 21 | } |
| 22 |  |
| 23 | *// Update is called once per frame* |
| 24 |  |
| 25 | **void** Update() |
| 26 |  |
| 27 | { |
| 28 |  |
| 29 | Ray ray = cam.ScreenPointToRay(Input.mousePosition); |
| 30 |  |
| 31 | Physics.Raycast(ray, **out** hitt, 100); |
| 32 |  |
| 33 | *// Debug.DrawLine(cam.transform.position, ray.direction,Color.red);* |
| 34 |  |
| 35 | **if** (**null** != hitt.transform) |
| 36 |  |
| 37 | { |
| 38 |  |
| 39 | print(hitt.point);*//鼠标点击的坐标* |
| 40 |  |
| 41 | } |
| 42 |  |
| 43 | } |
| 44 |  |
| 45 | } |